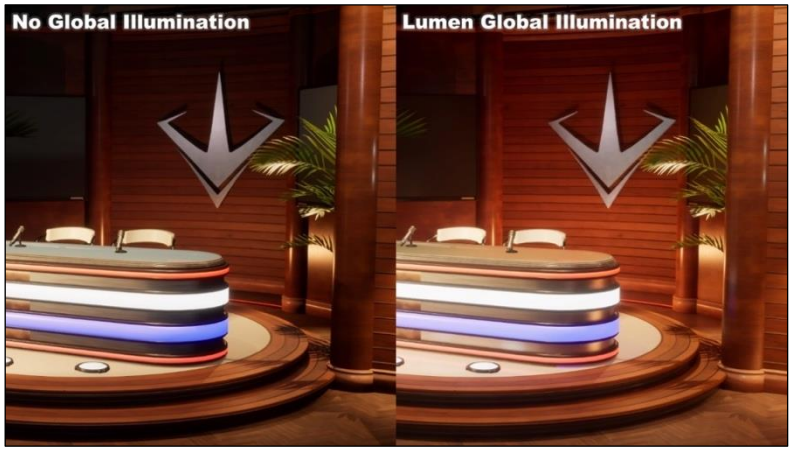
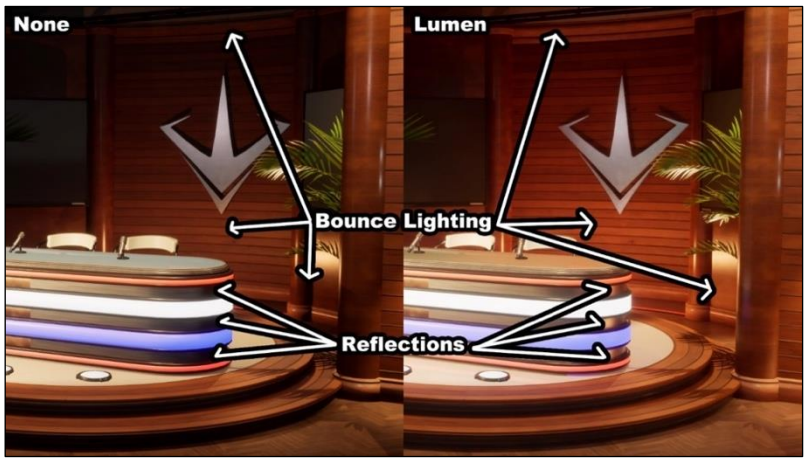
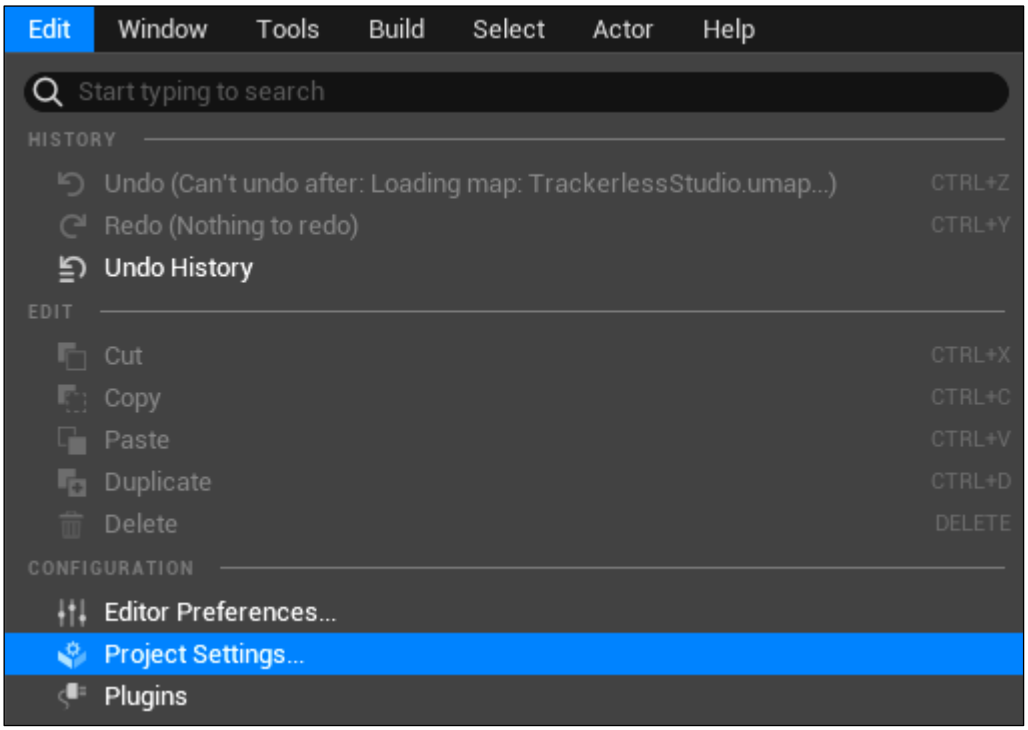
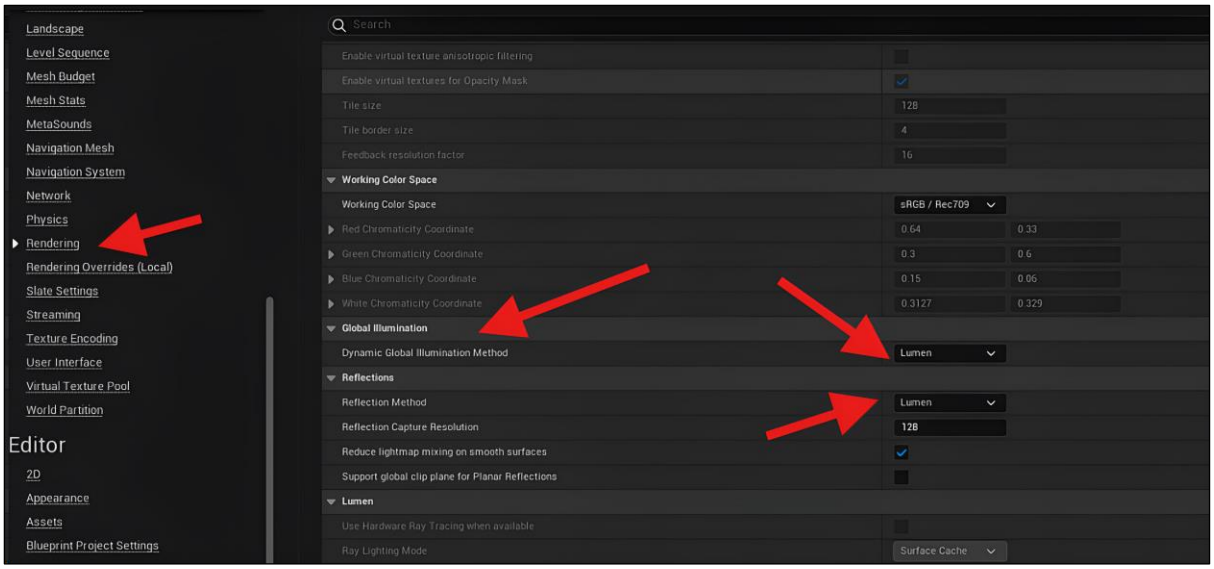
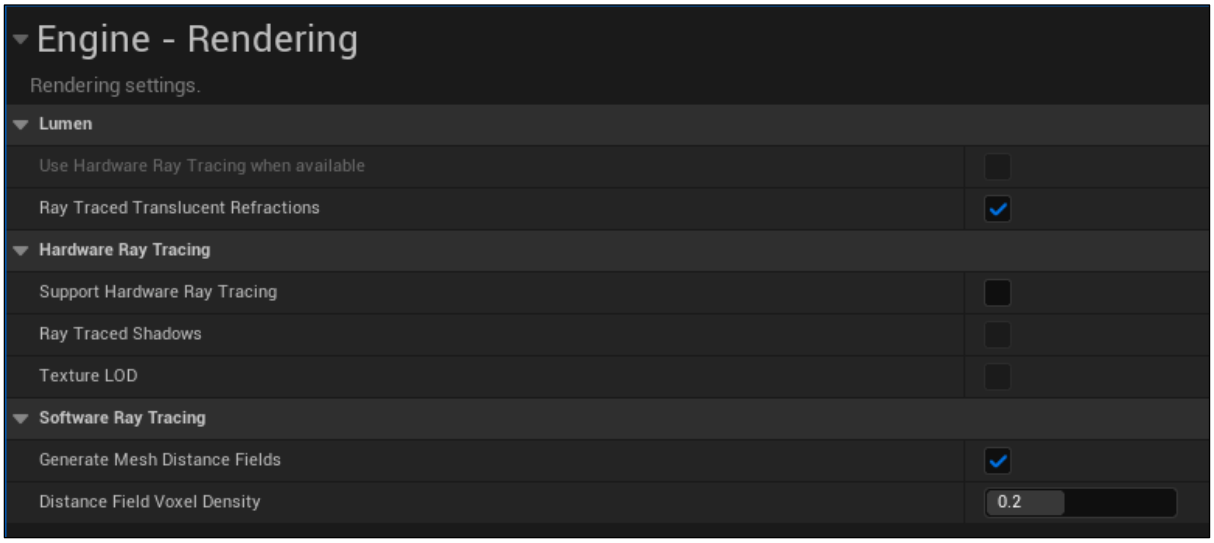
Chapter 1: Lighting with Lumen and Advanced Techniques

