Retro Office – Unity Port (inofficial and CGP exclusive)

This is an inofficial port of the asset from the Unreal Engine to Unity made by TigerMafia. Bear in mind that it can have some mistakes and is not affiliated to the official asset!

Description
Military office set in Saigon, Vietnam - August 1971 completed with over 100 PBR high quality textured assets, master materials, spline actor wires and pipes.

This project includes everything pictured with all assets, materials, and vfx created in the Unreal Engine. Each asset was created for realistic AAA quality visuals, style, and budget.

Includes:
- Over 90 prop assets - Master material set up that control the majority of all props and models within the room
- Material setups such as lighting rays
- Multiple Lookup Tables (LUT) and Post Process Volumes
- Wire Splines for cords and cables - Grunge and Decay Decals
- Cinematic Post Processing - Glass materials
- Tileable texture sets for floor tile and wall plaster

Technical Details
Most textures created at 2048 pixel resolution

Port Details
-Package created in Unity 2017.2
-Exported meshes and texture maps from UE4 and recreated the prefabs in Unity
-RMA format (PBR maps stored in one image as channels) was converted by hand using Photoshop.
-Materials Set up with "Roughness" Standard Shaders where the maps were generated from the UE4 RMA format