

VHS Horror Template

Supports: Unreal Engine 5.0.3

A modular VHS horror framework designed for first-person horror games. Built entirely in using blueprints, this template provides a flexible foundation for game developers who want to create immersive, analog-style horror experiences.

TO GO TO A CERTAIN FEATURE:

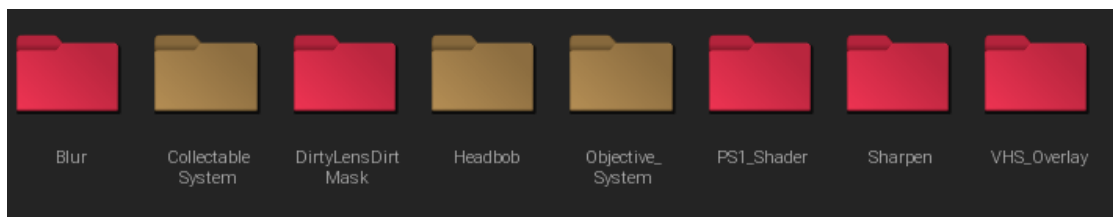
PRESS CTRL (WINDOWS)/COMMAND (MAC OS) AND CLICK ON THE FEATURE YOU WANT TO GO TO WITH THE LEFT MOUSE BUTTON.

Included Features:

- [VHS Visual Style](#)
 - Blur
 - Dirt Lens
 - PS1 Shader
 - Sharpen
 - VHS Overlay
- [Headbob](#)
- [Footstep System](#)
- [Volumetric Fog](#)
- [Flashlight System](#)
- [Objective System](#)
- [Collectable System](#)
- [Ambient Mix \(5 tracks in WAV, MP3, and FLAC\)](#)

VHS Visual Style

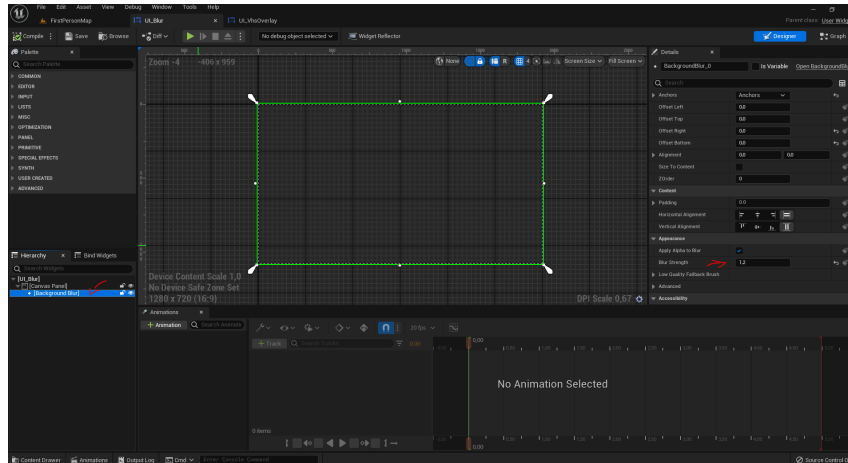
This feature gives the game a VHS style. This feature has 5 folders (labelled in red). You can modify the content in the folders to your liking:



Blur:

The blur can be modified by going into the blur folder and opening up the UI element “UI_Blur”. You can change the blur strength by clicking on the “background blur” and changing the “blur strength” on the right-hand side.

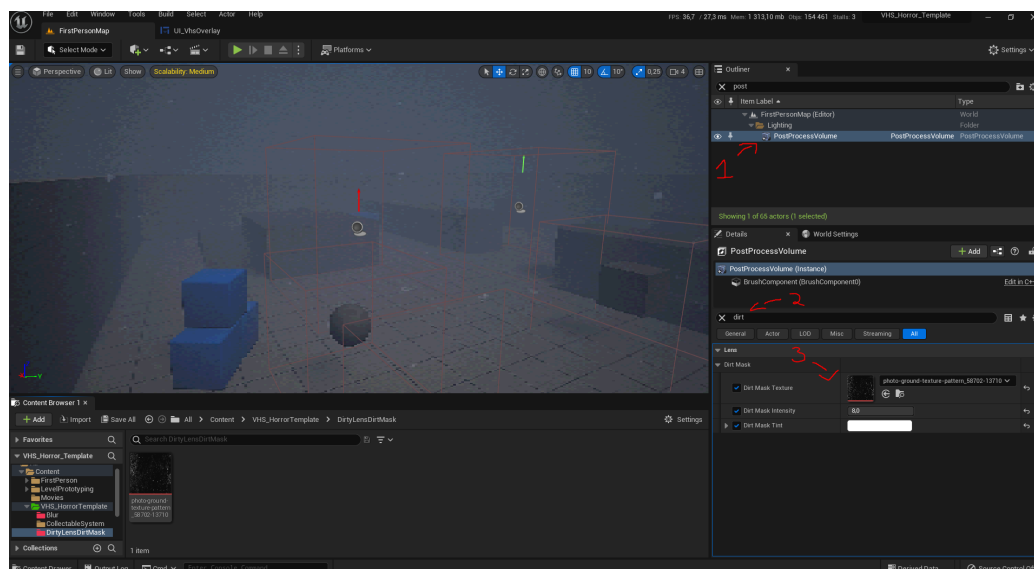
Like so:



Dirt Lens:

The dirt lens feature gives an old vintage feel to your game/project but if you are not happy with the one provided in the asset. You can always change it like so:

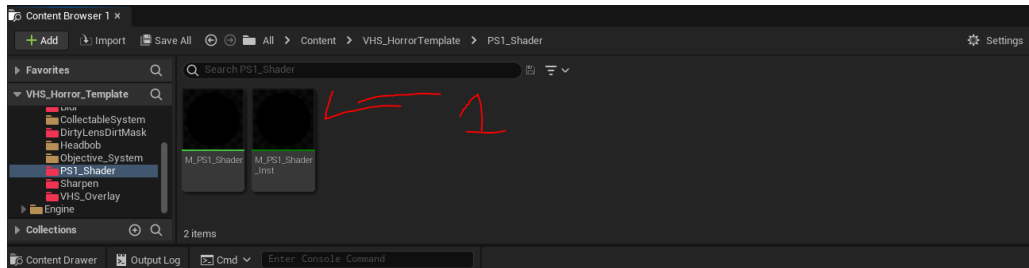
Find the post processing volume in your level (1), search for the “dirt” attribute of the post processing volume in your level (2) and then change the “dirt mask texture” to your desired texture (3):



PS1 Shader:

This shader gives your game/project a PS1 style look. If you want to change the “strength” of the PS1 shader you can do so like this:

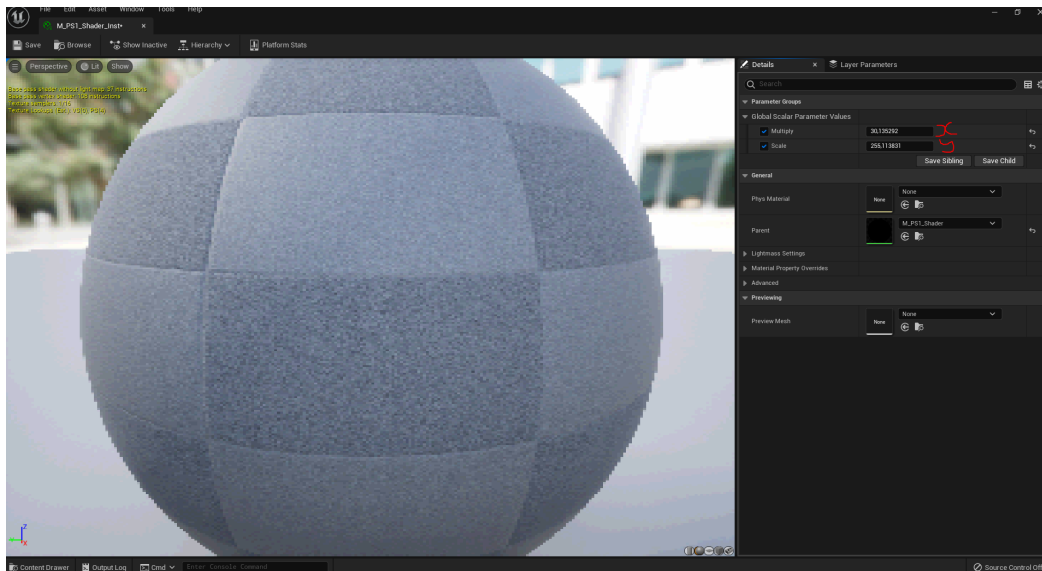
Go into the “M_PS1_Shader_Inst”:



You have two values you can modify (X & Y):

By increasing the X value, you get more colours. By decreasing it you get less.

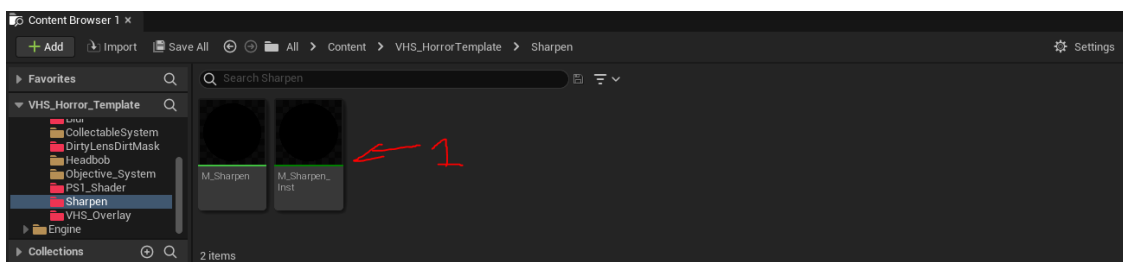
By increasing the Y value, you get less pixelation. By decreasing it you get more.