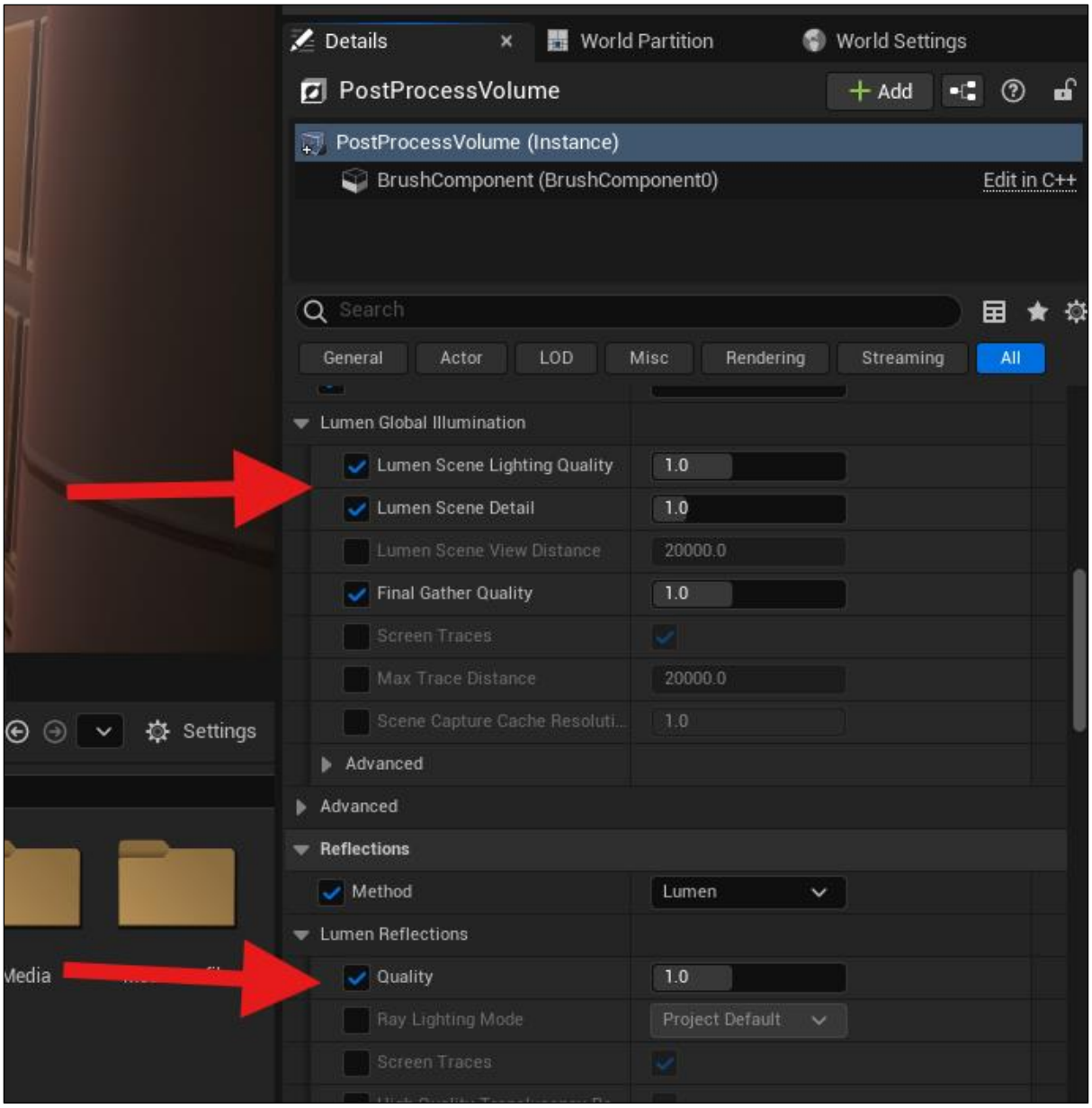


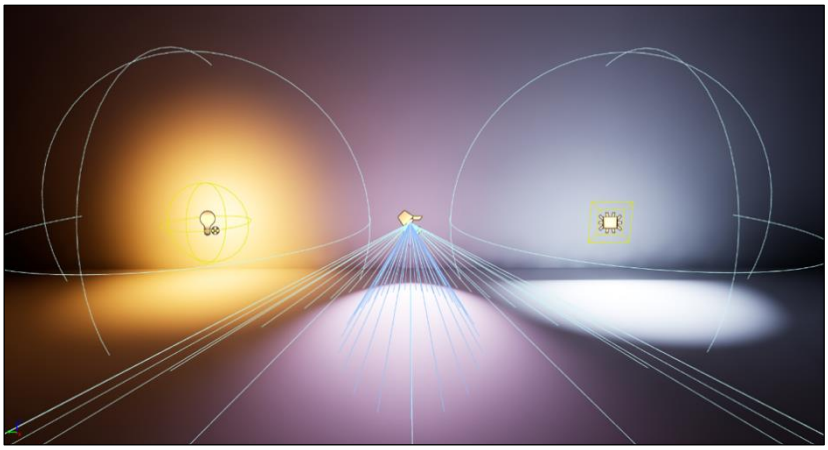


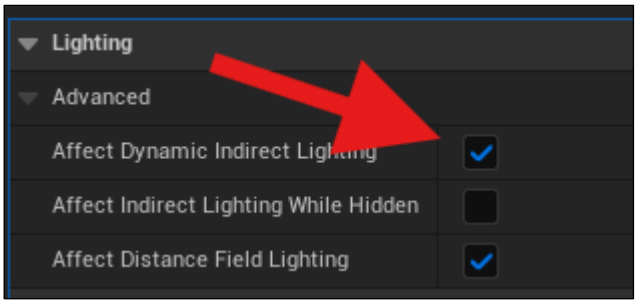



Landscape
Level Sequence
Mesh Budget
Mesh Stats
MetaSounds
Navigation Mesh
Navigation System
Network
Physics
Rendering
Rendering Overrides (Local)
Slate Settings
Streaming
Texture Encoding
User Interface
Virtual Texture Pool
World Partition
Editor
2D
Appearance
Assets
Blueprint Project Settings
Search
Enable virtual texture anisotropic filtering
Enable virtual textures for Opacity Mask
Tile size
128
Tile border size
4
Feedback resolution factor
16
Working Color Space
Working Color Space
sRGB / Rec709
Red Chromaticity Coordinate
0.64
0.33
Green Chromaticity Coordinate
0.3
0.6
Blue Chromaticity Coordinate
0.15
0.06
White Chromaticity Coordinate
0.3127
0.329
Global Illumination
Dynamic Global Illumination Method
Lumen
Reflections
Reflection Method
Lumen
Reflection Capture Resolution
128
Reduce lightmap mixing on smooth surfaces
Support global clip plane for Planar Reflections
Lumen
Use Hardware Ray Tracing when available
Ray Lighting Mode
Surface Cache


Engine - Rendering
Rendering settings.
Lumen
Use Hardware Ray Tracing when available
Ray Traced Translucent Refractions
Hardware Ray Tracing
Support Hardware Ray Tracing
Ray Traced Shadows
Texture LOD
Software Ray Tracing
Generate Mesh Distance Fields
Distance Field Voxel Density
0.2


Details
World Partition
World Settings
PostProcessVolume
Add
PostProcessVolume (Instance)
BrushComponent (BrushComponent0)
Edit in C++
Search
General
Actor
LOD
Misc
Rendering
Streaming
All
Lumen Global Illumination
Lumen Scene Lighting Quality
1.0
Lumen Scene Detail
1.0
Lumen Scene View Distance
20000.0
Final Gather Quality
1.0
Screen Traces
Max Trace Distance
20000.0
Scene Capture Cache Resoluti...
1.0
Advanced
Advanced
Reflections
Method
Lumen
Lumen Reflections
Quality
1.0
Ray Lighting Mode
Project Default
Screen Traces
Settings
Media

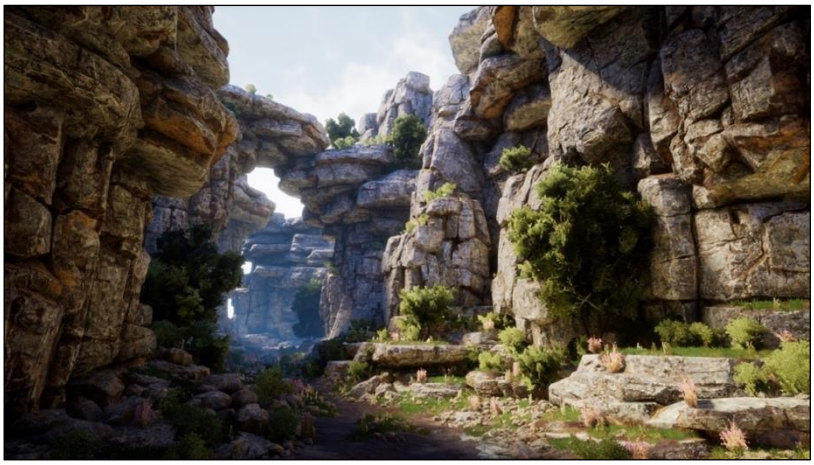



Lighting
Advanced
Affect Dynamic Indirect Lighting
Affect Indirect Lighting While Hidden
Affect Distance Field Lighting

