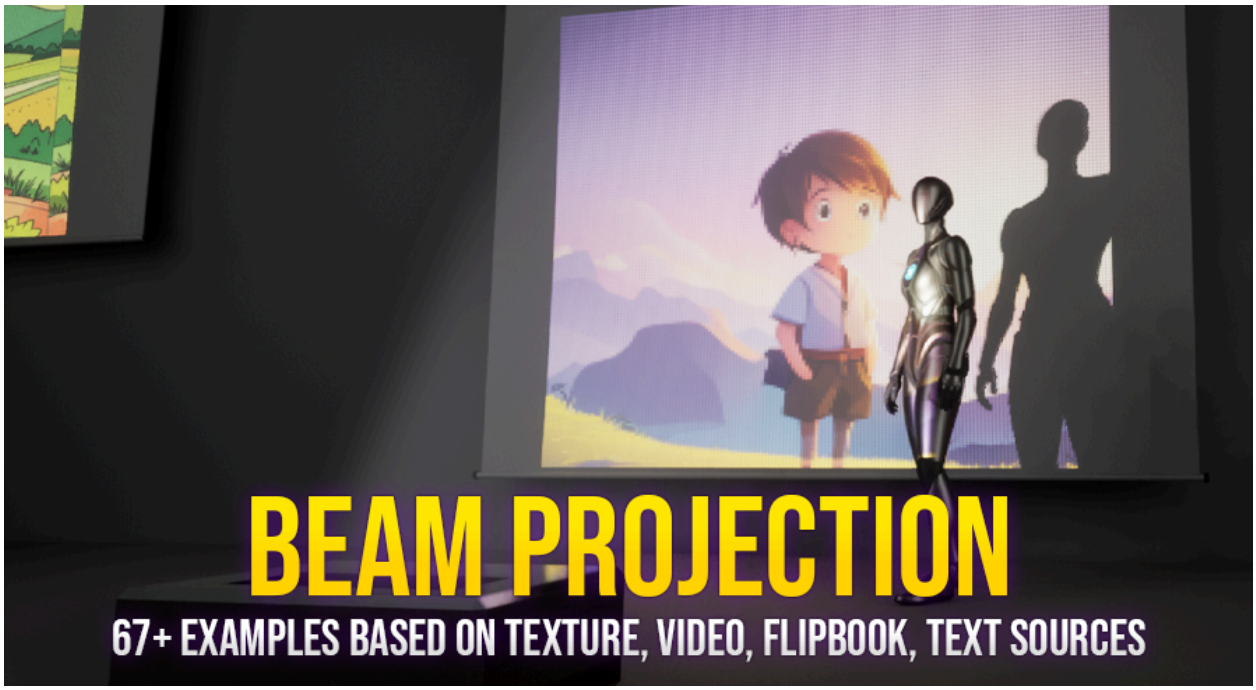
Beam Projection VFX



We're constantly updating the documentation for the missing and any additional parts. If you have any additional questions or inquiries, please feel free to leave them through Discord, Q&A in Unreal Marketplace or e-mail.

