

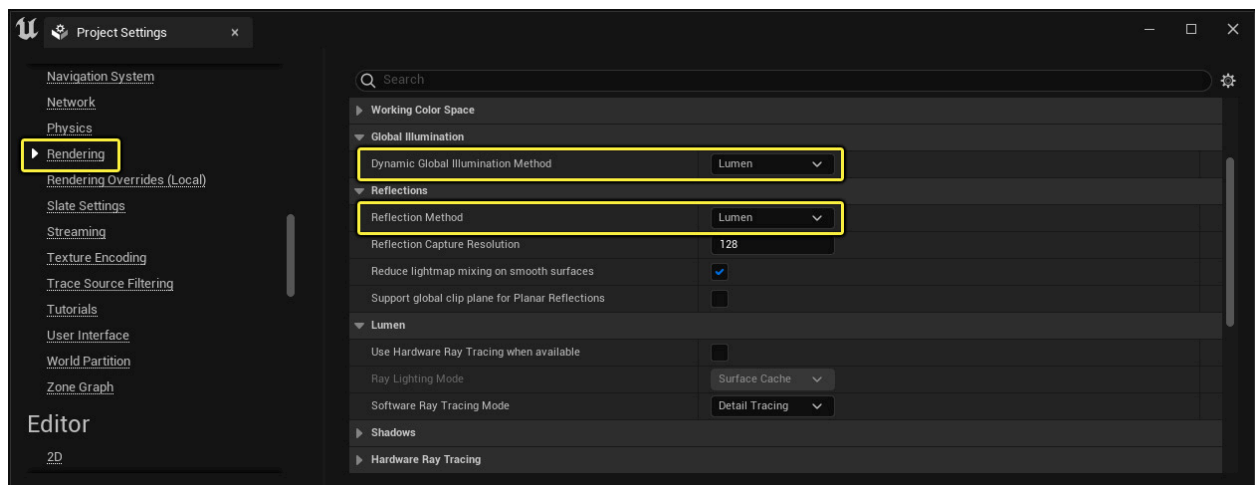
First of all, I want to thank you for your purchase. If you like my project, please leave a rating for me :D . If you have any issues or found any bugs, just contact me : [congthai0710@gmail.com](mailto:congthai0710@gmail.com)

This pack uses UE5 Lumen, please enable Lumen for this pack to work correctly.

## How to enable Lumen

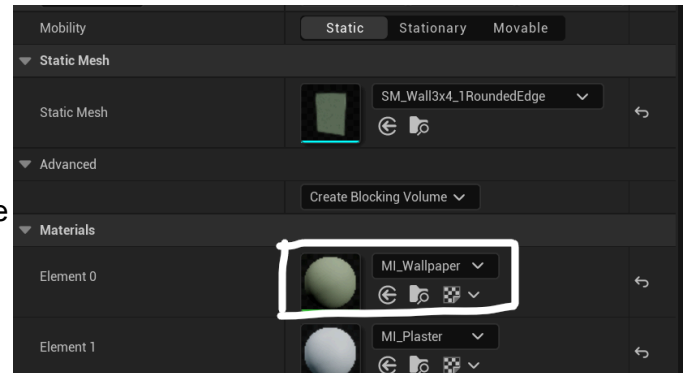
Lumen is enabled from the Project Settings under the Rendering > Dynamic Global Illumination and Reflections categories. More info about Lumen can be found here:

[Lumen Global Illumination and Reflections in Unreal Engine | Unreal Engine 5.0 Documentation](#)

