

Advanced Playground Material

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Brief, Information and what we are looking for

Smelogs Playground plays in an ancient Aztec world.

Since the map/playing field is generated at random with map modules, the material needs to be able to blend/adjust to them. When the map gets generated we create RenderTarget Texture that can be used for Texture Masks and Blends. The current grid tiles are too uniform with little variation and depth, and very clean they should be less dominant and broken up with some sand, other rocks, or even some grass patches. So it looks more ancient and overgrown. ([check Concepts](#))

We are looking for a **Technical/Material Artist** with Unreal Engine 5 experience to create some stylized textures and Materials.

Tasks:

- Creating Material Textures (Tiles, Gras, Reserved Space, etc.)
- Playground Material in Unreal (we can help with this)

Paid: 💰✅

Interested? Share your portfolio, link Artstation, or something similar via Discord or mail

Got questions? Reach out via Discord or mail.

Discord: niftysimon

Mail: apply.niftyproductions@gmail.com

More Information here:

[Website](#)

[Short Teaser Video](#)

[More Insights](#)

[Map Generation](#)

Goal

A more detailed and interesting ground material that blends more into the whole environment.

Material


Ground/Tiles

The playground area of tiles broken up and blended with grass from the Obstacles and other things for more details and variety.

The [concept](#) shows tiles with a random subtitle system.

Adjust to Obstacles

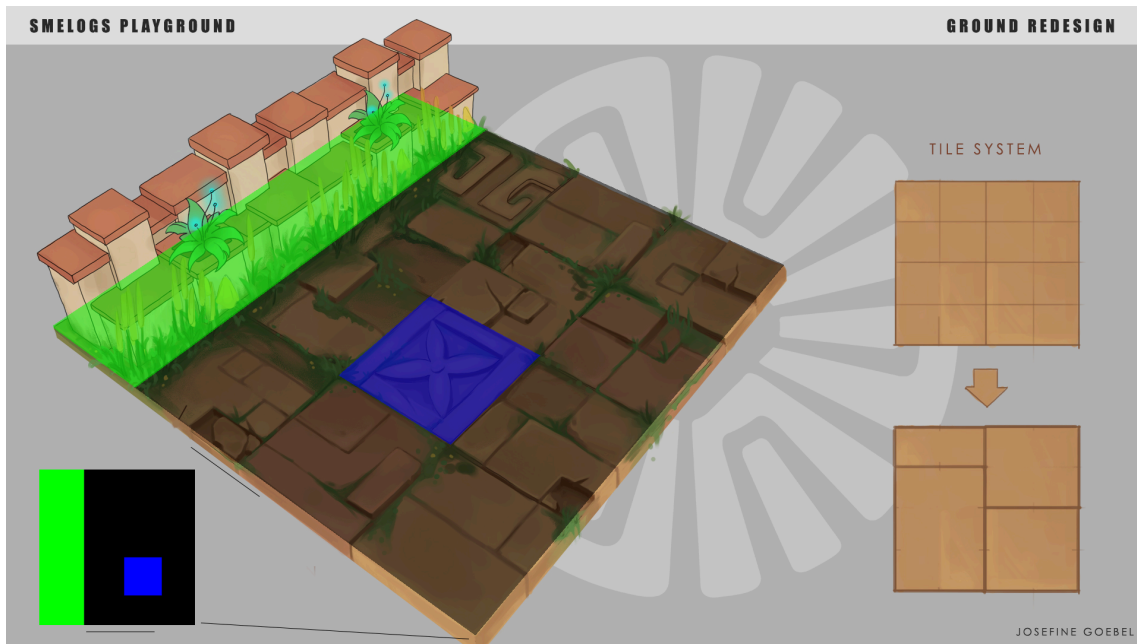
Grass ground material.

Obstacles positions are generated at the start and represented in a RenderTarget Texture (Green Channel )


This channel mask ([example below](#)) will be very clean/sharp and updated on runtime so the material needs some logic make them feel/blend more naturally and also blend into the Playground ground/tiles.

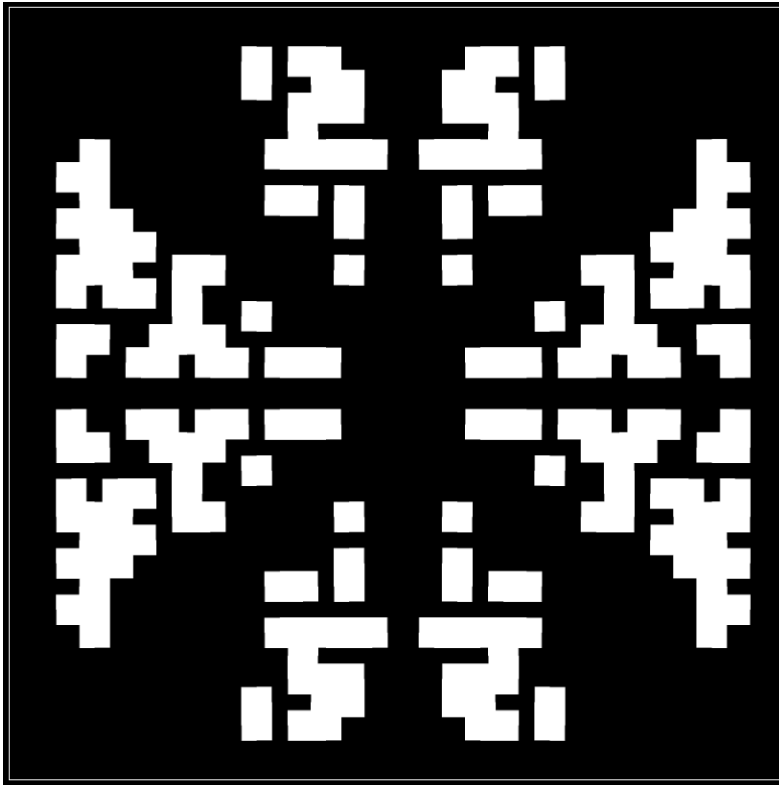
RenderTarget Texture will be provided and we will do the updating of the Texture 😊

(Visualization of the Channels Overlayed/Displayed to the Concept and Screenshot of the Game)



Example: Render Target Texture


 Green Channel (1000x1000 (for the whole map))



Reserved Space


Some Buildings and Objects feature reserved space (mostly around buildings, currently just a red tile decal).

This should be some sort of red stone brick Tiles. Most buildings feature red stone bricks. (Mostly also at the very bottom layer)

The RenderTarget Texture will be updated and will be represented in the Red Channel 
This is used as an indicator to show players where they can't build structures.

Guide Indicators

Ground Tiles that look special do indicate ideal placement or other things. (currently black tile decal)

The RenderTarget Texture will be updated and will represent this in the Blue Channel 
This is used as a guidance indicator where the ideal position would be for an additional big Building.

Work for any Map Size

The material should work for any map size while keeping the original tile size

Nice to Have

One goal is to have tiles not as visible as they are now and possibly even less as in the concepts. The ideal would be to have a parameter to control masks of how much of the tiles and textures are visible.

Notes:

- 1 Tile = 100 units in Unreal
- Important to us is to keep a high amount of readability

We are also always open to suggestions 😊

Concepts

New Playground Material Concept, with a subtile tile system.



Initial Concepts (old)



References

[ArtStation - Great Big NPC](#)



[League of Legends](#)

