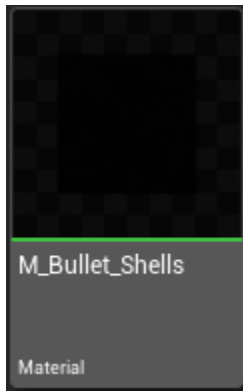


GunFX Pack Documentation Guide

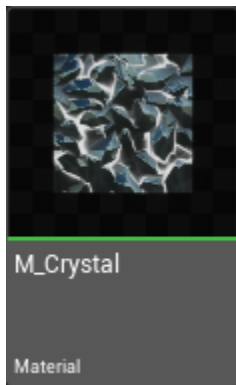
Materials

Master Materials

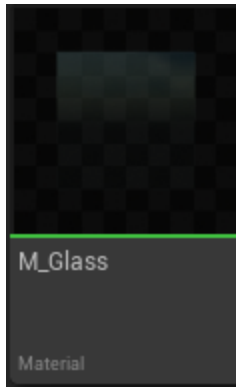
- **M_Bullet_Shells** - Master material for bullet shell ejection effects



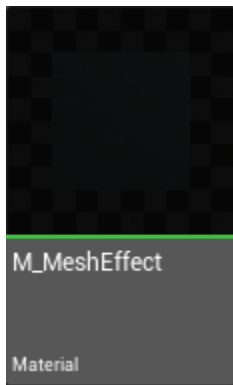
- **M_Crystal** - Master material for crystal debris



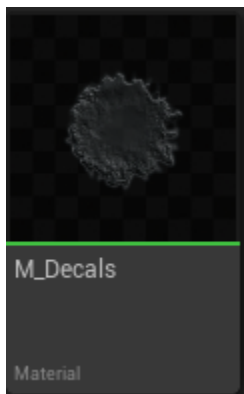
- **M_Glass** - translucent material for glass-like debris with Index of Refraction



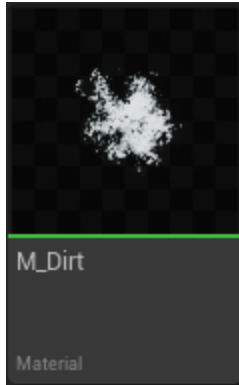
- **M_MeshEffect** - Basic material for PBR elements



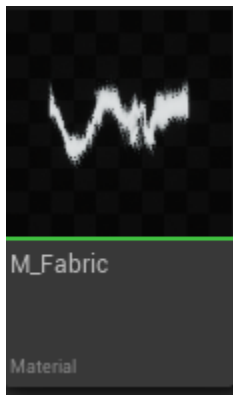
- **M_Decals** - Basic deferred decal-based material



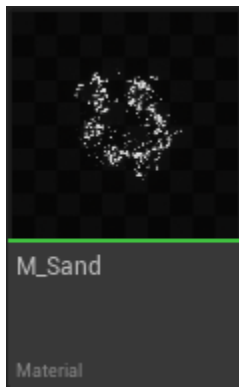
- **M_Dirt** - material used for clumps of dirt



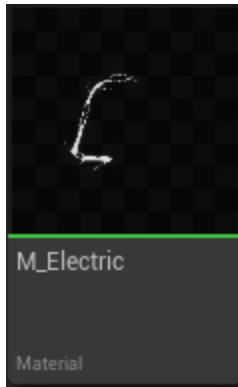
- **M_Fabric** - material that simulates fabric strands



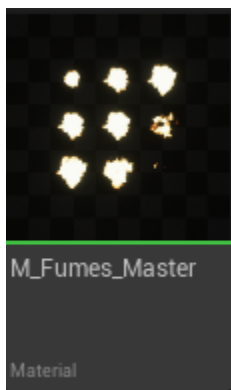
- **M_Sand** - material used for sand-like elements



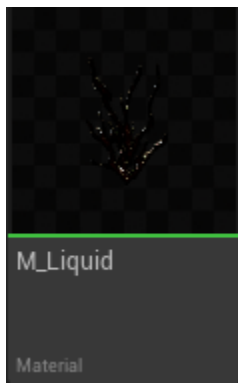
- **M_Electric** - electric material that utilizes dynamic dissolve



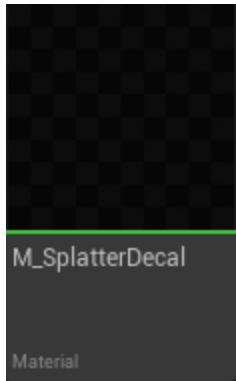
- **M_Fumes_Master** - used for glowy fumes



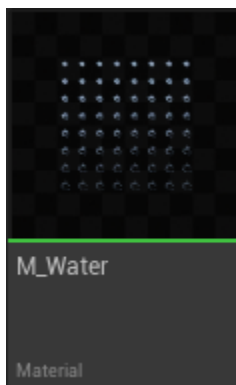
- **M_Liquid** - liquid-based material with dynamic dissolve



