Town Pack Documentation Guide

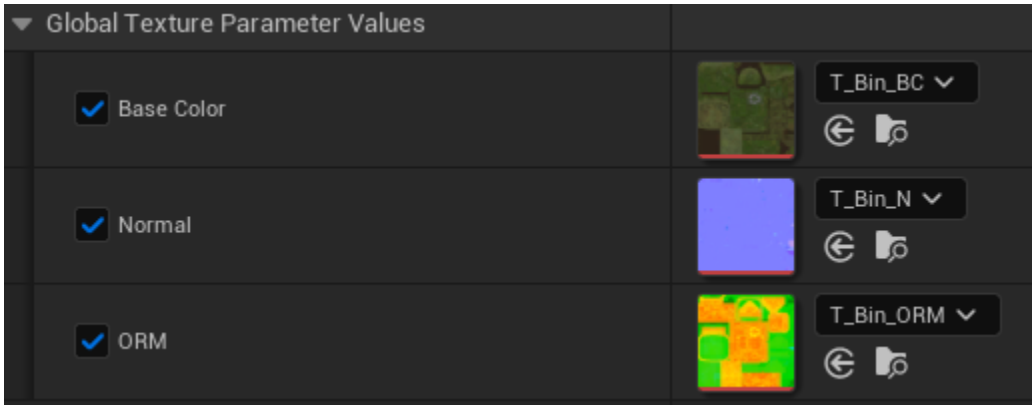
1. Materials

Master Materials

MM_Basic_PBR



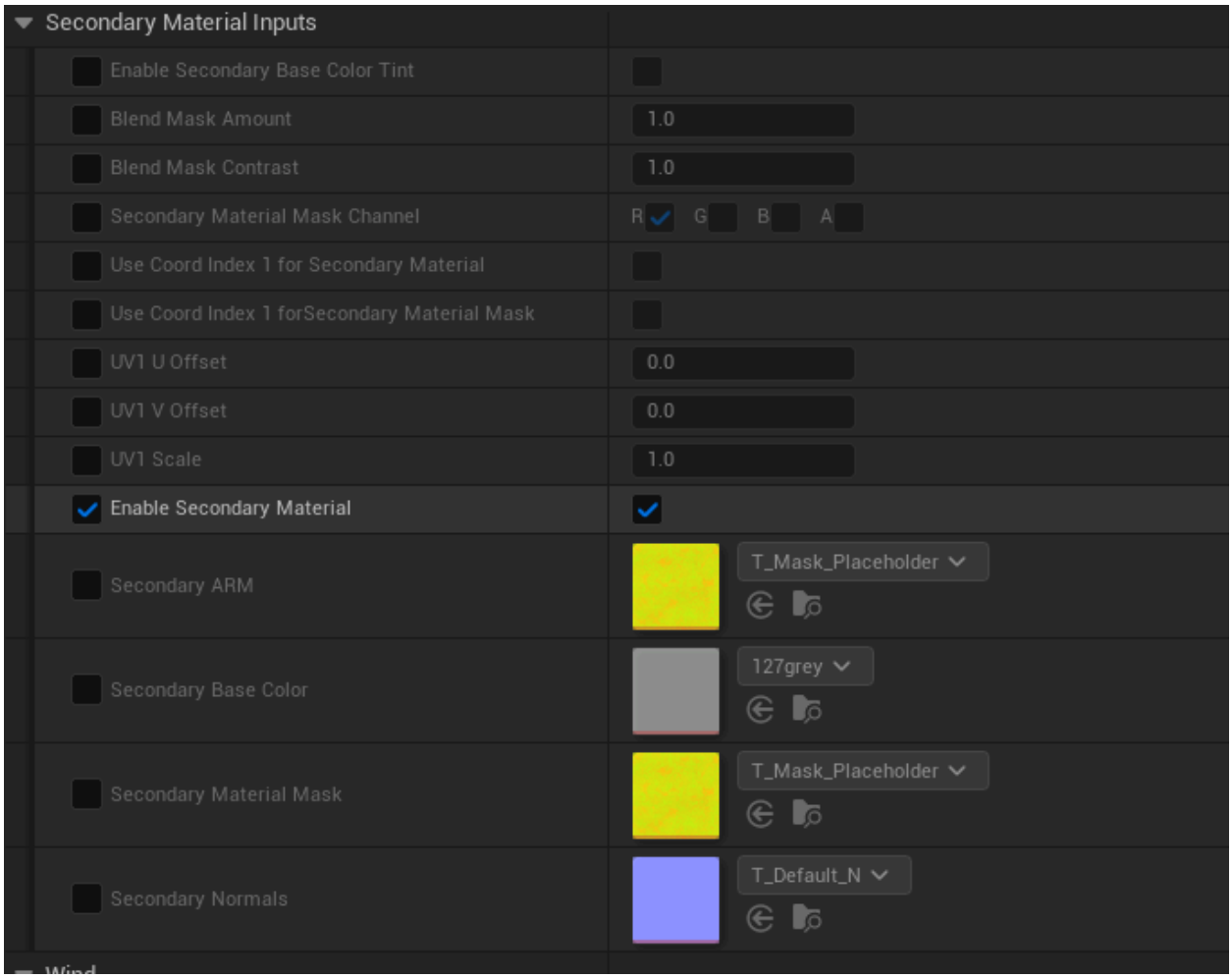
Main material used for every prop in the pack.
When creating an instance we have the following parameters:



