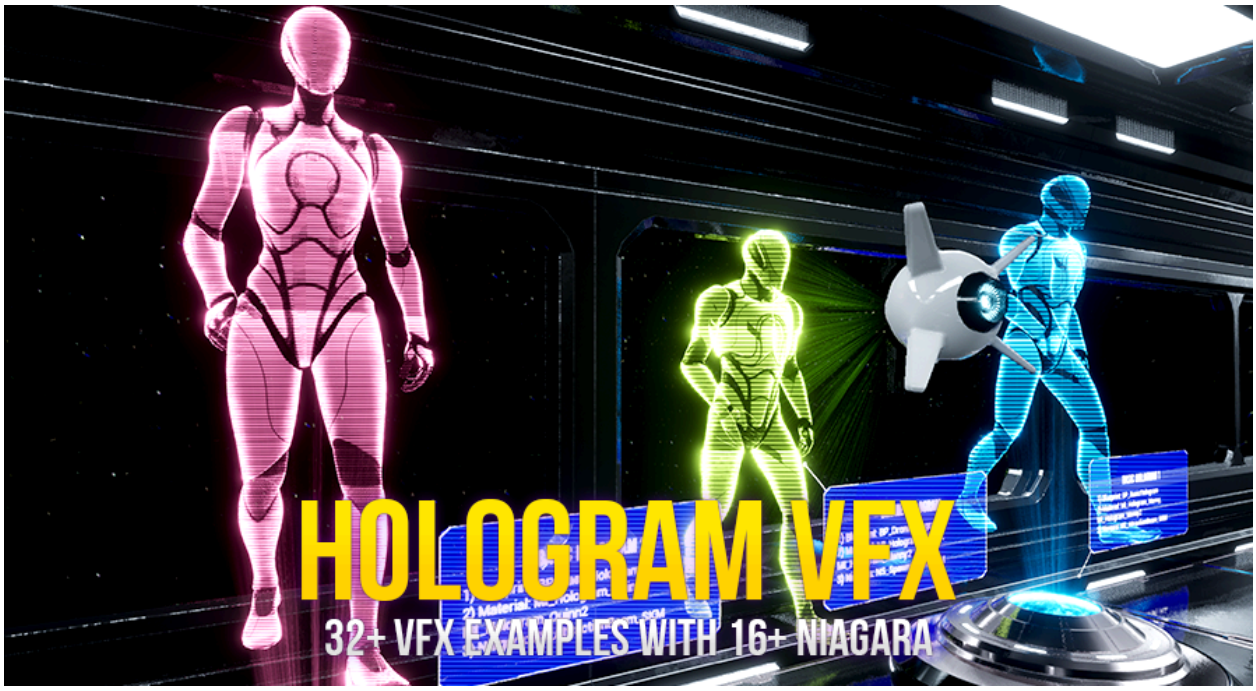
# Hologram VFX Series



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