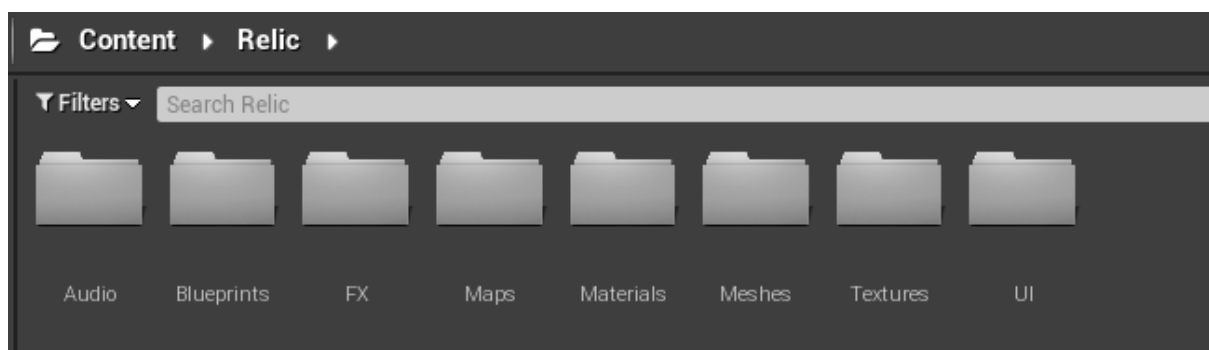


Relic | Tentacle Alien Blueprints



Relic contains :



Audio Folder : For Audio SFX

Blueprints : Alien Species Blueprint

FX : Niagara System

Maps : Levels

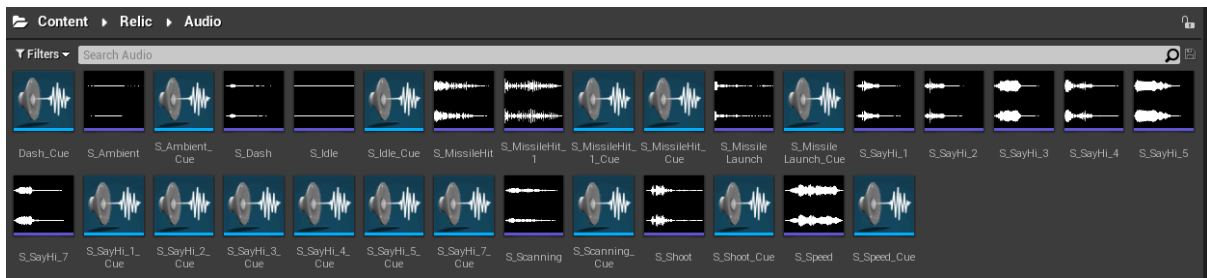
Material : Master Materials and Material Instances

Meshes : Level and BP meshes

Textures : Object and HDRI texture

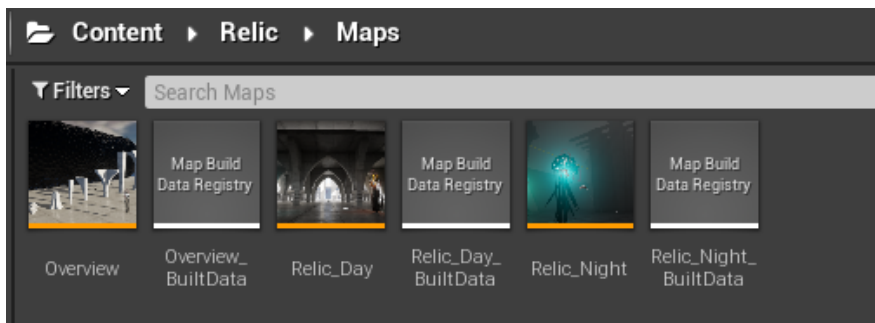
UI : Key mapping Widget

Audio:



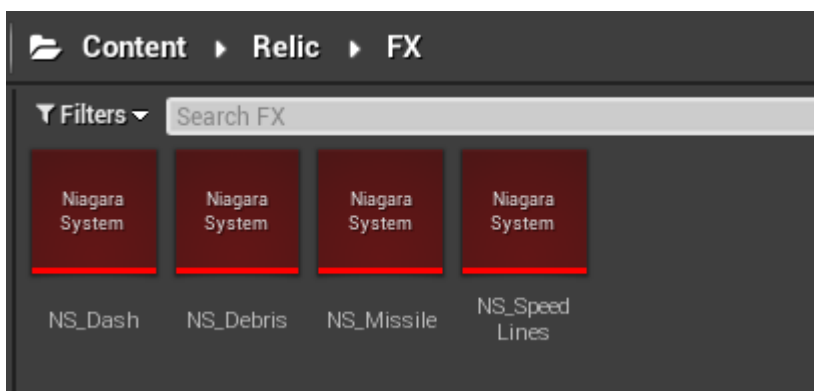
In the Relic project, we have a lot of sound FX for Alien VFX and Master Blueprint Events.

