



textify

GeometryScript based Neon Text Generator.

This product supports [Lumen](#) for Unreal Engine 5.0+ .

Project requirements:

Plugins: **Text3D** plugin and **Geometry Script** Plugin must be activated in the project.

Lighting : **Lumen GPU** needs to be activated for quality output.

Preparing level from scratch:

Please watch this [video](#) to cover everything about textify. (**Sometimes the update may not occur(like in the video) when some changes are made from the BP_Textify's detail panel. For this, it may be necessary to slightly drag the BP_Textify actor on the level. This is related to the Geometry Script plugin.**)

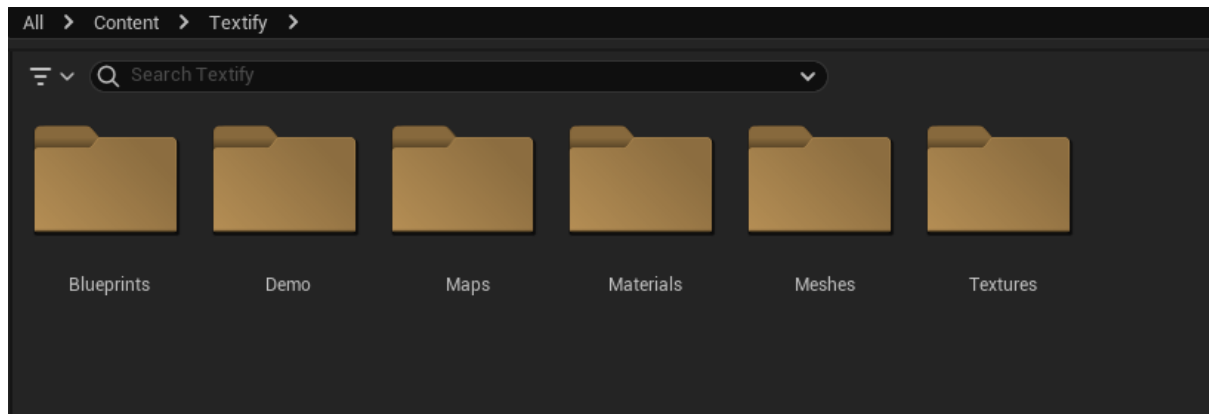
First of all, two different Text 3D actors need to be placed at level.

First Text 3D actor needs actor tag like "main"

Second Text 3D actor needs actor tag like "guide"

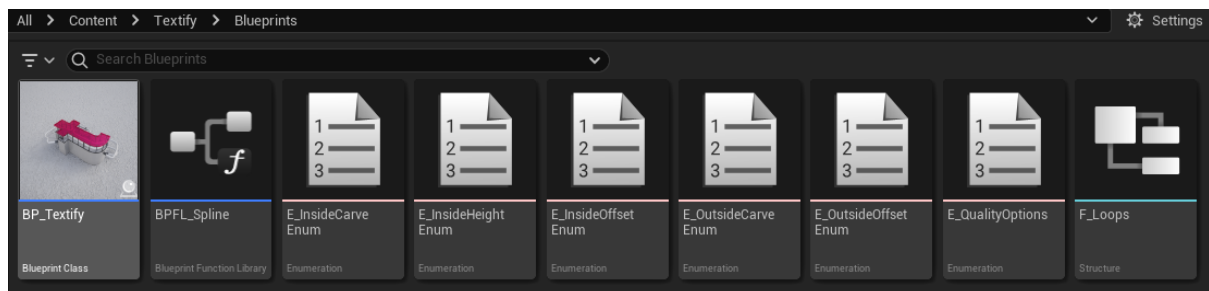
And finally we can add BP_Textify to the level. (Frozen setting activated by default. Please check this setting before any changes are made.)

Content:



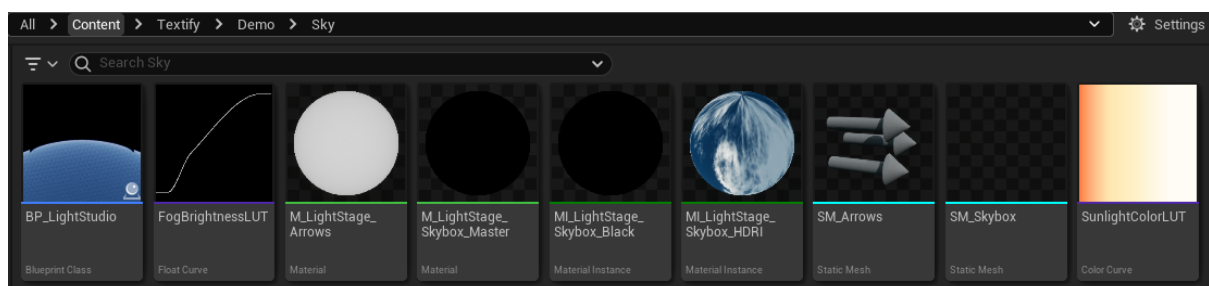
Here are asset folders in the content browser.

