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2024

prepared only for **Unreal Engine**



Archinteriors for Unreal Engine vol. 12 presents five interior scenes inspired by museums and art galleries. Each scene encapsulates the essence of contemporary art spaces, featuring diverse zones that define the modern exhibition experience. Illuminated by Lumen, these scenes achieve a blend of exceptional performance, lighting quality, and adaptability. The modular interiors are reusable in your creative projects, providing a versatile toolkit. Collection includes 40 animated shots made in Unreal Engine Sequencer, adding a dynamic dimension to your virtual art showcase.



screenshot scene 01 cam 01

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screenshot scene 01 cam 02

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screenshot scene 01 cam 03

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screenshot scene 01 cam 04

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screenshot scene 01 cam 06

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screenshot scene 01 cam 07

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screenshot scene 01 cam 08

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screenshot scene 01 cam 09

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screenshot scene 01 cam 10

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screenshot scene 01 cam 11

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screenshot scene 01 cam 12

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screenshot scene 01 cam 13

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screenshot scene 01 cam 14

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screenshot scene 01 cam 15

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overview scene 01

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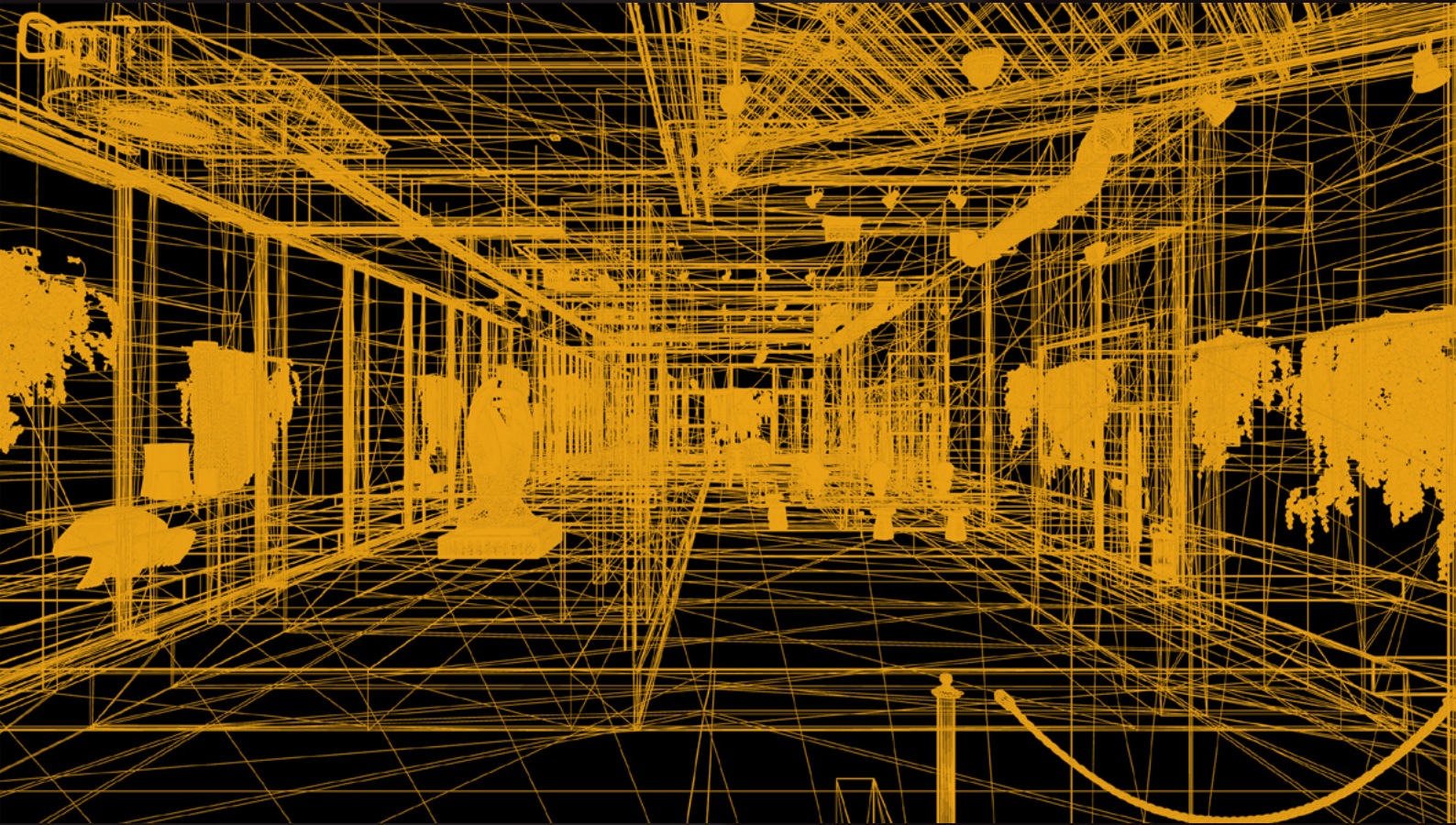
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wireframe scene 01

