

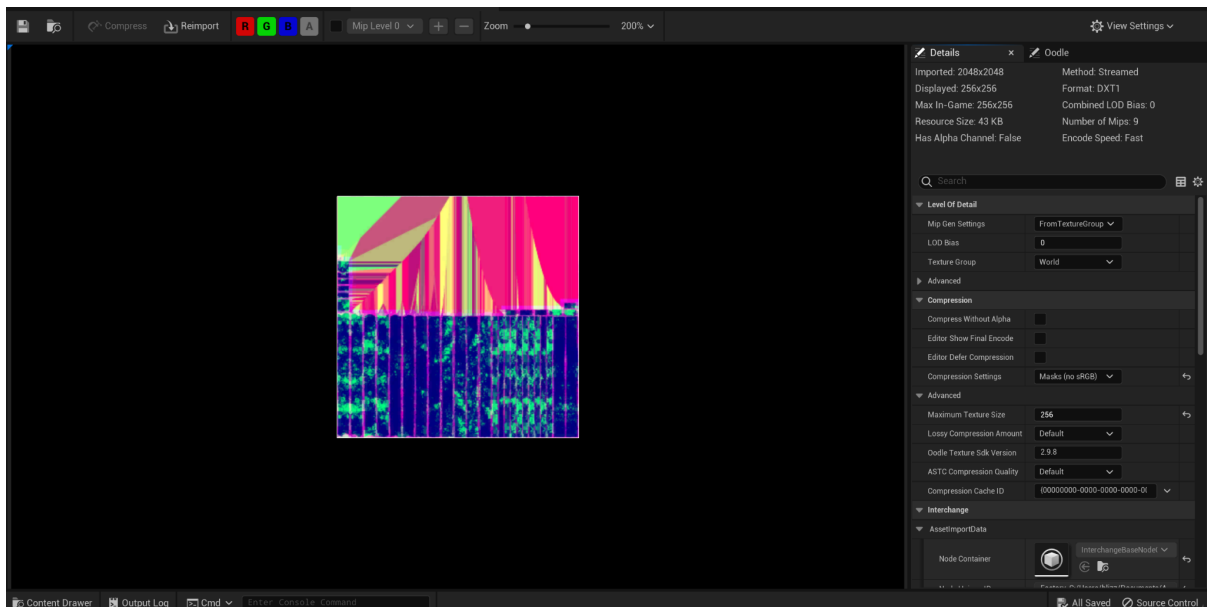
# The Empyrean - Documentation

The Empyrean is a modular asset pack with a strong emphasis on level design. The kit comes with tools and features that help expedite that process.

## Features and core design

The kit was designed with the intent to minimise texture usage with the focus to maximise results, as a result the kit uses a lot of **texture masks** which are 512x512 in resolution.

Example of texture mask (for wood):



Each of the channels in the texture contain a different element that can be applied to the asset, in this case the R channel contains **edge highlighting**, the G channel contains **Moss** and the B channel contains **weathering/dirt overlay**

The prop material has a ton of features that control the intensity, albedo, roughness and even textures leveraging the power of masking to add

details onto a simple mesh.

**NOTE: SET THE “CHANNEL MASK INTENSITY”  
VALUE TO SOMETHING BELOW 1.0 OR IT MAY  
CAUSE ARTIFACTING**

On top of all this, I have attempted to minimise texture usage and place a high emphasis on reusability.

