

# SciFi Incinerator Documentation

[Quick setup of the "Nanite" & "Lumen" on UE5](#)

[How to work with a sequencer?](#)

[What do I need to add to my character to make him interact with panels, buttons, doors, etc.?](#)

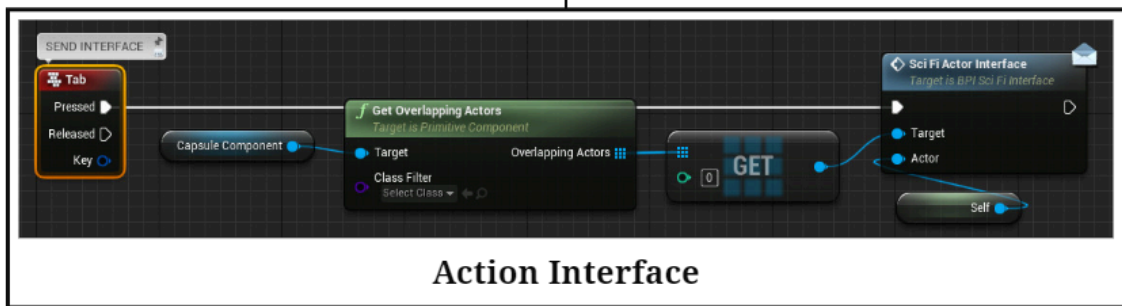
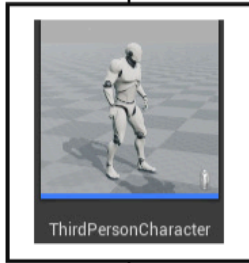
**Important Notice:**

**The Parallax Occlusion Mapping function has a negative effect on FPS. You can disable this function if you need to significantly increase FPS. (MI\_MasterMaterial\_Parallax & MI\_MasterMaterial\_DirtParallax > IsParallax = False)**

