

Unreal Engine - EasyMapper

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Unreal Engine - EasyMapper:

EasyMapper revolutionizes the process of texture blending across assets with its comprehensive Master Material setup. Boasting seamless integration of World-Aligned (Triplanar) texture projection, Nanite tessellation/displacement, and Advanced Vertex Blending, EasyMapper offers a streamlined solution for achieving intricate details without the need for UVs on your models.

This sophisticated tool allows you to effortlessly project tileable, world-aligned textures onto any surface while incorporating Nanite displacement for added depth. Remarkably, you can achieve this without the necessity of UV mapping on your models. EasyMapper's material instances are thoughtfully organized, facilitating easy art direction. With just a few clicks, you can texture entire levels swiftly, providing your models with the detailed aesthetics they deserve.

The flexibility of EasyMapper extends to its toggle feature, allowing you to switch between World-Aligned (Triplanar) texture projection and conventional UV mapping as per your requirements. The inclusion of Nanite tessellation/displacement empowers you to displace your models using height/displacement maps, enhancing realism and depth.

What sets EasyMapper apart is its ability to introduce realism through advanced Vertex Blending, enabling the seamless integration of up to three different materials. The full control over blend parameters, leveraging the height/displacement data of materials, ensures a lifelike and nuanced blending effect.

Primarily designed for cinematic usage, EasyMapper requires essential plugins like ModelingToolsEditorMode and StaticMeshEditorModeling for Vertex Painting, as demonstrated in the comprehensive documentation tutorial. In summary, EasyMapper is a powerful and user-friendly tool that transforms the texturing process, offering a range of features to elevate the visual quality of your models, particularly in cinematic applications.

World-Aligned Texture Projection:

- No need for UV mapping on any model.
- Seamless integration with World-Aligned Projection for efficient texturing.

Texture-Driven Nanite Displacement/Tessellation:

- Works seamlessly with World-Aligned Projection.
- Enhances detail and depth using displacement and tessellation driven by textures.

Advanced Vertex Blending:

- Height-masking for natural-looking blends.
- Supports blending of up to 3 materials.
- Optional Puddle layer with Blue vertex color channel for additional realism.

Texture Support:

- Compatible with both packed ARD (Megascans) and unpacked greyscale textures for mapping.

Full Texture Adjustments:

- Extensive controls for texture adjustments, including tiling, blending, and scaling.

Displacement Contrast/Intensity Adjustments:



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- Fine-tune the contrast and intensity of displacement effects.

Virtual Texture Support:

- Integration with virtual textures for enhanced performance and scalability.

Additional Adjustments:

- Normal intensity adjustments for precise control.
- Albedo, roughness, and ambient occlusion adjustments for realistic material representation.

Triplanar Blend Contrast:

- Control the contrast of the Triplanar blending for optimal results.

Global Scale Control:

- Adjust the overall scale of textures globally for uniformity.

Toggleable Features:

- Toggle options for Displacement, Vertex Color, and World-Aligned mapping for flexibility.

Efficient Scene Mapping:

- Enables quick mapping of large scenes without concerns about UV stretching.

Test Scene Included:

- Learn and explore the features with a provided test scene for practical understanding.



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