



Unreal Engine - Textures & Materials EXGEN Procedural Materials v5.1

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Unreal Engine - Textures & Materials EXGEN Procedural Materials v5.1: Introducing EXGEN, a powerful toolkit comprising mathematical functions tailored to effortlessly generate parametric shapes of various kinds, including fences, grilles, manholes, wall effects, and architectural facades. Each master material incorporates a singular shape function augmented by common parameters, allowing for the addition of effects such as borders, extra wires, and circular reconfigurations of the original shape. Texture application utilizes a world-aligned function, with the flexibility to switch to local space if needed. Furthermore, users have the option to bake texture parameters for enhanced optimization.

- 21 EXGEN Master Materials
- 35 Material Instances for customization
- 1 Bake Texture Blueprint for optimization
- 29 Material Functions for added versatility
- Texture sets sourced from cc0textures.com, comprising 5 sets
- 2 Texture masks included
- Texture Resolutions: 512/2k



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