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How to Set Up

1) Video Description

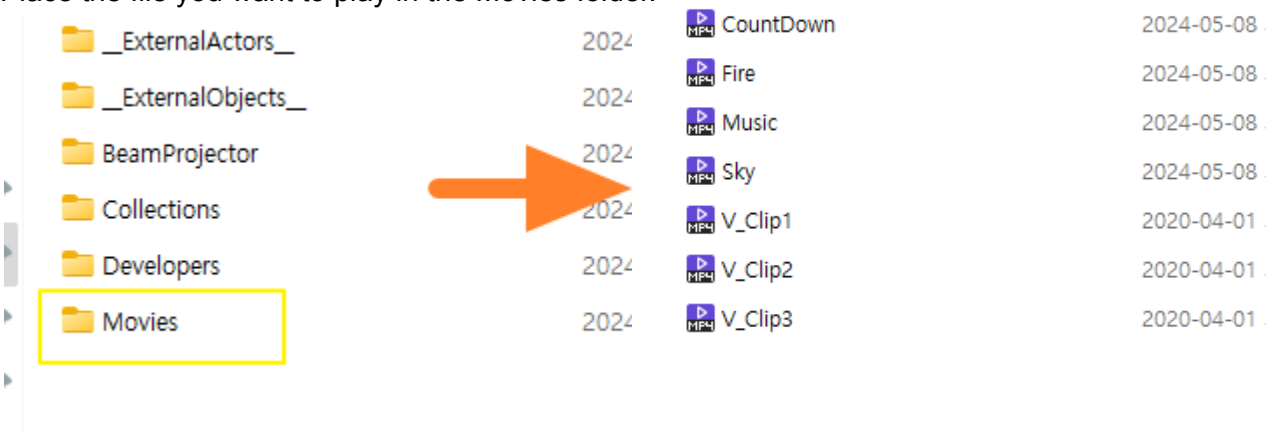
https://www.youtube.com/watch?v=H6-EL0Tkkg0

00:00 Set Up Beam Projection with Flipbook
01:38 Set Up Beam Projection with Text
03:43 Set Up Beam Projection with Texture
06:06 Set Up Beam Projection with Video

