

01. Object

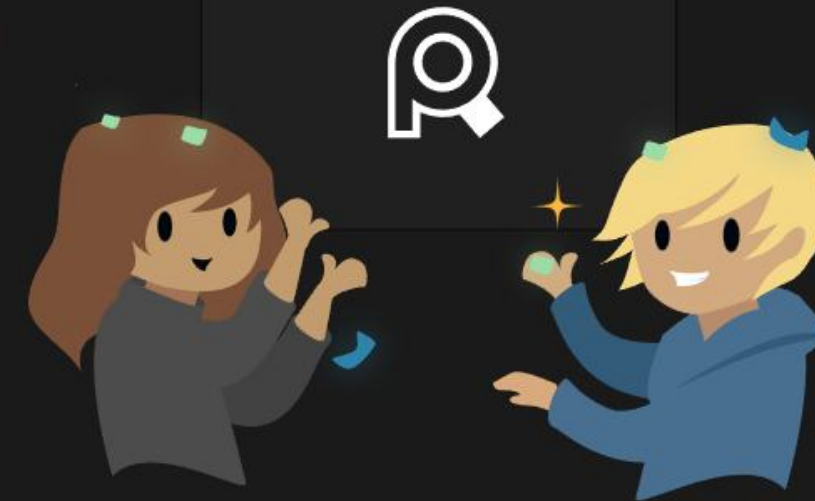
레퍼런스 찾기

레퍼런스 찾기

Pureref

레퍼런스 정리하는 프로그램
<https://www.pureref.com/download.php>

We're humbled by your generous contribution!
PureRef will continue to improve with your help.



\$15

\$7

\$0

0으로 바꿔주고 무료로 다운로드 받기

You will get:



PureRef 2.0.1

x1

16.5 Mb - PureRef-2.0.1_x64.exe

Total

Free

Download

레퍼런스 찾기

Pinterest

레퍼런스 찾는 사이트

<https://kr.pinterest.com/>



홈

만들기

🔍 검색



Exploding Flowers - Contempora...

 Etsy



Visual by #1cfwip

 Visual Atelier 8



JULY 2023 - 1700068754



BUSY GIRL MEAL PLAN

1. Quinoa with almonds and 1/2 avocado	2. Quinoa with mushrooms and tomatoes	3. Salmon fillet with asparagus and rice	4. Tuna salad with cucumber, avocado and olive	5. Chickpea with tomatoes, lemon juice and olive
6. Brussels sprouts with boiled egg and olive, fresh vegetables	7. Penelope with tuna, cornish onion, avocado, tomatoes	8. Fruits and berries with peanut butter	9. Salmon fillet with broccoli and rice	10. Pasta salad, tomatoes, mozzarella cheese and basil
11. Chickpea with tomatoes and spinach, olive oil	12. Shrimp with fish, olive, lemon, tomatoes, feta	13. Tuna salad with cucumber and olive	14. Rice with beans and mushrooms	15. Pasta with tomato, onion and mushrooms
16. Chickpea with tomatoes and spinach, olive oil	17. Shrimp with fish, olive, lemon, tomatoes, feta	18. Tuna salad with cucumber and olive	19. Rice with beans and mushrooms	20. Pasta with tomato, onion and mushrooms



★ **all fruits**



• **KUOSE** • AUTUMN NEW



0:10

Poltrona Frau | Imagination in...

 Poltrona Frau



MUT Design - 11th Anniversary



denes kozak

 19

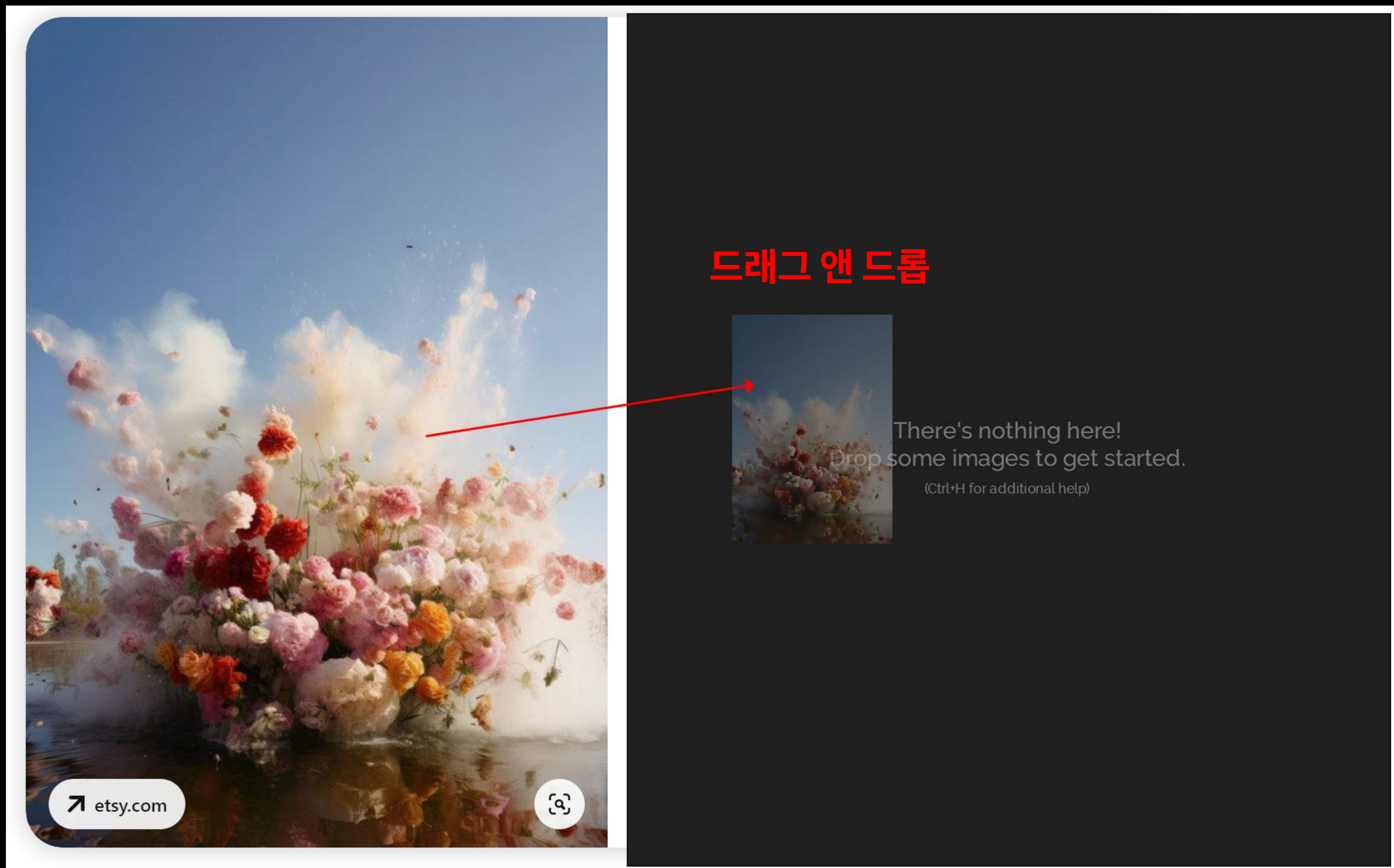






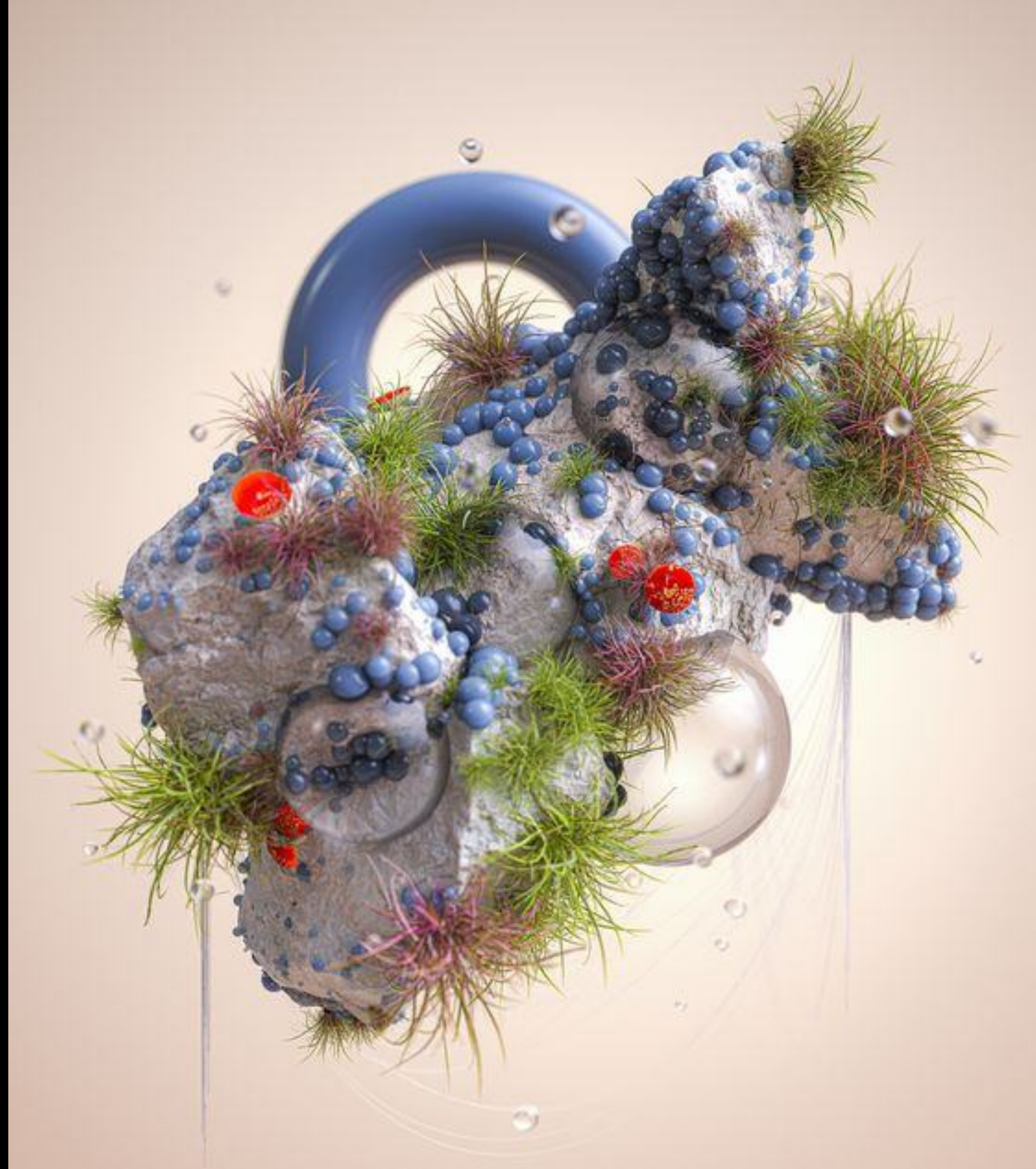
레퍼런스 찾기

Pureref 사용법



레퍼런스 찾기

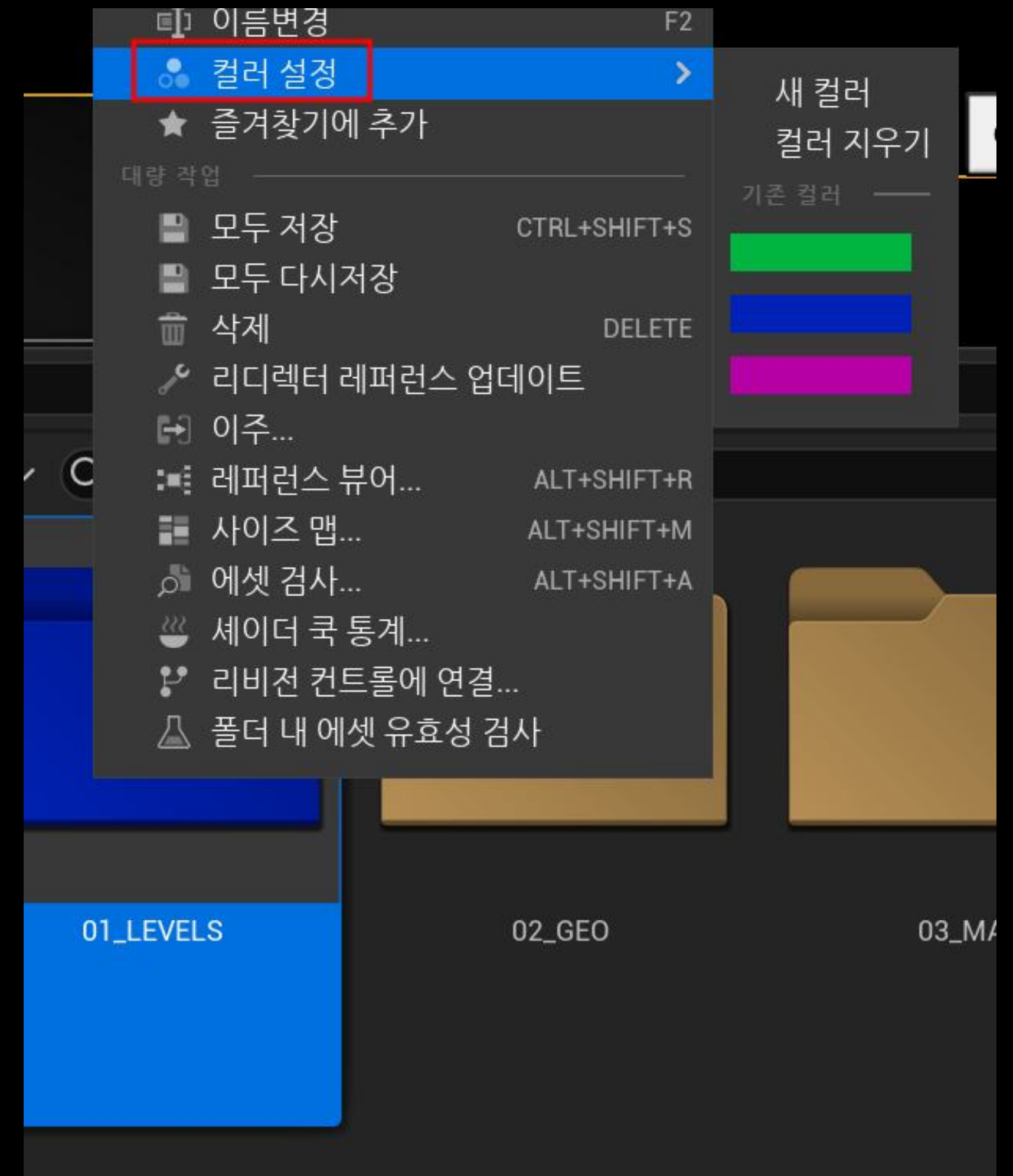
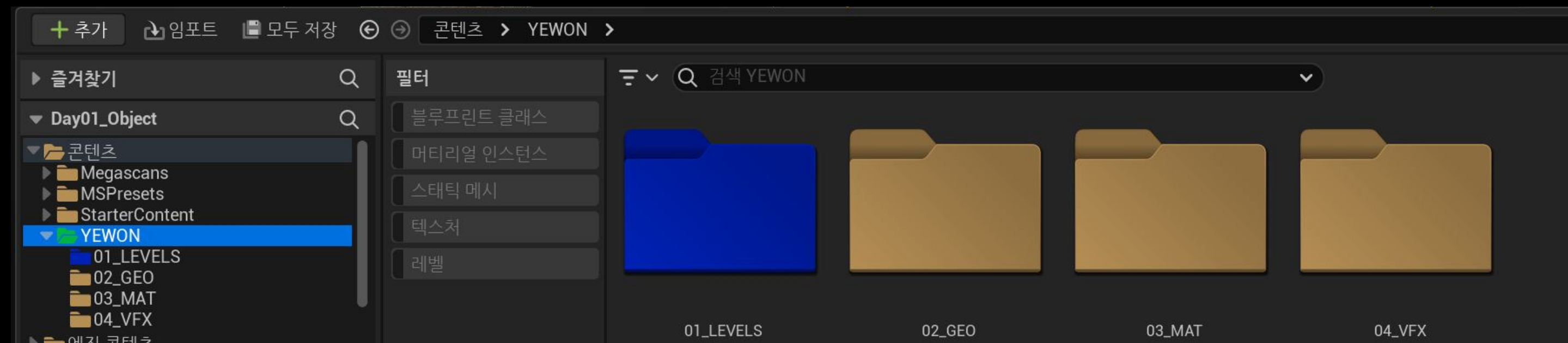
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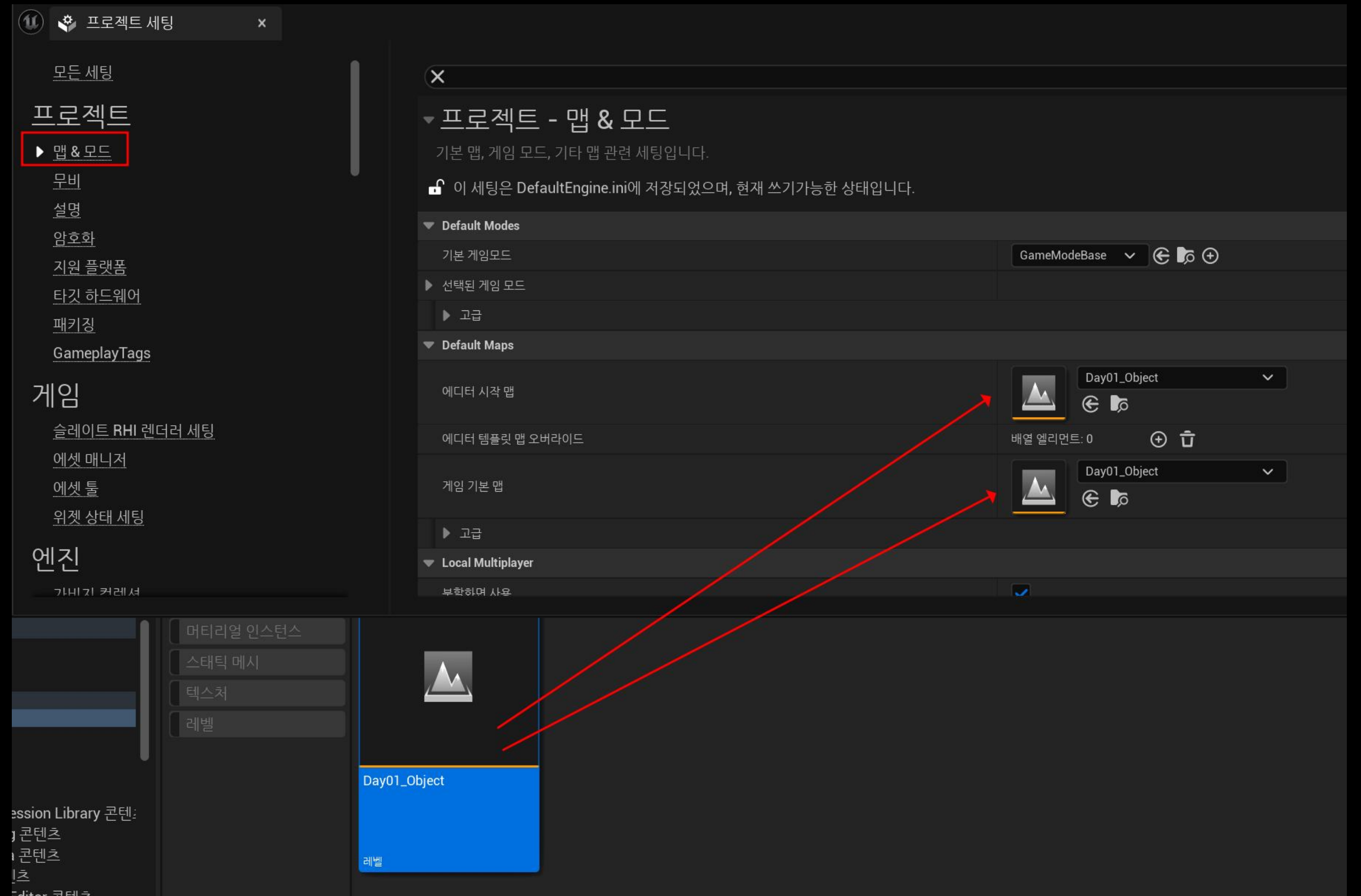
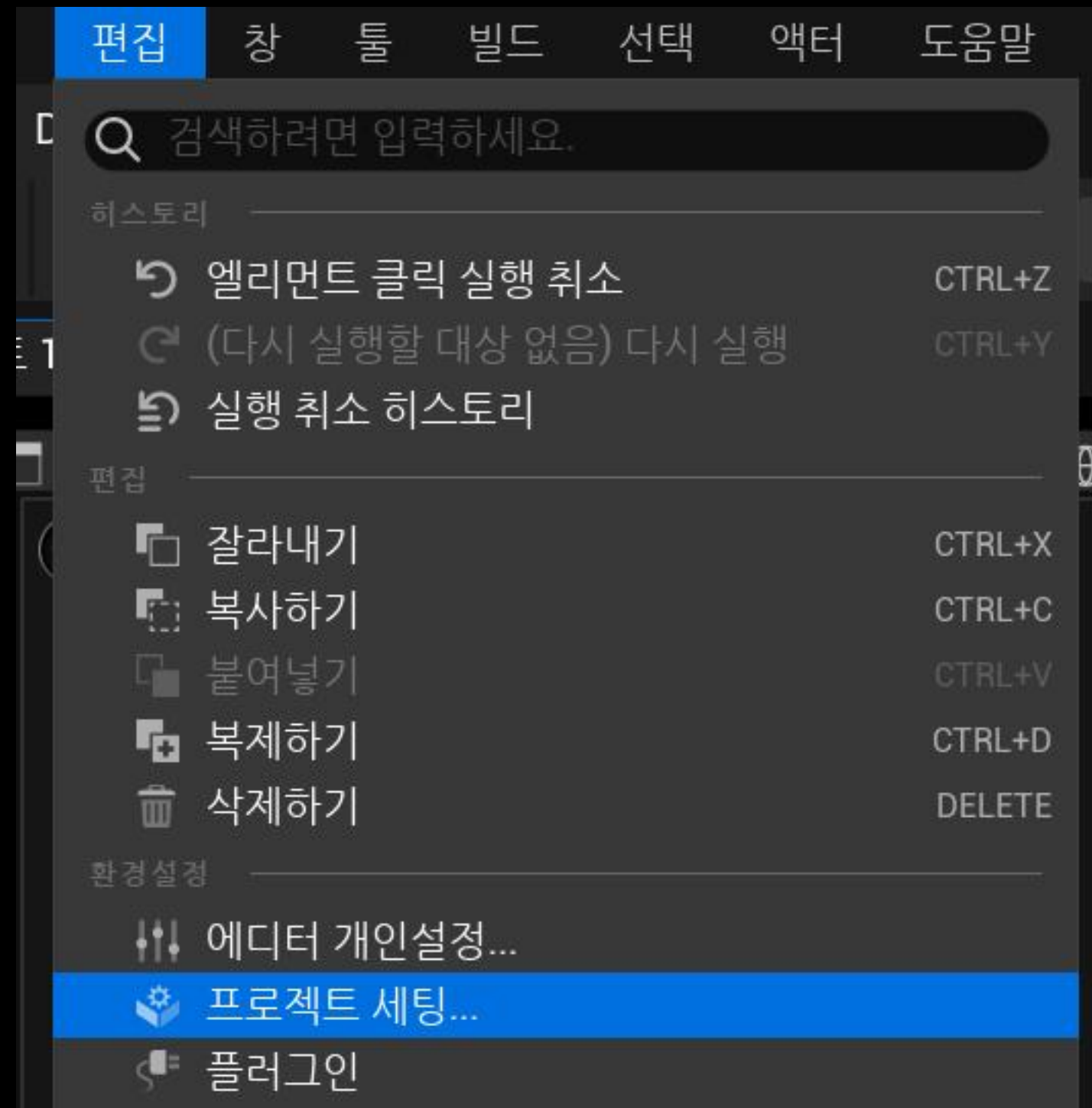
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프로젝트 세팅

