

UE4 - Diner & Restaurant Materials - Volume One - Statistics

Static Mesh Statistics

Name	Class	Triangles	Vertices	UVChannels	Materials	ApproxSize	CollisionPrim LODs	SectionsWithCollision	DefaultCollision	CollisionComplexity	LODGroup
SM_AssetPlatform	StaticMesh	4096	2178	1	1	1 200x200x10	4	1	1 BlockAll	CTF_UseComplexAsSimple	None
SM_AssetPlatformB	StaticMesh	26252	13624	1	1	1 100x100x100	0	1	1 BlockAll	CTF_UseSimpleAndComplex	None
SM_MaterialShowcaseA	StaticMesh	1516		2	1	1 200x200x150	0	1	1 BlockAll	CTF_UseSimpleAndComplex	None

Texture Statistics

Name	Class	Dimensions	HasAlphaChannel	Format	AddressX	AddressY	LODBias	CompressionSetting	Filter	LODGroup	SRGB	NeverStream
T_Blank_N	Texture2D	128x128	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WeaponNormalMap	FALSE	FALSE
T_Ceramic_FloorTilesA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Ceramic_FloorTilesA_UE4_H	Texture2D	2048x2048	TRUE	G8	TA_Wrap	TA_Wrap		0 TC_Grayscale	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Ceramic_FloorTilesA_UE4_MaskA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Ceramic_FloorTilesA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Ceramic_FloorTilesA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Ceramic_WallTilesA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Ceramic_WallTilesA_UE4_H	Texture2D	2048x2048	TRUE	B8G8R8A8	TA_Wrap	TA_Wrap		0 TC_BC7	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Ceramic_WallTilesA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Ceramic_WallTilesA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Formica_PlainA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Formica_PlainA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Formica_PlainA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Formica_SpeckledA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Formica_SpeckledA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Formica_SpeckledA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Grime_D	Texture2D	2048x2048	TRUE	DXT5	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_GrimeA_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Metal_BareA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Metal_BareA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Metal_BareA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Metal_DiamondPlatesA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Metal_DiamondPlatesA_UE4_H	Texture2D	2048x2048	TRUE	G8	TA_Wrap	TA_Wrap		0 TC_Grayscale	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Metal_DiamondPlatesA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Metal_DiamondPlatesA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Placeholder_A	Texture2D	32x32	TRUE	DXT5	TA_Wrap	TA_Wrap		0 TC_Default	TF_Nearest	TEXTUREGROUP_World	TRUE	FALSE
T_Placeholder_MASK	Texture2D	256x256	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Placeholder_MRA	Texture2D	256x256	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Placeholder_N	Texture2D	256x256	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_Plaster_PaintedA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Plaster_PaintedA_UE4_H	Texture2D	2048x2048	TRUE	G8	TA_Wrap	TA_Wrap		0 TC_Grayscale	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Plaster_PaintedA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Plaster_PaintedA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE
T_TestML_Mask	Texture2D	512x512	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_TileableMaskA_MASK	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Vinyl_SpeckledA_UE4_A	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	TRUE	FALSE
T_Vinyl_SpeckledA_UE4_MRA	Texture2D	2048x2048	FALSE	DXT1	TA_Wrap	TA_Wrap		0 TC_Default	TF_Default	TEXTUREGROUP_World	FALSE	FALSE
T_Vinyl_SpeckledA_UE4_N	Texture2D	2048x2048	TRUE	BC5	TA_Wrap	TA_Wrap		0 TC_Normalmap	TF_Default	TEXTUREGROUP_WorldNormalMap	FALSE	FALSE