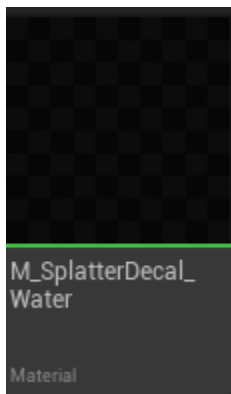
- **M_SplatterDecal** - decal material for splatter-type elements with dynamic dissolve



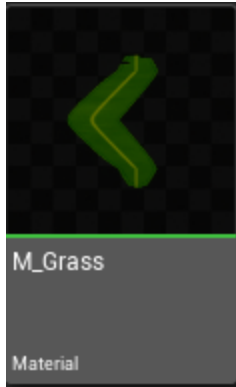
- **M_Water** - basic material for water-like liquids



- **M_SplatterDecal_Water** decal material for water splatter with dynamic dissolve and panning normal to simulate water-like flow



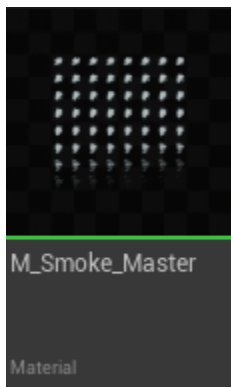
- **M_Grass** - used for grass elements



- **M_Leaf** - used for leaf elements with normal map



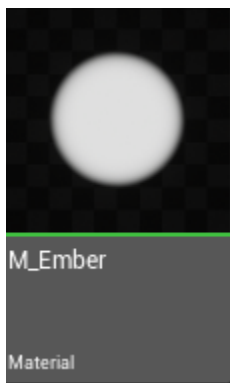
- **M_Smoke_Master** - smoke material that utilizes depth fade



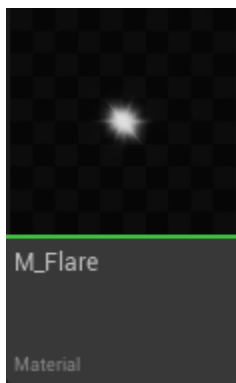
- **M_SmokeTrail** - material used for smoke trails with depth fade



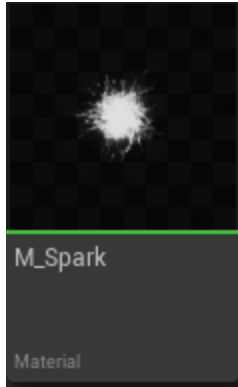
- **M_EMBER** - basic material for embers



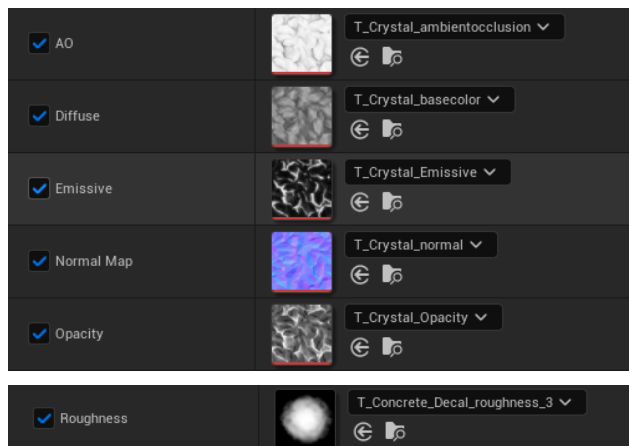
- **M_Flare** - used for flare elements that utilize depth fade



- **M_Spark** - material for sparks that needs a texture



Texture Samplers



- **AO** - simulates indirect lighting reflections to create more realistic lighting effects for the material
- **Diffuse** - controls the base color of the material
- **Emissive** - parts of the material that will emit a glow
- **Normal** - creates the illusion of the edges and bumps
- **Opacity** - controls the transparency of the material
- **Roughness** - determines the smoothness of the material

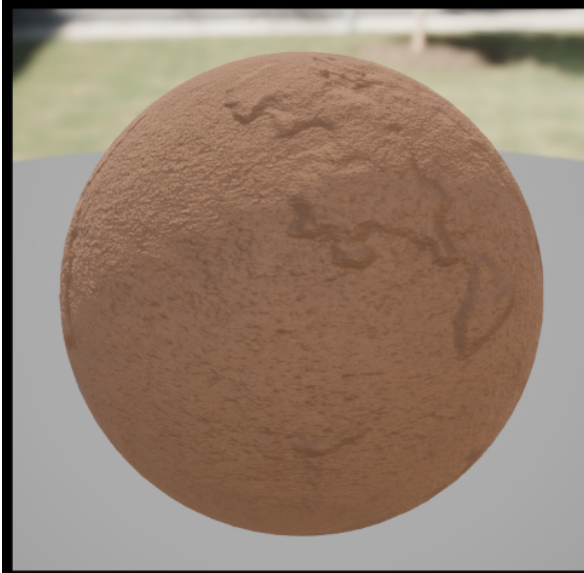
Modifiers

▼ Global Scalar Parameter Values		
☒	Darkness	0.0
☒	DissolveTest	0.0
☒	Normal Strength	0.2
☒	Power	1.0
☒	Softness	0.05
☒	SpecularPower	12.0
☒	SpecularValue	2.0