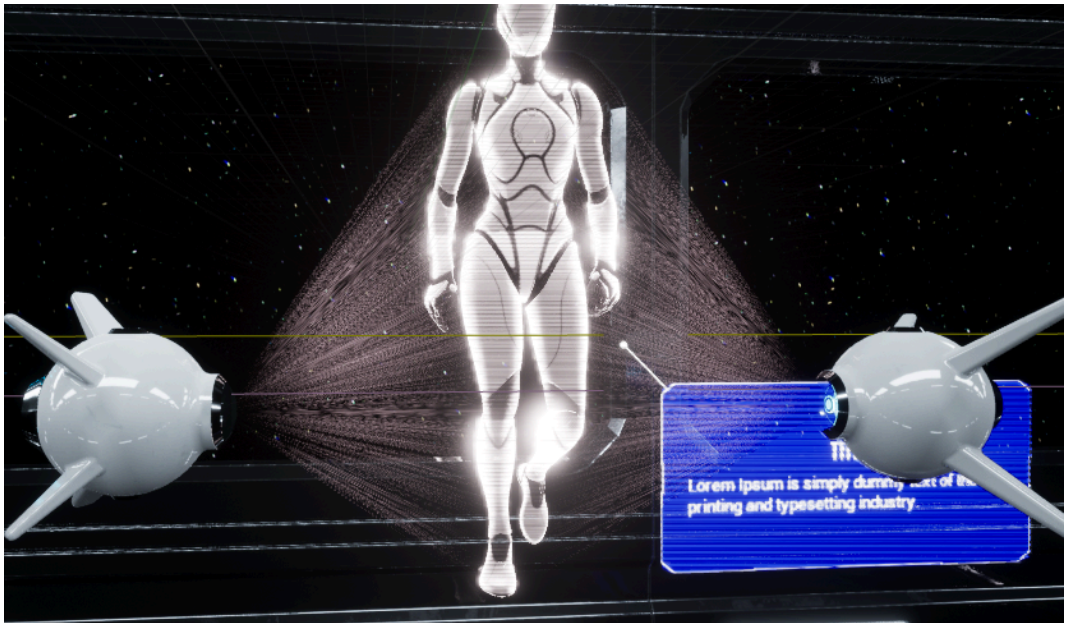
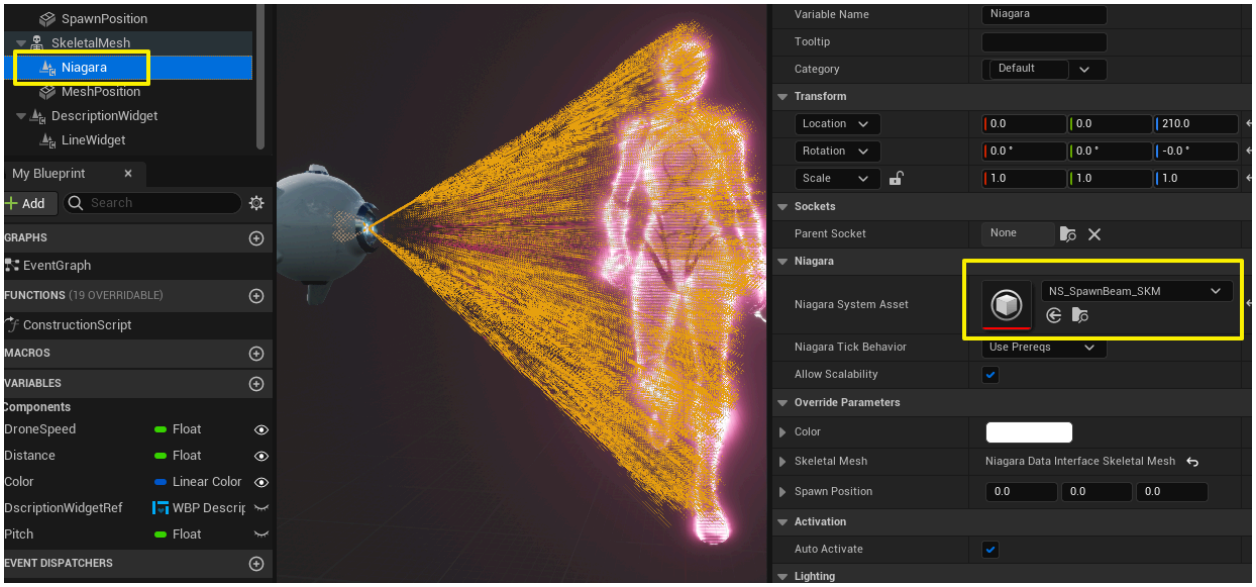
# Hologram VFX with Niagara