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screenshot scene 02 cam 01

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screenshot scene 02 cam 02

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screenshot scene 02 cam 03

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screenshot scene 02 cam 04

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screenshot scene 02 cam 05

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screenshot scene 02 cam 08

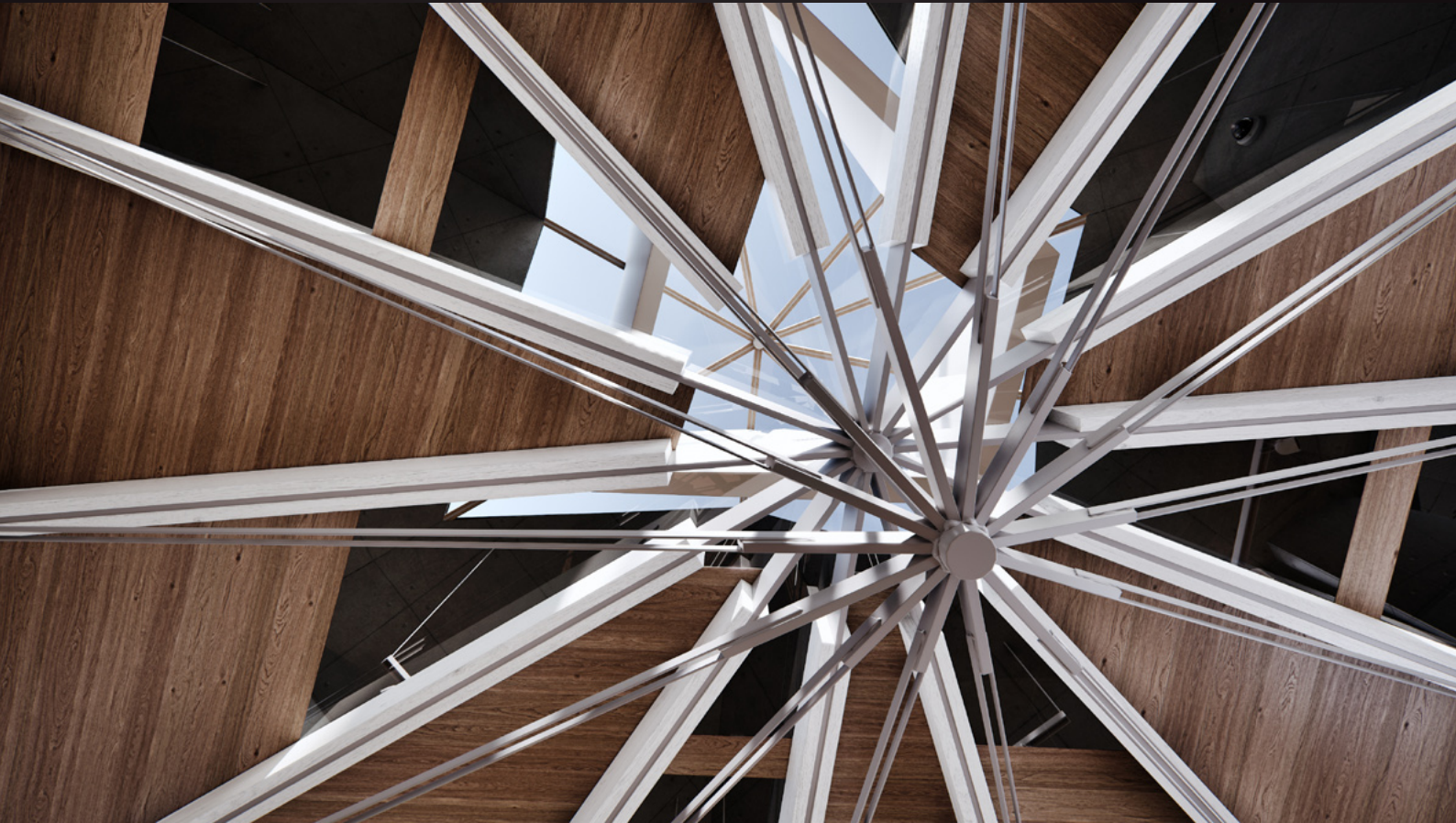
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screenshot scene 02 cam 10