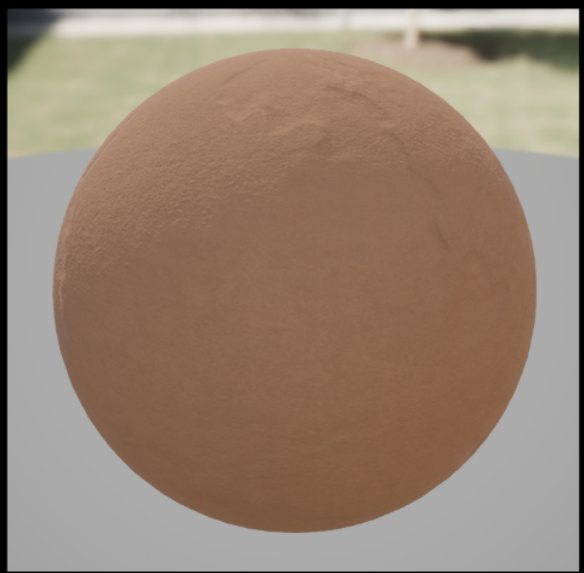
- **NormalStrength** - Normal map intensity control
- **Power** - Alpha Mask exponent control used for lerping two colors
- **Softness** - Edge Softness
- **SpecularPower** - Fake specular exponent control
- **SpecularValue** - Fake specular intensity multiplier

▼ BaseColor		
☒	ColorBrightness	0.2
☒	ColorExposure	0.0
☒	Tint	
▼ Global Scalar Parameter Values		
☒	EmissiveIntensity	1.0
☒	Fresnel_Exp	2.80636
☒	Fresnel_Frac	-0.062
☒	Metallic	0.496
☒	NormalFlatness	0.0
☒	Roughness	0.191824

- **ColorBrightness** - controls the brightness of the diffuse/tint
- **ColorExposure** - controls the exposure of the diffuse/tint
- **Tint** - multiplies the value to the diffuse
- **EmissiveIntensity** - if emissive is used, this controls the intensity of the glow
- **Fresnel_Exp** - controls the fresnel's exponent
- **Fresnel_Frac** - controls the fresnel's base reflect fraction
- **Metallic** - controls the metalness of the material
- **NormalFlatness** - controls the normal map intensity
- **Roughness** - multiplier of the roughness