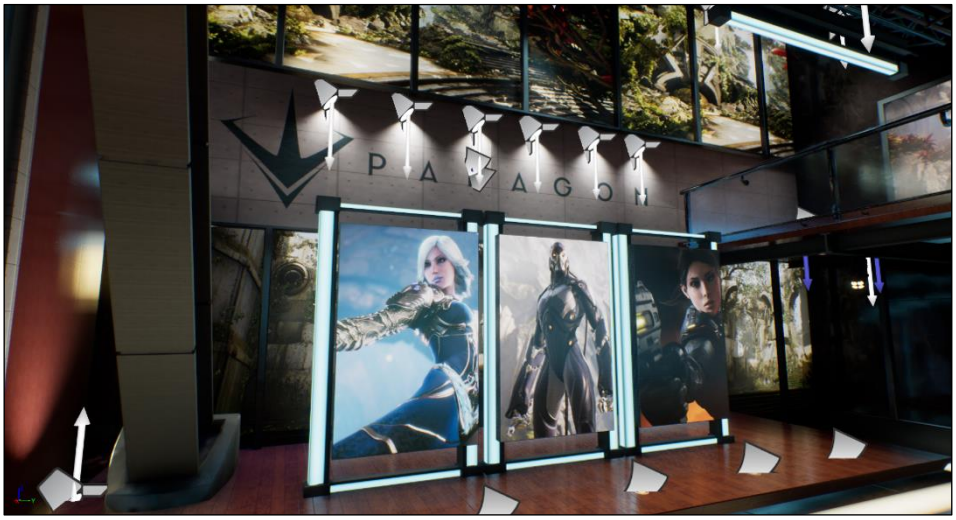


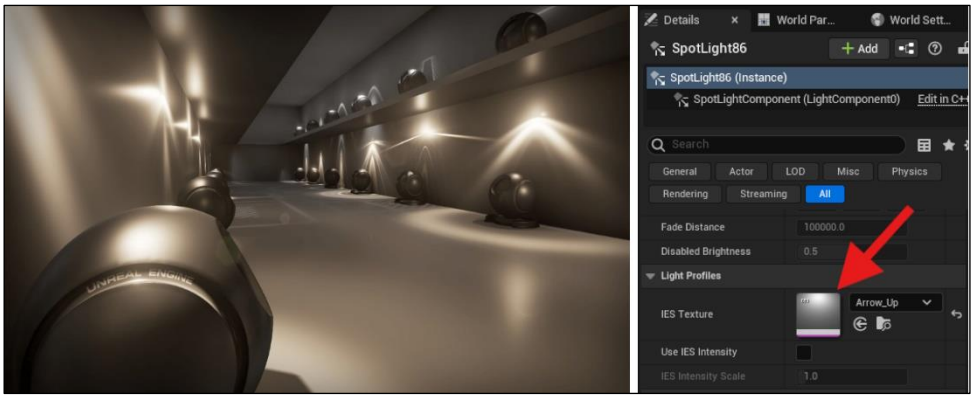




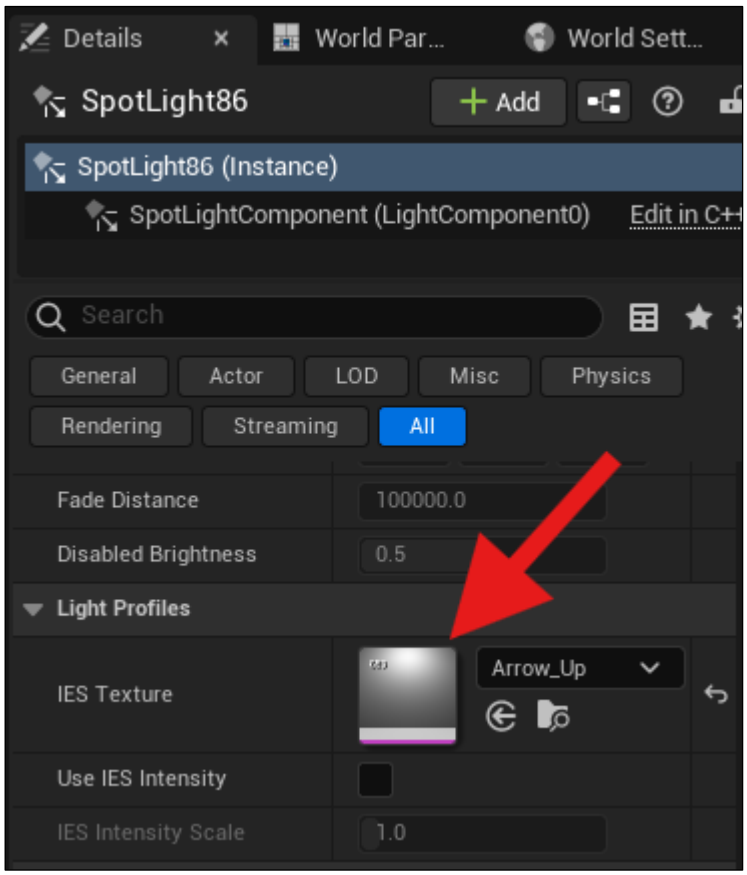





PARAGON

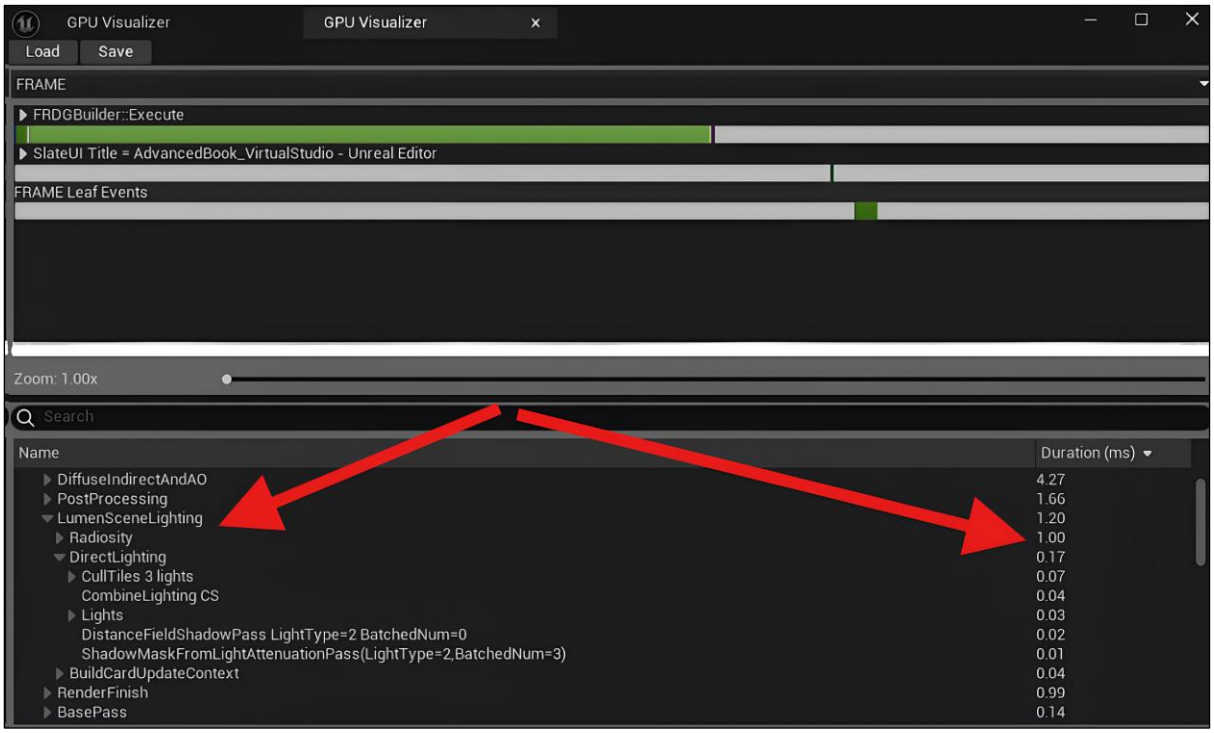

Details
World Par...
World Sett...
SpotLight86
Add
SpotLight86 (Instance)
SpotLightComponent (LightComponent0)
Edit in C++
Search
General
Actor
LOD
Misc
Physics
Rendering
Streaming
All
Fade Distance
100000.0
Disabled Brightness
0.5
Light Profiles
IES Texture
Arrow_Up
Use IES Intensity
IES Intensity Scale
1.0

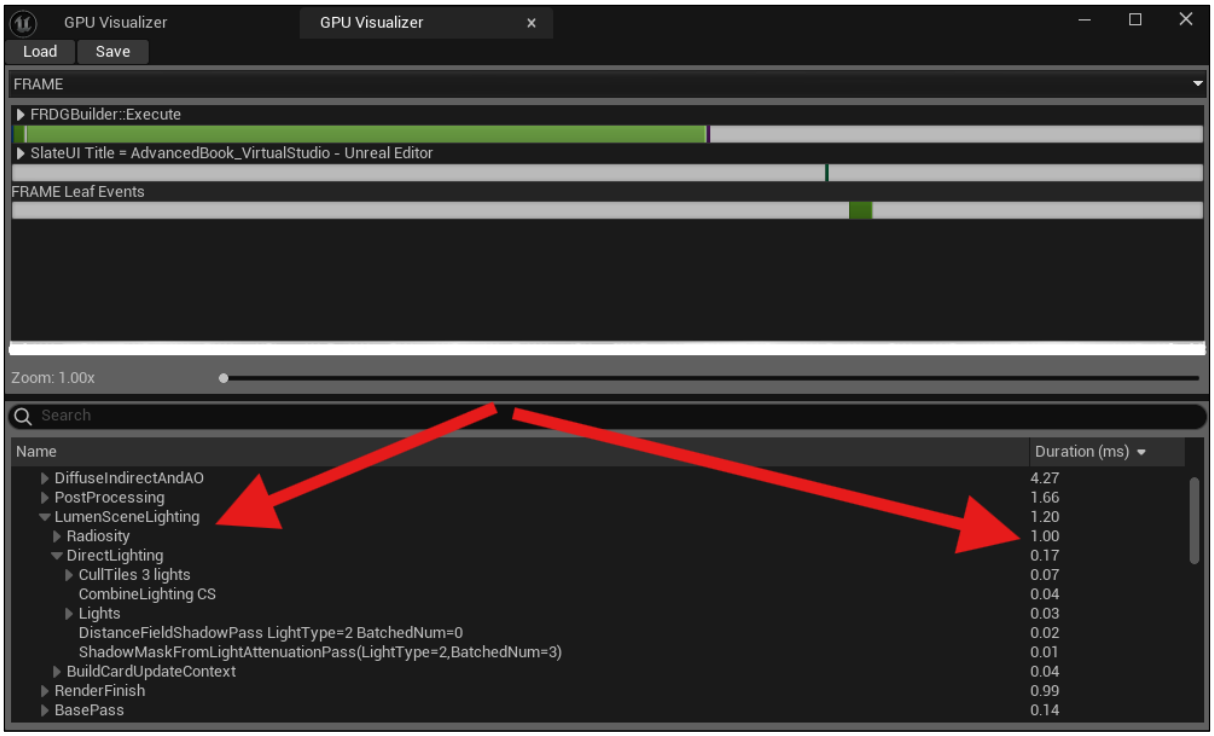


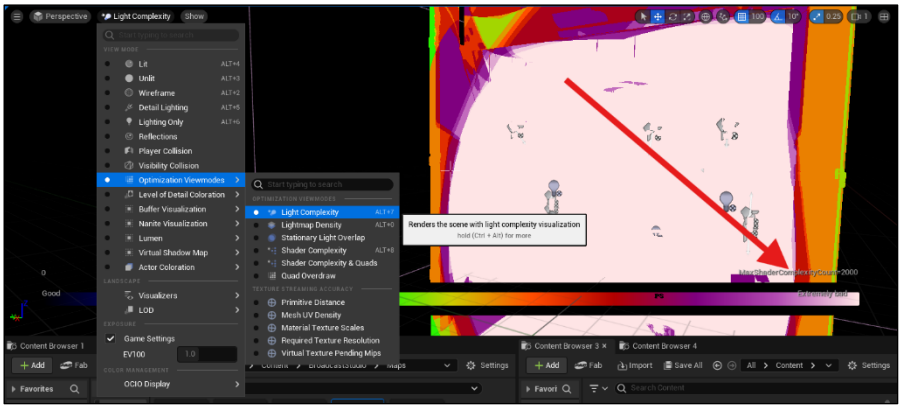

Details
World Par...
World Sett...
SpotLight86
Add
SpotLight86 (Instance)
SpotLightComponent (LightComponent0)
Edit in C++
Search
General
Actor
LOD
Misc
Physics
Rendering
Streaming
All
Fade Distance
100000.0
Disabled Brightness
0.5
Light Profiles
IES Texture
Arrow_Up
Use IES Intensity
IES Intensity Scale
1.0

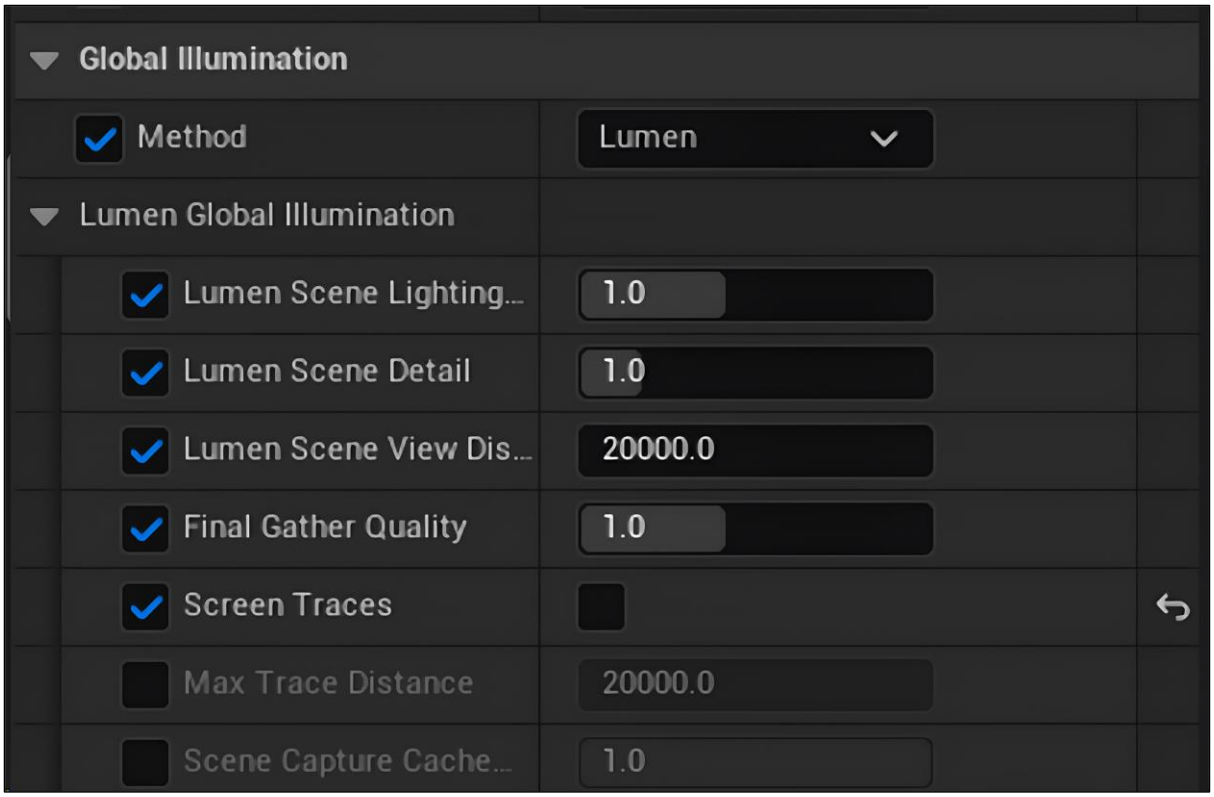


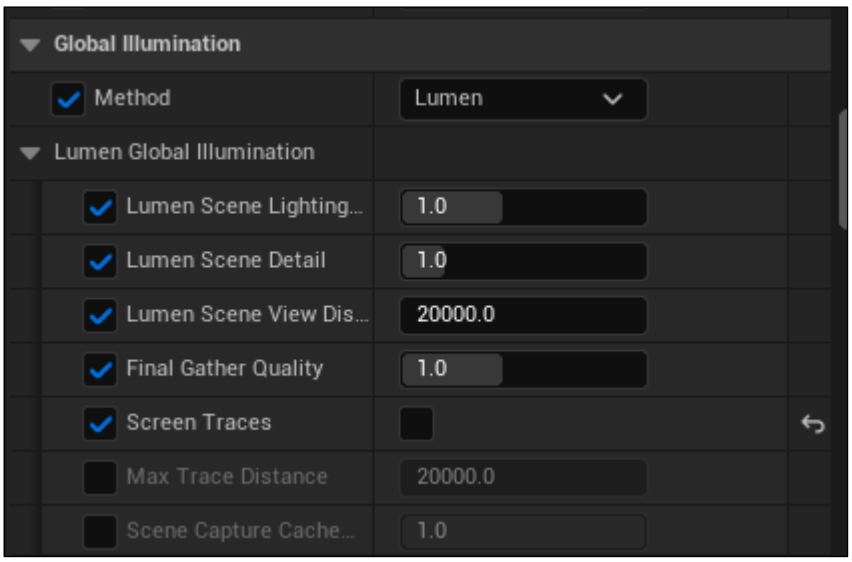

Room
ack
r
use
ModSci
Movies
MS_Blood
Multistory
OceanFloor
Priest
Procedural
Research
36 items
Output Log
Cmd
Enter Console Command