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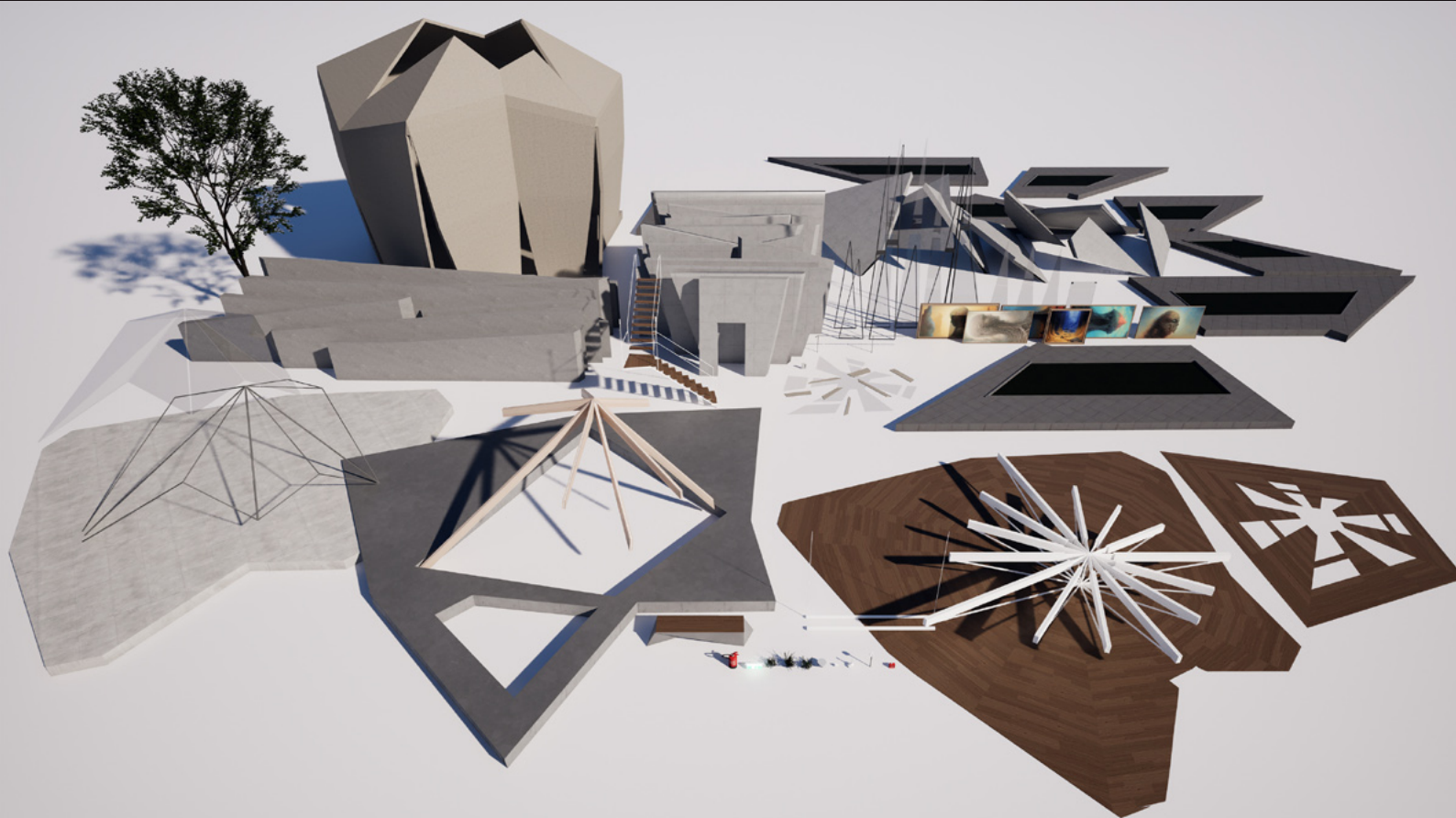
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overview scene 02