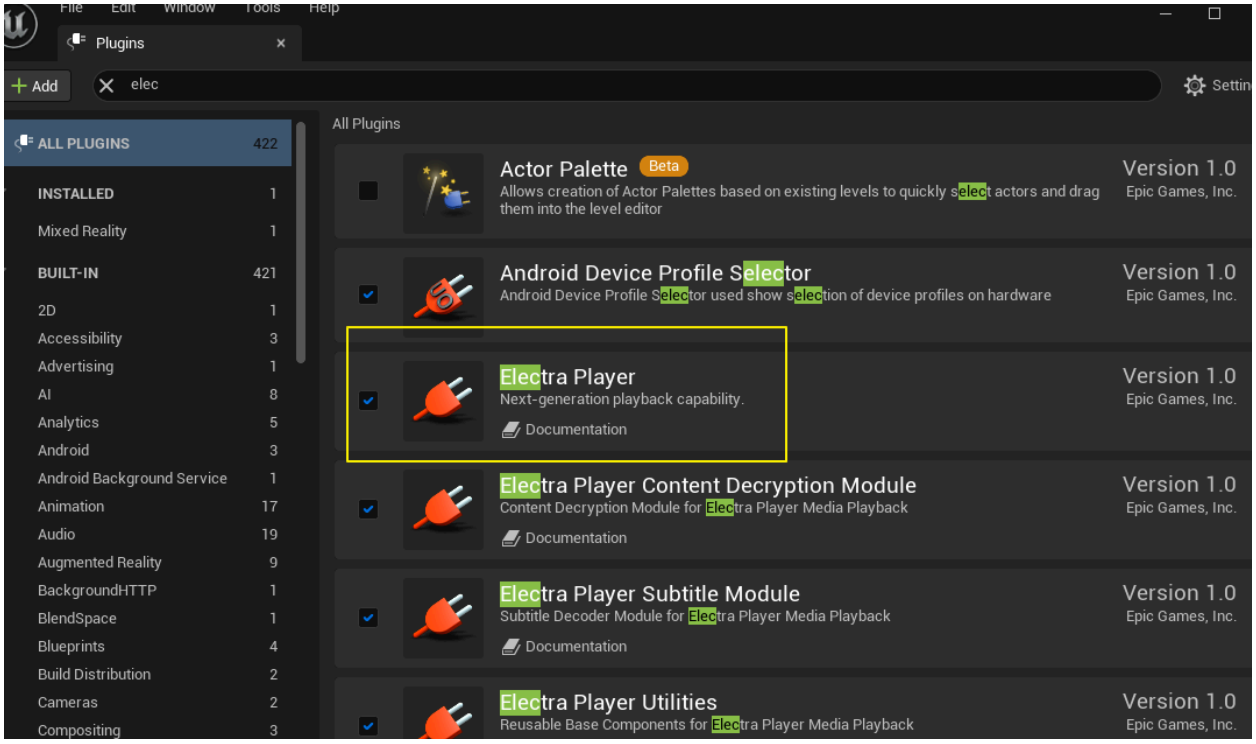
Video Setting

1) BP Projector Video

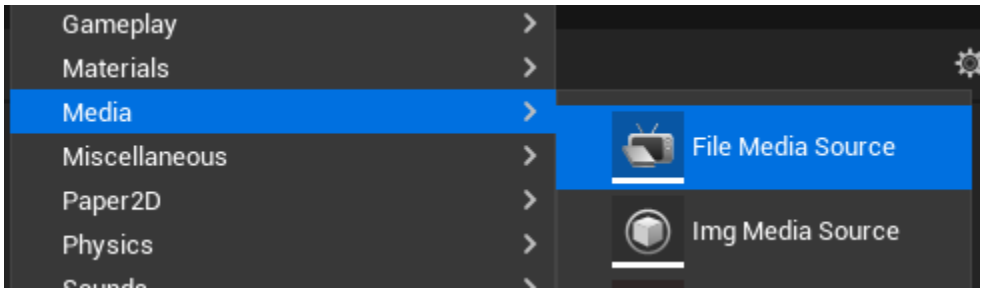
Place the file you want to play in the Movies folder.



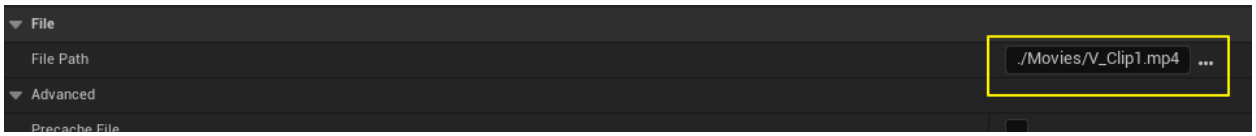
1) Go to the Plugins section and check the Electra Player.