프로젝트 세팅 폴더 정리

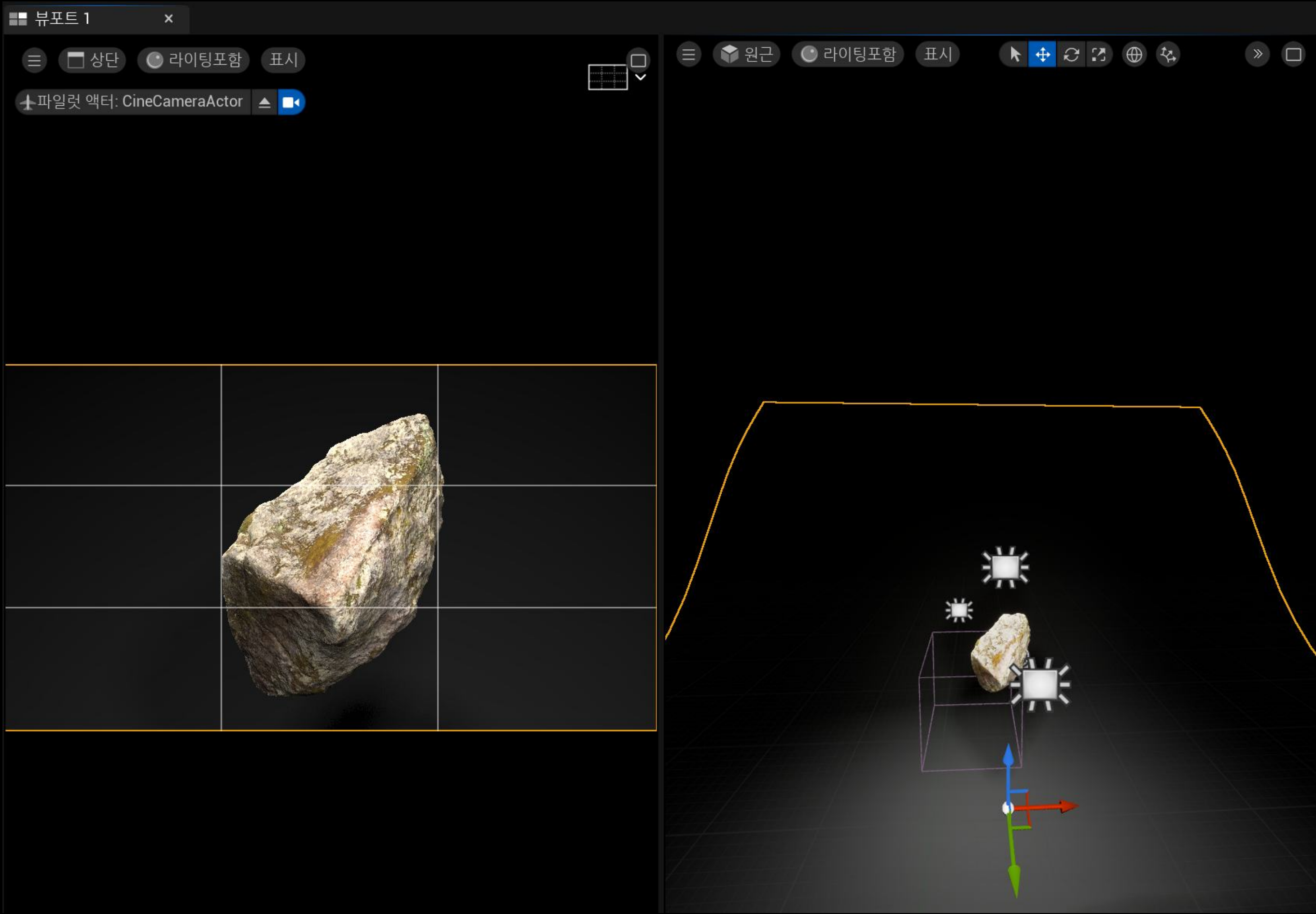
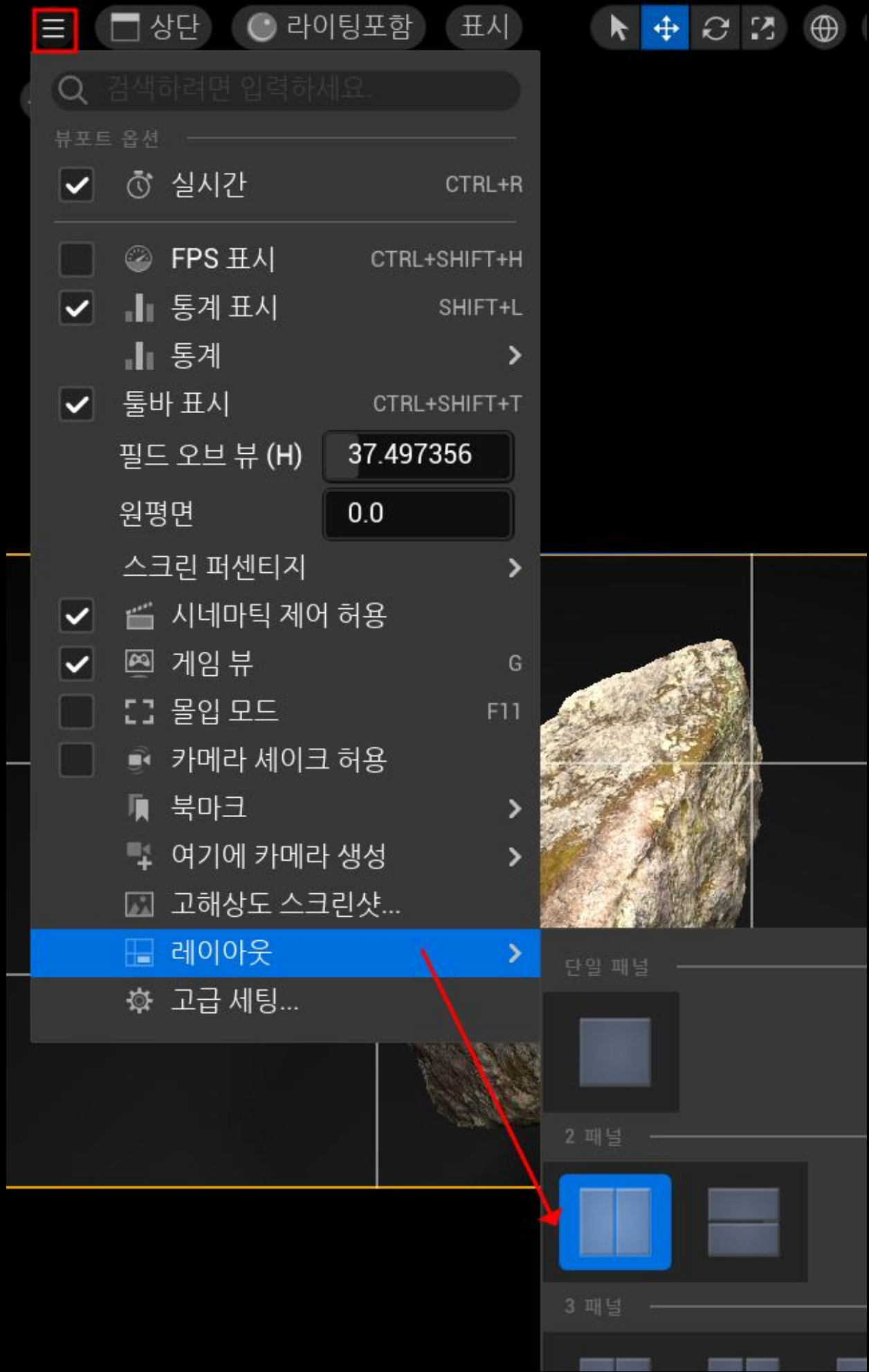


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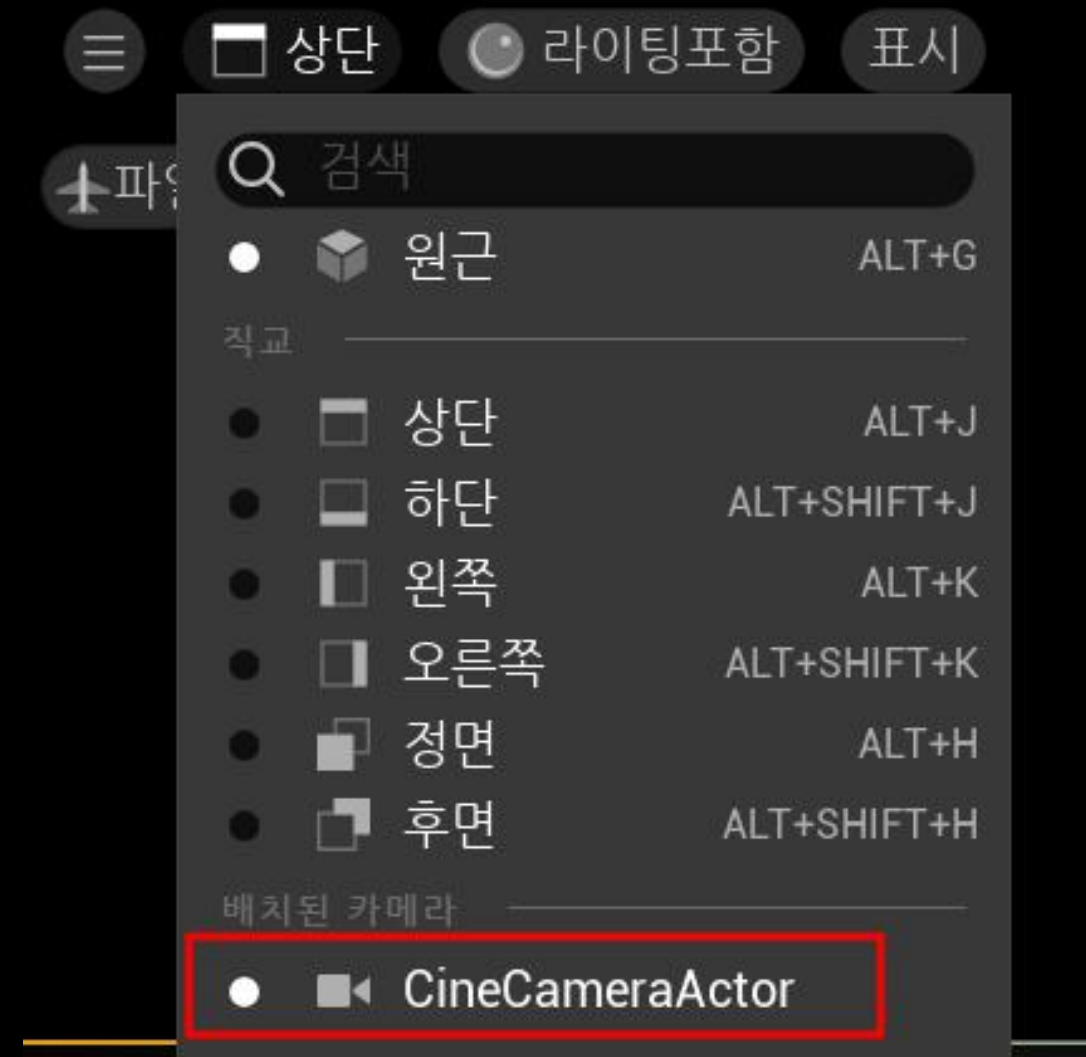


프로젝트 세팅

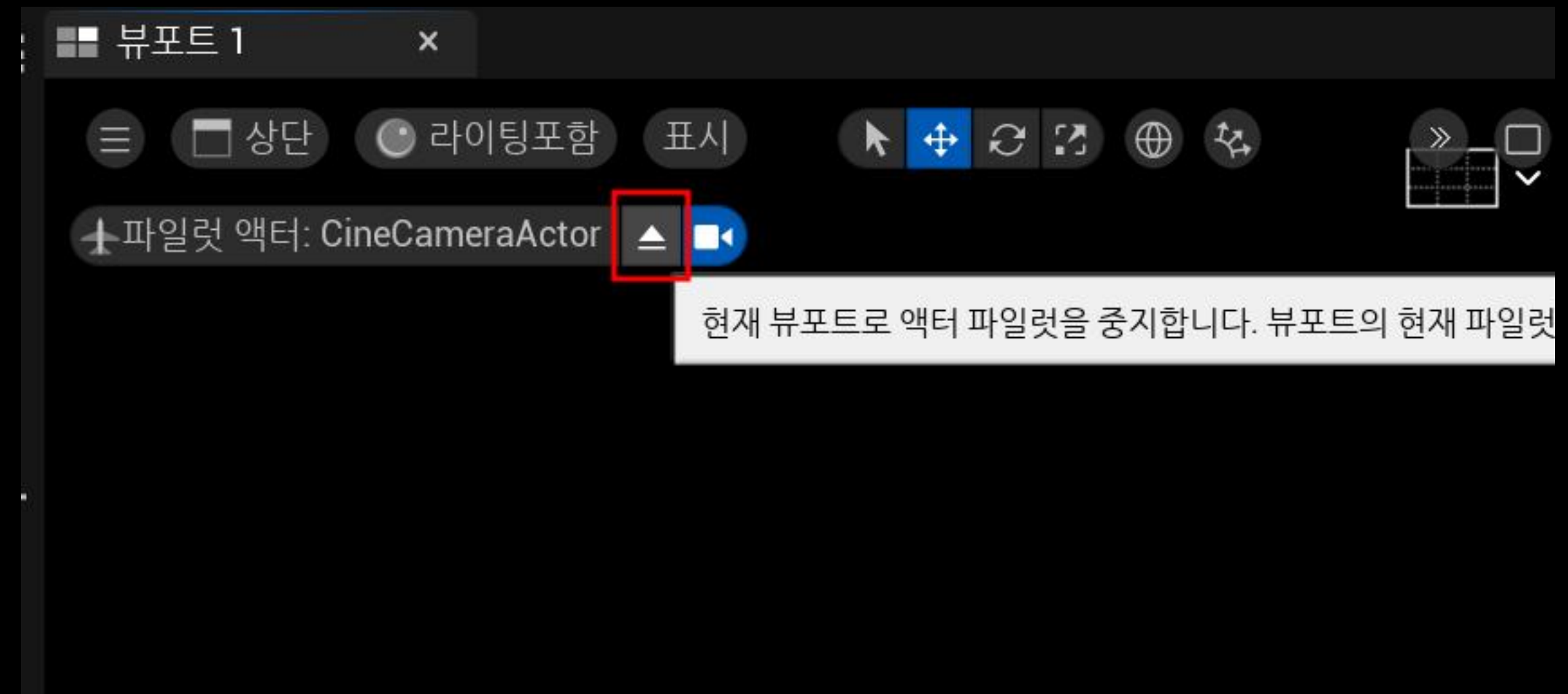
레이아웃



프로젝트 세팅 레이아웃

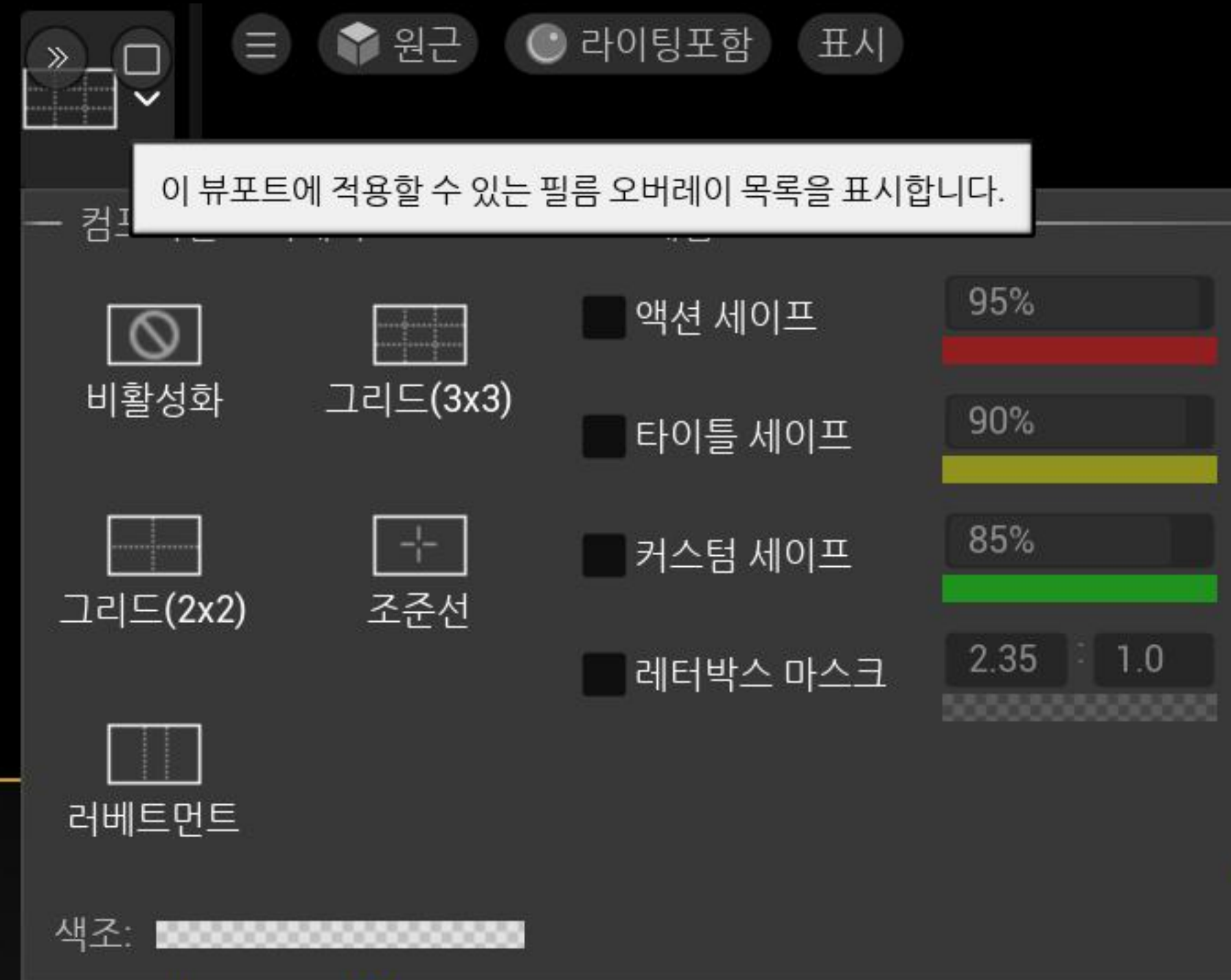
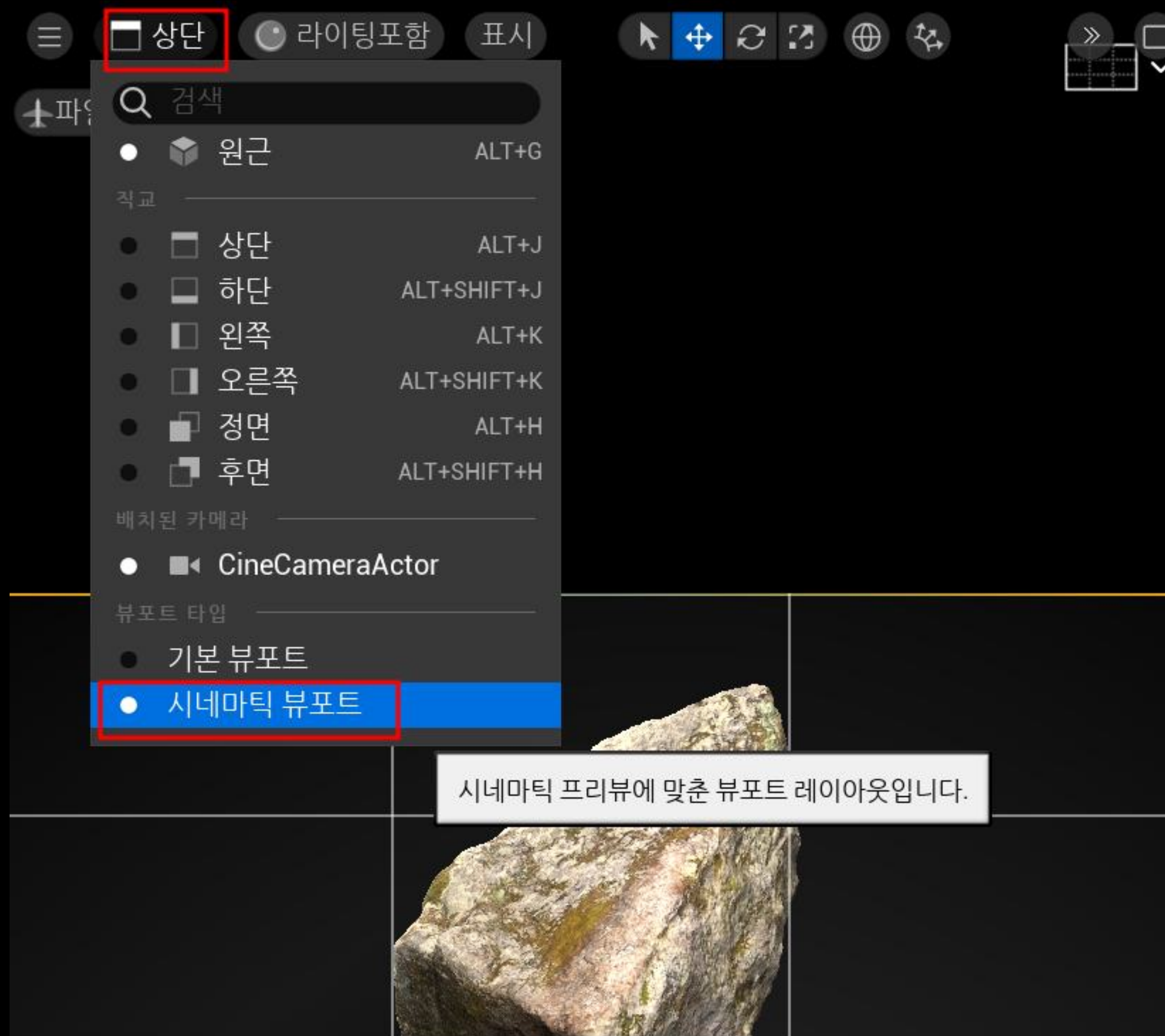


카메라 뷰 설정



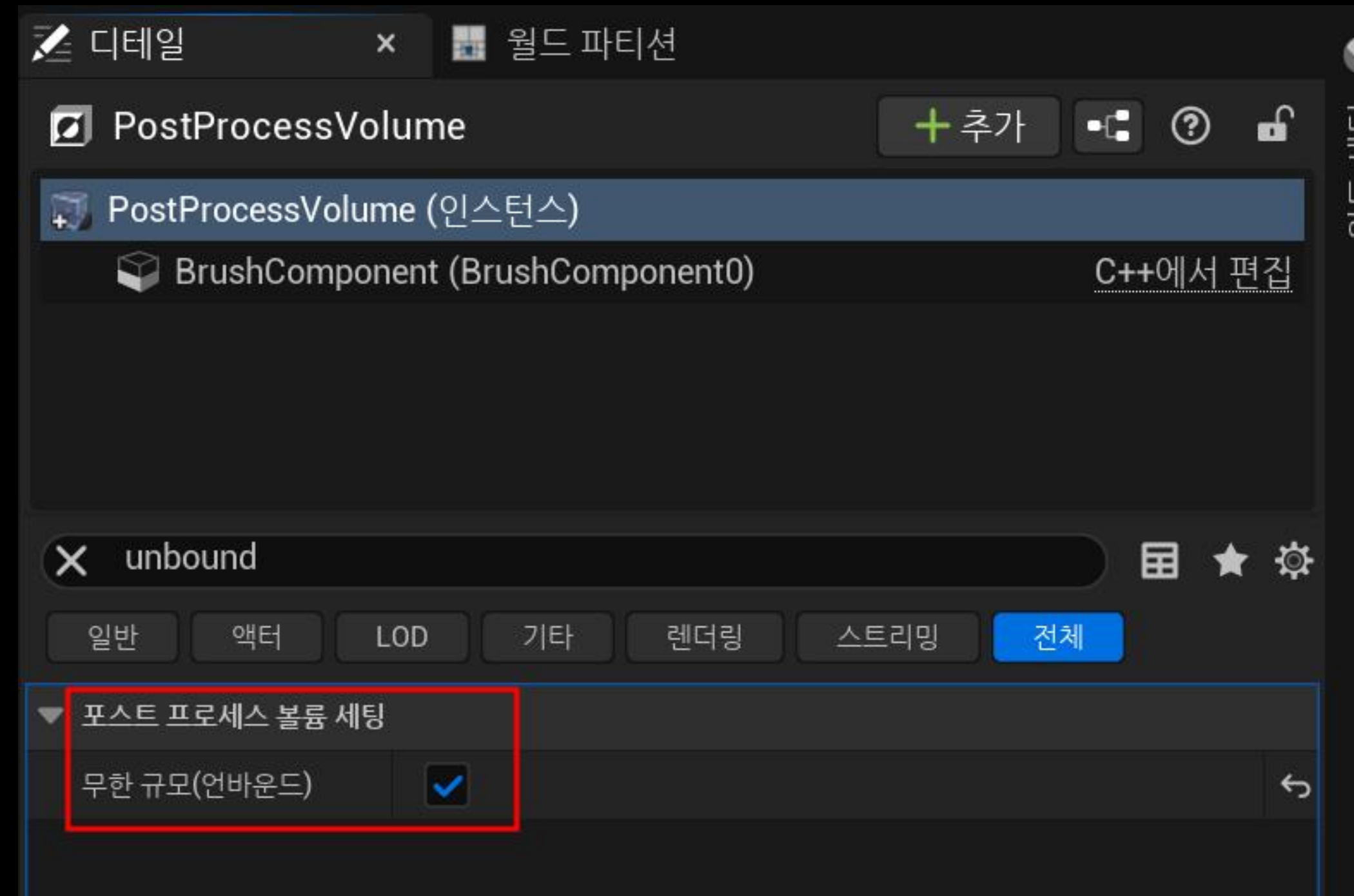
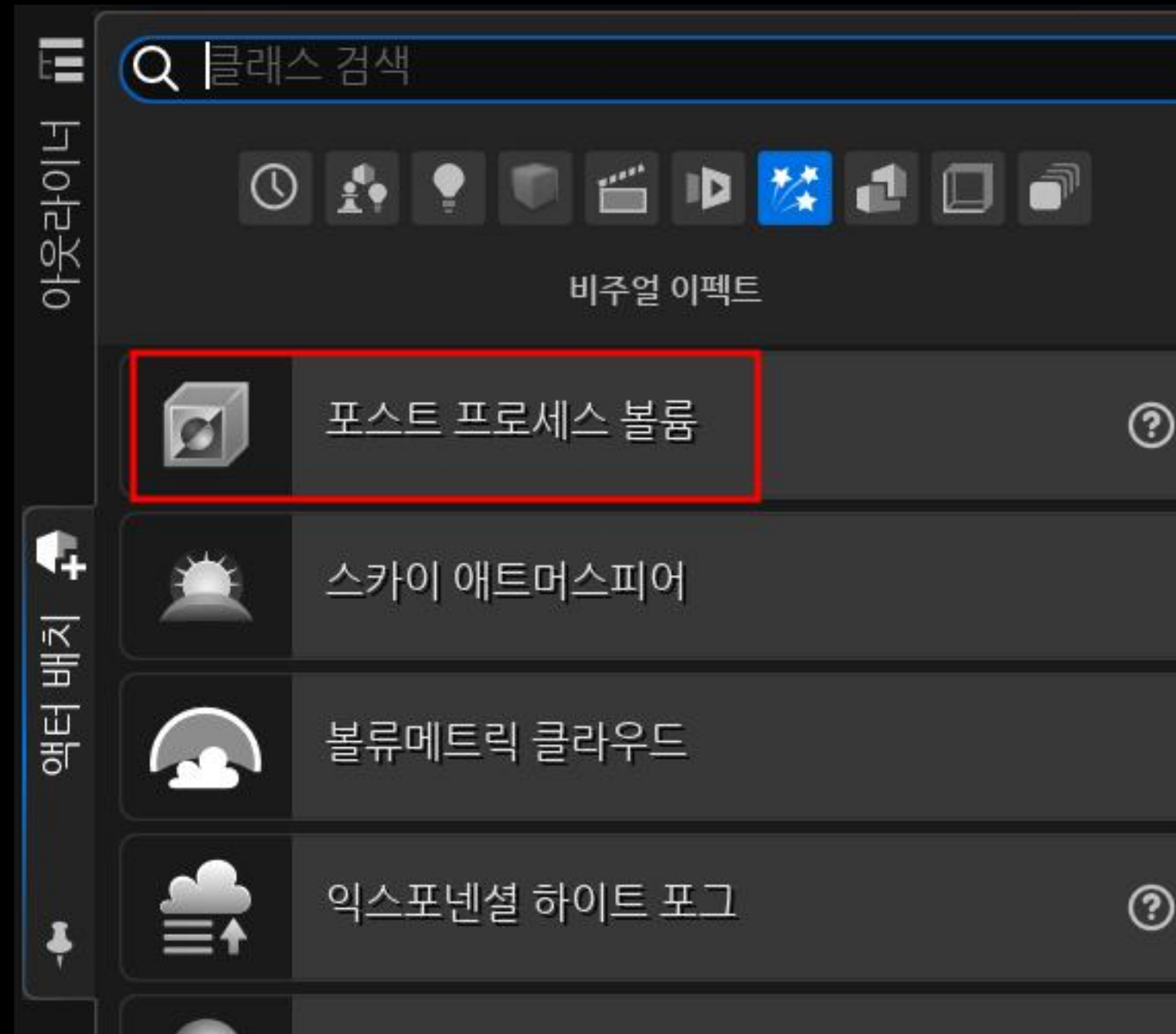
카메라 뷰 나가기

