

# File List

Below is a list of files provided by the [Sci-Fi Game Environment in Blender and UE4](#) product.

## Core

### Sci-Fi Game Environment in Blender and UE4(26of26)

- **Content :**

- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/BioLab\_Sourcefiles/Textures/Asset\_Render.tbscene
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/BioLab\_Sourcefiles/Textures/Assets/Cylinder\_Pod/Cylinder\_Pod.spp
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/BioLab\_Sourcefiles/Textures/Assets/Cylinder\_Pod/Cylinder\_Pod\_autosave\_0.spp
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## Sci-Fi Game Environment in Blender and UE4(25of26)

### • Content :

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# Sci-Fi Game Environment in Blender and UE4(24of26)

- **Content :**

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## Sci-Fi Game Environment in Blender and UE4(23of26)

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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/87-Doing Our Second Lighting And Polish Pass Part2.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/88-Doing Our Final Polish Pass Part1.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/89-Doing Our Final Polish Pass Part2.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/80-Adding Our Plants Part1.mp4

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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/78-Doing Our First Lighting Pass Part4.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/79-Adding Decal Lines To The Floor.mp4

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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/72-Placing Our Atlas Texture On Our Assets.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/73-90\_modularity\_lighting\_plants\_finalizing/75-Doing Our First Lighting Pass Part1.mp4

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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/69-Adding Base Colors To Our Third Asset.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/70-Creating The Texture For Our Plantholder Part1.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/61-Importing Our First Final Asset In Unreal And Fixing Bugs.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/62-Setting Up Our First Final Asset In Unreal.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/63-Adding Normal Map Details To Our Second Asset Part1.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/66-Finish The Texure Of Our Second Asset.mp4

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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/52\_72\_texturing/52-Setting Up Our First Substance Painter Project.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/38-45\_creatingDecalAtlas/45-Creating Our Decal Atlas Part8.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/46-51\_uvMappingOurAssets/47-Uv Unwrapping Our Assets Part2.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/31-37\_tileableMaterials/37-Creating Our Tileable Materials Part.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/38-45\_creatingDecalAtlas/38-Creating Our Decal Atlas Part1.mp4
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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/11\_30\_finalizingModels/25-Creating Our Final Models Part15.mp4

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- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/11\_30\_finalizingModels/19-Creating Our Final Models Part9.mp4
- /General/FlippedNormals/Sci-Fi Game Environment in Blender and UE4/11\_30\_finalizingModels/20-Creating Our Final Models Part10.mp4
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