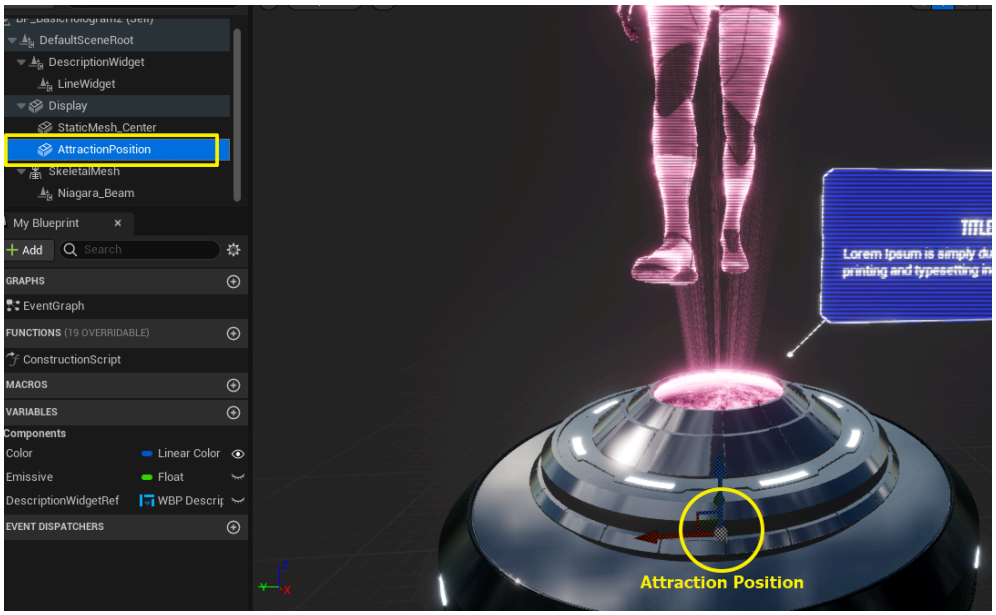
## 1. Beam Setup

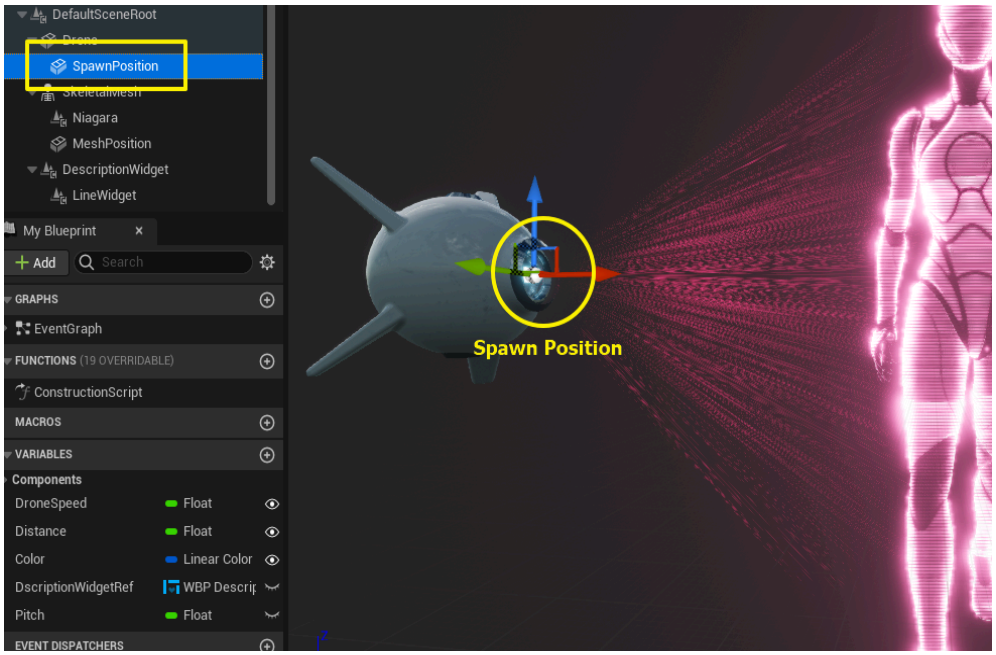



1) Add a Niagara Component as a child of Skeletal Mesh or Static Mesh and set a niagara system you want to apply. Assets have beams of spawn type and attraction type. Spawn is a form of divergence, and Attraction is a form of pulling. SM is for static mesh and SKM is for skeletal mesh.