프로젝트 세팅 레이아웃



프로젝트 세팅

포스트 프로세스 볼륨



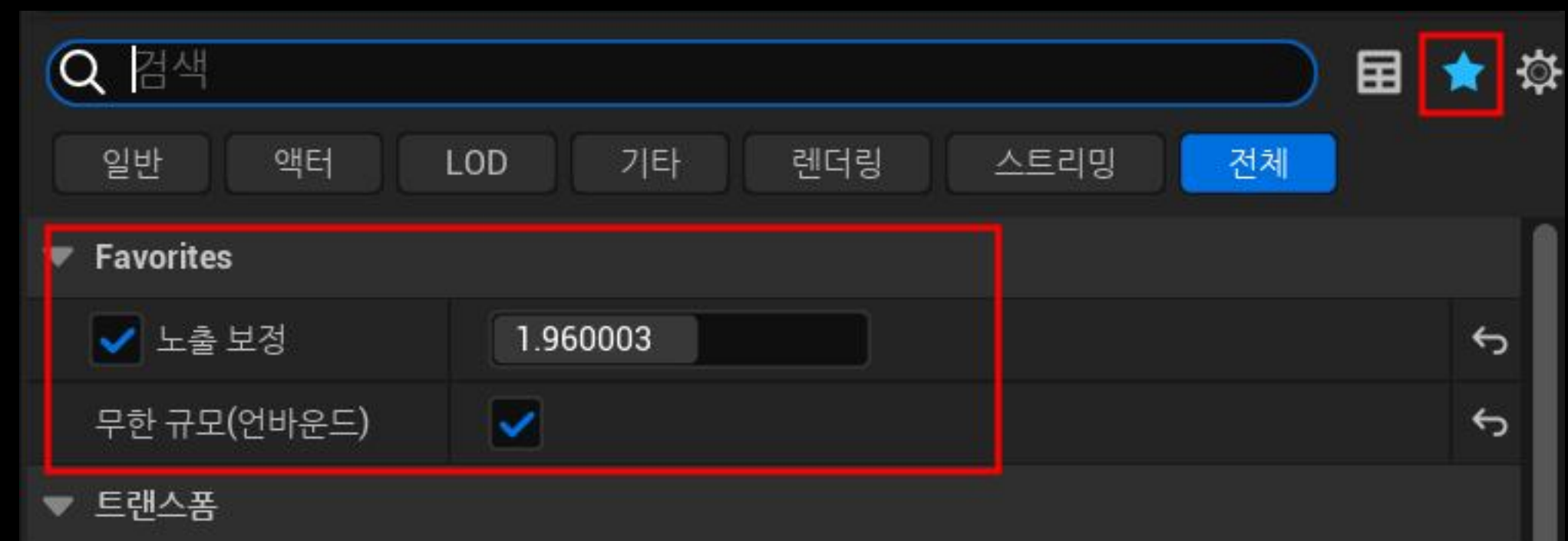
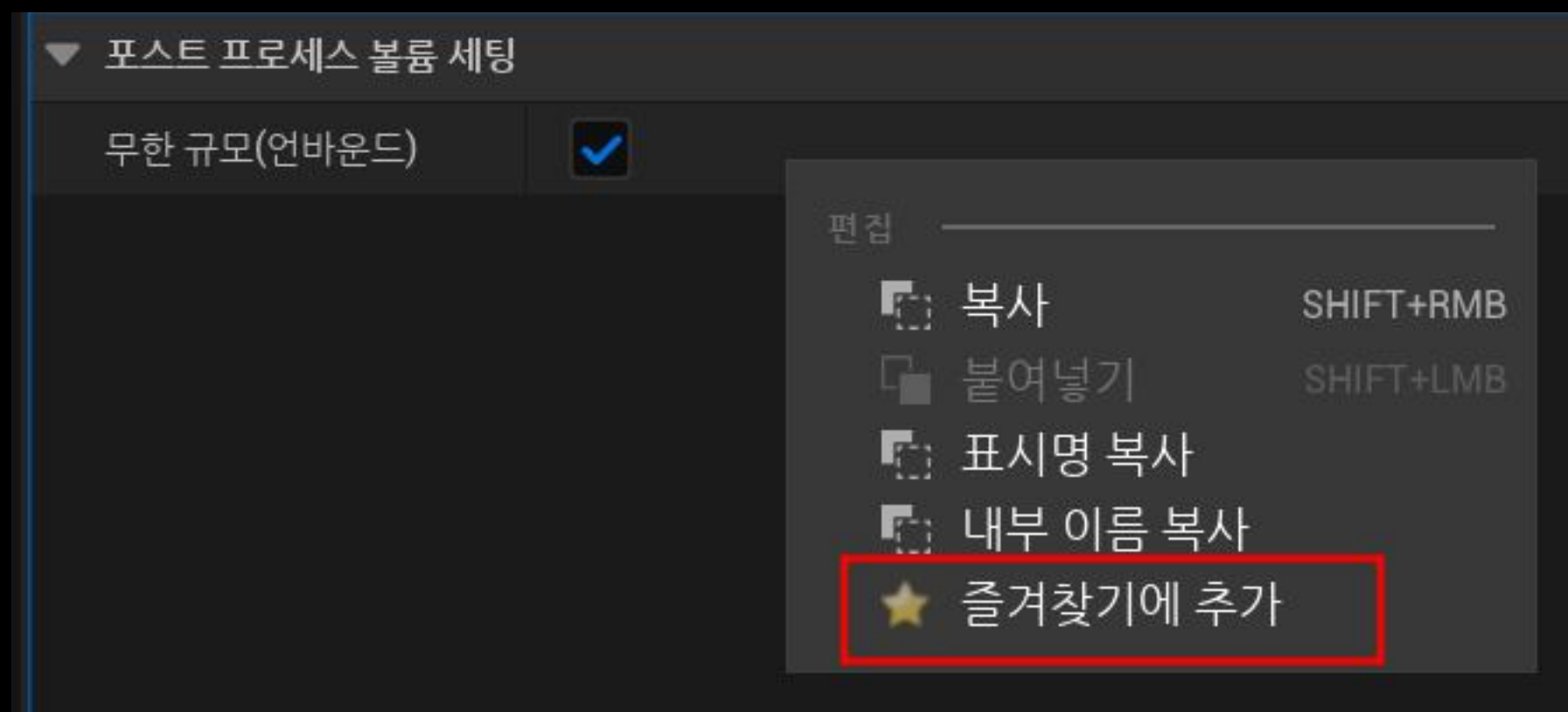
프로젝트 세팅

포스트 프로세스 볼륨

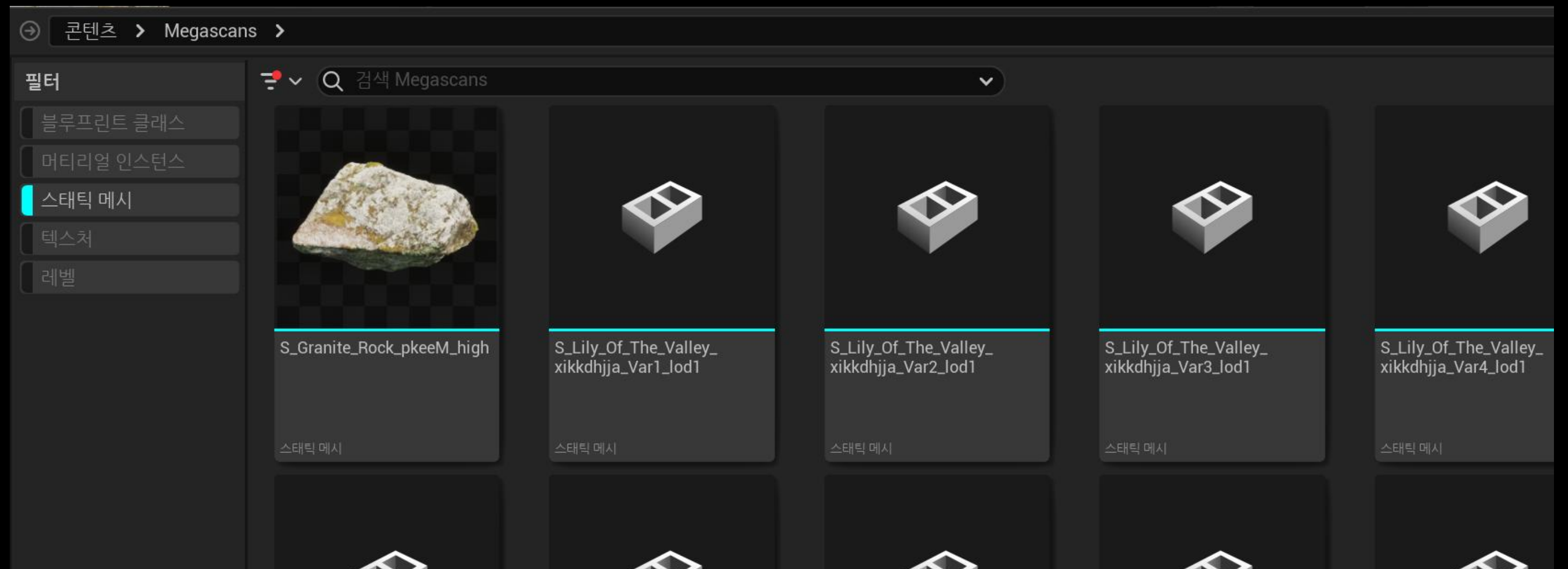
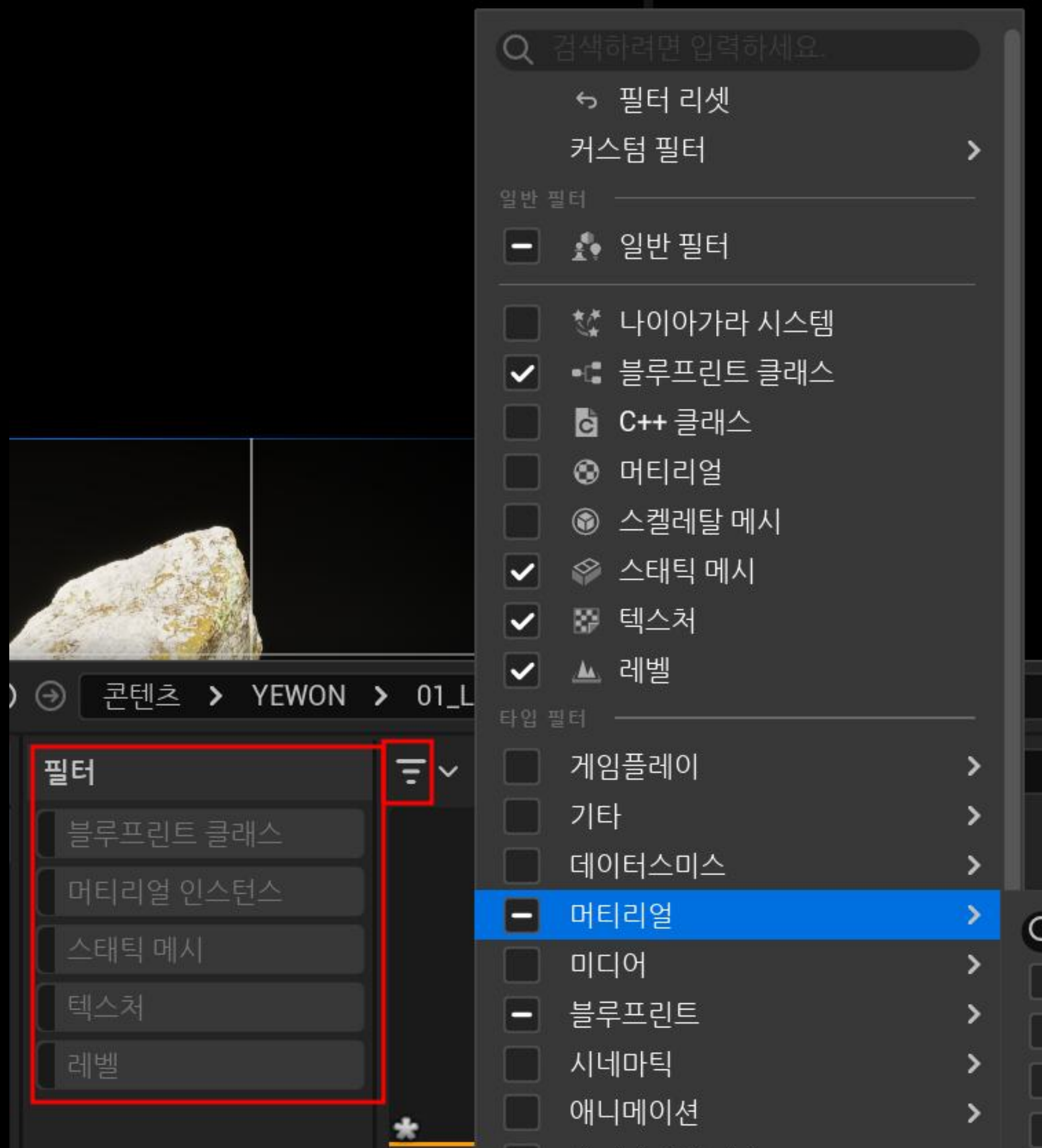
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☒ 노출 보정	1.0	
☐ 물리적 카메라...	☒	
☐ 노출 보정 커브	None 없음 ▾ ⬅ 🔍	
☐ 미터링 마스크...	None 없음 ▾ ⬅ 🔍	
☒ Min EV100	0.0	↶
☒ Max EV100	0.0	↶
☐ 높이기 속력	3.0	
☐ 낮추기 속력	1.0	

노출 값 세팅

프로젝트 세팅 즐거찾기



프로젝트 세팅 필터 설정하기



프로젝트 세팅

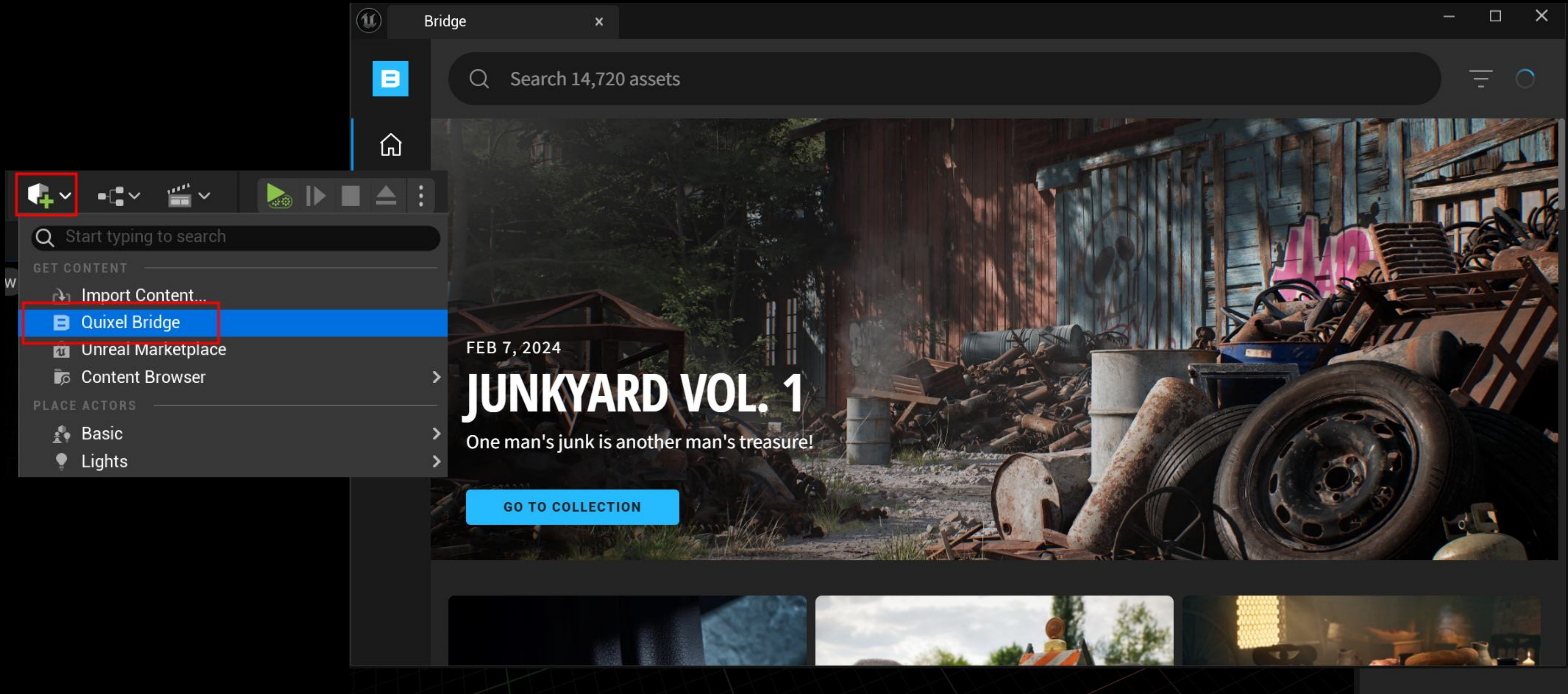
나의 템플릿으로 만들기

https://dev.epicgames.com/documentation/en-us/unreal-engine/converting-a-project-to-an-unreal-engine-template?application_version=5.3

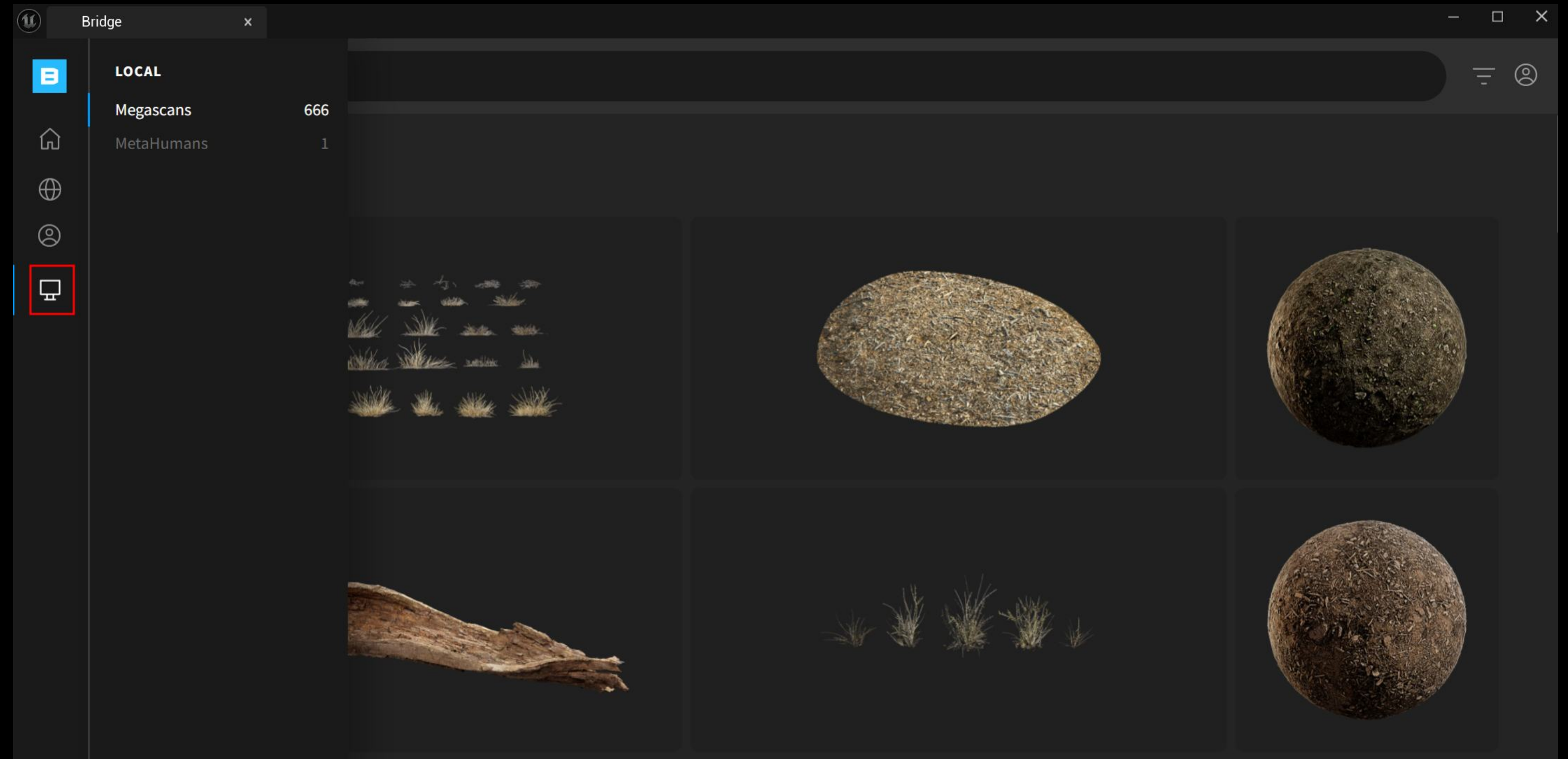
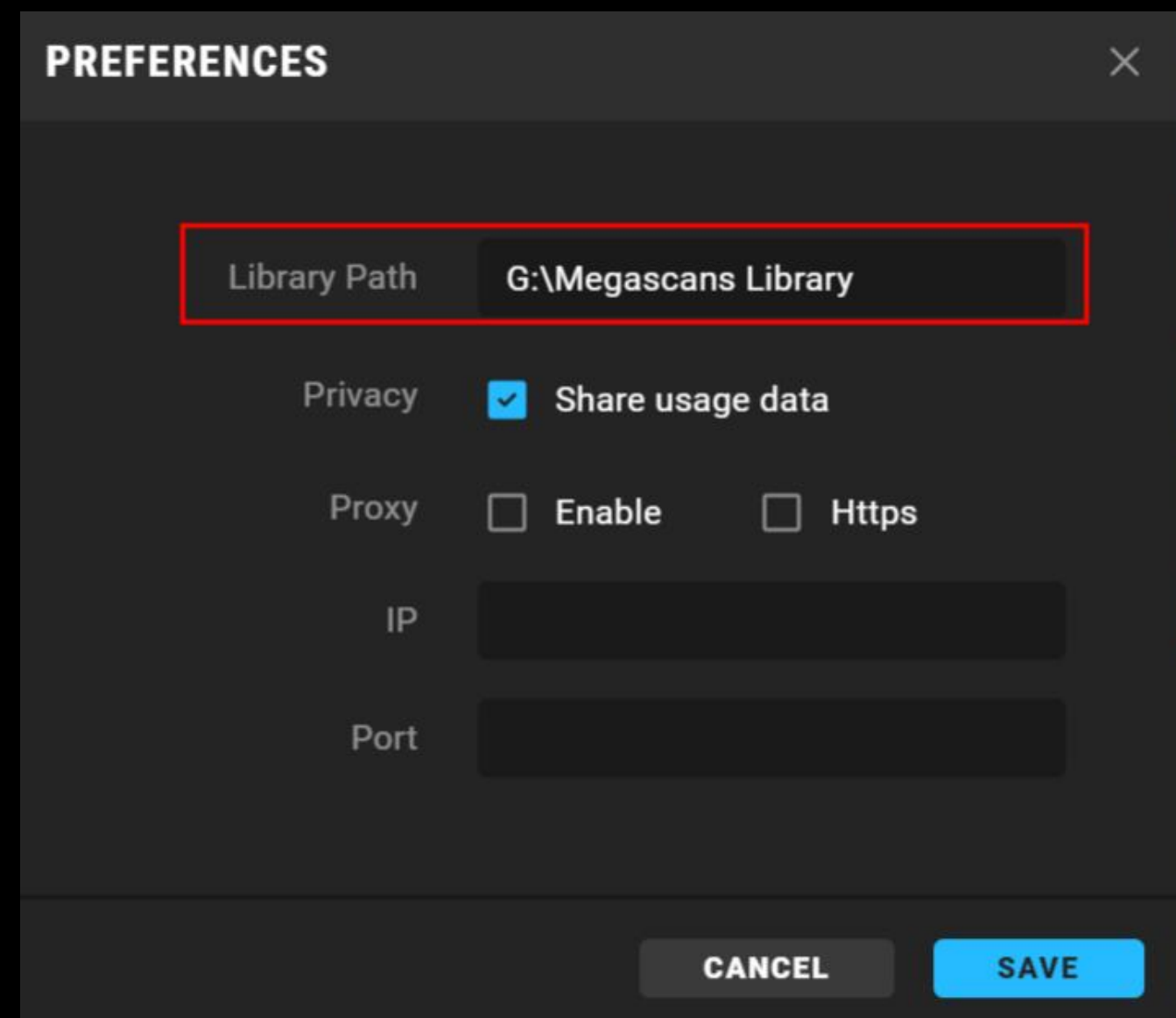
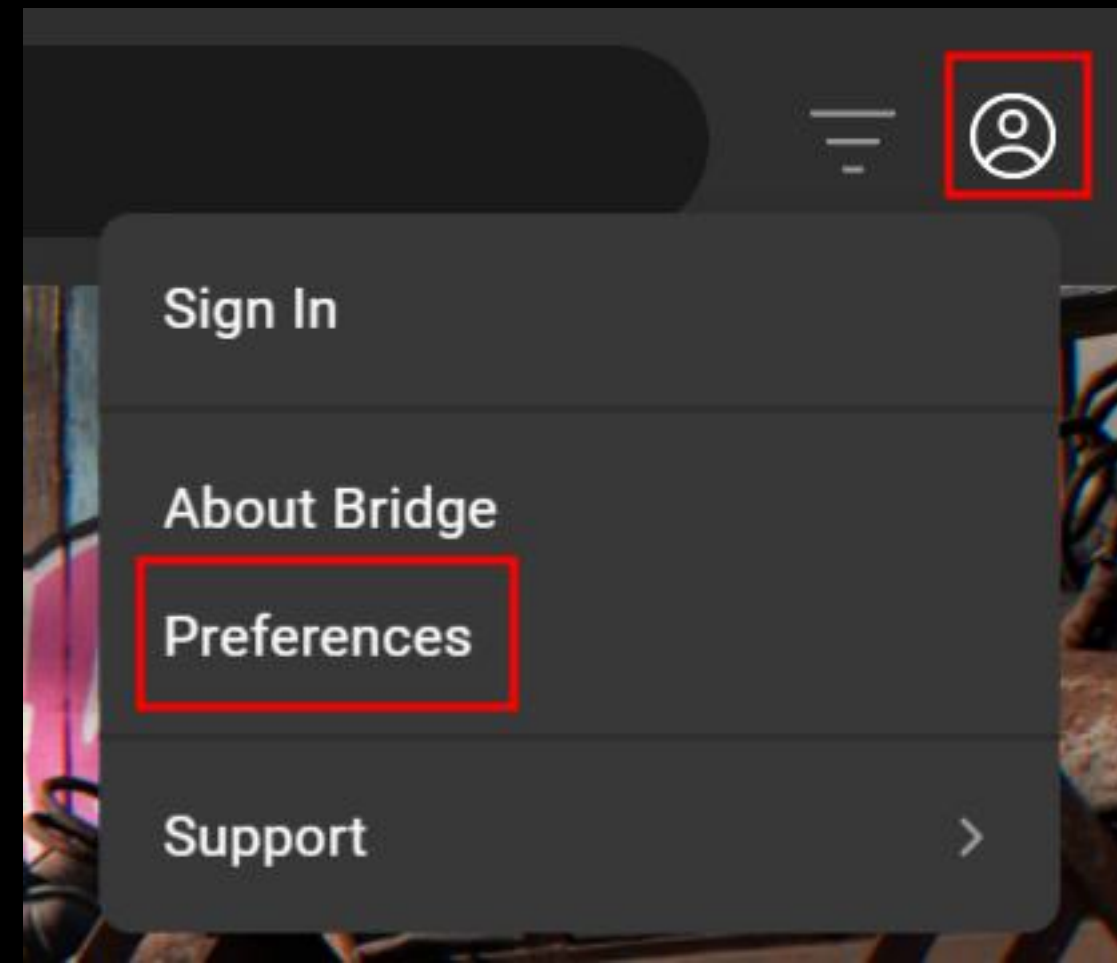
오브젝트 배치 및 라이팅

