Herbal Dispensary Documentation

Hello,

Welcome to the Herbal Dispensary Documentation. Here you can access all the information about the product content and its usage. This product, prepared upon the intense demand from our users, is designed to support the medical use of the Cannabis plant and does not endorse any recreational drug use. This stance is also reflected in the assets used within the product. If you have any technical details you couldn't find, questions on your mind, or suggestions to improve the product, please don't hesitate to reach out to us. Supporting you in your game development process would make us happy.

Best regards, CropCraft Studios Team 😊

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Package Included

The product includes modular walls, floors, and ceiling assets designed to help you create your ideal medical cannabis dispensary and cultivation facility, along with a wide variety of props and Cannabis plants. There are a total of 82 meshes available. To elaborate further:

- 10 Cannabis plants (3 harvest-ready versions, 4 growth stages, 3 harvested versions)
- Cannabis buds obtained from the harvest (both single and grouped versions)
- 61 props (for use in the Sales Office and Cultivation Facility)
- 12 wall, floor, and ceiling objects (including interior and exterior doors, various walls, and floor objects suitable for both ceiling and floor use)
- 1 EnviroDome (designed with a complete indoor setting in mind, giving the appearance of an outdoor environment surrounding the product)

Material System

There are a total of 5 master materials included in the package. These include the Classic Glass material, an Emissive material for use with LED lights, an HDRI_Background material for creating outdoor scenery, M_Hardsurface for hard surface materials, and M_Foliage specifically designed for Cannabis plants.

M_Foliage: This material is developed to realistically reflect the appearance of Cannabis plants. When the Color Variations option is activated, it allows for additional color variations.

Additionally, as with all our packages, you will find settings for Brightness, Color Blend, Desaturation, Inside and Outside SSS, Roughness, Specular, and Normal Power.

Note: The Cannabis_Props Instances included in the package are adjusted for indoor lighting conditions. For any outdoor use, we recommend creating a new Instance and adjusting it according to the lighting conditions you are using.

Project Settings

To achieve the visuals seen in the screenshots and videos, you'll need to make some adjustments to your project settings.

Project Settings - Engine - Rendering - Support Hardware Ray Tracing✅

Project Settings - Engine - Rendering - Support Hardware Path Tracing✅

Project Settings - Engine - Rendering - Virtual Shadow Maps

Project Settings - Engine - Rendering - Use Hardware Ray Tracing when available✅

Project Settings -Platforms- Windows- Default RHI (DirectX12)

Technical Details & Recommended Usage

- This package is developed to facilitate the work of professionals in the medical field and to provide visualization for those interested in this area.
- Thanks to its modular structure, you can design your desired indoor structure without being bound to templates.

- Cannabis plants are designed with attention to detail. You can easily create all stages of a plant's growth and harvest time.

Package' triangle counts

- **Lowest triangle count: 209 (SM_Growth_Sponge)**
- **Highest triangle count: 297,675 (SM_Buds_A)**
- **Average triangle count: 7,500**

  Note: All objects in the package utilize Nanite, When using this package with Unreal Engine 5.2 and above, it is strongly recommended to utilize the Nanite and Lumen systems.