

Industrial Drone Collection

Unreal Engine

1. Introduction

The Industrial Drone Collection for Unreal Engine provides a complete set of six high-quality drone assets designed for game development, digital twin applications, and real-time visualization.

The project includes an Overview Level that showcases all six drone types, with both **Static and Rigged** versions available for easy preview and evaluation. Each drone is supplied with high-quality PBR materials, organized textures, and material instances where required, allowing for efficient customization and seamless integration into Unreal Engine projects.

The collection features six unique drone categories Swarm Drone, FPV Racing Drone, Inspection Drone, Cinematic Drone, Agriculture Drone, and Heavy Lift Drone covering a wide range of real-world aerial applications. The assets are organized with a clean folder structure.

2. Package Contains

- 6 Drones
- 6 Physics Assets + 6 Skeletons + 6 Skeletal Meshes
- Materials and Textures
- PBR Textures
- Ready Material Setup
- Material Instance for Glass and Light
- Demo Scene
- Readme File (Help)

3. Technical Information

- Compatible with Unreal Engine 5.0.3 and above
- Texture Size: 4096 x 4096
- Optimized geometry for real-time applications
- Efficient material setup for improved performance
- Modular workflow for rapid level creation
- Suitable for PC, Console, VR, and Mobile Development
- Optimized Geometry: **Ranges from 9,726 to 102,532 triangles per mesh.**

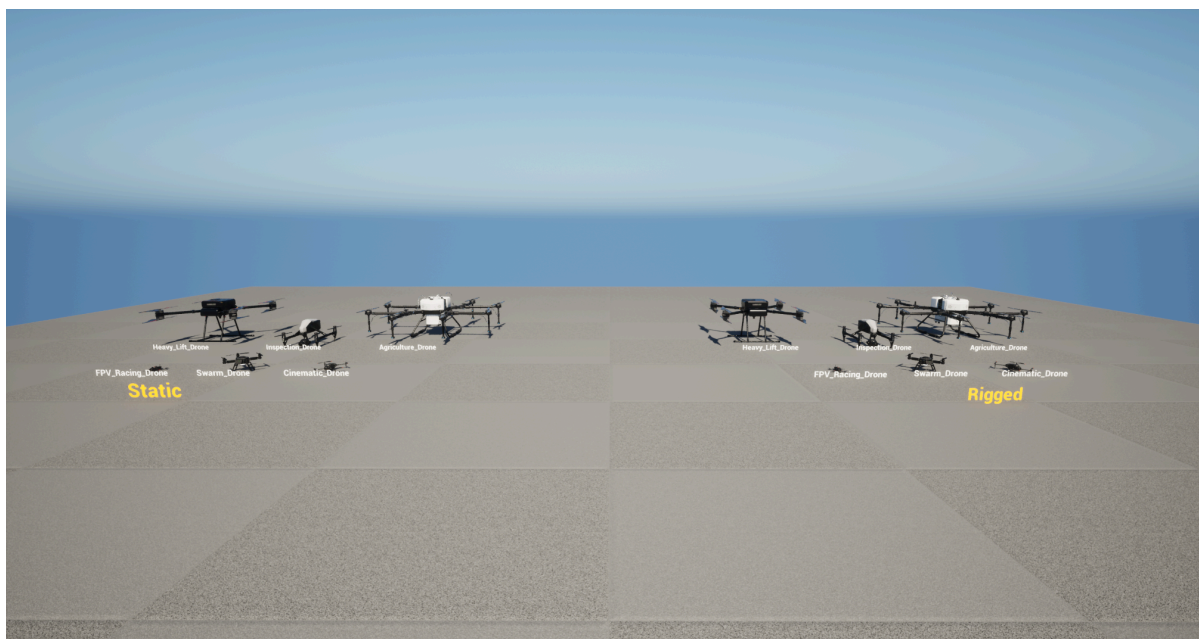
4. Key Features

- 6 Unique Drone Types
- Static & Rigged Versions
- Ready Material Setup
- 4K PBR Textures
- Detachable Parts
- Easy to Animate
- Suitable for a wide range of real-time applications

5. Ideal For

- Game development
- Digital twin applications
- Real-time visualization
- Animation

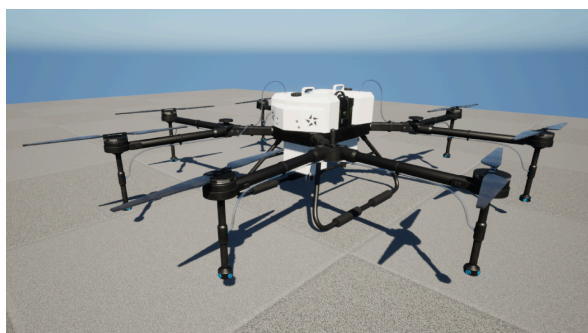
6. Scene Setup



▼ L_Demo (Editor)	World
▼ Drones	Folder
▼ Rig	Folder
SKM_Agriculture_Drone_Rig	SkeletalMeshActor
SKM_Cinematic_Drone_Rig	SkeletalMeshActor
SKM_FPV_Drone_Rig	SkeletalMeshActor
SKM_Heavy_Lift_Drone_Rig	SkeletalMeshActor
SKM_Inspection_Drone_Rig	SkeletalMeshActor
SKM_Swarm_Drone_Rig	SkeletalMeshActor
▼ Static	Folder
BP_Agriculture_Drone_Static	Edit BP_Agriculture_Drone_Static
BP_Cinematic_Drone_Static	Edit BP_Cinematic_Drone_Static
BP_FPV_Drone_Static	Edit BP_FPV_Drone_Static
BP_Heavy_Lift_Drone_Static	Edit BP_Heavy_Lift_Drone_Static
BP_Inspection_Drone_Static	Edit BP_Inspection_Drone_Static
BP_Swarm_Drone_Static	Edit BP_Swarm_Drone_Static

Both static mesh and rigged models are included in the UE package. Use the model that best fits your project requirements.