오브젝트 배치 및 라이팅

Quixel Bridge



오브젝트 배치 및 라이팅 Quixel Bridge 경로 설정



다운을 받아둔 오브젝트들은 LOCAL 파일에서 임포트만 해주면 됨

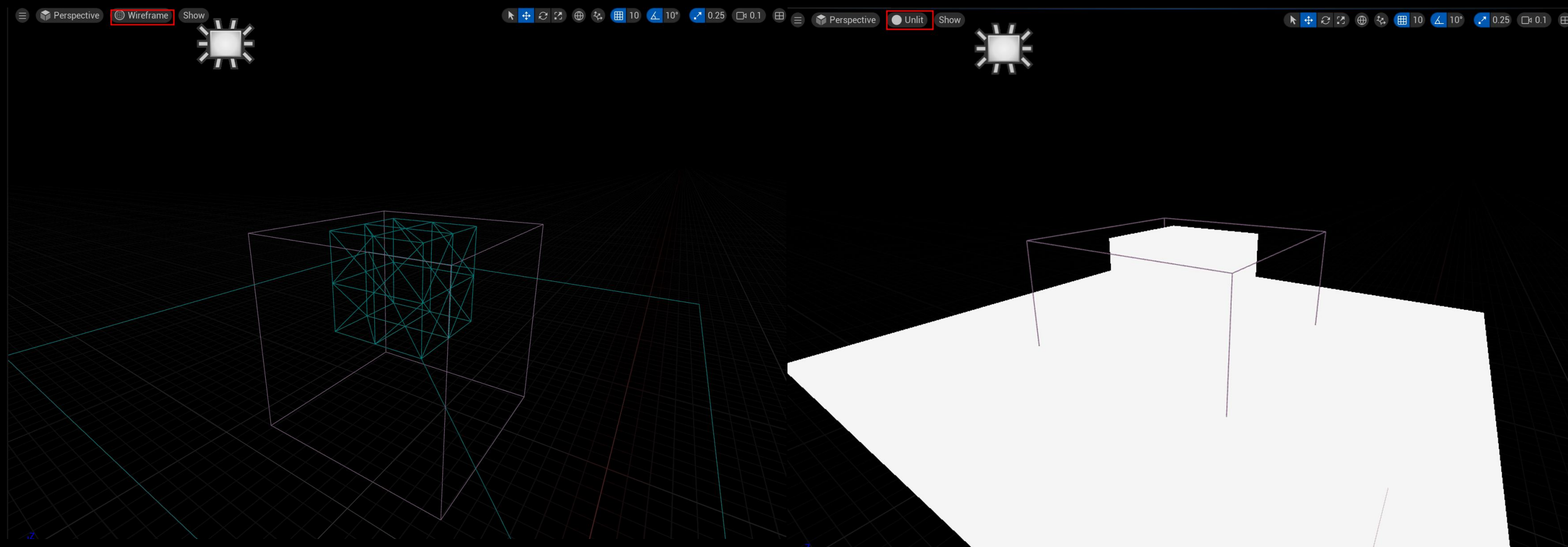
오브젝트 배치 및 라이팅

Studio Background 다운로드

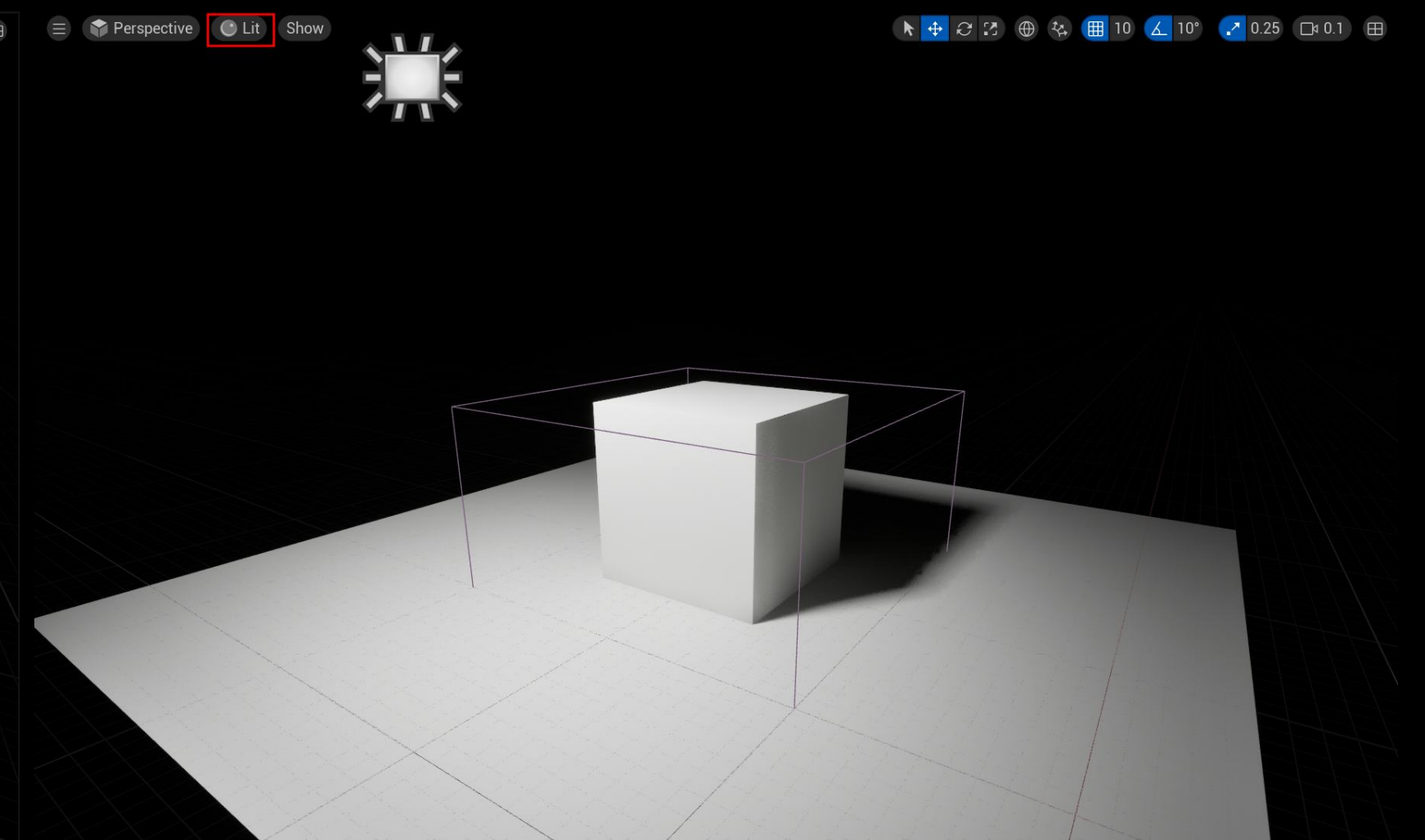
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오브젝트 배치 및 라이팅

View mode



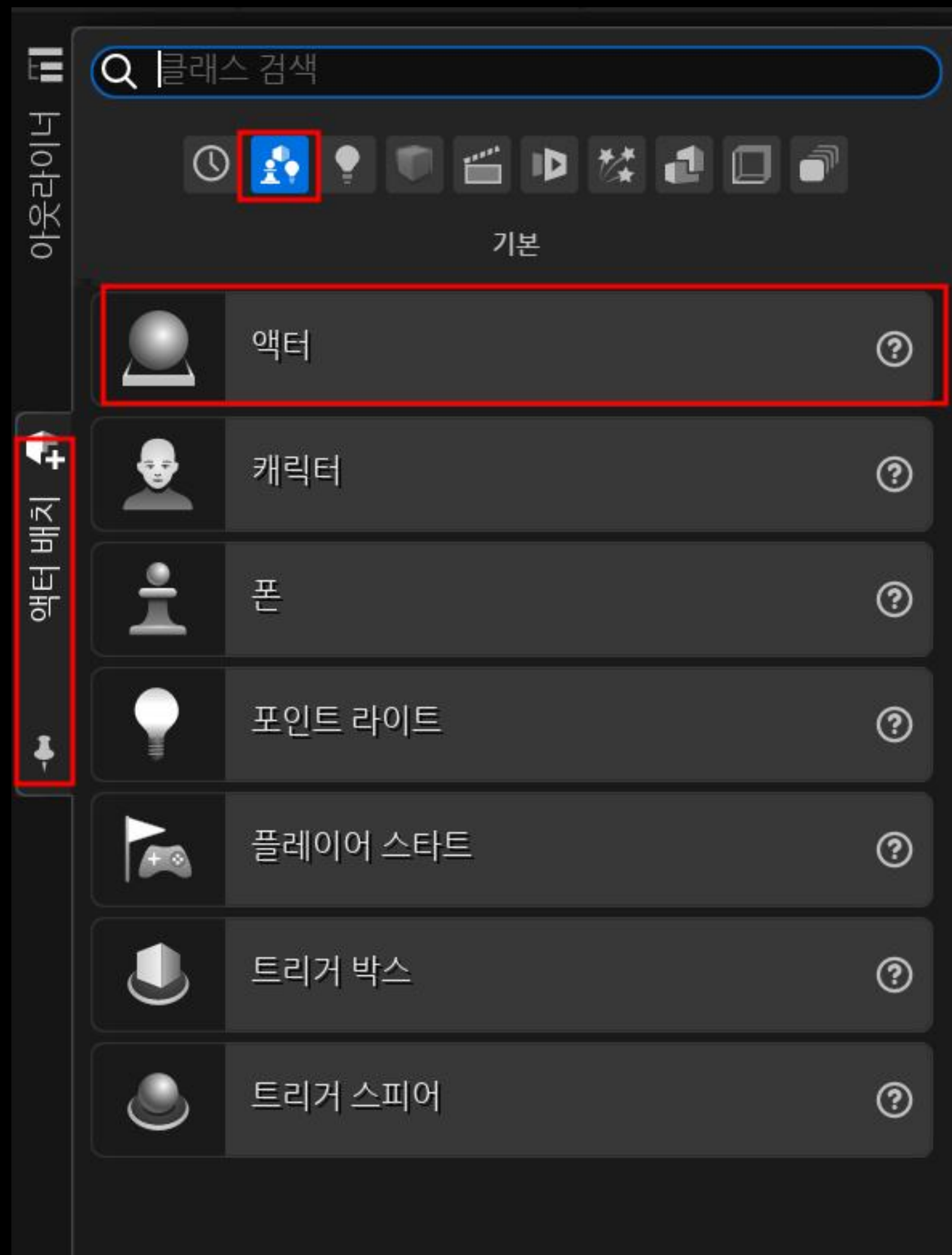
Alt + 2
와이어프레임



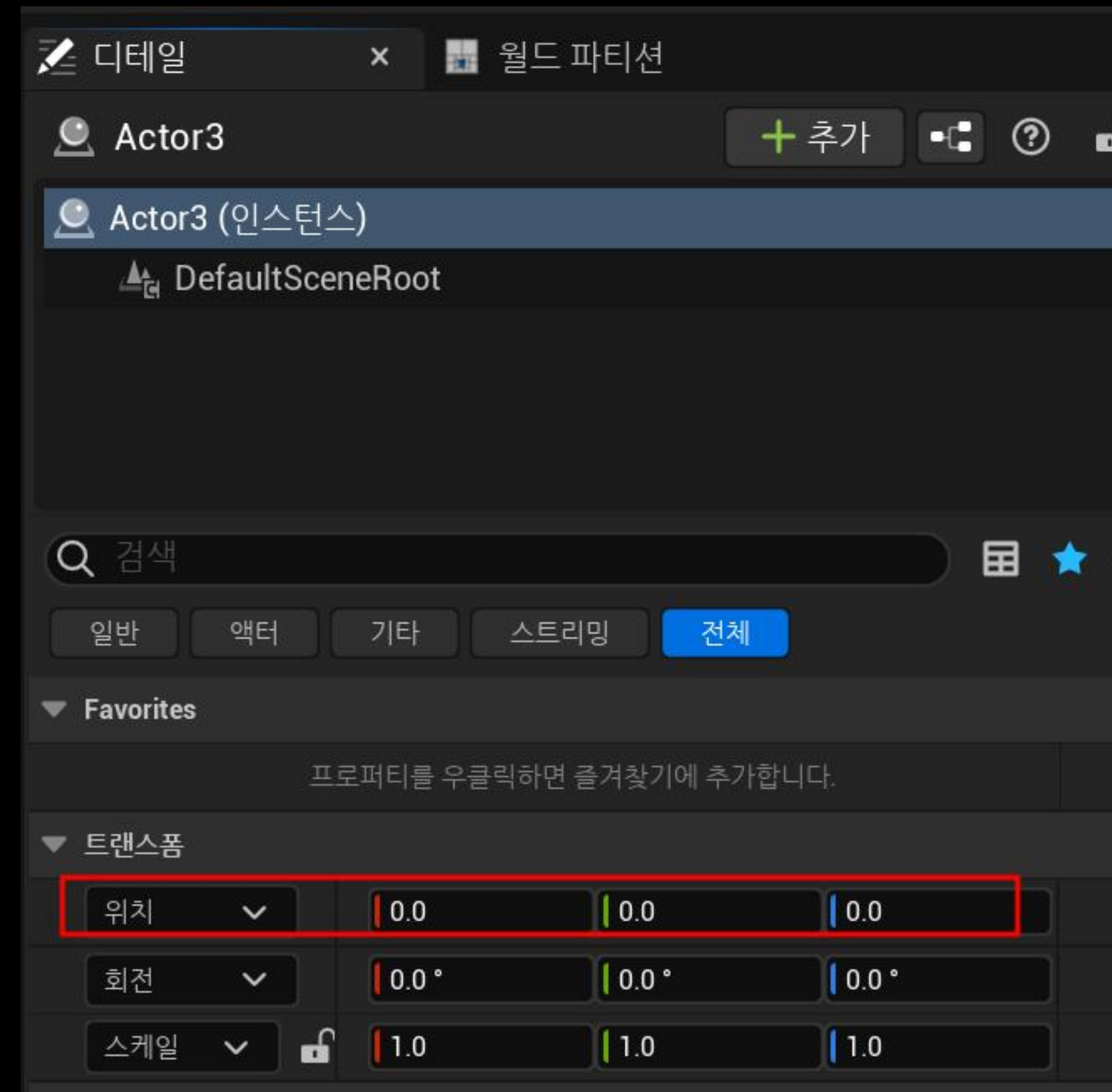
Alt + 3
언릿

Alt + 4
라이팅 포함

오브젝트 배치 및 라이팅 3개 라이팅 세팅



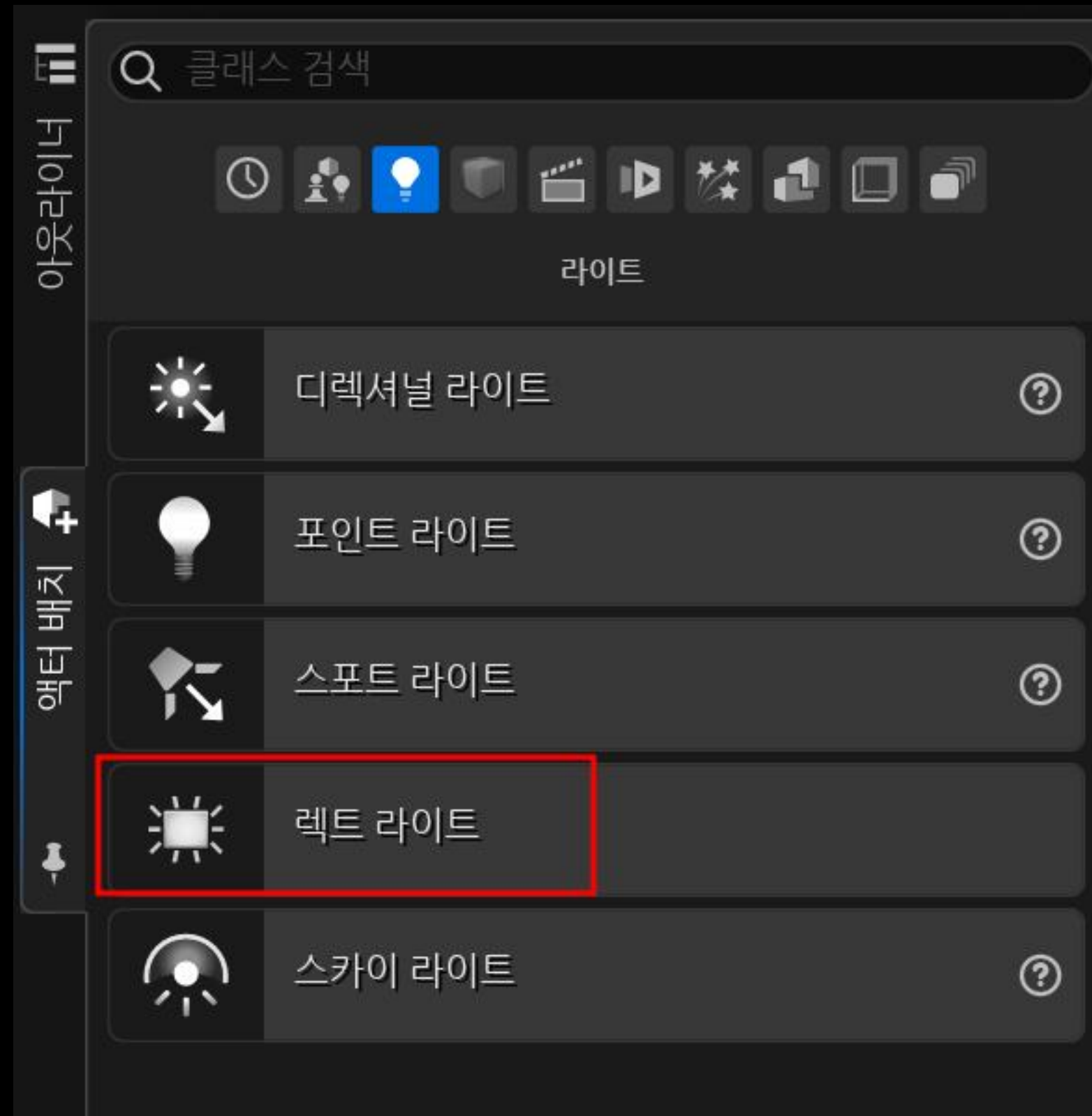
액터배치 - 액터



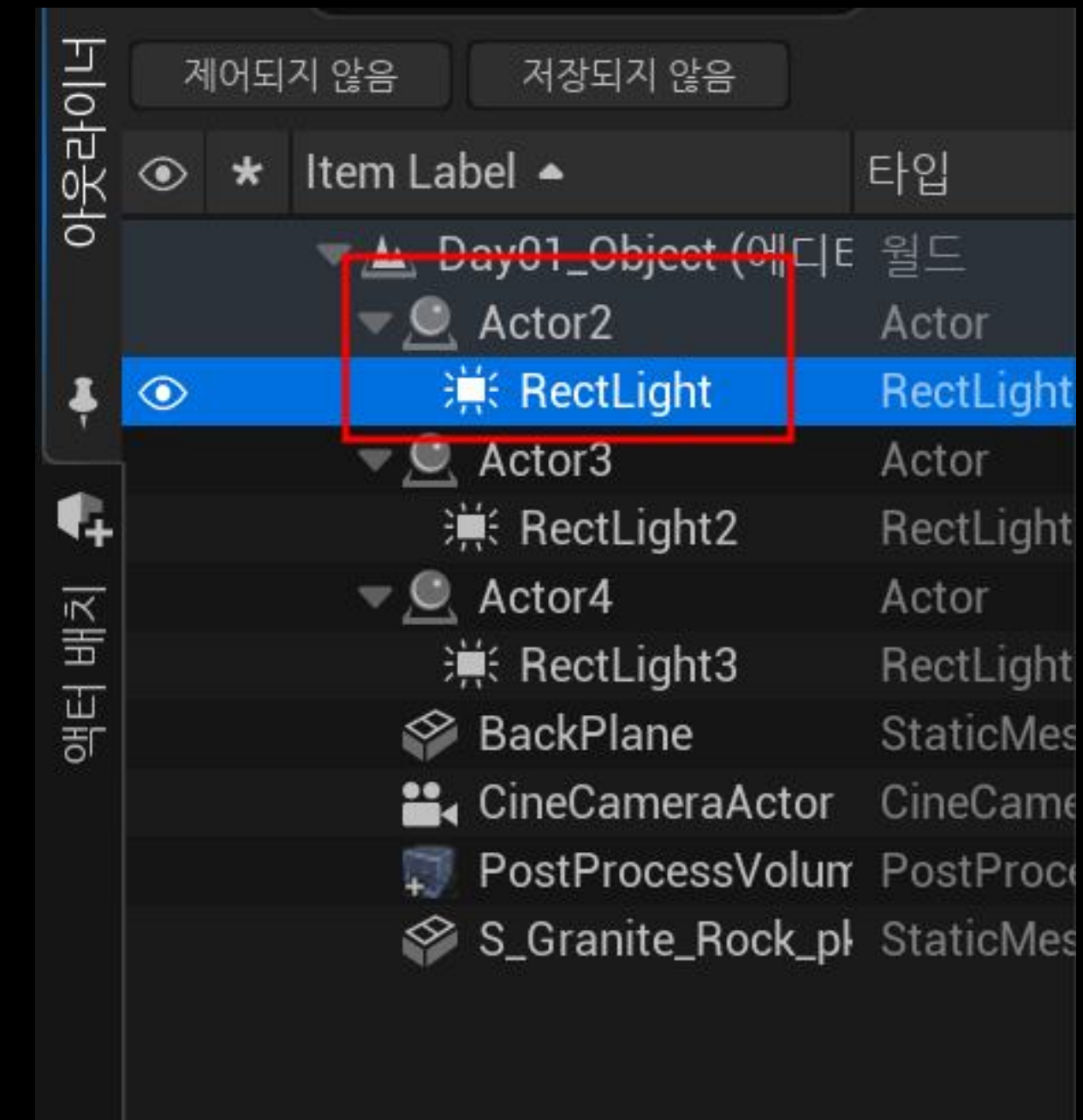
원점에 맞춰주기

오브젝트 배치 및 라이팅

3개 라이팅 세팅



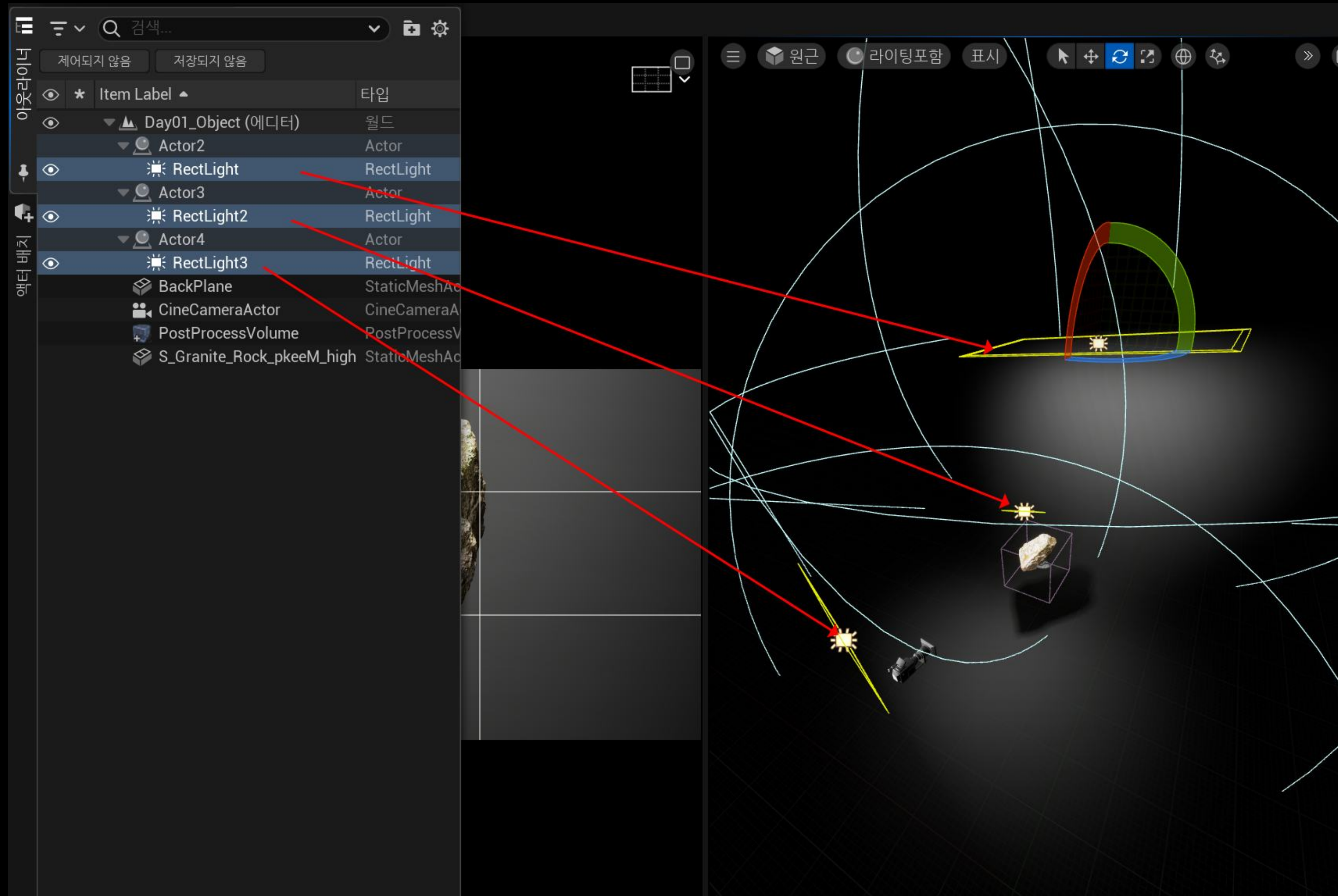
렉트 라이트 추가



만들어준 액터의 자식으로 넣어주기

오브젝트 배치 및 라이팅

3개 라이팅 세팅

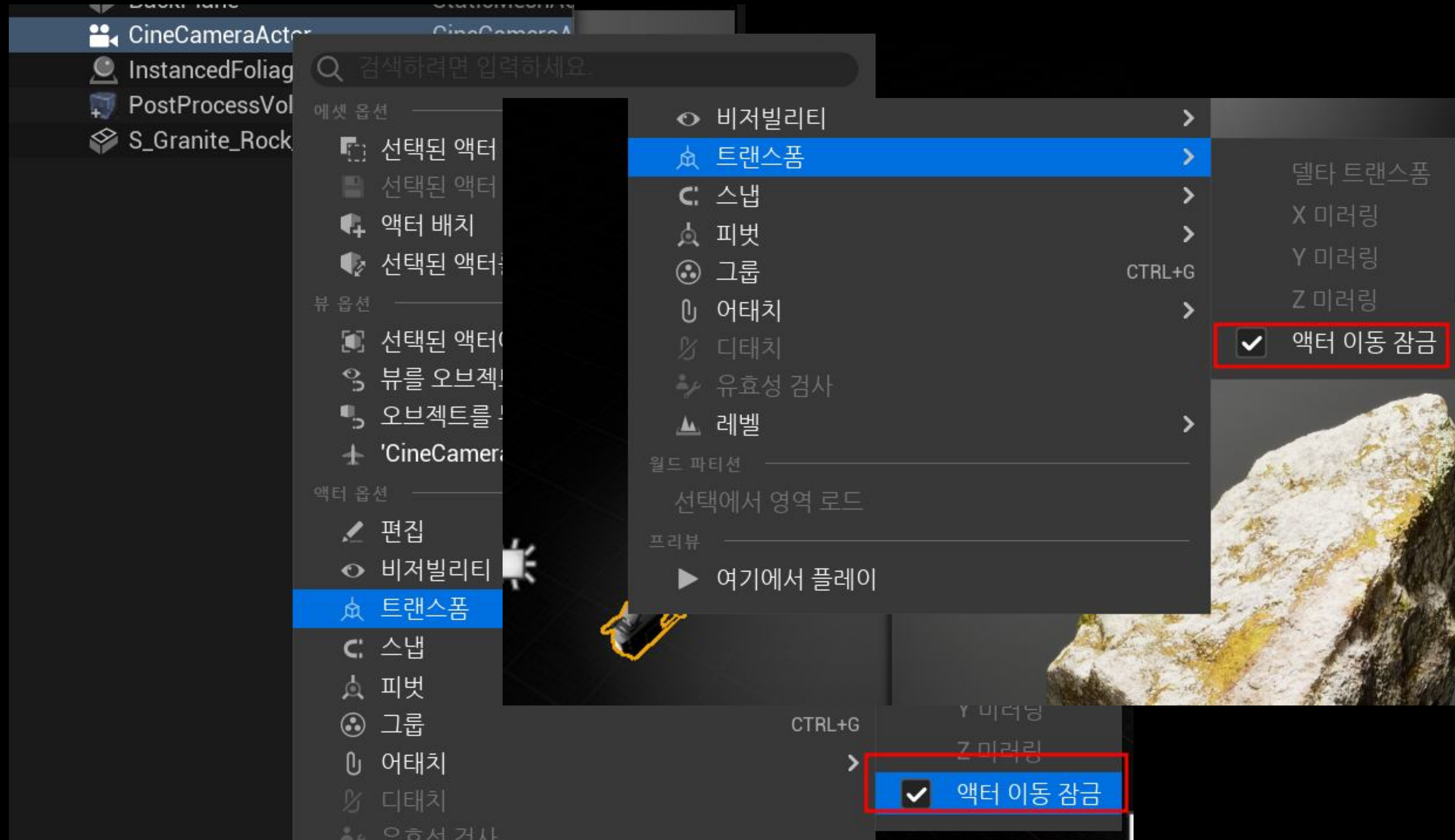


액터들의 위치는 원점(오브젝트의 중앙)이어야 한다.