Levels:



Relic has 3 different Levels; Day, Night and Overview.

Niagara System VFX :



We have 4 different Niagara Particle Systems for

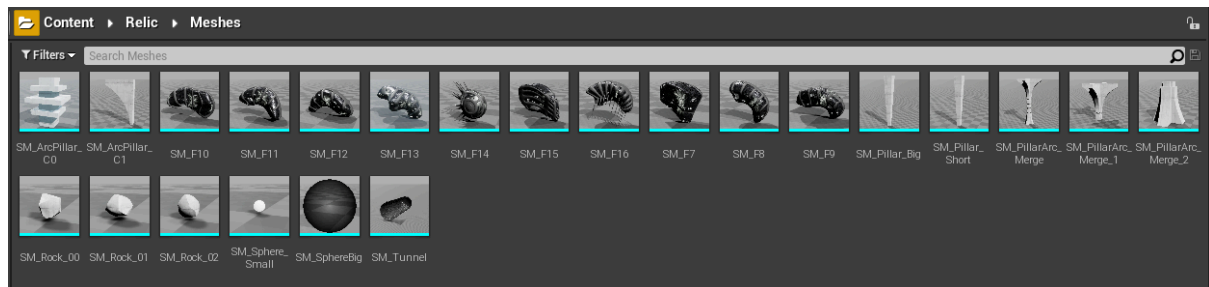
DASH Event

DEBRIS / Landing Event

MISSILE / Targeting and Fire Event

SPEED LINES / Sprint Event

Meshes:



Relic has 10 different Alien Head Mesh for Master Blueprint and 8 different meshes for Environment, 4 different mesh for Debris Niagara System.

“SM_F” for Alien Species Head.

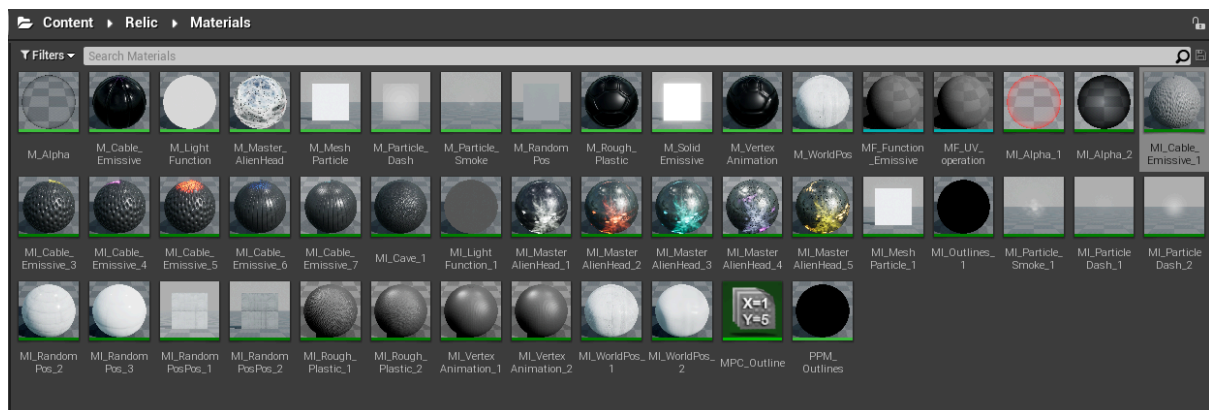
“SM_Rock_” for Landing Debris Niagara VFX

“SM_Pillar” for level environment meshes.

“SM_Sphere” for targeting system

“SM_Tunnel” for Cave

Materials:



We have a lot of material and material instances.

“M_Master_AlienHead” for Alien Species Head Mesh Master Material. We can tweak Material Instances created from Master material like;

MI_MasterAlienHead_1

MI_MasterAlienHead_2

MI_MasterAlienHead_3

MI_MasterAlienHead_4

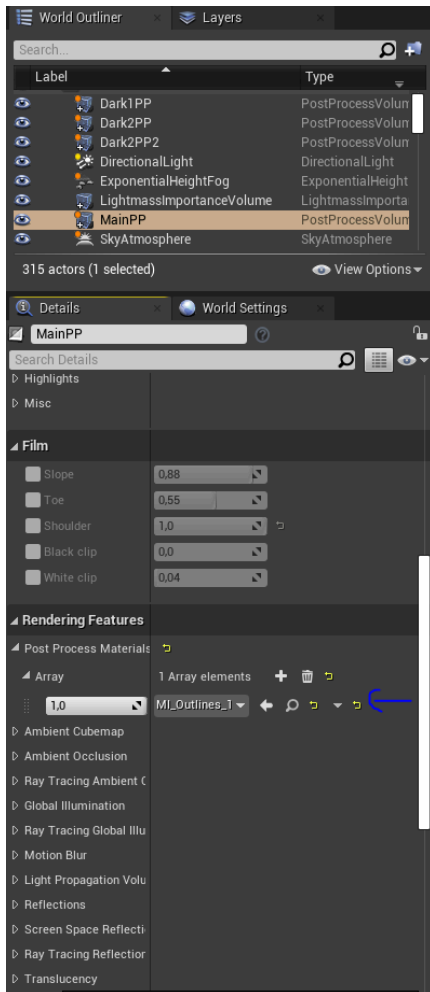
MI_MasterAlienHead_5

“M_Cable_Emissive” Master material for Tentacles. We can tweak tentacles with Material Instances created from Master like;