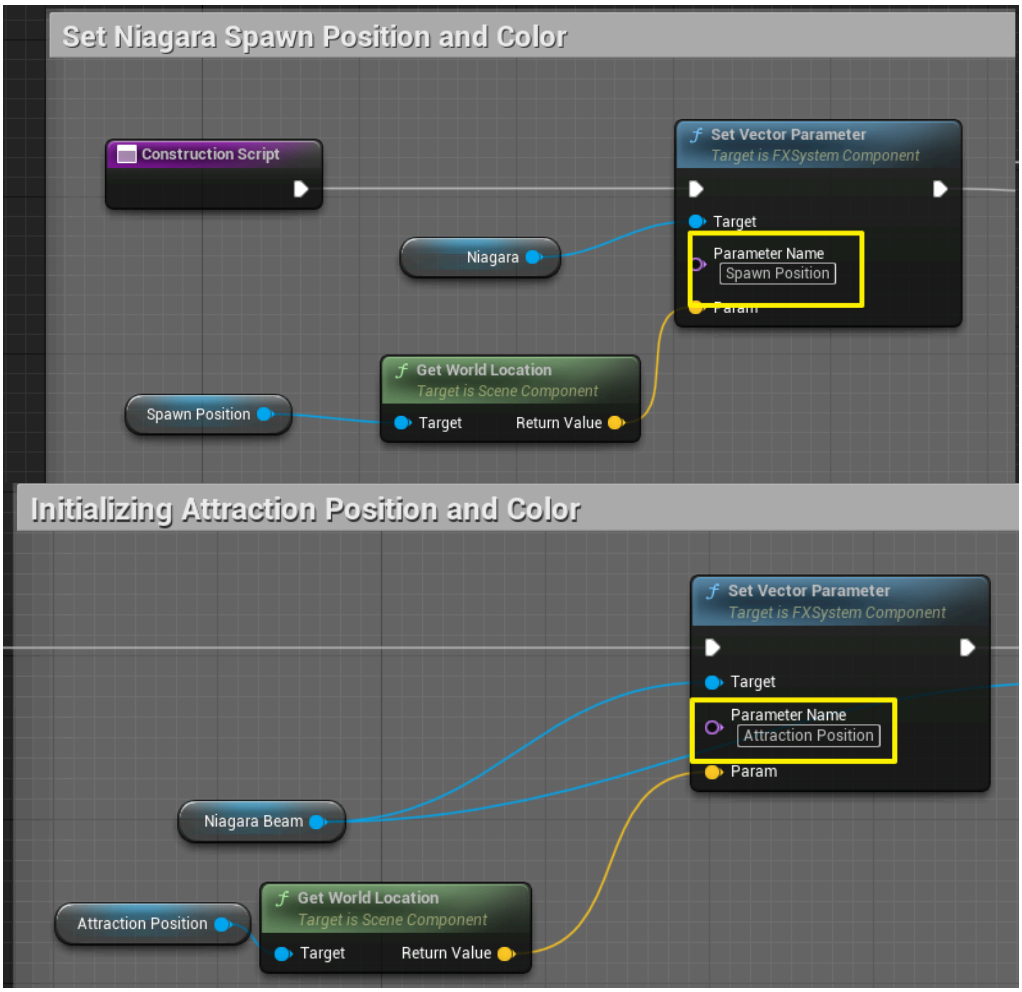


2) Next, set the position by adding an empty static mesh to use as a spawn position or attraction position value.

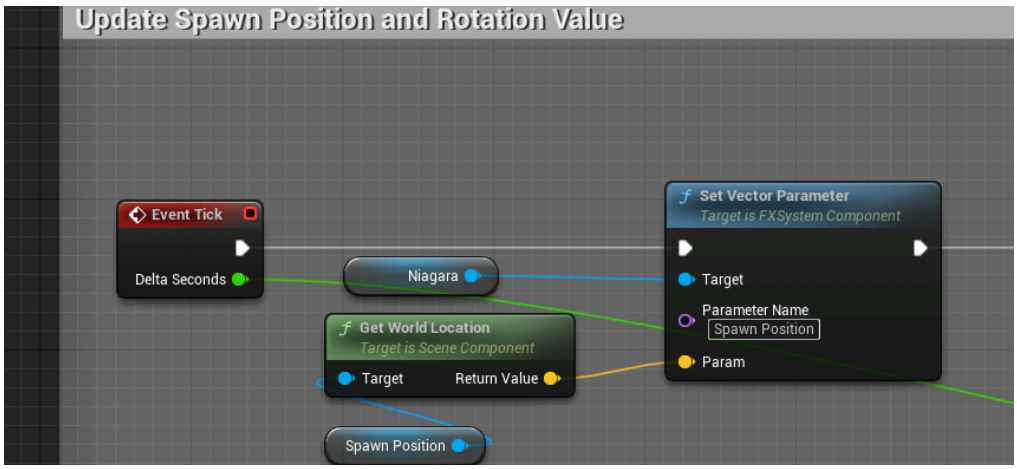


3) Finally, you just need to pass the position value of the empty static mesh to the niagara parameter in the construction script. Spawn niagara sets the parameter name to the Spawn Position, and attraction niagara sets the parameter name to the Attarction Position.