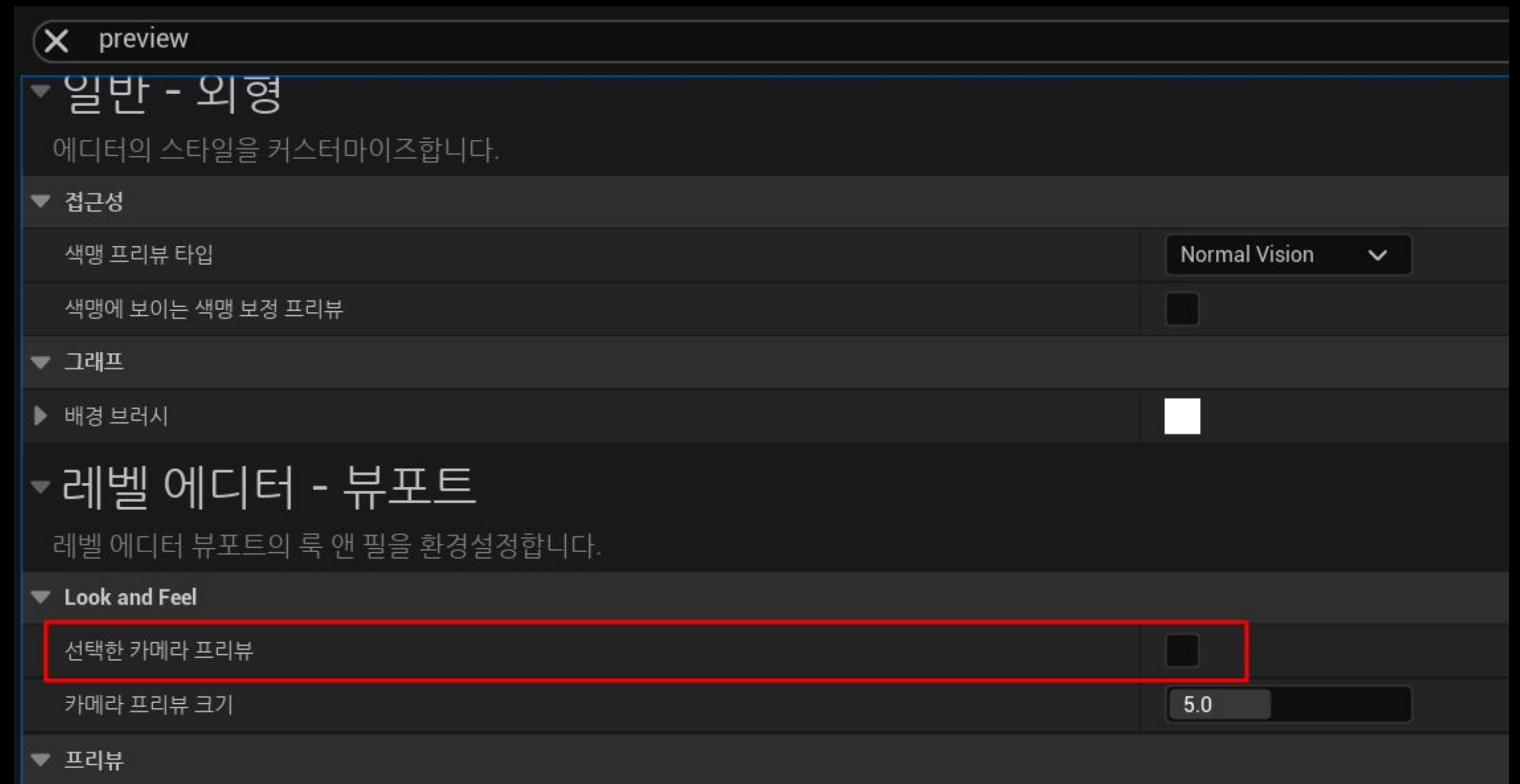
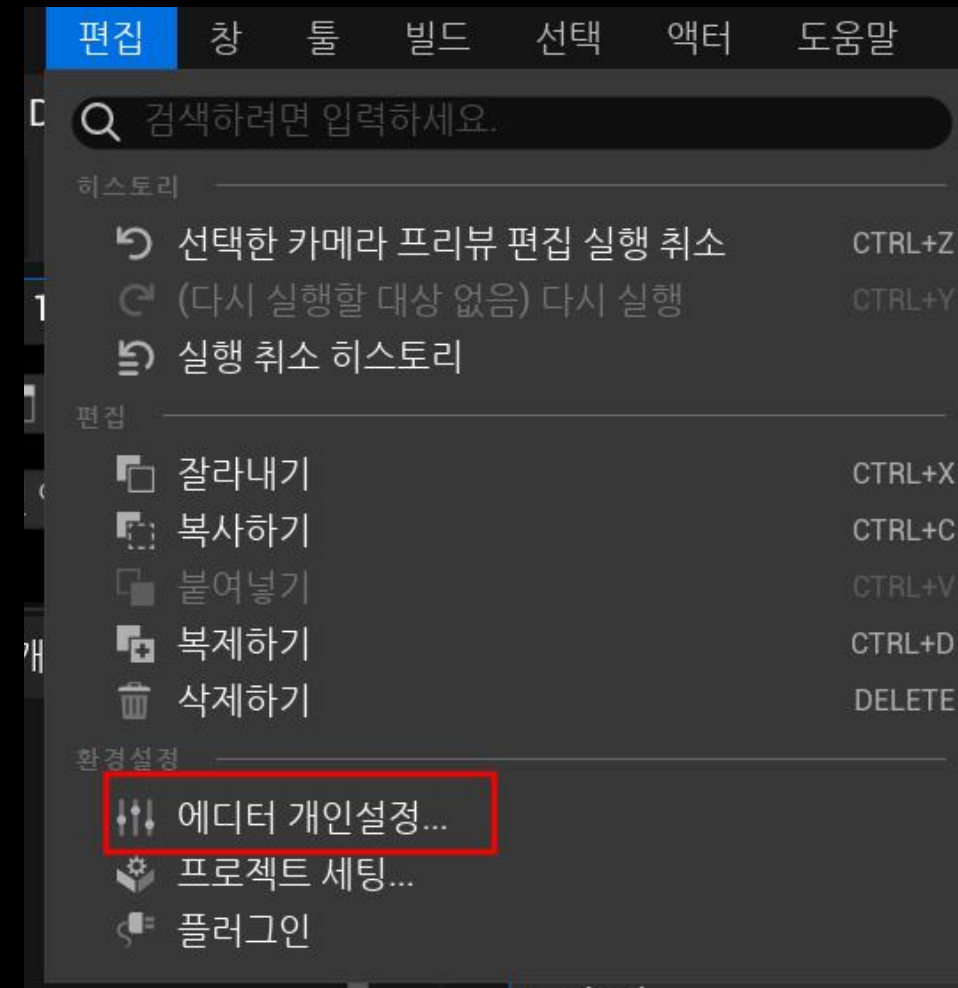
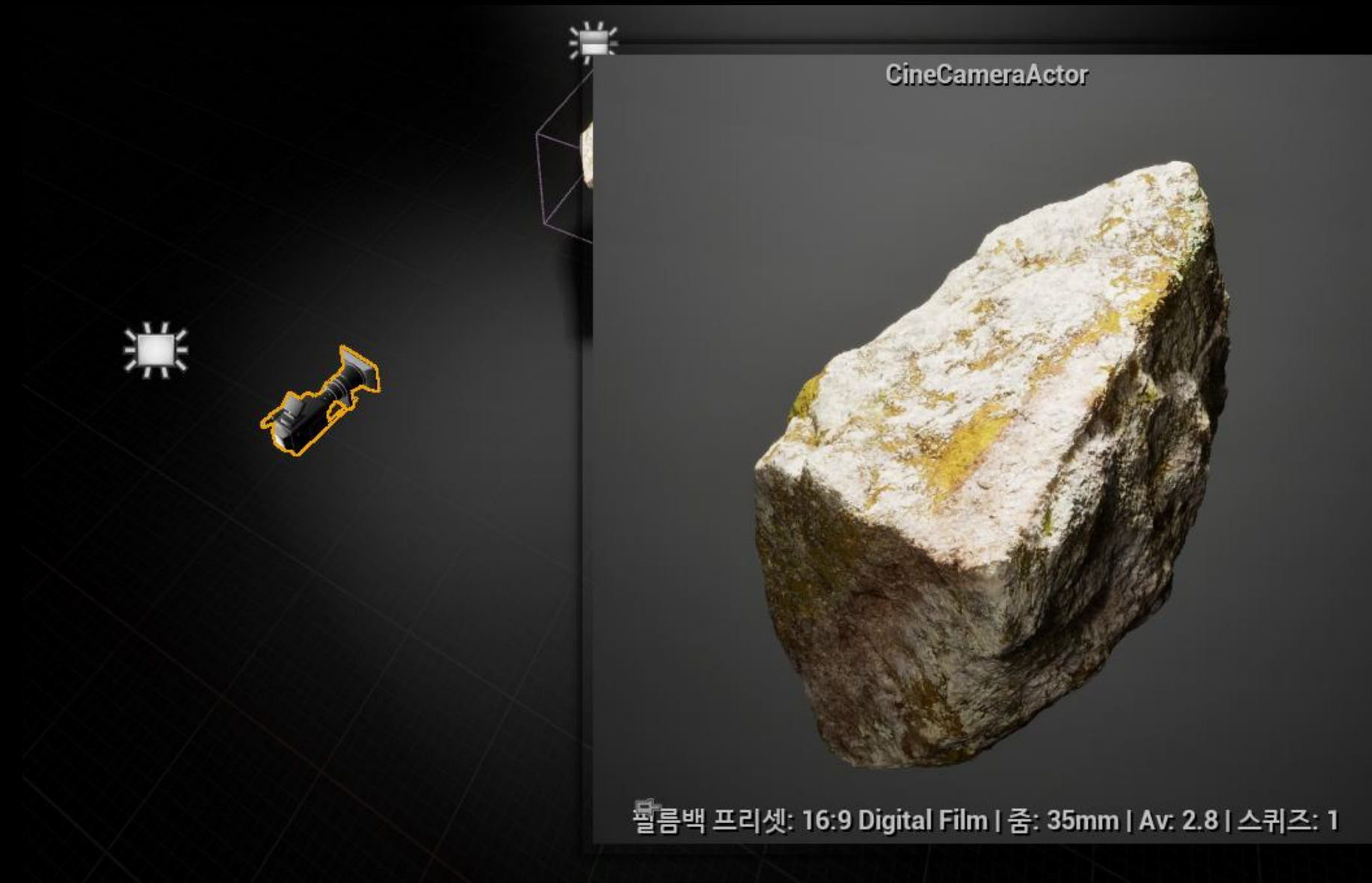
카메라 세팅

카메라 세팅

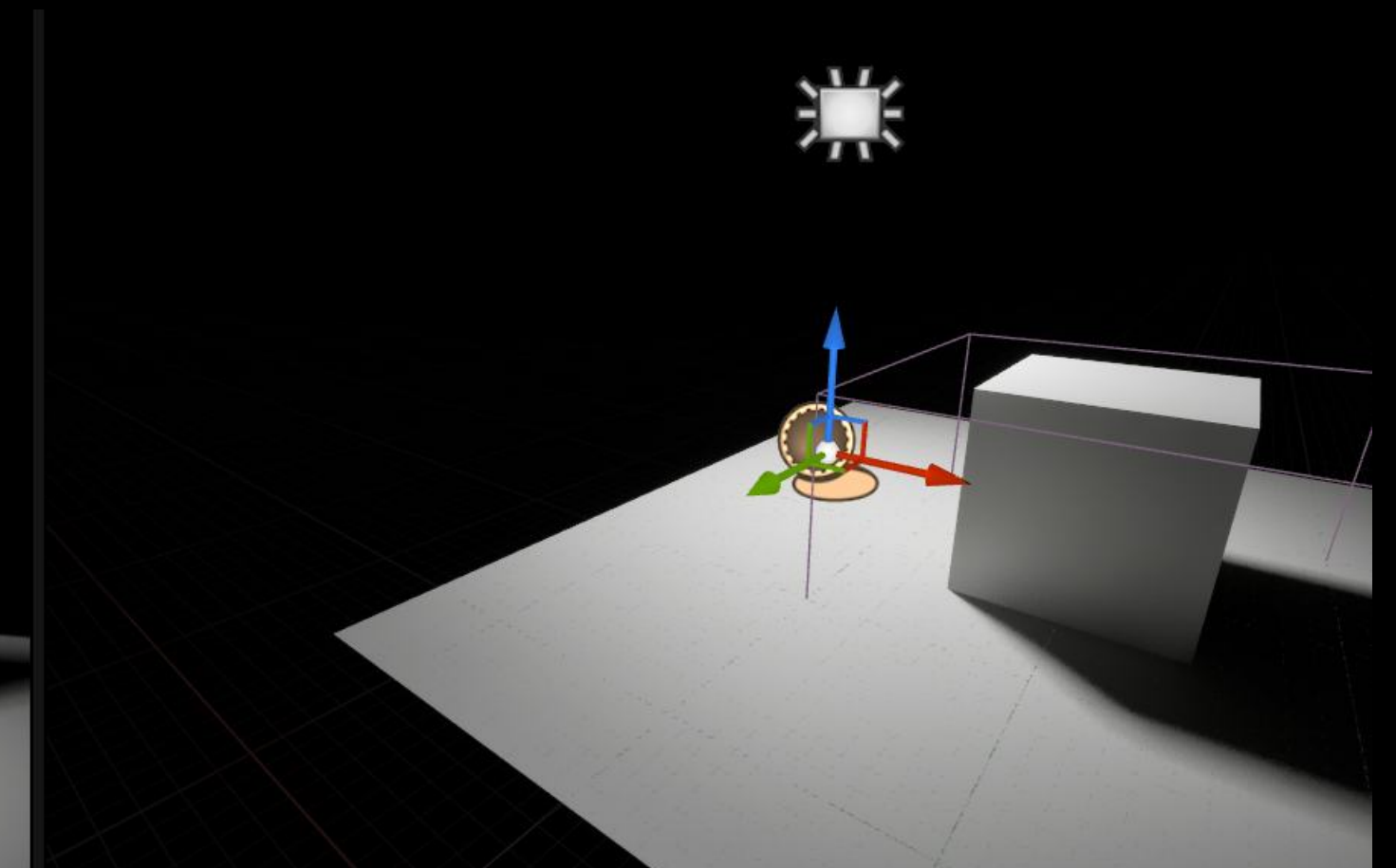
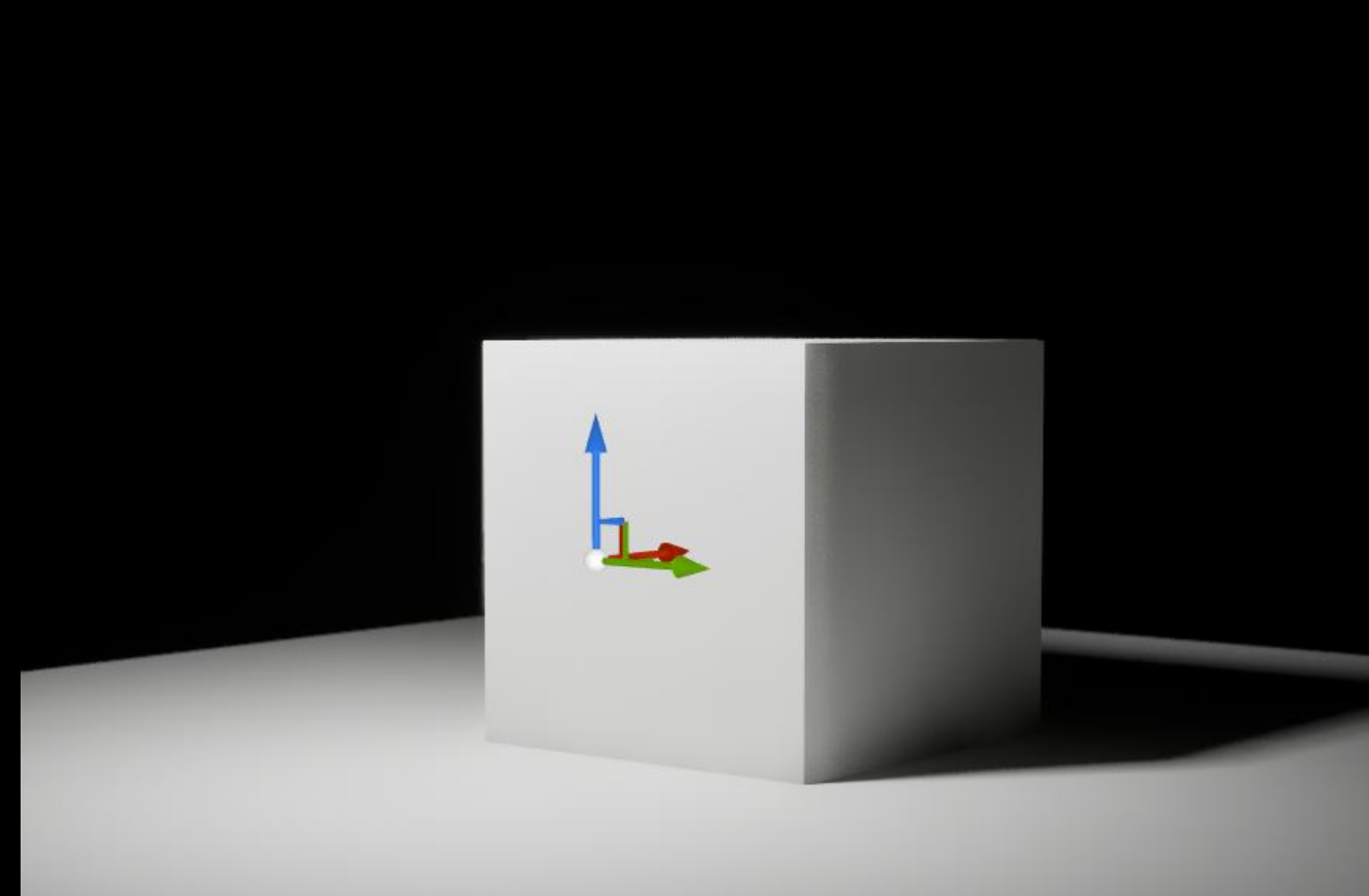
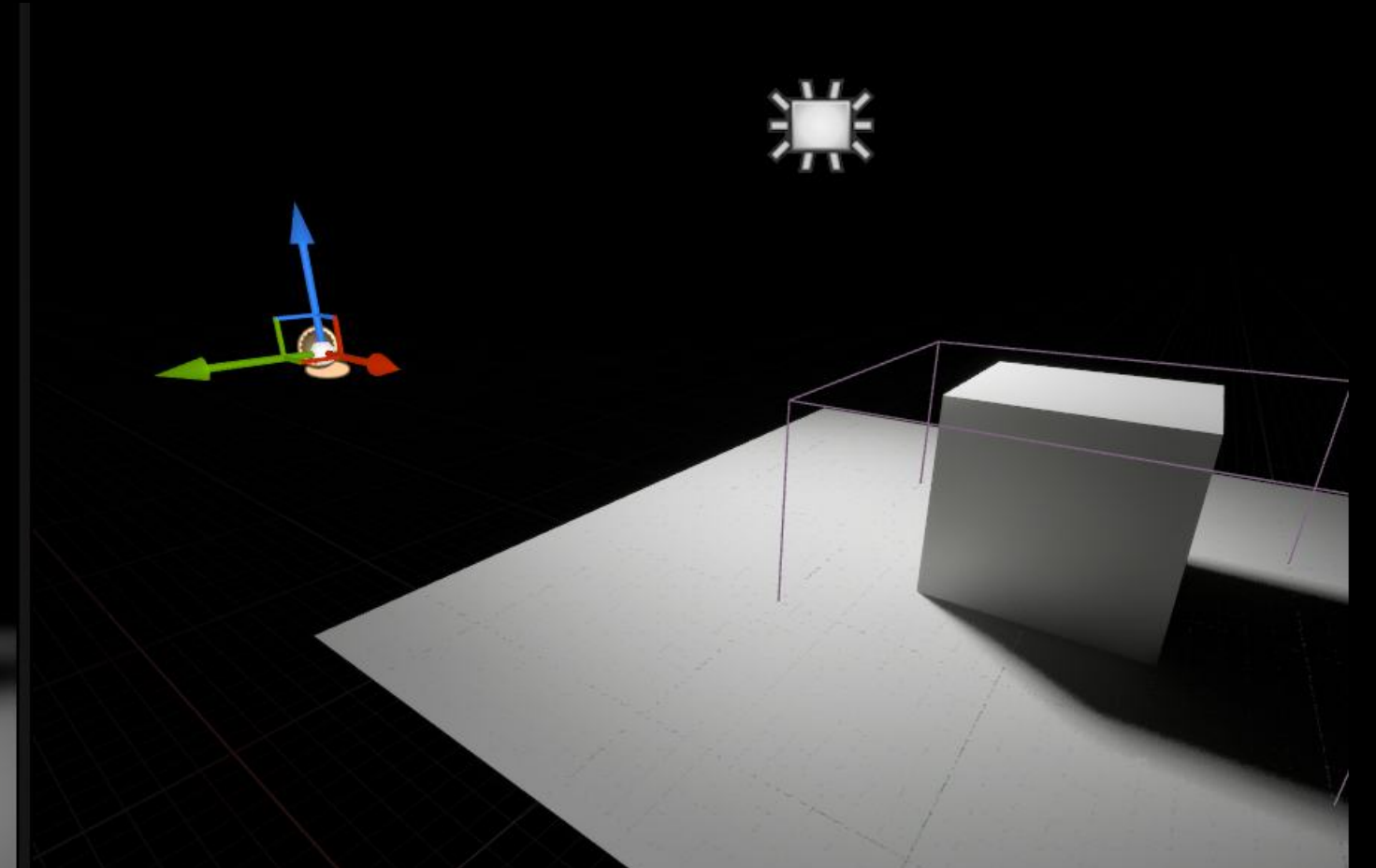
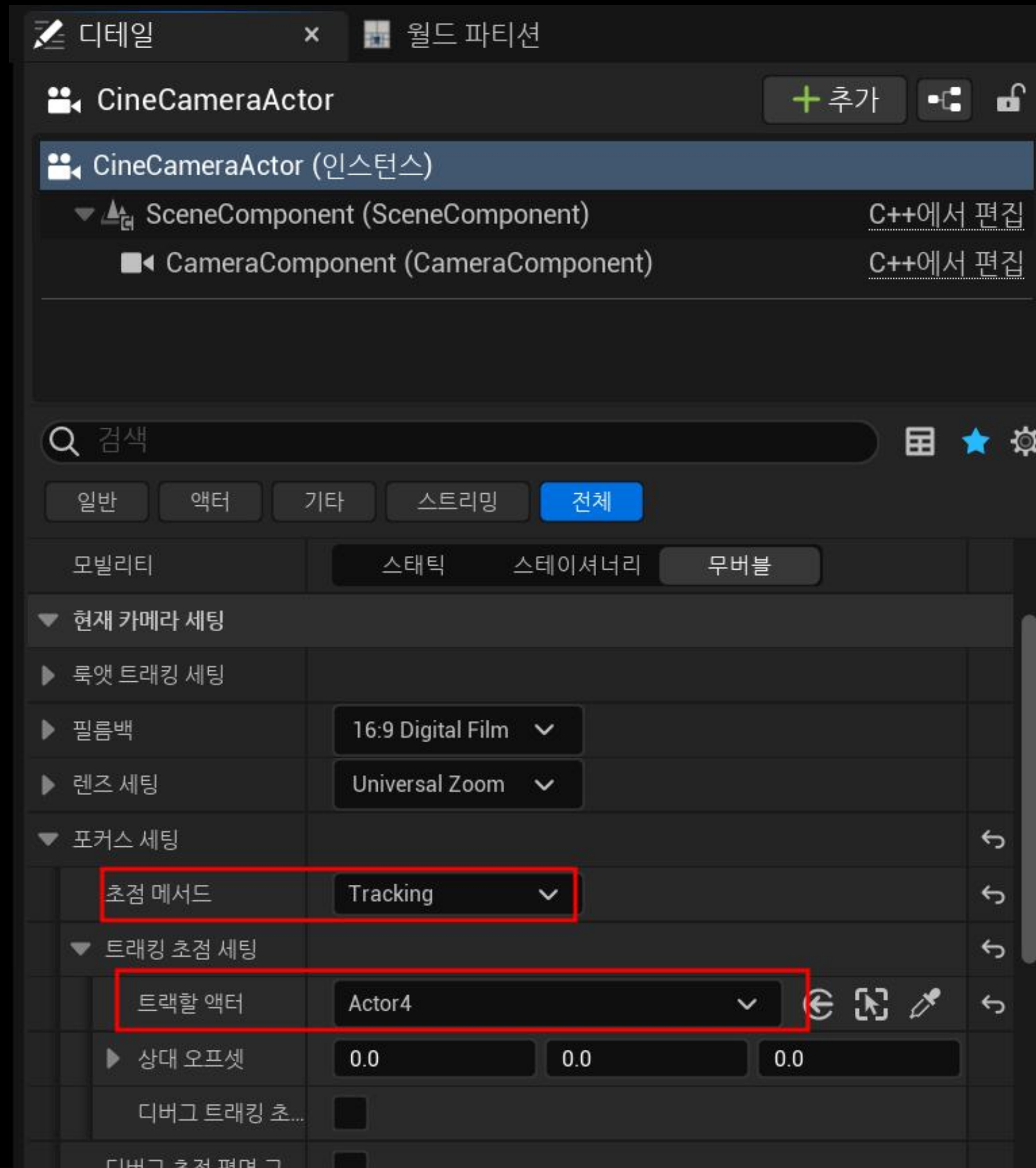
카메라 고정