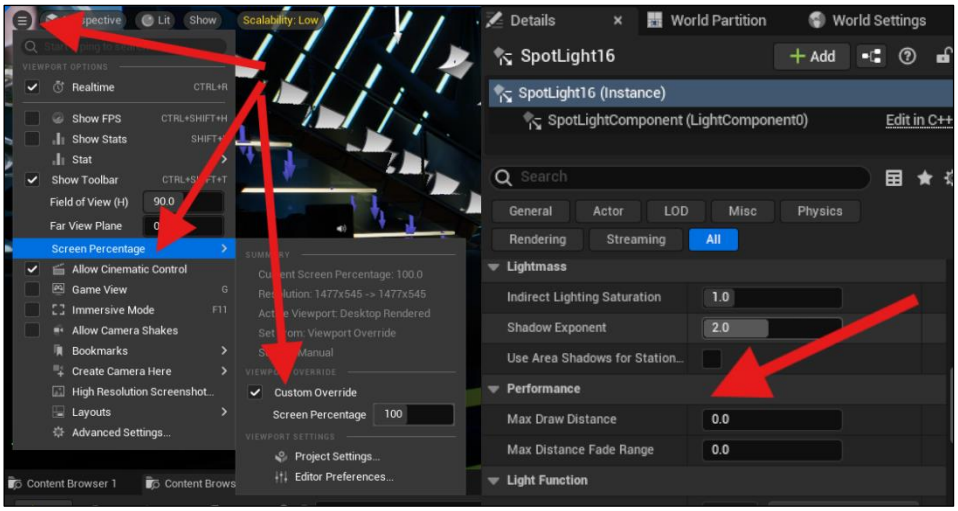

GPU Visualizer
GPU Visualizer
Load
Save
FRAME
FRDGBuilder::Execute
SlateUI Title = AdvancedBook_VirtualStudio - Unreal Editor
FRAME Leaf Events
Zoom: 1.00x
Search
Name
Duration (ms)
DiffuseIndirectAndAO 4.27
PostProcessing 1.66
LumenSceneLighting 1.20
Radiosity 1.00
DirectLighting 0.17
CullTiles 3 lights 0.07
CombineLighting CS 0.04
Lights 0.03
DistanceFieldShadowPass LightType=2 BatchedNum=0 0.02
ShadowMaskFromLightAttenuationPass(LightType=2,BatchedNum=3) 0.01
BuildCardUpdateContext 0.04
RenderFinish 0.99
BasePass 0.14


GPU Visualizer
GPU Visualizer
Load
Save
FRAME
FRDGBuilder::Execute
SlateUI Title = AdvancedBook_VirtualStudio - Unreal Editor
FRAME Leaf Events
Zoom: 1.00x
Search
Name
Duration (ms)
DiffuseIndirectAndAO 4.27
PostProcessing 1.66
LumenSceneLighting 1.20
Radiosity 1.00
DirectLighting 0.17
CullTiles 3 lights 0.07
CombineLighting CS 0.04
Lights 0.03
DistanceFieldShadowPass LightType=2 BatchedNum=0 0.02
ShadowMaskFromLightAttenuationPass(LightType=2,BatchedNum=3) 0.01
BuildCardUpdateContext 0.04
RenderFinish 0.99
BasePass 0.14


Perspective
Light Complexity
Show
Renders the scene with light complexity visualization


Global Illumination
Method
Lumen
Lumen Global Illumination
Lumen Scene Lighting...
1.0
Lumen Scene Detail
1.0
Lumen Scene View Dis...
20000.0
Final Gather Quality
1.0
Screen Traces
Max Trace Distance
20000.0
Scene Capture Cache...
1.0


Global Illumination
Method
Lumen
Lumen Global Illumination
Lumen Scene Lighting...
1.0
Lumen Scene Detail
1.0
Lumen Scene View Dis...
20000.0
Final Gather Quality
1.0
Screen Traces
Max Trace Distance
20000.0
Scene Capture Cache...
1.0


Lit
Show
Scalability: Low
Realtime
Show FPS
Show Stats
Stat
Show Toolbar
Field of View (H)
90.0
Far View Plane
Screen Percentage
Allow Cinematic Control
Game View
Immersive Mode
Allow Camera Shakes
Bookmarks
Create Camera Here
High Resolution Screenshot...
Layouts
Advanced Settings...
Custom Override
Screen Percentage
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Project Settings...
Editor Preferences...
Content Browser 1
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SpotLightComponent (LightComponent0)
Edit in C++
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Actor
LOD
Misc
Physics
Rendering
Streaming
All
Lightmass
Indirect Lighting Saturation
1.0
Shadow Exponent
2.0
Use Area Shadows for Station...
Performance
Max Draw Distance
0.0
Max Distance Fade Range
0.0
Light Function


No lights
Point Lights


No lights
Point Lights


Light Placement


Directional Light
Atmospherics


Light Placement





Traditional Workflow
→ Requires light baking (time-consuming, limits iteration)

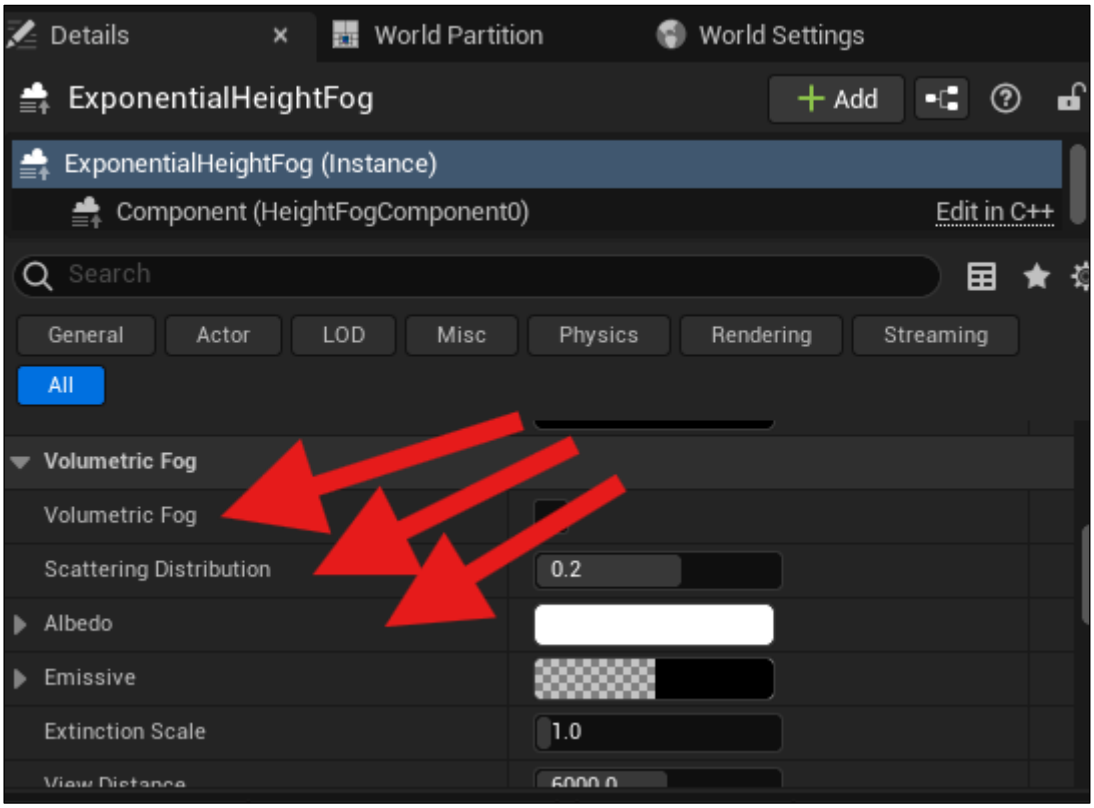
Problem
→ Slower iteration, less flexibility for interactive/cinematic projects

With Lumen
→ Eliminates baking → Real-time global illumination

Result
→ Faster iteration, seamless integration into projects

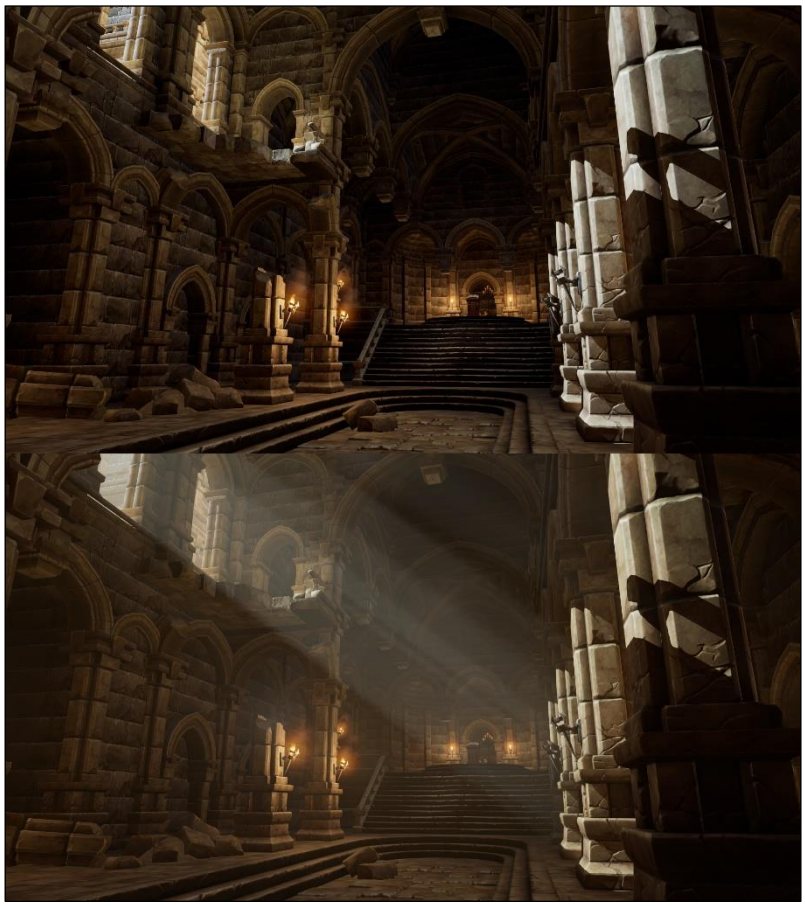
Chapter 2: Atmospheric Effects and Visual Storytelling