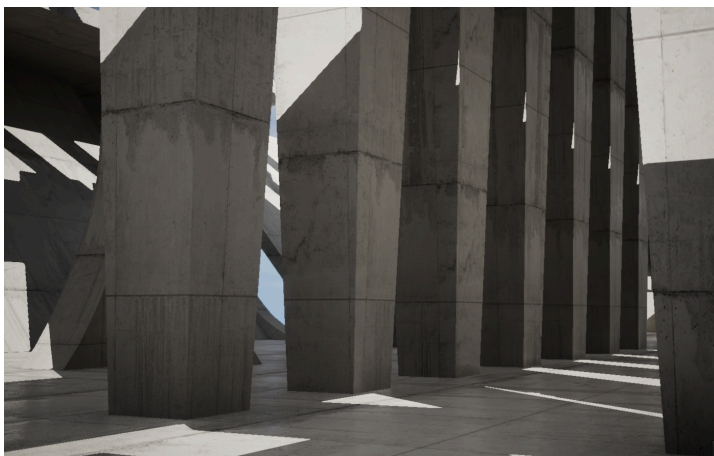
MI_Cable_Emissive_1

MI_Cable_Emissive_2

MI_Cable_Emissive_3 etc.



“PPM_Outlines” is Master Material for Scanner Effect. We can use that material for creating Instance(MI_Outlines_1) and Adding to PostProcessMaterial array.
Also “MPC_Outline” parameter collection needs to create a Scanner Effect.



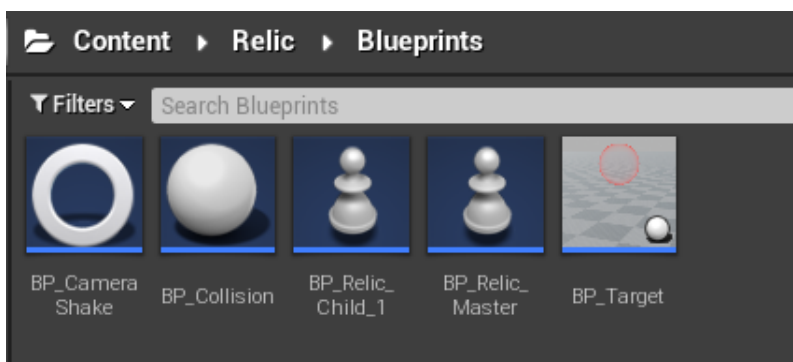
“M_RandomPos” Master Material for some static meshes. This master material creates randomizing UV Offsets through object world position.



“M_WorldPos” Master Master Material for big meshes on the levels. This material supported the World Aligned Texture shader.

For example these big meshes created from only Cube Primitive(1x1x1) and scaled.

Blueprints :



BP_Relic_Master : Master Relic Character Blueprint Pawn

BP_Relic_Child_1 : Created from Master Blueprint for tweaking and customization.

BP_CameraShake : Camera Shake BP for VFX.