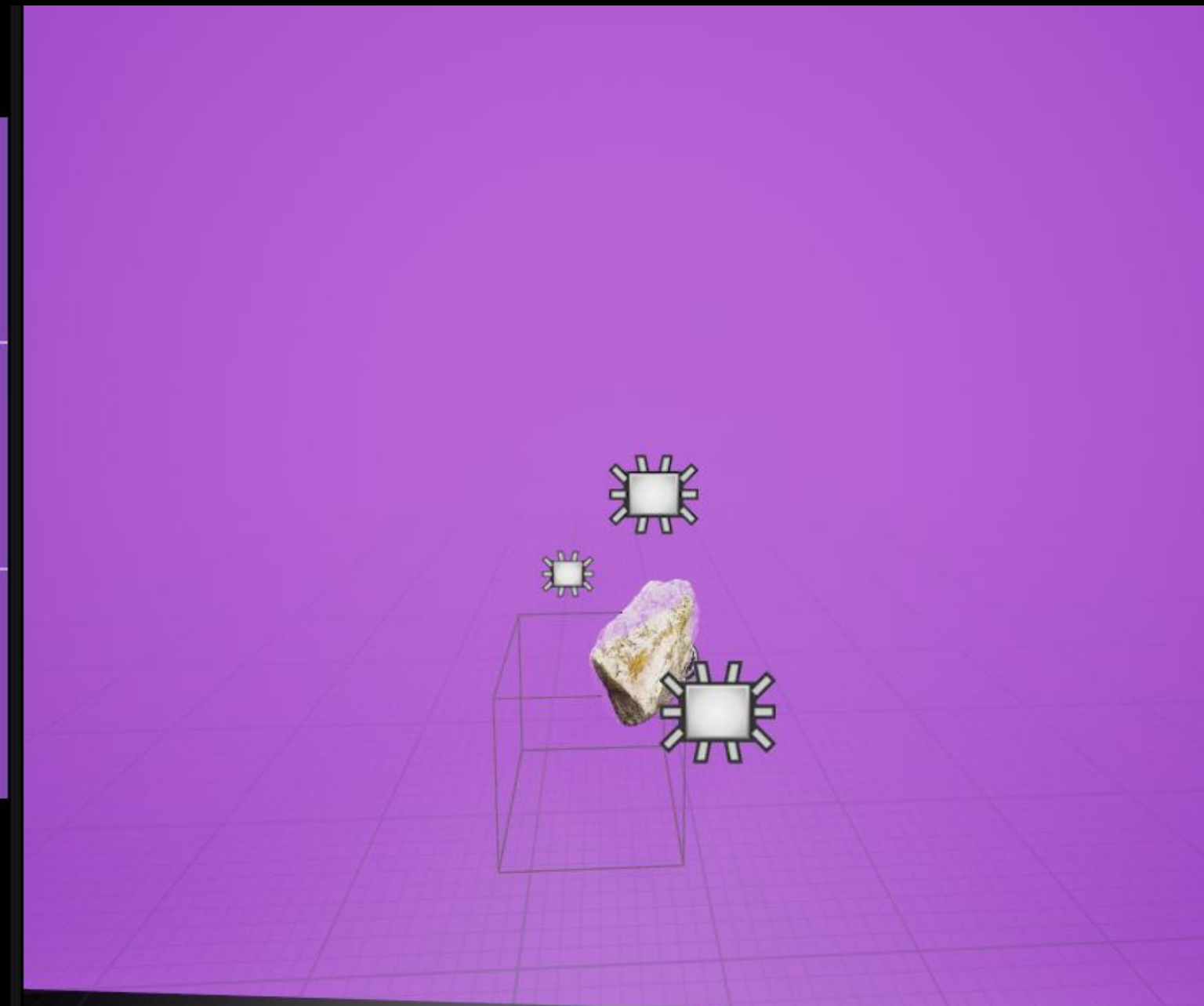
카메라 세팅 프리뷰 끄기



카메라 세팅 포커스 세팅



카메라 세팅 포커스 디버그

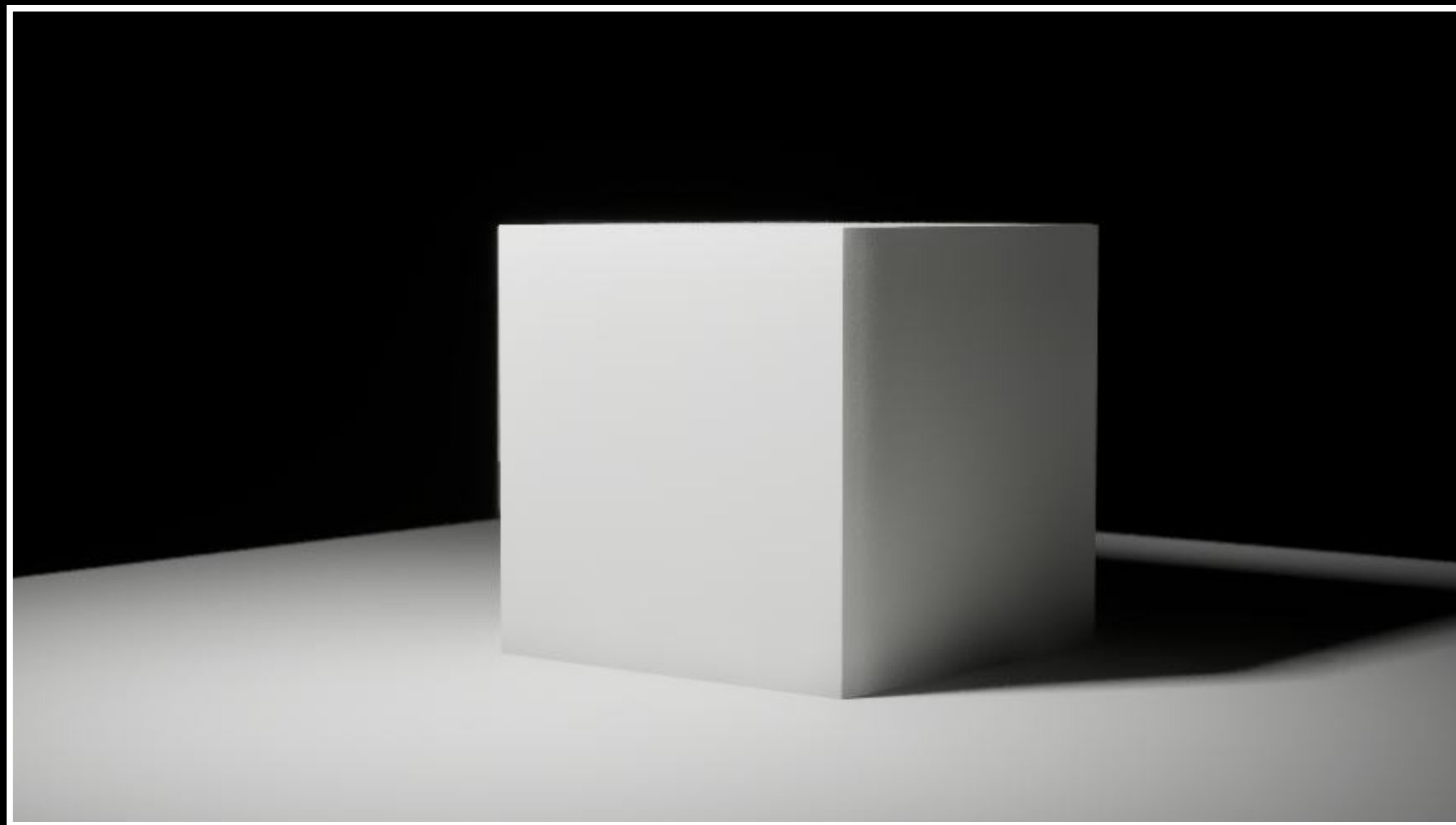


렌즈 세팅	Universal Zoom	
포커스 세팅		
초점 메서드	Tracking	
트래킹 초점 세팅		
트래킹할 액터	Actor4	
상대 오프셋	0.0	0.0
디버그 트래킹 초...		
디버그 초점 평면 그...	☒	
디버그 초점 평면 컬러		
스무드 초점 변경		
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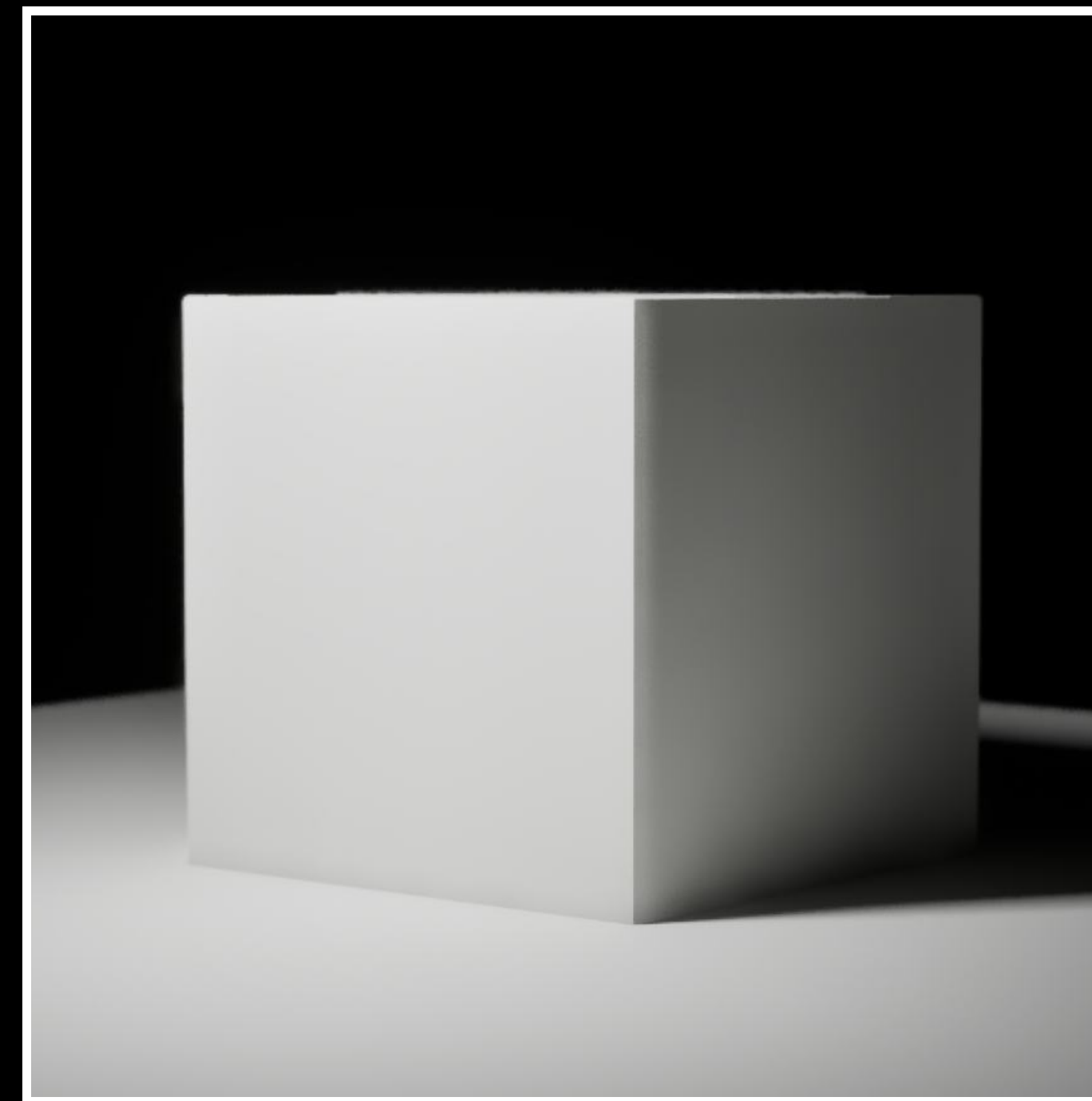
카메라 세팅

Camera aspect ratio

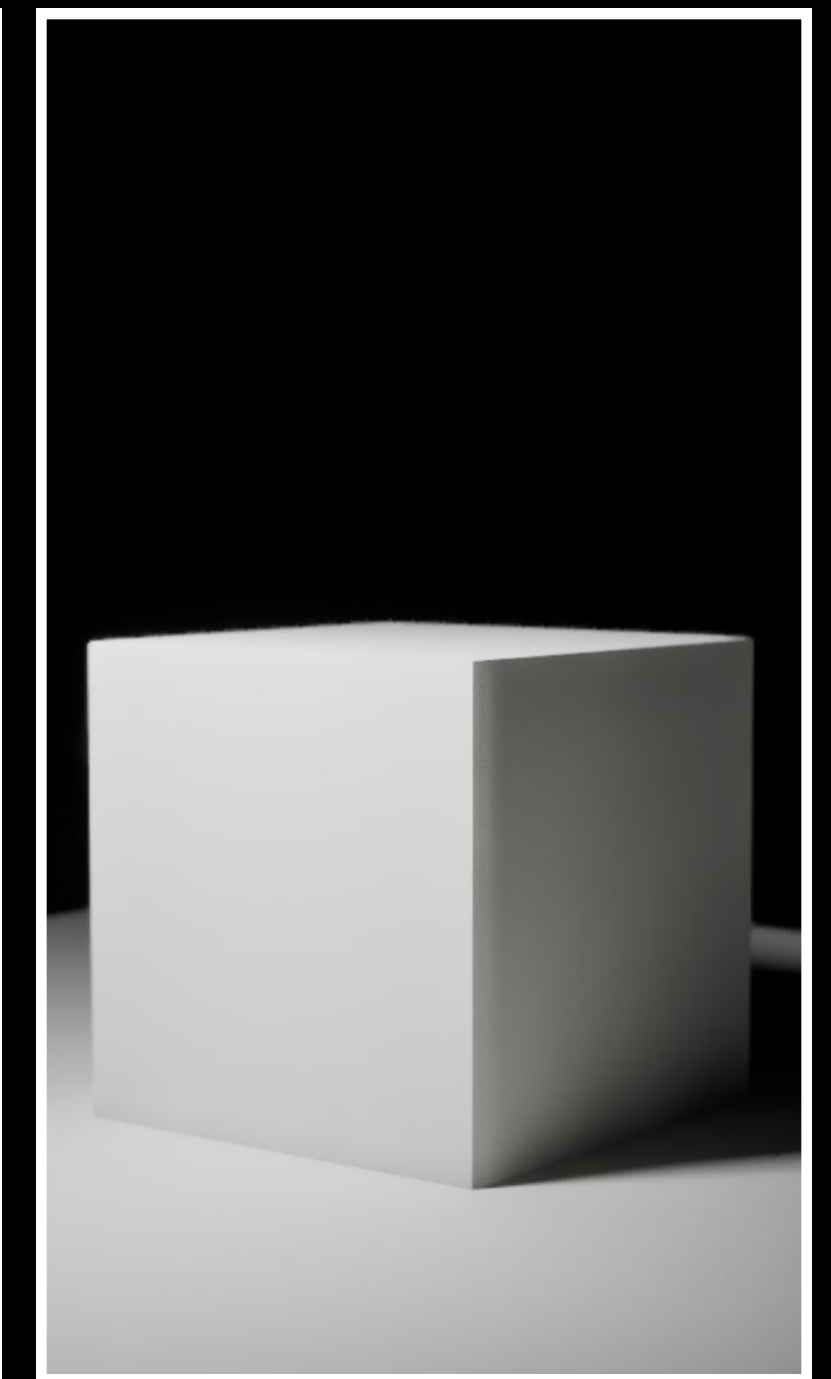
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0



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카메라 세팅
초점 거리

현재 초점 길이

35.0



24



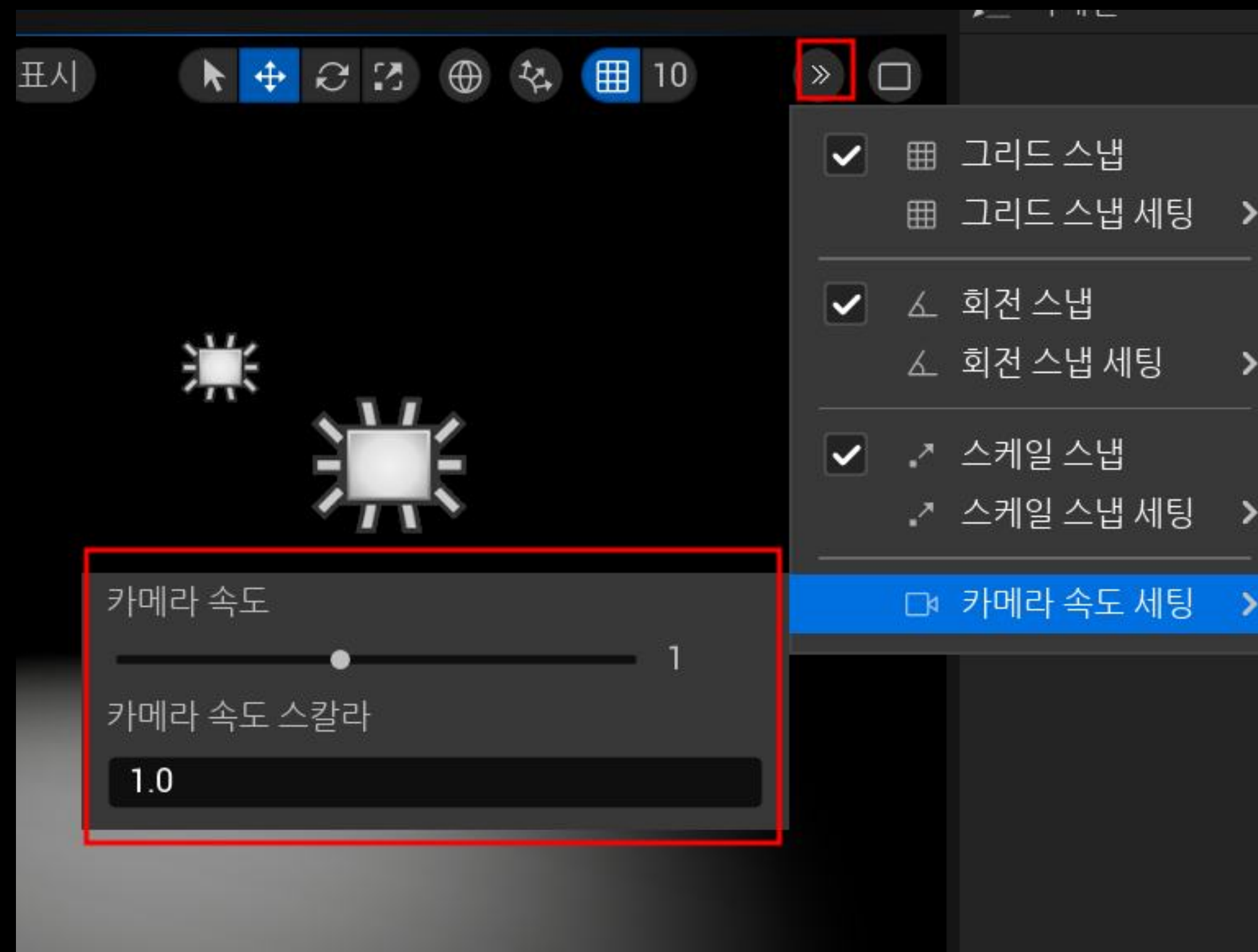
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85