Blueprint Folder:



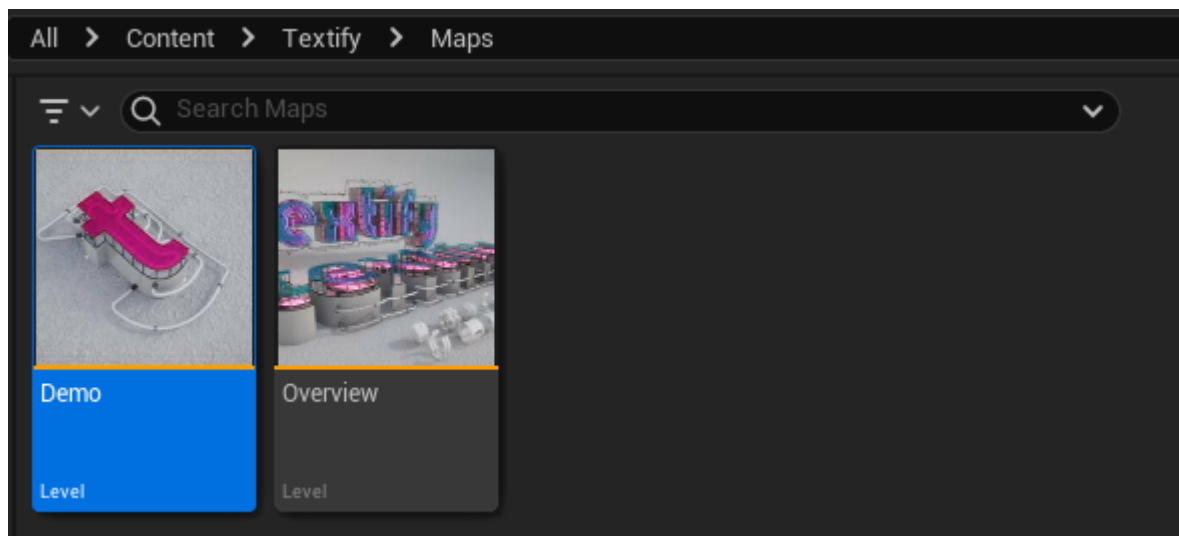
BP_Textify is the main Blueprint of the asset.

Demo Folder:

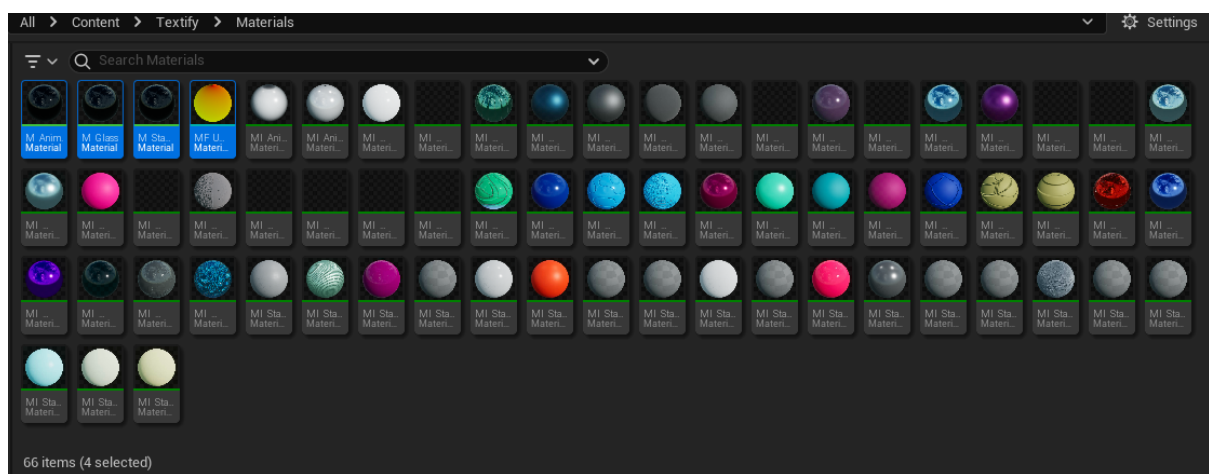


textify uses BP_LightStudio for general lighting and the sky folder belongs to BP_LightingStudio.

Maps Folder:

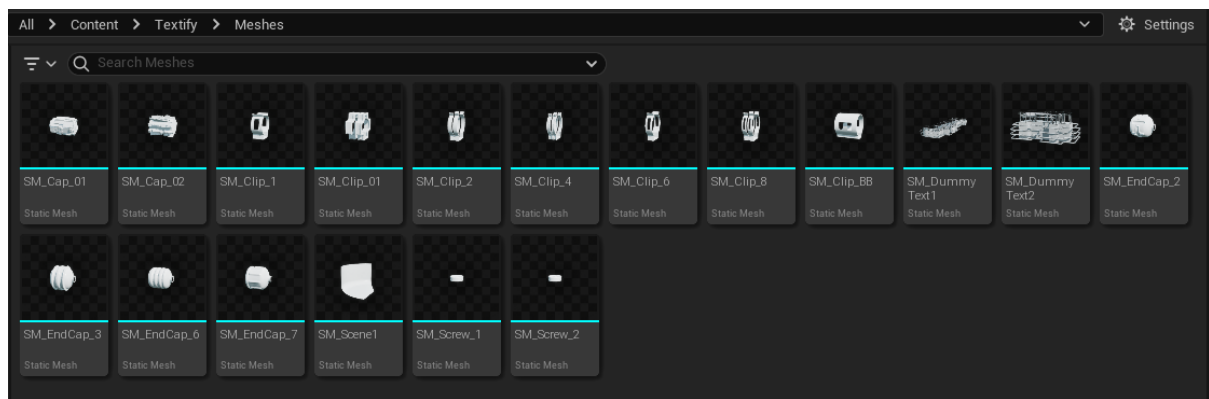


Materials Folder:



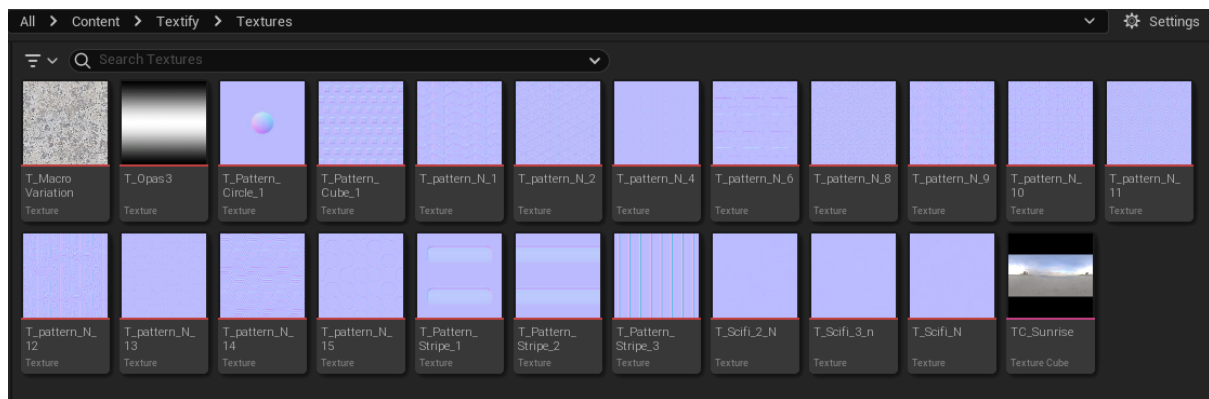
textify contains a total 3 master materials and total 62 material instances.

Meshes Folder:



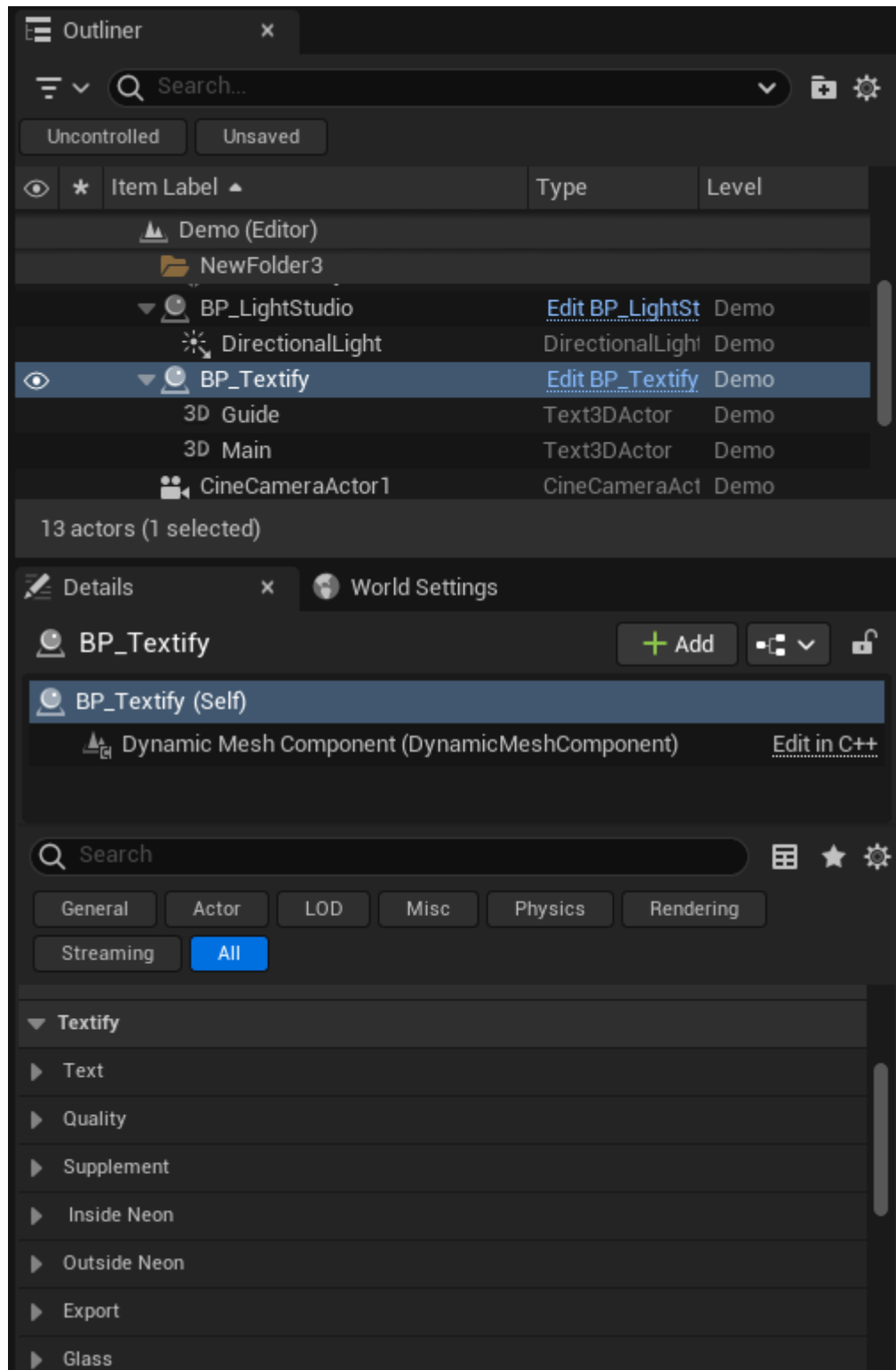
Here textify uses static meshes, you can use these meshes in the generation process like start/end neon cap, clip mesh, screws.