Normal Flatness = 5



Normal Flatness = 0

Niagara Effects

Bullet Trail



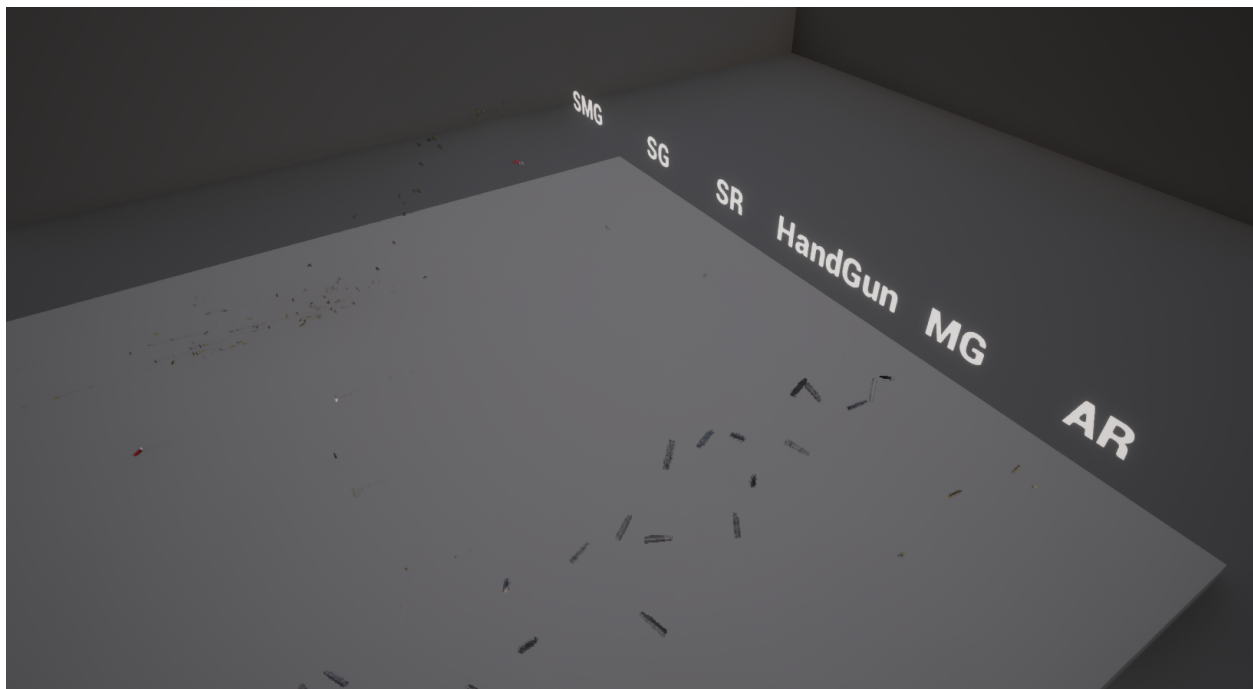
Parameters

▼ User Parameters		Edit Hierarchy		+
USER	BulletColor	 R 12.0 G 4.751397 B 0.718793 A 1.0		↶
USER	BulletScaleFactor	 1.0	 1.0	↶
USER	BulletSmoke_Opacity	 0.5		↶
USER	BulletSmoke_Width	 16.0		↶
USER	BulletSmokeColor	 R 1.0 G 1.0 B 1.0 A 1.0		
USER	X_Velocity	 5000.0		↶

- **Colors (Bullet, Smoke)** - controls the tint of the elements
- **BuletScaleFactor** - controls the min and max size of the sprite
- **BulletSmoke_Opacity** - multiplier for the opacity of the smoke trail
- **BulletSmoke_width** - multiplier for the ribbon width of the smoke trail

- **X_Velocity** - controls the X velocity

Bullet Ejection

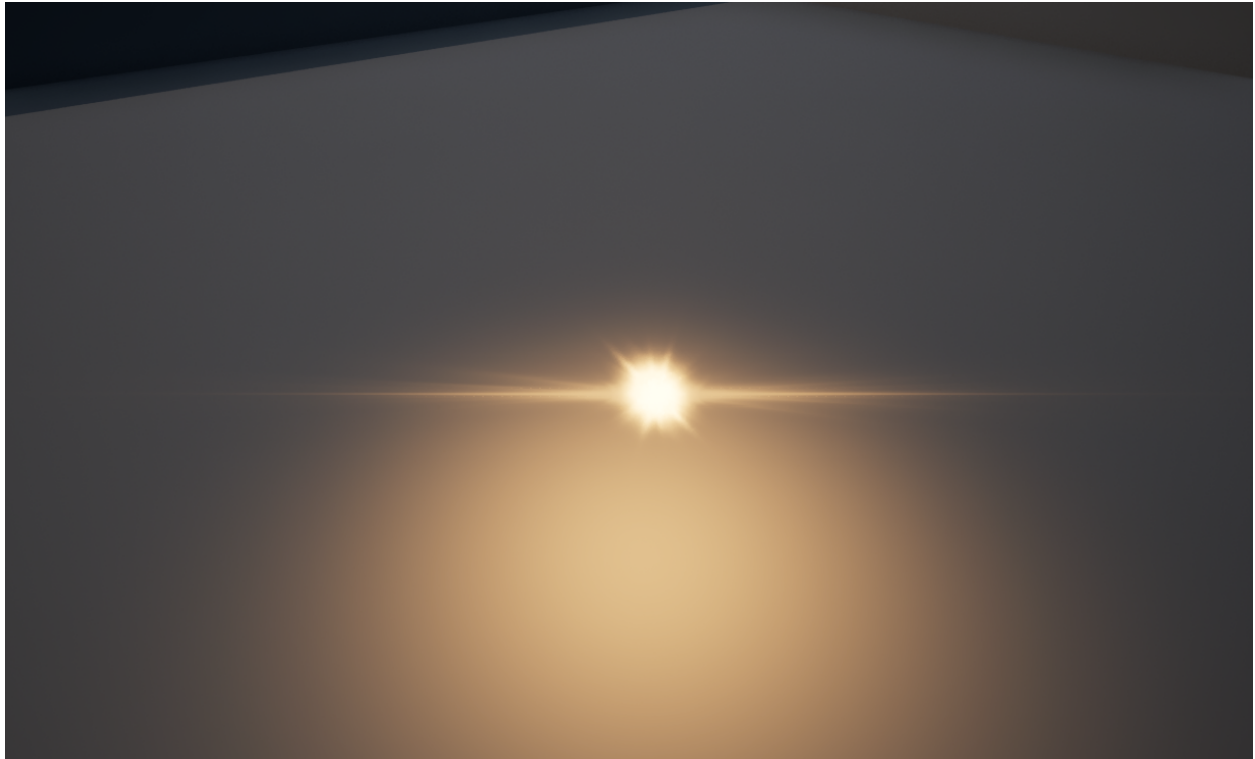


Parameters

▼ Color		
USER Bullet Tint	R 1.0 G 1.0 B 1.0 A 1.0	
▼ Multipliers		
USER Bullet Scale	1.0	↩
USER Bullet Spawn Multiplier	1	↩
USER Velocity Multiplier	1.0	↩