❖ **Quick settings:**

1. Install BP\_Incinerator on your scene
2. Press TAB when approaching the trigger zones

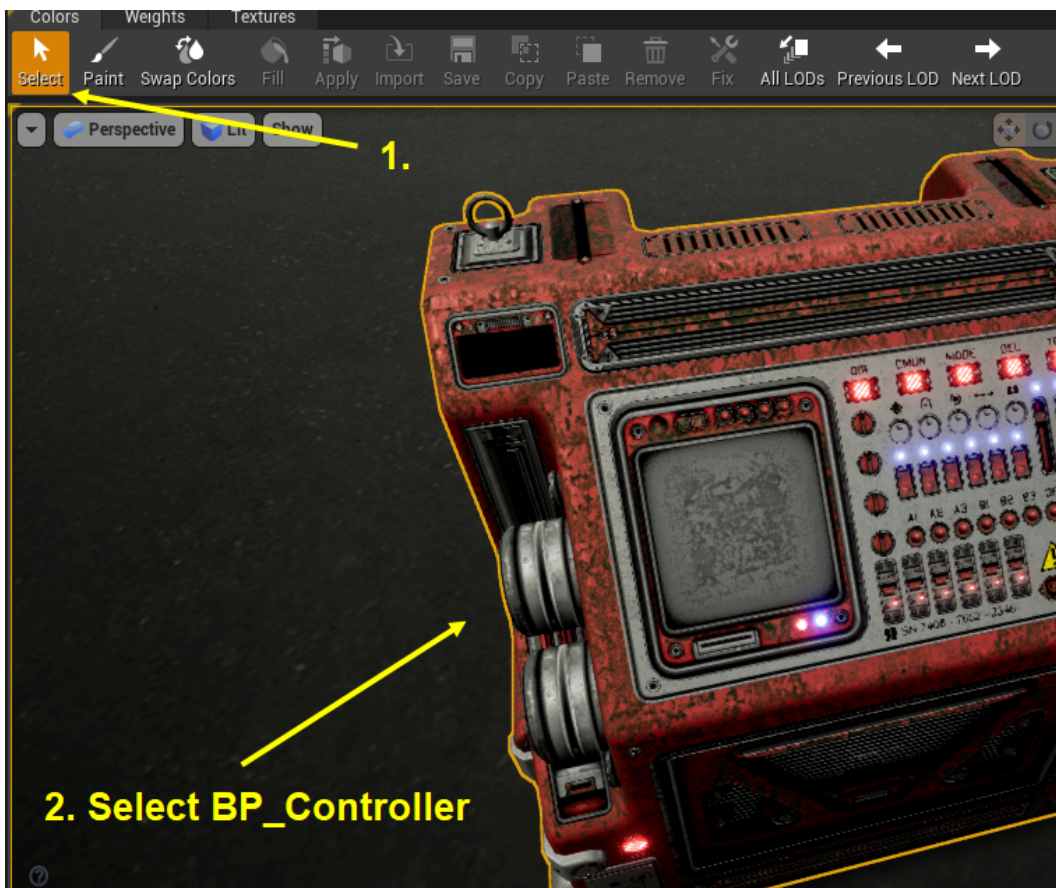
# Interaction

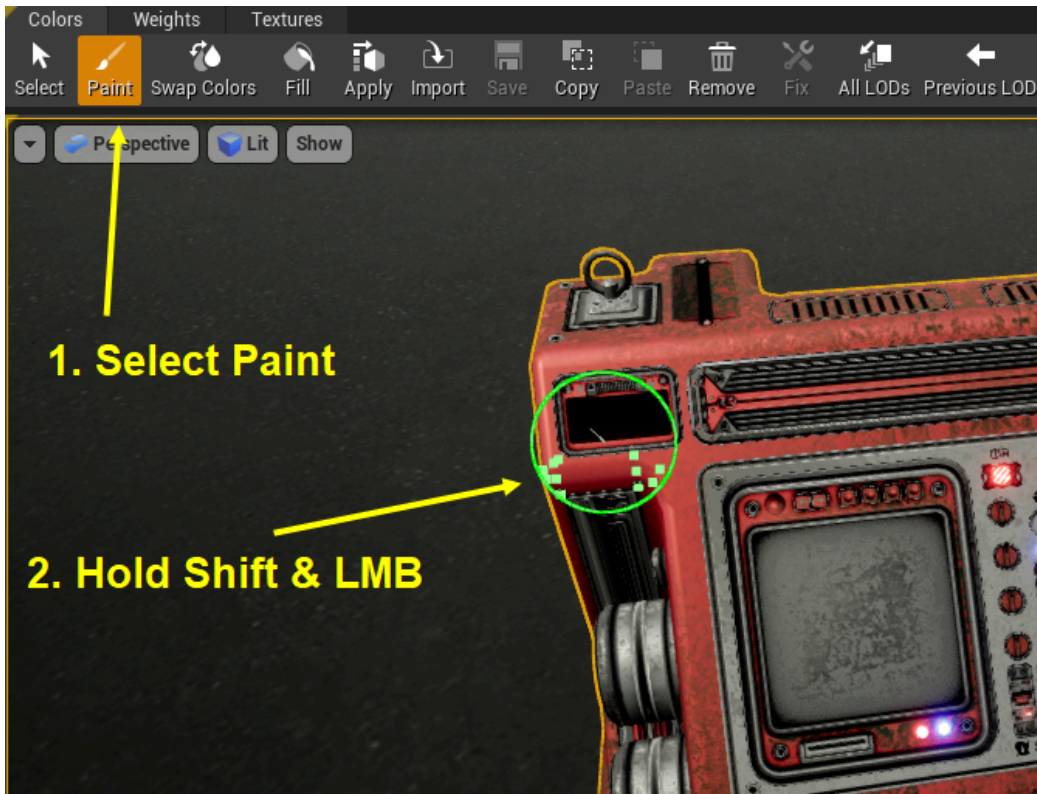


# Action Interface



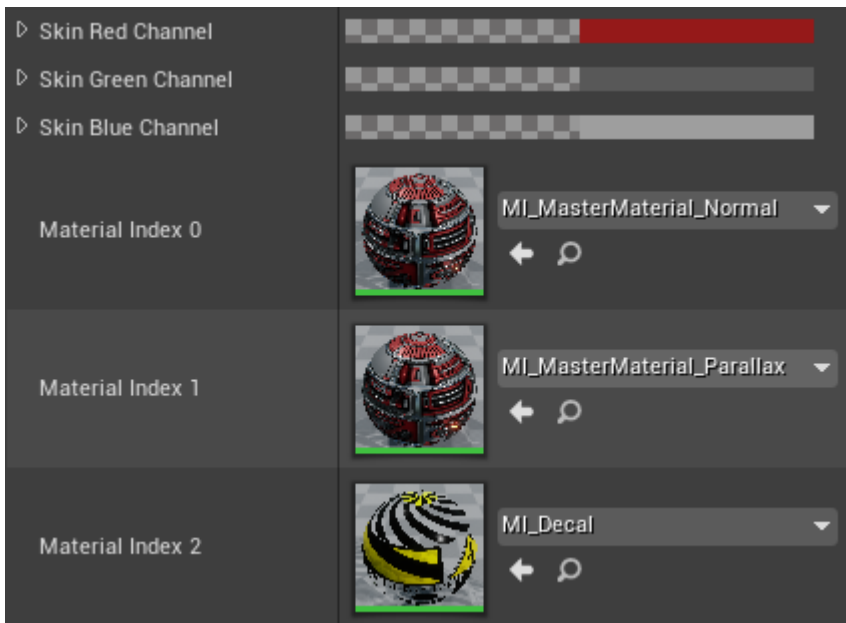
## How to use the Vertex paint?





### ❖ BPC\_SkinManager

*The component that is needed to change these parameters:*



*The component changes the parameters in M\_MasterMaterial*

## ❖ M\_MasterMaterial (Instances)

### T\_Atlas\_ACH (In "Textures" dir):

A - Ambient occlusion (RED Channel) - AO Settings in mastermaterial