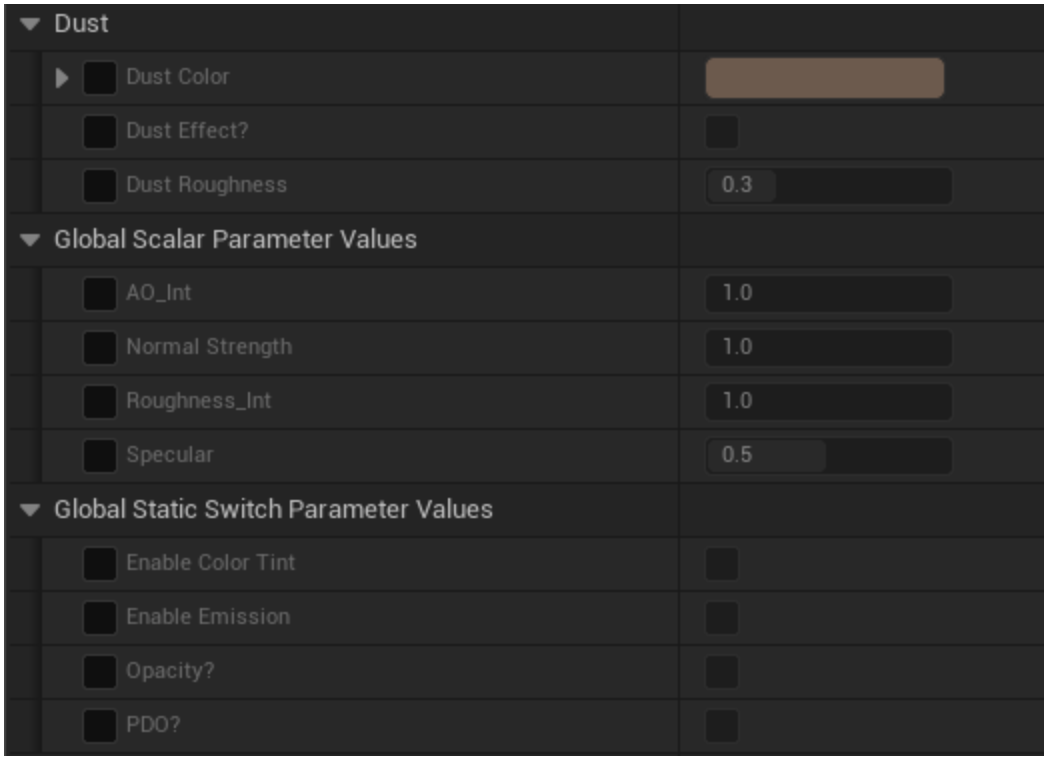
Base Color map
Normal map
ORM has 3 maps in 1 to optimize project files.
O - Ambient Occlusion
R - Roughness
M - Metallic