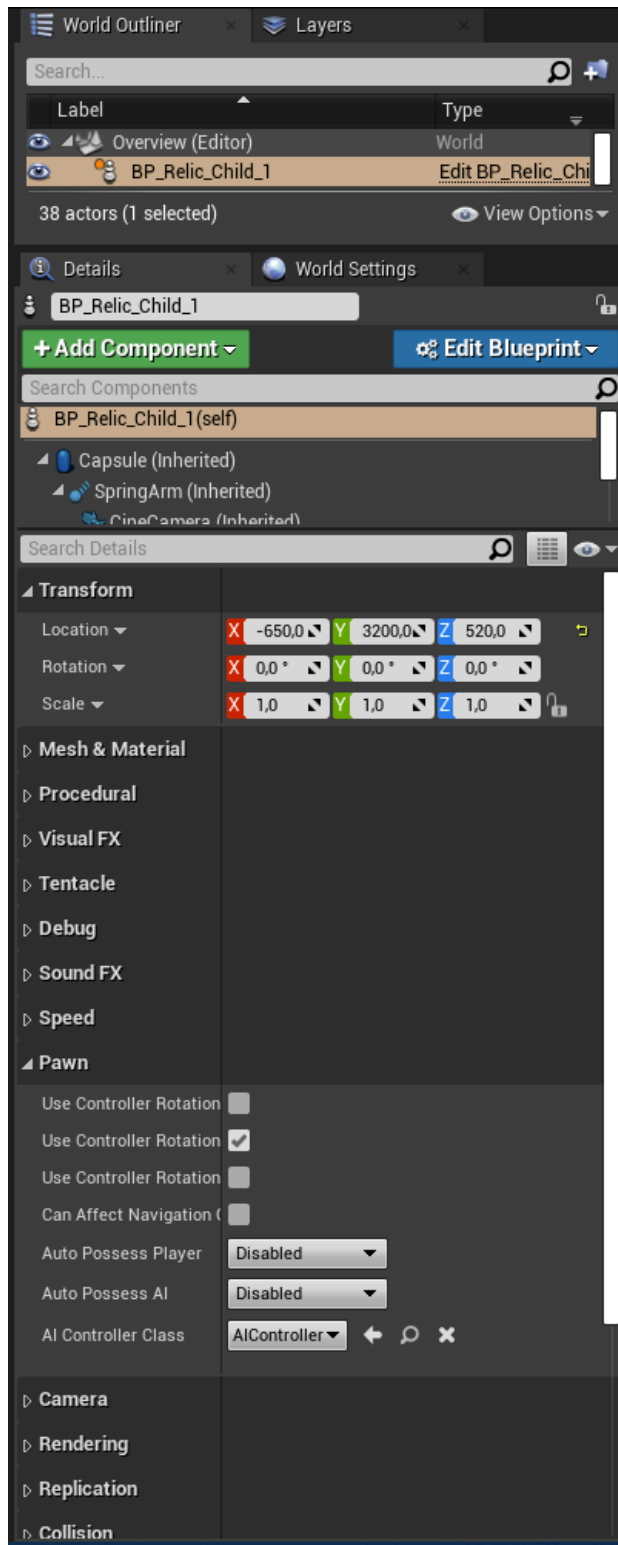
BP_Collision : Used to Overlap Events for Master Blueprint.

BP_Target : For Targeting System

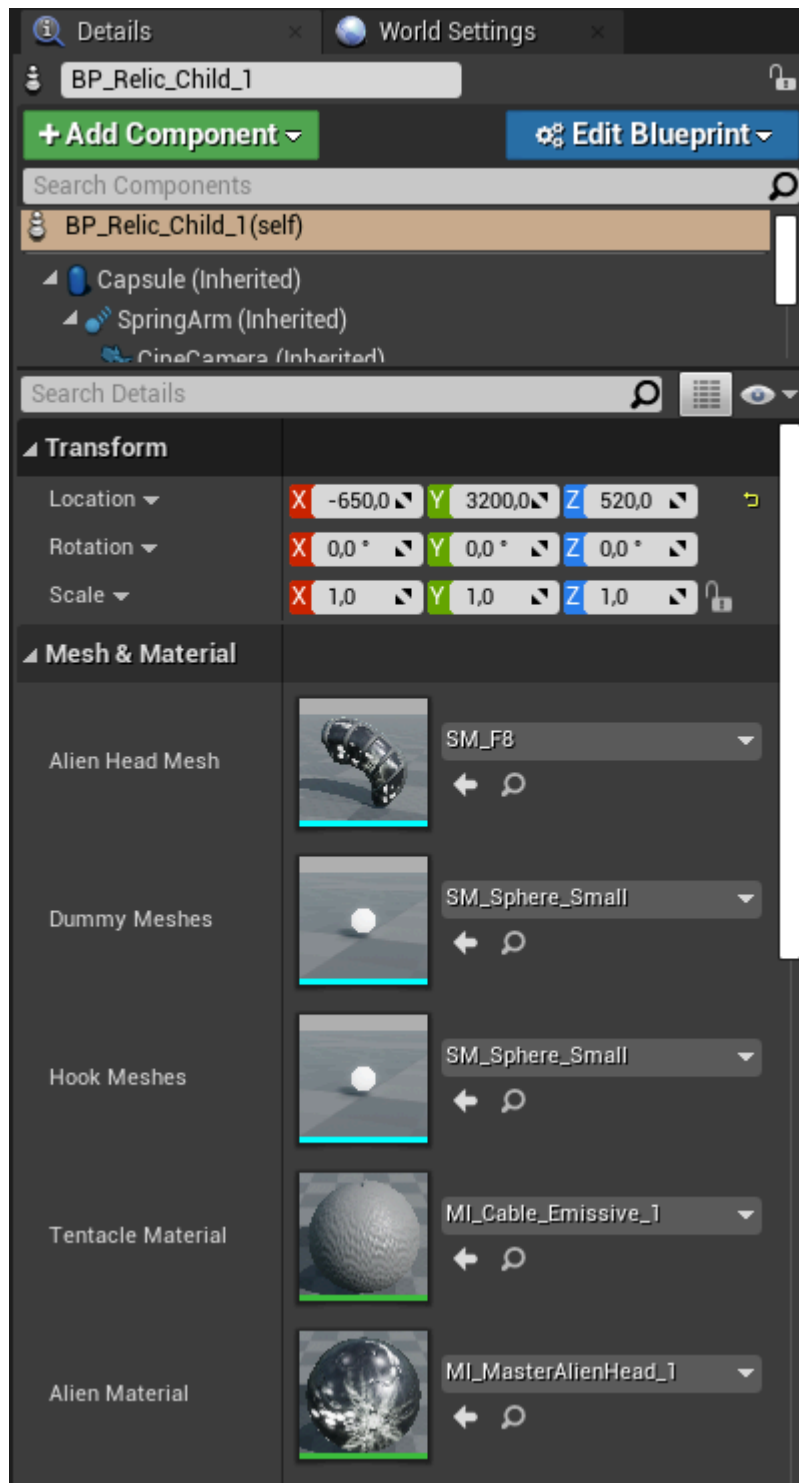
We are using “BP_Relic_Child_1 Blueprint” for level pawns.

