



## Unreal Engine - Blueprints Magic Map Material & Maker (M4) v5.1

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Introducing Magic Map Material & Maker (M<sup>4</sup>), a terrain toolkit designed for use with ANY Unreal Engine landscape, prioritizing cinematic quality and user-friendly operation. Leveraging cutting-edge technology, M<sup>4</sup> streamlines the production process, delivering polished results in significantly less time. Whether you're loading a height-map from software like Houdini, World Creator 2, or World Machine, sculpting directly within the editor, or utilizing the included Terrain Generator, M<sup>4</sup>'s Automaterial seamlessly applies intricate detail to your world.

- Advanced Terrain Automaterial for stunning visuals
- Virtual Heightfield Mesh and Runtime Virtual Texturing support with simple setup
- Procedural Terrain Generator allowing creation of terrains up to 8k resolution, with World Comp & World Partition Support
- Compatibility with any other Marketplace Landscape Material
- Terrain & Foliage Trail Systems supporting Multiplayer and VHF
- Interactive Grass, Weeds, and Flowers for enhanced realism
- Splat Map Baker facilitating easy creation of Splat Map Textures within the Engine
- Paint Layer Baker for baking Height, Noise, Slope, and Curvature masks directly onto chosen paint layers
- Support for third-party Splat/Heat Maps including Houdini, World Machine & World Creator 2
- Over 70 textures ranging from 1K to 4K resolution
- Seven showcase maps demonstrating full functionality
- M<sup>4</sup> Material Blueprint for streamlined management of Presets and Materials
- Three Versions of Materials per Biome for flexible usage
- Performance Functions with multiple presets for optimized performance
- Procedural Placement Systems for Foliage using Landscape Grass Type
- Easy Texture Swapping via Material Instances, ideal for integration with the Megascans library
- 18 Layer Painting System for each Biome with Multi-Biome Support and customizable options
- Full Featured Materials offering On/Off Switches, various texturing techniques, and more for comprehensive customization.



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