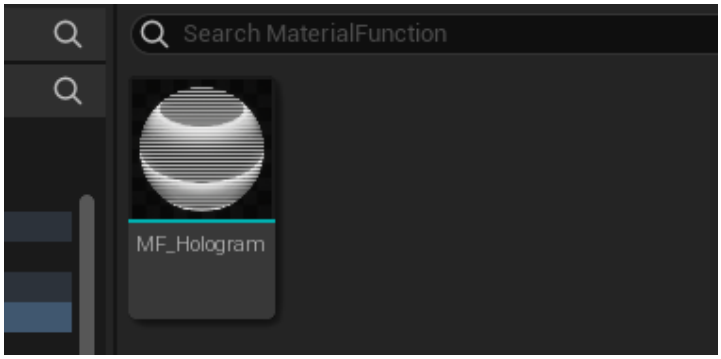


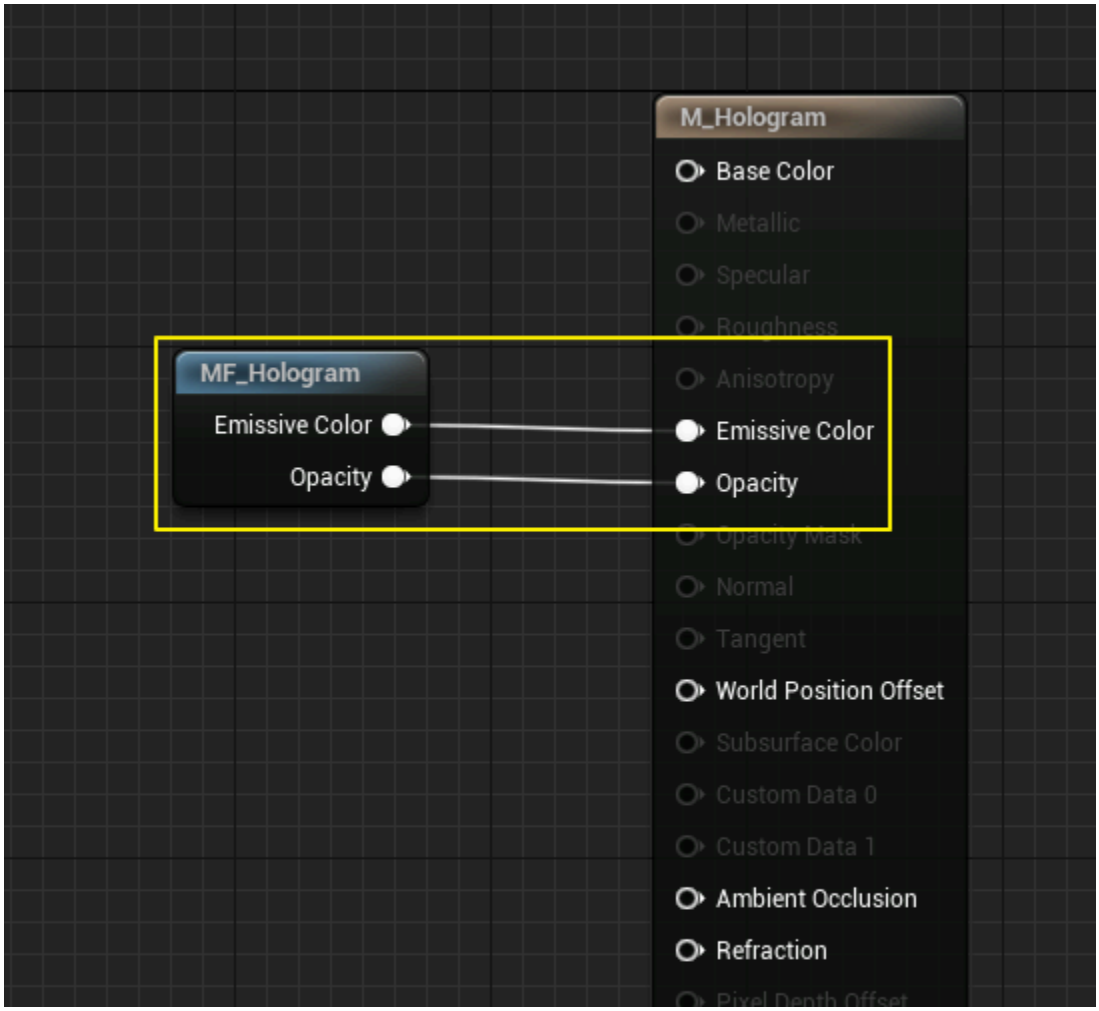

If the location value changes continuously, the tick event is used to deliver the location value in real time.



