ALL SPORTS PROPS MEGA PACK
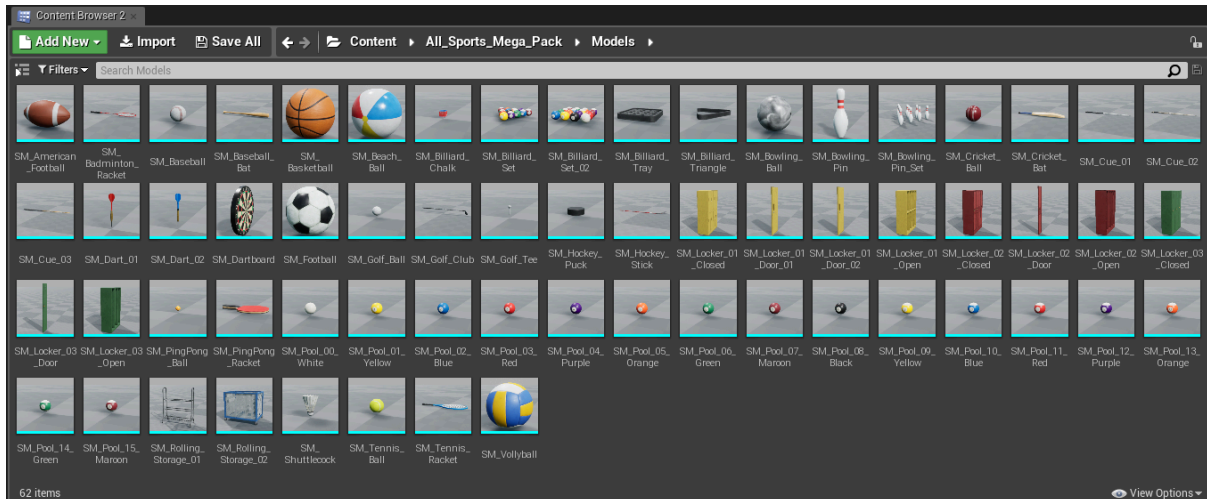
ASSET PACK

Asset Preview