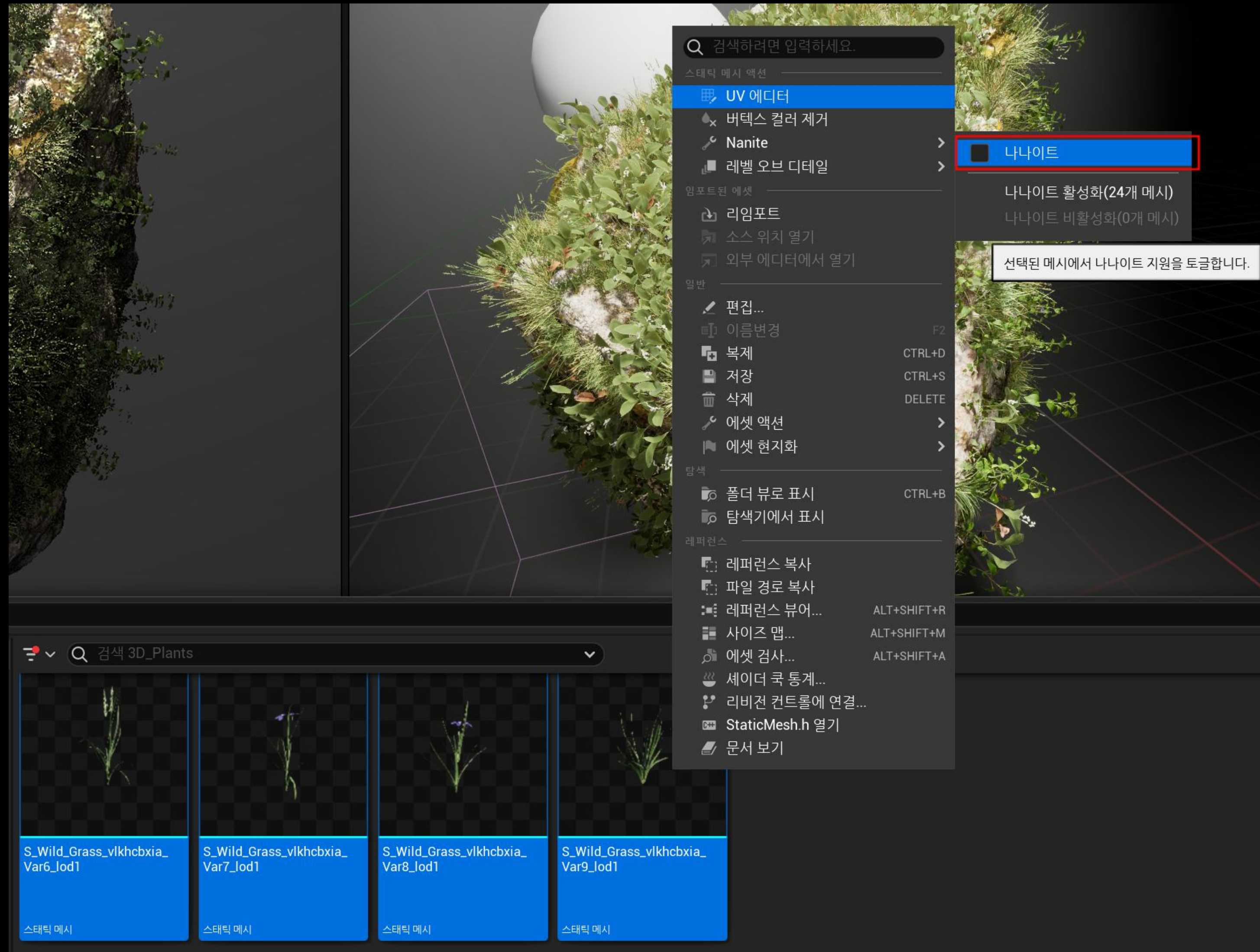
카메라 세팅

카메라 속도 세팅

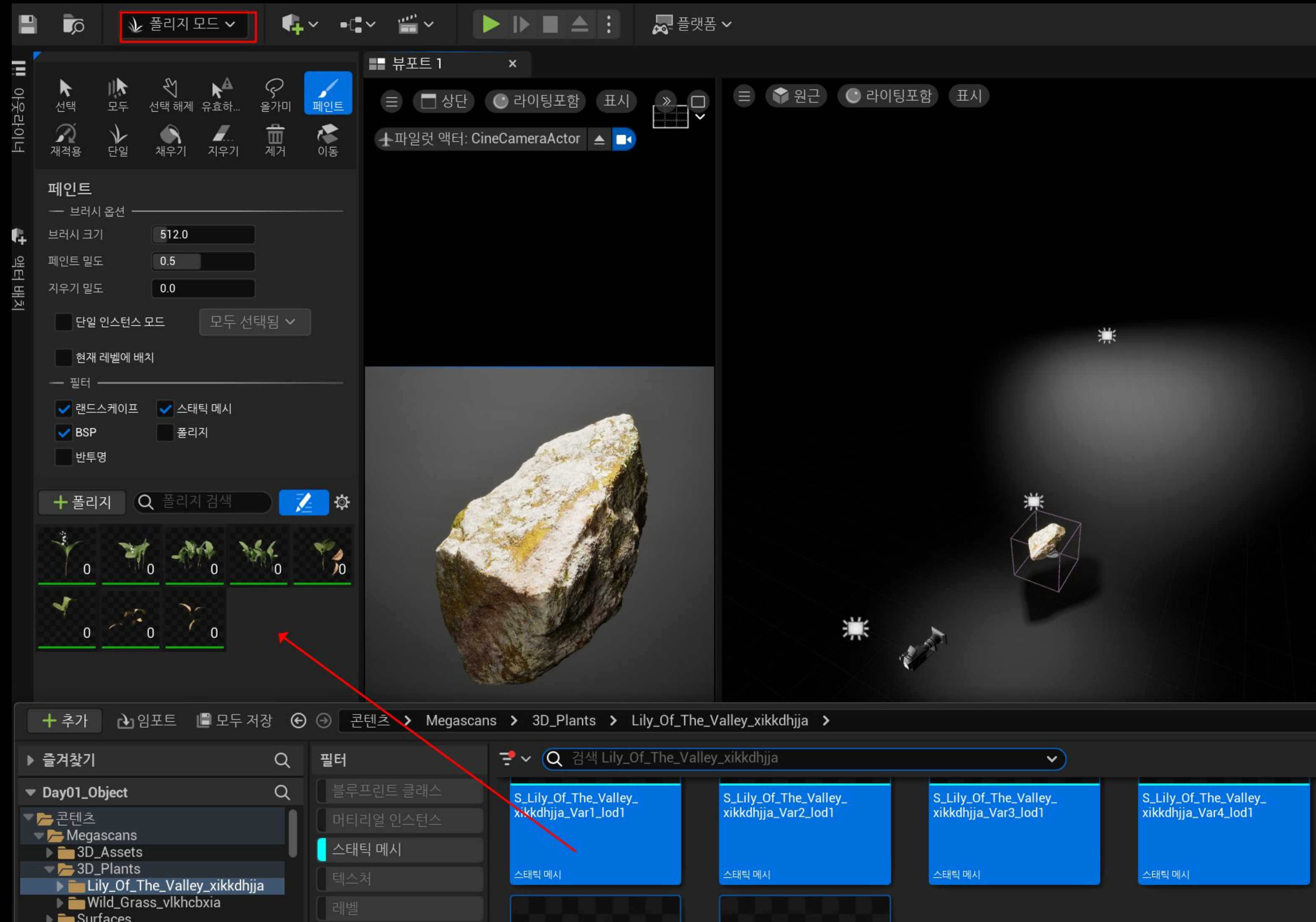


폴리지 모드

플리지 모드 식물에 나나이트 적용

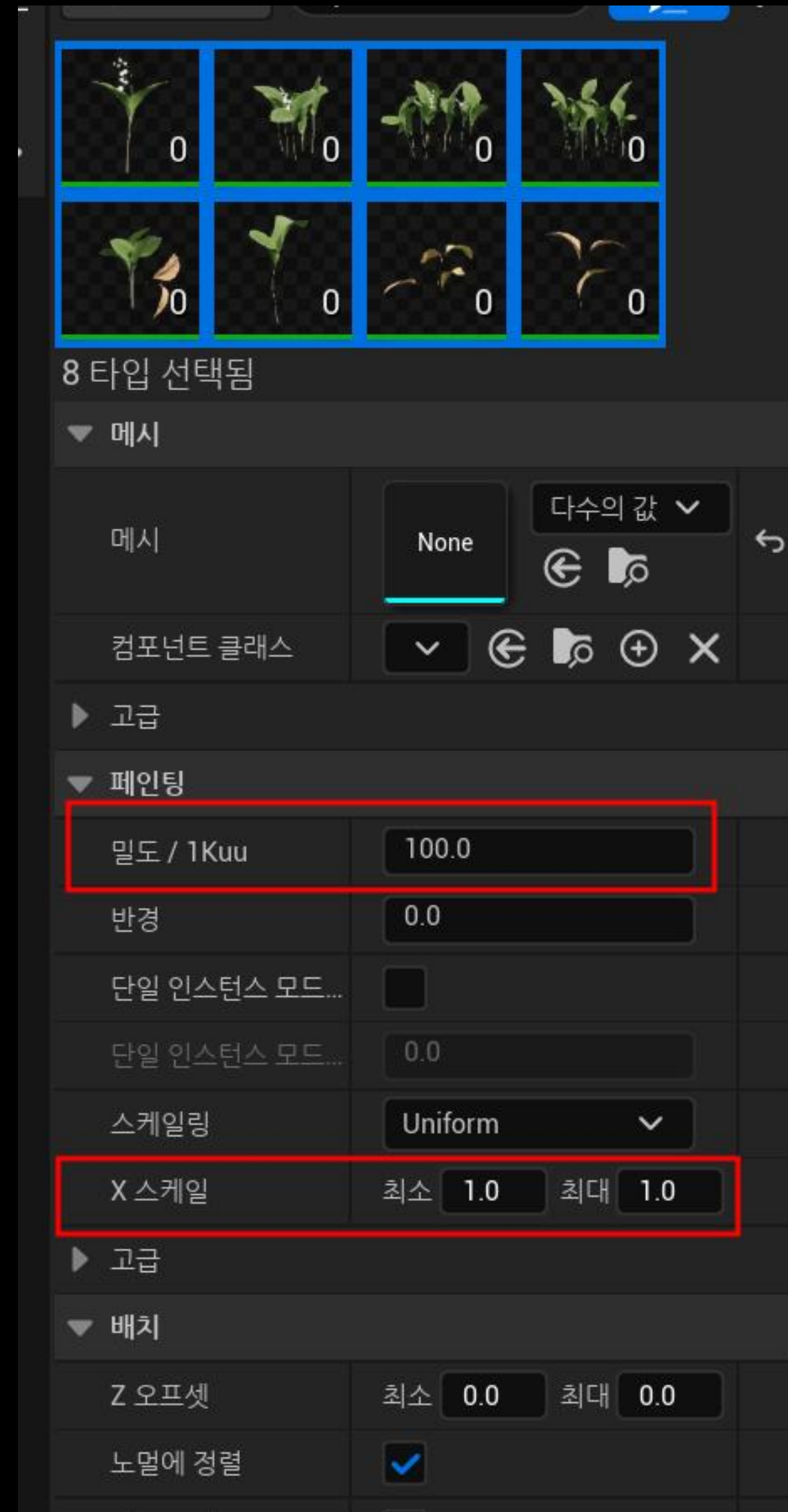


폴리지 모드 식물 심기



폴리지 모드

밀도, X 스케일



적용할 식물 선택 후

밀도

10m x 10m 크기의 영역에 얼마나 많은 오브젝트를 배치할 것인가

사이즈

폴리지 모드 경사 각도



경사면에 식물이 안 심어질 때는



지면 경사 각도의 최대 값을 높여준다.

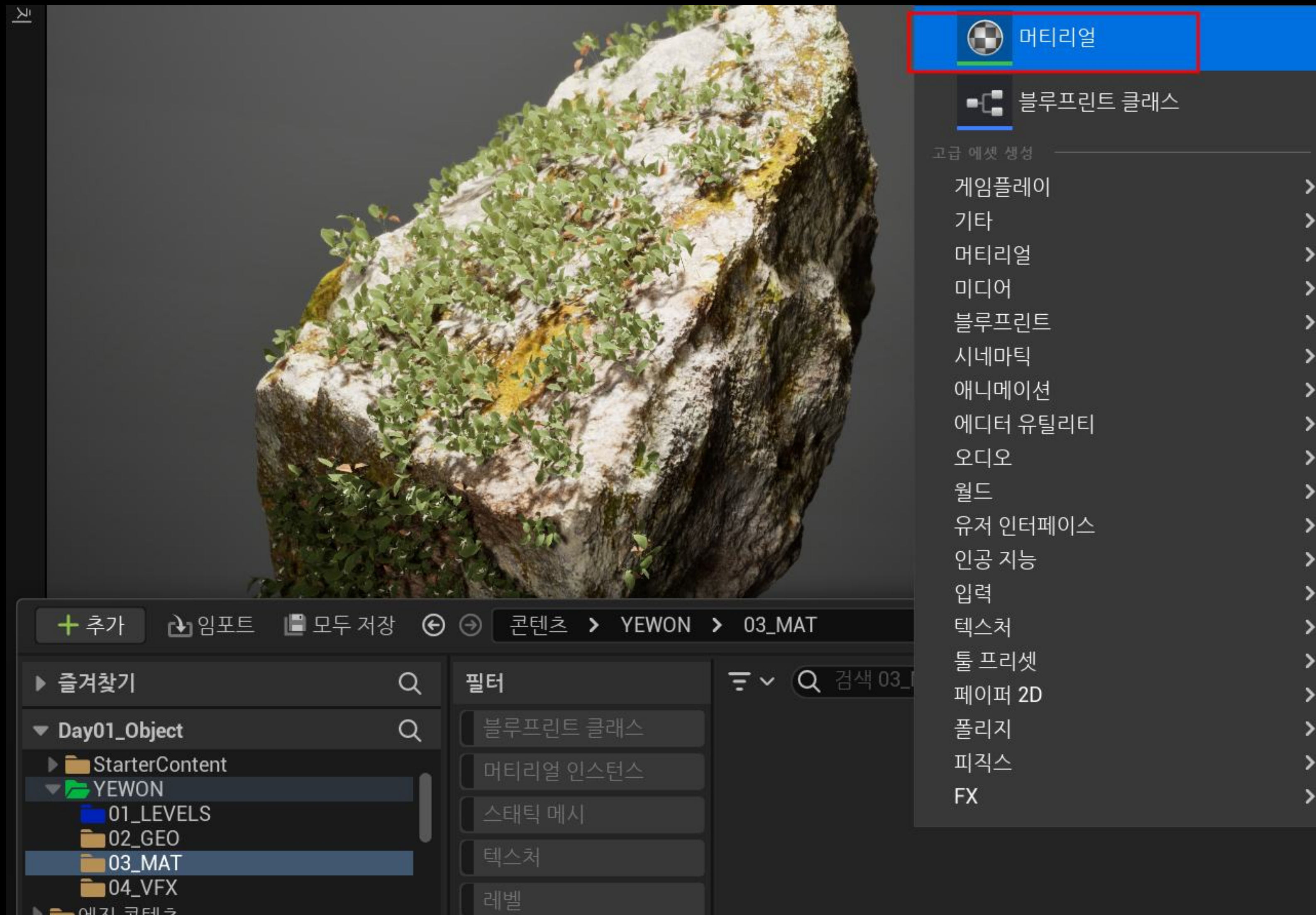
**너무 높은 359도로 설정하게 되면 부자연스러운 값이라고 판단되어 안 심어질 때가 있음



Material 세팅

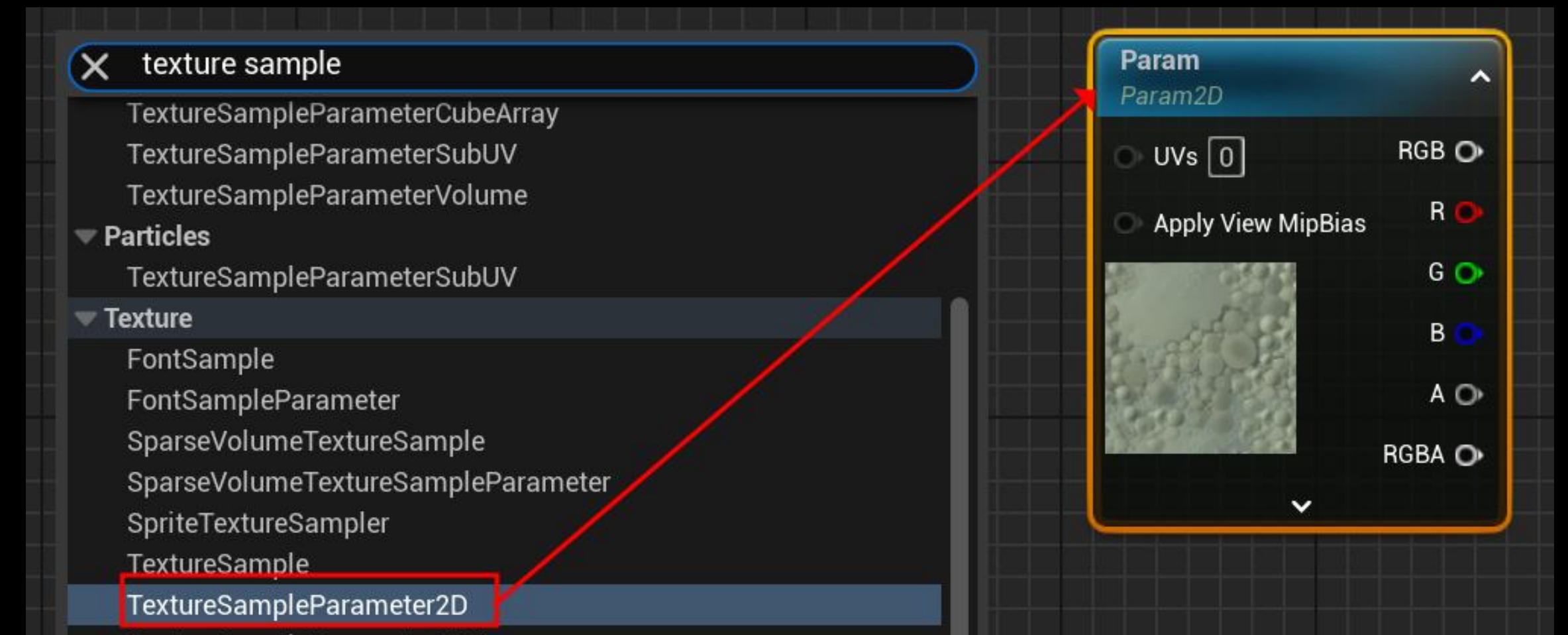
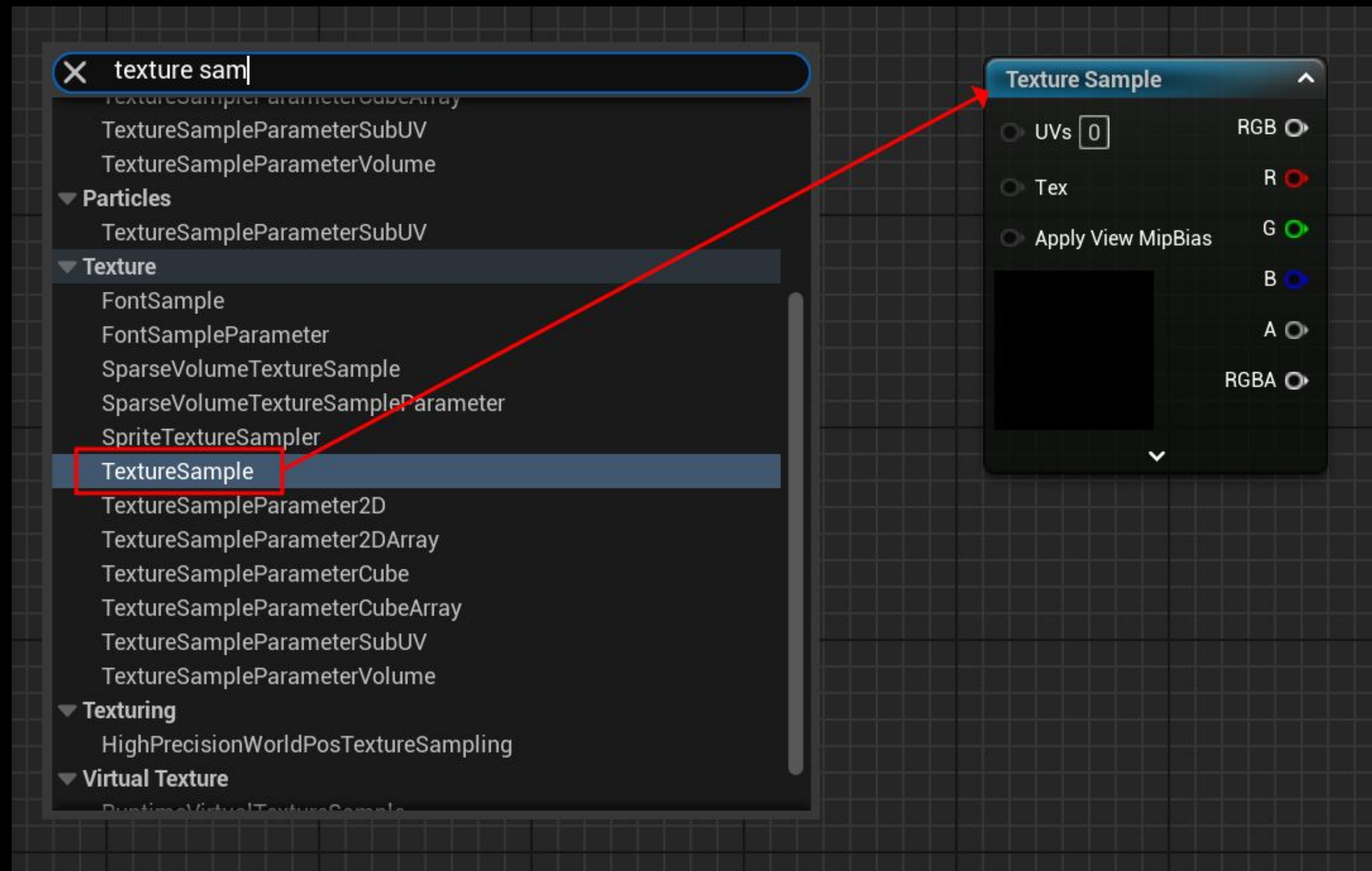
Material 세팅

Material 만들기



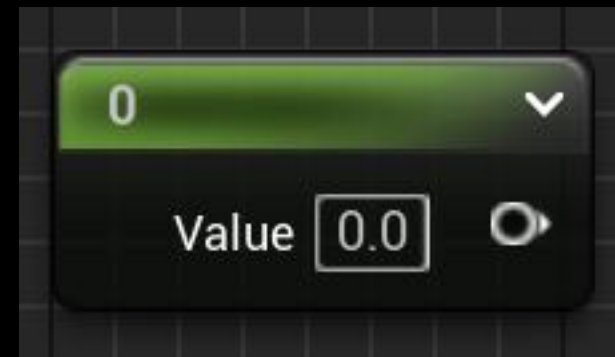
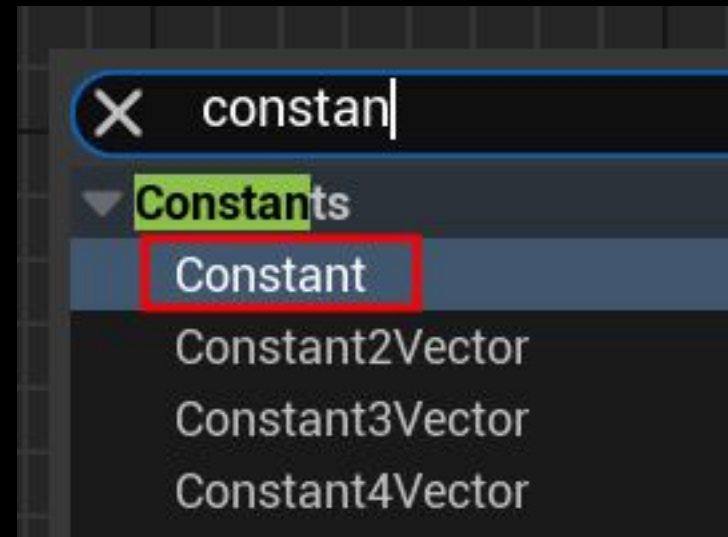
Material 세팅

Texture Sample

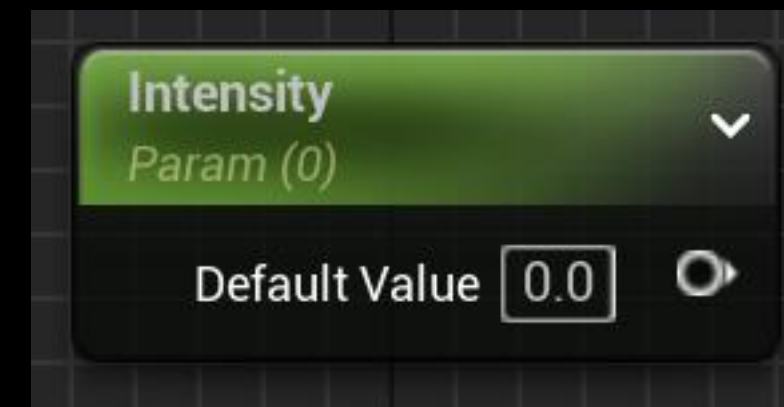


Material 세팅

Constant



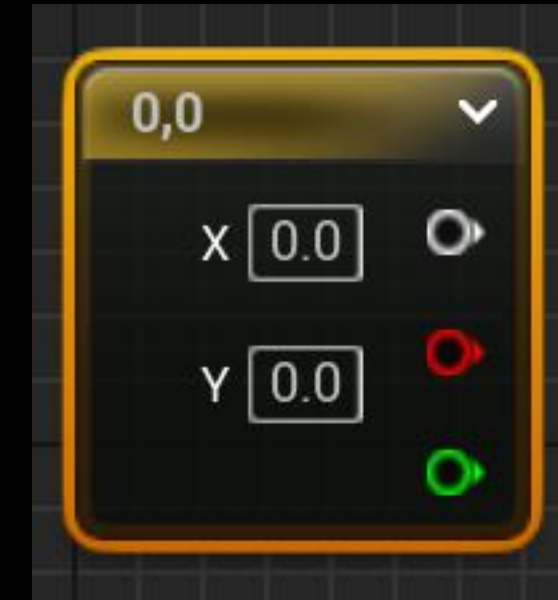
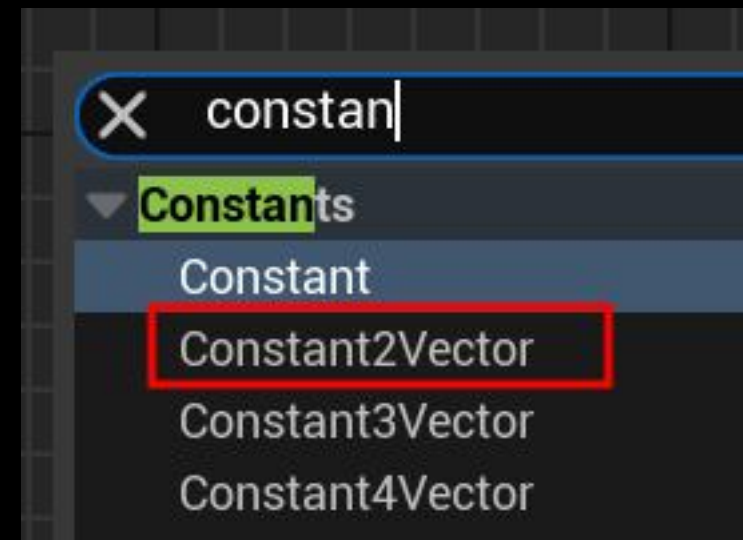
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S

Material 세팅

Constant2Vector

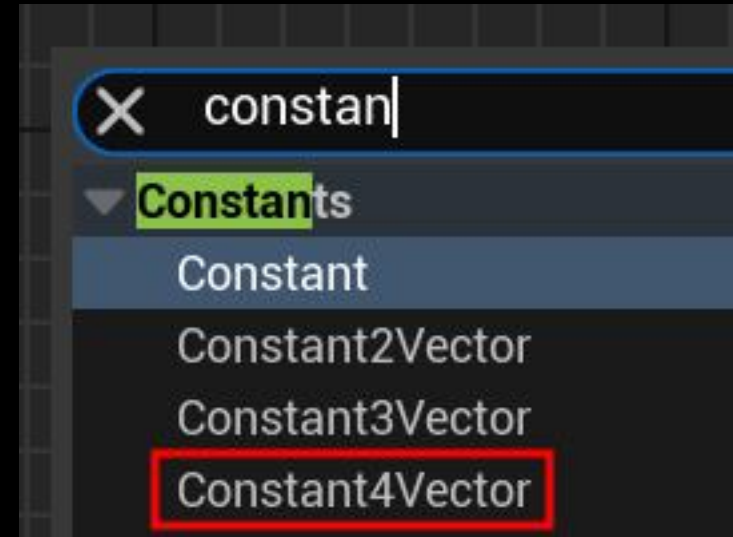


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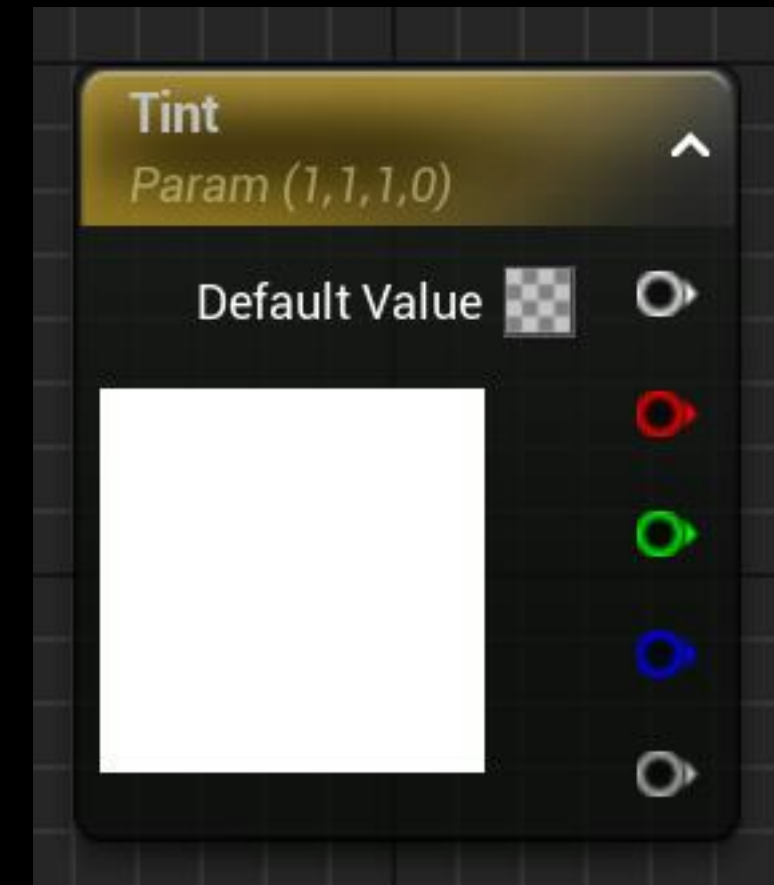
Constant3Vector