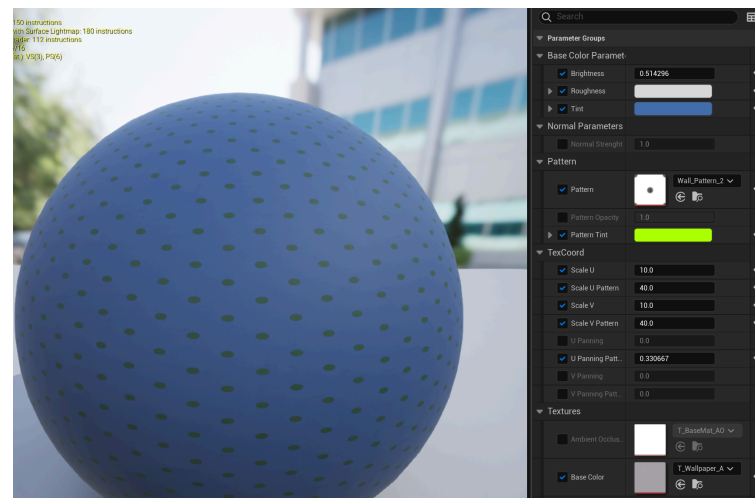
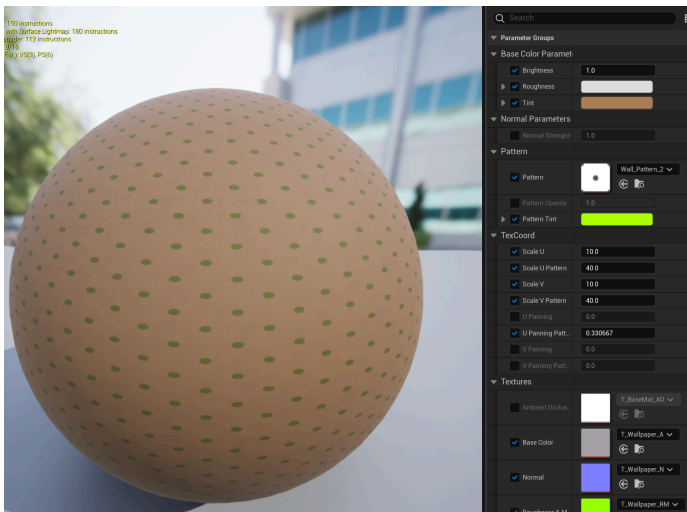


## Materials instance attribute:

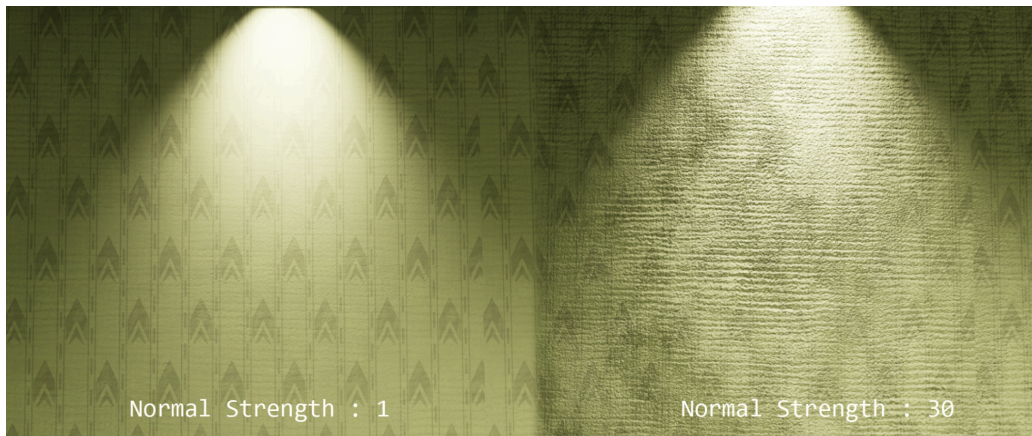
- **How to change material attribute**
  - Select the mesh you want to change
  - Look for the detail panel on the right side
  - Double click the material



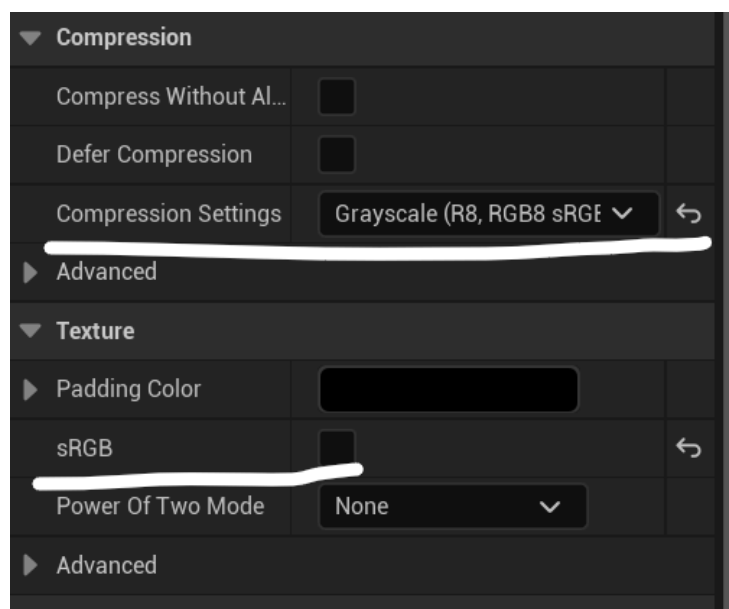
- **Wallpaper material**
  - Tint : Change color of the wall
  - Brightness : Change the color's brightness
  - Roughness : Change how shiny the wall is



