

DARK FANTASY STATUES

A. Overview map

Content/FANTASY_STATUE/MAPS

- + L_SHOWCASE: a map that layout all assets in the pack.

B. Naming convention

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

NA: Nanite-ready

Low: Low poly

Anim: Animation

AnimBP: Animation Blueprint

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

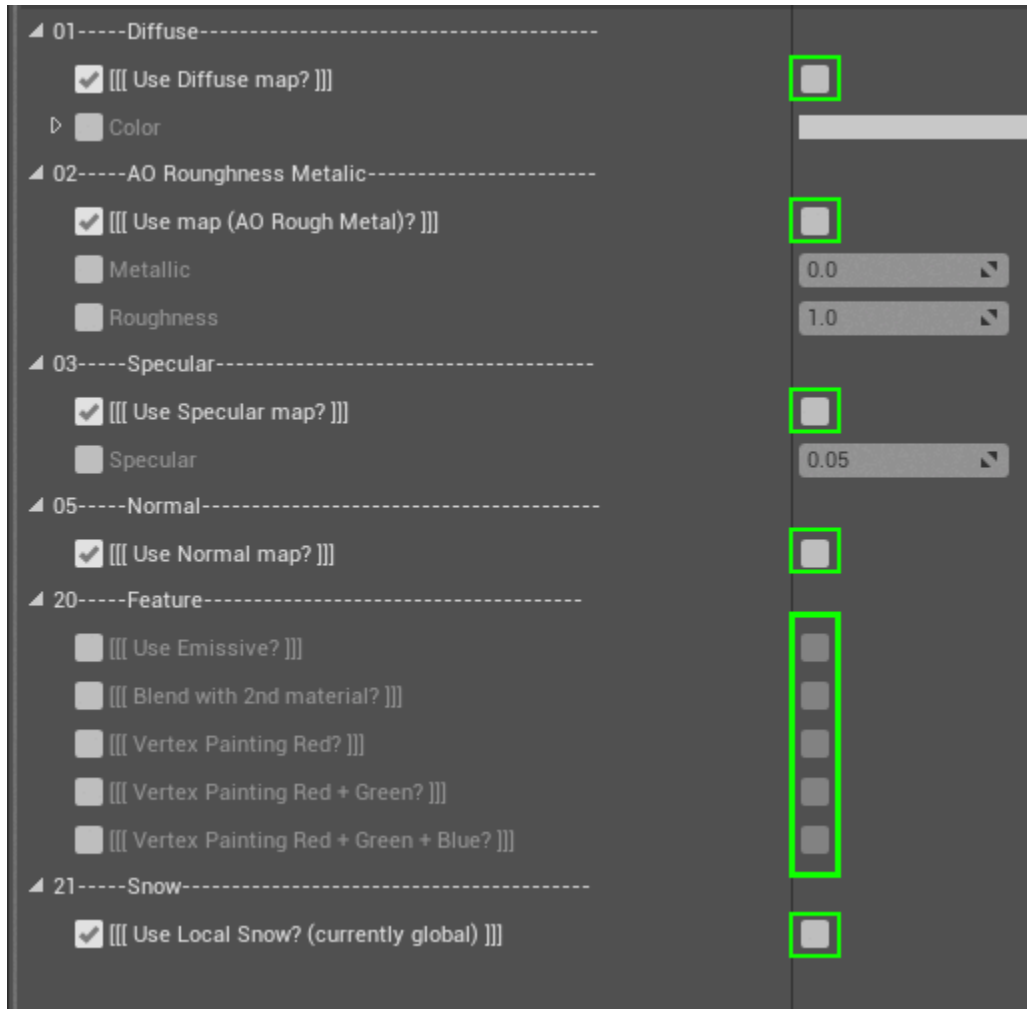
T__R: Roughness map

T__AO: Ambient Occlusion map

T__BILL_ : Billboard texture for tree

C.Material

- The main material of this pack is M_Opaque_master
- 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.



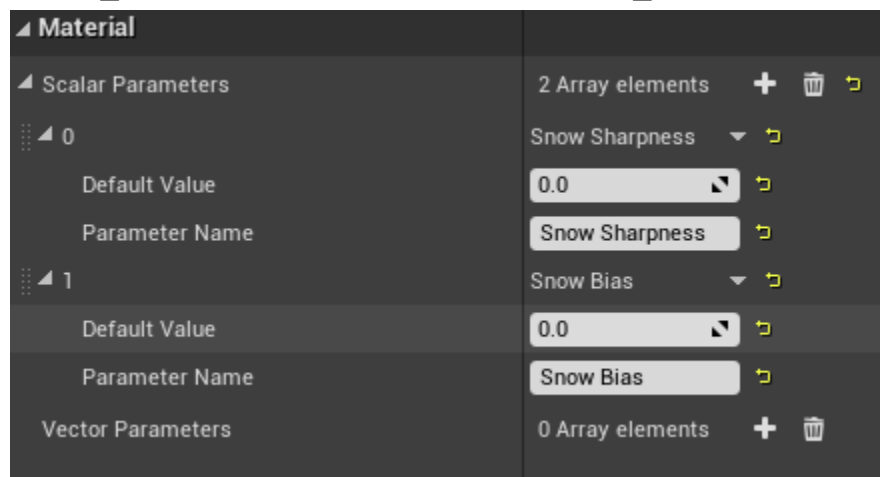
- Most material in this pack use packed ORM texture:
 - + R channel: AO map
 - + G channel: Roughness map
 - + B channel: Metallic map

D.Snow

D.1 Global snow

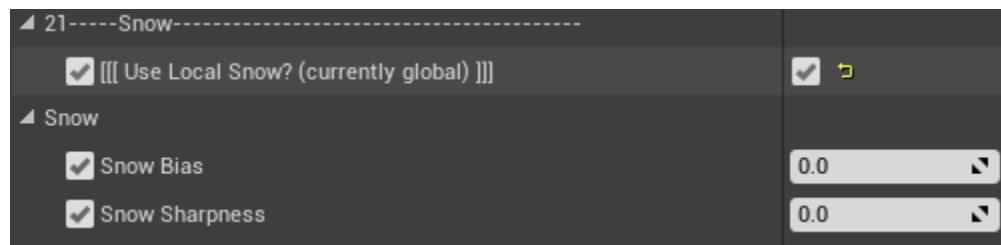
You can add snow on top of all object in the scene by increase Snow Sharpness parameter in **MPC_Snow**

(Content/FANTASY_STATUE/MATERIALS/PARAMETER_COLLECTIONS/)



D.2 Local snow

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



F.NANITE - UE5

Since UE5 is still a beta version and not officially supported on the marketplace, you have to download the pack and add it to a 4.26 project (not 4.27). Then **migrate** the FANTASY_STATUE folder into a premade UE5 project. This method works faster than converting a 4.26 project into a UE5 project.

Enable Nanite to meshes that have “NA” suffix and enjoy!.