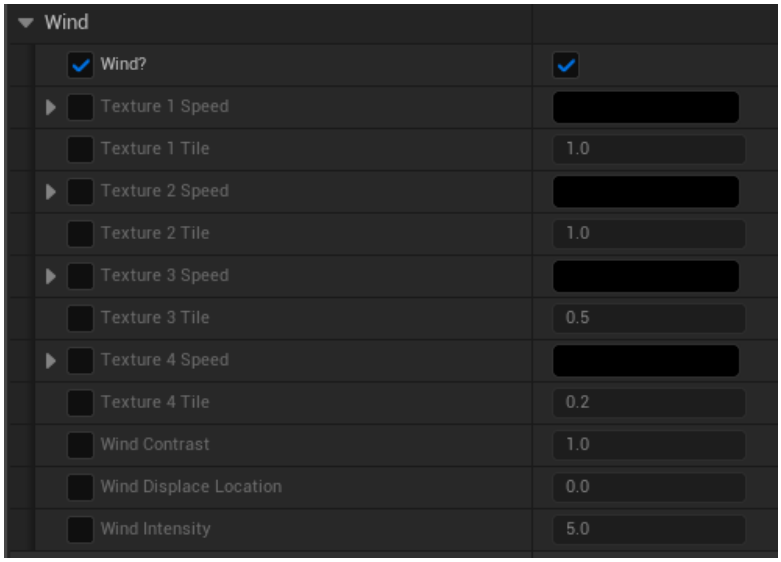
UV Parameters to change offsets/Scale



Option to add a secondary material on top of our main one to add specific changes to the prop, like a more worn aspect.

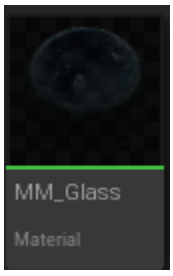


- Simple Dust option with contrast/Scale with masking, can be used to add snow onto props or others.
- Map intensity parameters to adjust simple things without having to reimport.
- Color tint option to adjust color map.
- Emission map in case its needed we check the box.
- Opacity map in case its needed we check the box.
- PDO Adds a PDO value to our scalar parameters to blend obecjts better with the floor/props around them, creates an opacity dither to make pixels disappear when touching our other objects, like landscape.



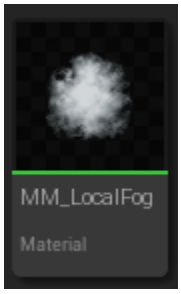
Wind enables the option to make props move like cloth through vertex offset, just add speeds and tweak contrast/intensity values.

MM_Glass



Simple glass that has color/refraction and roughness values for us to tweak and achieve a good look with masks.

