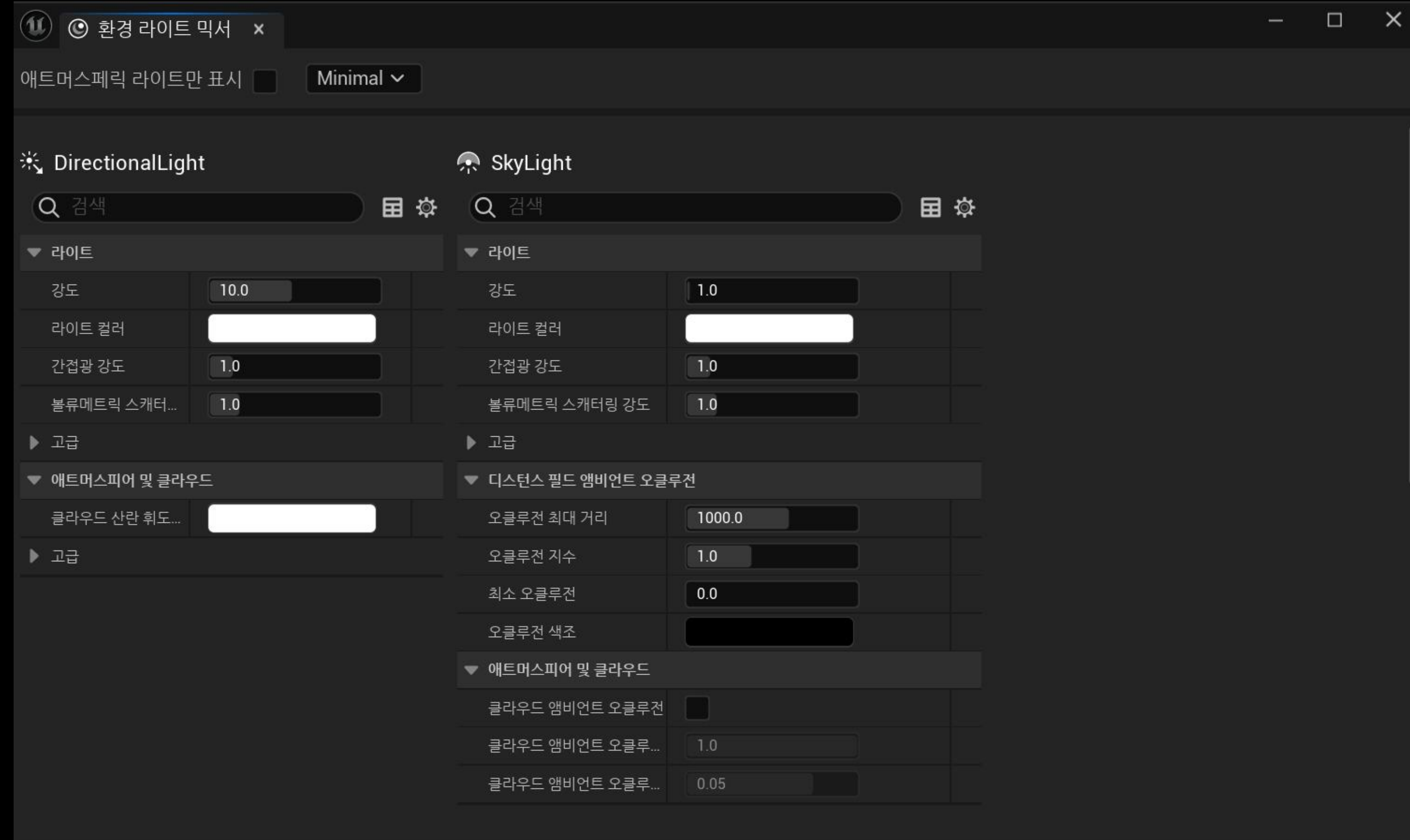
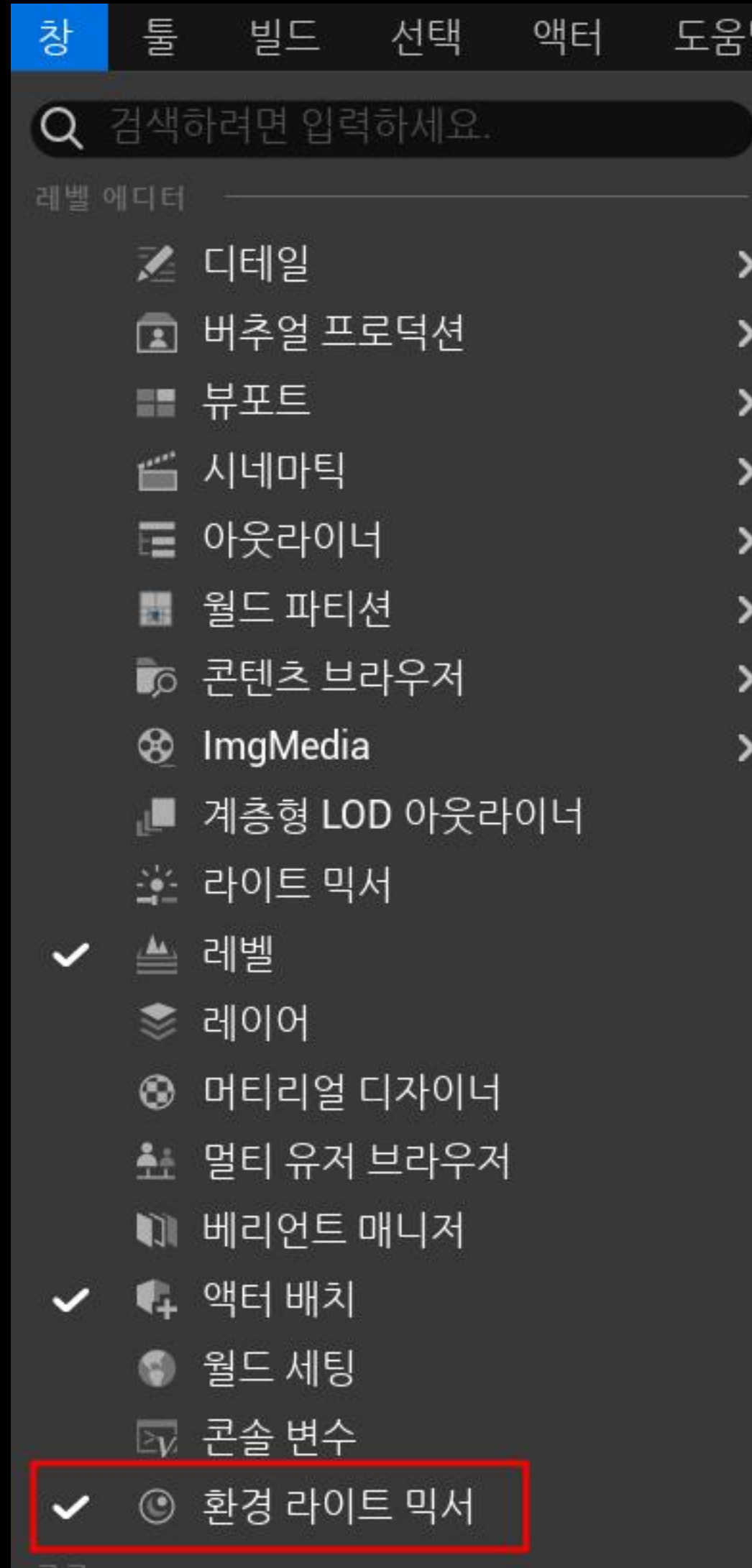
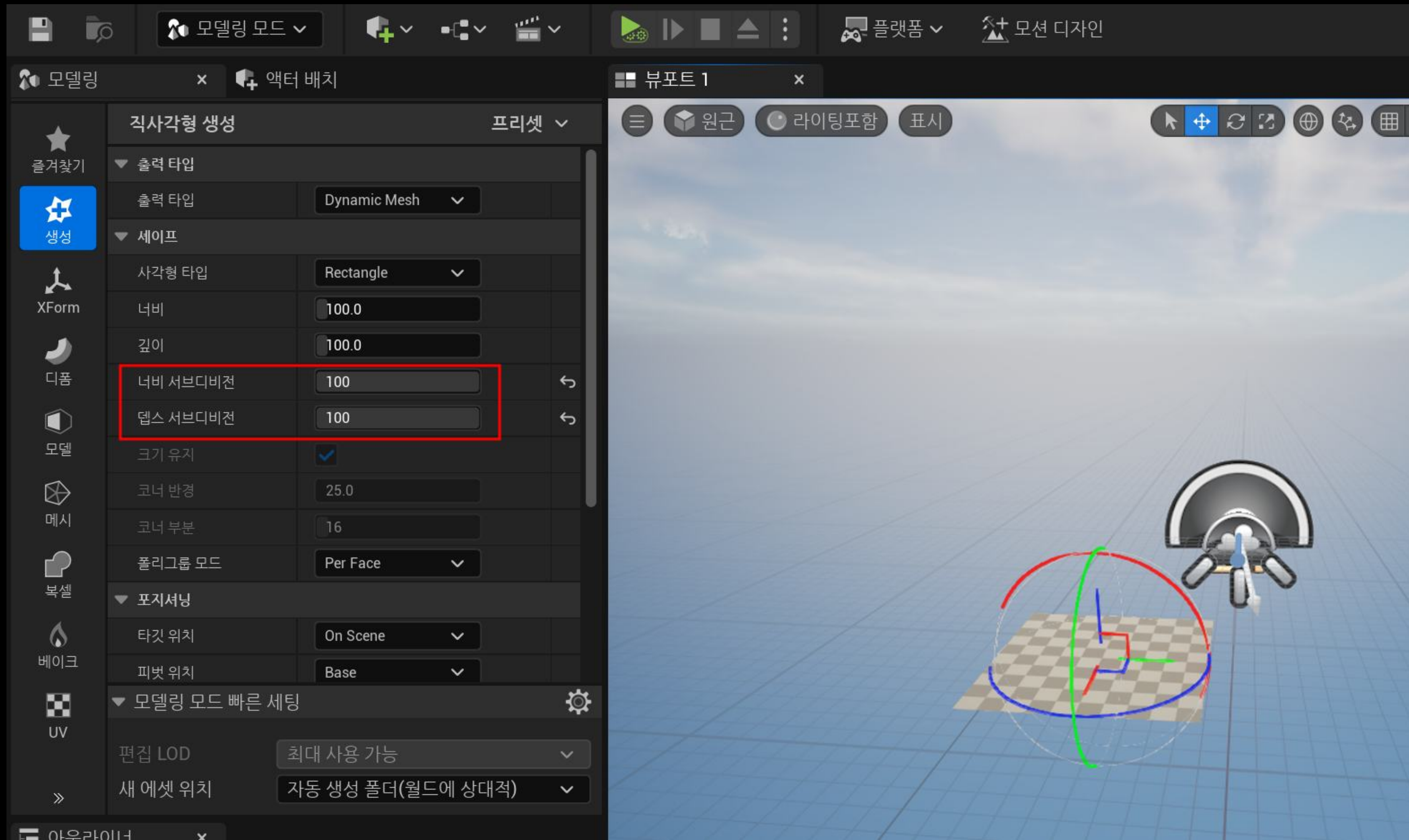