Constant4Vector

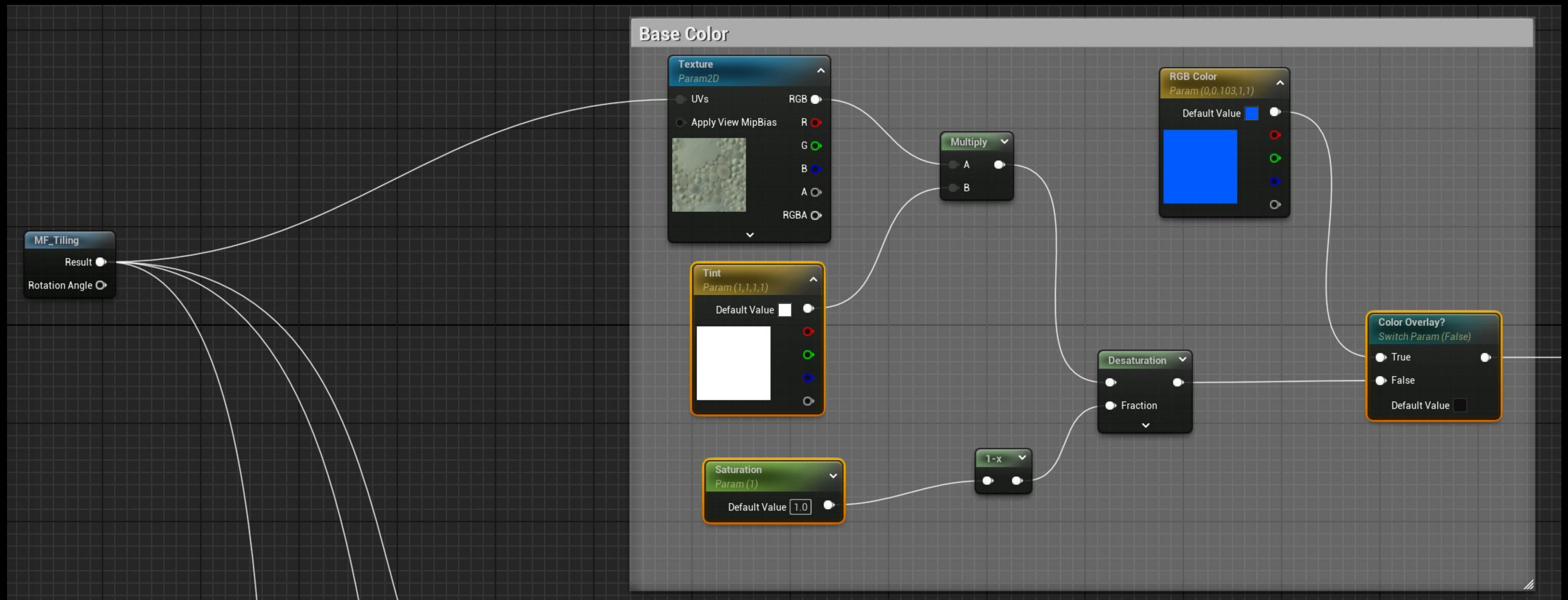


4



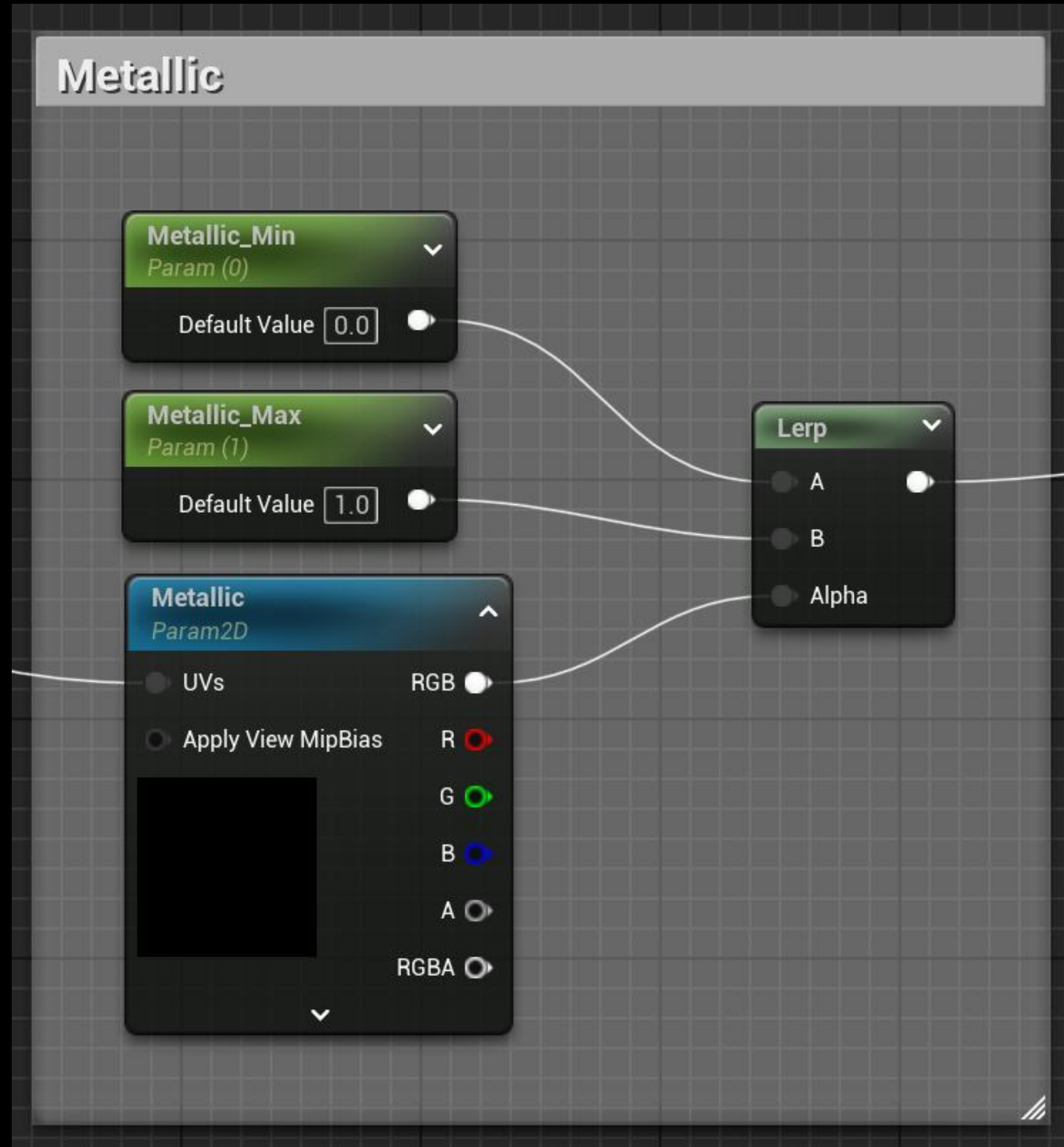
v

Material 세팅 Base Color

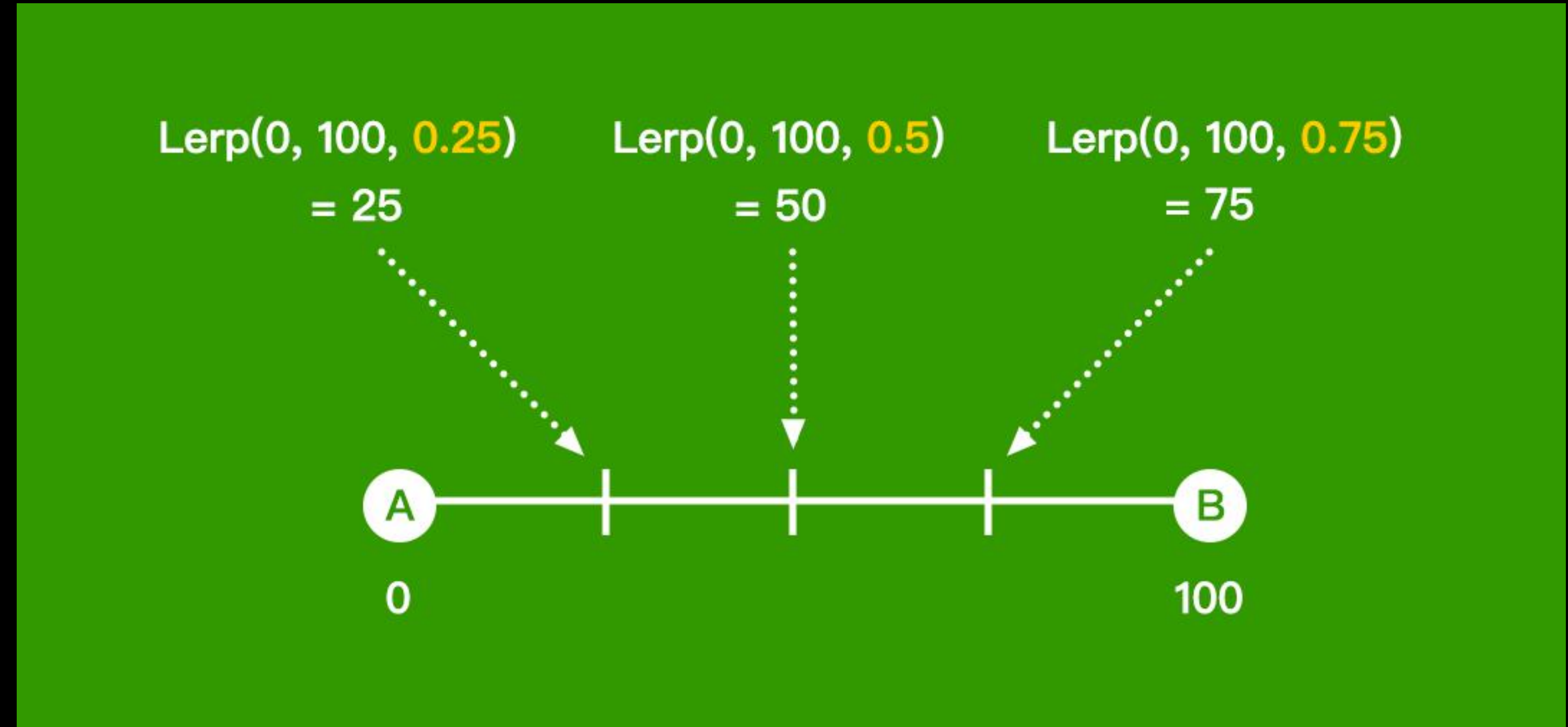
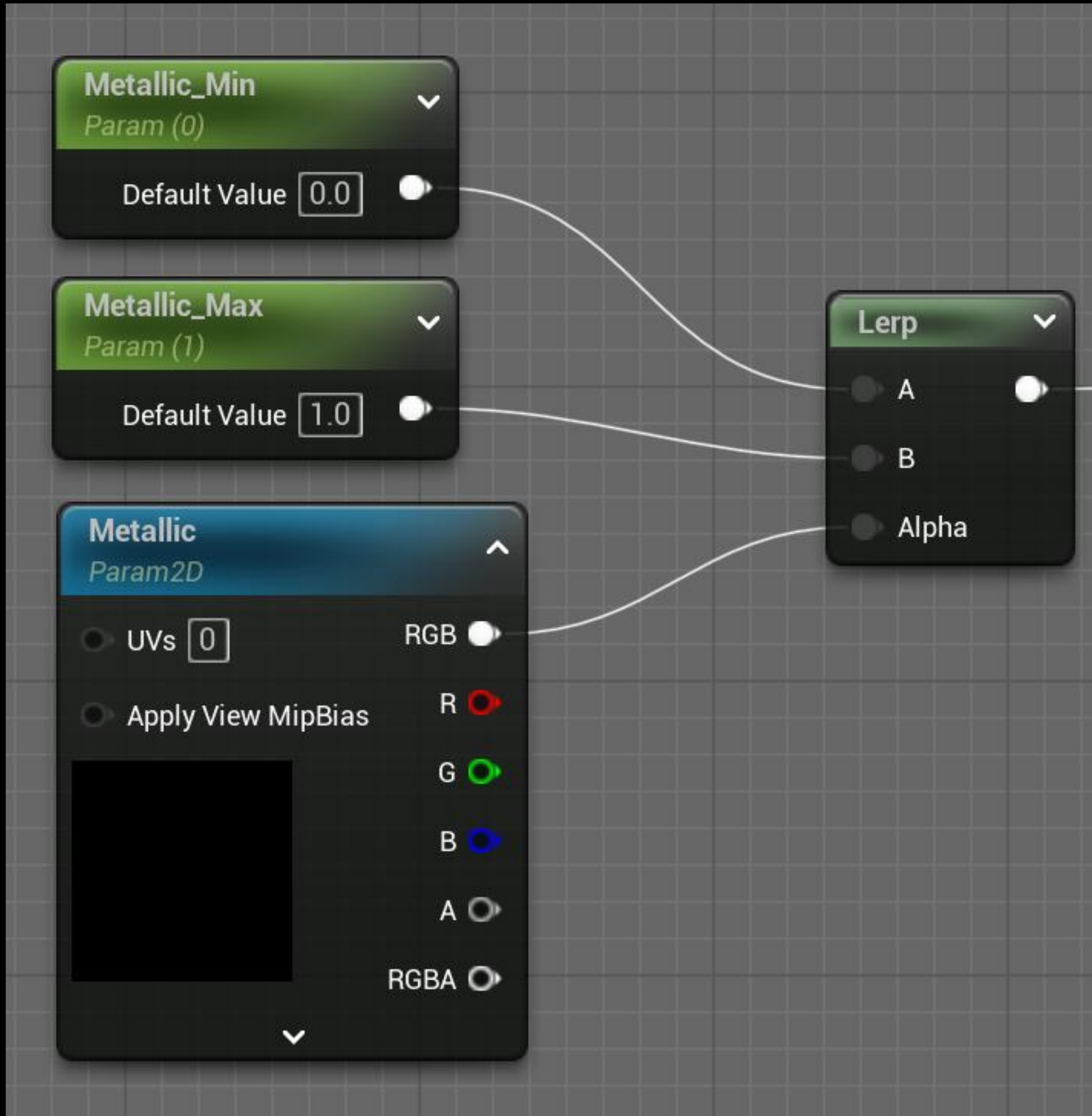


Material 세팅

Metallic

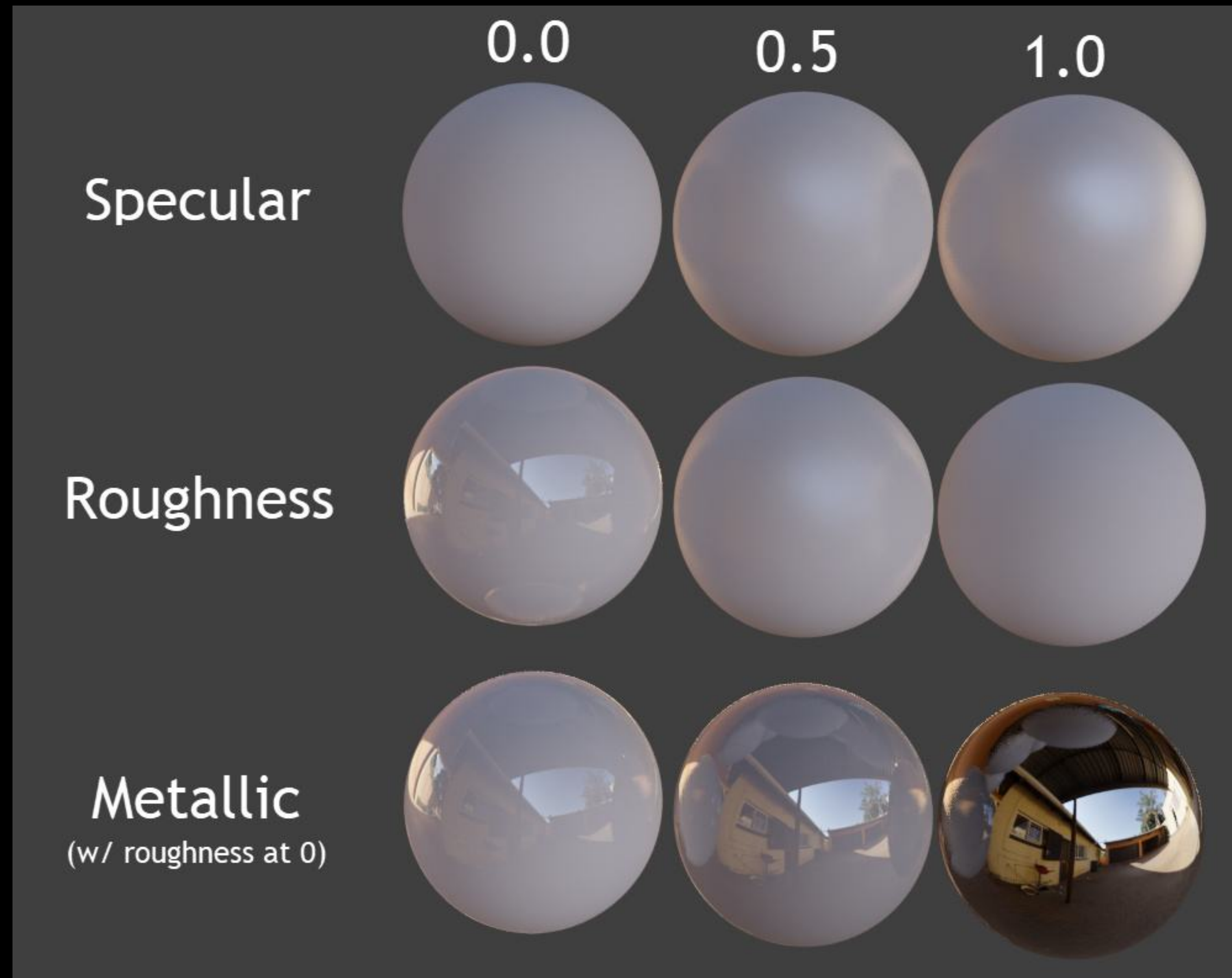


Lerp



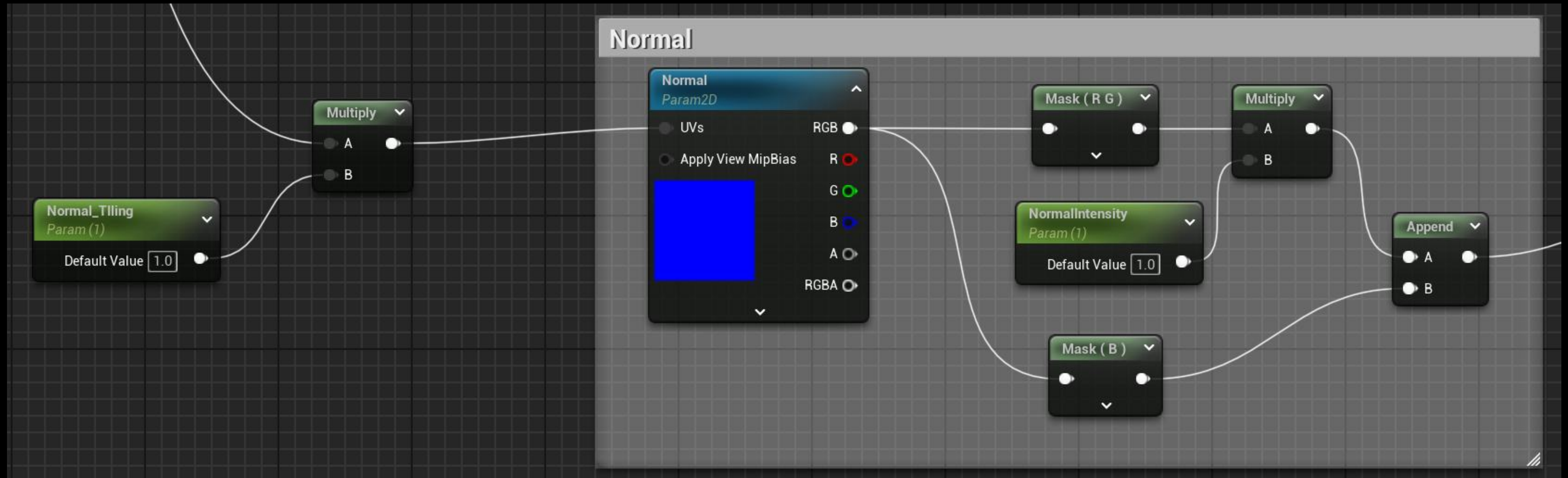
Material 세팅

Metallic / Roughness / Specular



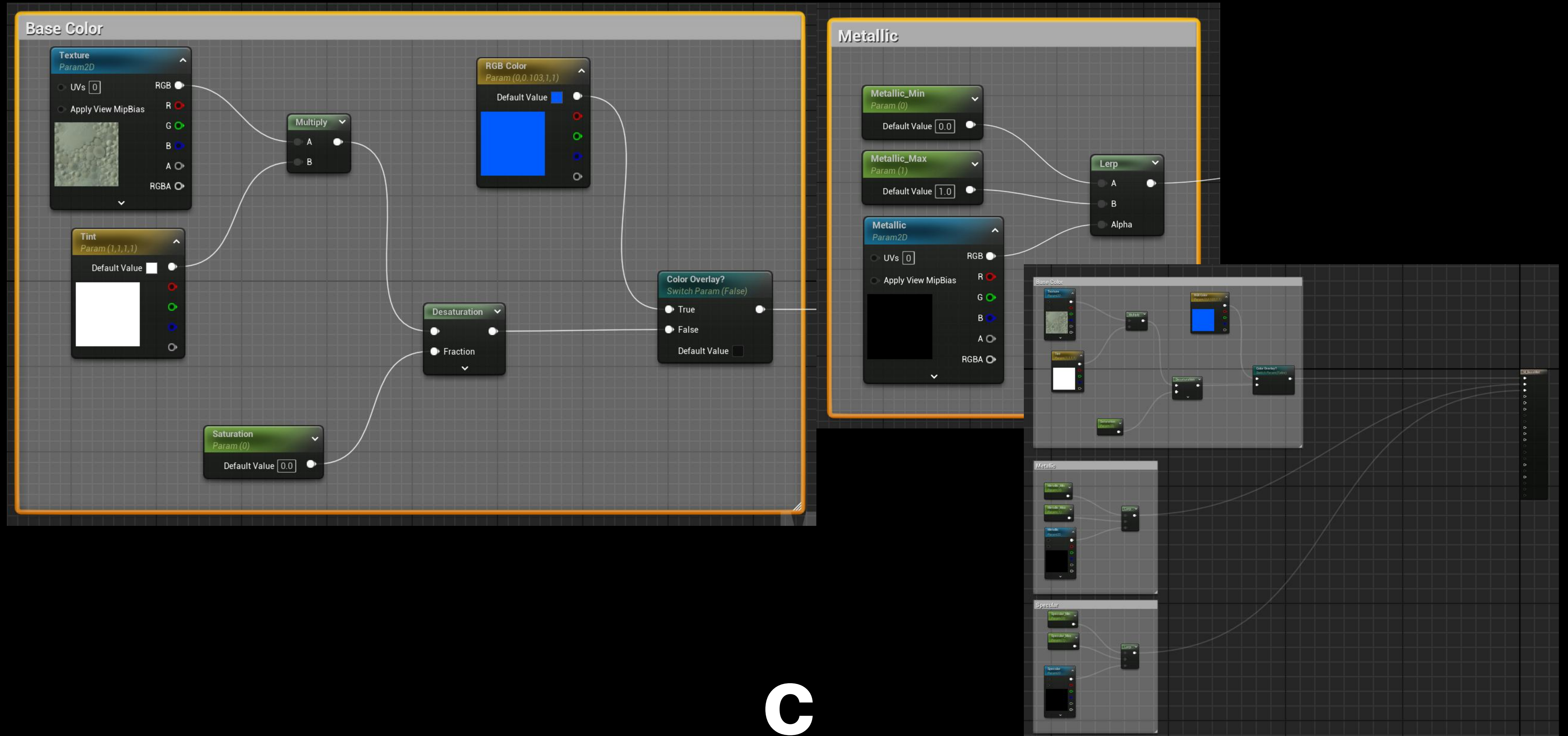
Material 세팅

Normal



Material 세팅

Comment



C

Material 세팅

Group

Details

Parameters

Search

General

Parameter Name

Multiple Values

Material Expression

Group

01 - Color

Sort Priority

32

Desc

Perspective

Lit

Show

ies shader: 251 instructions

ies vertex shader: 135 instructions

samplers: 7/16

Lookups (Est.): V3(3), P3(5)

Details

Layer Parameters

Search

Parameter Groups

00 - Global

Rotation Angle

0.0

Tiling/Offset

01 - Color

Color Overlay?

Saturation

1.0

Tint

Global Scalar Parameter Values

Metallic_Max

1.0

Metallic_Min

0.0

Normal_Tiling

1.0

NormalIntensity

1.0

Roughness_Max

1.0

Roughness_Min

0.0

Specular_Max

1.0

Specular_Min

0.0

Global Texture Parameter Values

Metallic

BlackPlaceholder_

Normal

FlatNormal

Roughness

BlackPlaceholder_

Specular

BlackPlaceholder_

Texture

DefaultTexture

General

Phys Material

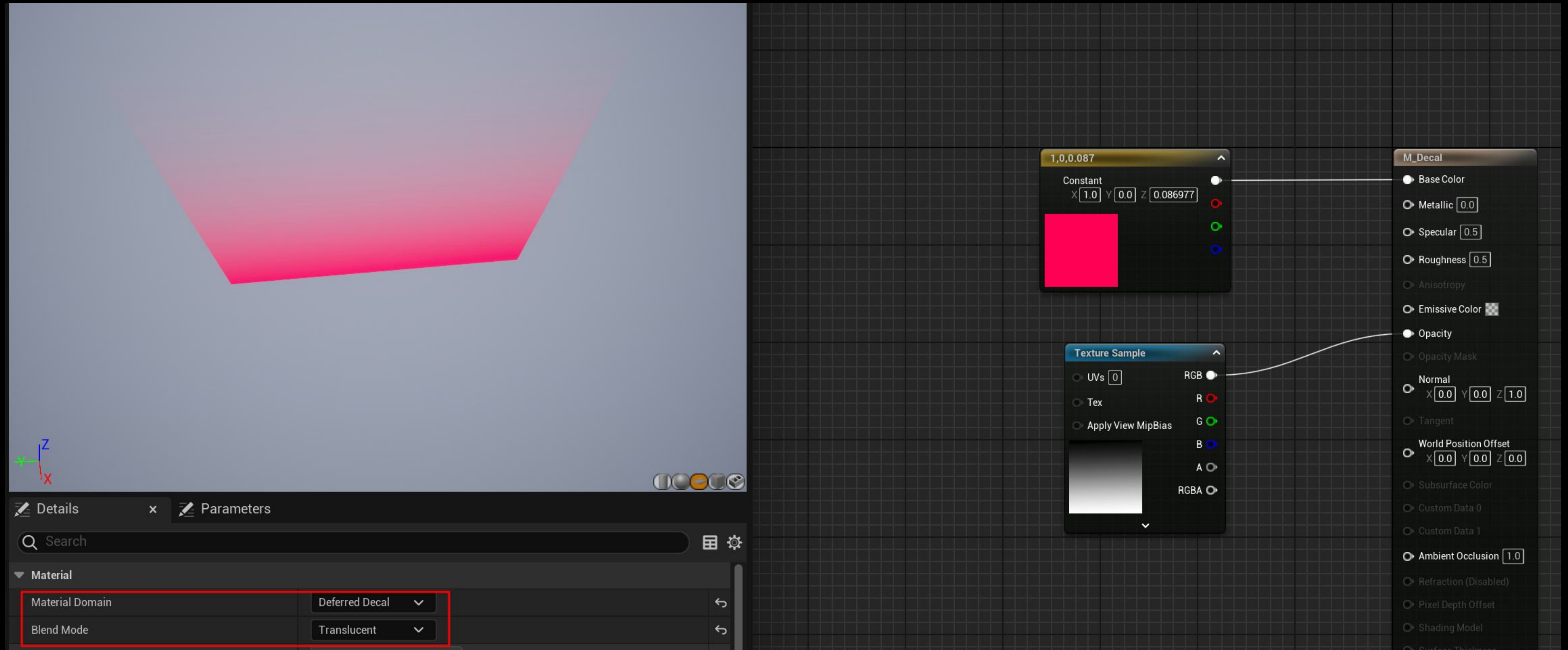
None

None

Parent

M_BaseMat

Material 세팅 Decal Material



데칼 적용할 오브젝트

✕

decal

★

⚙

일반

액터

LOD

기타

피직스

렌더링

스트리밍

전체

▼ 렌더링

▼ 고급

데칼 수신

☒