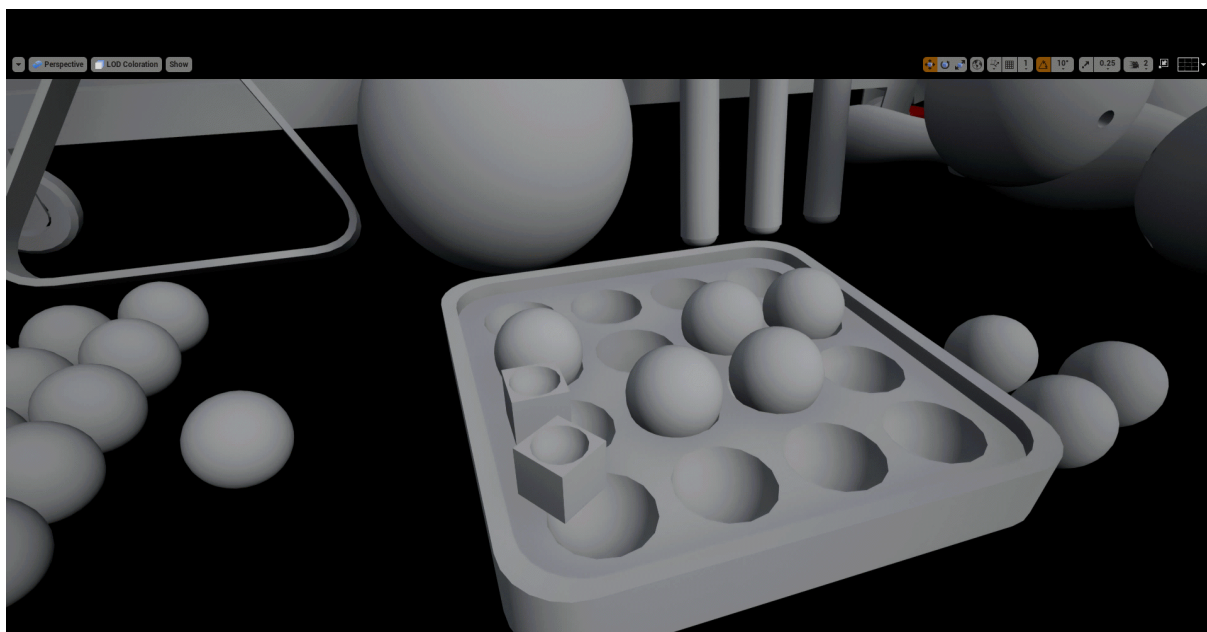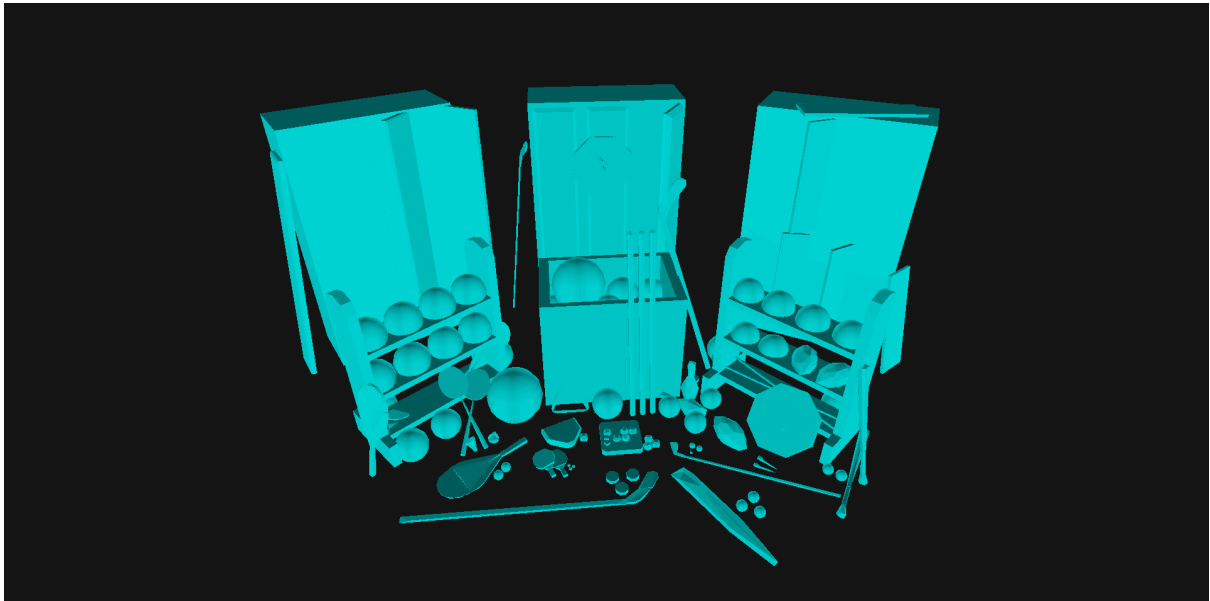
3D Models Specifications