- **Bullet Tint** - controls the tint of the bullet
- **Bullet Scale** - multiplier for the scale of the bullet
- **Bullet Spawn Multiplier** - multiplier for the number of bullets
- **Velocity Multiplier** - multiplier for the speed of moving elements

Flare

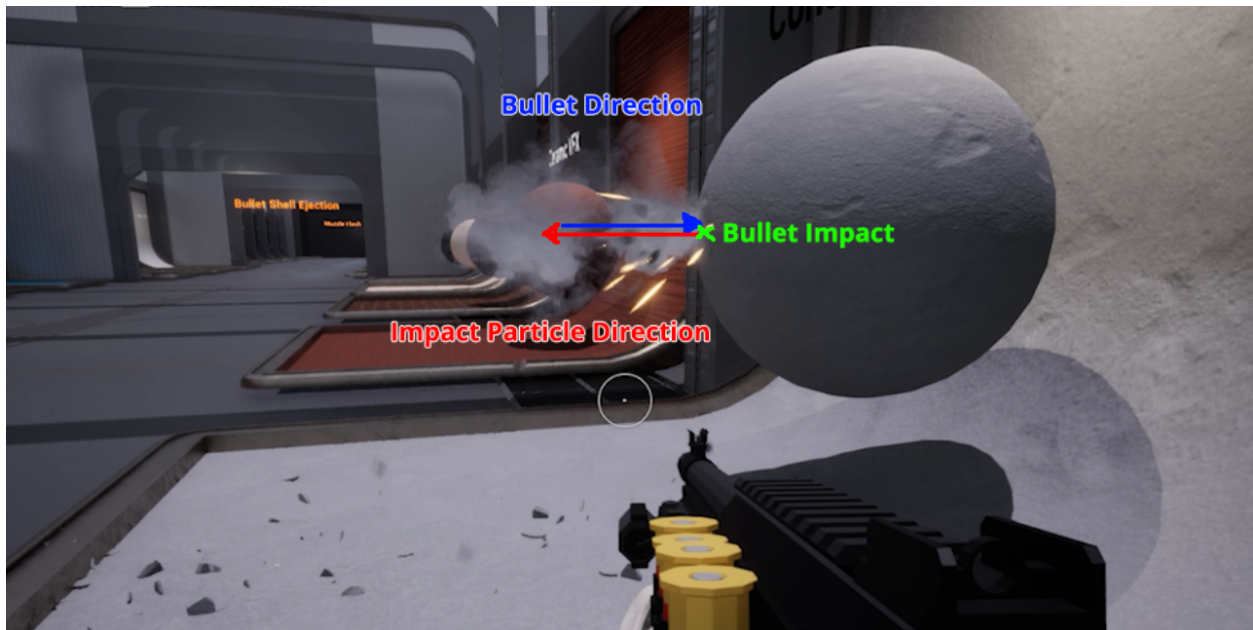


Parameters

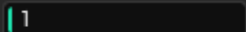
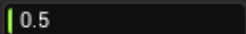
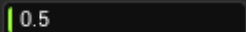
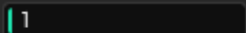
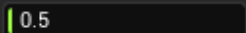
▼ User Parameters		Edit Hierarchy	+
USER Flash	R 5.0 G 2.290504 B 0.657049 A 1.0	↶	
USER General Scale	2.0	↶	
USER Scale	2.0	↶	
USER SmokeColor	R 1.0 G 1.0 B 1.0 A 1.0		
USER Sparks	R 12.0 G 5.497211 B 1.576919 A 1.0	↶	
USER Sparks Spawn Multiplier	2	↶	
USER Velocity Multiplier	2.0	↶	

- **Colors (Flash, Mesh, Smoke, Sparks)** - controls the tint of the elements
- **General Scale** - multiplier for the general scale of the effect. Controls different variables like the size of the smokes and the spread of the particles
- **Sparks Spawn Multiplier** - multiplier for the number of sparks/embers
- **Velocity Multiplier** - multiplier for the speed of moving elements