04. Scene

Scene 환경 라이트 믹서

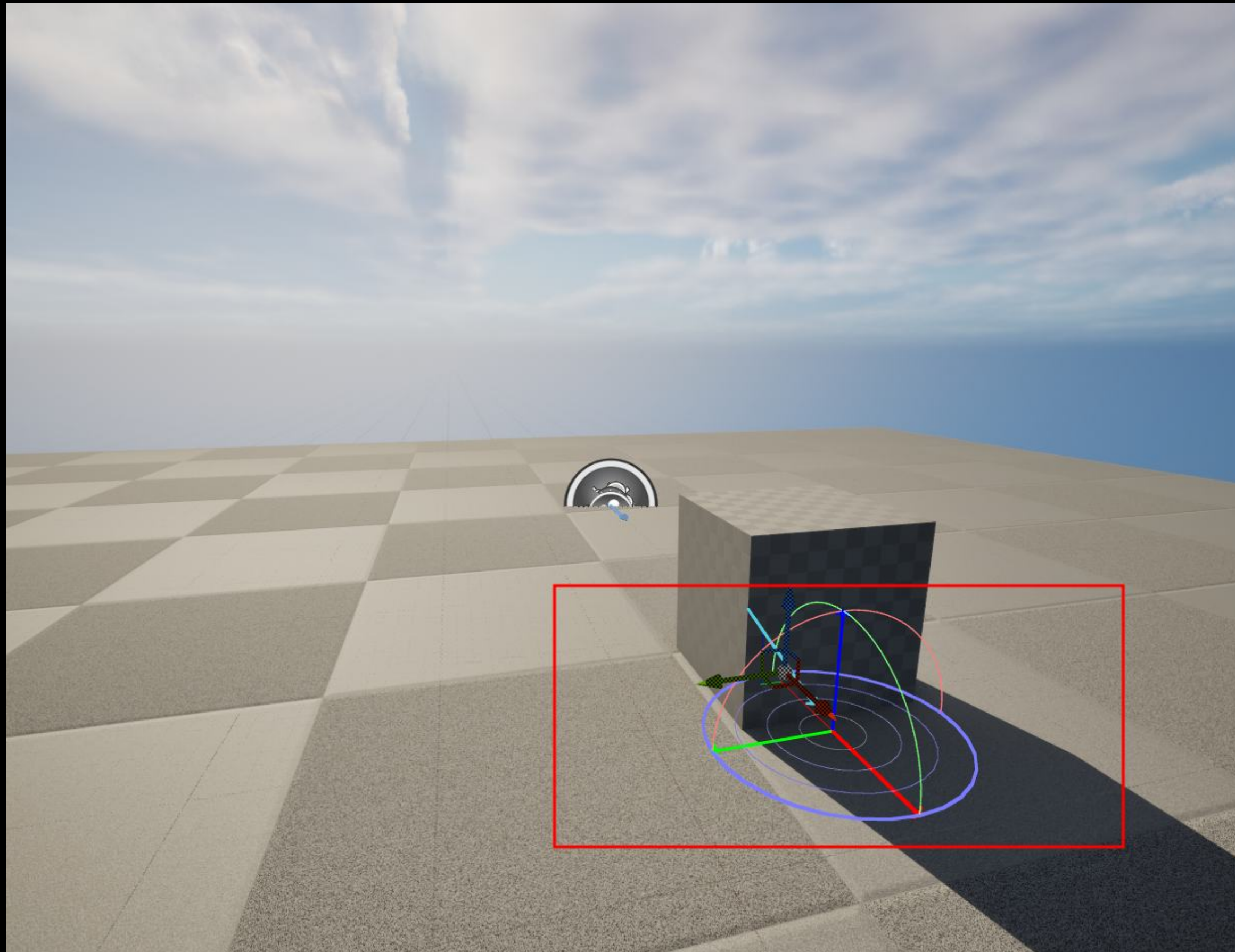


Scene 바닥 만들기



Scene

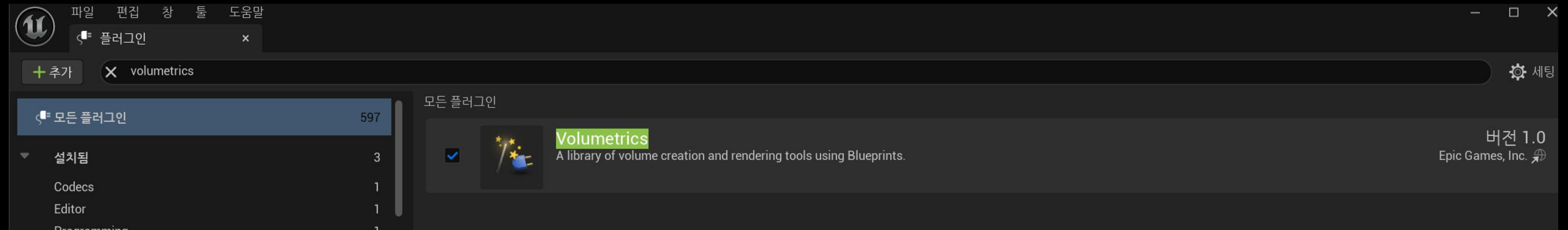
Directional Light 방향 조절



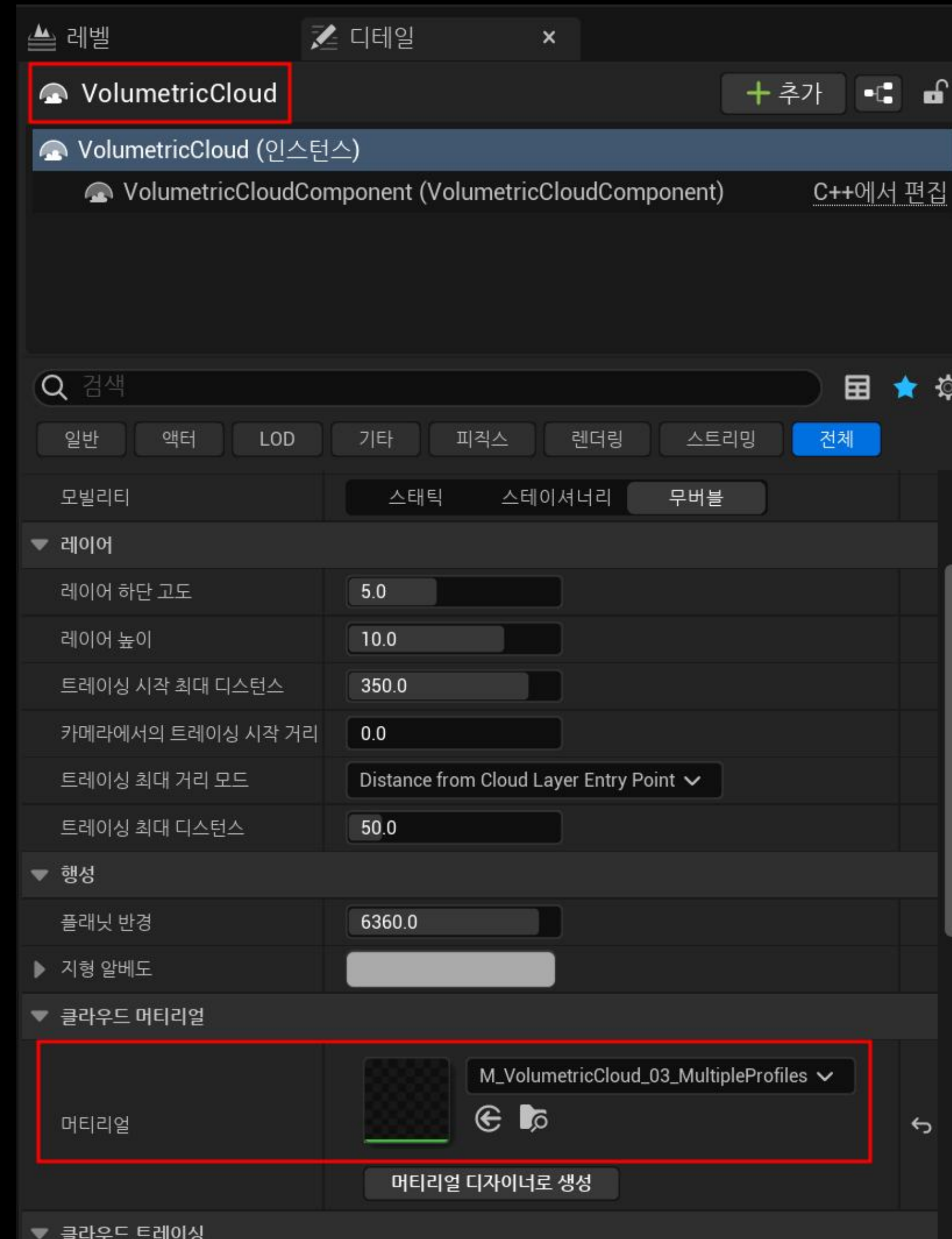
Ctrl + L 누르고
Ctrl만 계속 누르고 있는 상태에서
마우스 드래그