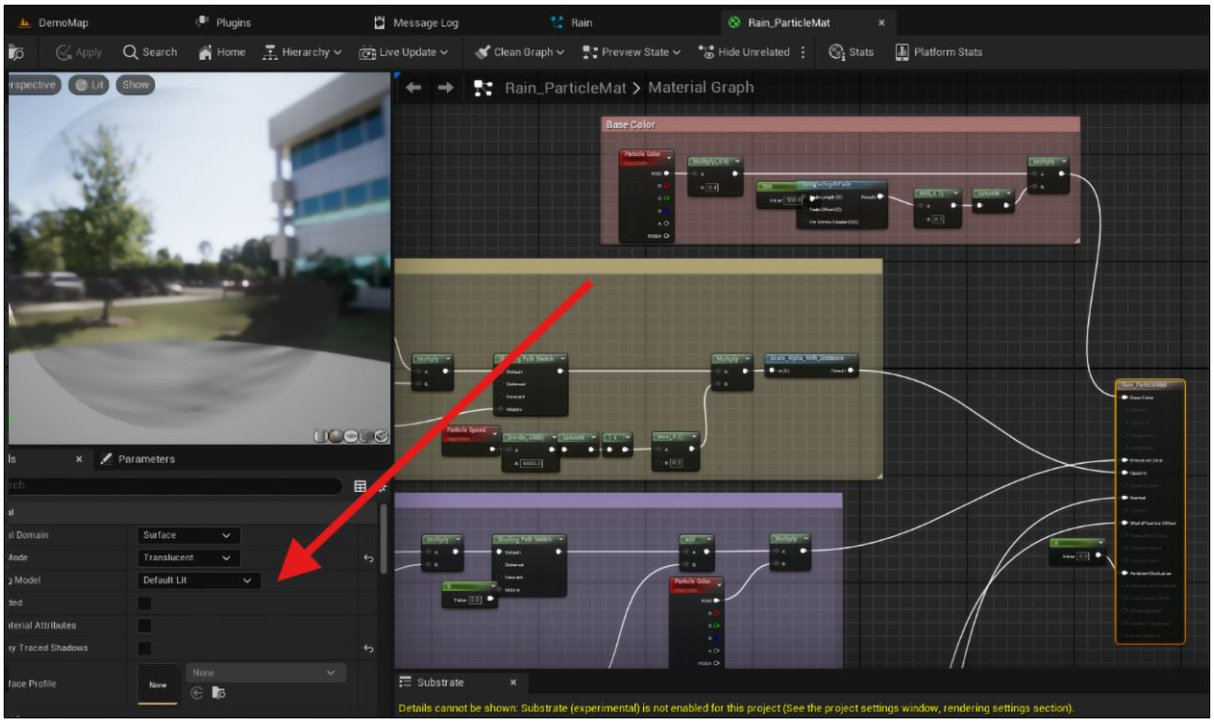


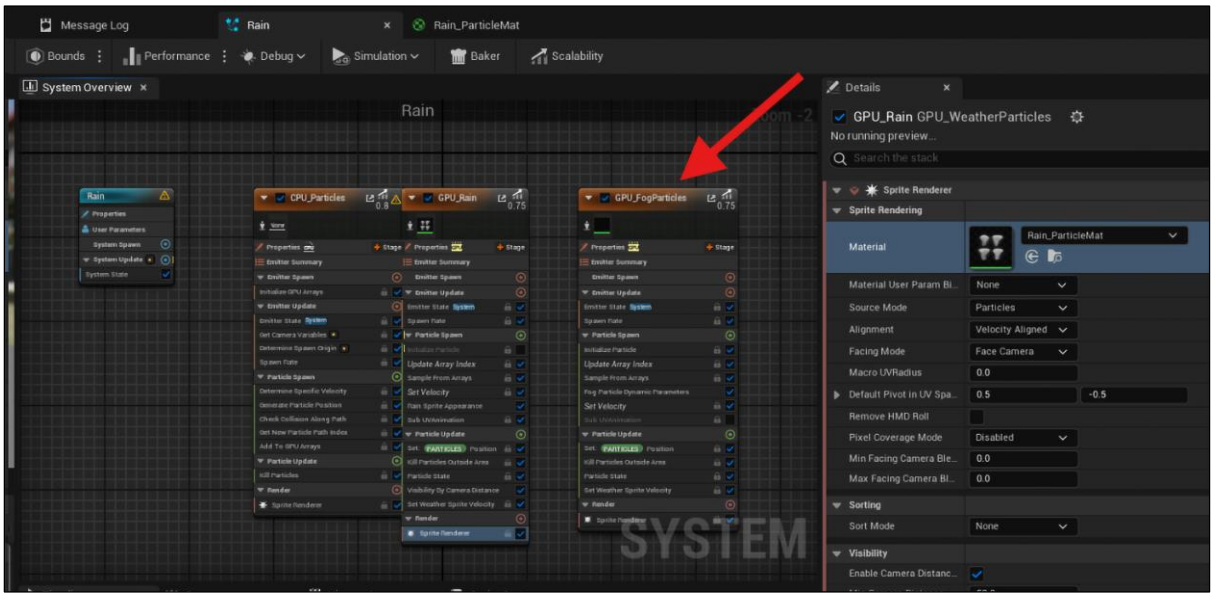

Details
World Partition
World Settings
ExponentialHeightFog
Add
ExponentialHeightFog (Instance)
Component (HeightFogComponent0)
Edit in C++
Search
General
Actor
LOD
Misc
Physics
Rendering
Streaming
All
Volumetric Fog
Volumetric Fog
Scattering Distribution
0.2
Albedo
Emissive
Extinction Scale
1.0



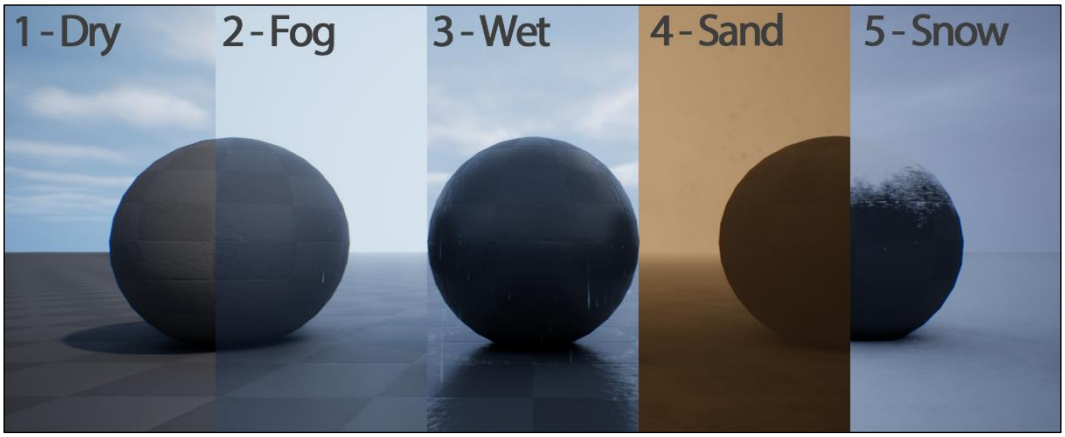


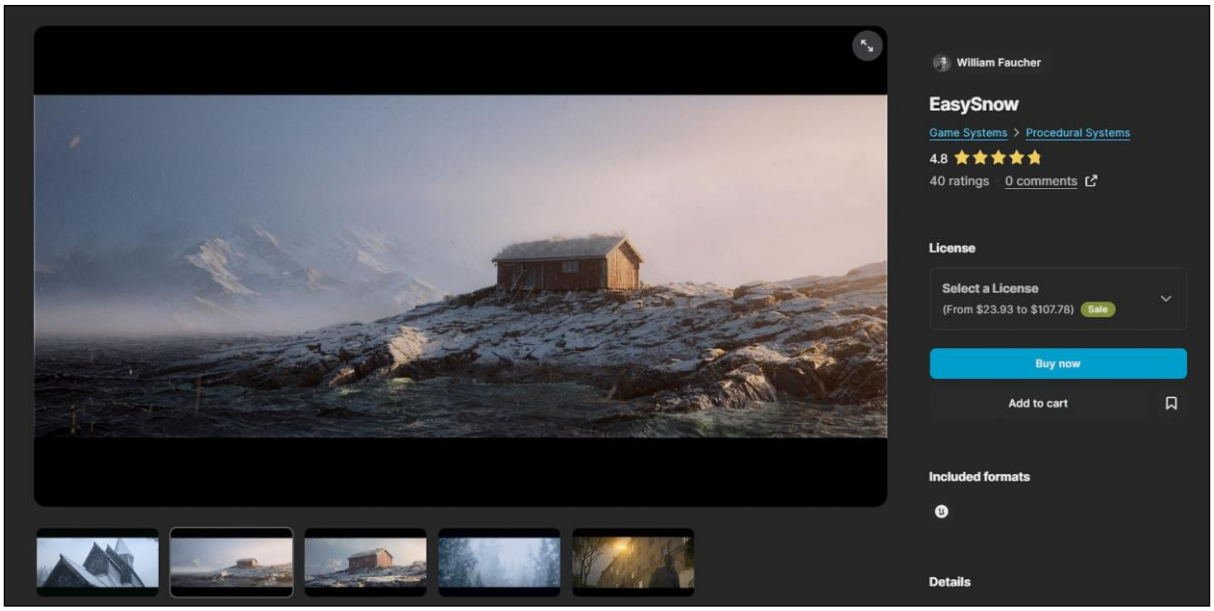



DemoMap
Plugins
Message Log
Rain
Rain_ParticleMat
Apply
Search
Home
Hierarchy
Live Update
Clean Graph
Preview State
Hide Unrelated
Stats
Platform Stats
Lit
Show
Rain_ParticleMat > Material Graph
Base Color
Parameters
Surface
Translucent
Default Lit
None
Substrate
Details cannot be shown: Substrate (experimental) is not enabled for this project (See the project settings window, rendering settings section).


Message Log
Rain
Rain_ParticleMat
Bounds
Performance
Debug
Simulation
Baker
Scalability
System Overview
Rain
CPU_Particles
GPU_Rain
GPU_FogParticles
SYSTEM
Details
GPU_Rain GPU_WeatherParticles
No running preview...
Search the stack
Sprite Renderer
Sprite Rendering
Material
Rain_ParticleMat
Material User Param Bi...
None
Source Mode
Particles
Alignment
Velocity Aligned
Facing Mode
Face Camera
Macro UVRadius
0.0
Default Pivot in UV Spa...
0.5
-0.5
Remove HMD Roll
Pixel Coverage Mode
Disabled
Min Facing Camera Ble...
0.0
Max Facing Camera Bl...
0.0
Sorting
Sort Mode
None
Visibility
Enable Camera Distanc...