Textures Folder:



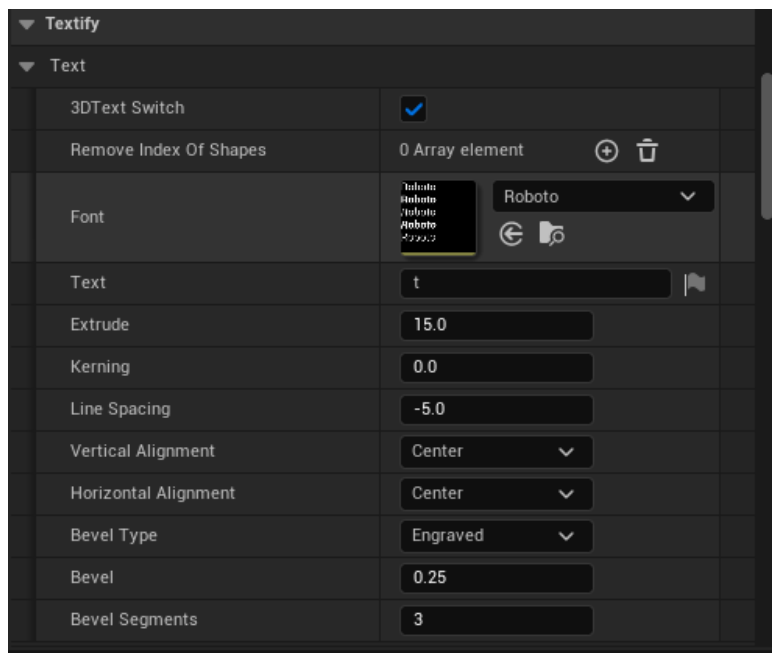
Neon tubes, Stage and glass using these textures in their own materials instances.

BP_textify detail Panel:



BP_Textify actor doesn't support actor rotation, please do not change the rotation of this actor to avoid errors in the generation process.

Text:



Here are parameters of the Text tab of the BP_textify detail panel.

3D text Switch :

This is on/off switch for main 3D text generation.

Remove Index of Shapes :



Remove Index Of Shapes	0 Array element	+	⌫	
▼ Remove Index Of Shapes	2 Array elements	+	⌫	↶
Index [0]	1	▼		↶
Index [1]	1	▼		↶