Volumetric Cloud - 1

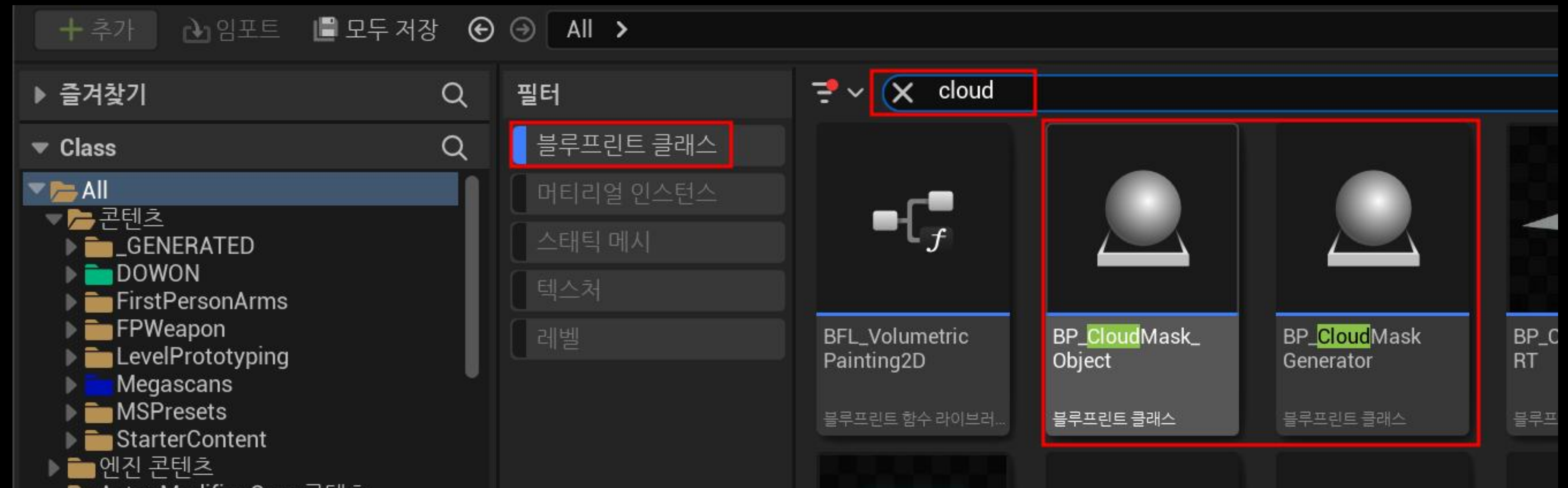
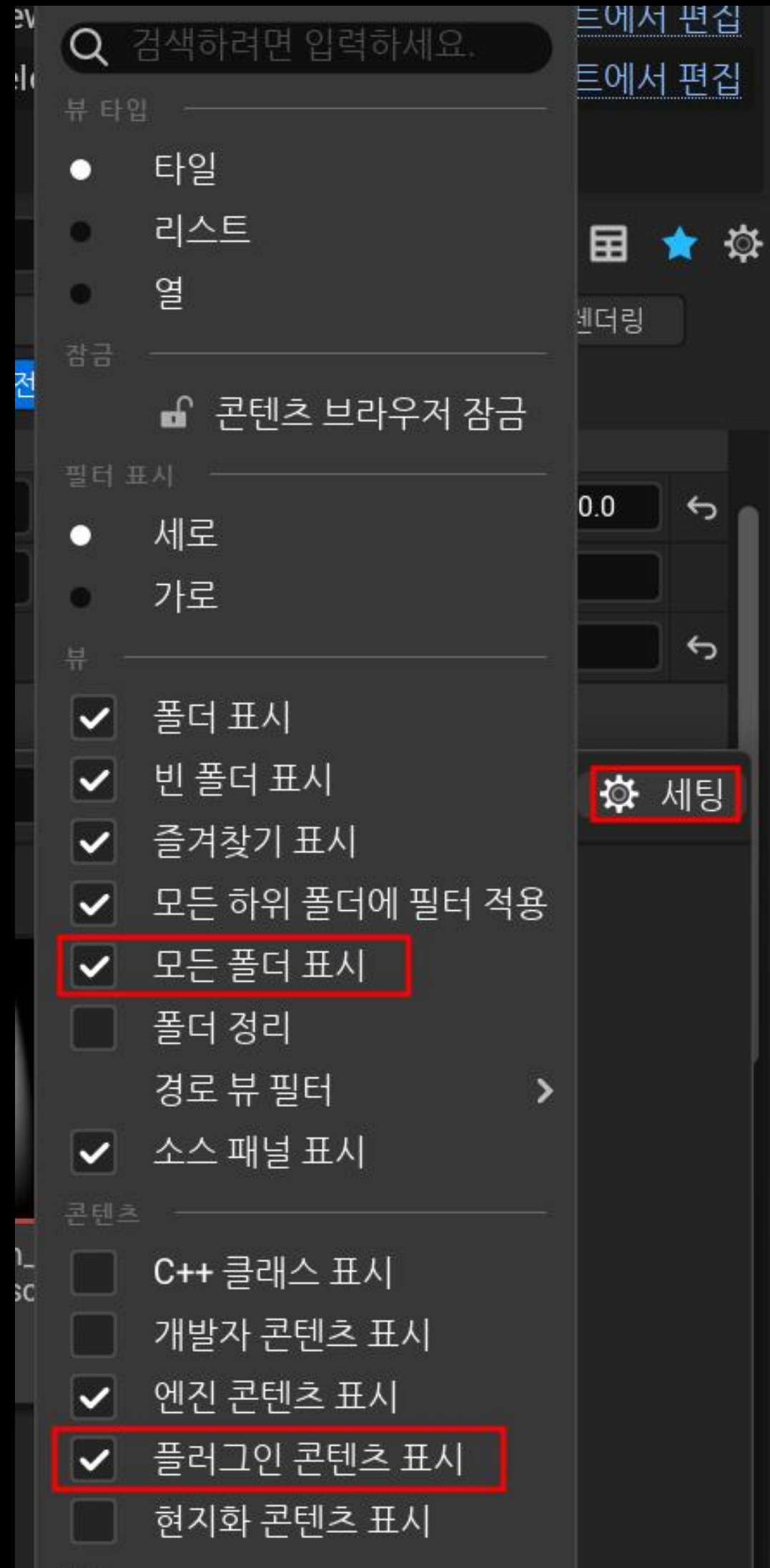
Volumetrics 플러그인 활성화