System Overview
Snow
CPU_Particles
GPU_Snow
GPU_FogParticles
SYSTEM
Details
GPU_Snow GPU_WeatherParticles
100 Particles
Sprite Renderer
Sprite Rendering
Material
Snow_ParticleMat
Material User Param Bi...
None
Source Mode
Particles
Alignment
Velocity Aligned
Face Camera
Pixel Coverage Mode
Disabled
Min Facing Camera Ble...
Max Facing Camera Bl...
Sorting
Sort Mode
Visibility
Enable Camera Distanc...
Min Camera Distance
25.0
Max Camera Distance
1000000.0
Renderer Visibility
Sub UV
Rendering
Timeline
Curves
Niagara Log
Script Stats
240 fps
Add
Search Tracks
CPU_Particles


1 - Dry
2 - Fog
3 - Wet
4 - Sand
5 - Snow


William Faucher
EasySnow
Game Systems > Procedural Systems
4.8
40 ratings
0 comments
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Select a License
(From $23.93 to $107.78)
Sale
Buy now
Add to cart
Included formats
Details

Details × World Partition World Settings

GlobalPostProcessVolume + Add

GlobalPostProcessVolume (Instance)

Search

General Actor LOD Misc Rendering Streaming All

Color Grading

Temperature

Temperature Type Color Temperature

Temp 3367.999756

Tint -0.129604

Global

Saturation

Contrast

Gamma

Gain

Offset R 0.0 G 0.0 B 0.0 Y 0.0



Details × World Partition World Settings

PostProcessVolume + Add

PostProcessVolume (Instance)