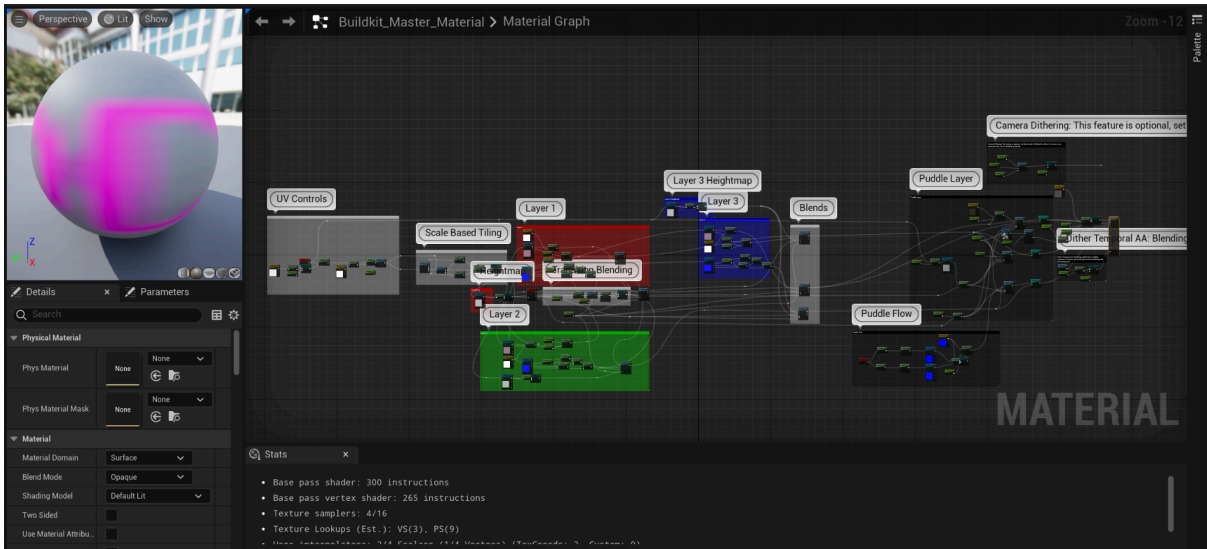
The project also comes with a material param that controls the weather, you can access this through the “MPC\_SeasonController” tuning this up changes the theme of the assets to resemble a desert theme or snow.

It is possible to use trigger boxes to set the MPC to a certain value.

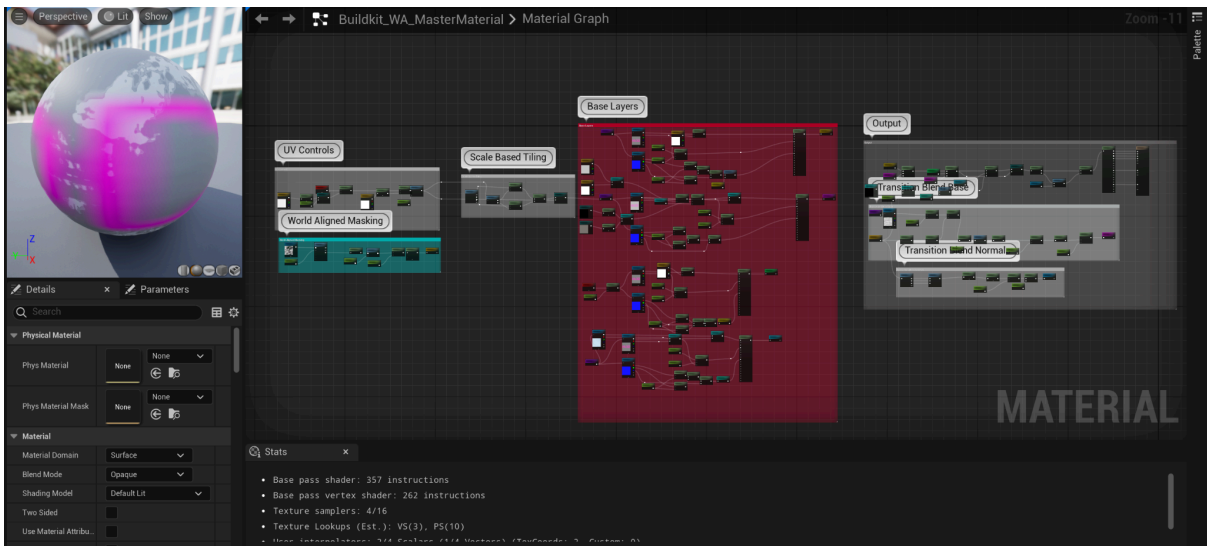
## **Core Master Materials**

The kit comes with a bunch of master materials, only 5 of them are for core uses.

**Buildkit Master Material:** This material takes advantage of vertex painting and comes with a standard set of features such as UV manipulation and albedo tinting, along with roughness, normal controls and world aligned detailing. This material is mostly used for floors. This also comes with a puddle painting feature that must be switched on in the material.