Volumetric Cloud material



BP_CloudMask_Object

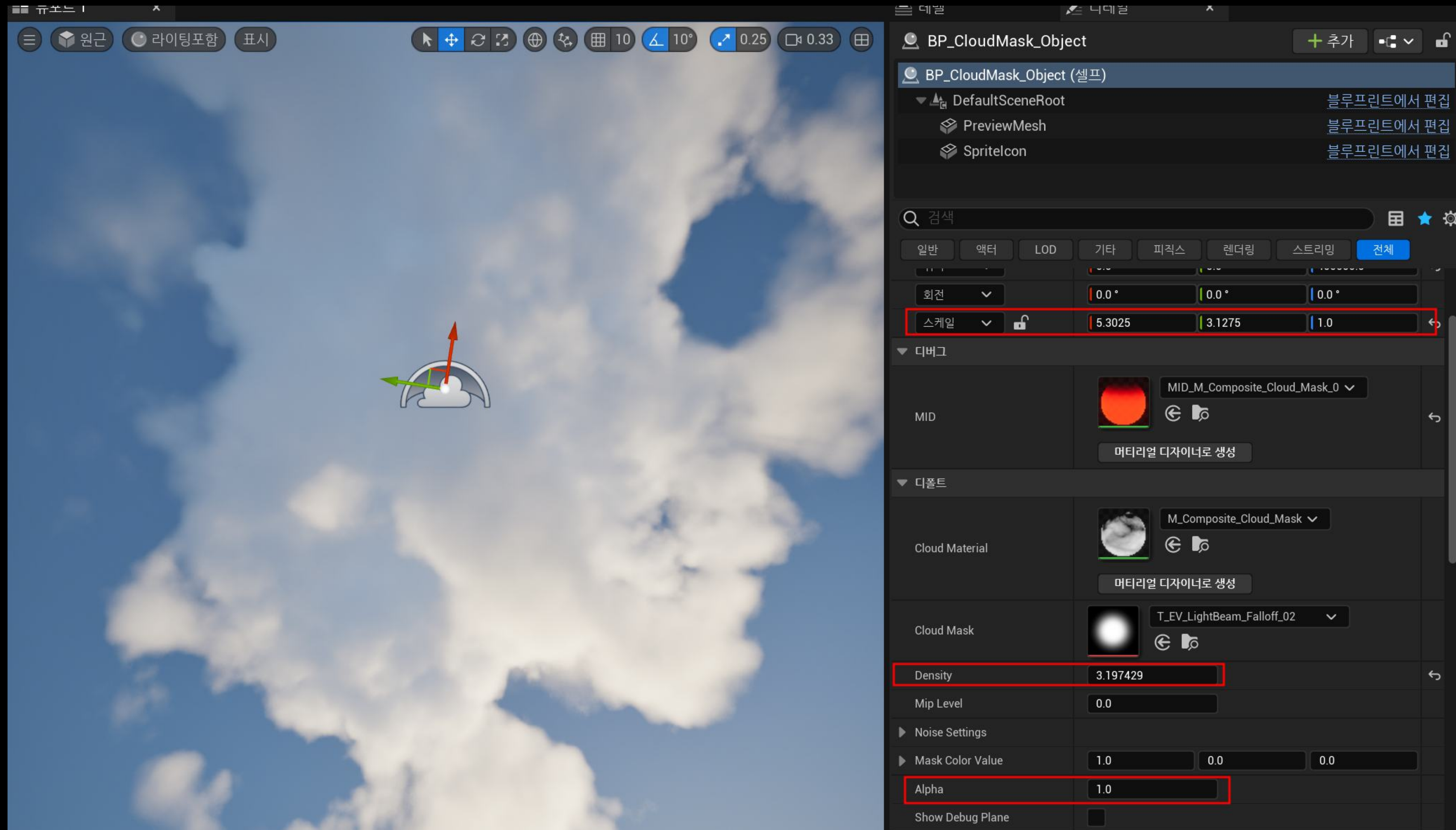


BP_CloudMask_Object



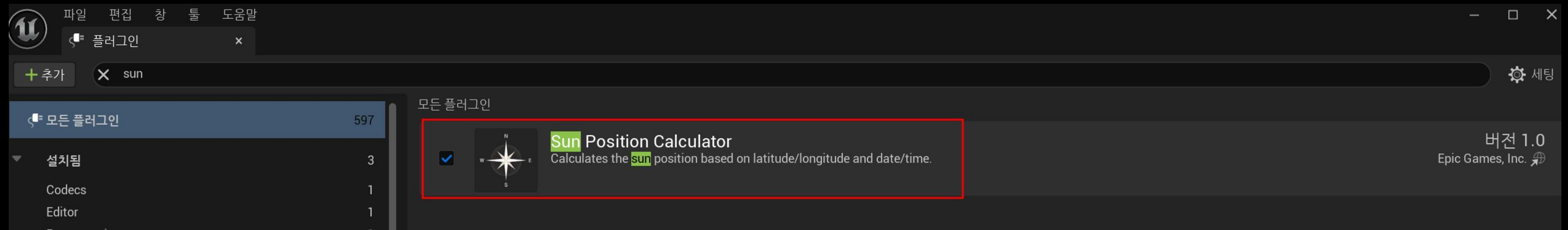
Volumetric Cloud - 1

BP_CloudMask_Object

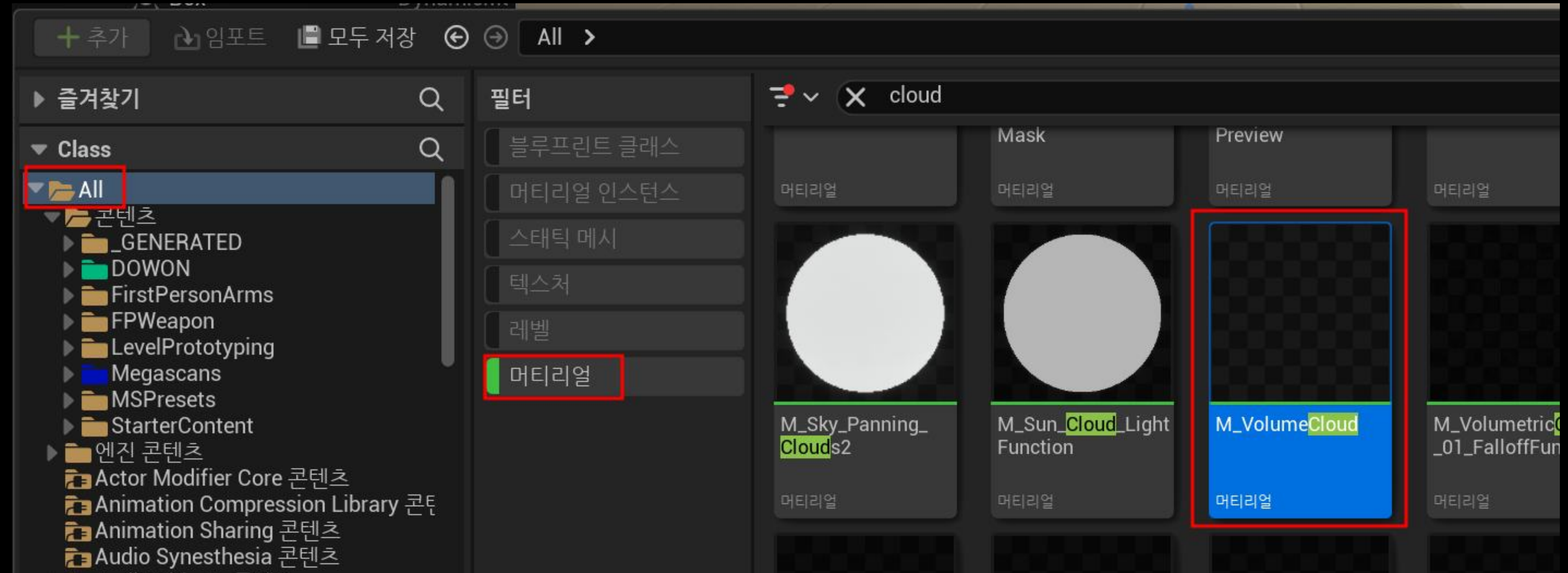
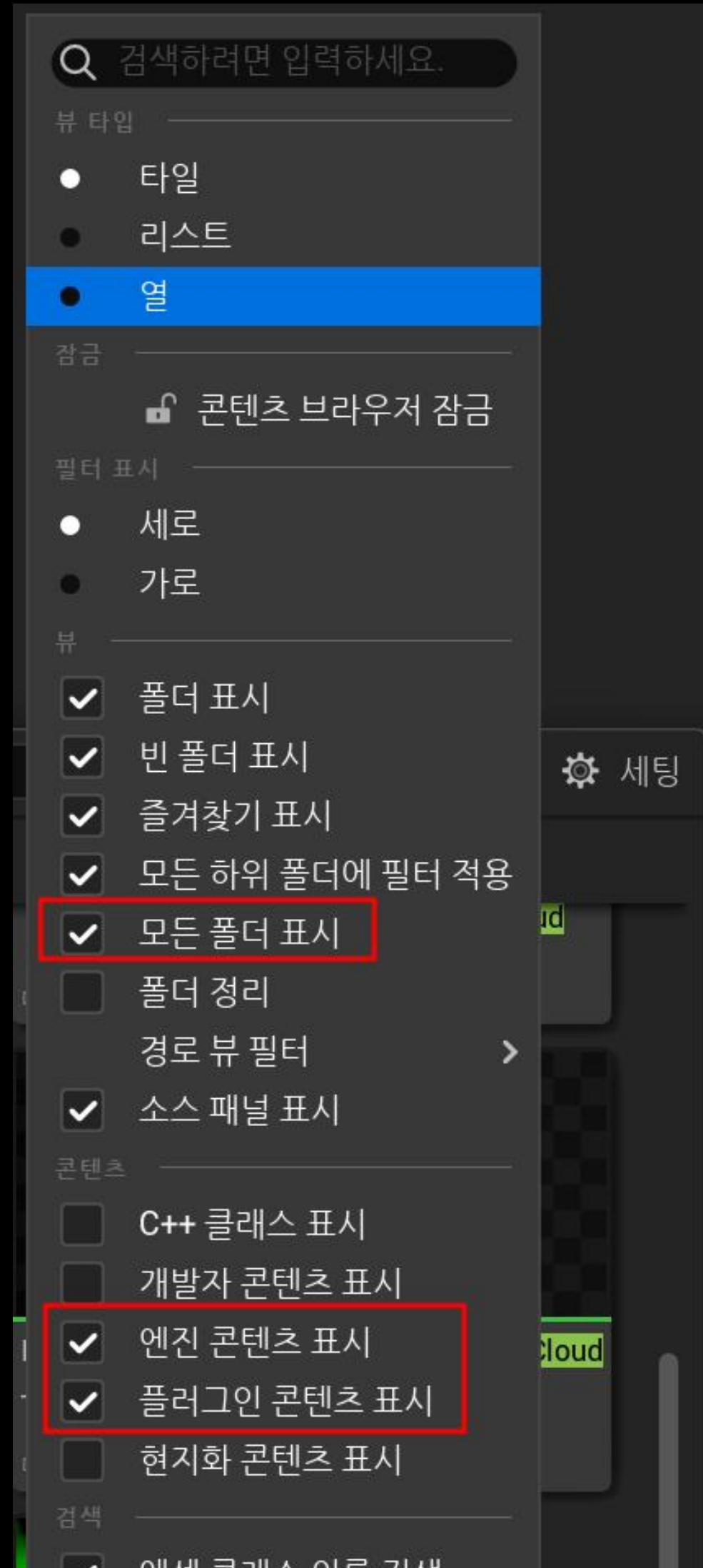


Volumetric Cloud - 2

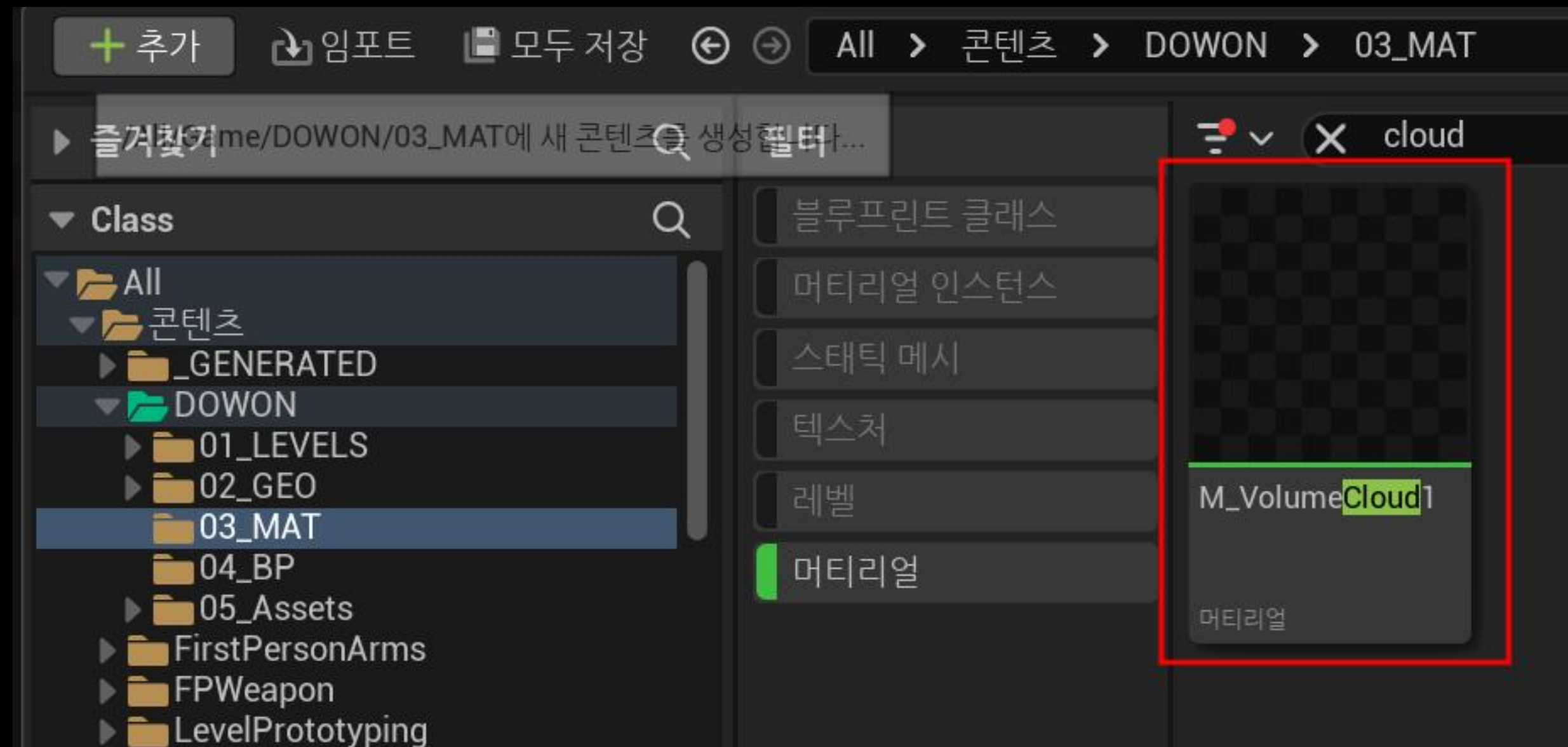
Sun Position Caculator 플러그인 활성화



M_VolumeCloud



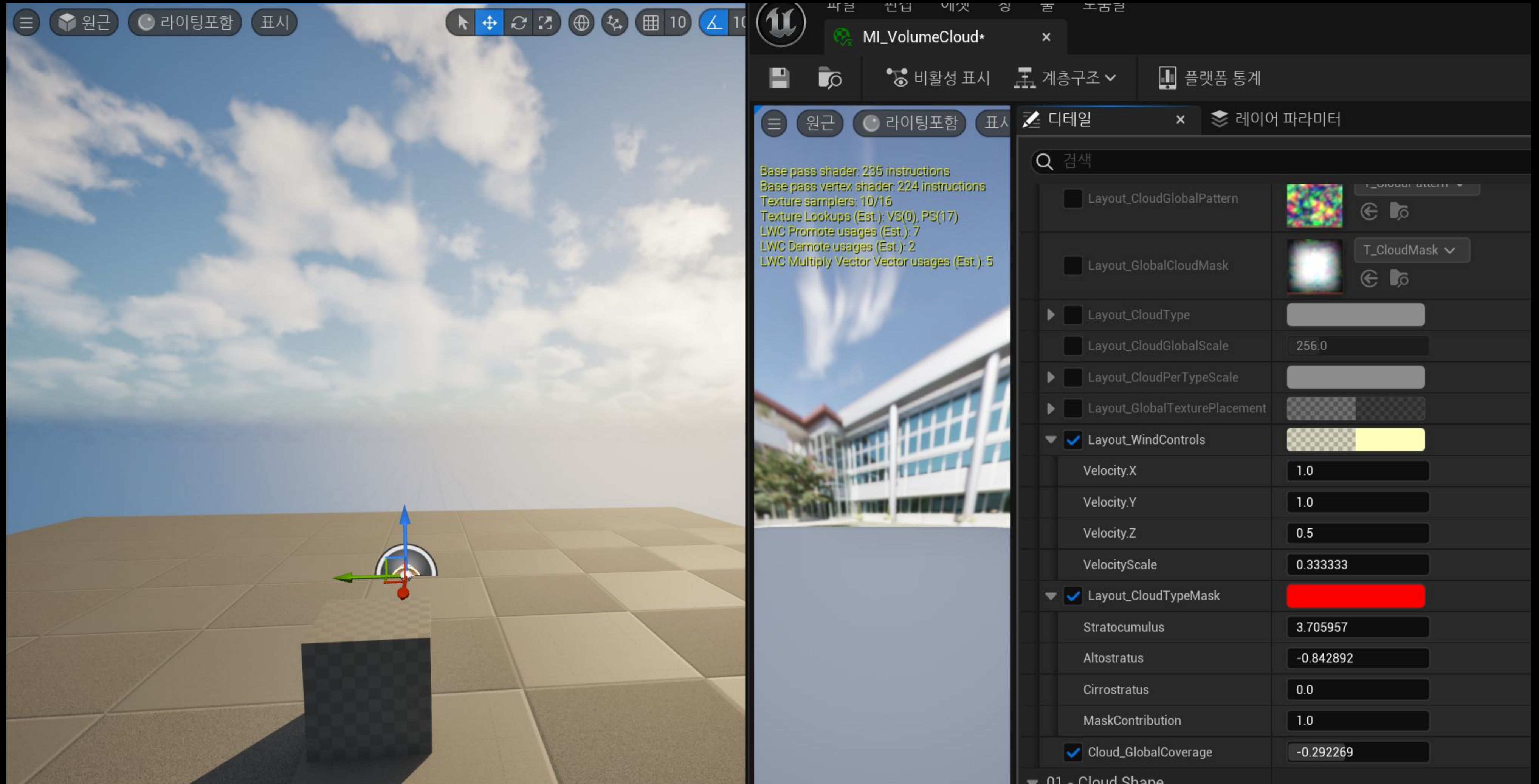
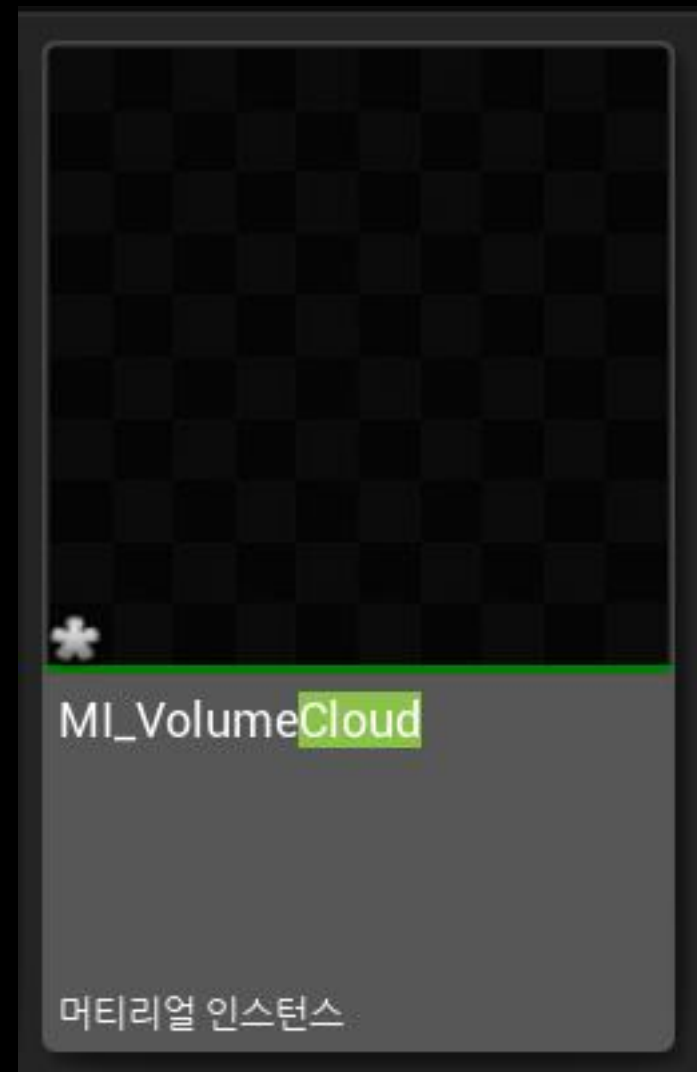
Volumetric Cloud