Search

General Actor LOD Misc Rendering Streaming All

Exposure

Metering Mode Auto Exposure Histogram

Exposure Compensation 1.0

Apply Physical Camera Exposure

Exposure Compensation Curve None None

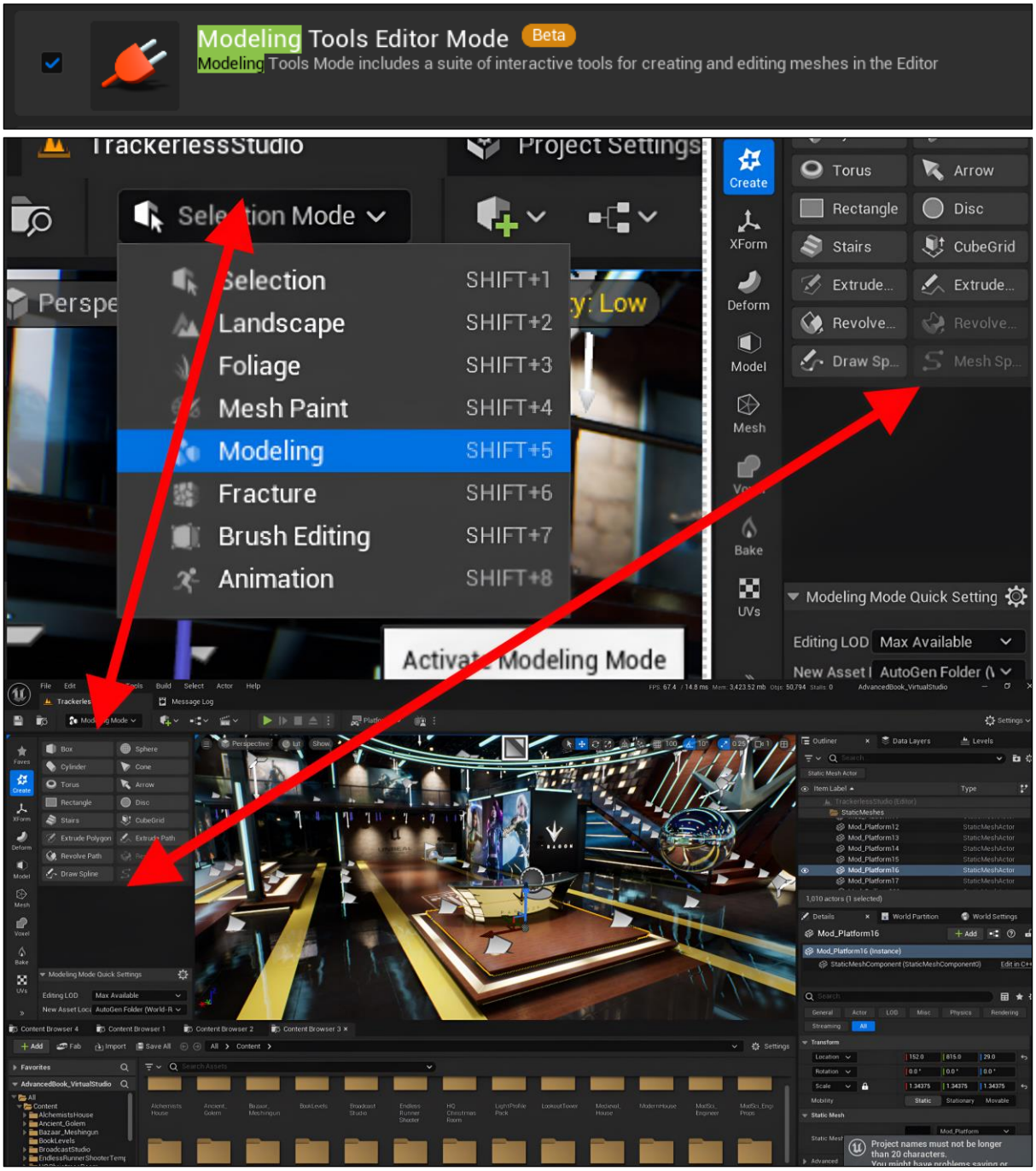
Exposure Metering Mask None None

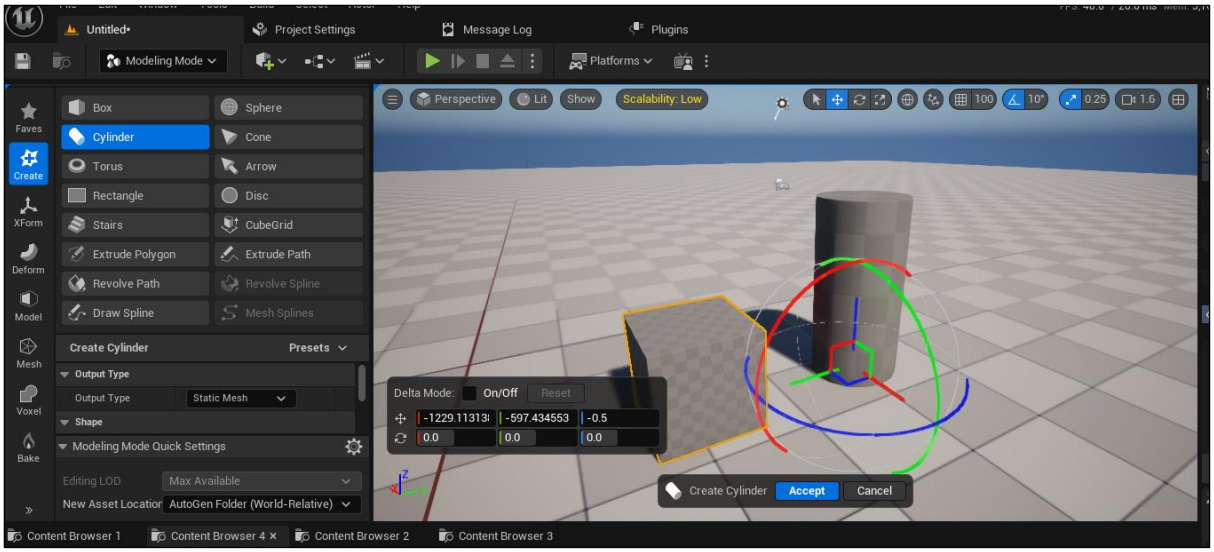
Min Brightness 0.86

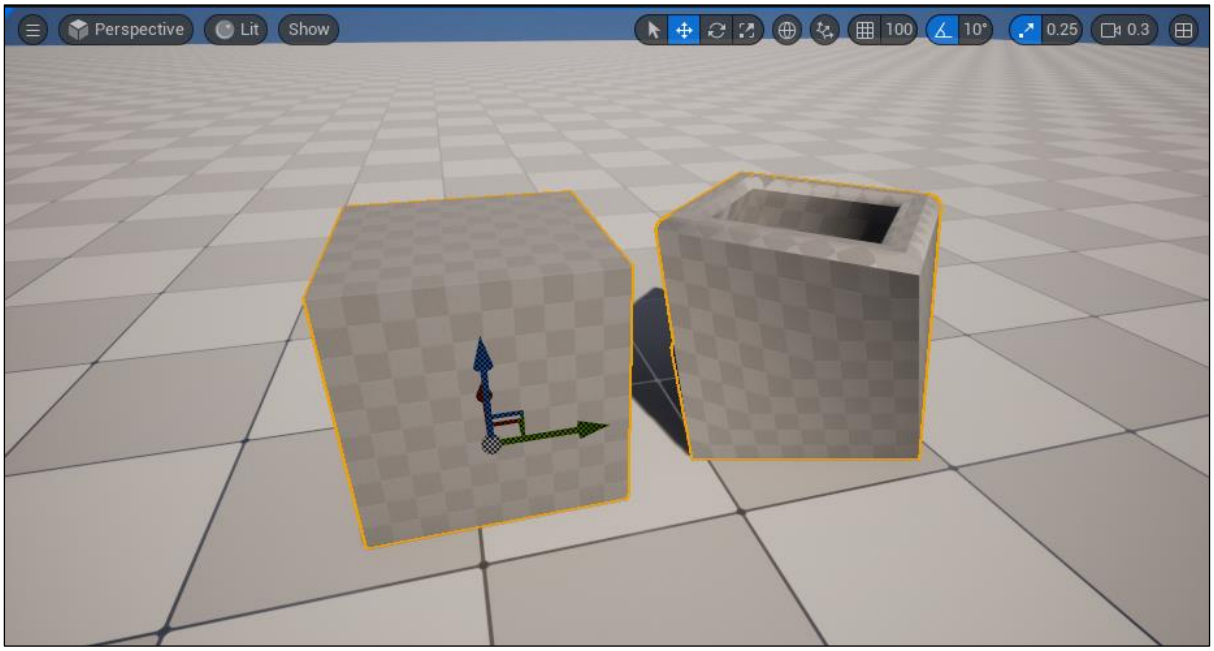
Max Brightness 3.0

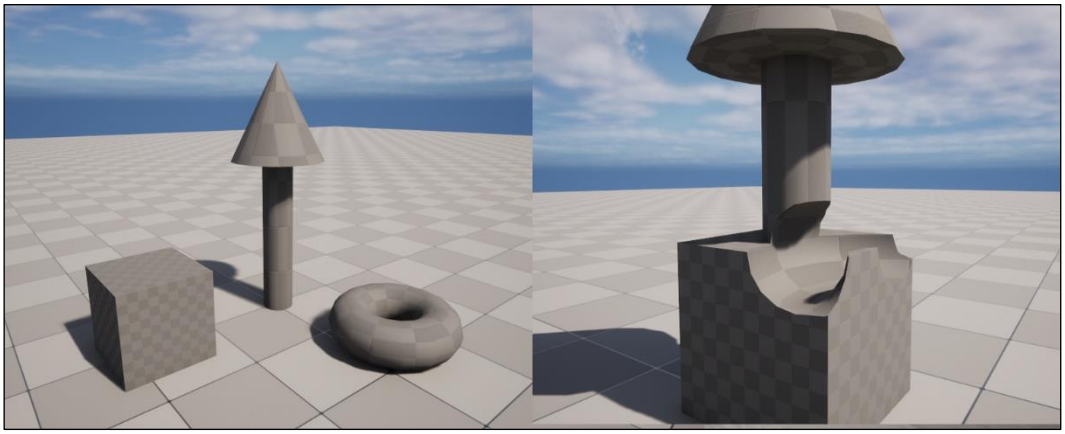
Speed Up 3.0

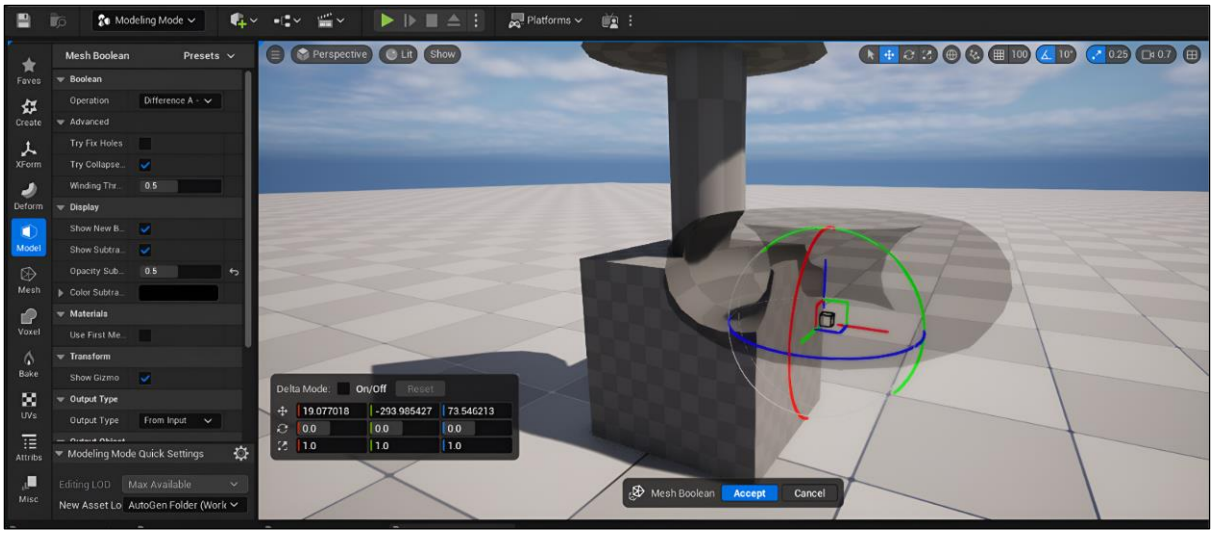
Chapter 3: Unreal's Advanced Modeling Tools

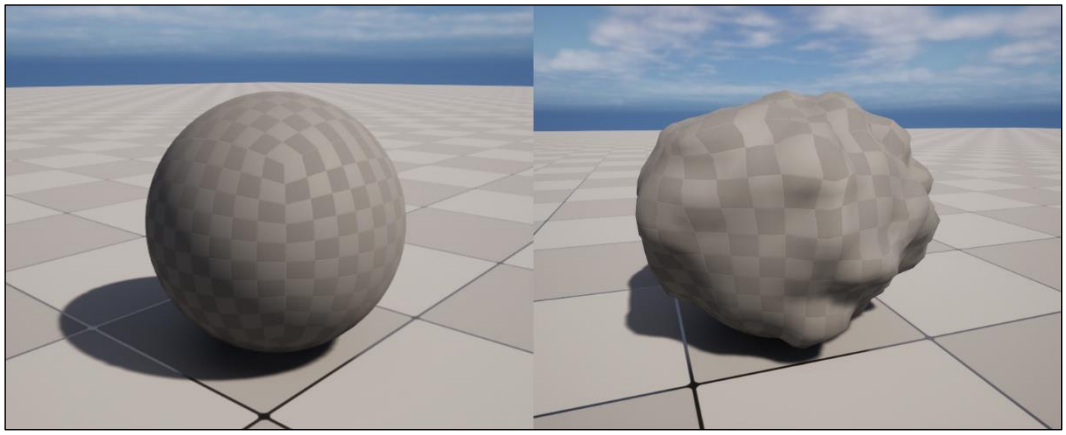


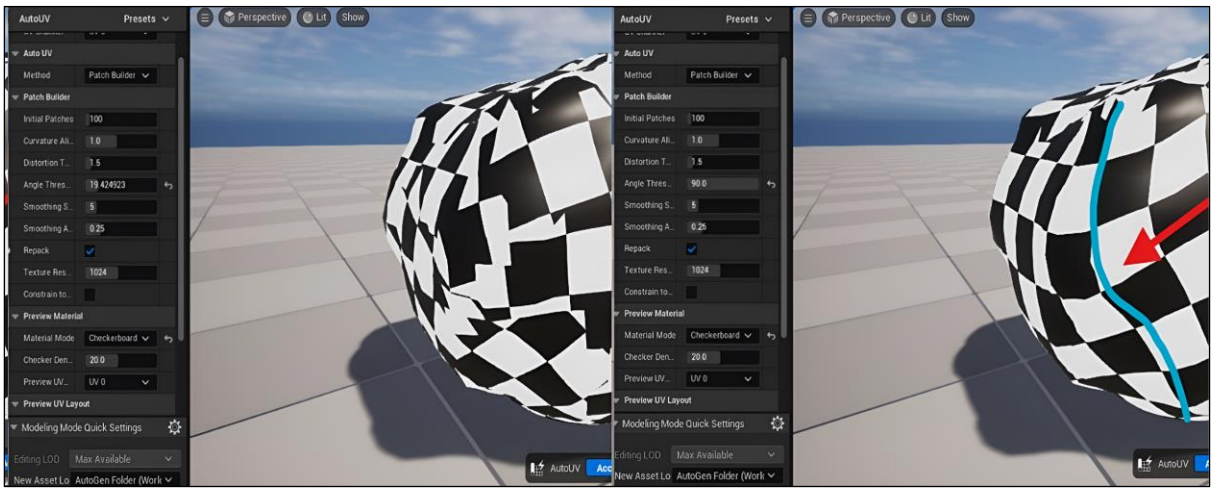

Untitled•
Project Settings
Message Log
Plugins
Modeling Mode
Platforms
Box
Sphere
Cylinder
Cone
Torus
Arrow
Rectangle
Disc
Stairs
CubeGrid
Extrude Polygon
Extrude Path
Revolve Path
Revolve Spline
Draw Spline
Mesh Splines
Create Cylinder
Presets
Output Type
Static Mesh
Shape
Modeling Mode Quick Settings
Editing LOD
Max Available
New Asset Location
AutoGen Folder (World-Relative)
Perspective
Lit
Show
Scalability: Low
Delta Mode:
On/Off
Reset
Create Cylinder
Accept
Cancel
Content Browser 1
Content Browser 4
Content Browser 2
Content Browser 3

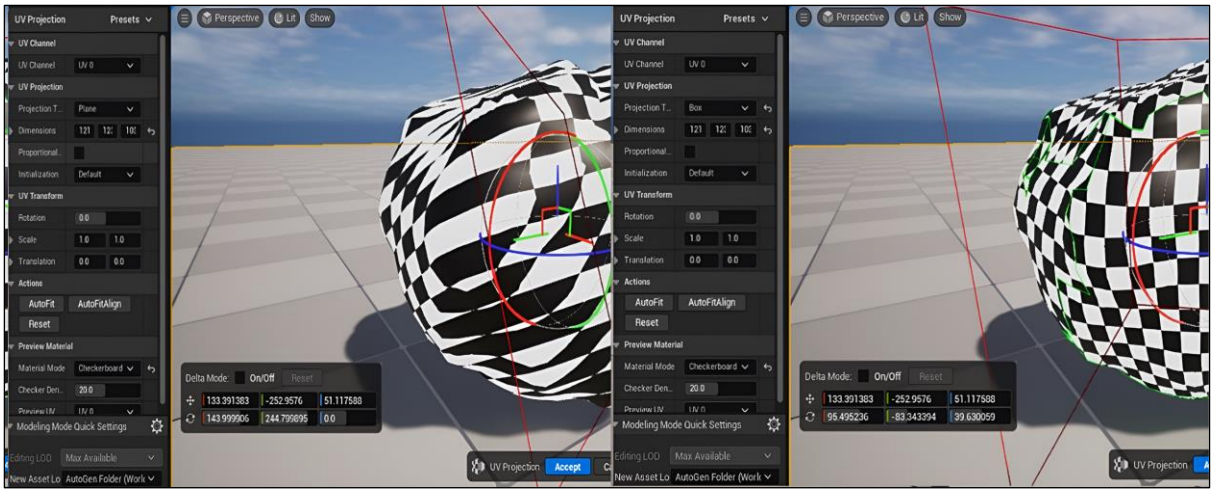

Perspective
Lit
Show




Modeling Mode
Platforms
Mesh Boolean
Presets
Boolean
Operation
Advanced
Try Fix Holes
Try Collapse...
Winding Thr...
Display
Show New B...
Show Subtra...
Opacity Sub...
Color Subtra...
Materials
Use First Me...
Transform
Show Gizmo
Output Type
Output Type
From Input
Modeling Mode Quick Settings
Editing LOD
Max Available
New Asset Lo
AutoGen Folder (Work
Perspective
Lit
Show
Delta Mode:
On/Off
Reset
19.077018
-293.985427
73.546213
Mesh Boolean
Accept
Cancel




AutoUV
Presets
Perspective
Lit
Show
Auto UV
Method
Patch Builder
Patch Builder
Initial Patches
Curvature Alli...
Distortion T...
Angle Thres...
Smoothing S...
Smoothing A...
Repack
Texture Res...
Constrain to...
Preview Material
Material Mode
Checkerboard
Checker Den...
Preview UV...
UV 0
Preview UV Layout
Modeling Mode Quick Settings
Editing LOD
Max Available
New Asset Lo
AutoGen Folder (Work
AutoUV

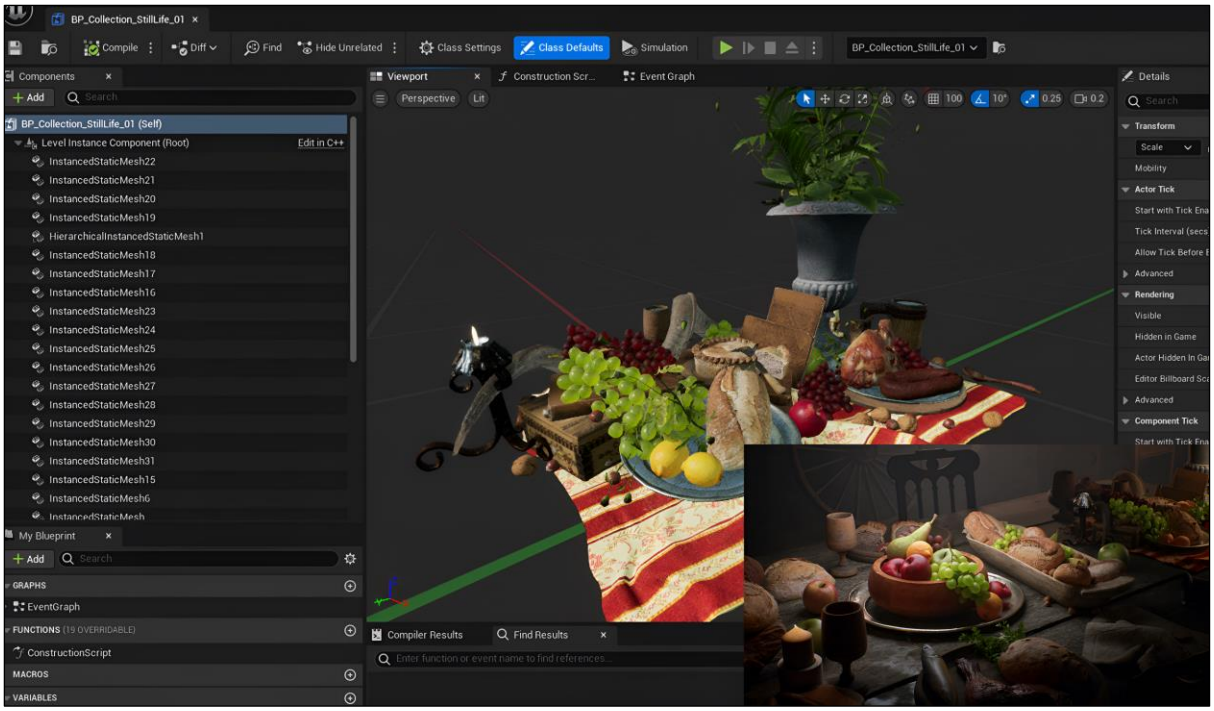

UV Projection
Presets
UV Channel
UV Channel
UV 0
UV Projection
Projection T...
Plane
Box
Dimensions
Proportional...
Initialization
Default
UV Transform
Rotation
Scale
Translation
Actions
AutoFit
AutoFitAlign
Reset
Preview Material
Material Mode
Checkerboard
Checker Den...
20.0
Modeling Mode Quick Settings
Editing LOD
Max Available
New Asset Lo
AutoGen Folder (Work
Perspective
Lit
Show
Delta Mode:
On/Off
Reset
133.391383
-252.9576
51.117588
143.999906
244.799895
0.0
95.495236
-83.343394
39.630059
UV Projection
Accept

