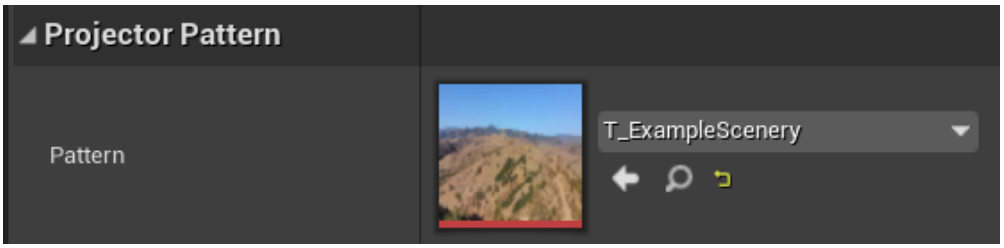
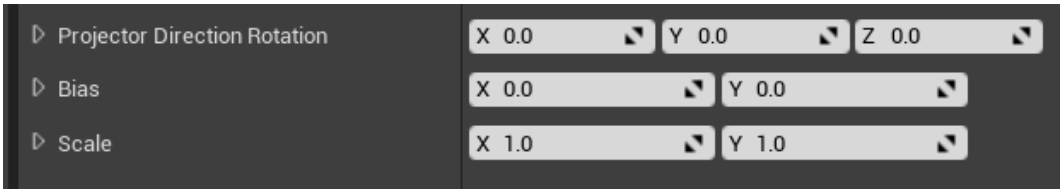
Quick Start