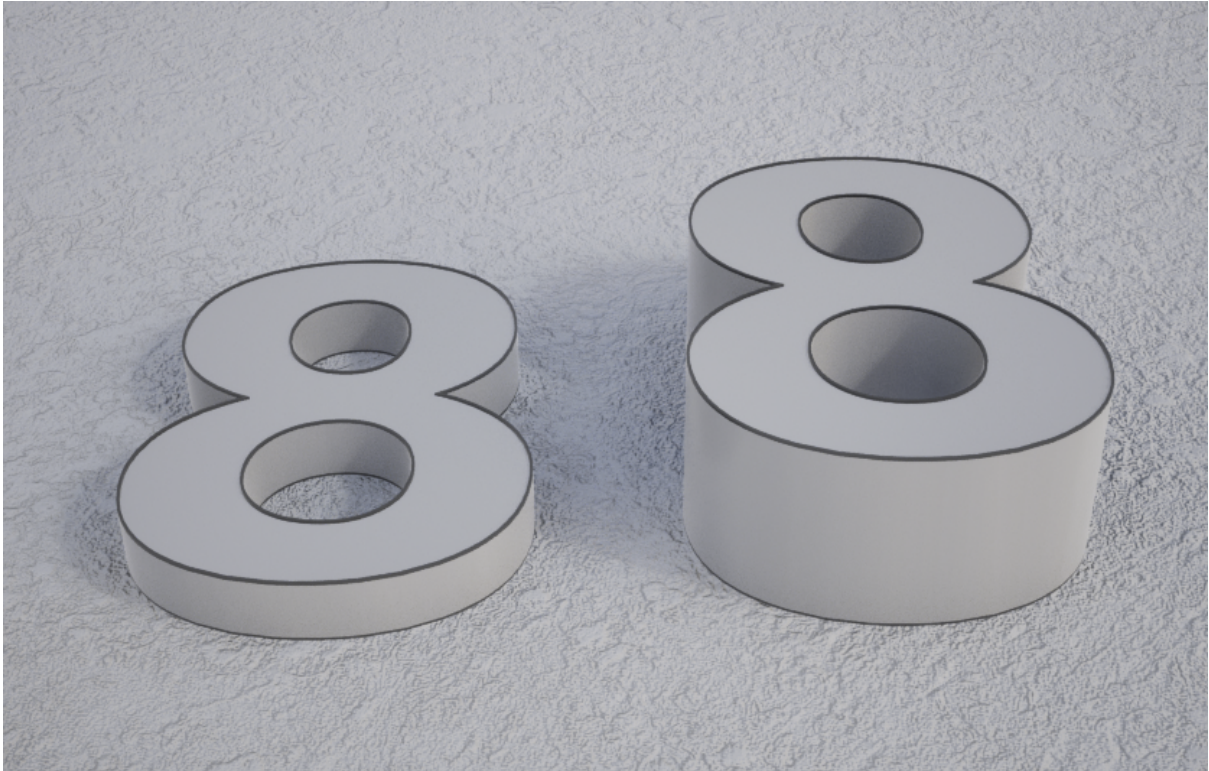
Font :

Custom fonts are not included in the project and come with the default font(generally roboto) but you can import the font you want and try it. Fonts are supported but do not cover all but work better with bold fonts.

Text :

Input text area. You can use “Shift+Enter” here for the bottom line.

Extrude:



Left extrude=5

Right extrude=15

Kerning:

Kerning is the process of adjusting the spacing between characters

Line Spacing:

The vertical distance between lines of text.

Alignment:

Vertical and/or Horizontal of the text alignment.

Bevel:

textify uses Text3D plugin features like; Linear, Half Circle, Convex, Concave, OneStep, TwoStep, Engraved.

Inside Neon:

▼ Inside Neon

Inside Offset Switch	☐	↶
Inside Offset Count	4	↶
Inside Offset Increment	1.0	
Inside Neon Fillet Tangent Tweak	0.35	
Inside Offset Tweak Value Indexes	1.2	↶
Inside Height Generation Type	Random ▼	
Inside Height Min(R)	3.0	↶
Inside Height Max(R)	7.0	↶
▶ Inside Height Individual Array	12 Array elements + 🗑	↶
Inside Curve Generation Type	Random ▼	
▶ Inside Curve Start End Individual Array	12 Array elements + 🗑	↶
Inside Offset Generation Type	Increment ▼	
▶ Inside Offset Individual Array	10 Array elements + 🗑	

Inside Offset Switch:

On/Off switch for inside neon generation.

Inside Offset Count:

How many inside neon objects will be generated.

Inside Offset Increment:

Increment inside offset value.

Inside Neon fillet tangent tweak:

This value generates fillet for inside neon, generally 0.35 value covers almost all scenarios.

Inside Offset tweak value indexes:

This is the manual value for some cases of inside neon offset generation.

Inside Height Generation Type:

textify uses 3 different generation types for the inside neon heights.

Fixed : Fixed height for all inside neons. Controlling from "InsideHeightMax(R)" value.

Individual : Controlling from the values in the "InsideHeightIndividualArray".

Random : Controlling from the random generated values through "InsideHeightMax(R)" and "InsideHeightMin(R)" values.

Inside Carve Generation Type:

textify uses 2 different generation types for the inside neon carve.

Individual : Controlling from the values in the "InsideCarveStartEndIndividualArray".

Random: Controlling from the random generated values.

Inside Offset Generation Type:

textify uses 2 different generation types for the inside neon offset.

Increment: Controlling from InsideOffsetIncerement value.

Individual: Controlling from the values in the "InsideoffsetIndividualArray".

Outside Neon:

Outside Neon	
Outside Offset Switch	☐
Outside Offset Count	4
Outside Offset Increment	2.0
Outside Offset Tweak Value Indexes	1.0
Outside Offset Generation Type	Random
Outside Offset Min(R)	1.0
Outside Offset Max(R)	5.0
▶ Outside Offset Individual Array	10 Array elements
Outside Carve Generation Type	Individual
▶ Outside Carve Start End Individual Arr...	10 Array elements

Outside Offset Switch:

On/Off switch for outside neon generation.

Outside Offset Count:

How many outside neon objects will be generated.

Outside Offset Increment:

Increment outside offset value.

Outside Offset tweak value indexes:

This is the manual value for some cases of outside neon offset generation.

