WOODEN FORT - MILITARY CAMP PACK

A.MAPS

Content/WOODEN_FORT/MAPS

+ L_Overview: a map that layout all assets in the pack.
+ L_DEMO: demo map with post-process volume and lighting built to show how assets can be used.

B.Naming convention

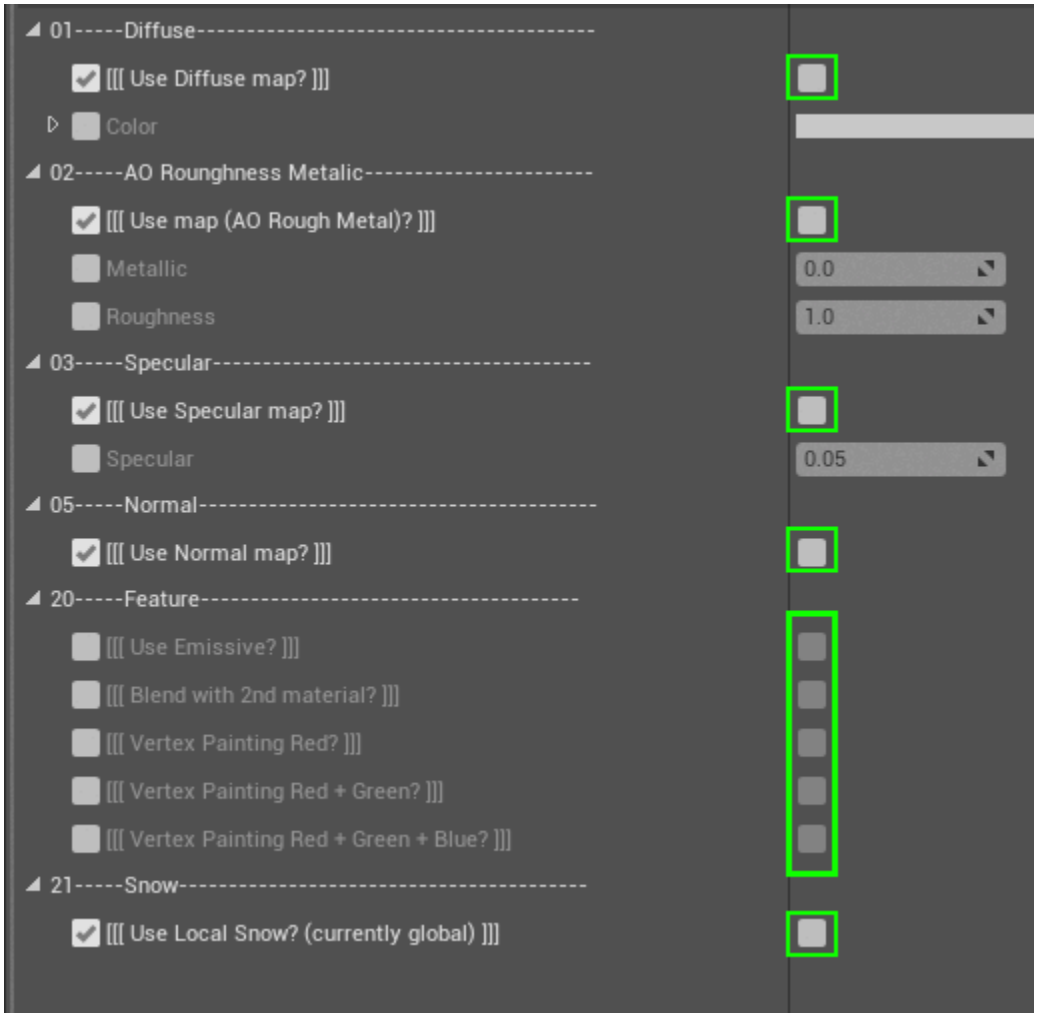
This pack use Unreal's standard naming convention (with some addition):

