



Alchemist Wizard Props

Thank you for your purchase of this unique prop pack!

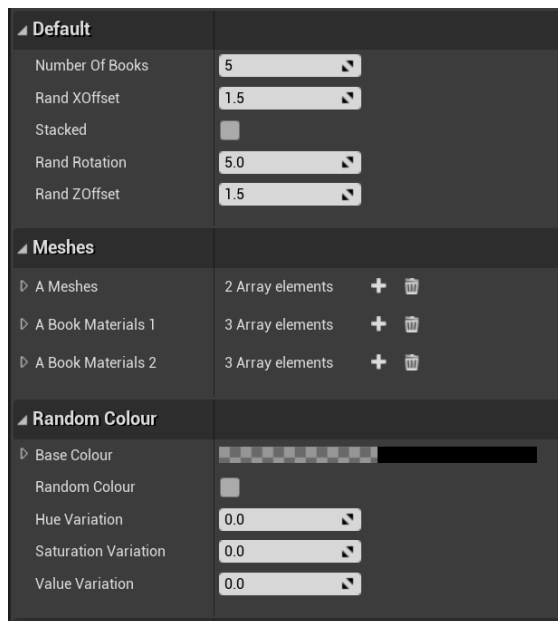
If you have any questions or issues then you can reach out to me at: katanalevy@gmail.com

v1.1 Update Note:

Added "Freeze Random" tickbox to all randomised blueprints. Tick this box on the exposed variables to stop the prop from randomising when the construction script is run. So you can now move props around or start the game without it changing the random settings.

Blueprints

BP_BookStack



NumberOfBooks - Lets you change the number of books in the stack.

RandXOffset - Random variation in the X direction for each book so they sit further forward or back on the shelf.

Stacked - If you rotate the BP by 90 degrees tick this to enable the stacked books mode for stacking them in vertical piles.

RandRotation (Stacked only) - Randomly rotates the books around the vertical axis.

RandZOffset (Stacked only) - Similar to RandXOffset to randomise how straight the books are stacked.

A_Meshes - Array of book meshes in the stack. May work with other book meshes you have since distances are calculated by mesh bounds.

A_BookMaterials1 / 2 - Random material arrays for each of the meshes in the meshes array.

BaseColour - Base colour for the cover of the book.

RandomColour - Allows the following random controls for colours per book in the stack.

HueVariation - 0-360 for range of hue variation per instance of the mesh from the base colour.

Saturation/ValueVariation - 0-1 for range of variation from the base colour.

BP_BottleRandom

▲ Mesh	
Random Scale Range	0.0
▲ Colour	
▷ Glass Colour	
Hue Variation	0.0
Saturation Variation	0.0
Value Variation	0.0
▲ Rendering	
Actor Hidden In Game	☐
Editor Billboard Scale	1.0

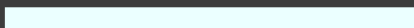
RandomScaleRange - Variation range in both positive and negative directions from the base scale of the object.

GlassColour - Base colour of the glass.

HueVariation - 0-360 for range of hue variation per instance of the mesh from the base colour.

Saturation/ValueVariation - 0-1 for range of variation from the base colour.

BP_JarBigRandom

▲ Default	
Random Rotation Max	30.0
Contents	0
▲ Mesh	
Random Scale Range	0.0
▲ Colour	
▷ Glass Colour	
Hue Variation	0.0
Saturation Variation	0.0
Value Variation	0.0

RandomRotaionMax - Maximum rotation variation per instance from the base rotation.

Contents - 0-4 Contents of the jar and the label changes to match the 5 variations for the large jar.

RandomScaleRange - Variation range in both positive and negative directions from the base scale of the object.

GlassColour - Base colour of the glass.

HueVariation - 0-360 for range of hue variation per instance of the mesh from the base colour.

Saturation/ValueVariation - 0-1 for range of variation from the base colour.

BP_MortarPestle

▲ Mesh	
Random Scale Range	0.0 
▲ Colour	
▷ Powder Colour	
Hue Variation	0.0 
Saturation Variation	0.0 
Value Variation	0.0 

RandomScaleRange - Variation range in both positive and negative directions from the base scale of the object.

PowderColour - Base colour of the powder.

HueVariation - 0-360 for range of hue variation per instance of the mesh from the base colour.

Saturation/ValueVariation - 0-1 for range of variation from the base colour.

BP_Candle01/02, BP_Oven_01/02

No settings to adjust but they already have lights and a random timeline to cause the lights and fire materials to flicker naturally.

Material Instances

Books

The single books have a number of pre-created material instances so that they can be used multiple times in the same area without obvious duplication. They have colour controls as well if you want to change the colour.

Crystal Ball

This also has a couple of material instances already created but you can duplicate more and change the various colour settings or even control those parameters in your own blueprints if you wish.