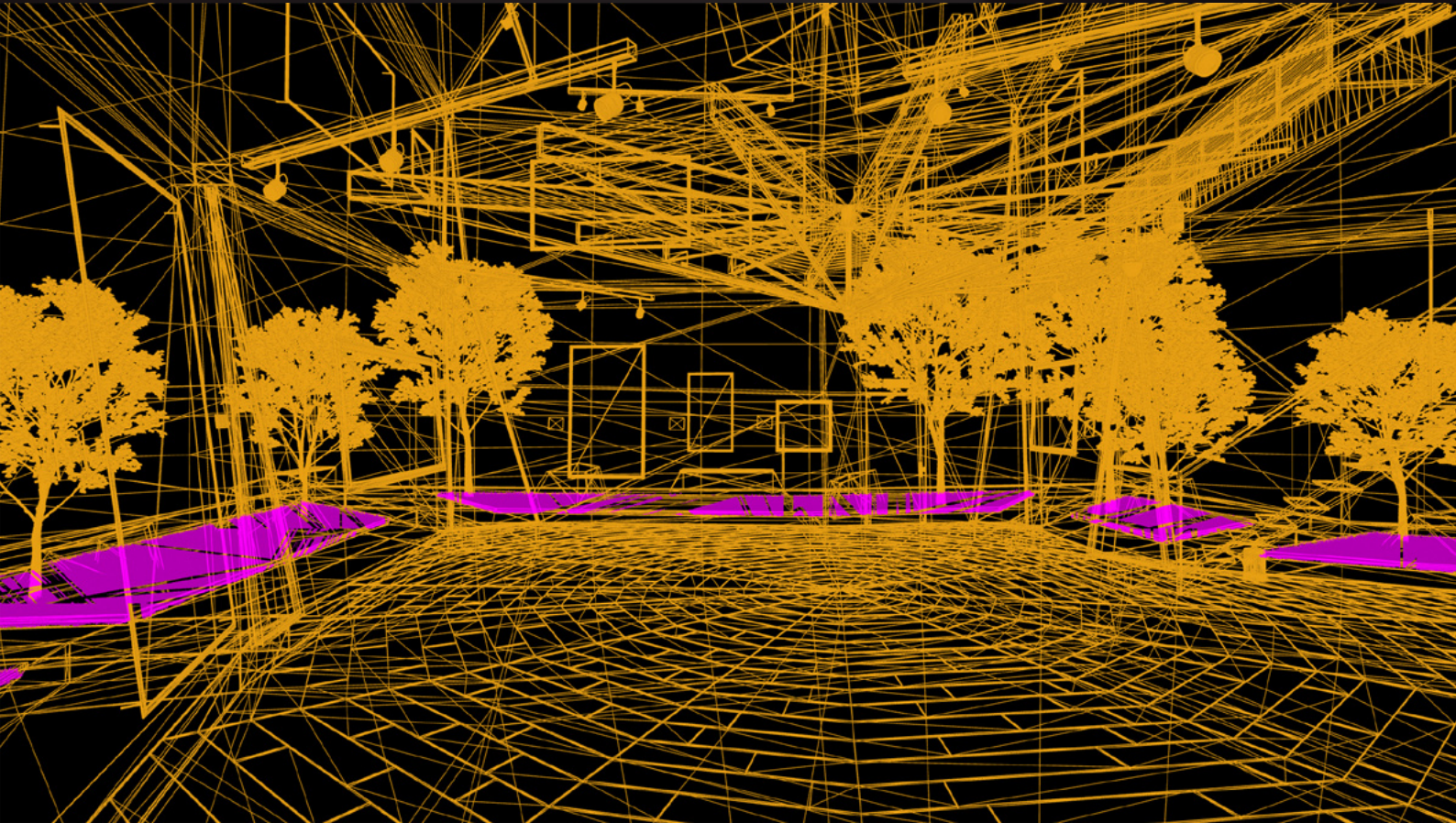
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wireframe scene 02

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screenshot scene 03 cam 01

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screenshot scene 03 cam 02

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screenshot scene 03 cam 03

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screenshot scene 03 cam 04

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lentesque dignissim, nisi id mattis
dales est sapien ut odio. Nulla libero
ed mi. Morbi nulla ante, commodo et
ultrices, ex ut commodo hendrerit,
eros arcu cursus magna. Curabitur
et rutrum hendrerit. Nam tristique
quam gravida. Vivamus rutrum odio
iris, placerat sit amet pulvinar nec,
scelerisque efficitur, commodo ac

or eu sapien sodales faucibus.
vehicula, enim ut ornare laoreet,
ur ante nisi vitae ligula. Curabitur eu
ortitor ut libero. Nulla turpis risus,