- Normal strength : Change the normal intensity



- Pattern : You can add your own custom pattern here
  - Your pattern must be a black&white image.
  - When import your own image, you must change compression and texture settings
    - Compression Settings : Grayscale
    - sRGB : Disabled



- Pattern opacity : Change the opacity of the pattern
- Pattern tint : Change the color of the pattern
- Scale U/V : Tiling the wallpaper texture on U/V coordinates.

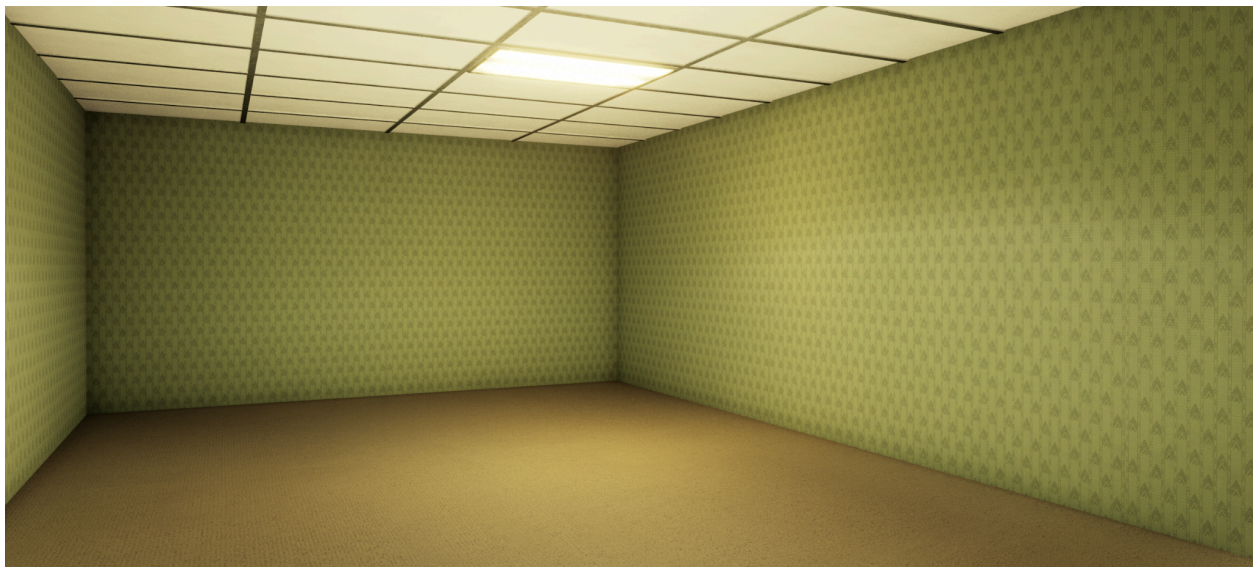
- U/V Panning : Adjust the wallpaper texture U coordinates.
- Scale U/V Pattern : Tiling the wallpaper's pattern on U/V coordinates.
- U/V Panning Pattern : Adjust the wallpaper's pattern U/V coordinates.
- **CeilingLight material**
  - Emissive Color: Change the light color
  - Emissive Intensity: Change the intensity of the light
    - In UE5 - Lumen: Emissive materials can act as a light source so the higher the intensity, the brighter the light will be



- **Carpet material**
  - Pattern : You can add your own custom pattern here
    - Carpet patterns can be a color or black and white image.
  - Scale U/V : Adjust the tiling of the carpet's pattern
  - U/V Pan : Panning the carpet's pattern

## Building your own backroom

I included a template map with pre-made post process volume and lighting. You can expand the map by duplicating existing lights, walls and floors.



**Here's some examples of customization**