7. Drones Preview:



Agriculture_Drone



Cinematic_Drone



FPV_Racing_Drone



Heavy_Lifting_Drone



Inspection Drone



Swarm Drone

Support & Customization:

This pack is designed to be a “living” asset and will continue to evolve over time. If you encounter any issues or have questions regarding implementation, please feel free to reach out through our [support link](#) or [Discord server](#).

For faster support, we recommend joining our [Discord server](#). Our team is ready to help and answer any questions you may have.

Level up your game's feel and performance today!

★★★★★ Your Review means the world to us!

Great feedback comes back as even better features.

If there are any suggestions or ideas for improvement, feel free to contact us. If possible, we will include your request in future updates.

 Follow us for updates and news!

[Youtube](#) | [Facebook](#) | [Email](#) | [Linkedin](#)

Website: 300mind.studio

*Thank you for choosing the **Industrial Drone Collection** for Unreal Engine. We hope this documentation helps you. Happy Gaming!*

Enjoy building your game! 🎮

THANK YOU

FAB TECHNICAL DETAILS

Blender Scene Technical Report - Exporter 3.0-manual-fields

Field	aValue
Scene	Scene
Blender version	4.5.12 LTS
Blend file	C:\Users\Tirth\Downloads\fab details.blend
Objects inspected	241

1. Compatibility and File Information

Field	Value
Supported development platforms	Windows
Distribution method	Asset package

2. Geometry

Field	Value
Use range for multiple assets	Yes
Total triangles	409,160
Pack of multiple assets	Yes
Triangles	13 - 28,182
Quads	22 - 13,219
Polygons	16 - 28,182
Vertices	32 - 14,207
Assets	12
Unique meshes	143
Includes LODs	No
LODs	0
Bounding box size	4.607197 x 3.264336 x 0.632149
Bounding box size X	4.607197
Bounding box size Y	3.264336
Bounding box size Z	0.632149
Has collision	No

Field	Value
Collision type	Complex
Nanite-enabled	No

3. Materials and Textures

Field	Value
Use range for multiple assets	Yes
Texture resolution	4096x4096
Materials	13
Substrate materials	No
Custom shaders	Yes
Textures	20
Normal map orientation	Direct X
UV channels	1
Clean UV	Yes
Overlapping UV	Yes
UDIM	No
UDIM tiles	0
Vertex colors	Yes
Scanned	No

4. Rigging and Animation

Field	Value
Animated	No
Rigged animation	Yes
Rigged to	Manual
Animation tracks	0
Solid animation	No
Morph animation / blendshapes	No
Scale animation	No
Baked animation	No
IK bones included	No

Field	Value
Characters	0
Animation type	No

5. Interactivity and Logic

Field	Value
Contains scripted logic	Manual entry required (Unreal Engine)
Event triggers and interactions	Manual entry required (Unreal Engine)
Blueprints	Manual entry required (Unreal Engine)
Input methods	Manual entry required (Unreal Engine)
Contains C++ source code	Manual entry required (Unreal Engine)
Scripting language	Manual entry required (Unreal Engine)
Logic system	Manual entry required (Unreal Engine)
Network replicated	NO

6. Scenes, Levels and Prefabs

Field	Value
Levels / scenes	1
Playable levels / scenes	Yes
Persistent level	Manual entry required (Unreal Engine)
World Partition enabled	No

7. Additional Information

Field	Value
Additional Information	Manual entry required (manual)

Values shown in red require manual entry or verification in Unreal Engine.

1.GEOMETRY

Use range for multiple assets: **Yes** ▾

1. Total Triangles

Min:_____

Max:_____

2. Pack of Multiple Assets: **Yes** ▾

3. Triangles

Min:9726

Max:102532

4. Quads

Min:6013

Max:53016

5. Polygons

Min:6013

Max:53016

6. Vertices

Min:5262

Max:52406

7. Assets

Number:12

8. Unique Meshes

Number:_____

9. Includes LODs: **No** ▾

10.LODs (If Yes): Lods number:_____

11. Bounding Box Size:_____

12. Bounding Box Size X:_____

13. Bounding Box Size Y:_____

14. Bounding Box Size Z: _____

15. Has Collision: Yes ▾

16. Collision Type: Complex ▾

17. Nanite Enabled: No ▾

2. MATERIALS & TEXTURES

Use range for multiple assets: Select ▾

1. Texture Resolution

Min: _____

Max: _____

2. Materials

Number: _____

3. Substrate Materials

Number: _____

4. Custom Shaders: Select ▾

5. Textures

Number: _____

6. Normal Map Orientation: Select ▾

7. UV Channels

Number: _____

8. Clean UV: Select ▾

9. Overlapping UV: Select ▾

10. UDIM: Select ▾

11. UDIM Tiles

Number: _____

12. Vertex Colors: Select ▾

13. Scanned: Select ▾

3. RIGGING & ANIMATION

1. Animated: Select ▾

2. Rigged Animation: Select ▾

3. Rigged To: Select ▾

4. Animation Tracks

Number: _____

5. Solid Animation: Select ▾

6. Morph Animation / Blendshapes: Select ▾

7. Scale Animation: Select ▾

8. Baked Animation: Select ▾

9. IK Bones Included: Select ▾

10. Characters

Number: _____

11. Animation Type: Select ▾

4. SCENES, LEVELS, & PREFABS

1. Levels / Scenes

Number: _____

2. Playable Levels / Scenes

Number: _____

3. Persistent Level: Select ▾

4. World Partition Enabled: Select ▾