screenshot scene 03 cam 05

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screenshot scene 03 cam 06

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screenshot scene 03 cam 07

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screenshot scene 03 cam 08

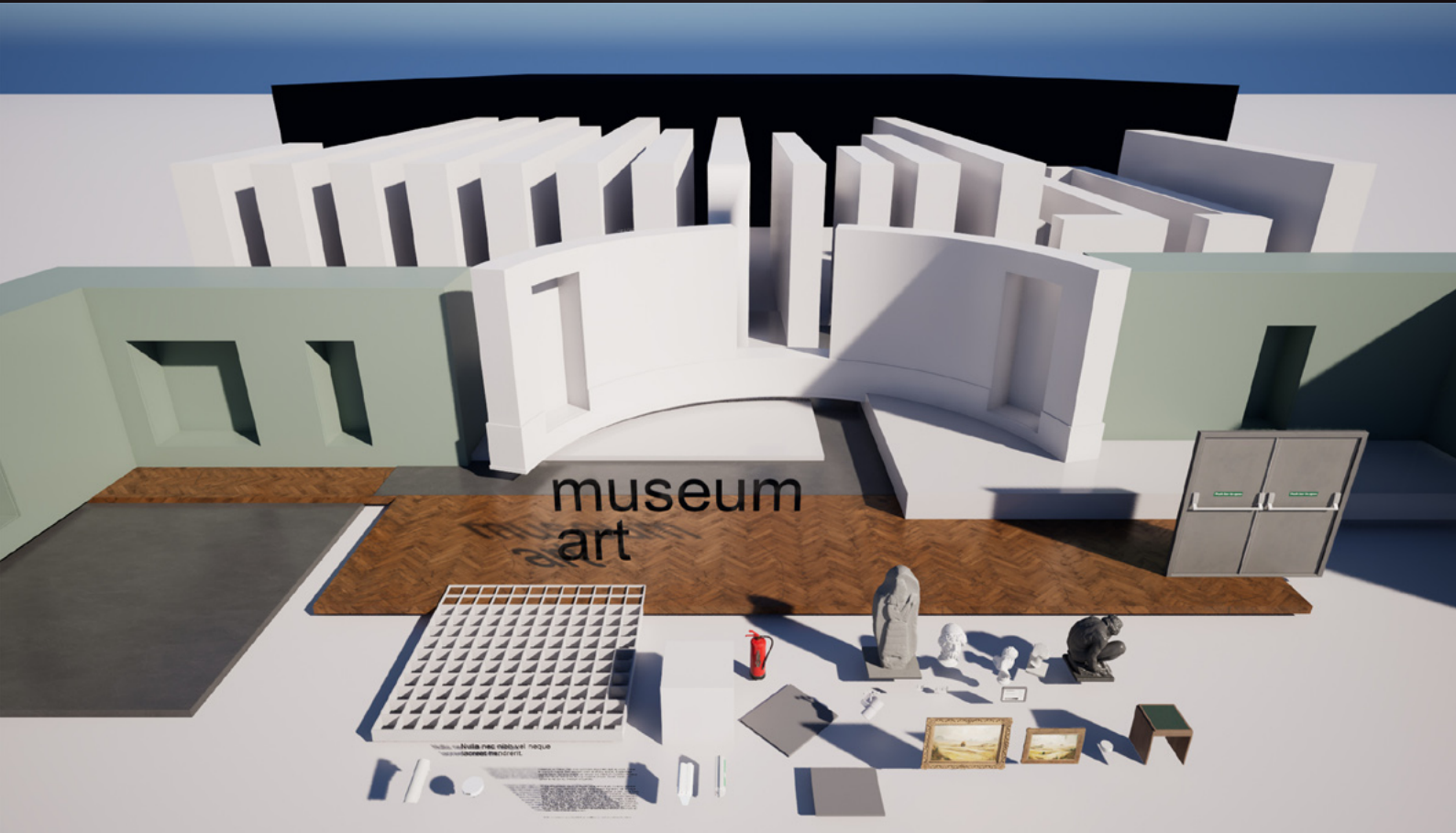
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overview scene 03

