



Unreal Engine - Galaxy Materials (Engine Version 4.24- 4.27, 5.0- 5.1)

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The **Unreal Engine - Galaxy Materials** offers a comprehensive collection of space and nebula materials for use on any mesh, featuring multiple textures and gradients for customizable effects. Users can adjust parameters like rim, distortions, gradient textures, and background nebula scroll speed.

How can users adjust parameters such as edge, distortion, gradient textures, and background nebula scroll speed for project design?

They can design their project using "Unreal Engine - Galaxy Materials".

The asset includes 27 baked nebula Cubemap textures, ideal for creating sci-fi environments. Key features include 43 galaxy materials suitable for mesh and Skyboxes, 46 Cubemap textures, 44 noise and gradient textures, and fully editable and customizable materials.

The asset supports both PC and mobile platforms, works with orthographic and perspective cameras, and includes 88 unique materials and instances, along with 113 textures in various resolutions. Compatible with Windows and Mac development platforms.

"Unreal Engine - Galaxy Materials" Samples:

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