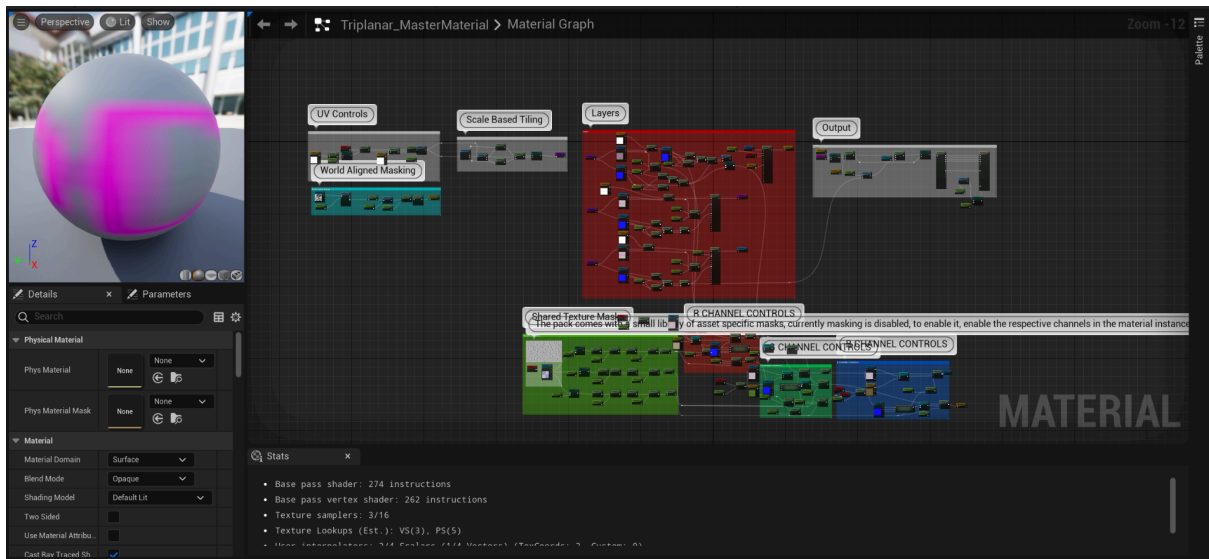


**Buildkit WA MasterMaterial:** This material is used for all the building pieces and walls in the pack, it comes with a world aligned shader that blends 3 layers of textures with each other, it has mostly all the same features the previous shader has apart from vertex painting and the puddles, it is intended to be used on architecture.



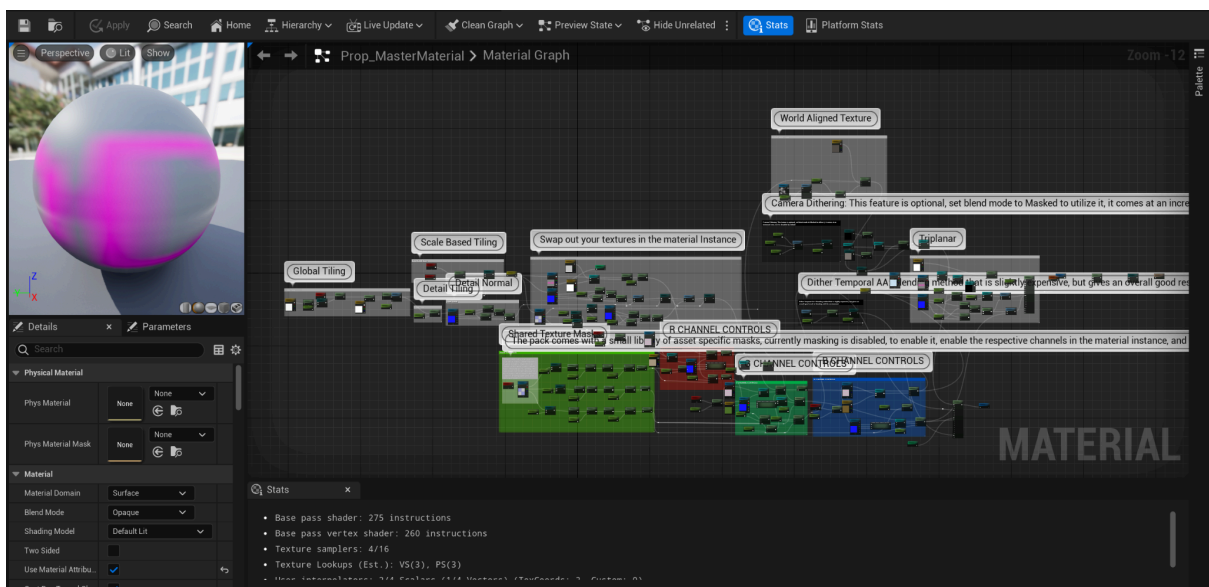
**Triplanar Master Material:** This material is used for all the rocks in the kit and allows the user to project snow, moss or anything else on the top of the rocks. You can rotate the rock and the texture will

project on top of the asset. They also come with RGB masking capabilities just like the prop master material