MM_LocalDust

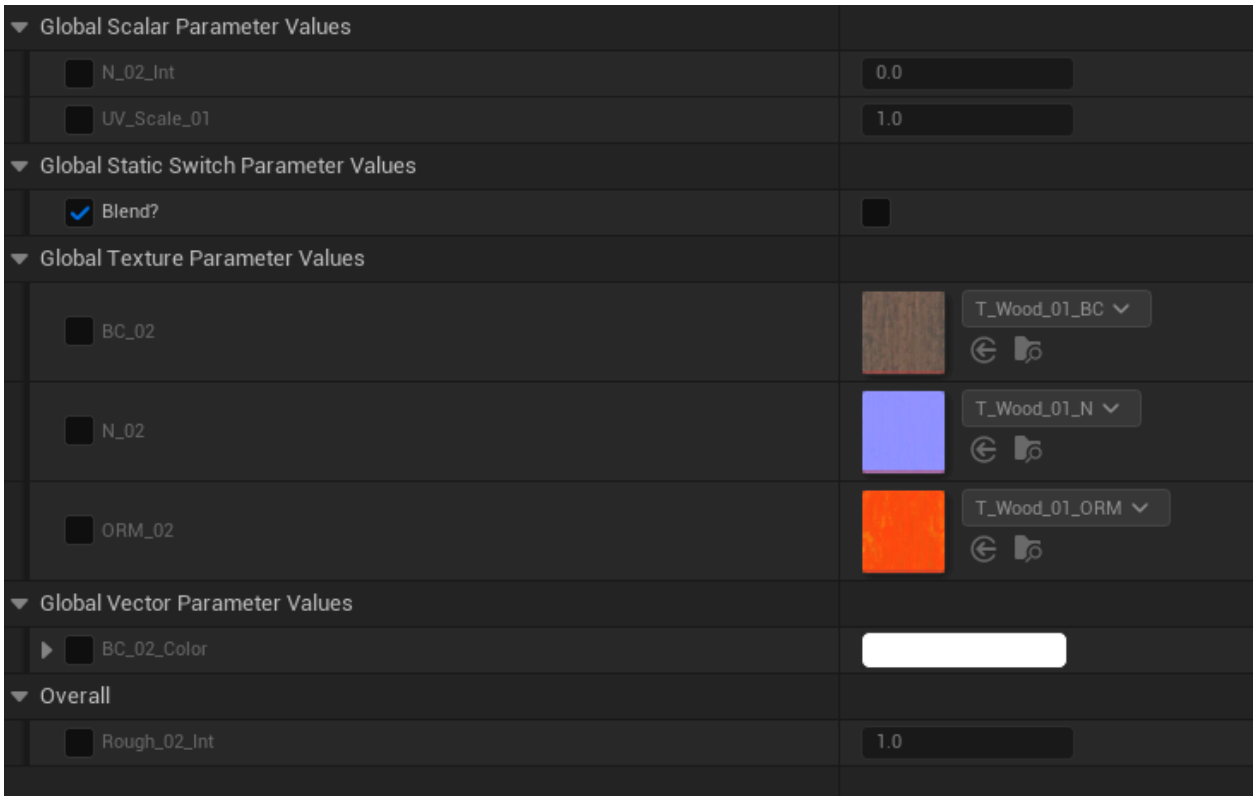


Works with our NS_LocalDust to create a simple particle dust behaviour moving. Can change the speed/intensity and colors.

MM_BlendMask

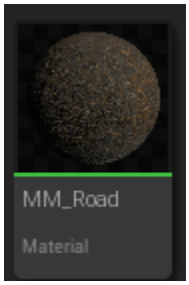


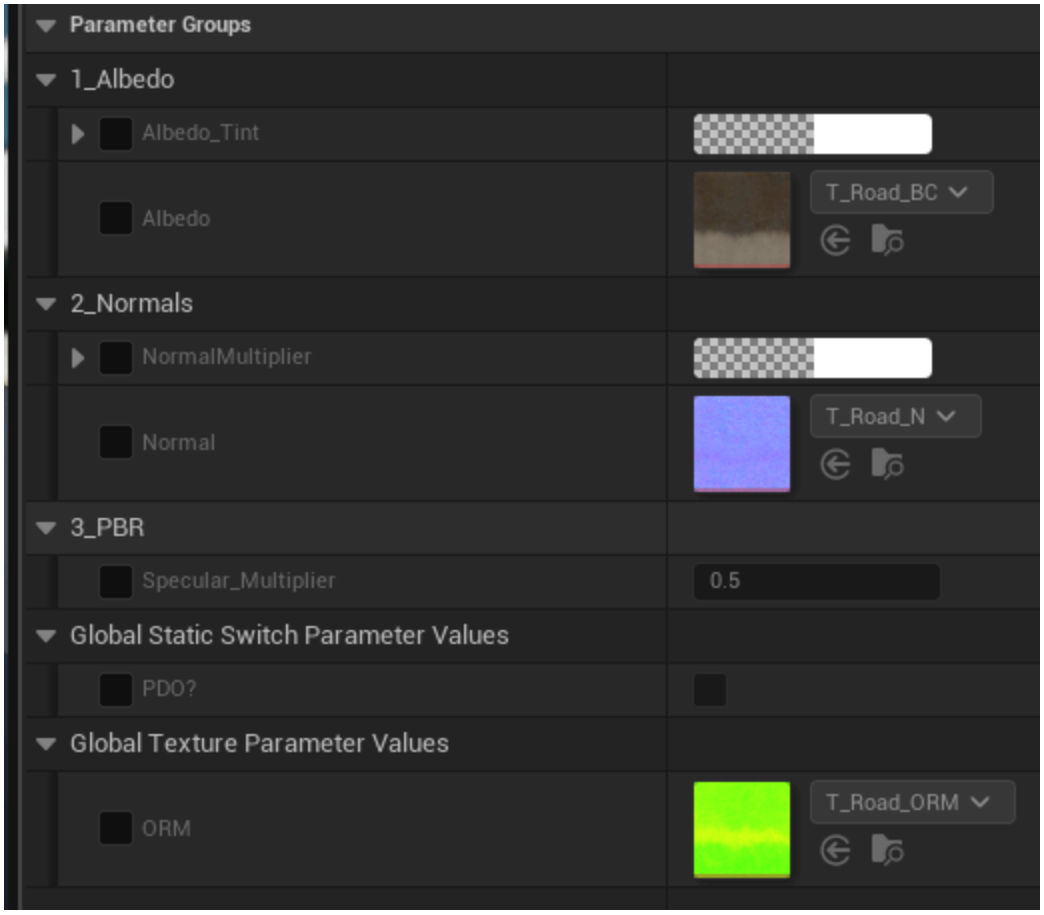
Creates a simple triplanar material with the option to add another triplanar material on top and blend them with masks