Sharpen:

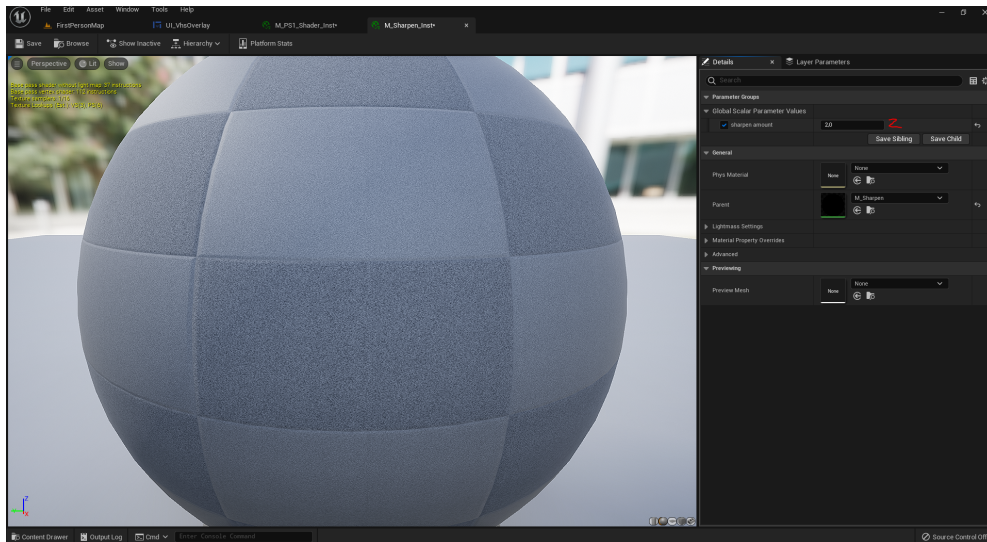
Sharpen enhances the clarity by increasing the contrast along edges to make them appear more defined. This helps your PS1 Shader look more natural.

If you want to change the amount of sharpness in your game/project you can do so by opening up “M_Sharpen_Inst”:



You have one value you can modify (Z):

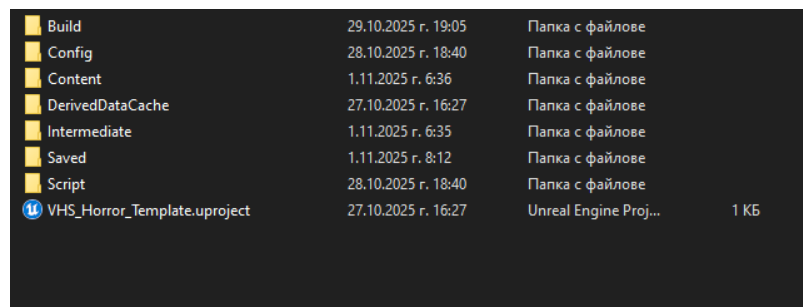
By increasing the value you get more clarity and by decreasing it you get less:



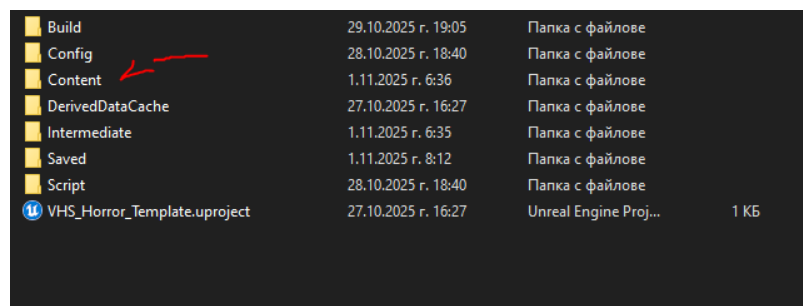
VHS Overlay:

The VHS Overlay gives your game/project a VHS overlay. If you don't like the VHS overlay that you have been given in the template you can always change it by finding a vhs overlay on YouTube, downloading it and then following these steps to change it:

Go to the project folder location:

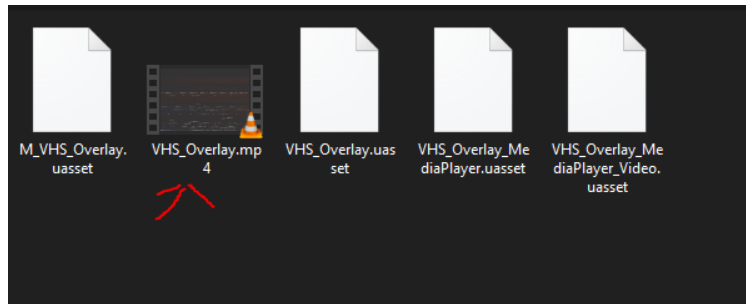


Then click on "Content":

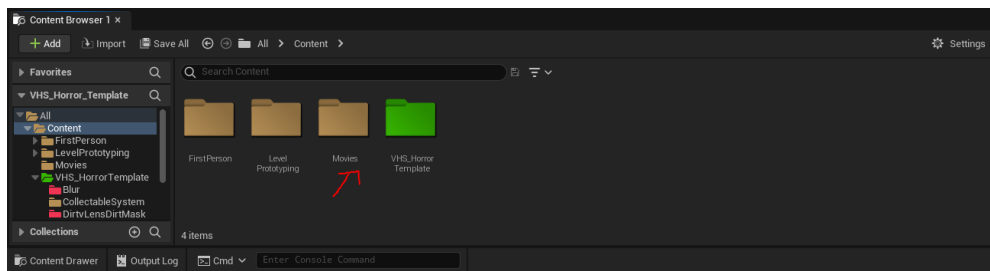


Then inside the movies folder place your VHS overlay that you choose earlier from YouTube like so:

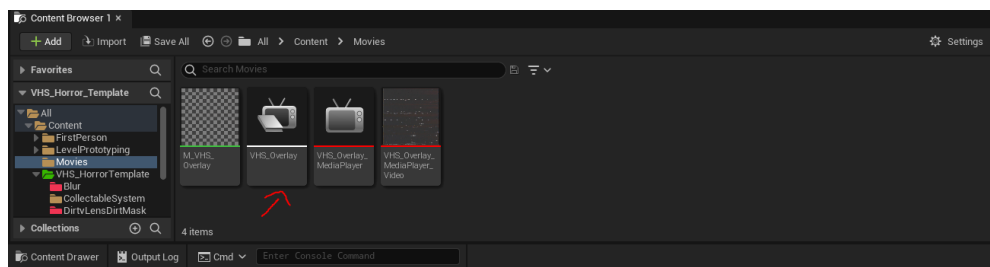
ExternalActors_	27.10.2025 r. 16:27	Папка с файлове
ExternalObjects_	27.10.2025 r. 16:27	Папка с файлове
Collections	27.10.2025 r. 16:28	Папка с файлове
Developers	27.10.2025 r. 16:28	Папка с файлове
FirstPerson	27.10.2025 r. 16:27	Папка с файлове
LevelPrototyping	27.10.2025 r. 16:27	Папка с файлове
Movies	29.10.2025 r. 19:20	Папка с файлове
VHS_HorrorTemplate	1.11.2025 r. 7:56	Папка с файлове



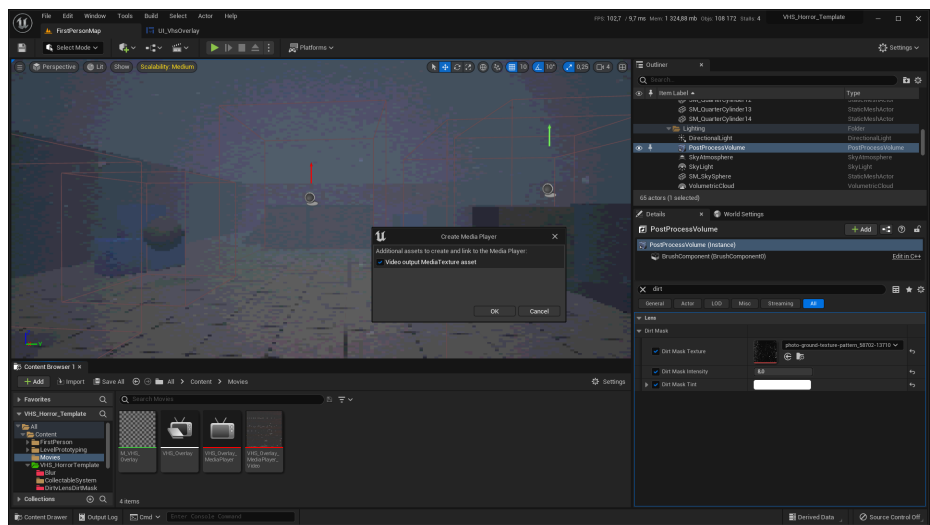
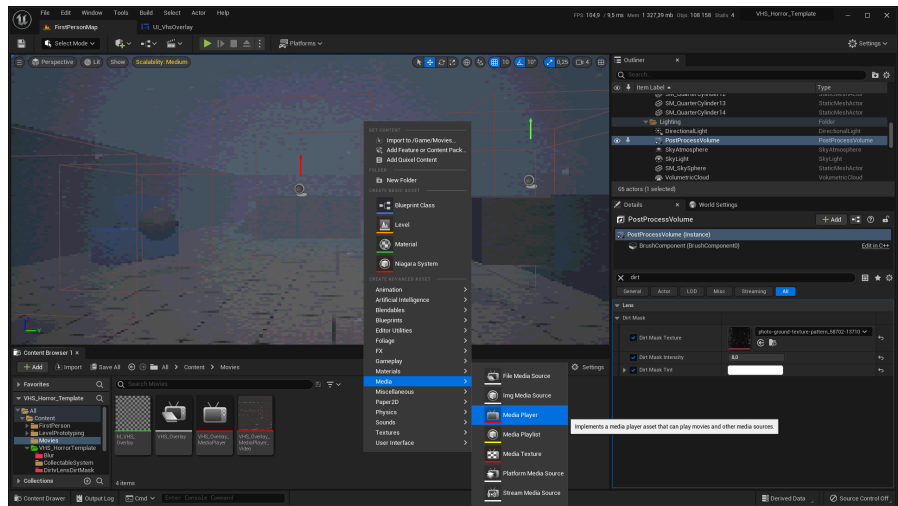
To change it in your game/project you need to go to the movies folder:



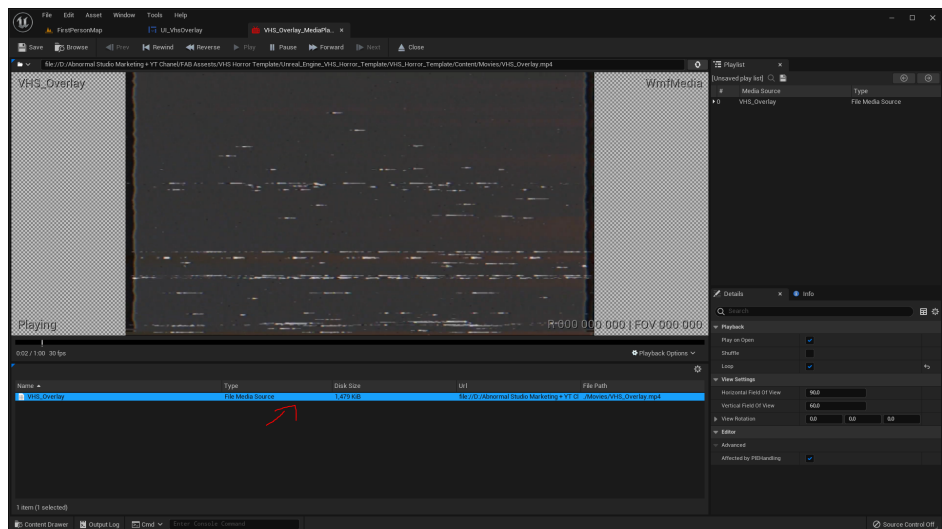
Put your VHS overlay video in the movies folder:



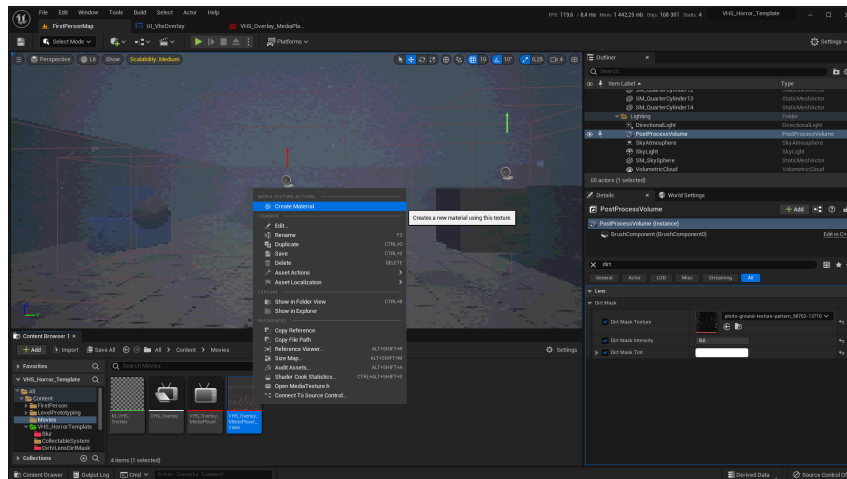
Then create a new media player:



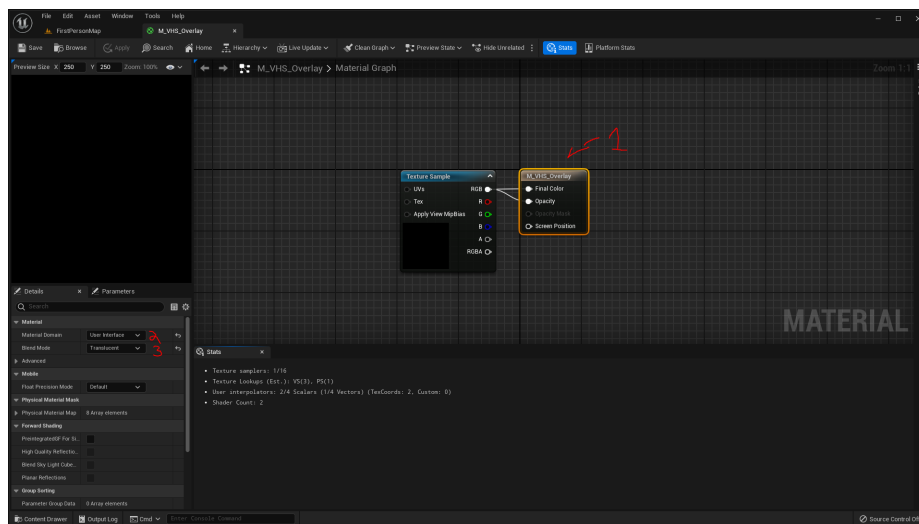
Now open up your media player and select your VHS overlay video:



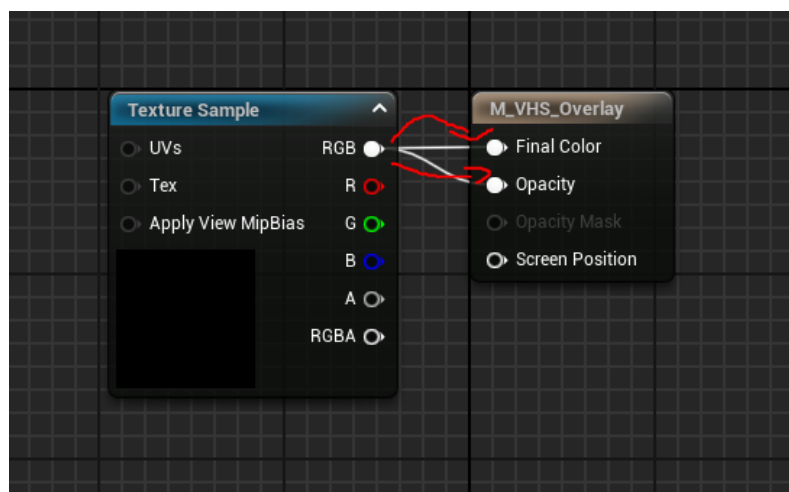
Create a material from your material texture:



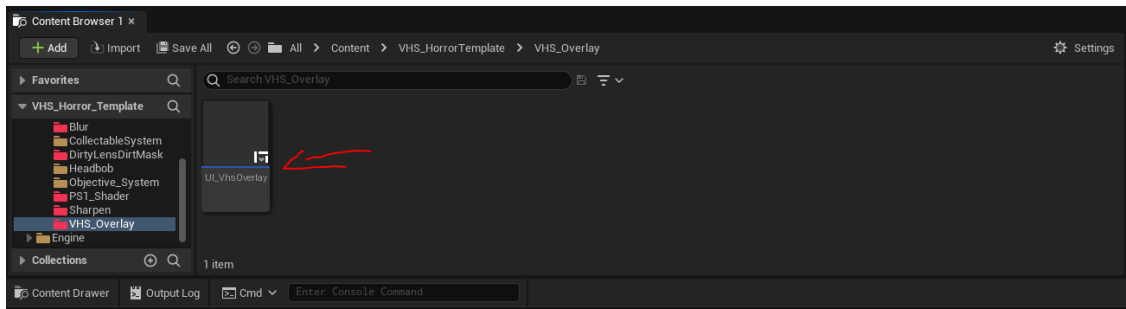
Open up your new material that you just created from the material texture, change the material domain to “User Interface” (1,2) and the blend mode to translucent (3):



Connect the “RGB” to “Final colour” and “RGB” to “Opacity” like so:

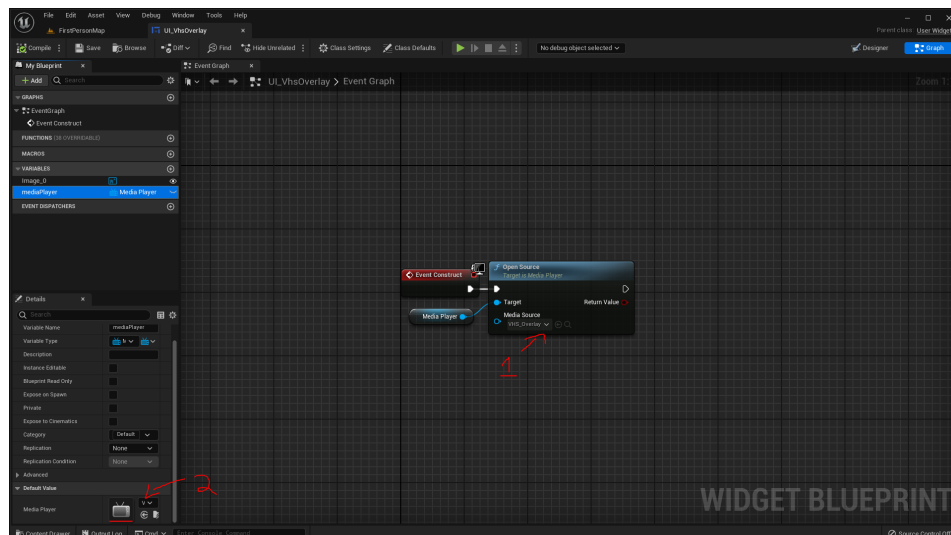


Then open up the UI widget “UI_VhsOverlay”:



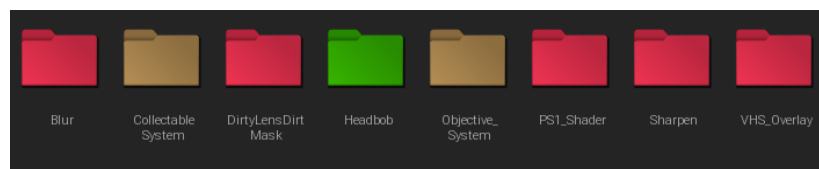
Click on the image component and change the brush image to your VHS_Overlay material that we created earlier:

Then go to the event graph of the “UI_VhsOverlay”, change the media source to your VHS overlay media source (1) and then change the media player variable to your media player that we made earlier (2):

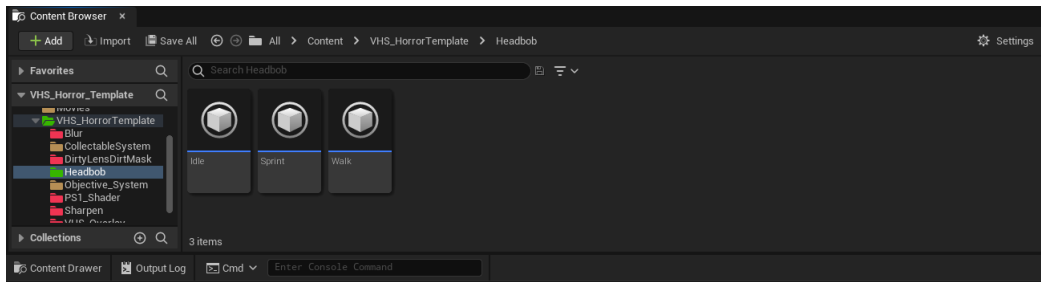


Headbob

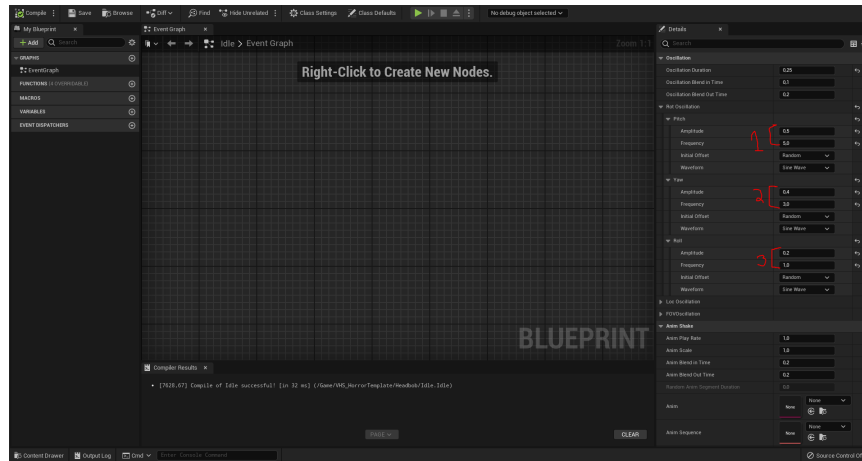
This feature gives the player a head bob effect. This feature has 1 folder (labelled in green). You can modify the content in the folder to your liking:



You have three states that the player can use during gameplay:

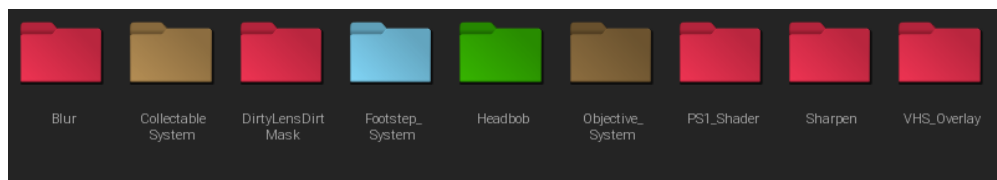


You can change how the headbob looks in your game/project by changing these values (1,2,3) for each state that you want to change:



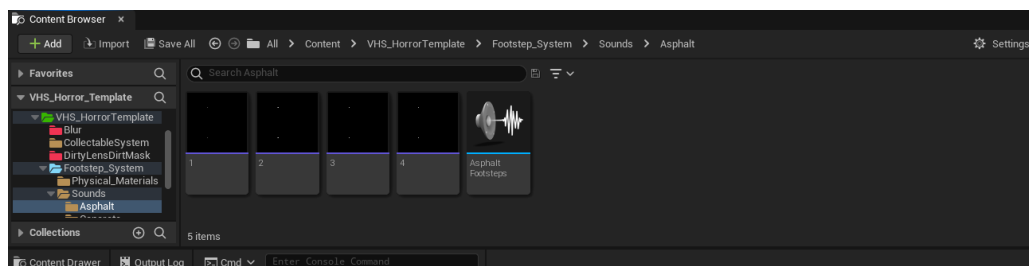
Footstep System

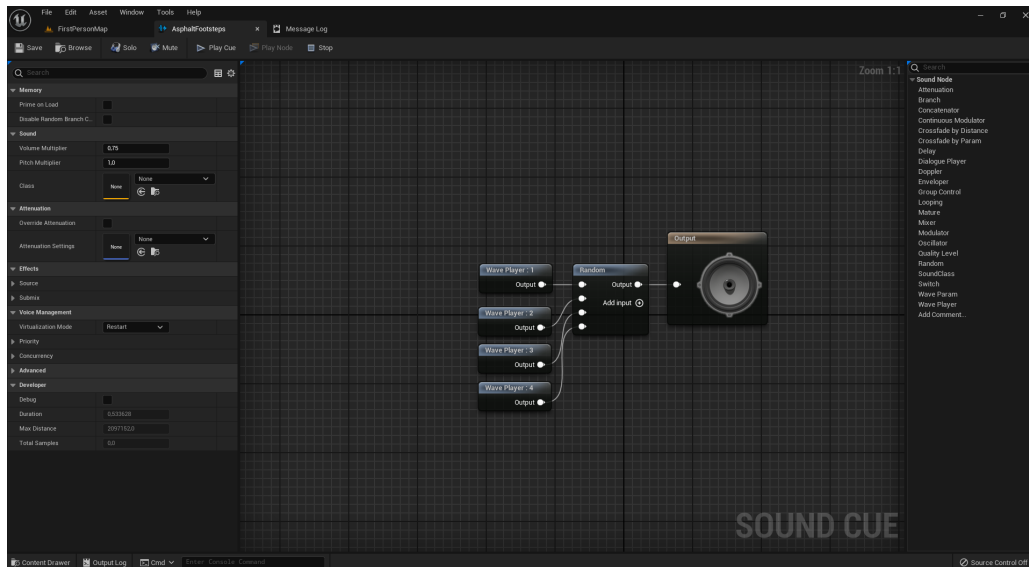
This feature gives the player's footsteps a sound effect. This feature has 1 folder (labelled in blue). You can modify the content in the folder to your liking:



Making new sound for the footstep system:

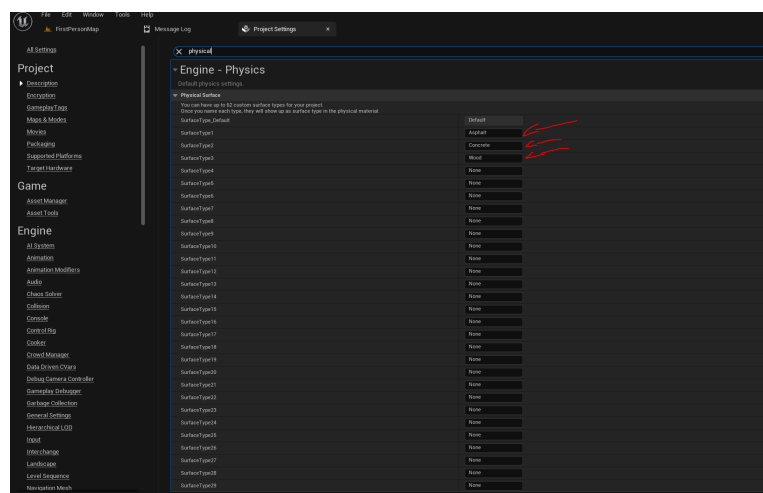
To make a new footstep sound for a given surface, you can import in a sound that suits your given surface or make a sound cue with different sound effects that apply to a given surface:



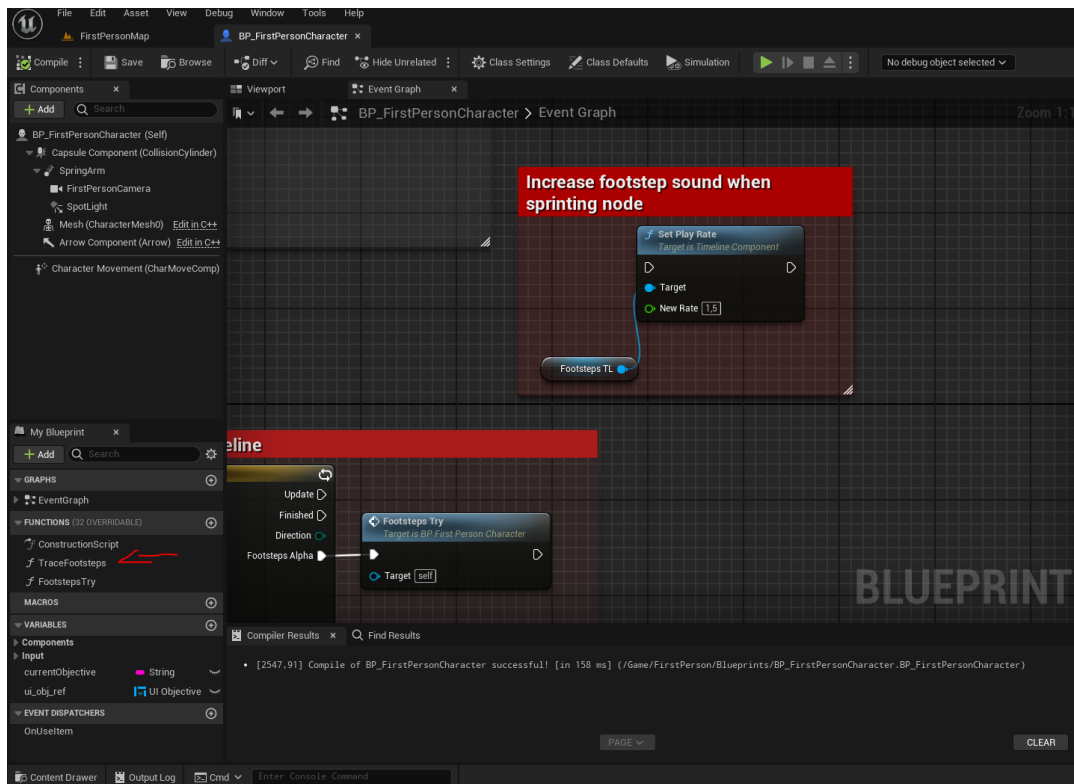


Adding footstep sounds to given surface:

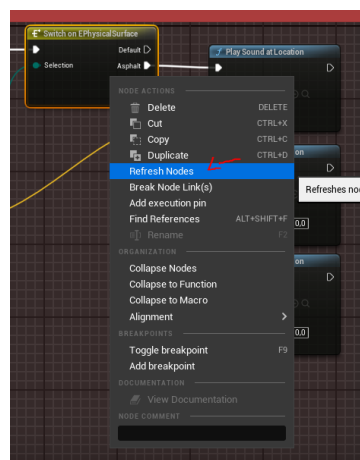
Go to Edit>Project Settings and in the search bar, search up “Physical Surface” and make a new surface type like so:



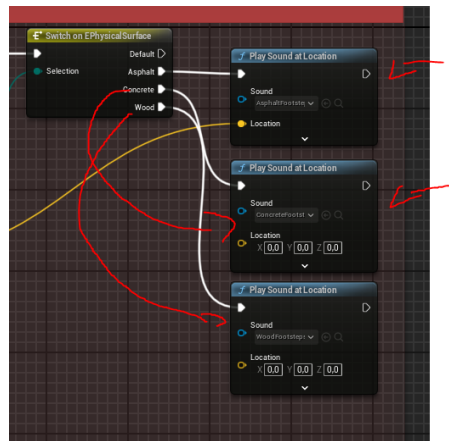
Then go to your “BP_FirstPersonCharacter” blueprint and go to the function “TraceFootsteps”:



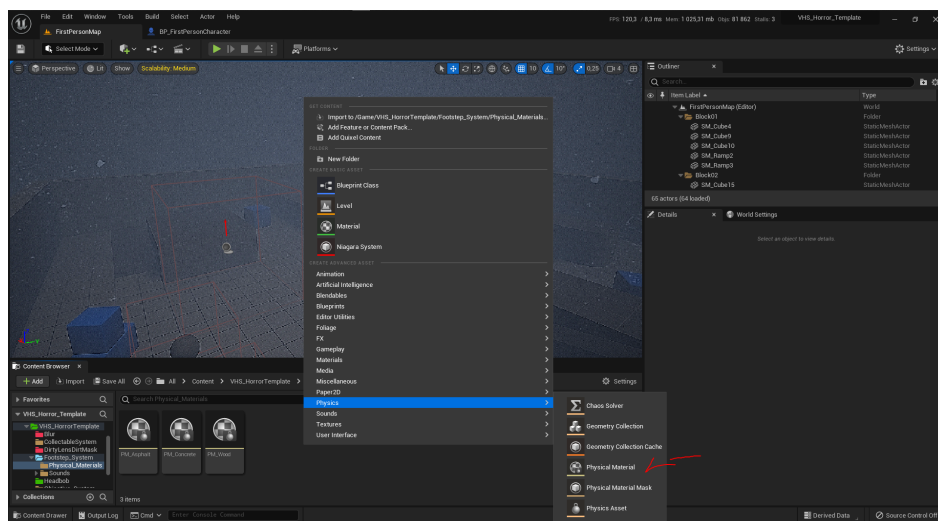
If you have added a new Physical Surface then refresh you “Switch on EPhysicalSurface” node like so:



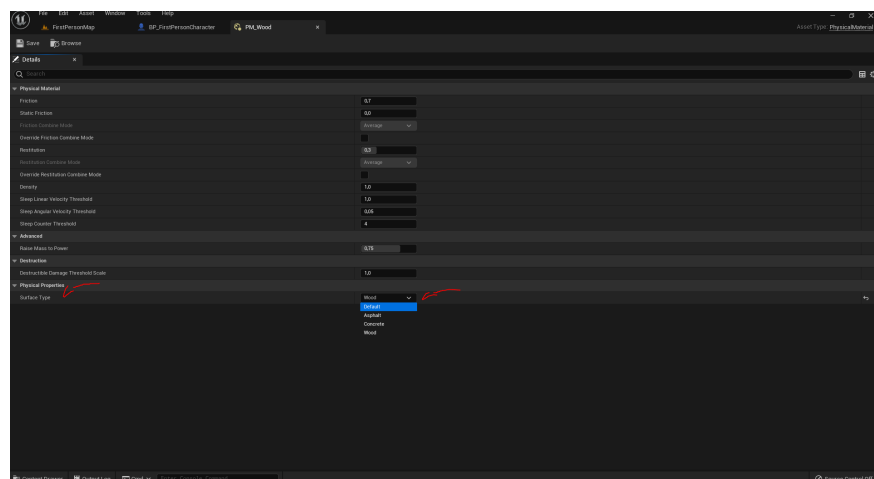
Then add a “Play sound at location” and choose the sound you want to hear when the player steps on that surface:



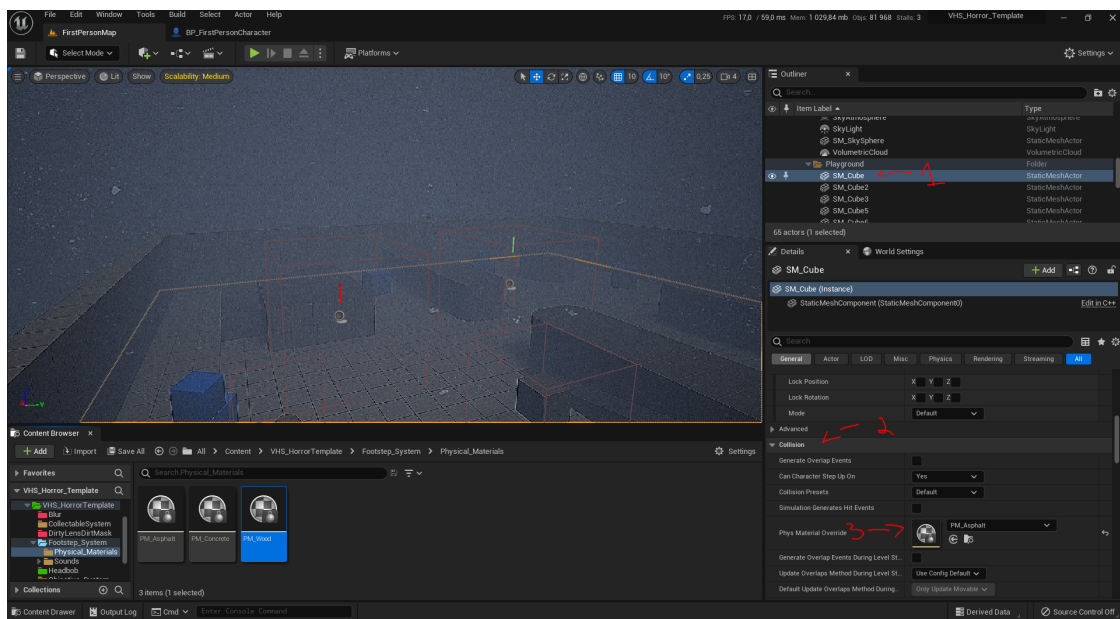
Then we are going to make a physical material like so, open it up:



Go to surface type and select the surface type that matches the physical surface we made earlier:



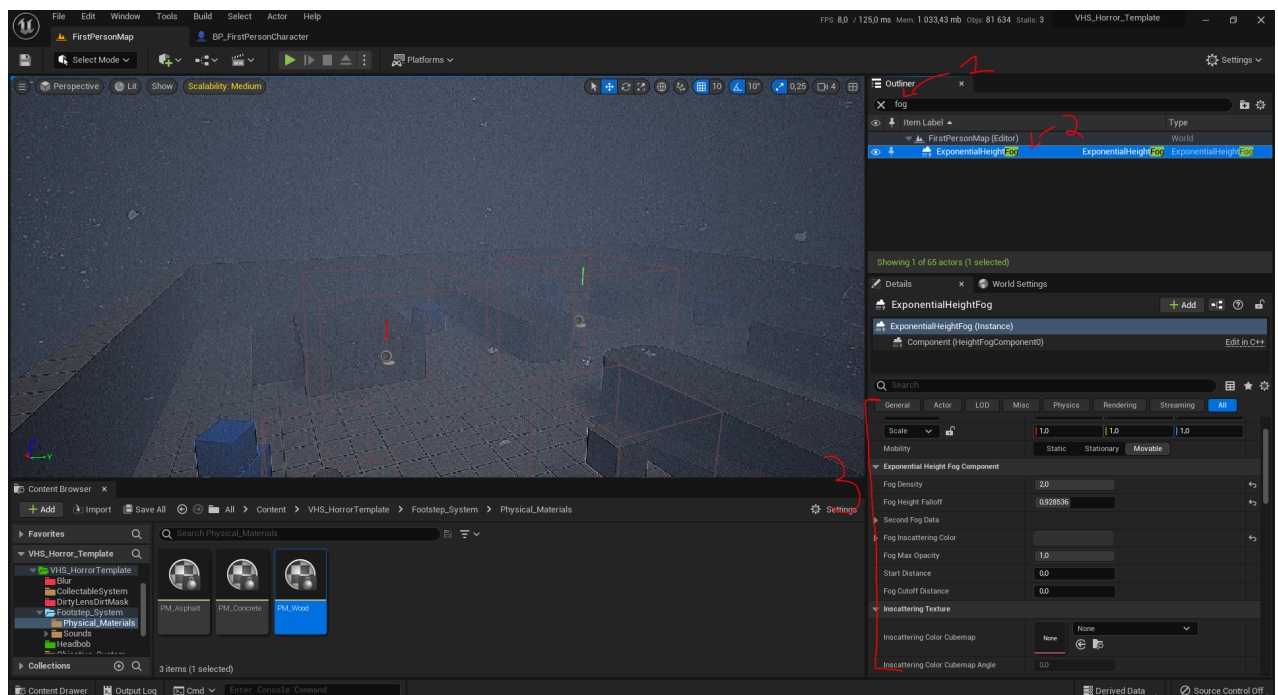
To hear the footsteps, you must apply the physical material to a given surface like so:



Volumetric Fog

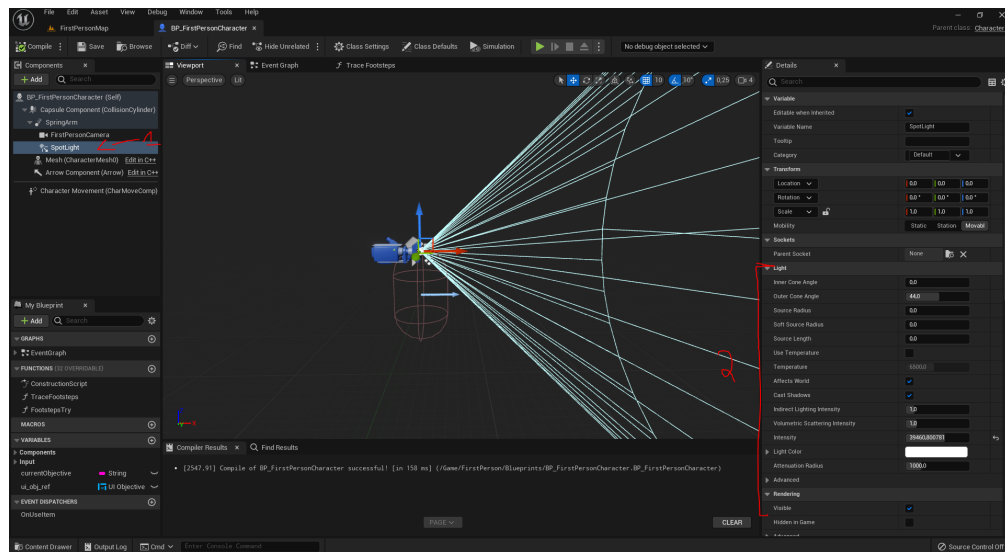
This gives your level a foggy/gloomy effect.

You can edit the values by searching up “fog” in the Level “outliner” and selecting the “ExponentialHeightFog”:



Flashlight

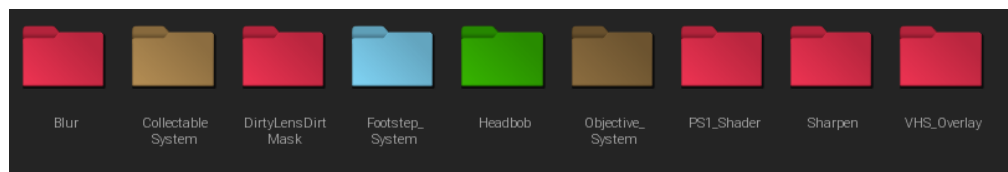
Go to your “BP_FirstPersonCharacter” blueprint and click on the “Spotlight” component in your “Components” window and edit the values on the right to suit your game/project:



If you don't want your game/project to have a flashlight, feel free to delete the spotlight component.

Objective System

This feature gives the player objectives to complete in-game. This feature has 1 folder (labelled in brown). You can modify the content in the folder to your liking:

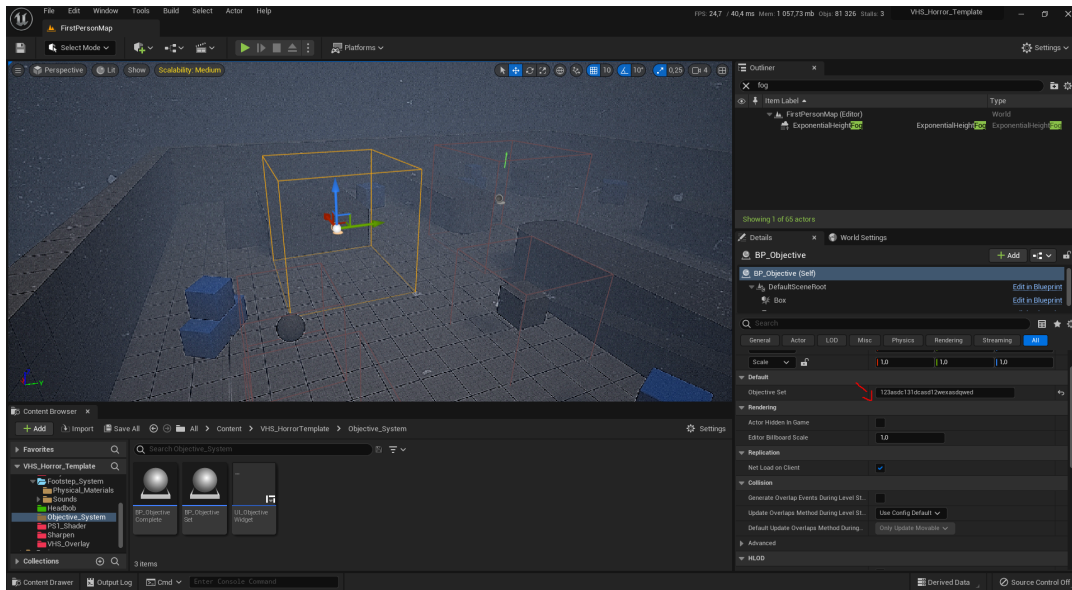


Setting objectives.

In your “Objective_System” folder you have two blueprints, for setting objectives you use the “BP_ObjectiveSet”, for completing objectives you use the “BP_ObjectiveComplete”.