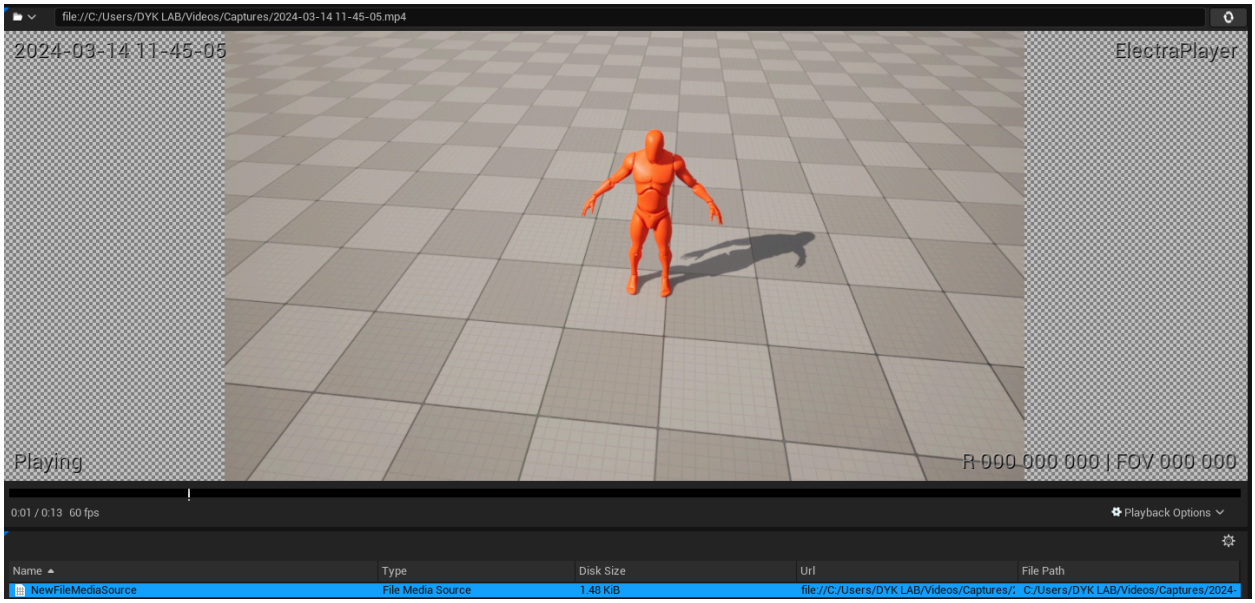
2) Create File Media Source



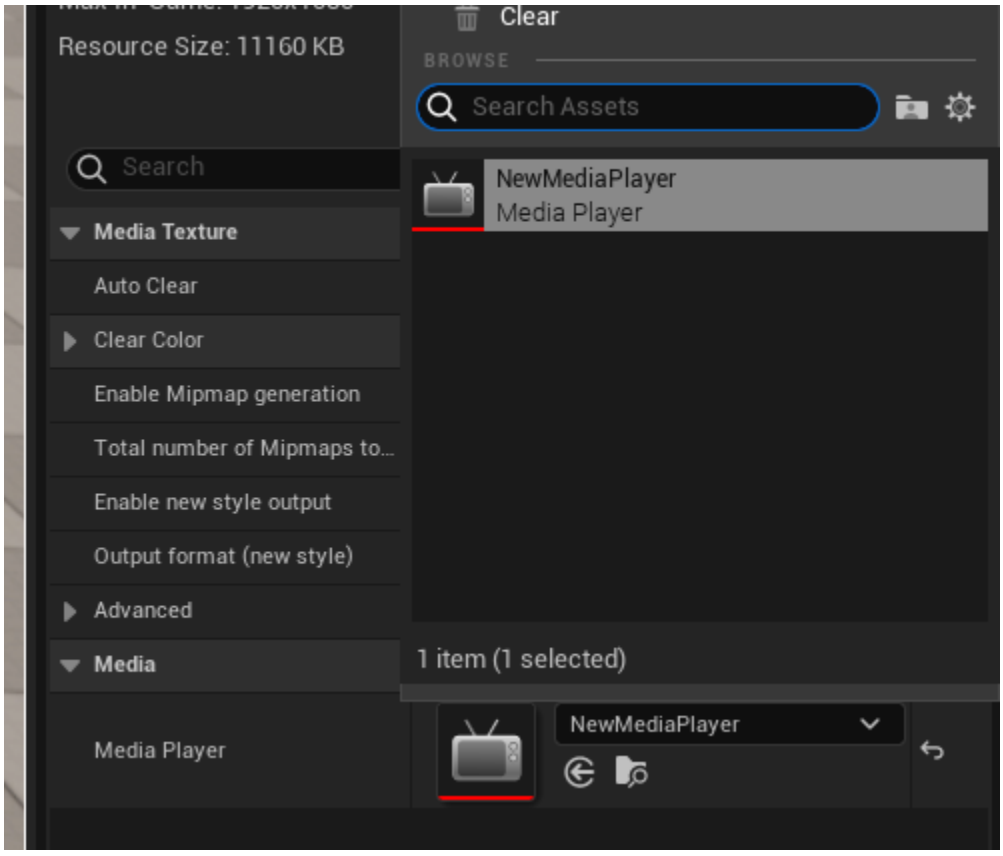
3) Set File Path



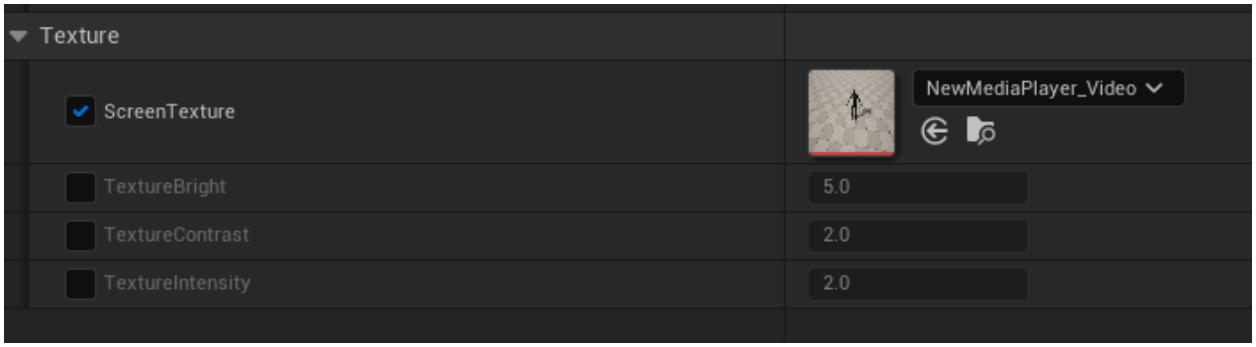
4) Play



5) Connect Media Player you create



6) Apply it to a Video Dot Matrix Material



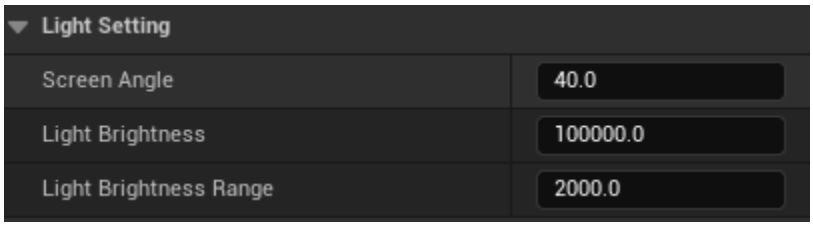
Reference

Play a Video File:
https://docs.unrealengine.com/4.27/en-US/WorkingWithMedia/IntegratingMedia/MediaFramework/HowTo/FileMediaSource/