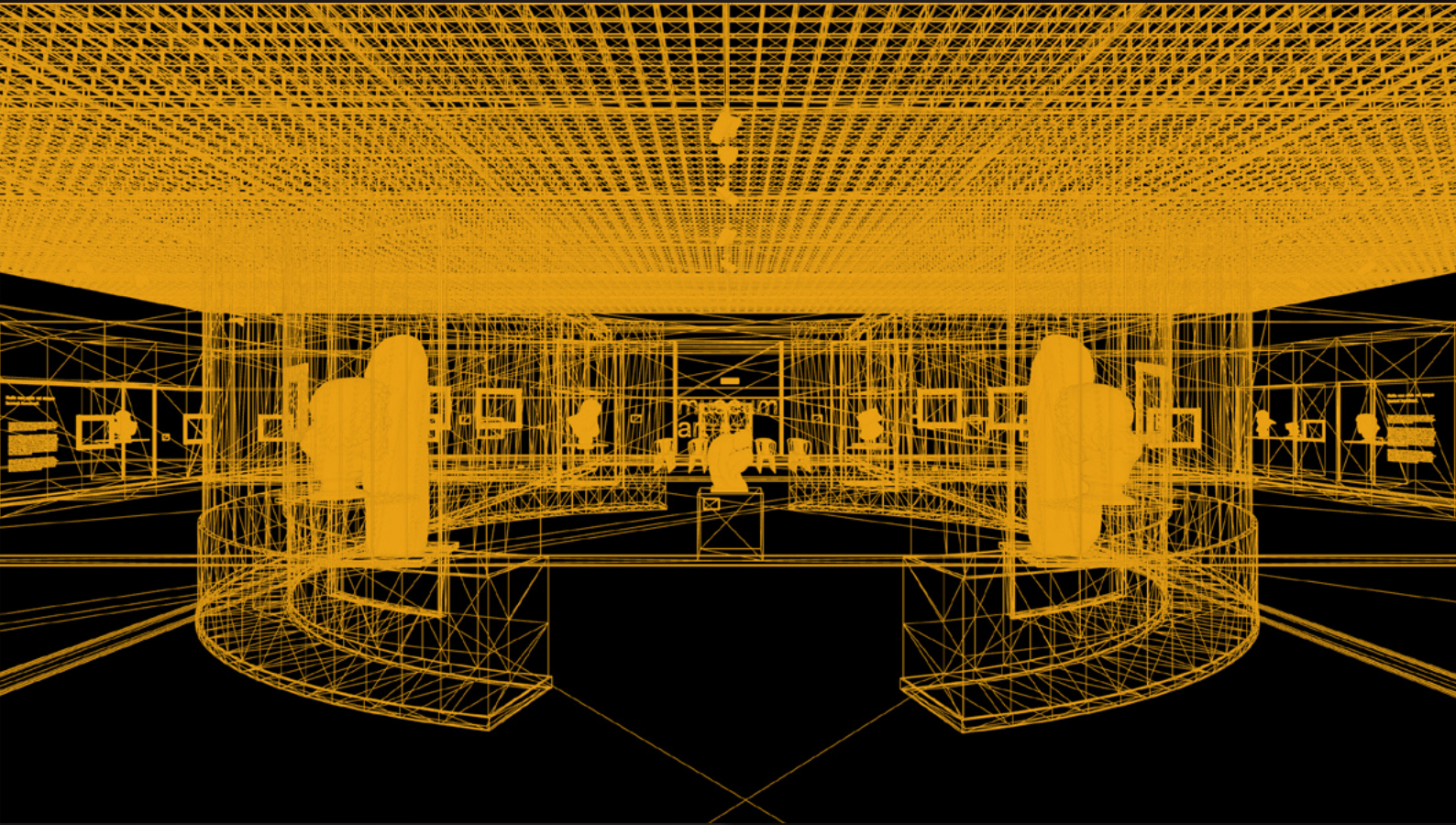
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wireframe scene 03

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screenshot scene 04 cam 01

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screenshot scene 04 cam 02

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screenshot scene 04 cam 03

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screenshot scene 04 cam 04

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screenshot scene 04 cam 05

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screenshot scene 04 cam 06

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screenshot scene 04 cam 07

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screenshot scene 04 cam 08

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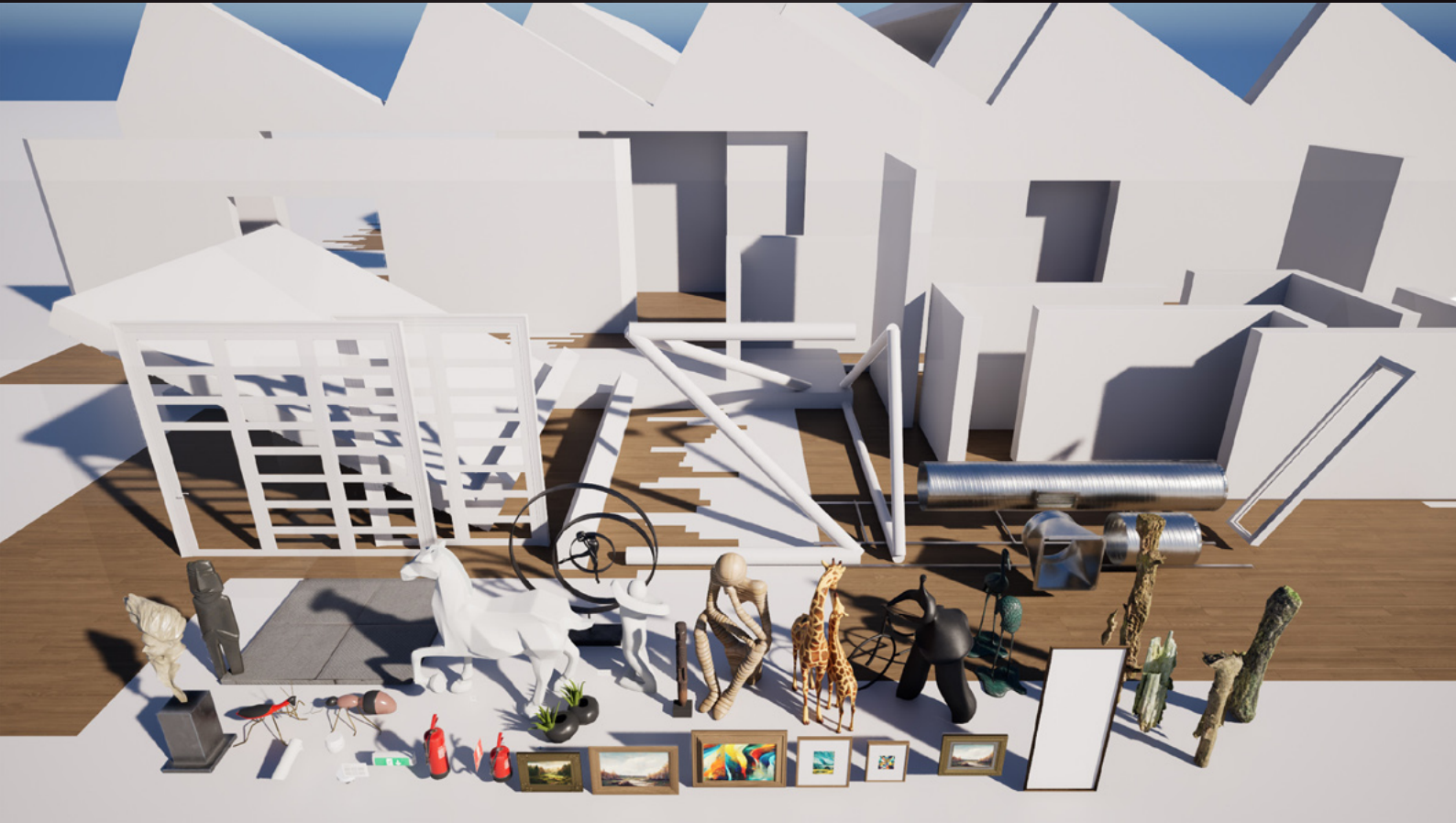
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overview scene 04