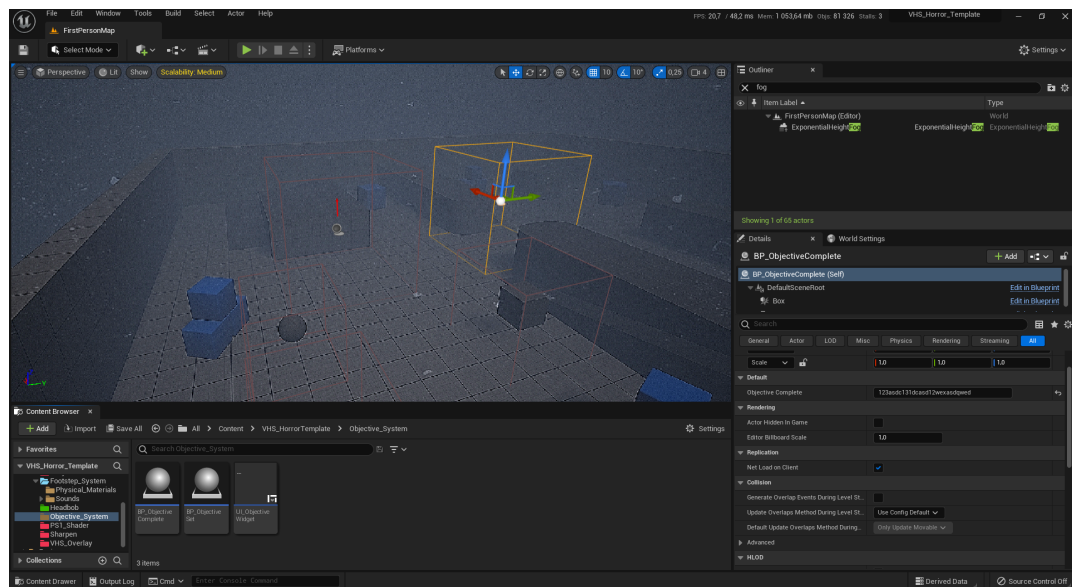
How to set an object:

Use the “BP_ObjectiveSet” by dragging it into your level and setting the objective like so:

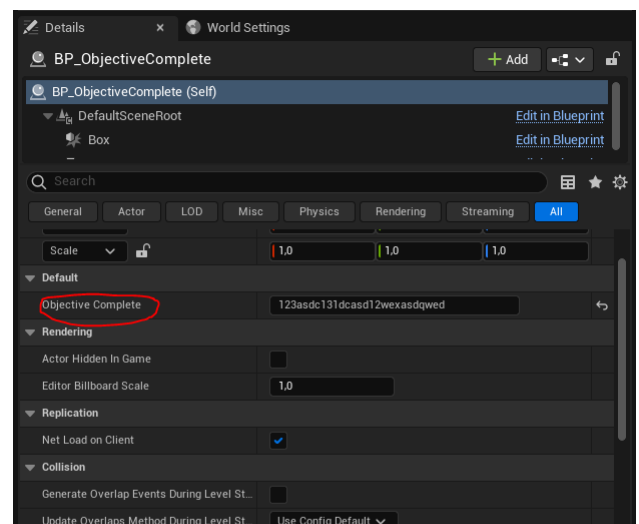
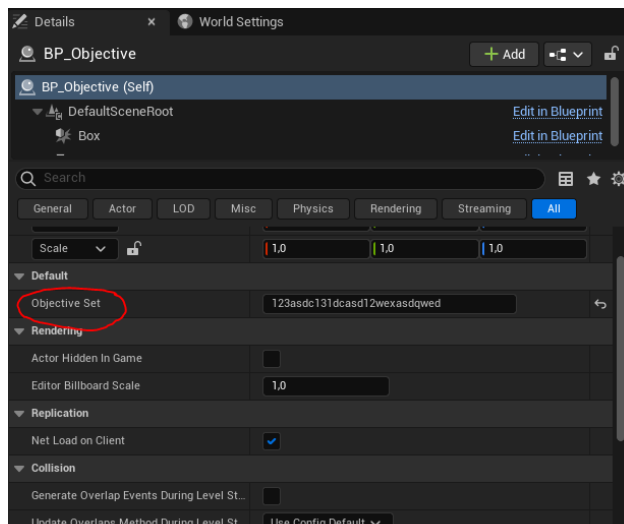


How to complete an objective:

Use the “BP_ObjectiveComplete” by dragging it into your level and setting the objective complete like so:

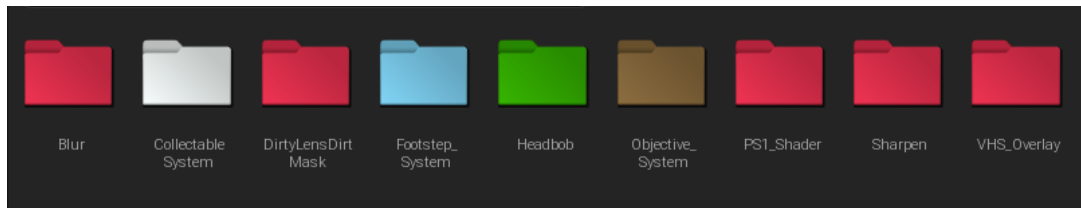


Note! You must make sure your “Objective Set” and “Objective Complete” variables match, so your objective can be complete:



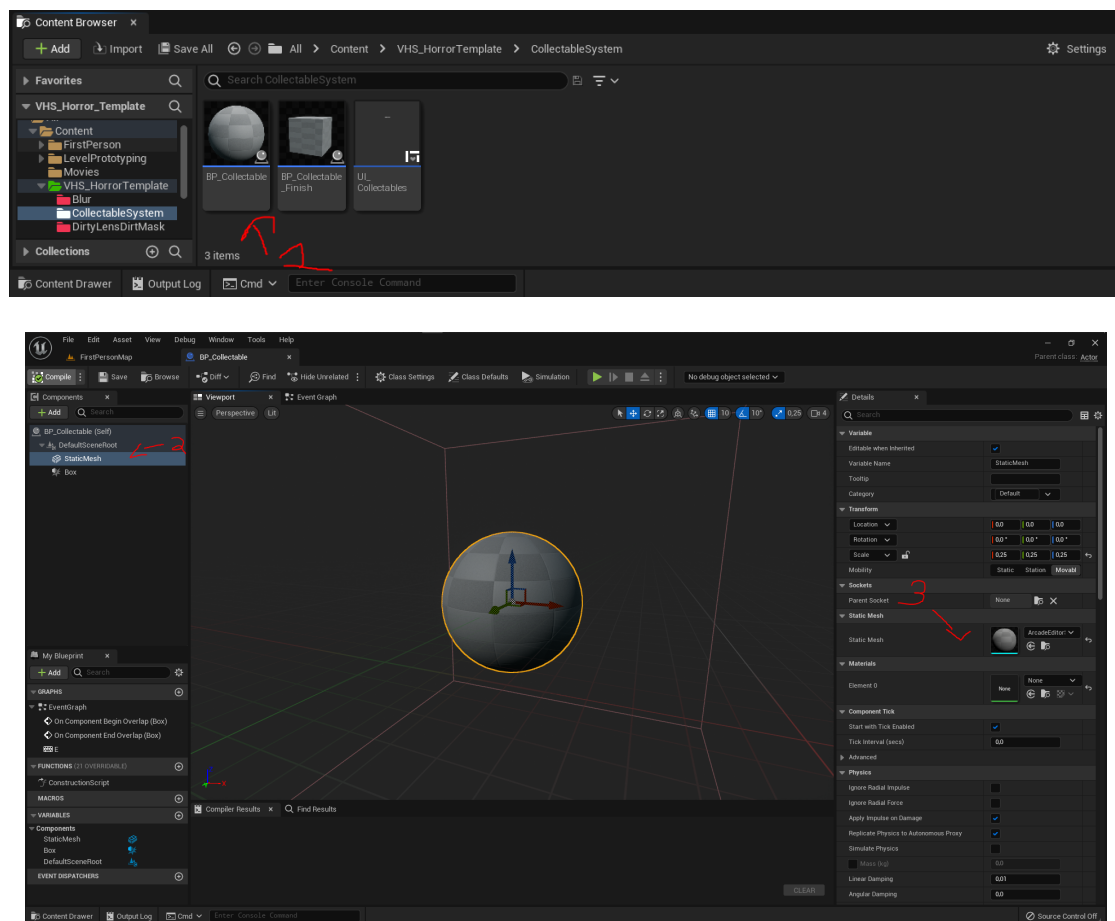
Collectable System

This feature gives the player things to collect in your game/project. This feature has 1 folder (labelled in white). You can modify the content in the folder to your liking:



