

Material Function Collection

Documentation

Intro:

Below you will find a brief description of all the functions, what effects do those give and in short how to plug them into other ready materials.

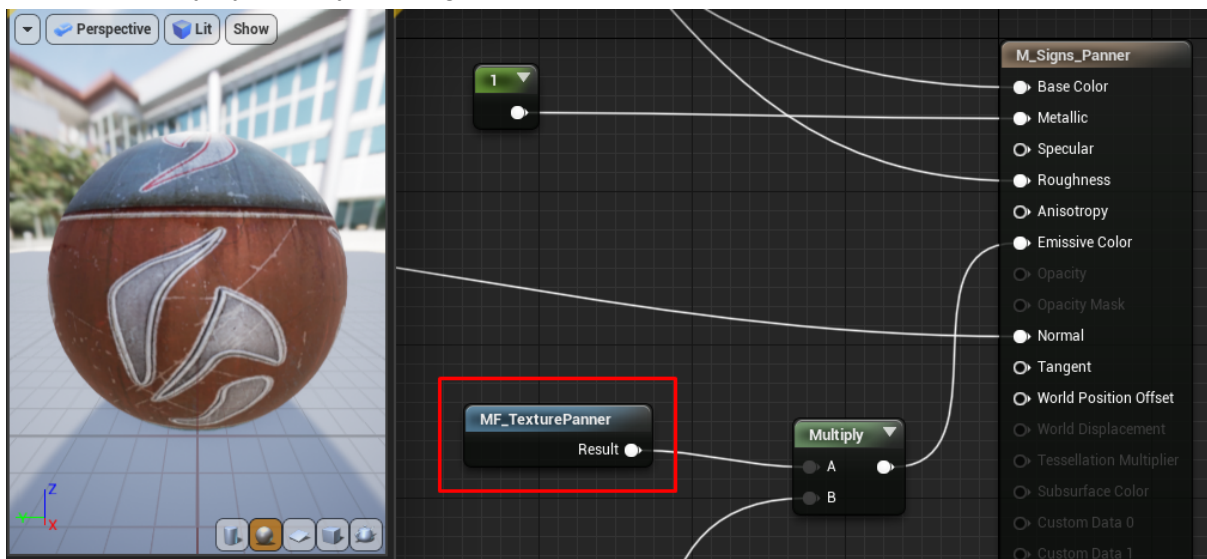
If you wish to learn more about the functions, how do they work and how to apply them to other materials, take a look inside of the functions, compare the raw Epic's materials (CaveFloor, StatueGlass, Sign) with their counterparts into which I've implemented the functions.

Most of the functions should work with little adjustments to the original materials but it depends on the source material itself.

Panner:

Panner function can be added to several material inputs.