Outside Offset Generation Type:

textify uses 3 different generation types for the outside neon offset.

Random : Controlling from the random generated values through “OutsideOffsetMax(R)” and “OutsideOffsetMin(R)” values.

Increment: Controlling from OutsideOffsetIncrement value.

Individual: Controlling from the values in the “OutsideOffsetIndividualArray”.

Outside Carve Generation Type:

textify uses 2 different generation types for the outside carve generation.

Random : Controlling from the random generated values.

Individual: Controlling from the values in the “OutsideCarveStartEndIndividualArray”.

Glass Generation:

▼ Glass		
Glass Switch	☐	↩
Vertical Bars Distance	5	
Vertical Bars Offset	-0.2	
Vertical Bars Radius	0.3	
Glass Cap Fluence Value	-0.5	

Glass Switch:

On/Off switch for Glass generation.

Vertical Bars Distance:

That value controls and generates the vertical bars through the distance of vertical bars to each other.

Vertical Bars Offset:

This is the offset value of vertical bars like neon.

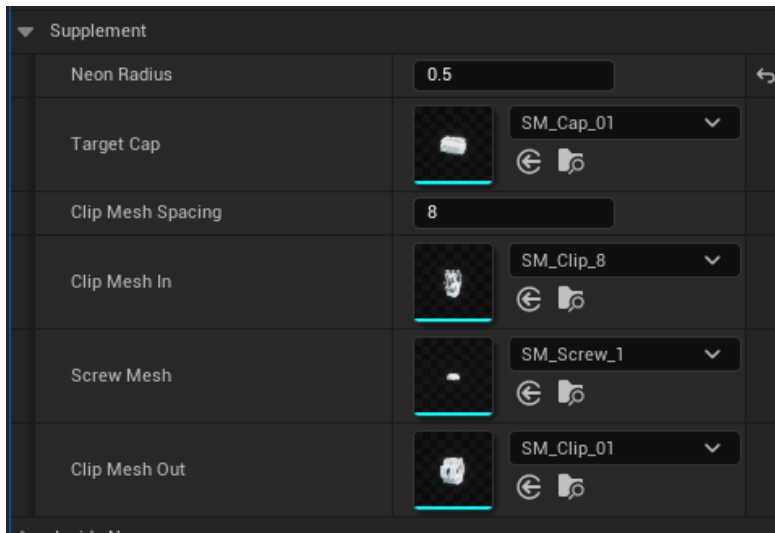
Vertical Bars Radius:

Radius value of the vertical bars.

Glass Cap:

This value Controls the thickness of the main glass object. Generally uses negative values. (-0.3 thicker than -0.1)

Supplement:

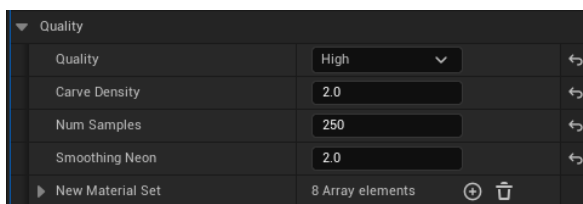


We can control and change some static mesh source which textify is used in the generation process.

We have radius value for Inside and Outside neon. Also cap and clip meshes scale are constrained that radius value so if radius will increase, clip and cap meshes scale will increase accordingly.

Clip Mesh Spacing value affects the total of clip mesh count but when quality changes like Low to Ultra, generated clip meshes count will be affected too. Therefore, when quality changes are made, the clip mesh count should be reviewed.

Quality:



Quality setting created for speed up generation process, There are “Low, Medium, High, Ultra and Individual” settings for output quality. Also Individual settings will be tweakable values like “carve density”, “smoothing neon” and “num samples”.

Quality : Individual

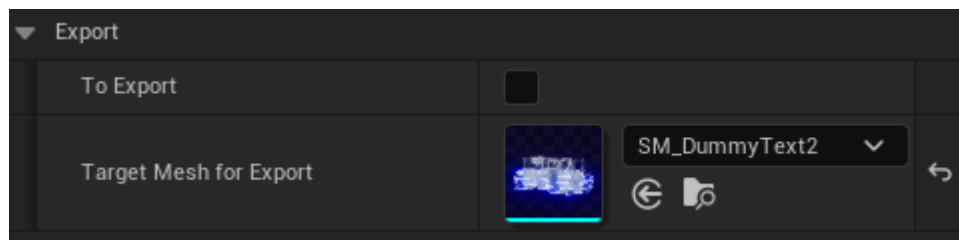
Carve Density : Controls inner neons quality (1 best / 10 worst)

Num Samples : Controls of the neon tube mesh quality (1000+ best / 10 worst)

Smoothing Neon : Controls Outside neon smooth (1 best / 10 worst)

The final output type and quality will significantly affect neon process time. Please be careful with offset count and quality values. Does not recommend long words and high offset counts.

Export:



ToExport : On/Off switch for Export Process.

TargetMeshforExport : Selection of the static mesh target for use in export operation .

