

Overview information

Videos:

Scene overview: <https://youtu.be/FcORBbXzKvM>

Demo Scene: <https://youtu.be/JmNa5nPJEps>

Functionality: <https://youtu.be/YfgjQ2cx2wU>

Performance: <https://youtu.be/deQd0VZSIT4>

Parameter table:

Table:

<https://docs.google.com/spreadsheets/d/1rpcWyaM56QapbMfaHsaRlcD4qhMU4isSyrmLTIn-VIE/edit?usp=sharing>

Important!

To activate the interaction with the character, you need to put blueprint "BP_Settings" in the scene.

On a low quality material, the Normal and RMA maps are disabled. On medium material quality, AO is turned off. It is best to customize materials only at a high quality level.

Use the instance of the material "MI_01PlantsMasterInstance" for global parameter changes. Use other instances for fine-tuning.