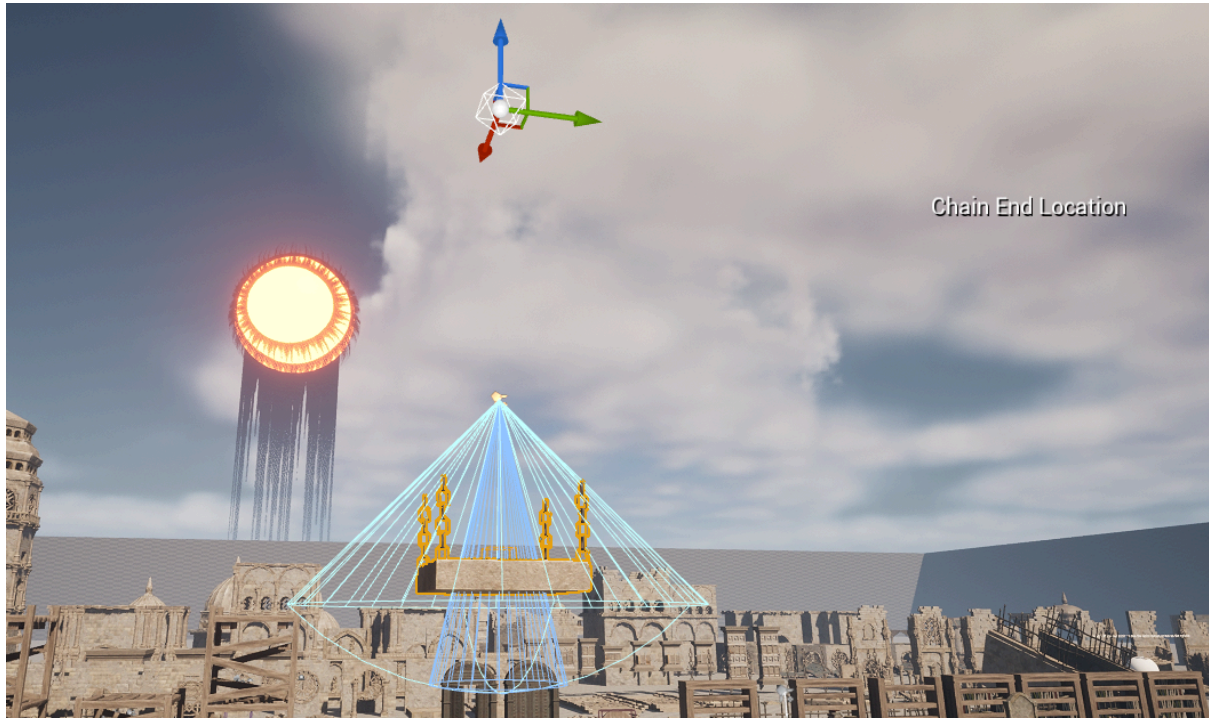
**Prop Master Material:** This material is used for most assets across the project, it comes with the masking feature and is able to take advantage of masks to add more layers of detail onto the asset, it also comes with a triplanar shader. The material lets the end user use the triplanar feature on its own, or use the “Use desert controller?” feature to pair the asset to the “MPC\_SeasonController”

The “Alternate Triplanar Texture” feature allows the user to use another triplanar texture as the name suggests, for the demo map, i have used snow.



# Blueprints and tools

**Elevators:** The elevator system is very simple to use, simply select the elevator and move the pivot to where you want the chains to end.



Then simply set the elevator status to up or down and the distance and speed to travel.

**Elevator status:** Up would mean the elevator would move down and is currently on the top floor.

Down would mean the elevator would move up and is currently on the bottom floor.

**Use Spotlight?:** This is a boolean that turns on/off the spotlight attached to the elevator

