

# Medieval Items & Props

Version 1.0



A comprehensive package of 101 assets, ideal for medieval- and fantasy themes.  
All models are approximately in real-world scale, that fit with the Unreal mannequin's size.

For any questions or help, please feel free to contact me here [melonsodalove@gmail.com](mailto:melonsodalove@gmail.com)

# User Guide

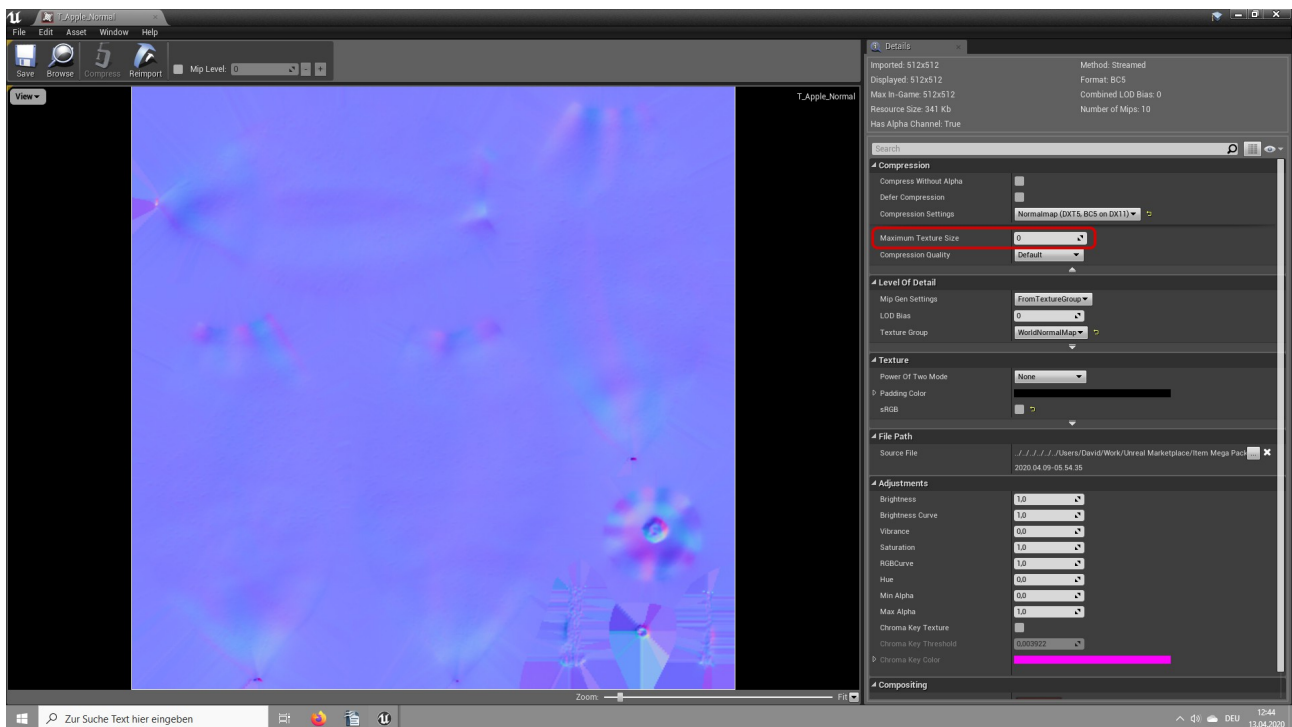
## 1. Texture sizes

The pack ships with texture sizes, that are double the usual texture size for first person games ( around 10.24px/cm).

This makes it viable for high res renderings (i.e. Wallpapers, icons etc.), and is ideal, if you want to have a really close look at these assets.

Keep in mind that large texture files have a bigger impact in disk space and GPU memory.

For most cases, half of the texture size is more than enough. You can always change the max size in the texture properties windows.



## 2. Materials

Some Assets ship with Material Instances, that use tweakable parameters. This makes it possible to change the asset's appearance to your individual liking.

I already set the materials up, in a way that they work fine in almost all situations. Especially the glass. But feel free to edit the parameters if you want.

In the potion materials, you can change the color, of the liquid, how much it emits light and a HDI Map to fake refractions.

The gsem materials let you change the color tint and the scattering color.

The Crystal materials let you tweak the way how light scatters through the crystals. A lower inner thickness value lets scatter more light through the crystal's core and let it appear more translucent when looking at it against the light. The brightness and darkness values let you tweak the max and min values of the the crystal's color.

While Color 1 is for the inner details, Color 2 is for the overall color of the crystal.

The lantern material has a parameter value that lets you set the power of the light that emits from the inner part.

Thank you and good luck with your project!

David Hattori