Tweaking Child Pawn Blueprint:

Here is the default status of BP_Rellic_Child_1 pawn.



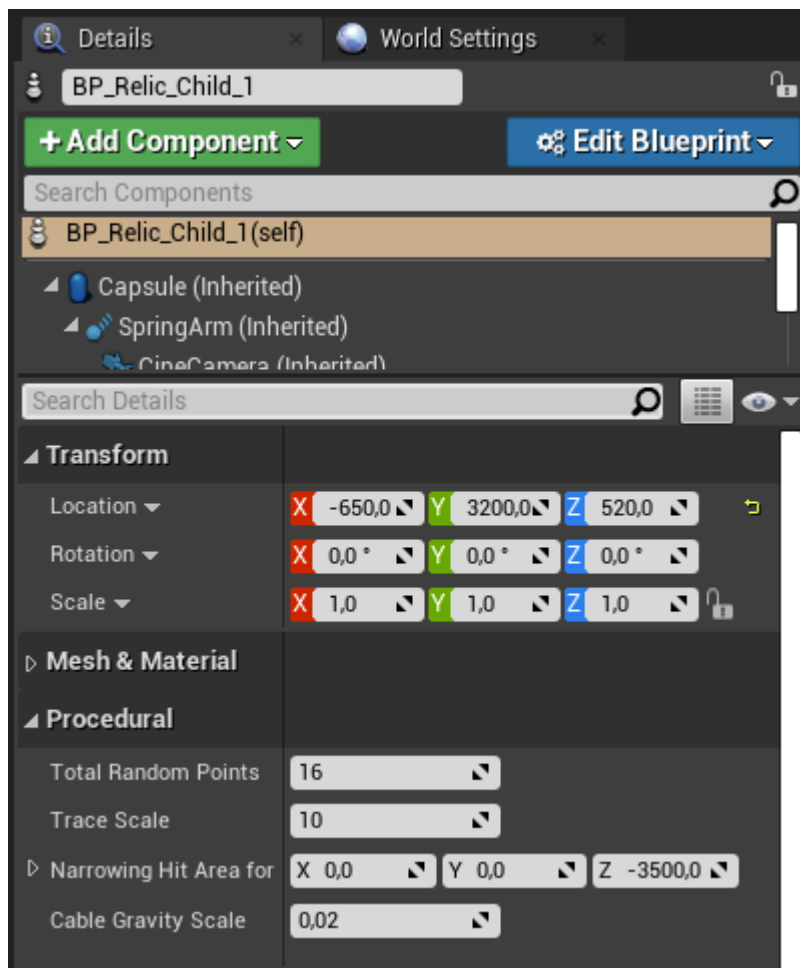
Mesh and Material Section :



We can change

- Alien Head Mesh (If you want to use your own Static mesh, you need to check **"Allow CPU Access" from Static Mesh Settings**)
- Dummy Meshes (Attaching on Alien head for tentacle create)
- Hook Meshes (Attaching on Surface for tentacle create)
- Tentacle Material
- Alien Material (Alien Head)

Procedural:



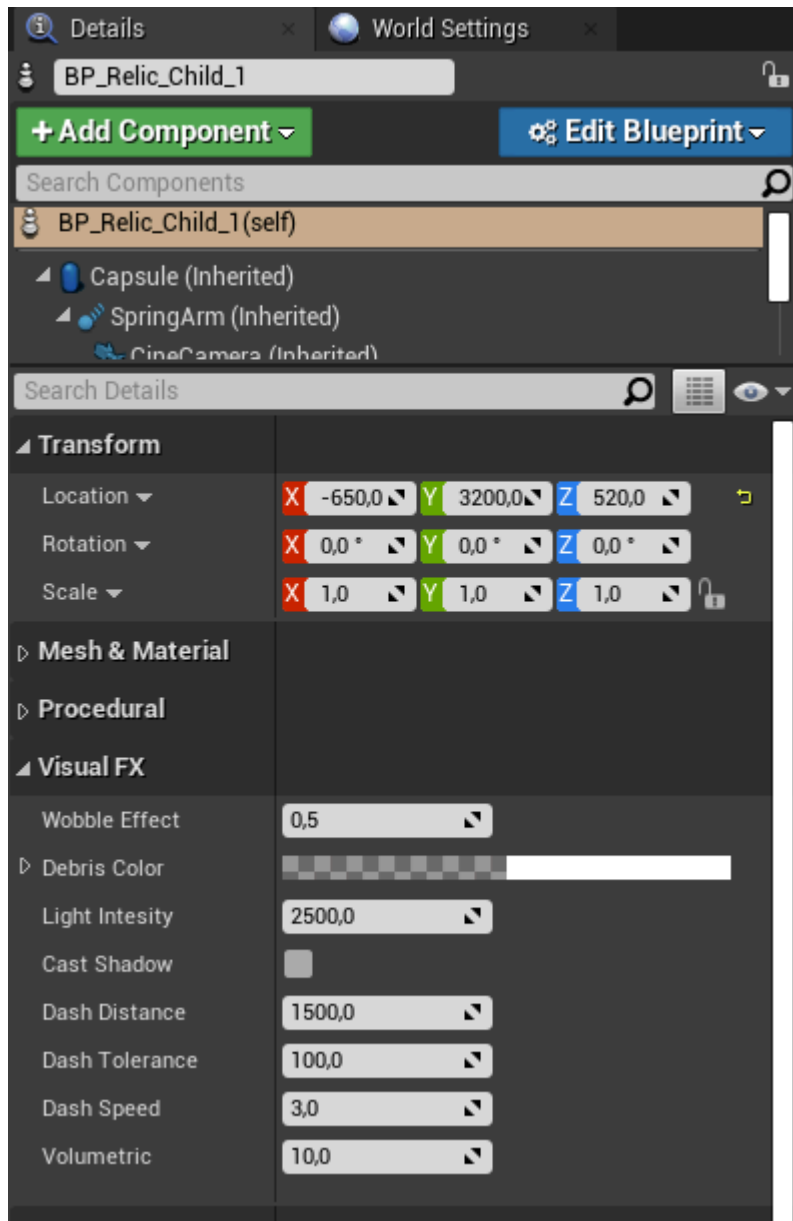
Total Random Points : Meaning how many points we want on Alien heads for tentacle generation.

Trace Scale : Relic uses Advanced Line Trace for analyzing surfaces. Trace scale value related is searching area distance for tentacles.

Narrowing Surface Area : Value for narrowing hit area for tentacles. Default value is -3500 on Z Axis.

Cable Gravity Scale : Tentacle default gravity value.

Visual FX:



Wobble Effect : Idle Wobble value. 0.5 is default.

Debris Color : Main colors of alien species particle FX. That color affects Niagara Particles FX color.

Light Intensity : Change intensity of Point light in BP.

Dash Distance : Tweakable dash distance.

Dash Tolerance : Dash distance error threshold. Leave it default .

Dash Speed: Tweakable dash speed.

Volumetric: Change Volumetric intensity of Pointlight in BP. (Need Exponential Height Fog with volumetric ON in the level)

Tentacles :



Here is tentacle tweak section for ;

Tentacle width

Landing Height : Landing on ground / flat surface height from pawn.

Tentacle Force : This is the default Tentacle force.

Tentacle Length

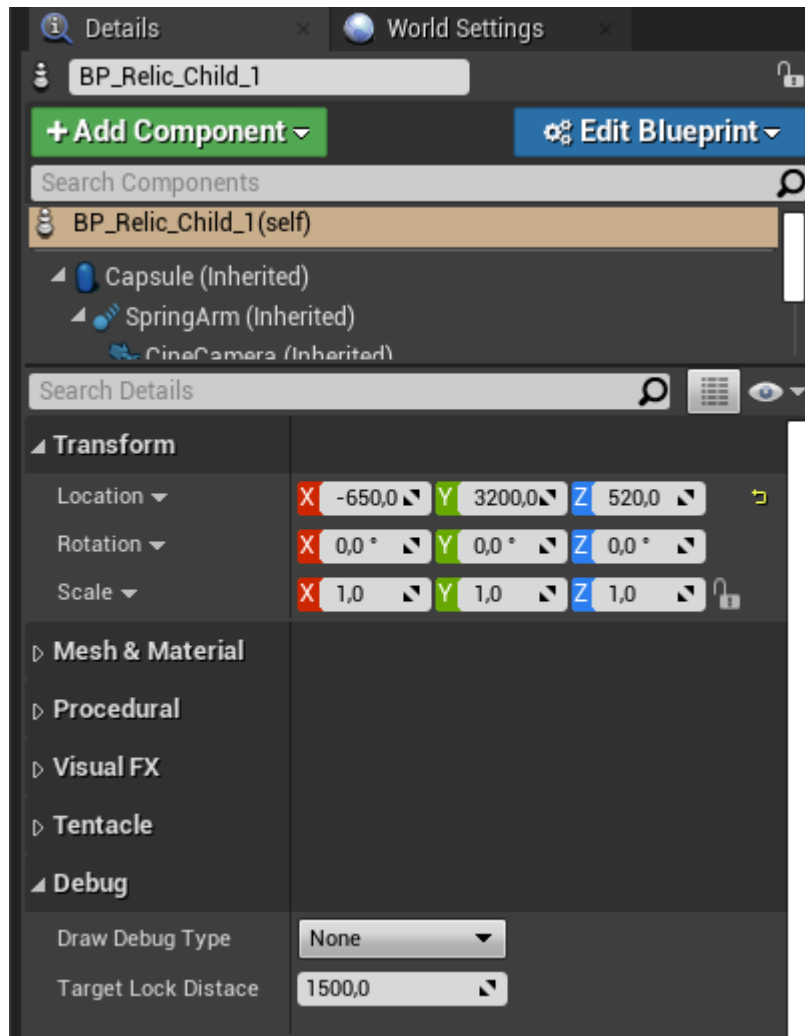
Tentacle Enable Collision : Default is OFF. If you don't need a collision please leave it OFF.

