

Brushify.io - Changelist

Please send any recommendations for fixes to the contact box at www.brushify.io preferably with screenshots or videos.
I actively check my email and fix any critical bugs and make improvements to the content.

Revision 4.7 (07/08/2022)

- Added Brushify - Floating Islands Pack

Revision 4.6 (01/06/2022)

- Added Brushify - Underworld Pack

Revision 4.7 (12/12/2022)

- Added Brushify - SmartBrush System

Revision 4.6 (14/11/2022)

- Added Brushify - SciFi Buildings Pack

Revision 4.5 (13/06/2022)

- Added Brushify - Beach Pack
- UE5 Compatibility improvements

Revision 4.4 (10/03/2022)

- Added Brushify - Mars Pack

Revision 4.3 (11/06/2021)

- Added Material Instance Tiling Presets for various landscape resolutions. (Content\Brushify\Materials\Landscape\Presets)
This allows users to simply drag and drop one of the generic presets instead of manually adjusting Tiling settings themselves.
- Added Long Grass tickbox to MI_Landscape, Checking will enable long grass, unchecking gives users the option to switch back to the Shorter Grass that was present before the 2021 update.
- Added HighRes Rocks tickbox to MI_Landscape, Checking will enable the new photogrammetry rocks, unchecking gives the option to revert back to the old brushify simple/flat rocks.

- S_Grass improved LOD transitions
- Added Distance Fade Material Function
- Added Distance Fade Option for both M_Grass_Master and M_NearMesh_Master Materials.
- MF_Mud tweaked for tutorial compatibility
- Small texture tweaks to further reduce visible macro tiling and improve parallax occlusion mapping
- Fixed 4.26 tiling parameter order in MI_Landscape
- Usability tweaks in preparation for Brushify Docs

-

Revision 4.2 (22/05/2021)

- Small tweak the way RVT Blending function handles normal maps. Normals are converted to tangent space within the RVT function now rather than relying on unticking tangent space in the Material. This simplifies the workflow somewhat and matches the upcoming Brushify RVT youtube tutorial.
- Dialed down the default size and density of colored flowers on the grass layer as they were too large and abundant.
- Minor UI & Commenting tweaks to prepare for next Brushify Bootcamp tutorial push.

Revision 4.1 (11/05/2021)

- Updated RVT function to enable Opacity Mask (visibility layer support)
- Extended cull distance of snow rocks as they were a little low.
- Enabled Cover layer on MI_Landscape by default (while it costs some performance I want the snow layer directionality to function out of the box, not to confuse new users.) The cover layer can always be disabled by a power user wanting more optimization.
- Added Global wind value to allow users to control all wind effects from a single Material Parameter collection that can be set in Blueprint. Other Wind values can also be exposed in this way e.g Wind direction.
- Gave all functions and materials an extra pass of commenting and tidying, switched all comment boxes from light gray to Brushify Dark Blue, to give better readability.
- Added Descriptions for every Brushify Material function.

Revision 4 (06/05/2021)

- Big 2021 update, All packs updated to latest shaders
- Optimized for Unreal 4.26 and beyond

- Landscape Automaterial: Added Runtime Virtual Texture Support
- Landscape Automaterial: Added Parallax Occlusion Mapping Support
- Landscape Automaterial: Remastered Procedural Grass
- Landscape Automaterial: Added 6 new Procedural Photogrammetry Rocks
- Landscape Automaterial: Exposed most common texture parameters to the MI_Landscape material
- Landscape Automaterial: Cleaned up all code and refactored into separate Material Functions
- Landscape Automaterial: Additional Commenting on all functions and parameters
- Landscape Automaterial: New Detail Ground textures for Grass, Forest and Snow
- Landscape Automaterial: Improved Procedural Scattering for Forest Paint layer, now includes Branches, Leaves and Undergrowth.
- Landscape Automaterial: Height Textures included for all paint layers for compatibility with weather systems (such as Ultra Dynamic Sky), with a commented output added to M_Landscape
- Near Mesh Material: New Detail Mapping System
- Near Mesh Material: New Detail Shadow System
- Distance Mesh Material: New Detail Shadow System
- Added M_Road_RVT - a virtual texture enabled Road material
- New Wind System for Directional Wind (Affects all Grass and Foliage)
- Grass and Foliage now support realistic player interactions
- Env Shaders Pack: Added Runtime Virtual Texturing Example Level
- Forest Pack: added Photogrammetry Trunks for large trees
- Forest Pack: Remastered bush assets
- Forest Pack: Added new Woodland Level
- Grasslands: Remastered Level with 3x larger landscape size
- Mountains: Enabled POM on Landscape
- Dunes: Enabled POM on Landscape
- Country Roads: Added RVT Example Level
- Natural Roads: Added RVT Example Level