원본 파일 복제 후,
내 폴더로 이동

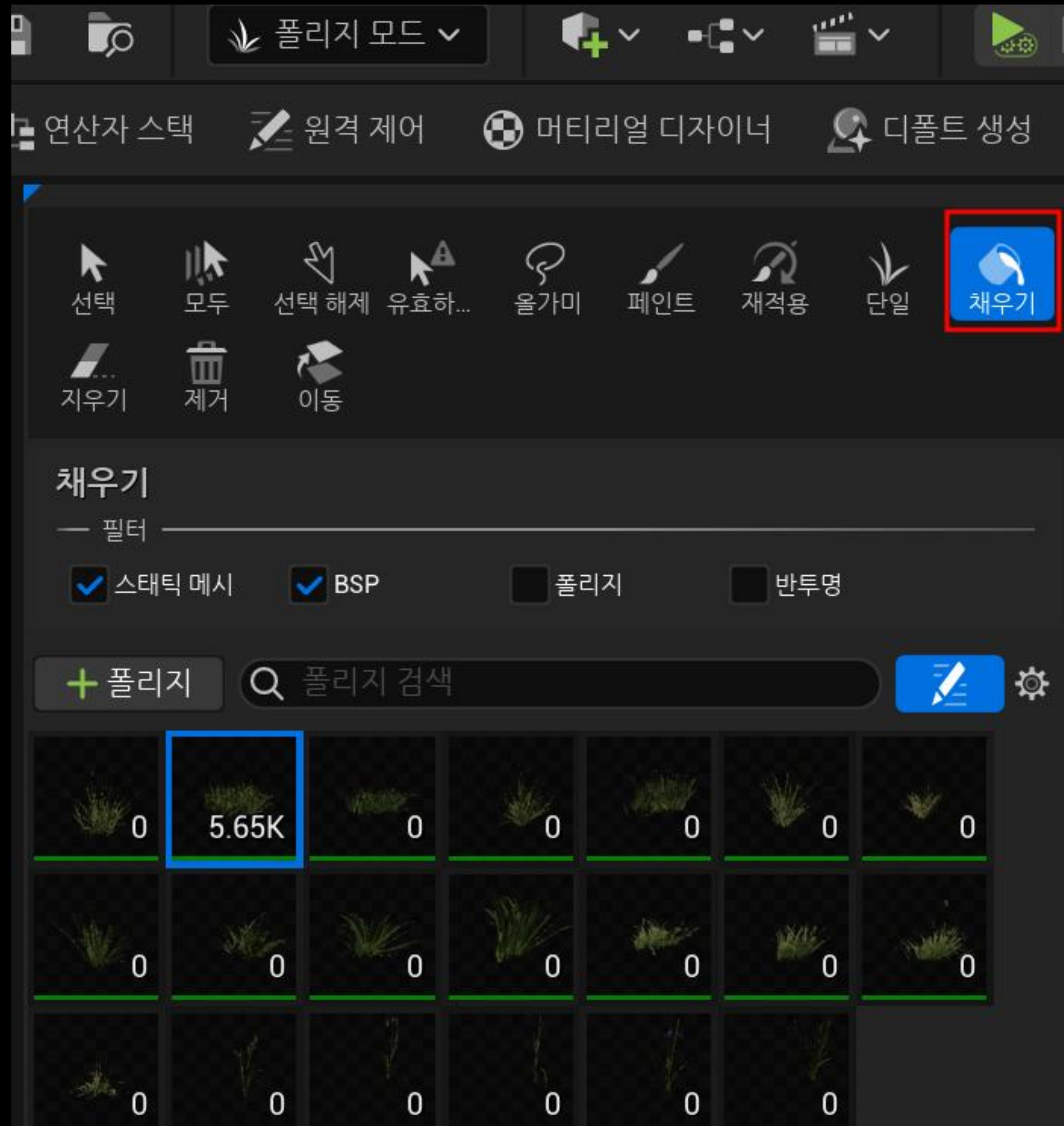
Volumetric Cloud - 2

MI_VolumeCloud



폴리지

폴리지 채우기



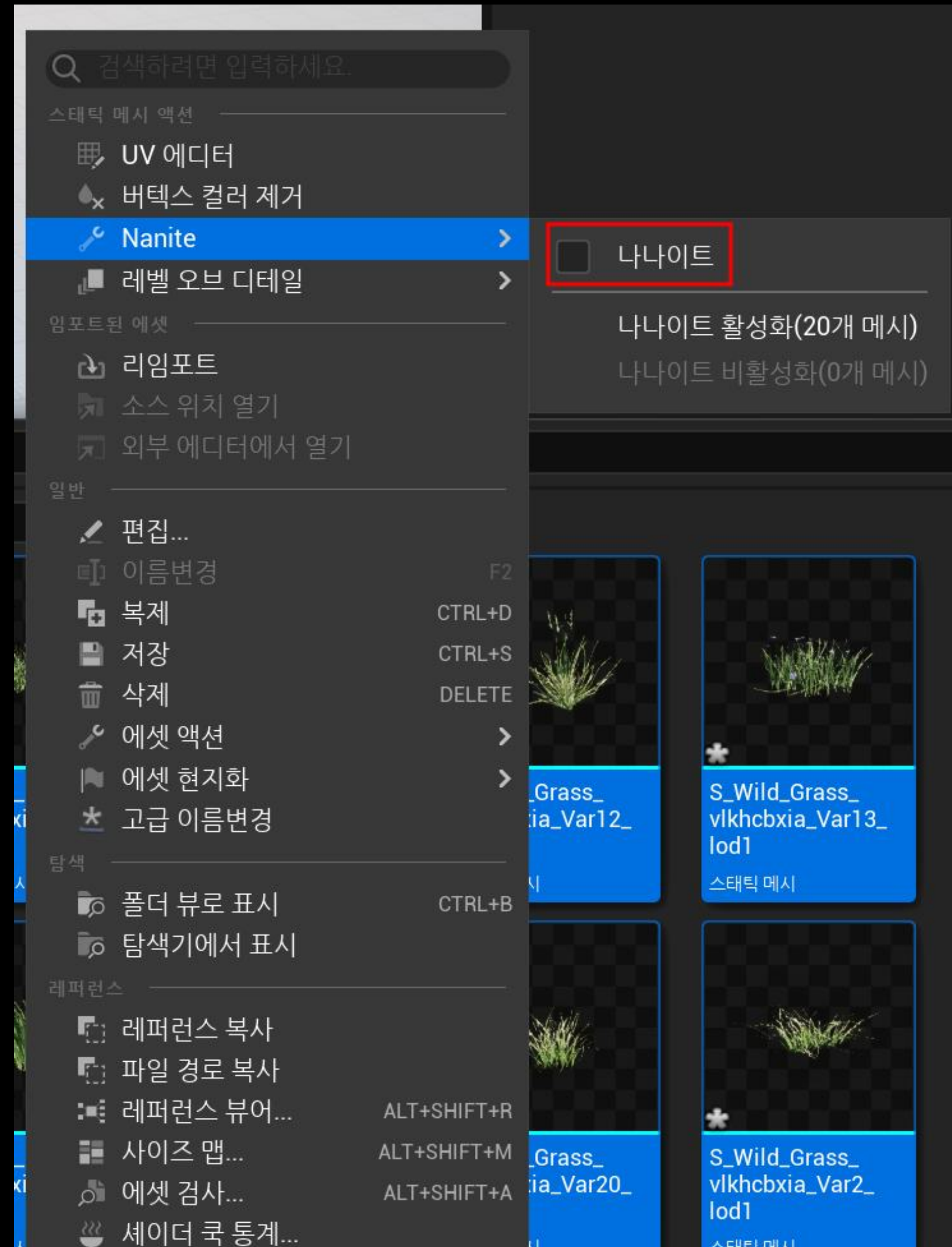
채우기 적용할 메쉬 선택

폴리지 LOD

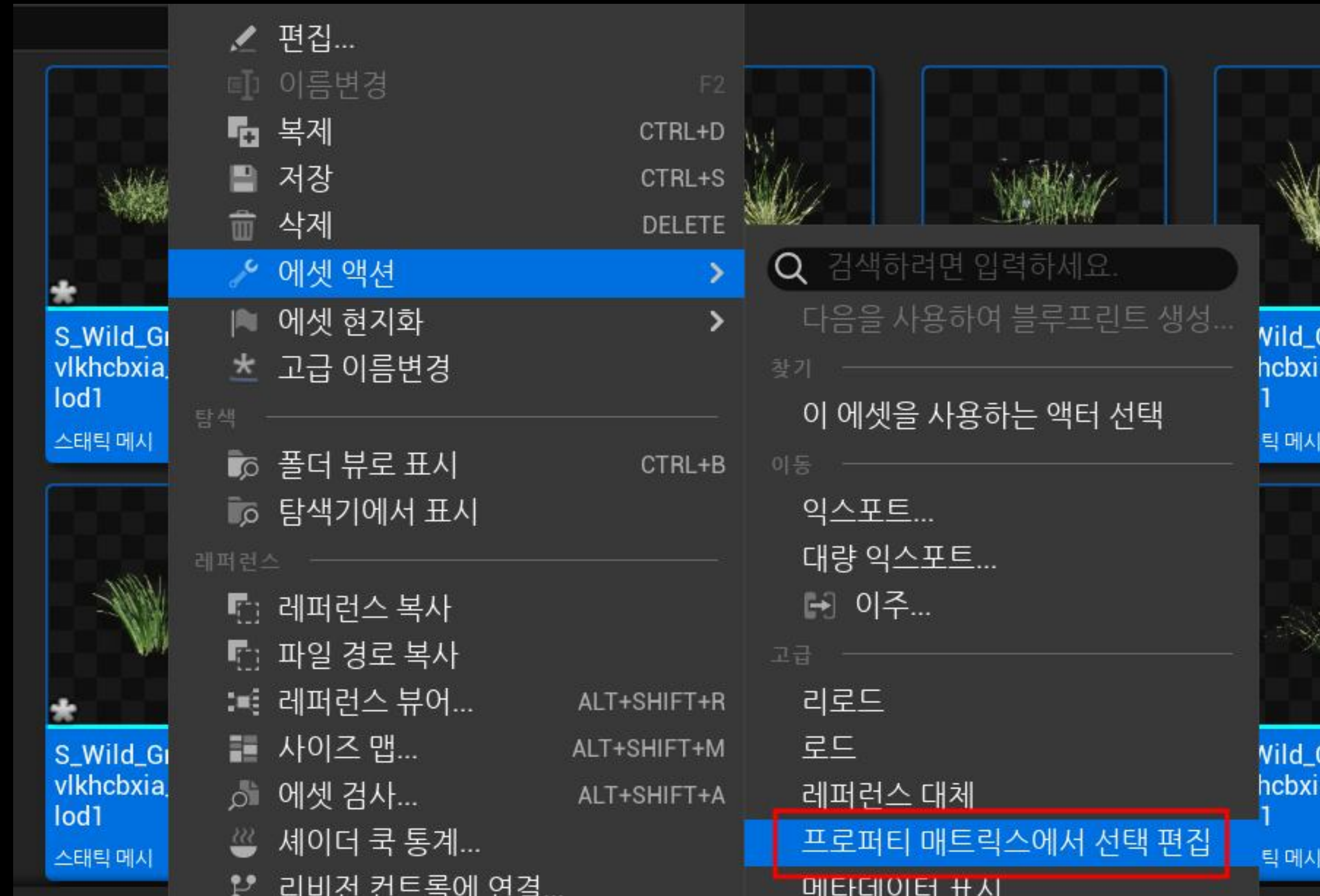
foliage.LODDistanceScale 10