## 2. Hologram Material Setup

1) Create a Material, find the provided Material Function and add it to the created Material.

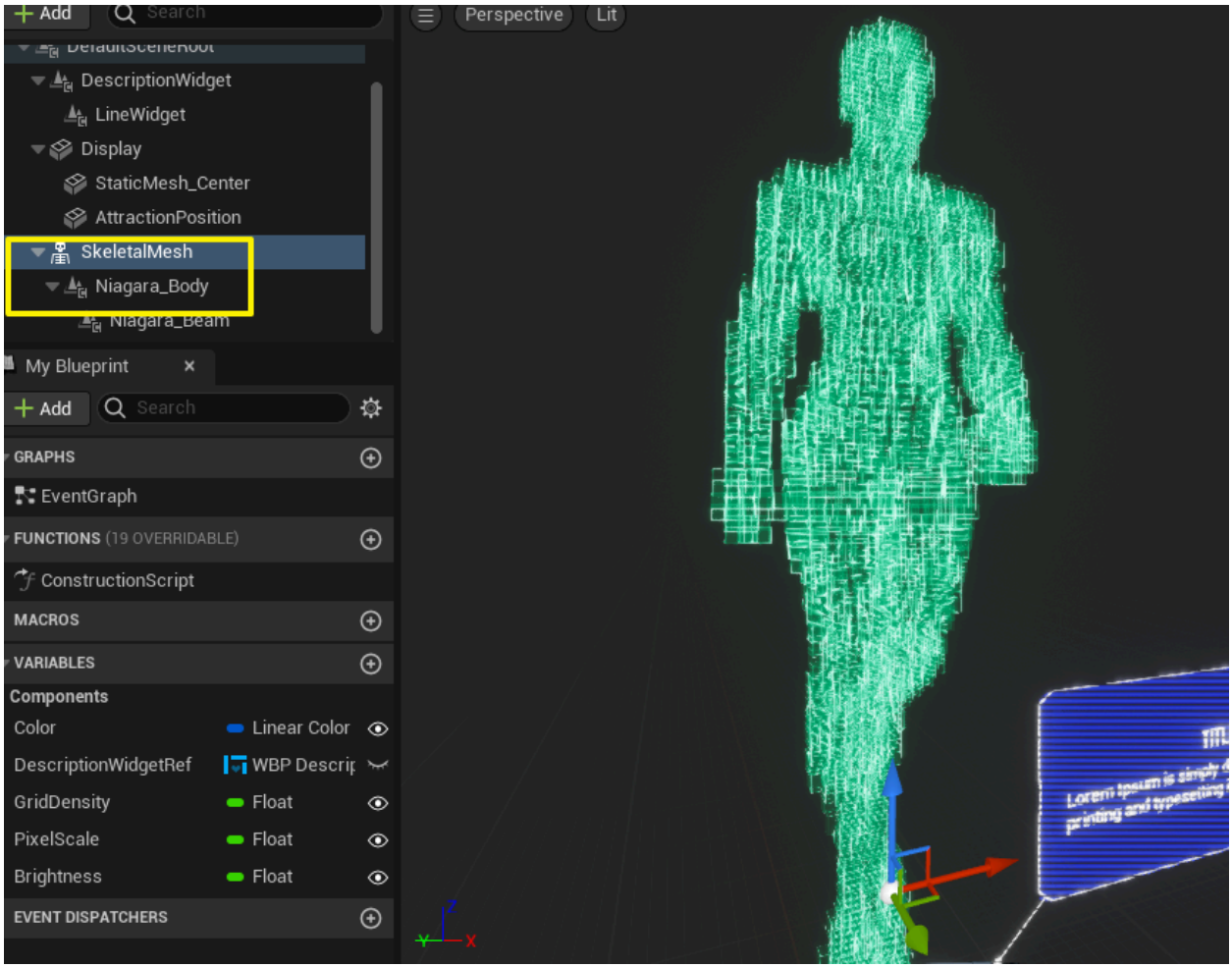



2) Next, set the Material's Blend Mode to Translucent, and connect the Material Function to Emissive Color and Opacity as above.