Project my pattern

1,Set Pattern

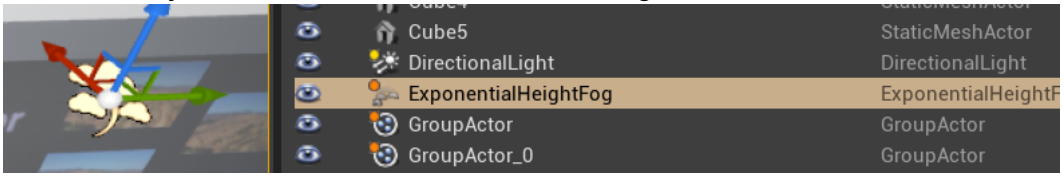


2,Make Correction

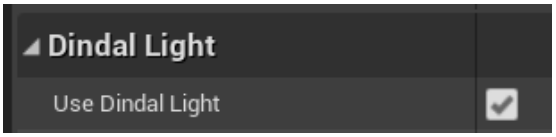


Use Tyndall Effect Light

1,Make sure you have enabled the Volumetric Fog

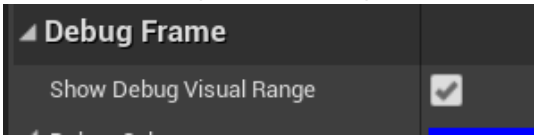


2,Enable Use Tyndall Effect Light

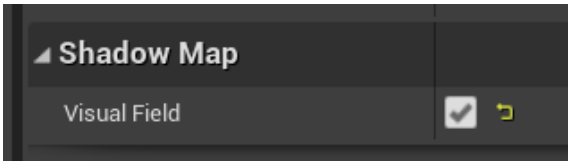


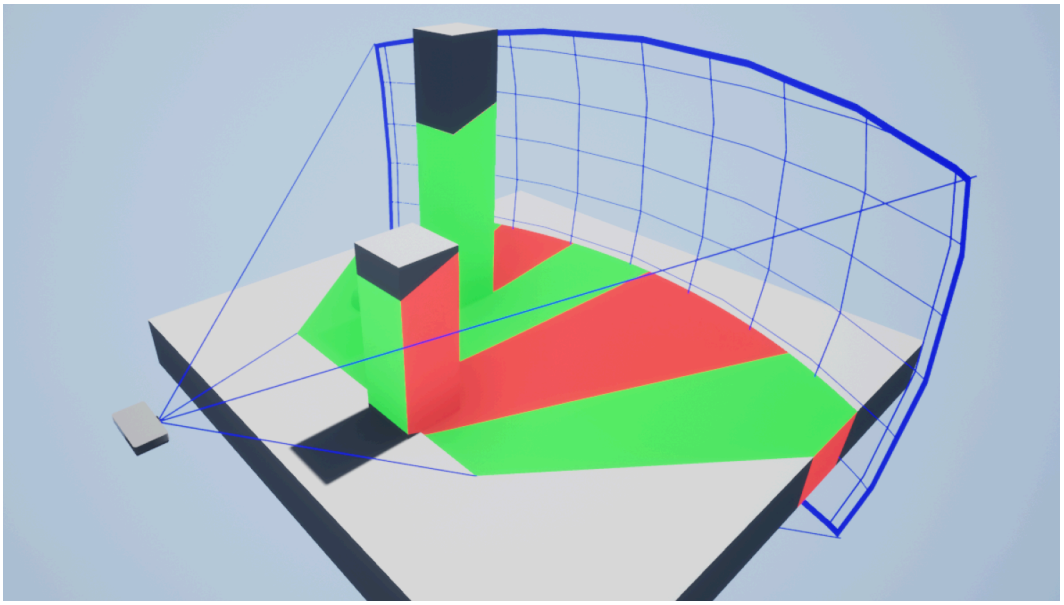
Use as visual field

1,Enable Debug Visual Range



2,Enable Visual Field





Projector Settings

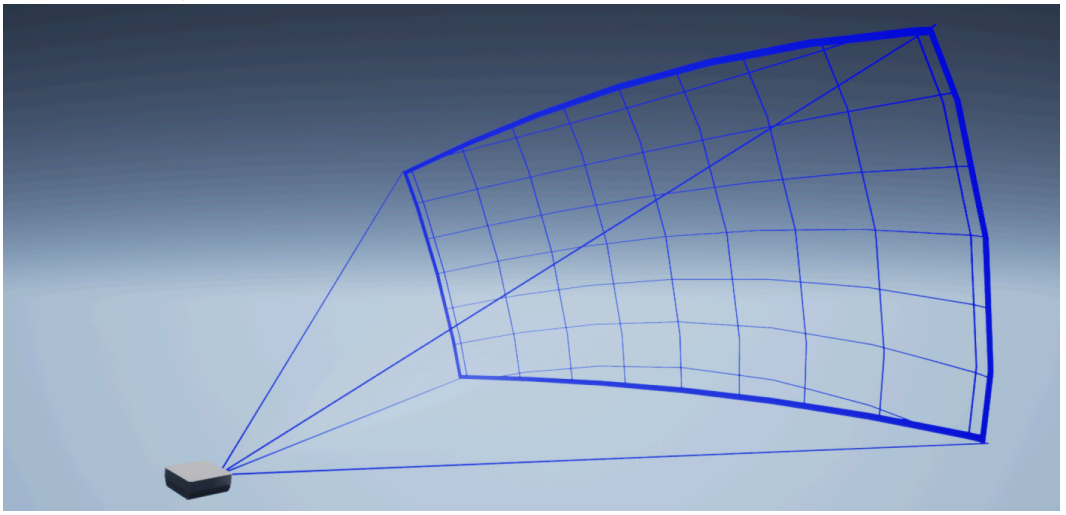
Debug Frame

Show Debug Visual Range:

Show debug range frame

Debug Color:

Color of debug frame



Add Debug Depth Billboard:

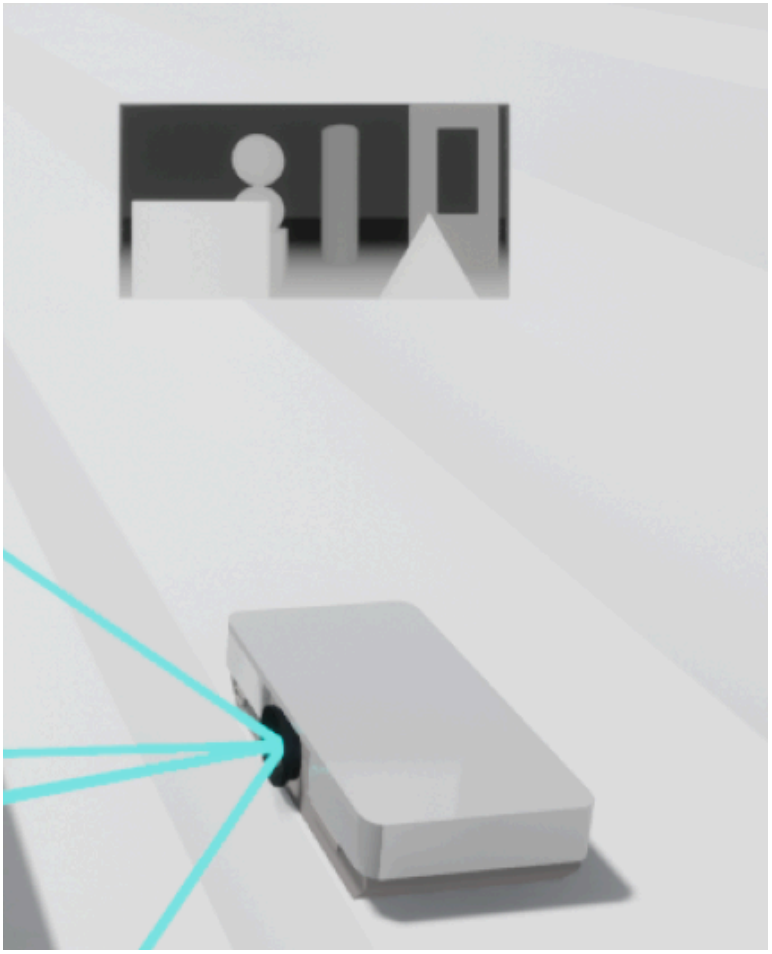
Add a billboard to see depth map

Depth Debug Size:

Size of this billboard

Debug Depth Board Location:

Relative location of this board



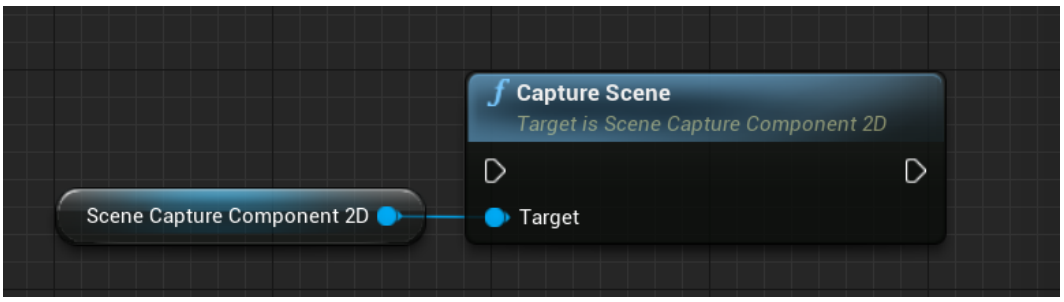
Capture

Reslution:

The reslution X that the render target is.
Current size is:(Reslution,Reslution*ReslotionY/X)
Higher reslution means better shadow map quality,but much expensive.

Capture Mode:

Every Frame:Capture depth map every frame
On Movement:Only capture when projector is moving
Once:Capture once,do not update.but you can call Capture Scene manually to update



Projector FOV

ResolutionY/X:

ResolutionY/ResolutionX,for example,my screen resolution is 1920*1080,so ResolutionY/X=1080/1920=0.5625

Field Of View:

In degrees,the angle that field of view is

Max Distance:

Max distance can see,related to projector light fade distace

Projector Light

Projector Fade Exp:

Fade by distance,0 means no fade

Projector Intensity:

Light Intensity

Color Correction:

Multiply a color with pattern color,to correct color

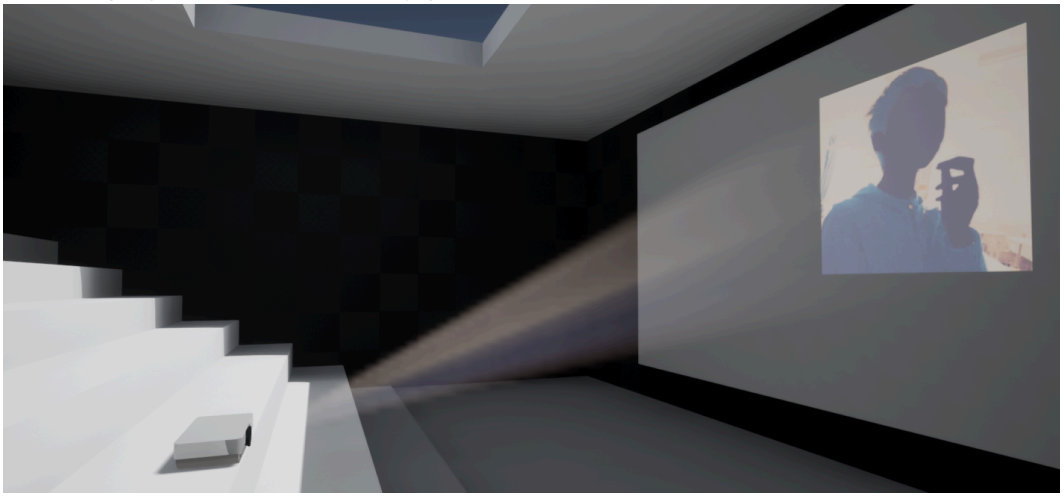
Light Mask:

A mask for light,could be with color as afilter,or used as a light shape

Projector Pattern

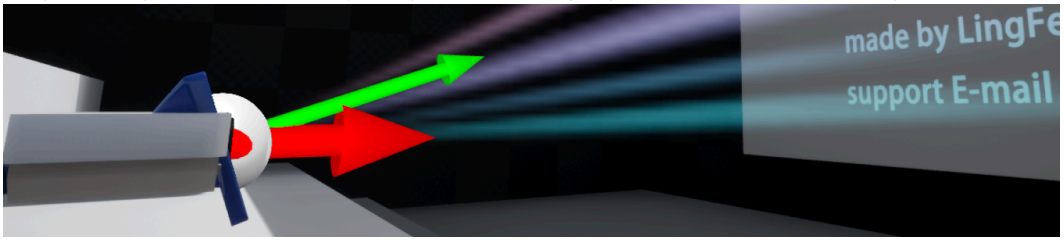
Pattern:

What to project,like this cool boy picture



Projector Direction Rotation:

Projector light direction,may be you want to project on somewhere higher



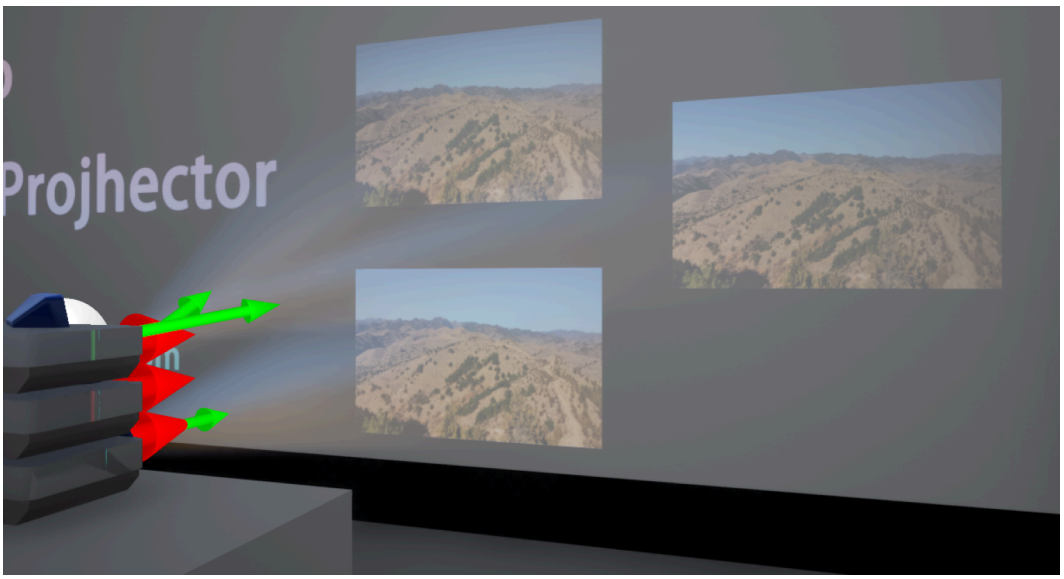
Bias:

Pattern translation

Scale:

Pattern scale

You can make projector project pattern sideways on wall by setting these parameters.
But make sure the red arrow point directly at wall to avoid distortion