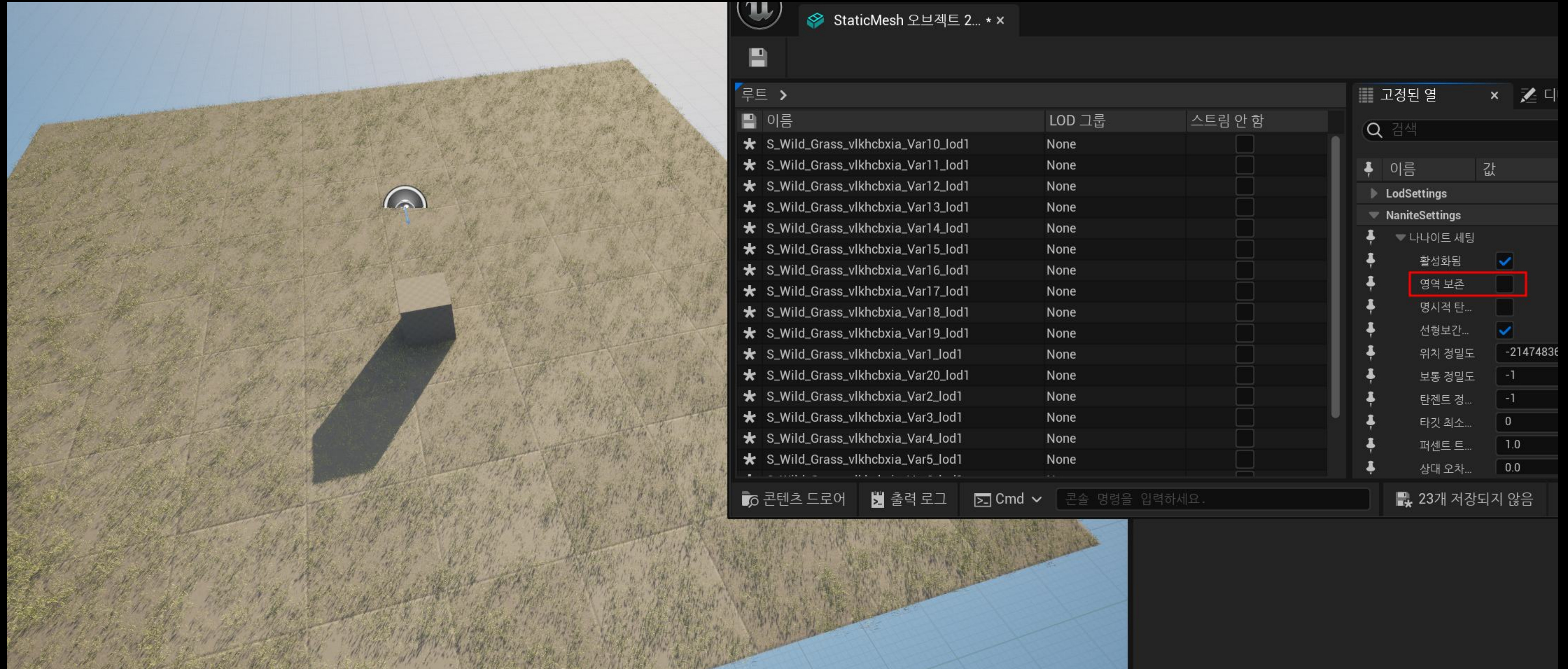
폴리지 나나이트 적용



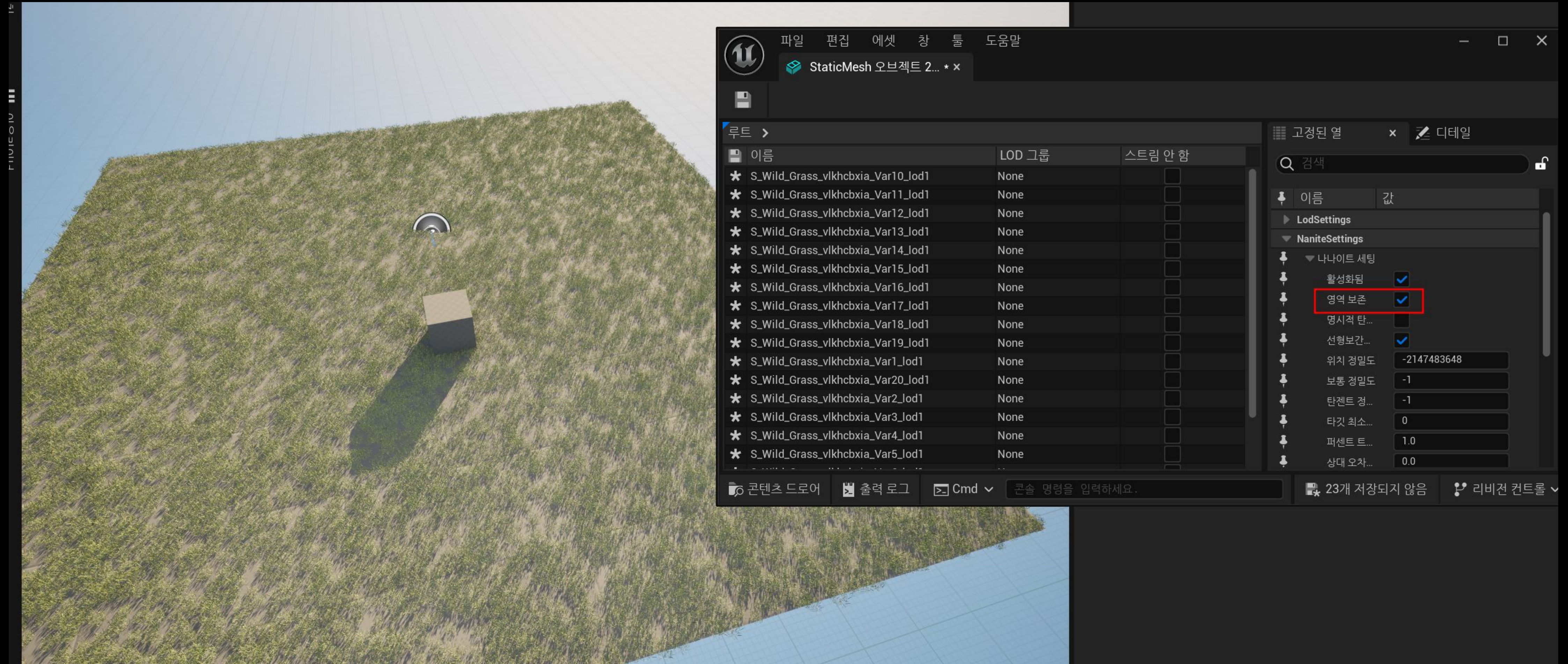
폴리지 프로퍼티 매트릭스



폴리지 영역보존 X



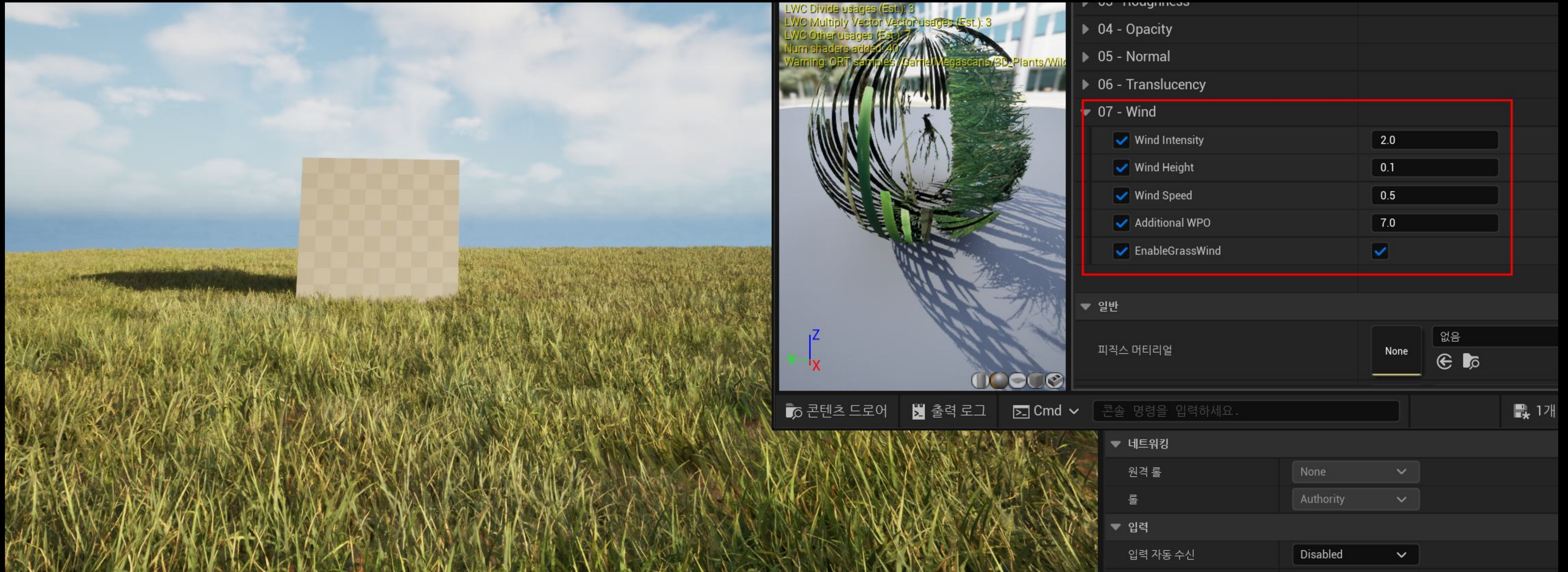
폴리지 영역보존 O



폴리지 Color Variation



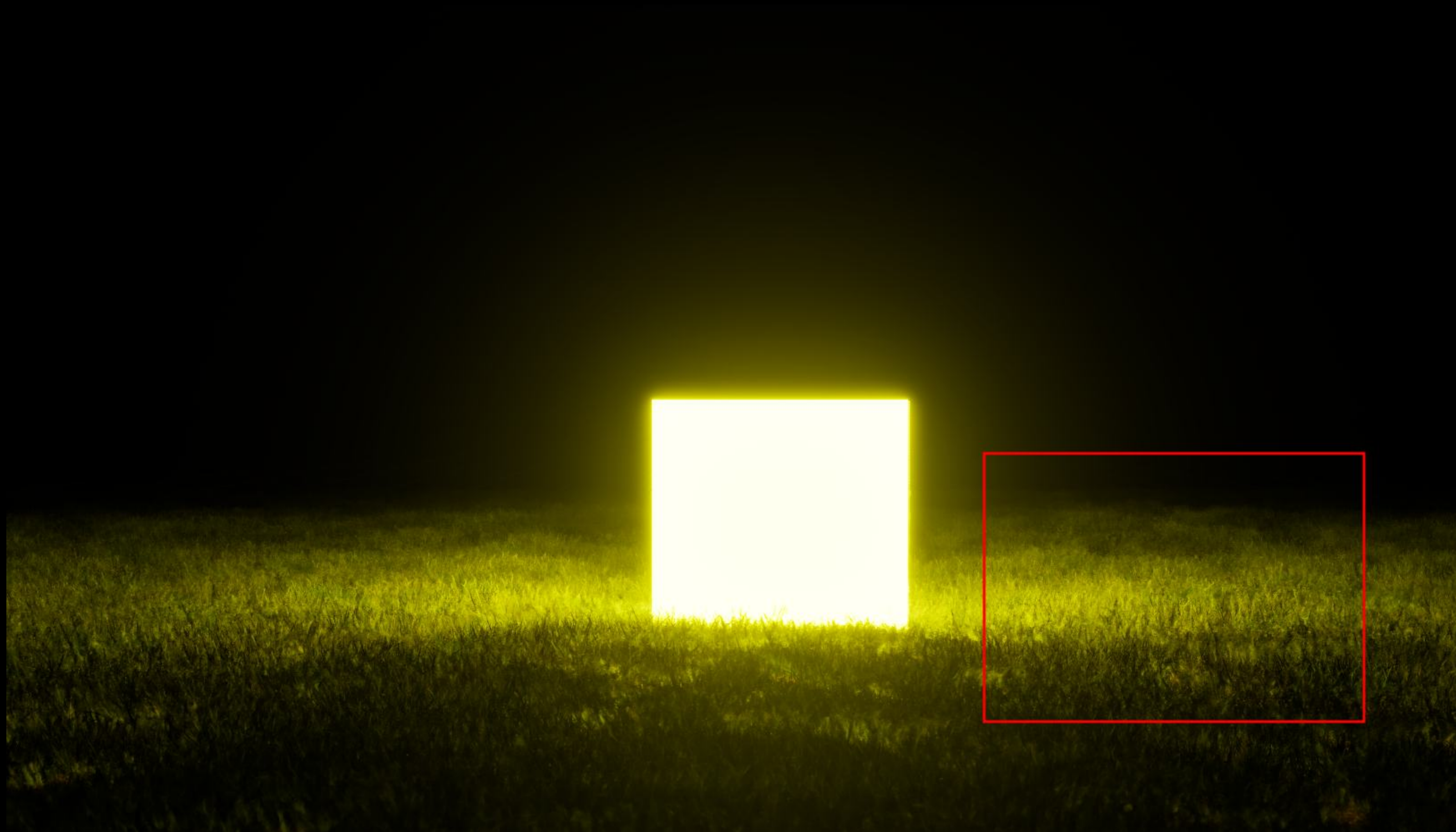