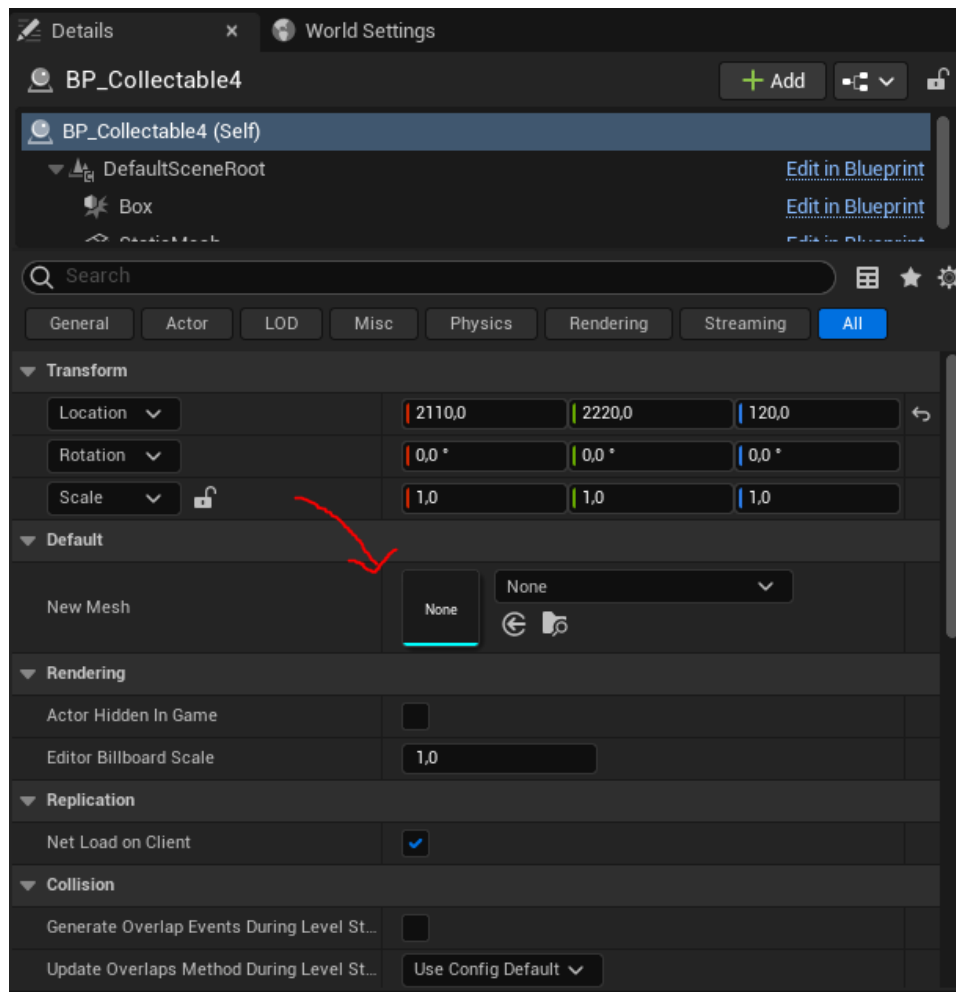
How to change your collectable mesh.

Go to your “BP_Collectable” blueprint (1), then click on the static mesh component on the left-hand side (2) and select your mesh on the right-hand side (3):



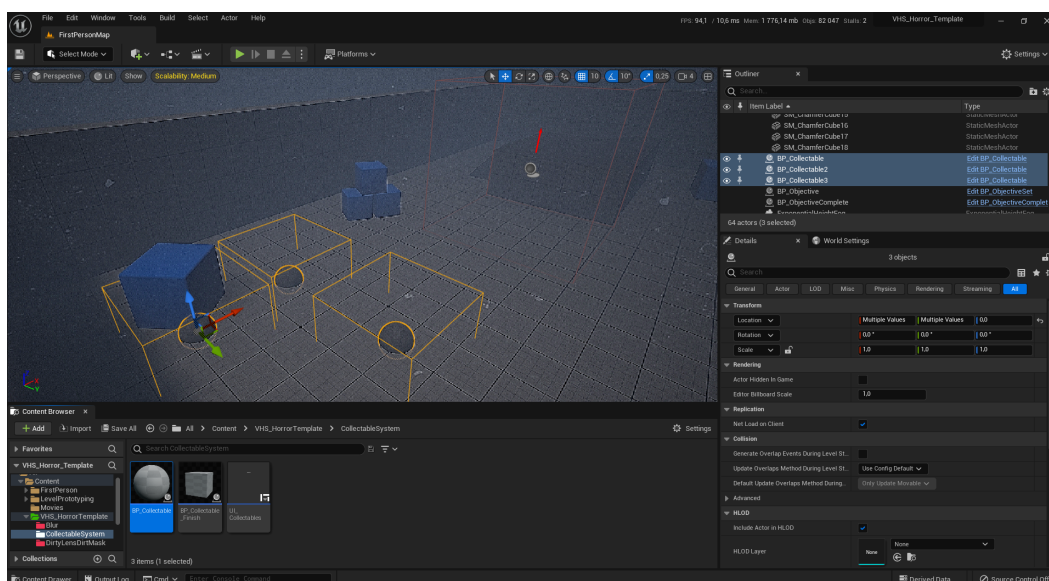
Note! If you want to change the “BP_Collectable_Finish”, follow the same instructions.

If you want different meshes, change them from the “New Mesh” variable, if not delete the variable in the blueprint:

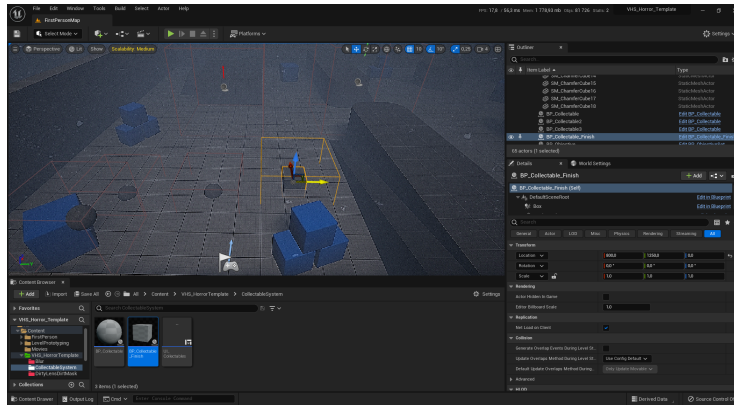


How to actually use the system:

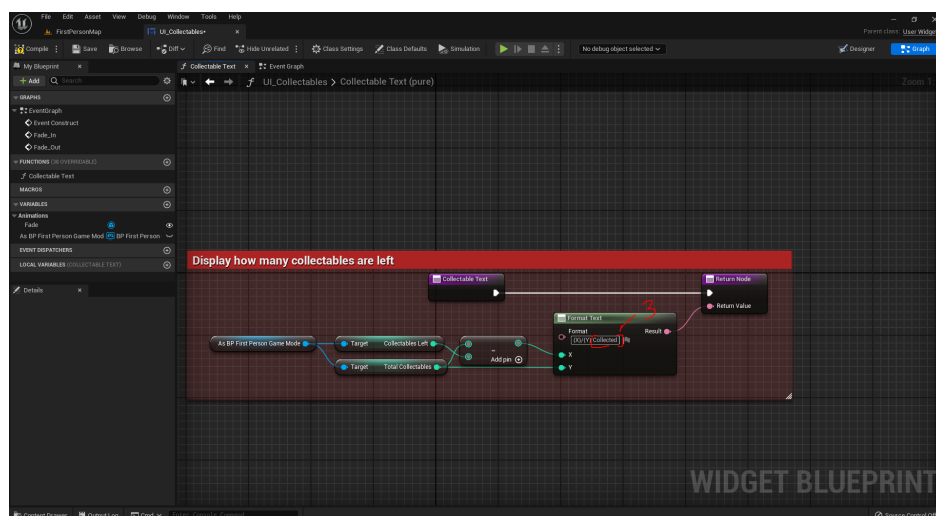
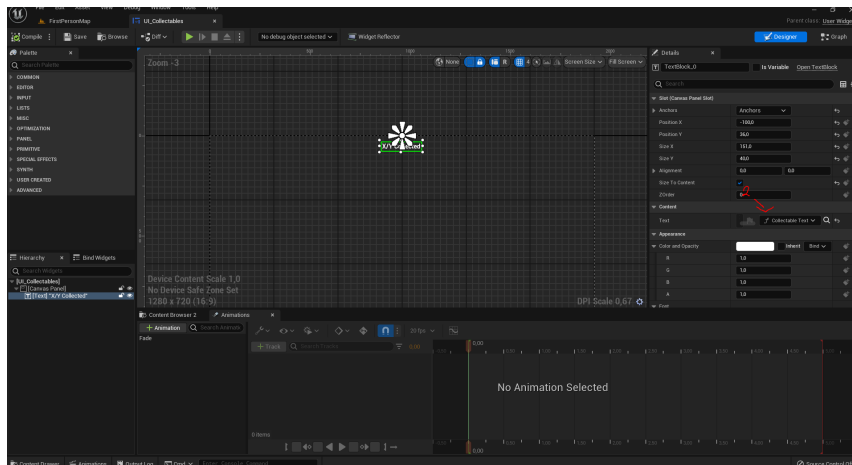
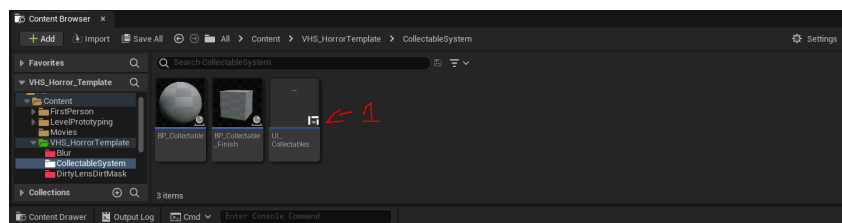
Drag as many collectables as you need in your level:



And drag your "BP_Collectable_Finish" to your level:



You can change the text that appears when picking up a collectable by going into the UI widget `“UI_Collectables”` and doing the following:



Ambient Mix

Each track is provided in WAV, MP3, and FLAC formats.

This template includes a set of five original ambient tracks designed to enhance the atmosphere of your game/project.

These soundscapes were produced in FL Studio and are ready to be integrated into your game/project.