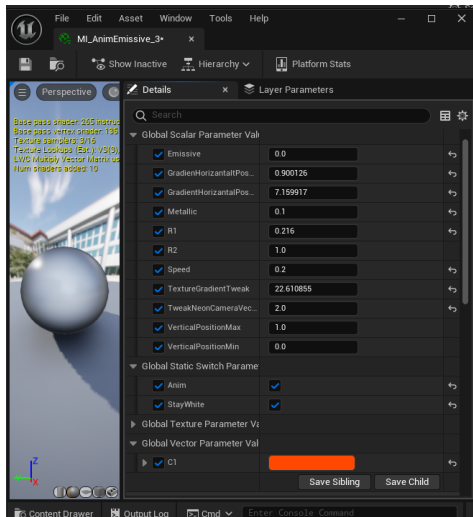
Materials

Mat ID 0 = Inside Neon

Mat ID 7 = Outside Neon

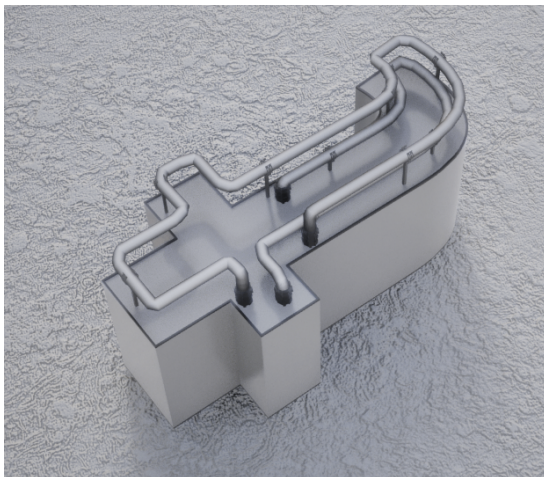
Mat ID 6 = Glass

Emissive Material Instance:

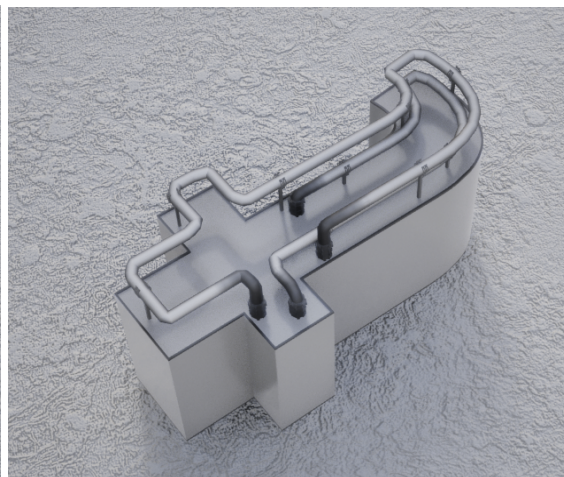


Emissive : Main emissive control value, ON= 3(balanced for exposure) | OFF= 0

Gradient Horizontal Position Max : Controls dark areas on neon's start and end position.(see the example of the below)

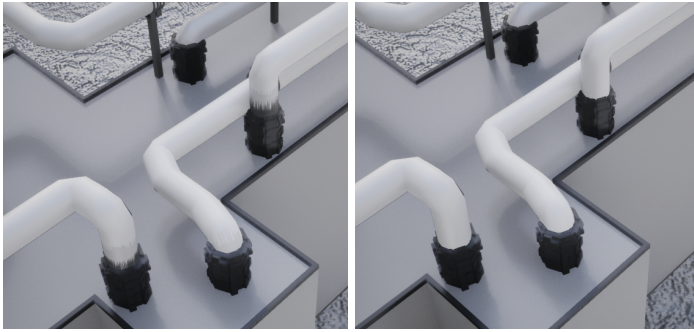


GradientHorizontalPositionMax:40



GradientHorizontalPositionMax:10

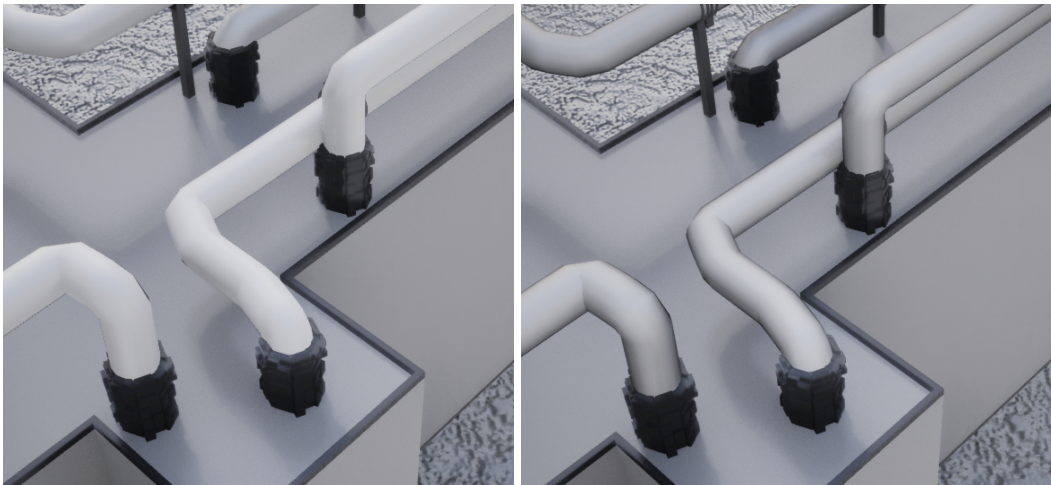
TextureGradientTweak:



value: 50

value:0

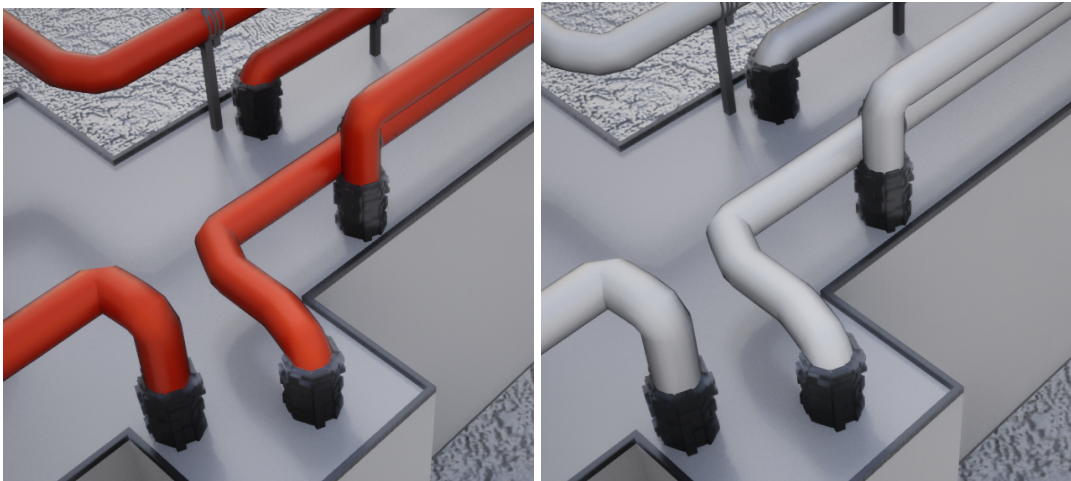
TweakNeonCameraVector:



value: 0

value: 1

Stay White:



Value: off

value: on

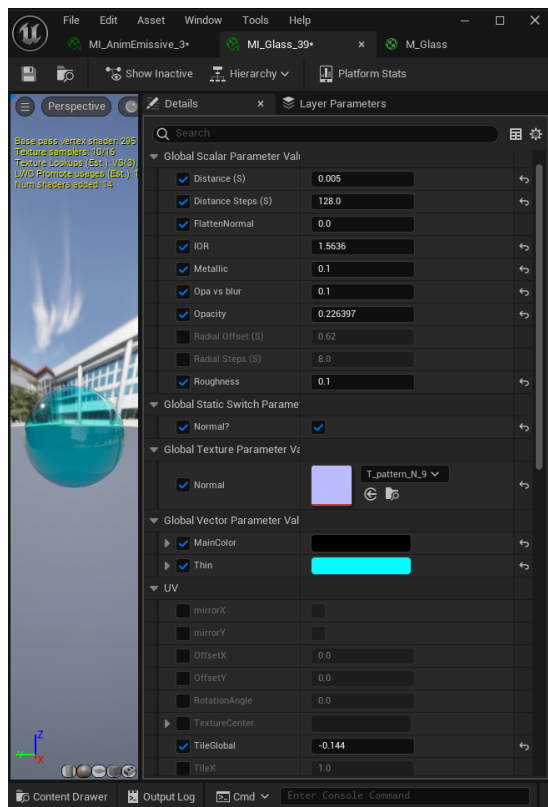
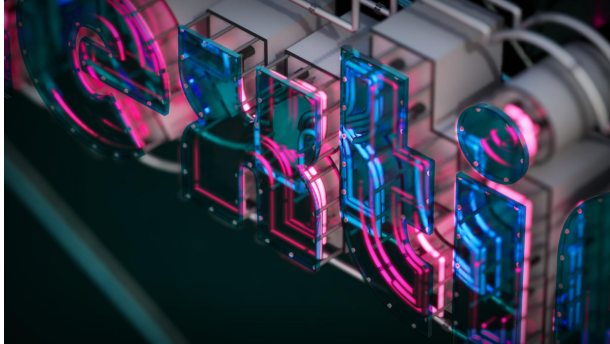
Animation : Please watch the overview [video](#).

Speed : Controls of animation Speed

VerticalPositionMax and Min: Tweak for animation controls.

Glass:

Shader uses ThinTranslucent shader model but you can change this settings from “material property overrides section”.



Opacity vs Blur(fake milky glass) :

If value close the 0, standart glass will be activated

If value close the 1, fake milky glass will be activated and uses “distance(s)” value for blurness.

If “Normal?” activated, you can manipulate UV’s of selected normal maps from the “UV” section. You can find lots of advanced UV controls from here.

StageMat:



You can find a lot of possibilities with just one master material.