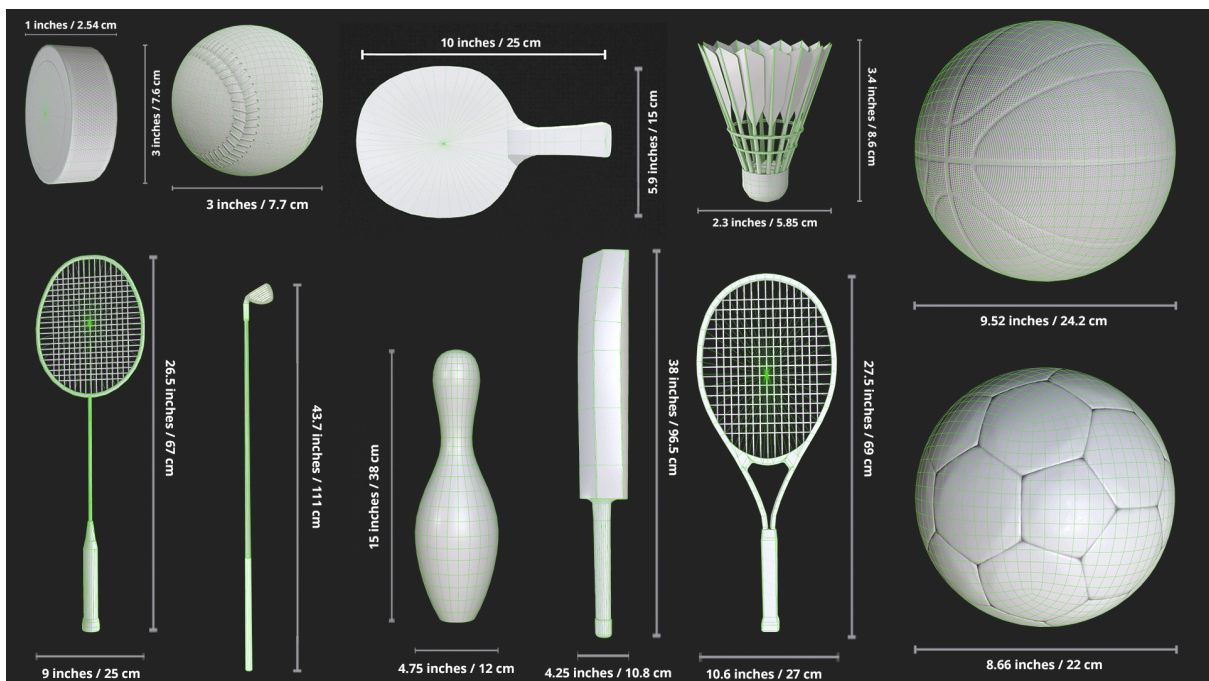Number of 3D models : 62 Models

LODs: Custom LODs generated in-engine for each prop.

Collision: Custom collisions generated in-engine and from 3rd software.

3D Models sizes: All models have real-life size that fits with Unreal Engine mannequin.

UVs : No overlapping UVs in an prop

Textures

Number of Textures: 203 Textures.

Textures are divided into 3 categories:

- Props textures: mostly 4k textures includes:
  1. Basecolor :this is set to gray in most assets to give you the control over the colors in-engine.

  2. Normal maps

  3. Combined Metallic Roughness and AO: we decided to reorder the channels to metallic first , roughness and AO after for better material editor organizing.

- Master Material textures: very low resolution textures, mainly used to make the master materials.

- Masks textures: in order to manipulate specific parts of the props textures we added mask textures for each prop to control specific parts of the prop instead of using different materials set.
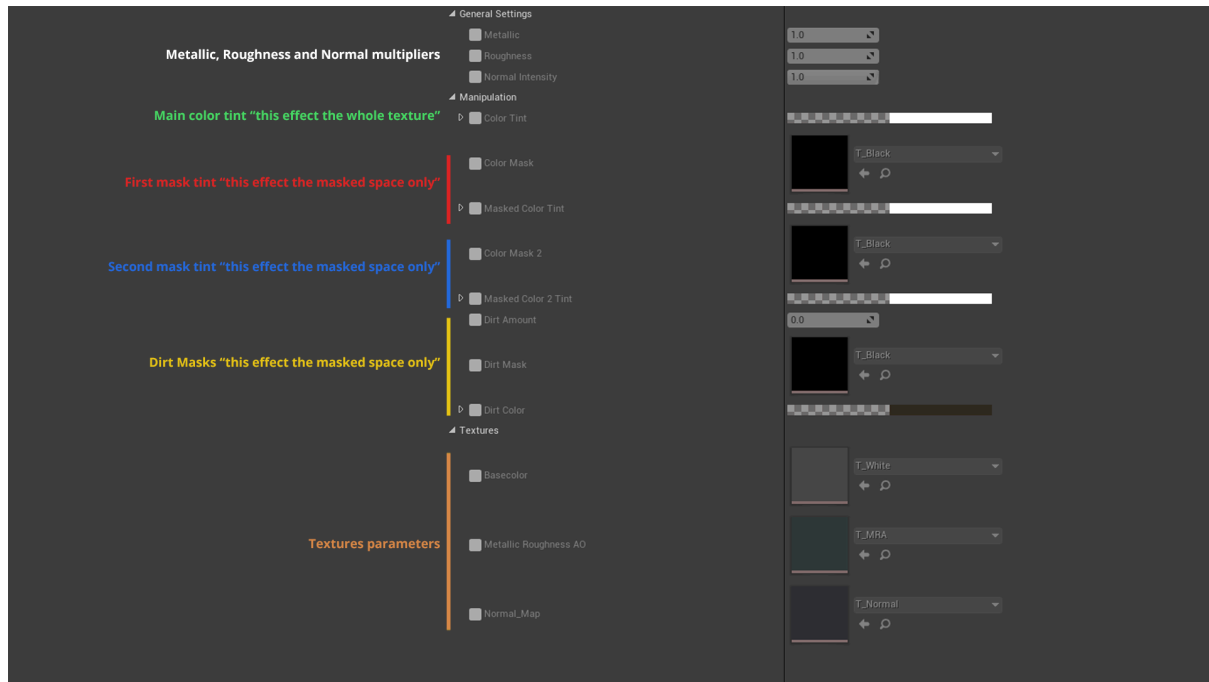
Materials