C - Curvature Channel (GREEN Channel) - Curvature settings in mastermaterial

H - Height Channel (BLUE Channel) - Parallax Settings in mastermaterial

### AO (Ambient occlusion) (T\_Atlas\_ACH)

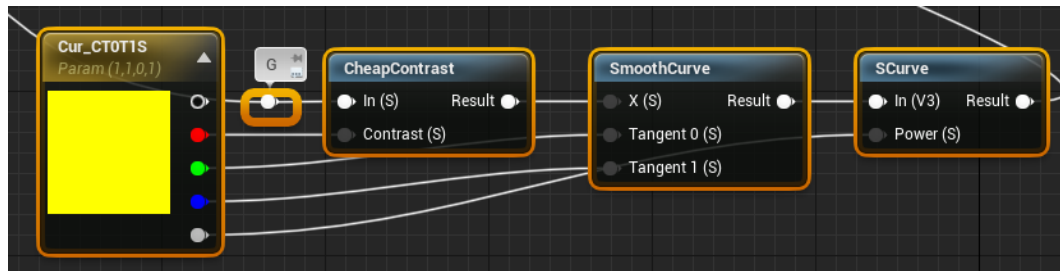
AO\_IDInt - (T\_Atlas\_ID RGB) - Ambient occlusion intensity

AO\_PMMM - Power + Multiply + Clamp Min + Clamp Max

### Curvature (T\_Atlas\_ACH)

Cur\_IDInt - (T\_Atlas\_ID RGB) - Curvature intensity

Cur\_CT0T1S:



Noise\_PMMM - Power + Multiply + Clamp Min + Clamp Max

### Parallax (T\_Atlas\_ACH)

The standard function is used (ParallaxOcclusionMapping)