We can change the material maps, UV scaling, normal intensity, roughness intensities, color tints, masks and contrast/intensity of those masks.

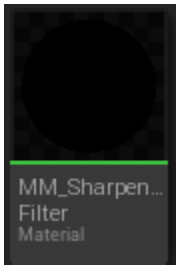
MM_Road





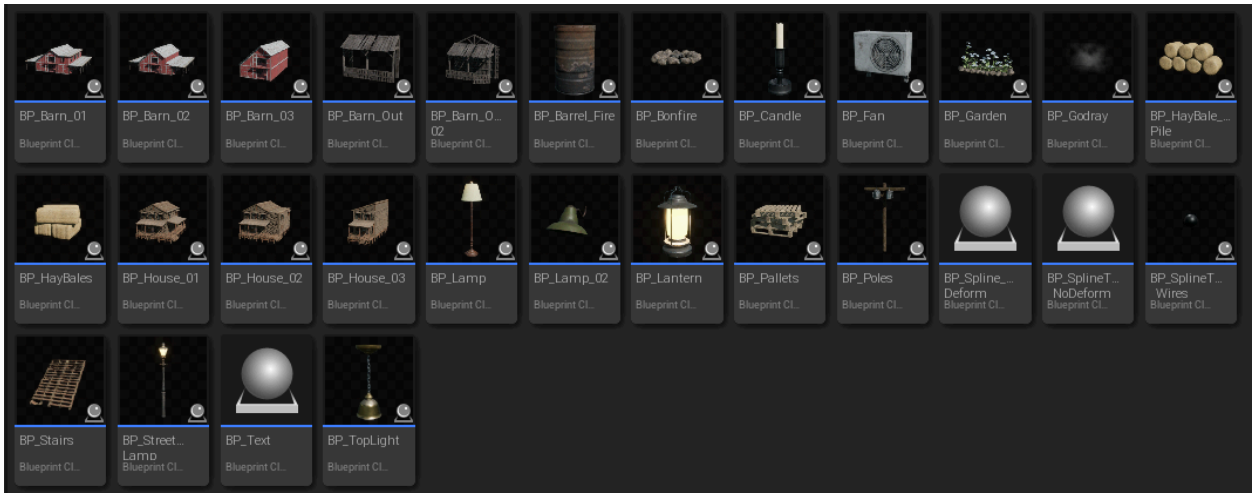
Our material has simple albedo/normal tweaks and the option to use PDO to blend it with the landscape.

MM_SharpenFilter



Adds a sharpen filter to the whole project if we add it to our postprocess materials and give it a value.