Tyndall Effect Light

Use Tyndall Effect Light:

Whether use Tyndall Effect light,you should enable Volumetric Fog in ExponentialHeightFog if you want to use Tyndall Effect Light

Tyndall Effect Destinction:

Destinction of Tyndall Effect light

Tyndall Effect Intensity:

Intensity of Tyndall Effect light

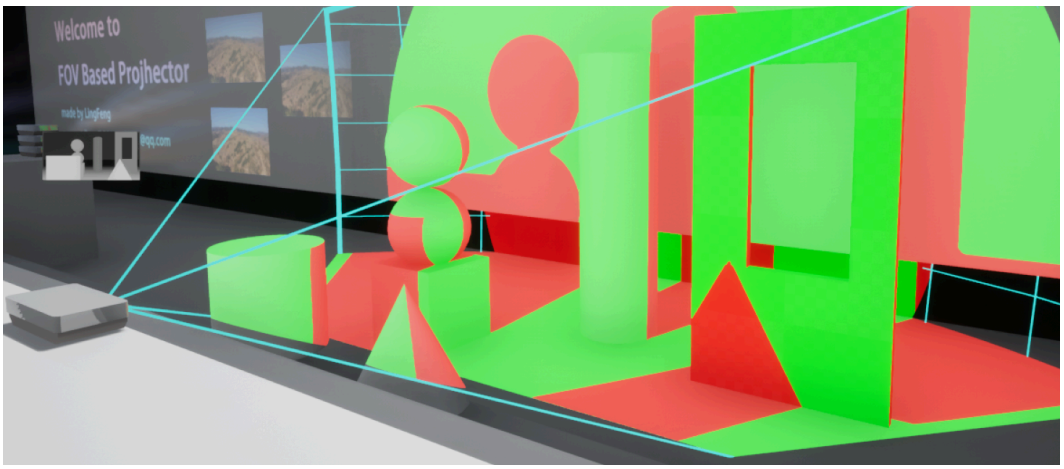
Tyndall Effect Fade Exp:

Fade by distance,0 means no fade

Shadow Map

Visual Field:

Use as visual field,unable Tyndall Effect light automatically

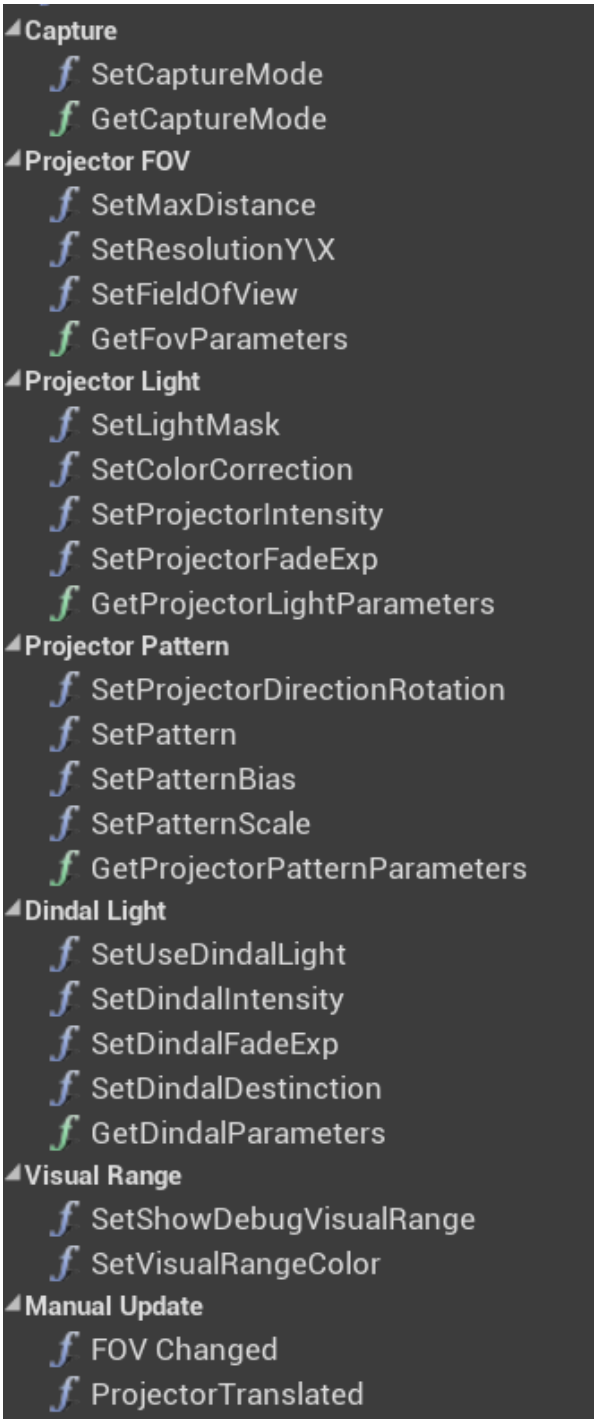


Depth Bias

Bias of depth map,to make some correction.

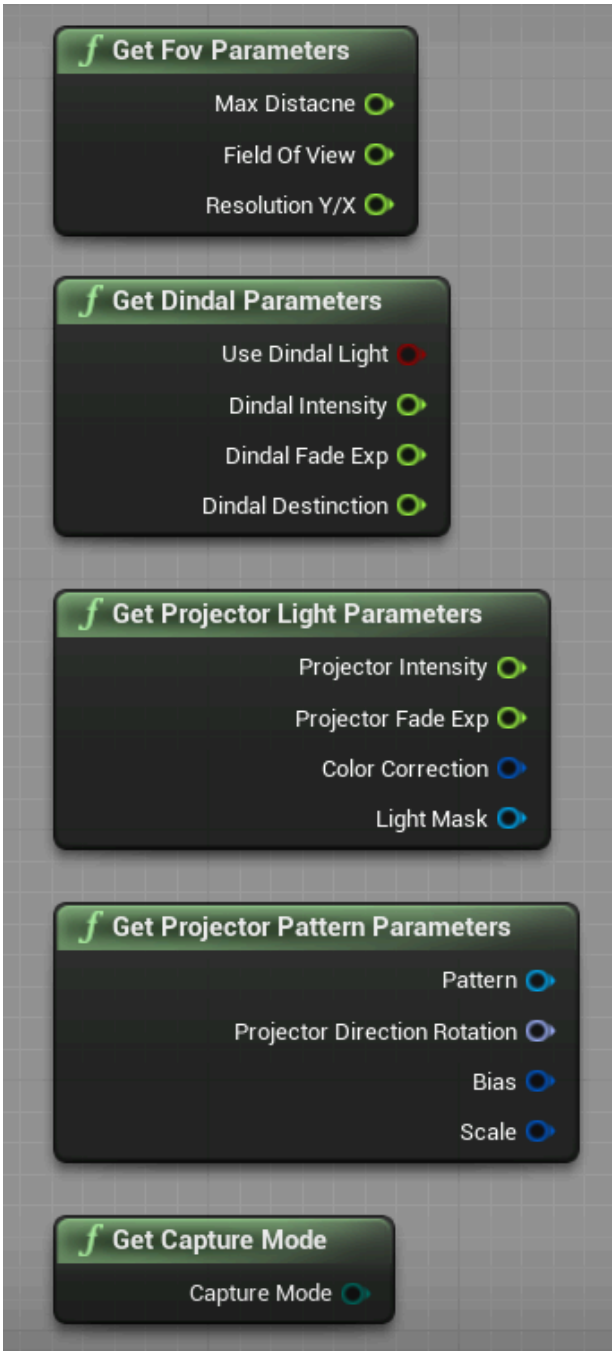
Modify Projector Parameters in Runtime

Projector paramenters are related to many functions,so it make no sense to modify them directly in runtime.So they are private and you're supposed to set projector settings by functions



These functions are same as variables in Projector Settings.

Variables are private,so you should get their value by these functions in other blueprints.


Get Fov Parameters
Max Distacne
Field Of View
Resolution Y/X
Get Dindal Parameters
Use Dindal Light
Dindal Intensity
Dindal Fade Exp
Dindal Destinction
Get Projector Light Parameters
Projector Intensity
Projector Fade Exp
Color Correction
Light Mask
Get Projector Pattern Parameters
Pattern
Projector Direction Rotation
Bias
Scale
Get Capture Mode
Capture Mode