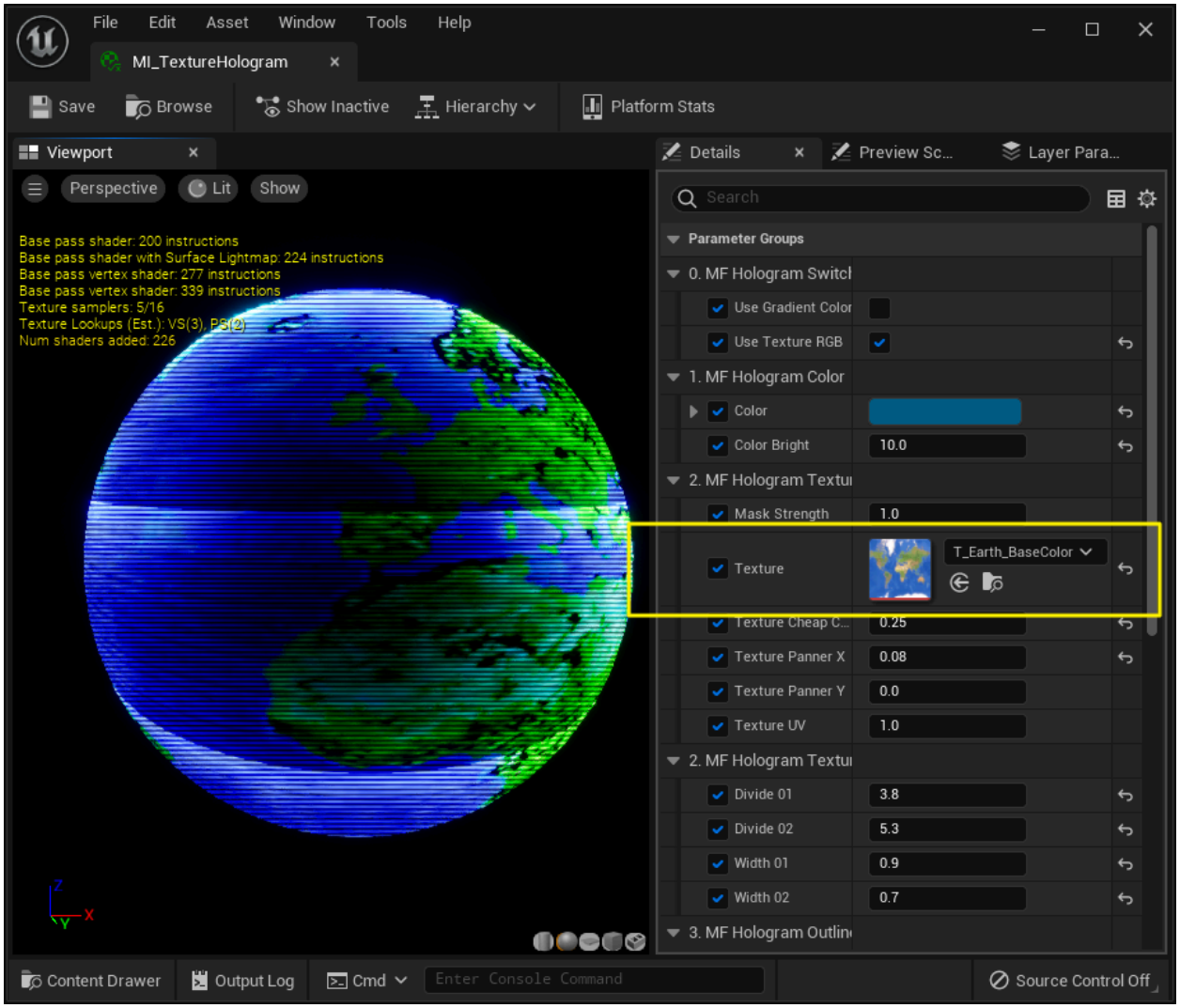
# 3. Other Niagara Effects Setup

1) Add a Niagara Component as a child of Skeletal Mesh and set a niagara system you want to apply. Electric Hologram, Scatter Hologram, Pixel Hologram, Glitch Hologram are for Skeletal Mesh.



## 4. How to apply your texture in Texture Hologram

Duplicate MI_TextureHologram and change the texture which has true color (base color texture) for your model. Then, apply it to your model and it will work.




## 5. Play a Video File for Hologram

https://docs.unrealengine.com/4.27/en-US/WorkingWithMedia/IntegratingMedia/MediaFramework/HowTo/FileMediaSource/

Placing your media files inside the Content/Movies folder of your project will ensure that your media is packaged with your project correctly.