ROME - ITALIAN TOWN

MEDIEVAL VILLAGE - SLAVIC HUTS ENVIRONMENT

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Will The Witcher 4 on Unreal Engine 5 impress with its graphics? The next-gen tech demo makes a huge impression

GAMES 7219V

Iza Łęcka | Today, 09:34

What will CD Projekt RED's newest game look like? We don't know yet, but the latest tech demo shows the capabilities of the Epic Games engine that developers are using.

Scans Factory has released a free tech demo of Medieval Village in Unreal Engine 5.4, which directly references the atmosphere of the Witcher series. The video shows a village reminiscent of Slavic architecture - thatched cottages, sheds, unpaved paths, omnipresent vegetation. Elements such as piles of wood, carts and fences only add to the realistic character. At the same time, the authors used various lighting and weather options, showing the possibilities of technology.

This is not the first time that the Scans Factory team has shared such an impressive demonstration of their skills and the capabilities of the Epic Games engine. Thanks to the Rome Tech Demo, it was possible to experience the atmospheric atmosphere of Rome in different weather conditions - the material looks great .

Luke Johnson
Just bought it. Loving it so far. Looks amazing!   ...

14h   Love   Reply   Hide   ♥

juan_cruz_celis Oh my god it's very realistic and has many details

louixlin damn you guys are nailing with every single pack you release 🤩 beautiful

@saadblakime1387 2 days ago (edited)
The best realistic medieval village env I've ever seen. Good job
👍 3 👎 ♡   **Reply**

@explorandoloinvisible-n4c 1 day ago
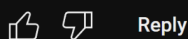Incredibly relaxing and realistic, thank you very much.
👍 👎 🖤   **Reply**

@DavidMemo-s4o 16 minutes ago
It's incredible when someone can create something like this with Unreal Engine 5. Just imagine what kind of graphics a large team like cd red project can deliver in the next two years when The Witcher 4 is released. This is mind-blowing!

@alleykilla9914 12 hours ago
Are these pieces modular or are they just large static meshes when it comes to the buildings?
👍 👎   **Reply**
∧ 🔷 • 1 reply

🔷 **@scansfactory** 7 hours ago
Modular as we always try to make good use of photogrammetry :) very soon there should be additional screens of overview map. This time walls have also thickness to easiest work with nanite and lumen :)

damdeuce @damdeuce · 12h   …
how's the performance?
💬 1   ↻   ♡ 1   ⑈ 24   🔖 ⬆

Pasquale Scionti ✔ @scionti_design · 12h   …
60+fps 4k native rtx4090
💬   ↻   ♡   ⑈ 28   🔖 ⬆

NEWS

This Witcher-like Unreal Engine 5.4 Tech Demo will blow you away

🕓 DECEMBER 5, 2024   👤 JOHN PAPADOPOULOS   💬 10 COMMENTS

Scans Factory has released a free Medieval Village Tech Demo in Unreal Engine 5.4. This tech demo features a Witcher-like environment, which may give us an idea of what The Witcher 4 may look like.

For those unaware, Scans Factory is the same team behind the amazing Rome Tech Demo. And similar to that tech demo, this new one pushes some of the best graphics we've ever seen.

Going into more details, this demo includes a range of thatched-roof huts, wooden barns, and storage sheds, crafted to reflect traditional Slavic building styles. It also comes with a variety of lighting options. PC users can use from bright, sunlit scenes to eerie, overcast atmospheres. Moreover, it features realistic elements like woodpiles, fences, carts, and small storage areas that bring the village to life with lived-in authenticity.

The team has provided two different builds. The first one is the UE5.4 version at native resolutions. The second is with DLSS. You can download them from the following links.

- UE 5.4 – https://bit.ly/49kfY0c OR https://bit.ly/4impROY
- DLSS version- https://bit.ly/4gj7TeD OR https://bit.ly/4fWYUzU