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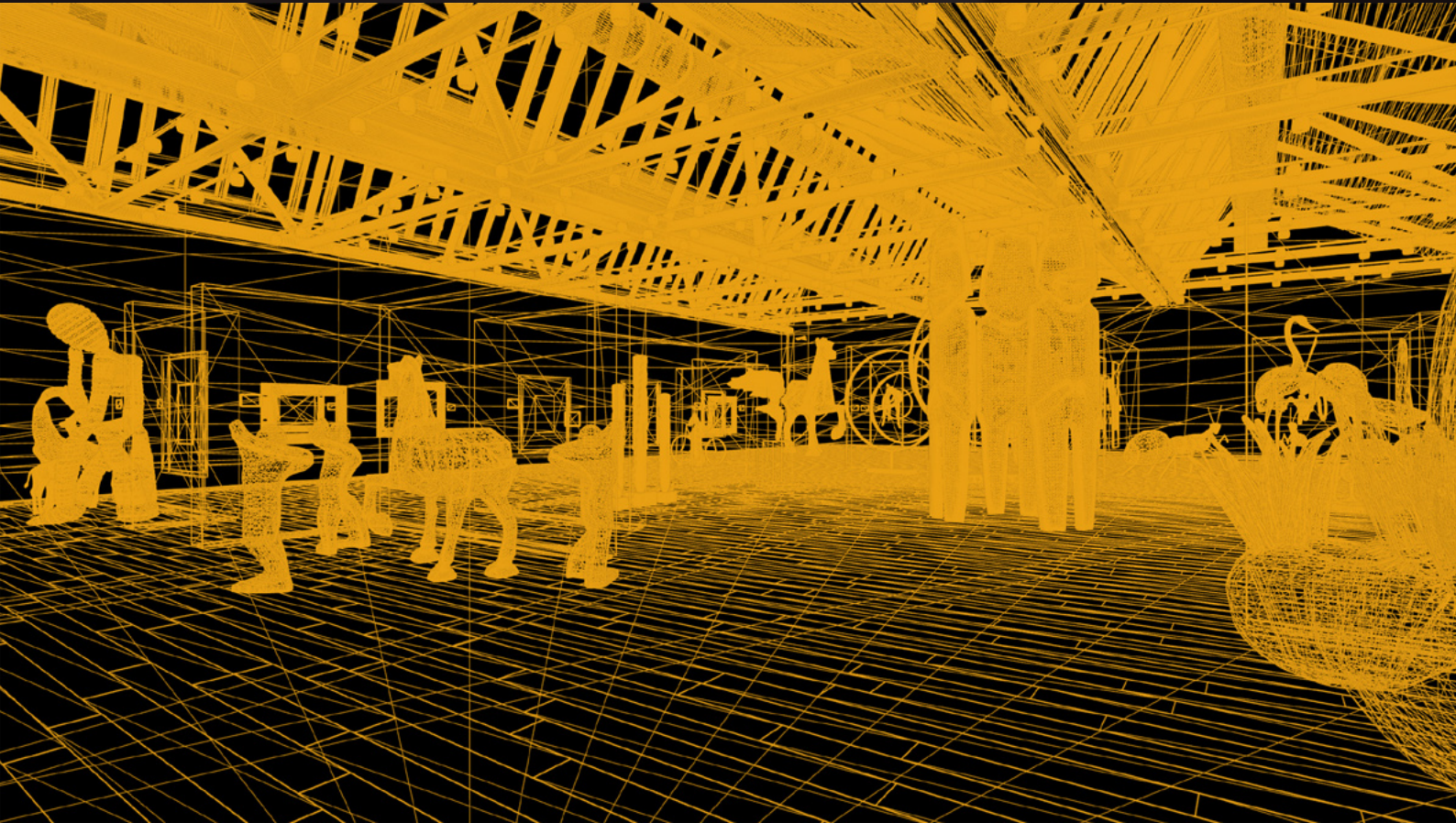
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wireframe scene 04