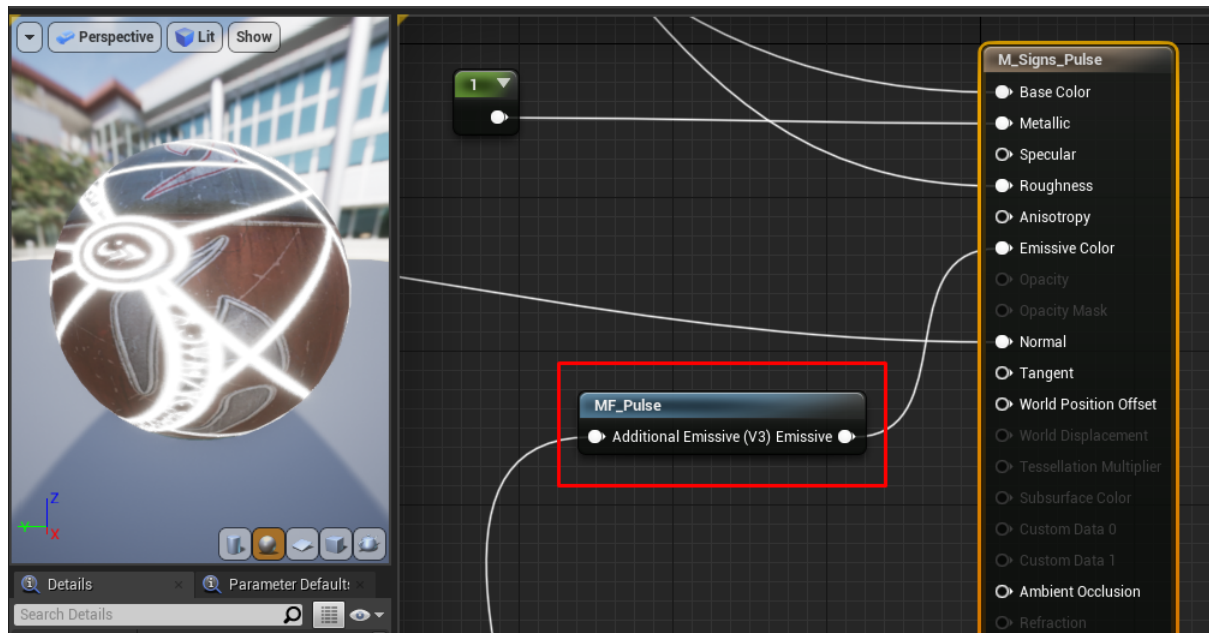
The effect adds a texture that "swims" through the material - simply plug into the desired input or multiply by already existing nodes (Cave Floor example).



Pulse:

The effect adds an emissive texture that pulsates and glow.

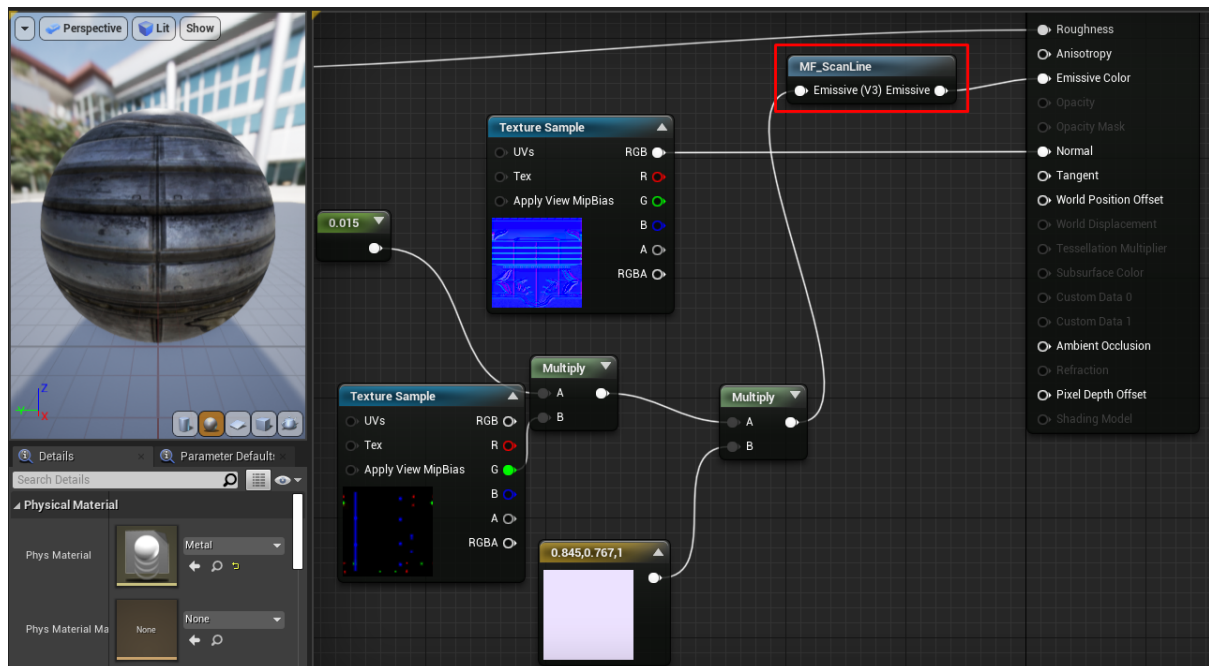
Plug into the emissive input or plug existing emissive nodes into the function (ex. Cave Floor)