폴리지 식물에 바람 적용



Lighting

Lighting

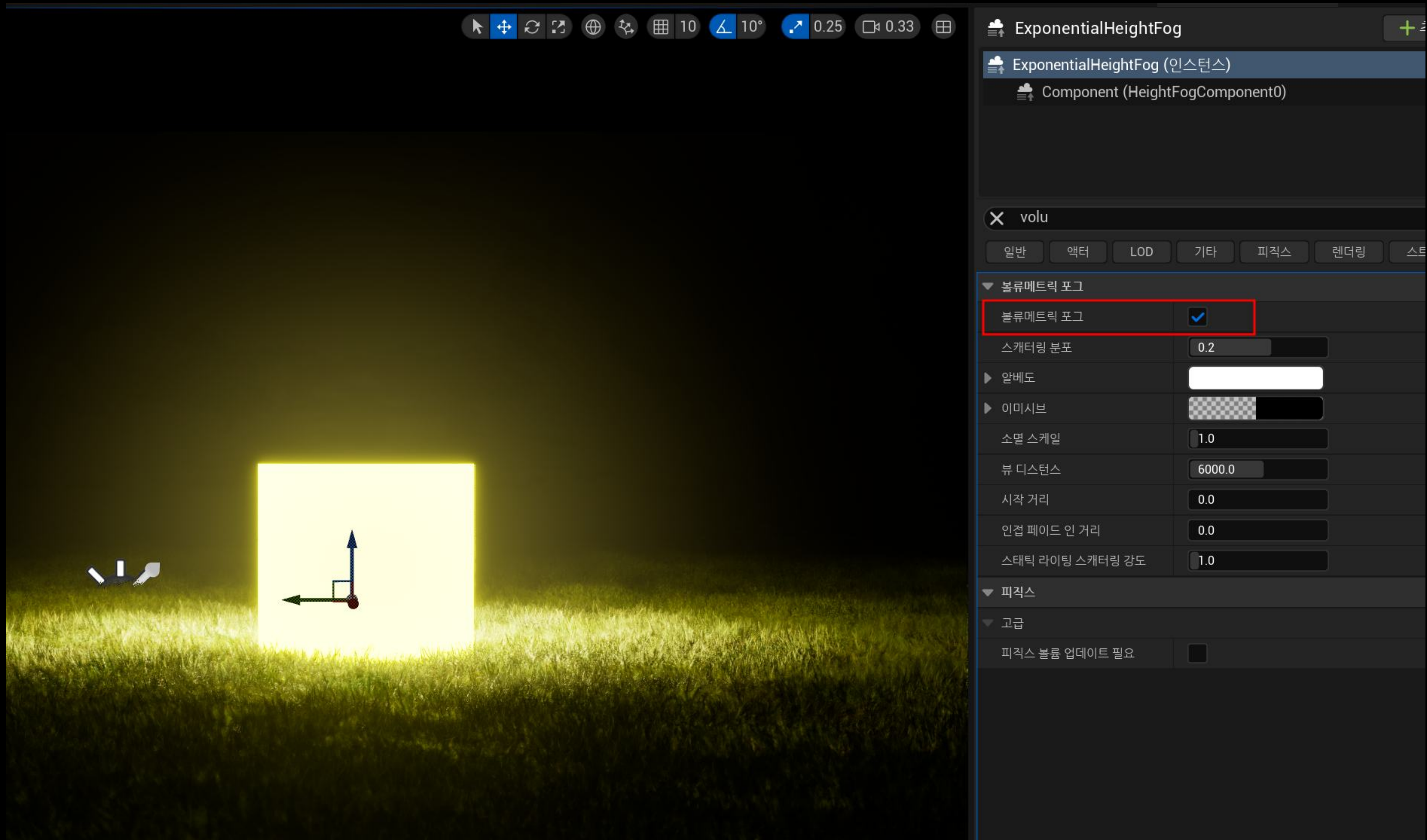
Emissive Light ghosting



r.Lumen.ScreenProbeGather.Temporal.DistanceThreshold 0.2

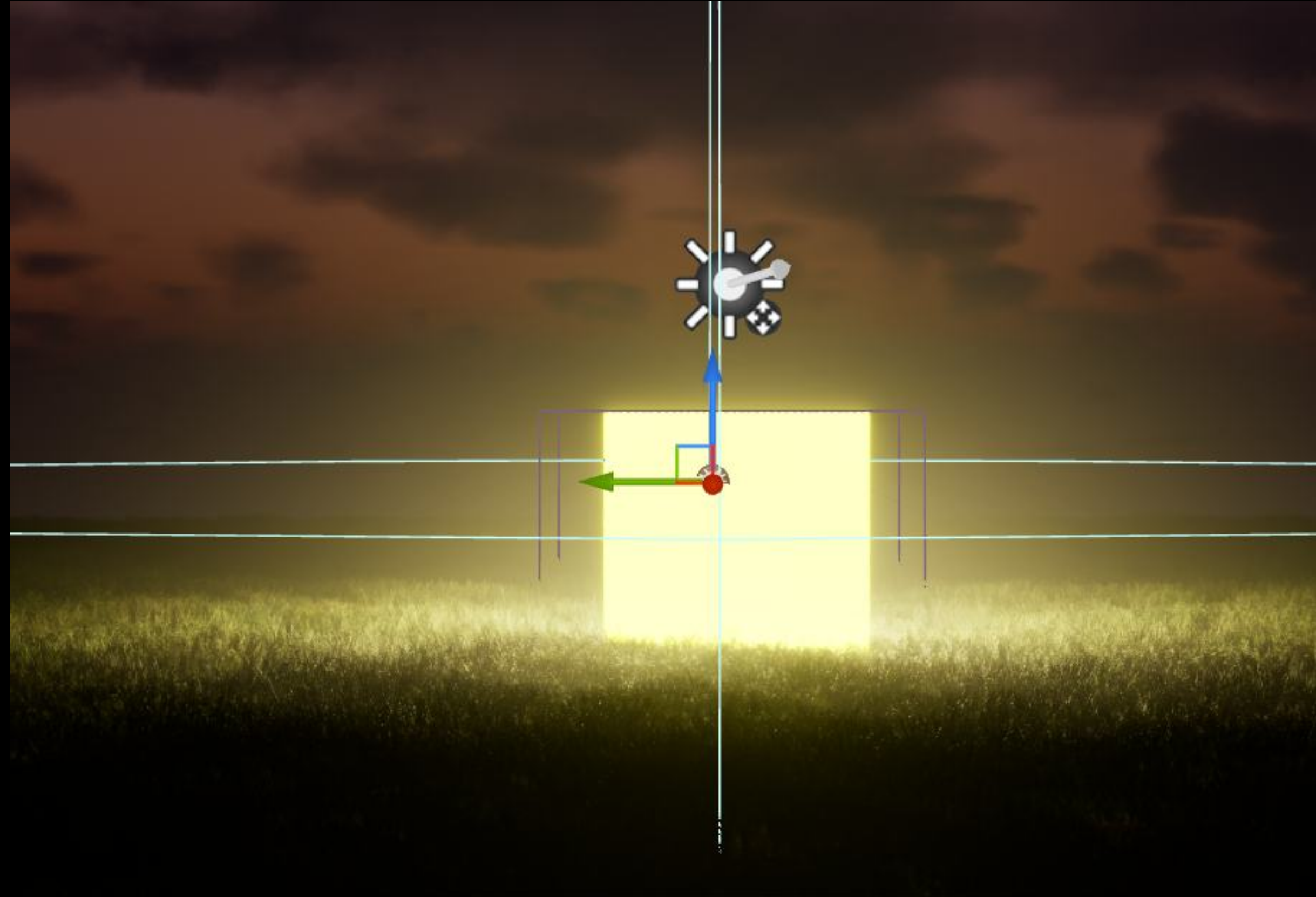
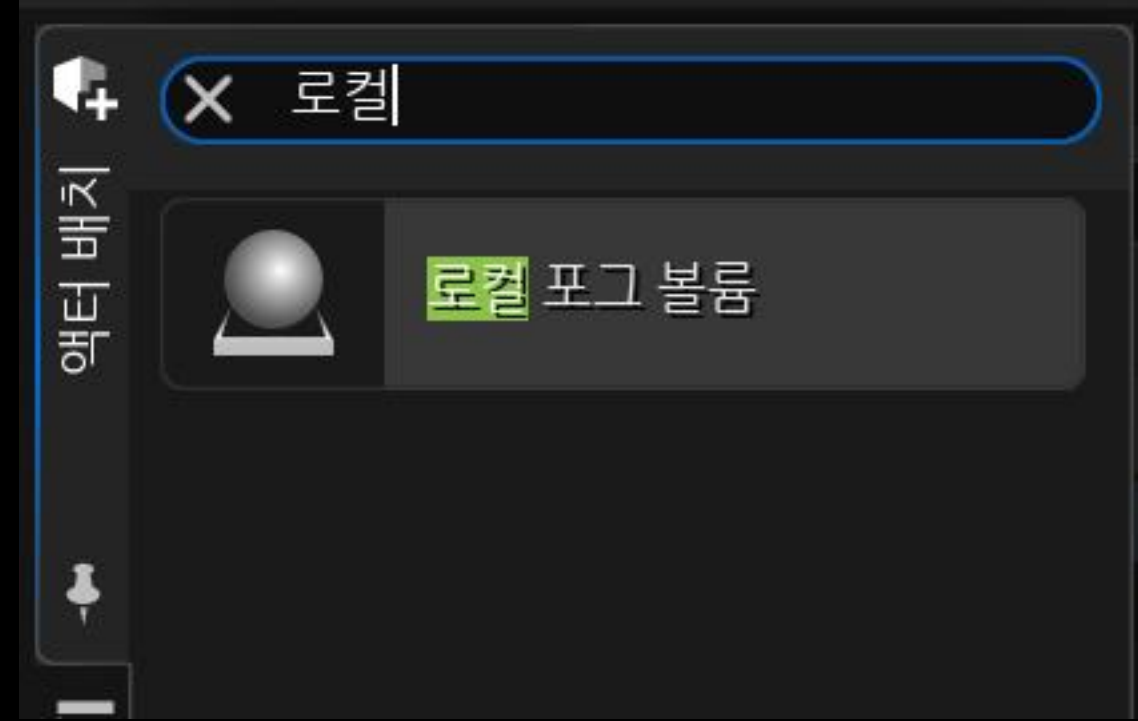
Lighting