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screenshot scene 05 cam 01

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screenshot scene 05 cam 02

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screenshot scene 05 cam 03

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screenshot scene 05 cam 04

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screenshot scene 05 cam 05

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overview scene 05

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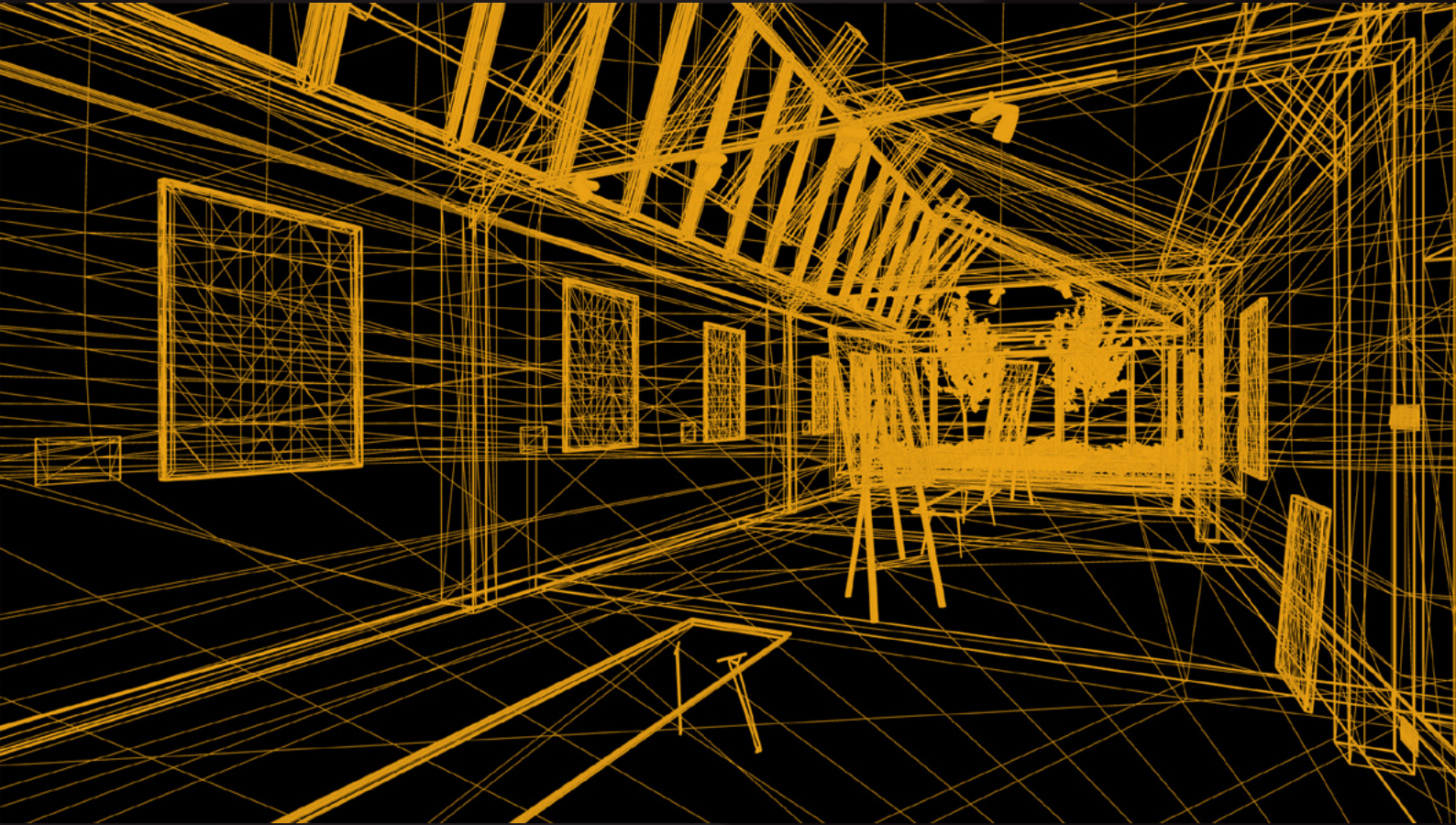
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wireframe scene 05

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