Description

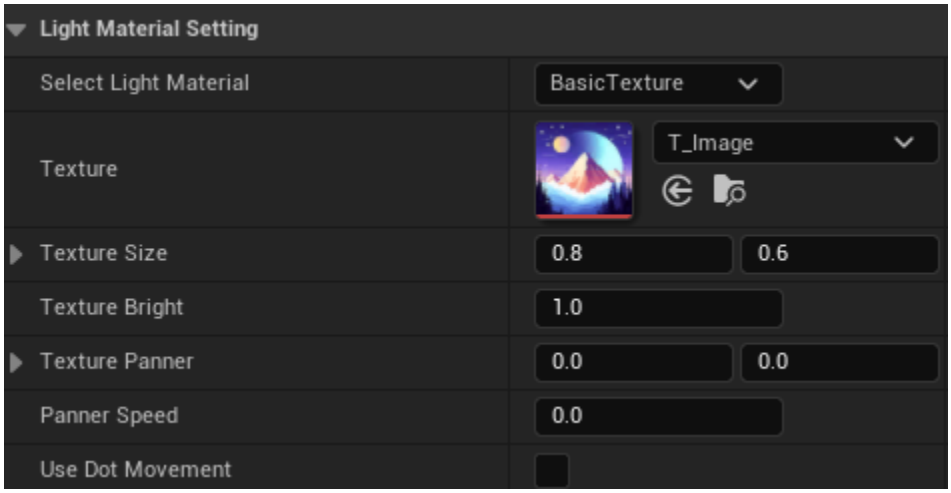
1) BP Projector Texture

Light Setting



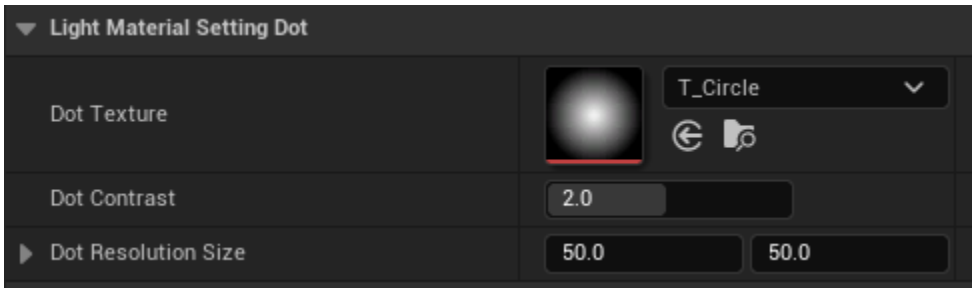
Screen Angle: set the screen angle, used when adjusting the screen size
Light Brightness: Adjusting the screen brightness
Light Brightness Range: Adjusting the range of brightness

Light Material Setting



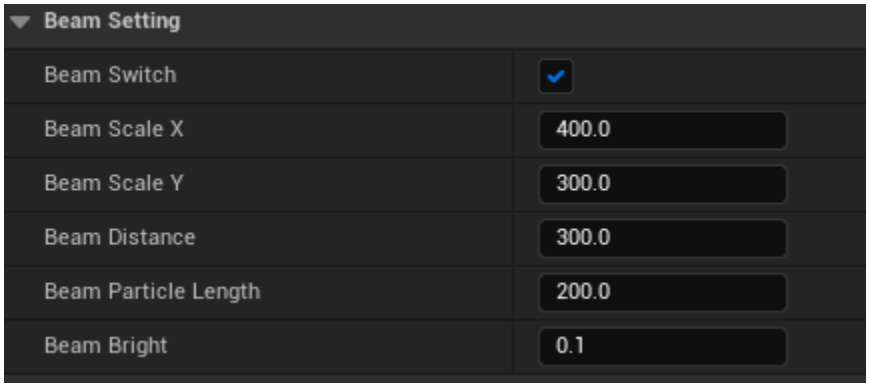
Select Light Material: Select a Light Material. You can choose between Basic Texture and Dot Texture.
Texture: Set the light material texture
Texture Size: Set the light material texture Size
Texture Bright: Adjust the brightness of the texture
Texture Panner: Set the movement of the texture
Panner Speed: Set the speed of movement
Use Dot Movement: Switch to set the movement to a stuttering or choppy pattern, similar to dots moving

Light Material Setting



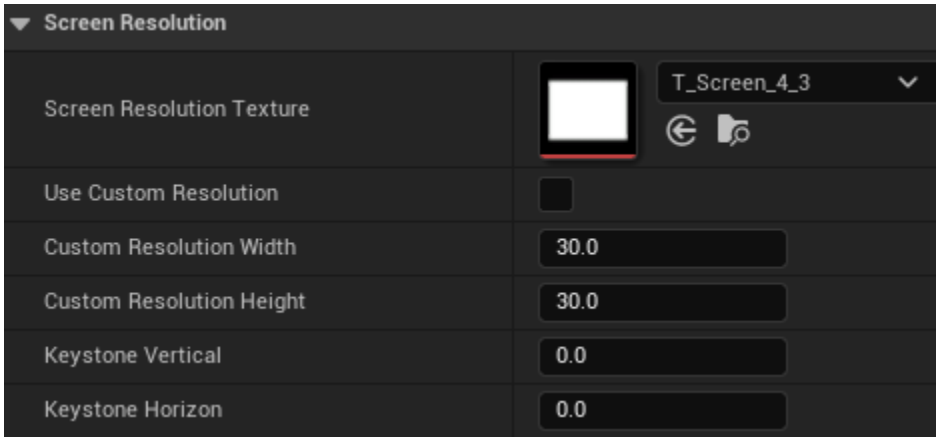
Dot Texture: Set the Dot Texture
Dot Contrast: Adjust the contrast of the Dot Texture
Dot Resolution Size: Set the number of horizontal and vertical pixels of the texture