Impact



Parameters

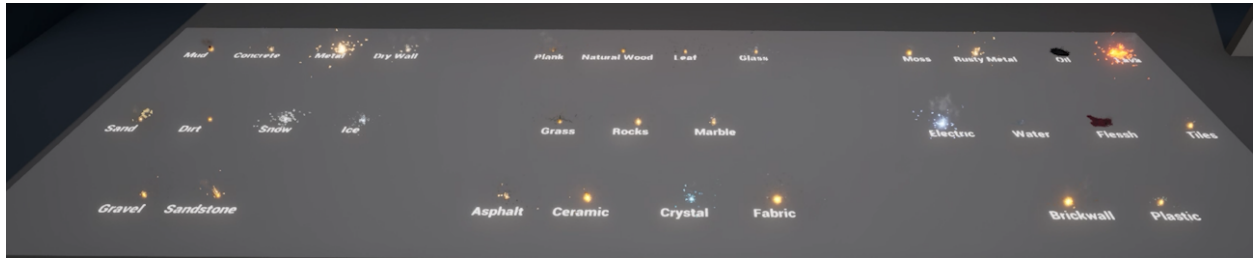
▼ Colors		
USER Flash Color	 R 12.0 G 5.497211 B 1.576919 A 1.0	↶
USER Mesh Tint	 R 1.0 G 1.0 B 1.0 A 1.0	
USER Smoke1 Color	 R 0.223529 G 0.223529 B 0.223529 A 1.0	↶
USER Smoke2 Color	 R 0.015996 G 0.015996 B 0.015996 A 1.0	↶
USER Sparks Color	 R 12.0 G 5.497211 B 1.576919 A 1.0	↶
▼ Multipliers		
USER Debris Spawn Multiplier	 1	↶
USER Debris Size	 0.5	↶
USER General Scale	 0.5	↶
USER Sparks Spawn Multiplier	 1	↶
USER Velocity Multiplier	 0.5	↶

- **Colors (Flash, Mesh, Smoke, Sparks)** - controls the tint of the elements
- **Debris Spawn Multiplier** - multiplier for the number of debris
- **Debris Size** - multiplier for the size of the debris

- **General Scale** - multiplier for the general scale of the effect. Controls different variables like the size of the smokes and the spread of the particles
- **Sparks Spawn Multiplier** - multiplier for the number of sparks/embers
- **Velocity Multiplier** - multiplier for the speed of moving elements

Low

For low calibre weapons



Medium

Ideal impact feel and details



High

For High calibre weapons. Highly exaggerated.