2. Blueprints

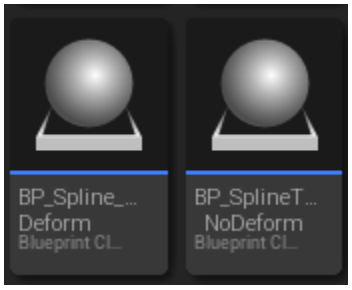


The majority of our blueprint are merged meshes to create interesting prop positions, useful blueprints are:

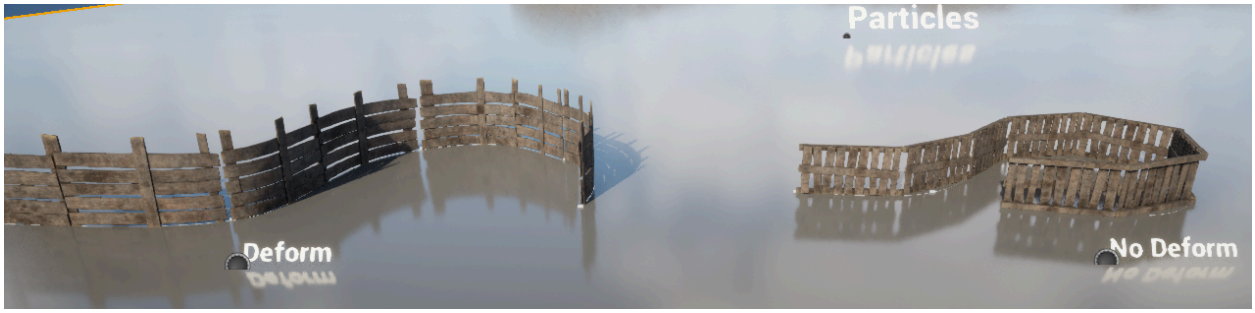
BP_Godray

When thrown in the scene we have a simple 2 planes ray card that has values to change color/intensities and contrast to those planes, they act as rays of light.

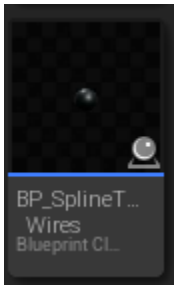
BP_SplineDeform / BP_SplineNoDeform



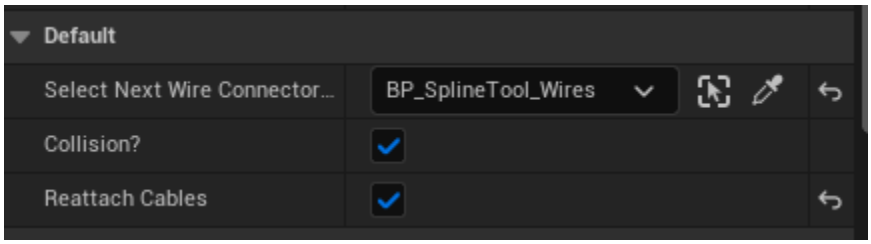
It lets us have a mesh following a spline, first BP adds a deform to the meshes to follow the path straight, the second BP doesn't deform our mesh but still follows the path. Visualize it on L_Showcase.



BP_SplineTool_Wires

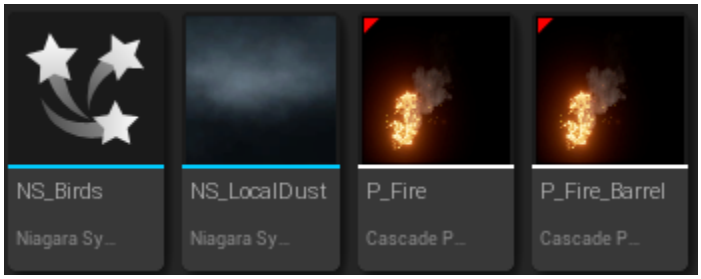


Throw two dots in the scene, select one of them and add a connector, a wire will appear connecting both of them.