BP: Blueprint
BS: Blend space
L: Level
LSUB: Sub-level
LGT: Landscape Grass Type
LLI: Landscape layer info
LUT: Color Look Up Table
M: Master material
MI: Material Instance
MIG: Material Instance Group
MF: Material function
MPC: Material Parameter Collection
P: Particles
SM: Static mesh
SK: Skeletal mesh
T: Texture
    T_ _D: Diffuse map
    T_ _N: Normal map
    T_ _ORM: AO, Roughness, Metallic packed map
    T_ _M: Mask map
    T_ _SUB: Subsurface scattering (SSS) map
    T_ _ME: Metallic map
    T_ _H: Height map
    T_ _R: Roughness map
    T_ _AO: Ambient Occlusion map
    T_ _BILL_ : Billboard texture for tree

C.Material

- The main material of this pack is M_Opaque_master and M_Mask_master

- This material works in a way that you only turn on what you need to use. If you keep the default, this material only outputs a simple color with no texture. The more features you use the heavier this material will be.



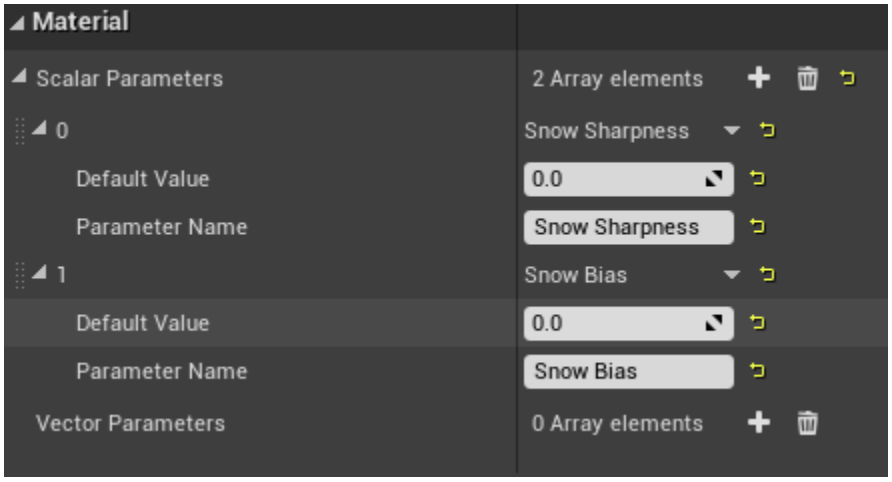
- Most material in this pack use packed ORM texture:
    + R channel: AO map

+ G channel: Roughness map
+ B channel: Metallic map

D.Snow

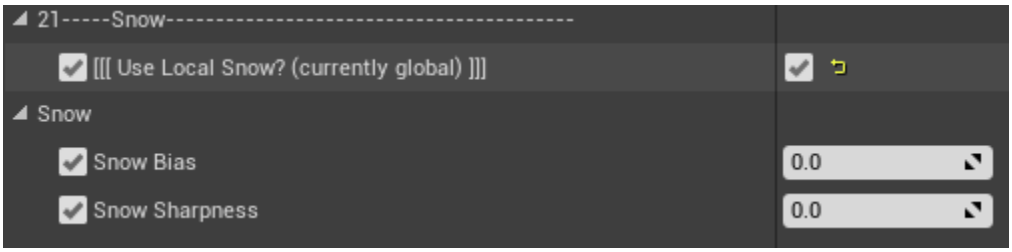
D.1 Global snow

You can add snow on top of all object in the scene by increase Snow Sharpness parameter in **MPC_Snow** *(Content/WOODEN_FORT/MATERIALS/Parameter_collection/)*



D.2 Local snow

You can change local Snow by tick on Snow feature on material instance. It will override the global snow parameter.



E.Spline

E.1 Spline with Nanite

Spline blueprint deform the meshes so it won't work with Nanite. As a work around, you can use the spline with mesh normally then convert the spline into actor using Merge actor, then turn that actor into Narnite