MuzzleFlashes

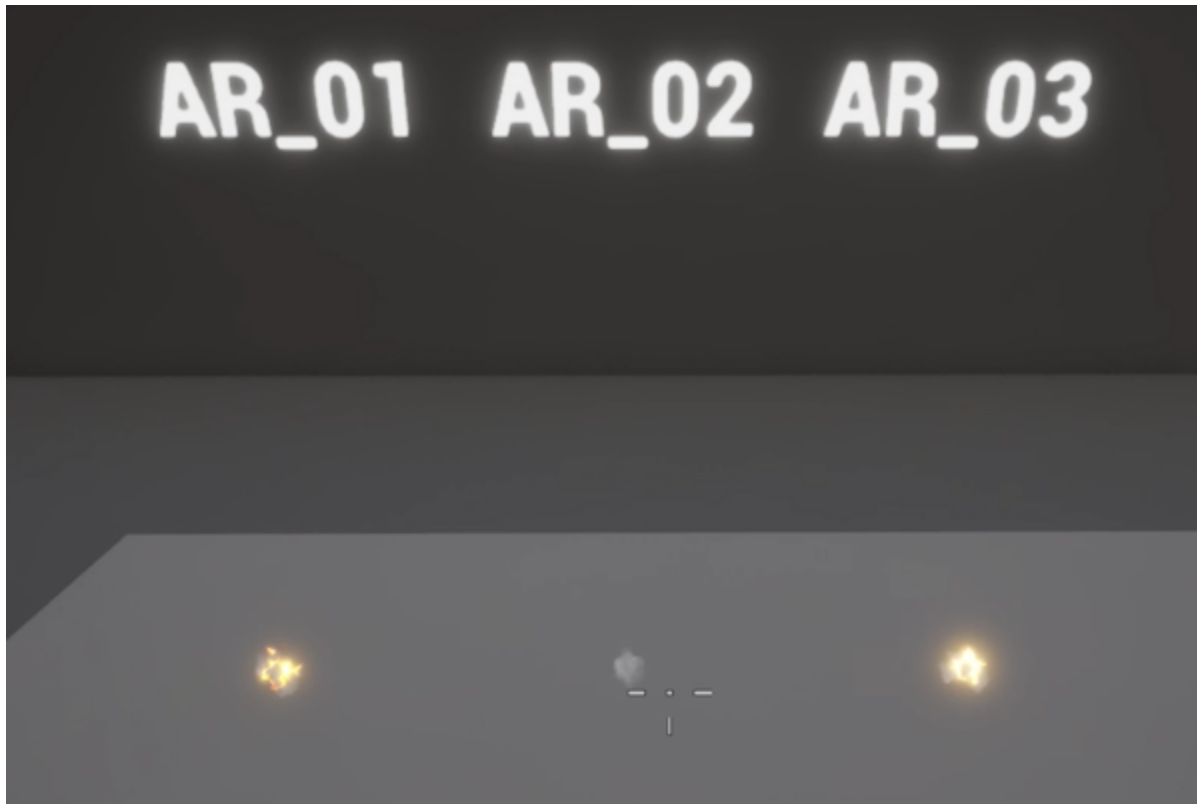


Parameters

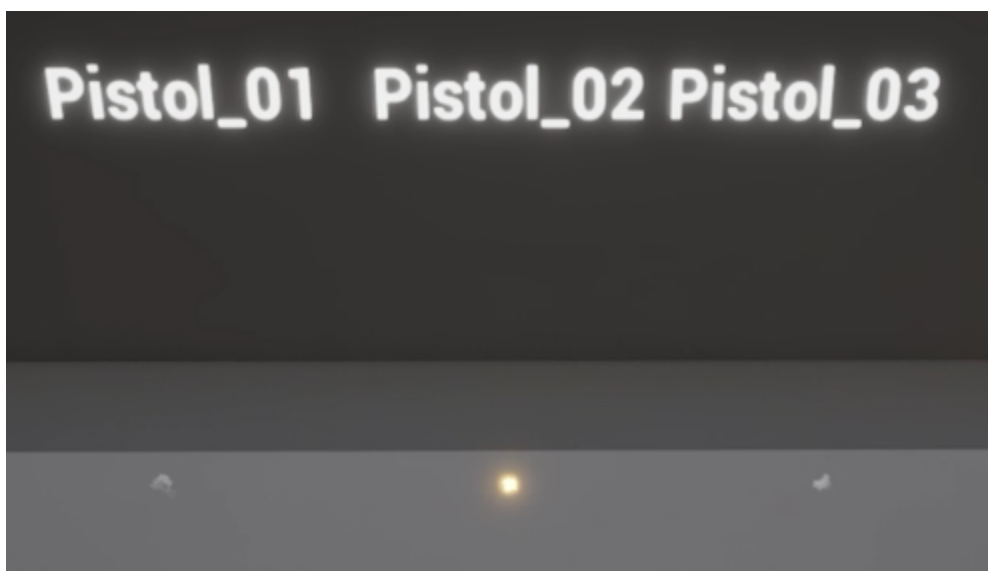
User Parameters		Edit Hierarchy	+
USER	FumesScale_Multiplier	1.0	↶
USER	SmokeScale_Multiplier	1.0	↶

- **FumeScale_Multiplier** - controls the scale of fumes
- **SmokeScale_Multiplier** - controls the scale of smokes