Because when that feature ON will greatly increase the cost of the Tentacle. (Hits FPS)

Solver Iterations : Controls how 'stiff' the tentacle is.

Enable Stiffness : Enable / Disable Stiffness.

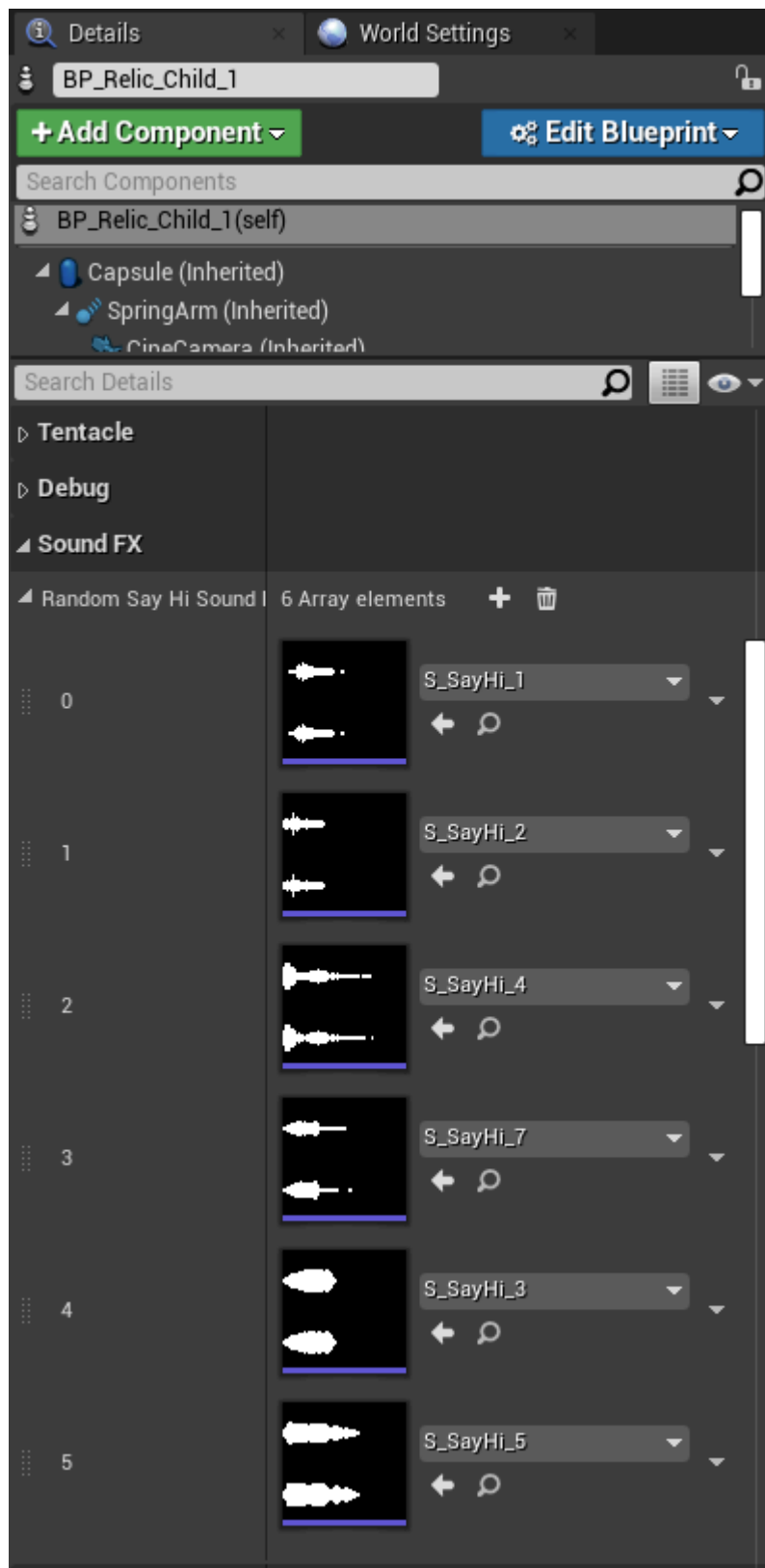
Debug :



Draw Debug Type : For previewing Debug.