Scanline:

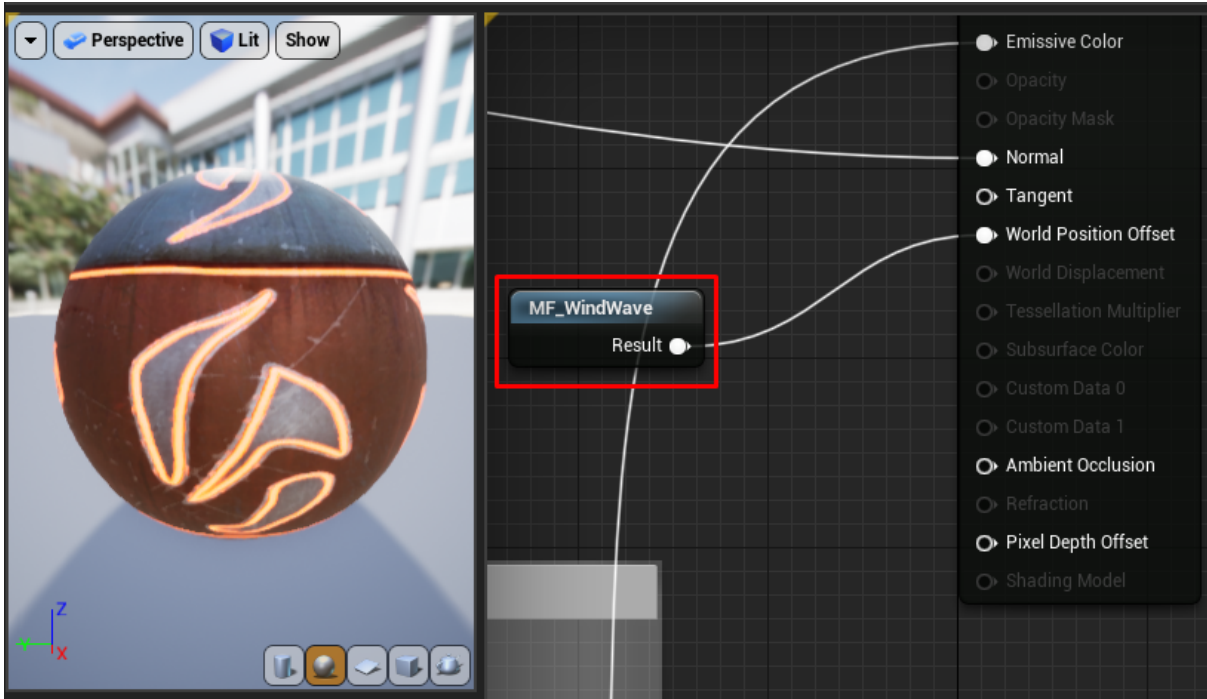
The effect adds a glowing scanline.

Plug into the emissive input or plug existing emissive nodes into the function.