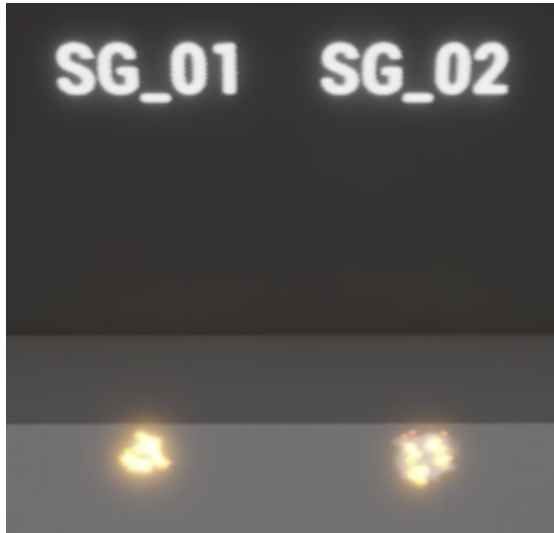
Assault Rifle



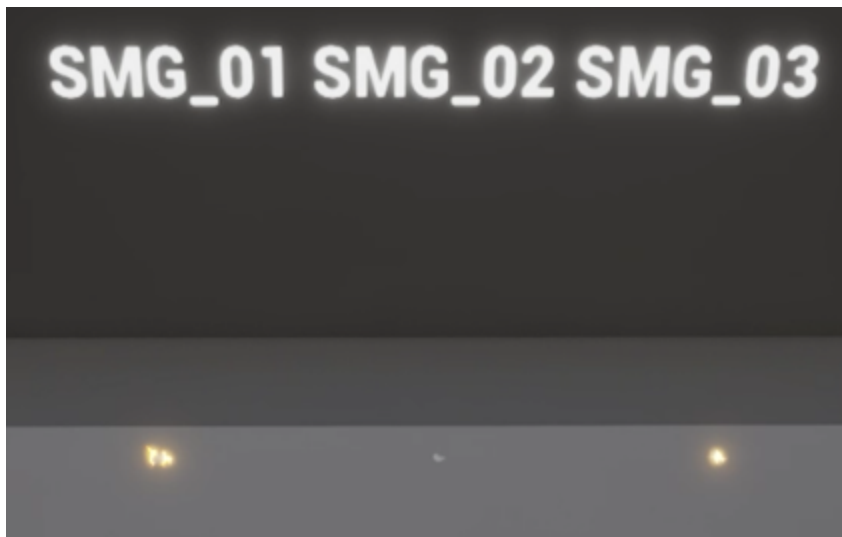
Pistol



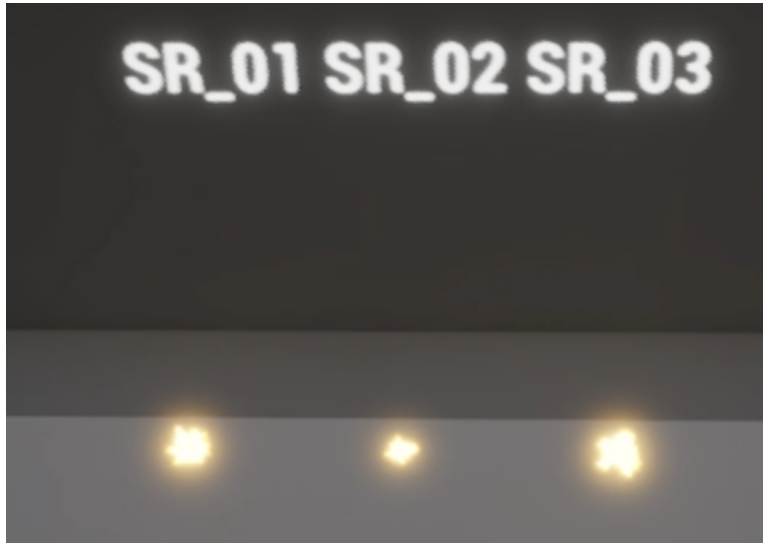
Shotgun



Sub-machine Gun



Sniper Rifle

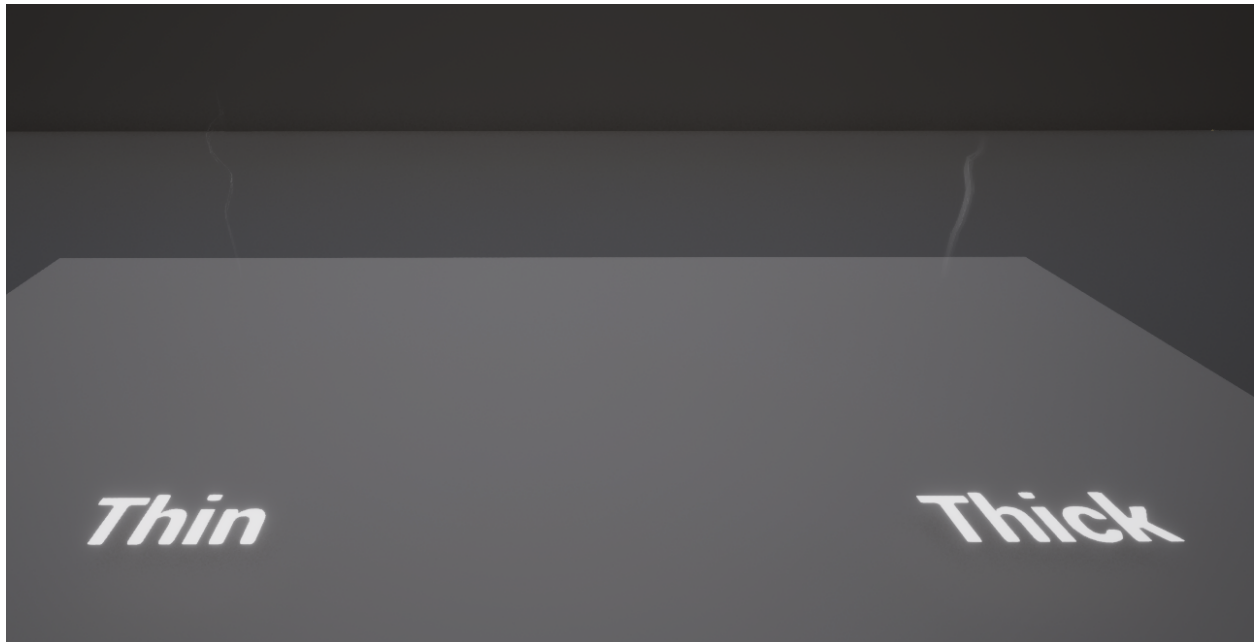


OverHeatSmoke



Variants

Thin and thick for different weapon types



Decals

