

Attention: These are general notes. May not apply to some products.

Screenshots are taken with following settings:

Screen Percentage 200%
Cinematic Quality
SSGI

A) Landscape LOD distances might have been adjusted for better shapes. You can revert to default value if you prefer.

B) Screenshots might have been taken with following console variables enabled:

showflag.lod 0
r.SSGI.Quality 4
r.Streaming.PoolSize 4096
r.LPV.RSMResolution 1024
r.MipMapLODBias -3 or other
r.TonemapperGamma 0 or 2.2
r.Shadow.MaxCSMResolution 4096
foliage.LODDistanceScale 99999999
r.VolumetricFog.GridPixelSize 2, 3 or 4
r.SkyAtmosphere.MultiScatteringLUT.HighQuality 1

C) We might move some things around for different shots i.e rotate, move, a directional light, or another asset.

D) Screenshots might not reflect the latest changes in case an update is released.

E) Screenshots might have been taken with Tessellation Multiplier set to 64.

F) Screenshots might have been taken with LPVs enabled.

G) Features listed on bundle product pages might vary from one landscape to another.

H) A camera might have been setup in level Blueprint to play a video/fly-through as you hit Play.

I) There might have been a minimum use of Epic's Example Contents in this package i.e a texture or a mask.

J) There might have been a use of CC0 Contents in this package i.e TextureHaven.com and/or HdriHaven.com.

K) Bundles contain stand-alone products. You might find duplicate content under each product i.e we use Distance Based Tessellation function for every product separately. This way you can delete the products you don't need for your project without breaking others.

L) Background Meshes that are placed outside landscapes contain no LODs or Collisions. Their whole purpose is to design far horizons outside the player's reach.

M) Screenshots might have been taken with Screen Percentage set to 200.

N) Brightness and/or contrast in Gifs and Videos might vary from the original content due to post processing, generation process, and compression. For a more accurate look refer to screenshots.

O) "One or more textures bundled with this project have been created with images from Textures.com. These images may not be redistributed by default. Please visit www.textures.com for more information."

Some CC0 Content we might have used in this product:

The Forest

<https://freesound.org/people/juskiddink/sounds/136287/>

<https://soundbible.com/2011-Rain-Background.html>

<https://soundbible.com/916-Perfect-Thunder-Storm.html>

<https://soundbible.com/1913-Thunder-HD.html>

<https://soundbible.com/2016-Thunder-Strike-2.html>

<https://soundbible.com/1907-Thunder.html>

<https://soundbible.com/1434-Stream-Noise.html>

<https://freesound.org/people/nickcath/sounds/176680/>

Planet-X

<https://soundbible.com/1247-Wind.html>

<https://soundbible.com/1810-Wind.html>

Other

<https://www.flickr.com/photos/webtreatsetc/4902962864/in/photostream/>