

Archinteriors for UE vol. 8

Product details:

Take the next step to the real-time visualization with this cutting edge scene compatible with RTX graphics cards and the latest Unreal Engine 5. This scene is complex and consists of two interiors where are many furniture and props. We used baked GI lighting, raytracing reflections and translucency, achieving the best possible lighting of the scene.

Scene is prepared in two versions: files are setup for baked GI lighting and for Lumen.

Recommended graphics card: GeForce RTX 3060. 32 GB RAM is strongly recommended to use this collection.

Learn how to setup Lumen in your scene [here](#).

Supported platforms:

WIN | MAC

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