Revision 3.4 (03/22/2021)

- Medieval Buildings pack Updated
- Added new staircase tower asset
- Fixed an issue with door frame on tower variant
- Urban Buildings Pack Updated
- Increased detail on Floor pieces. Fixed an issue where low resolution interior lights were visible on ground floors.

Revision 3.3 (12/29/2020)

- Fixed bug where jumping ingame hid the castle and water.
- Medieval Buildings Pack Updated: New assets Ramps added for walls, improved chimneys, added wider staircase variation, added more detailed ramps, added Modular interiors for houses, added Church interiors, reworked example map with better lighting, reworked all materials for more realistic detail. Optimized wall splines for better performance and faster usability.

Revision 3.2 (12/08/2020)

- Added Interiors for Medieval buildings pack.

Revision 3.1 (11/27/2020)

- Added new Medieval Buildings Pack

Revision 3.0 (7/12/2020) Overview video Youtube: <https://www.youtube.com/watch?v=pH0Sq58ZpSo>

- Added TriPlanar mapping support to M_Landscape
- Added new Reduce Tiling functionality to M_Landscape
- Texture detail increased across all textures via machine learning
- Object blending implemented on M_Nearmesh but disabled by default.
- Scatter rock improvements on slopes, scatter rocks integrate more seamlessly with the rock textures.
- Blender source files included with all procedural assets so users can customize grass and rocks
- Fixed coloration on certain landscape distance meshes to further emulate real world colors.
- Fixed issues with Urban Buildings Prefabs (some larger structures had narrow corridors at the bases)

Revision 2.8 (3/6/2020)

- Forest Pack, fixed an issue with collision on Large maple tree variants caused by the last improvement update. This issue also caused the player to spawn beneath the level.

Revision 2.7 (5/21/2020)

- Tropical Pack, fixed an issue with grey tree LOD5 in 4.25, Tweaked exposure to new standards in order to improve visuals in 4.25.

- Forest Pack, improved design of one of the Large Maple tree variants. Tweaked Maple bark materials for more realistic tiling.
- Urban Buildings Pack, increased road material brightness to a more realistic setting.

Revision 2.6 (4/24/2020)

- Desert Mountains pack, improved lighting pass on example scene as it was looking dated.

Revision 2.5 (4/3/2020)

- Cliffs Pack: Added 2 new Huge cliffs to provide users with more options.
- Added infrastructure amendments required for compatibility with upcoming packs

Revision 2.4 (2/12/2019)

- Updated packs with new improved Grass geometry and wind bending.
- Added Craters paint layer for compatibility with Moon Pack.

Revision 2.3 (1/8/2019)

- Fixed issue with dynamic lighting in 4.24 (shadow was being cast around the camera, caused by shadow settings in the skydome mesh, due to changes between 4.23 and 4.24)
- Fixed an issue with AO flickering in the Arctic pack in 4.24

Revision 2.2 (12/10/2019)

- All packs updated with material consistency updates.
- Puddles layer added across all packs
- Country roads pack: Some issues fixed with Z axis of the country roads meshes
- Tropical pack: collision issues fixed, water shader tweaks for better appearance.

Revision 2.1 (11/18/2019)

- M_Landscape - Optimization options and enhancements
- Skydome mesh/material patched for ease of use.
- Flowmaps: Y Flip is built into the shader

- Flowmaps: can now be any texture size and is exported from world creator with default settings.
- Flowmaps: can be disabled and enabled with the tickbox for optimization.

Revision 2 (7/10/2019)

- All maps updated with improved lighting
- Added skydome HDR's to all maps / packs.
- M_Landscape - Tessellation and flowmaps support added
- Numerous code enhancements to landscape material
- Tooltips added to landscape material