



IONIAN COAST DOCUMENTATION

Hello,

In this documentation, you will find the necessary technical details, product content, and essential information for easy usage regarding the Ionian Coast.

If you have any questions, requests, or needs, please don't hesitate to reach out to us. We are here to guide and assist you throughout your game development journey.

Welcome to the CropCraft Studios family, and we hope you have a successful game development experience using "Ionian Coast"!

Best regards, CropCraft Studios Team 😊

cropcraftstudios@gmail.com

Package Included

The package contains meticulously crafted Mediterranean plants, ground cover, and rocks in the foreground. Additionally, there are impostor versions of all the plants and background mountains to create a perfectly harmonious backdrop for your Landscape. A small Landscape material (with 2 layers) has also been included, designed to ensure proper blending with all these elements. All plants utilize the classic Wind system, which can be easily controlled via the Material Parameter Collection. Additionally, texture files prepared for Pivot Paint 2.0 use are included in the package, and we plan to add full support for Pivot Painter 2.0 in future updates.

PCG

There are 3 different PCG options:

DryFoliage: A spline-based PCG system that replicates the arrangement of Mediterranean vegetation and soil. You can easily adjust plant placement, density, and wind settings from here.

Cliffs: This arranges cliffs and places large stones randomly at their bases. It is also spline-based.

Island: Designed to create small Mediterranean islands. This is currently in development, and we plan to release several updates in the future.

Material System

Our customizable material system provides you with the ability to adjust various settings for each instance, such as Roughness, Brightness, Desaturation, Specular, SSS (Subsurface Scattering), Normal Strength, various color adjustments, and wind reaction settings. This allows you to have full control over the appearance and behavior of the materials in your project.

Wind

The wind system we utilize is recommended by Unreal Engine and works in conjunction with Vertex Paint, similar to how it is employed in certain Megascans packages. This system provides you the ability to make global adjustments to the wind's direction, intensity, and various other nuanced settings. Moreover, it operates through a material parameter collection, allowing for swift integration with your software and facilitating real-time modifications.

Technical Details & Recommended Usage

- The package is ideal for Unreal Engine users who aim to develop realistic mini Mediterranean-themed games.
- It is suitable for users who want to reflect all the features of the Mediterranean region and achieve a realistic natural look.
- When used correctly and with proper adjustments, it can be used on very large maps without experiencing performance issues.
- **The package's promotional images and videos have been created using Unreal Engine 5.3, and it is strongly recommended for ideal usage on versions 5.3 and higher.**

Package' triangle counts

- **Lowest triangle count: 12 (Impostors)**
- **Highest triangle count: 83,328 (Cliff_D)**
- **Average triangle count: 8,000**

Note: All objects in the package utilize Nanite, When using this package with Unreal Engine 5.3 and above, it is strongly recommended to utilize the Nanite and Lumen systems.

<https://docs.unrealengine.com/5.0/en-US/lumen-global-illumination-and-reflections-in-unreal-engine/>