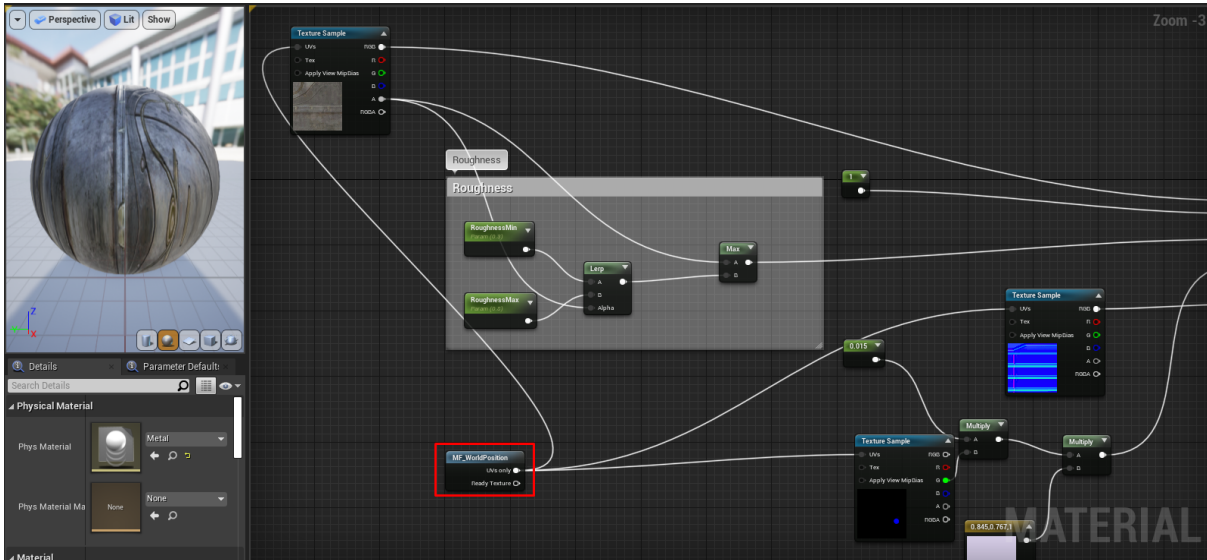
WindWave:

The effect makes the material shake as if wind was blowing. Plug into the World Position Offset input.



WorldPosition:

The effect tiles the texture regardless of actor location.
Plug into the UV of textures you want to tile.

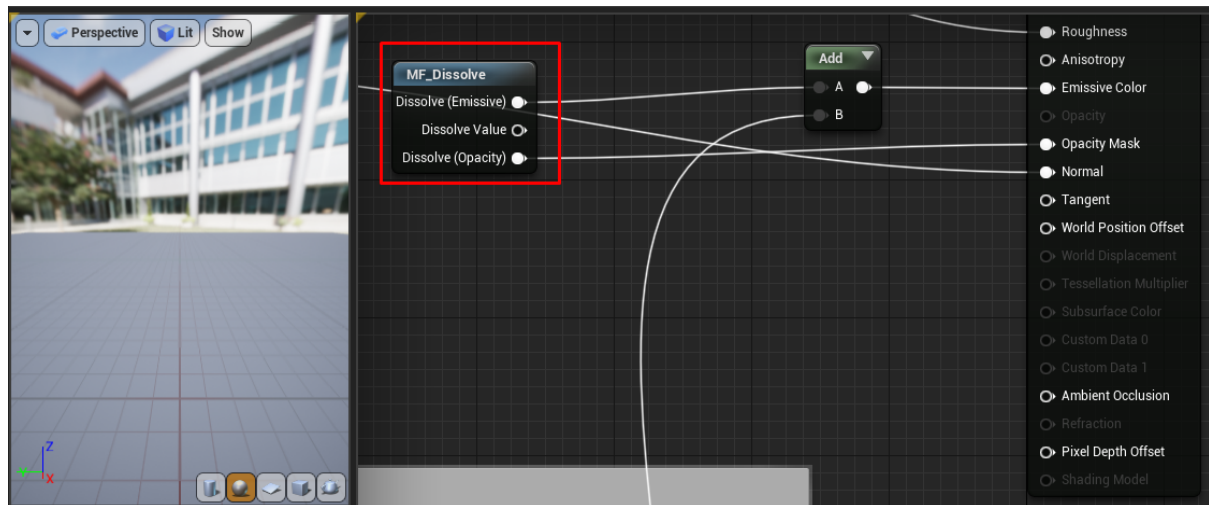


Dissolve:

The effect makes the model disappear with an emissive glow.

Plug into the emissive and opacity inputs or add existing emissive nodes (Signs example).