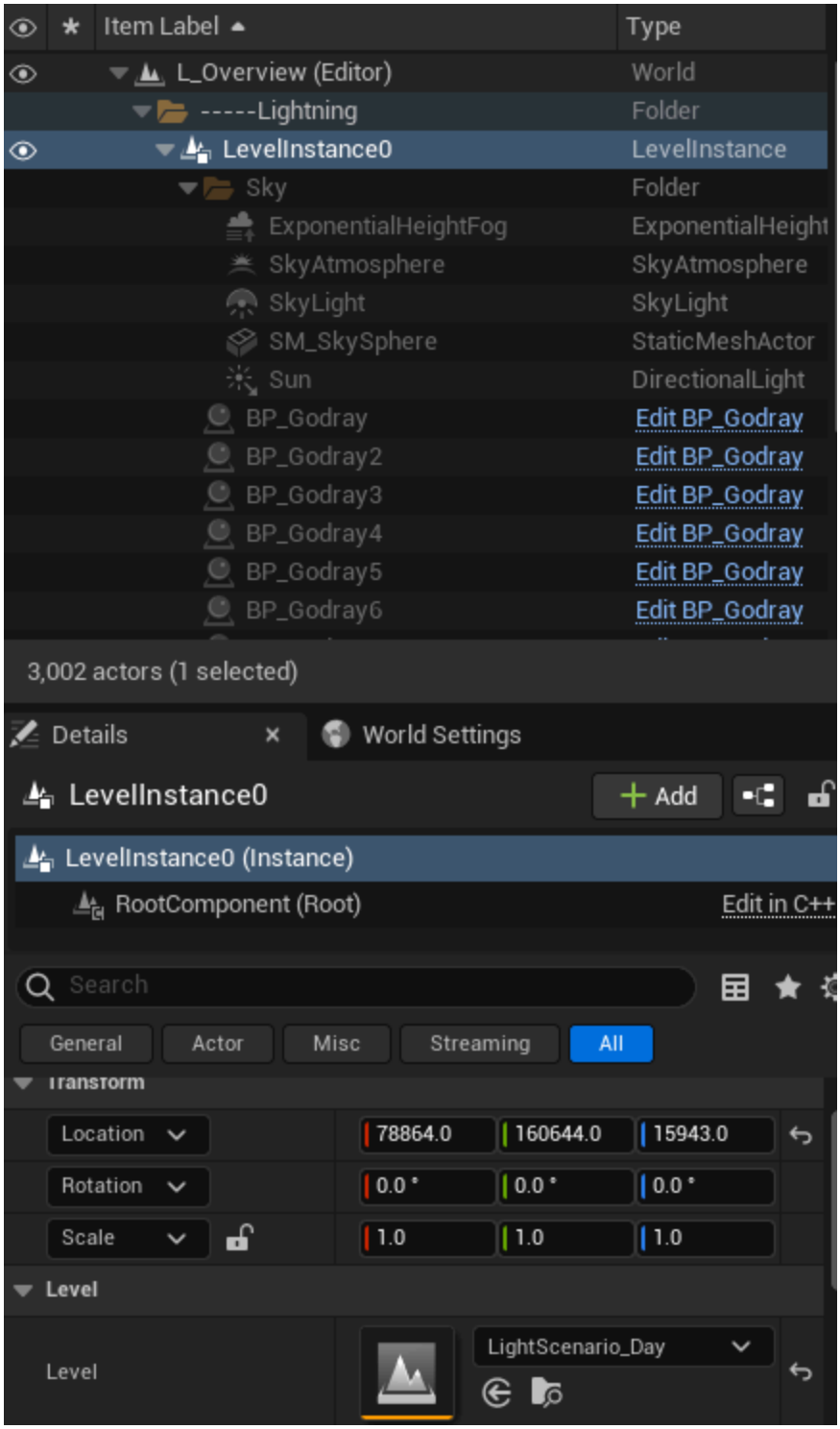
For rendering purposes we should use an engine warm-up frame in the anti-aliasing tab of minimum 600 frames to have our wires in the correct position, if not they will be bouncing because of gravity.

3. Particles

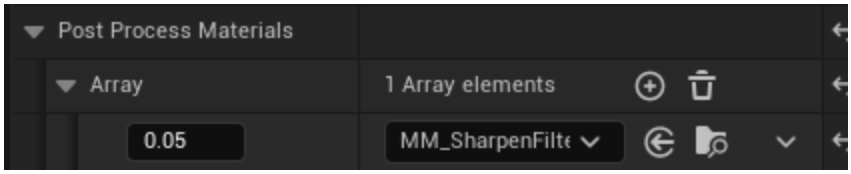


NS_Birds makes birds spawn from one point in one direction
NS_LocalDust adds simple dust in one area, can scale it if needed.
P_Fire is used for candles and has a bigger area light.
P_Fire_Barrel is used for barrels with better optimization and less intensity.

4. Useful information.



We have a level instance in L_Overview, our demo level, at the bottom right we can change the light of the whole level to make it day/night just by selecting the correct LightScenario level.



Post process material is added to L_Overview.