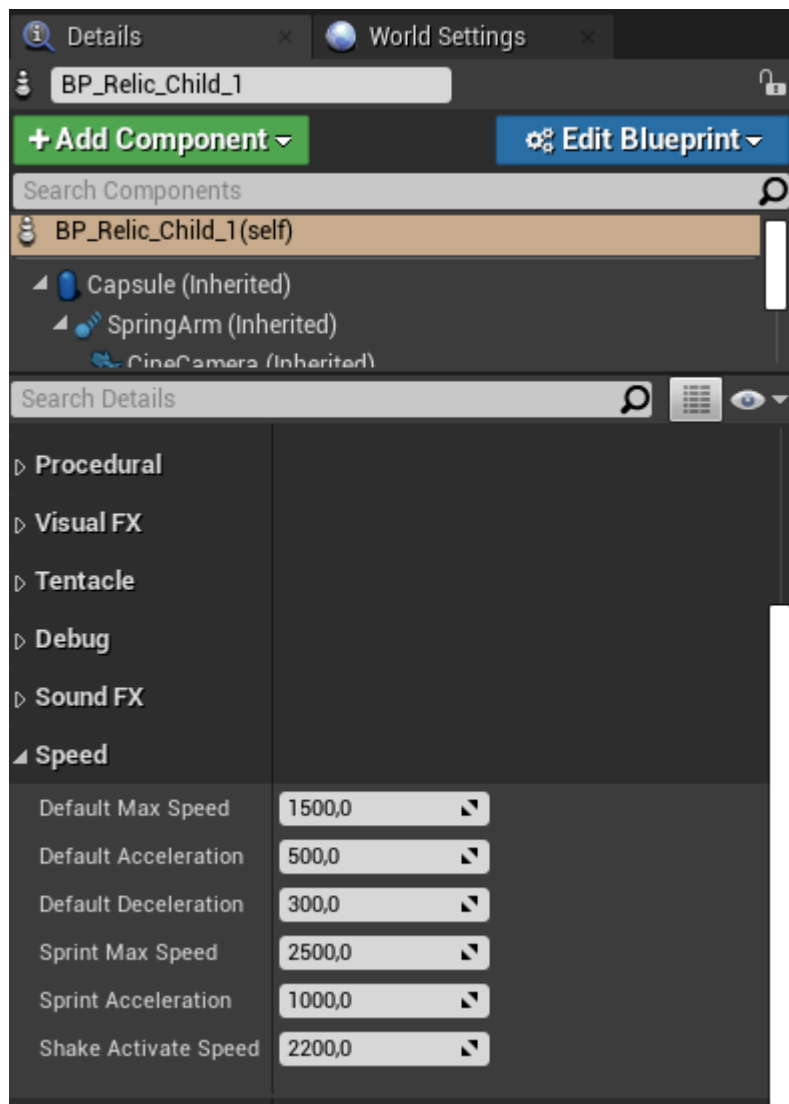
Target Lock Distance : When entering targeting mode this value affects target lock distance.

Sound FX:



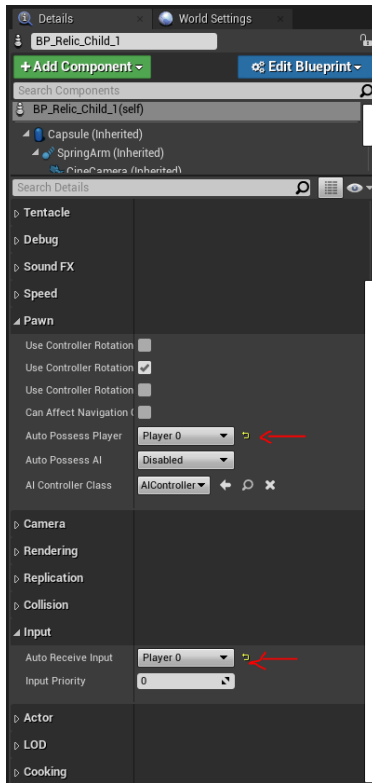
Here is Alien Species Sound FX (when pawns possessed in game. LEFT ALT)

Speed:



Default and Sprint Speeds adjusting here.

Controlling Pawn:



To avoid problems, please check first these settings(Player0) of pawn for Possessing and Input mapping.

Keyboard Movement | WASD
Mouse | YAW / PITCH / ZOOM
Mouse Left Button | Fire (When Target Locked)
Dash | Double tap on WASD
B | Orbit Mode
Searching Target | TAB
Change Character | LEFT ALT
Focus | LEFT SHIFT
Sprint | Hold LEFT SHIFT + W
Change Level | BACKSPACE
ESC | Exit

Video Short : https://youtu.be/b_3fBdGmR1Q

Video Long : <https://youtu.be/lrjZuMUuQec>

Support mail : sertac.tasdemir@gmail.com

UE4 Marketplace Assets:

<https://www.unrealengine.com/marketplace/en-US/profile/Sertac+TASDEMIR?count=20&sortBy=effectiveDate&sortDir=DESC&start=0>