Beam Setting



Beam Switch: Switch that can turn the beam effect on and off
Beam Scale X, Y: Set the size of the beam effect
Beam Distance: Set the distance of the beam effect
Beam Particle Length: Set the length of the particles in the beam effect
Beam Bright: Set the brightness of the beam effect

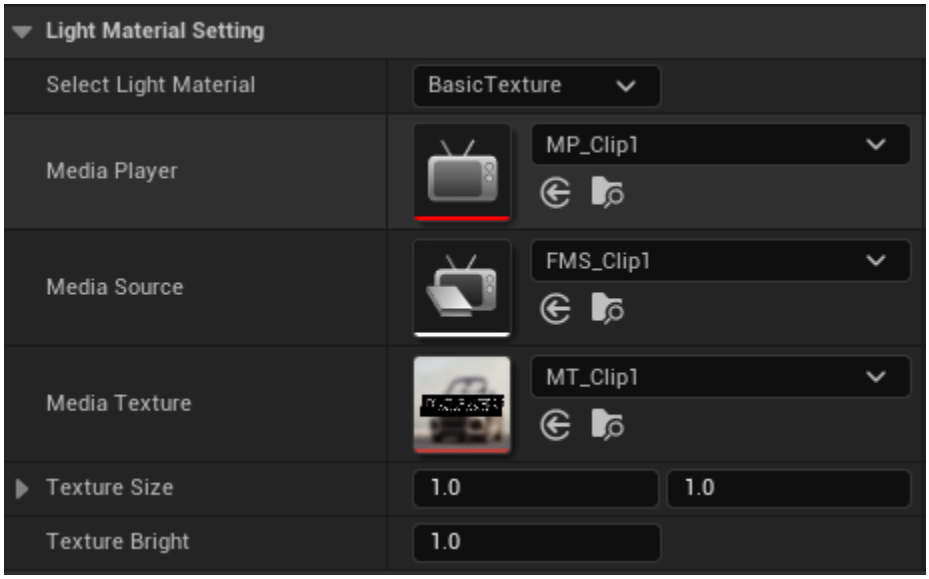
Screen Resolution



Screen Resolution Texture: Set the texture with applied resolution

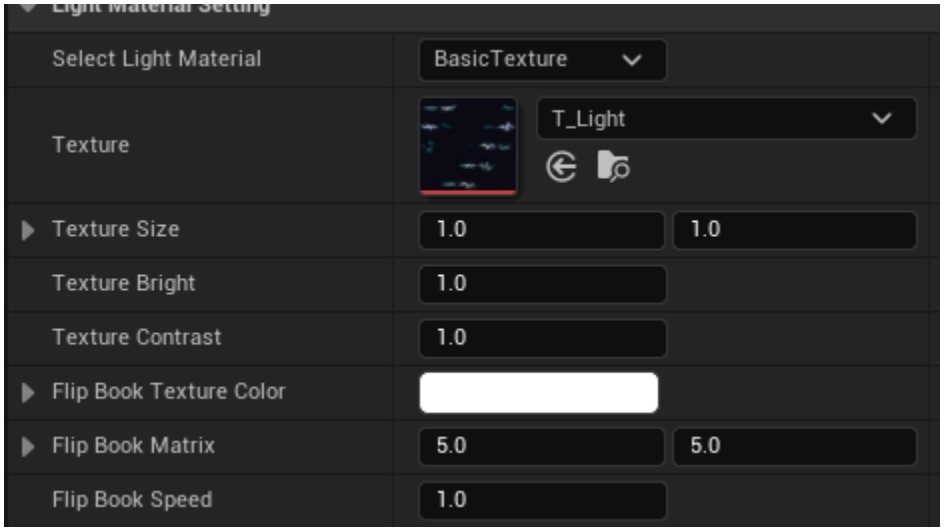
Use Custom Resolution: Switch that allows the user to set the resolution manually
Custom Resolution Width, Height: Parameter for setting the height and width of the manually configured resolution
Keystone Vertical, Horizon: Parameter for setting the Keystone function