Volumetric Fog



Lighting

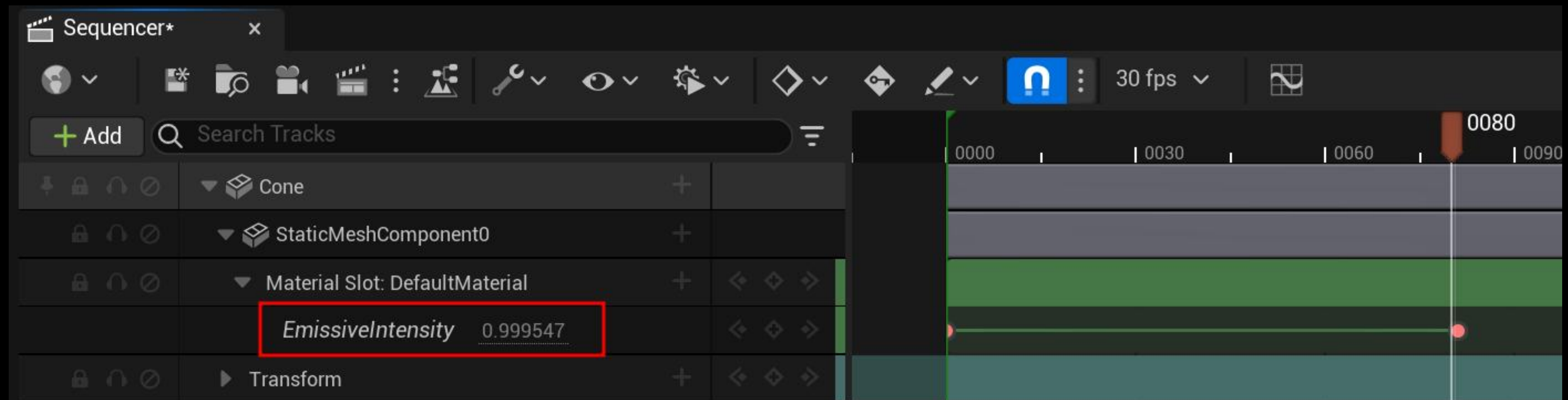
Local Fog Volume



r.LocalFogVolume.GlobalStartDistance 20

Emission Sequence

개별 오브젝트 재료 조절하기



전체 오브젝트 재료 조절하기

The screenshot displays the Unreal Engine 5 interface. On the left, the 'Content Browser' shows a list of assets, with 'Material' selected. The 'Material Editor' is open, showing a material named 'MPC_Emissive*'. The 'Details' panel on the right shows the 'Material Parameters' section, where the 'EmissiveIntensity' parameter is highlighted with a red box. The 'Material Parameters Collection' panel is also visible, showing a list of parameters, with 'EmissiveIntensity' highlighted.

기타 >
라이브 링크 >
재료 >
모션 디자인 >
미디어 >
블루프린트 >
시네마틱 >
애니메이션 >
에디터 유틸리티 >
오디오 >
원격 제어 >
월드 >
유저 인터페이스 >
인공 지능 >
입력 >
콘솔 변수 에디터 >
텍스처 >
페이퍼 2D >
폴리지 >
피직스 >
FX >
nDisplay >
VCam >

검색하려면 입력하세요.

뉴럴 프로파일
재료
재료 디자이너
재료 레이어
재료 레이어 블렌드
재료 레이어 블렌드 인스턴스
재료 인스턴스
재료 파라미터 컬렉션
재료 함수
재료 함수 인스턴스
서브서피스 프로파일
스펙큘러 프로파일

무제* MPC_Emissive* x

디테일 x

검색

재료

스칼라 파라미터

인덱스 [0]

디폴트 값

파라미터 이름

벡터 파라미터

배열 엘리먼트: 1 + -

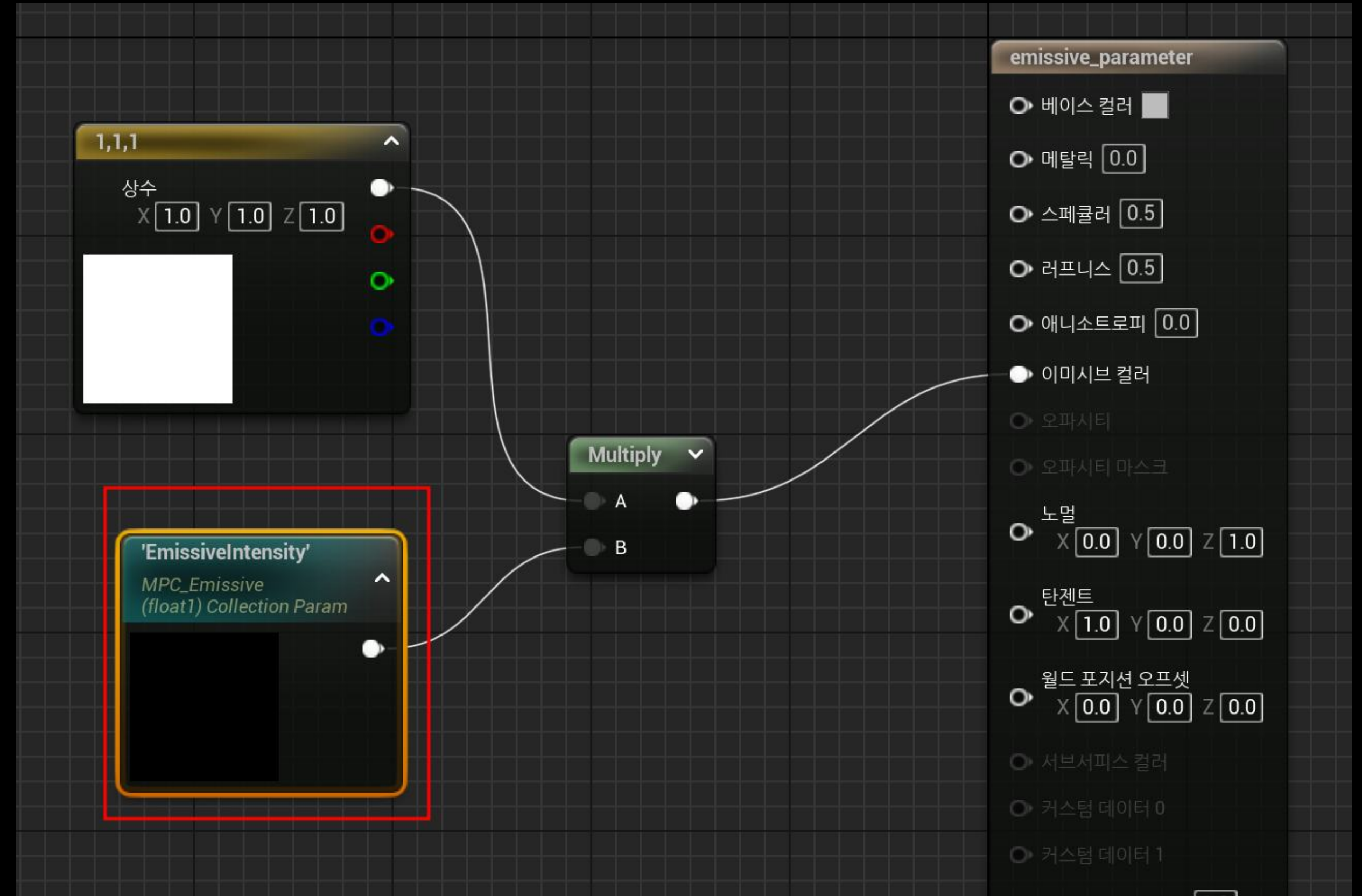
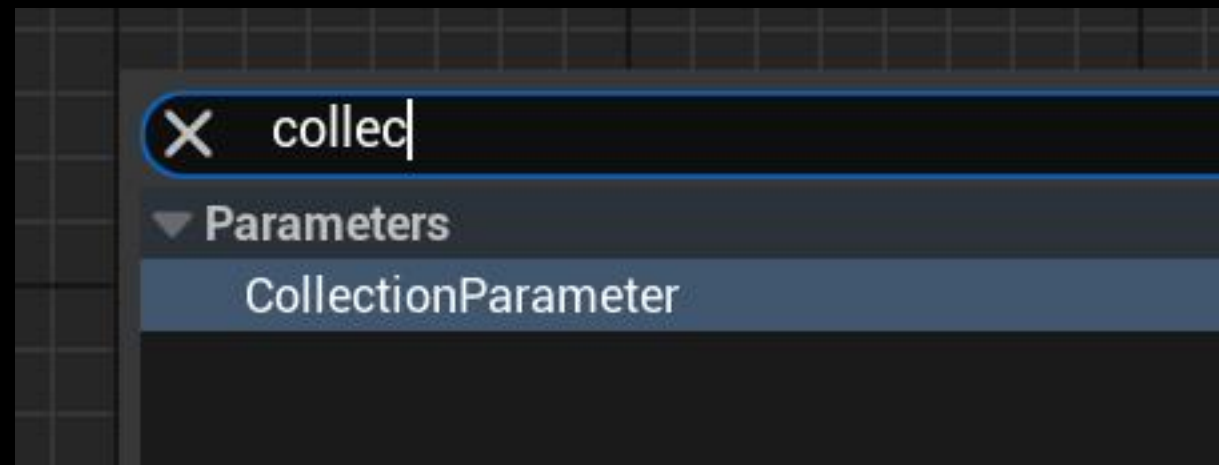
EmissiveIntensity v

0.0

EmissiveIntensity

배열 엘리먼트: 0 + -

전체 오브젝트 머테리얼 조절하기



전체 오브젝트 재료 조절하기