Refraction requires additional setup (Glass example)

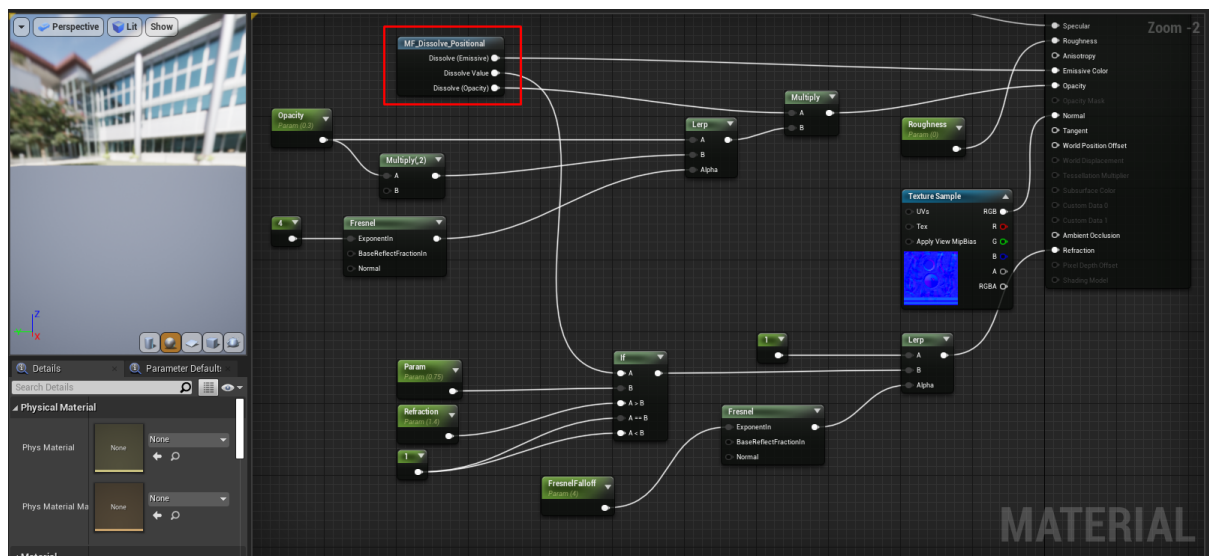


Positional Dissolve:

The effect makes the model disappear when the camera gets close.

Plug into the emissive and opacity inputs or add existing emissive nodes (Signs example).

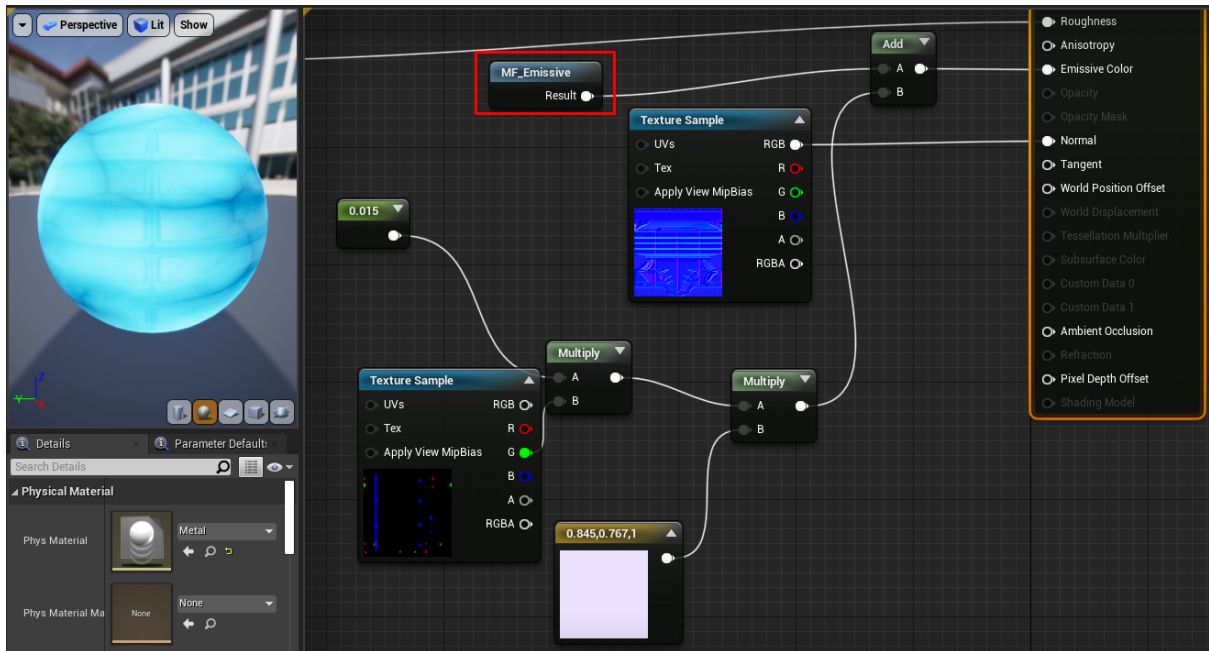
Refraction requires additional setup (Glass example).