2) BP Projector Video



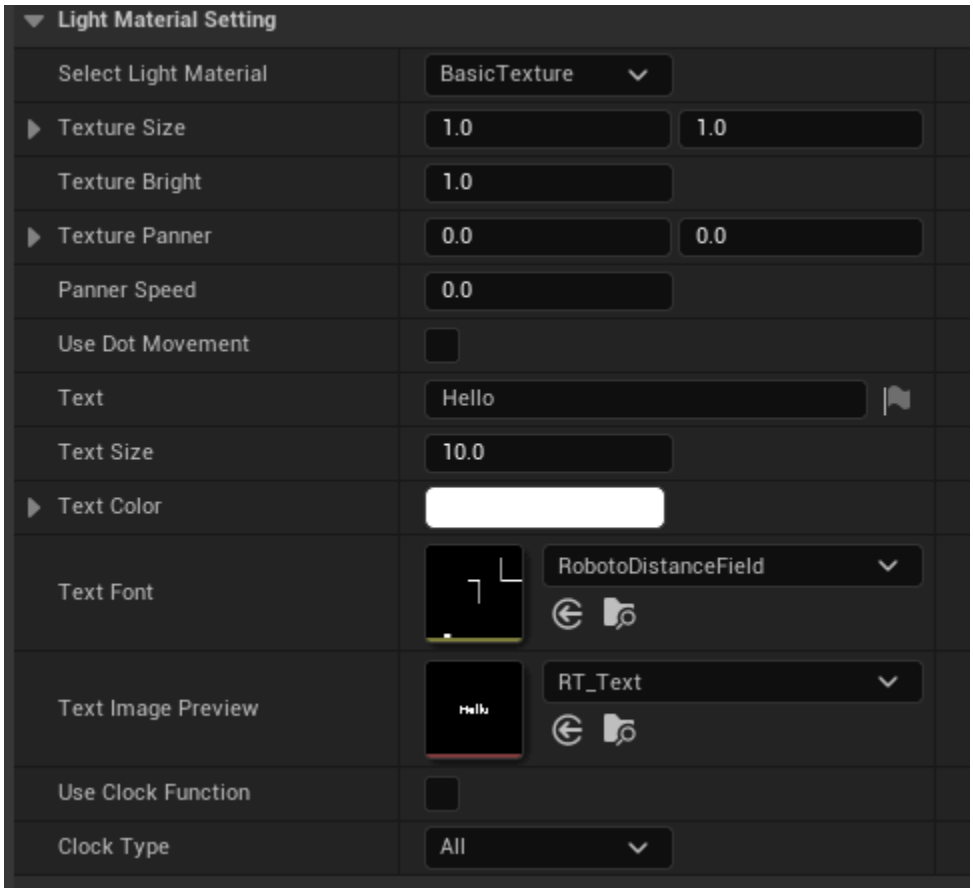
Media Player, Source, Texture: Set the Media's Player, Source, and Texture, where all must be set to the same video file.

3) BP Projector FlipBook



Flip Book Texture Color: Set the color of the Flipbook Texture
Flip Book Matrix: Set the arrangement of the Flipbook Texture
Flip Book Speed: Set the speed of the Flipbook.

4) BP Projector Text



Text: Set the output text
Text Size: Set the size of the text
Text Color: Set the color of the text
Text Font: Set the font of the text
Text Image Preview: A section to set and preview the Render Target where the text will be displayed
Use Clock Function: A switch to enable the clock function
Clock Type: Set the type of clock, with options for Time, Day, and All