Number of Materials/Instanced Materials: 109 materials.
All props use instanced materials from 2 Master materials " opaque master material and a masked master material"
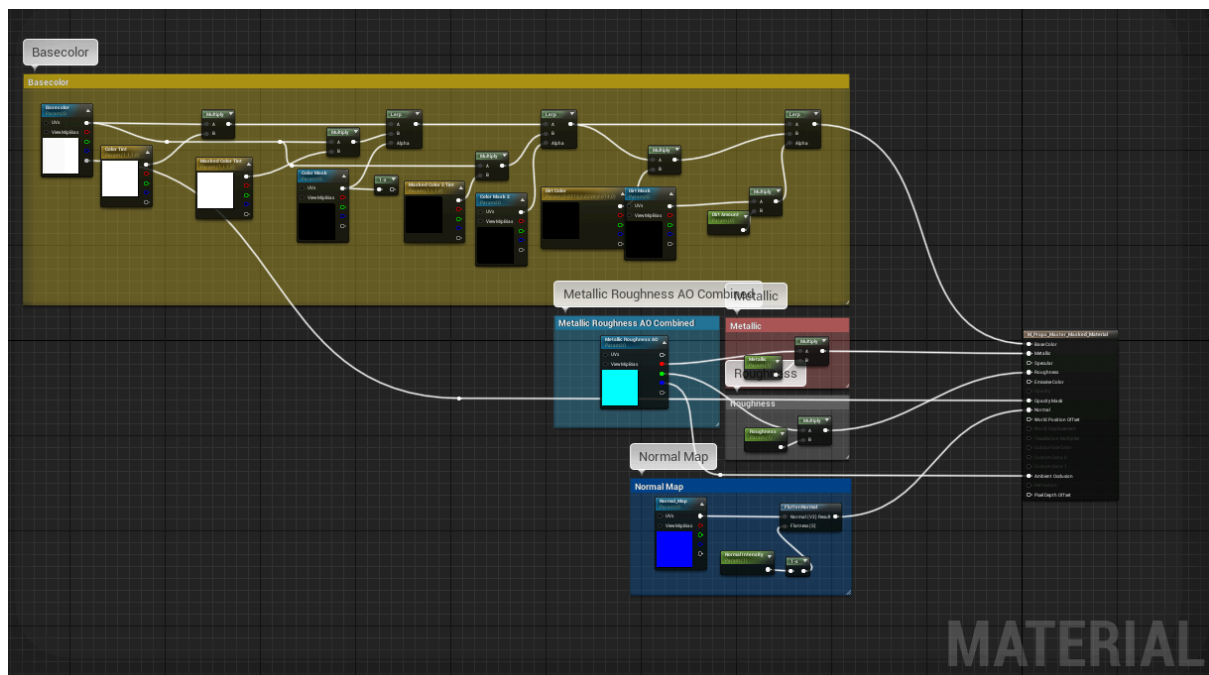
Each material Instance has the following parameters:

Maps

This pack includes 2 maps:

1. Assets Showcase Map:

2. Demo Map:

Additional Notes

- Sport lockers are modular parts that can be placed using 1cm grid.