Emissive:

The effect adds an emissive texture to the material.

Simply plug into the emissive input or add existing emissive nodes to the function output.



Edge Fade:

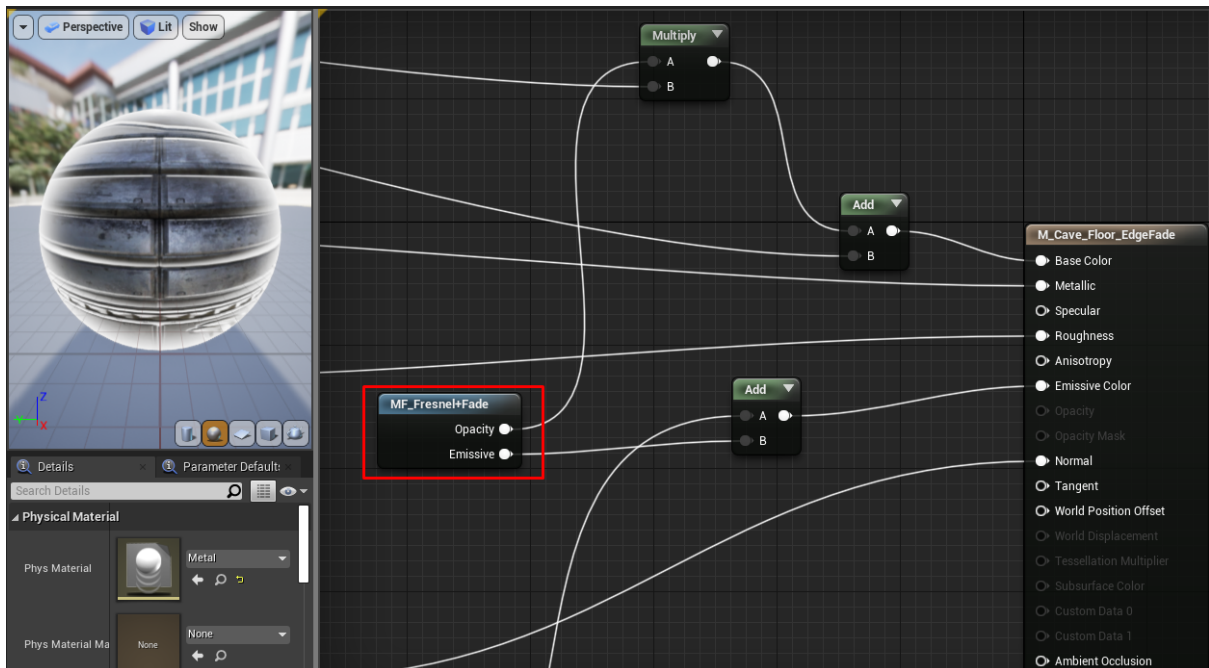
The effect adds a glowing border where the model overlaps another.

Plug the emissive input or plug existing emissive nodes into the function (Signs).

Plug the opacity input or add existing opacity nodes to the function (Glass).

Multiply the opacity node with base color (Cave Floor example).

Set the blend mode to Translucent.



Fresnel:

The effect adds glowing highlight to the whole model.

Simply plug into the emissive input or add existing emissive nodes (Signs).