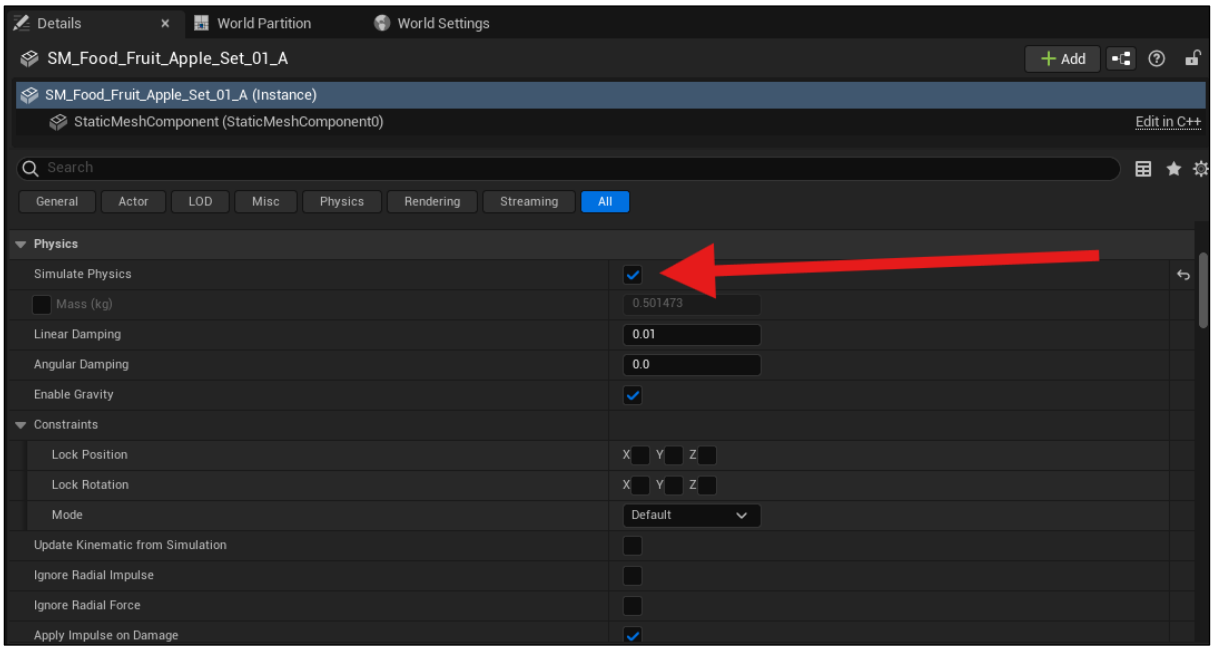
Chapter 4: Designing Engaging Game Environments







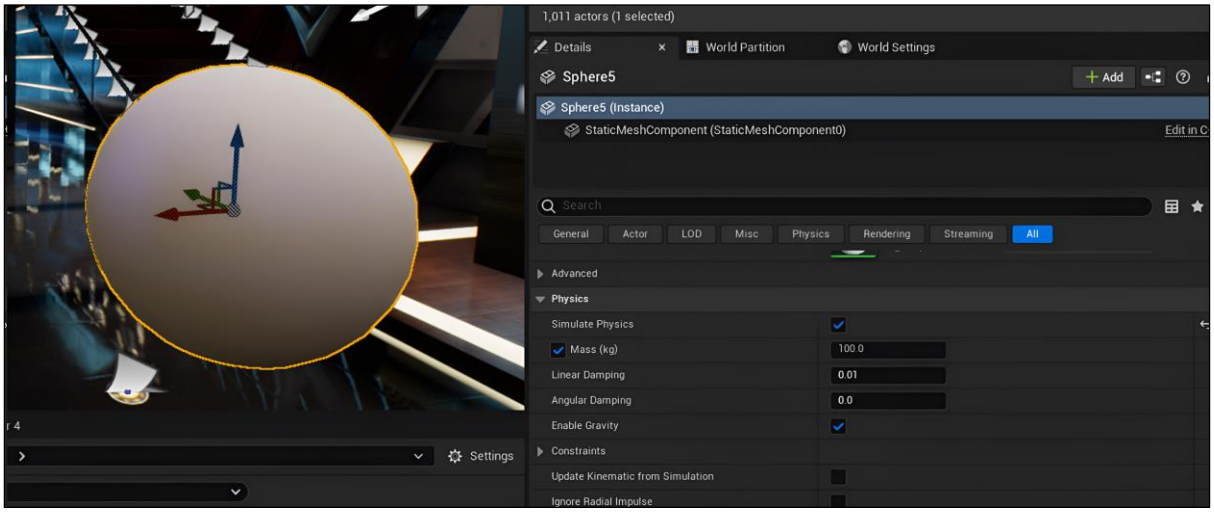

BP_Collection_StillLife_01
Compile
Diff
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Components
Add
Search
BP_Collection_StillLife_01 (Self)
Level Instance Component (Root)
Edit in C++
InstancedStaticMesh22
InstancedStaticMesh21
InstancedStaticMesh20
InstancedStaticMesh19
HierarchicalInstancedStaticMesh1
InstancedStaticMesh18
InstancedStaticMesh17
InstancedStaticMesh16
InstancedStaticMesh23
InstancedStaticMesh24
InstancedStaticMesh25
InstancedStaticMesh26
InstancedStaticMesh27
InstancedStaticMesh28
InstancedStaticMesh29
InstancedStaticMesh30
InstancedStaticMesh31
InstancedStaticMesh15
InstancedStaticMesh6
My Blueprint
GRAPHS
EventGraph
FUNCTIONS (19 OVERRIDABLE)
ConstructionScript
MACROS
VARIABLES
Viewport
Construction Scr...
Event Graph
Perspective
Lit
Compiler Results
Find Results
Enter function or event name to find references...
Details
Transform
Scale
Mobility
Actor Tick
Rendering
Visible
Hidden in Game
Advanced
Component Tick

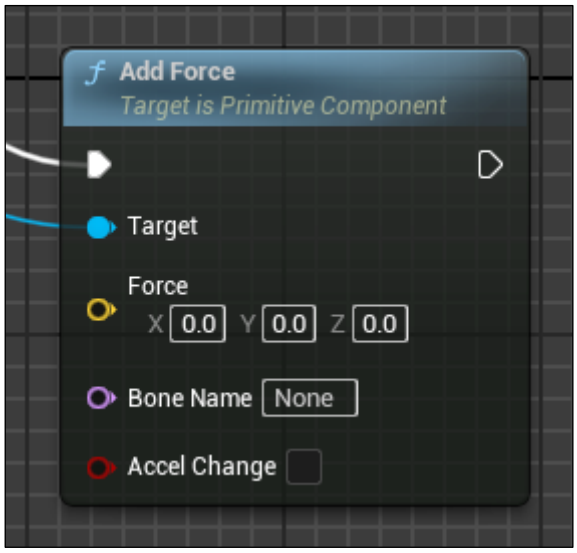

Details
World Partition
World Settings
SM_Food_Fruit_Apple_Set_01_A
Add
SM_Food_Fruit_Apple_Set_01_A (Instance)
StaticMeshComponent (StaticMeshComponent0)
Edit in C++
Search
General
Actor
LOD
Misc
Physics
Rendering
Streaming
All
Physics
Simulate Physics
Mass (kg)
0.501473
Linear Damping
0.01
Angular Damping
0.0
Enable Gravity
Constraints
Lock Position
Lock Rotation
Mode
Default
Update Kinematic from Simulation
Ignore Radial Impulse
Ignore Radial Force
Apply Impulse on Damage



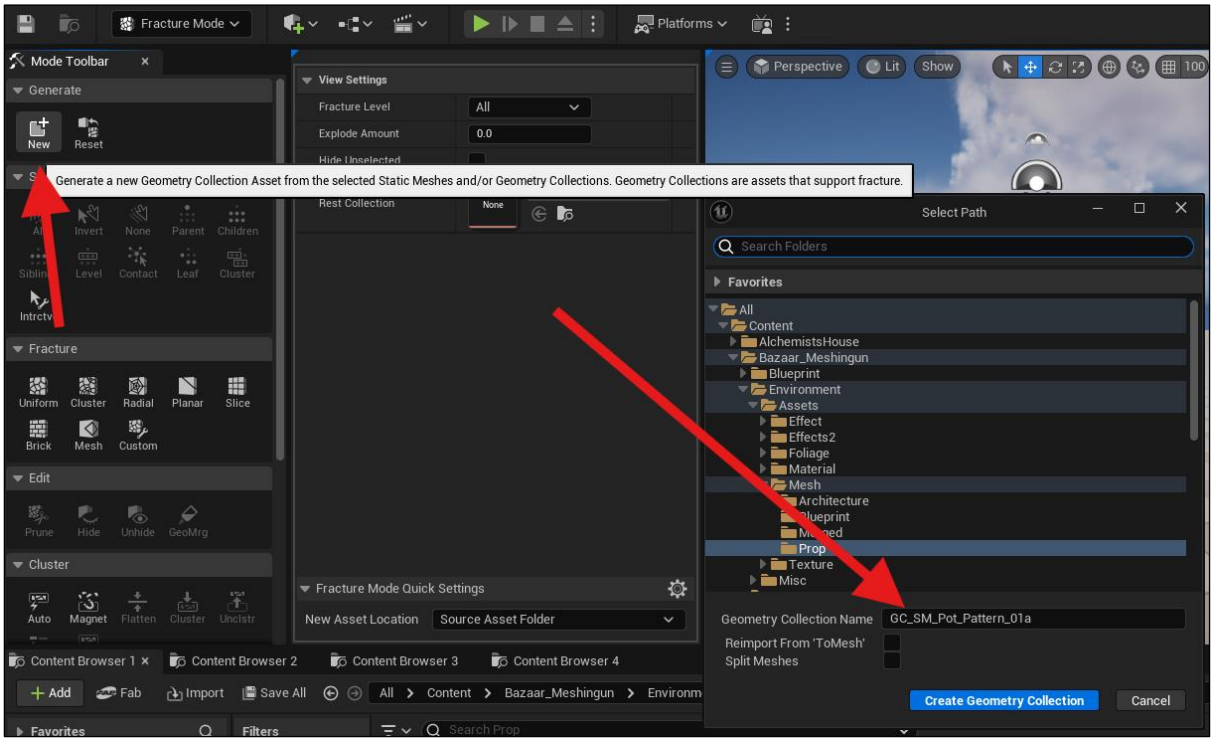


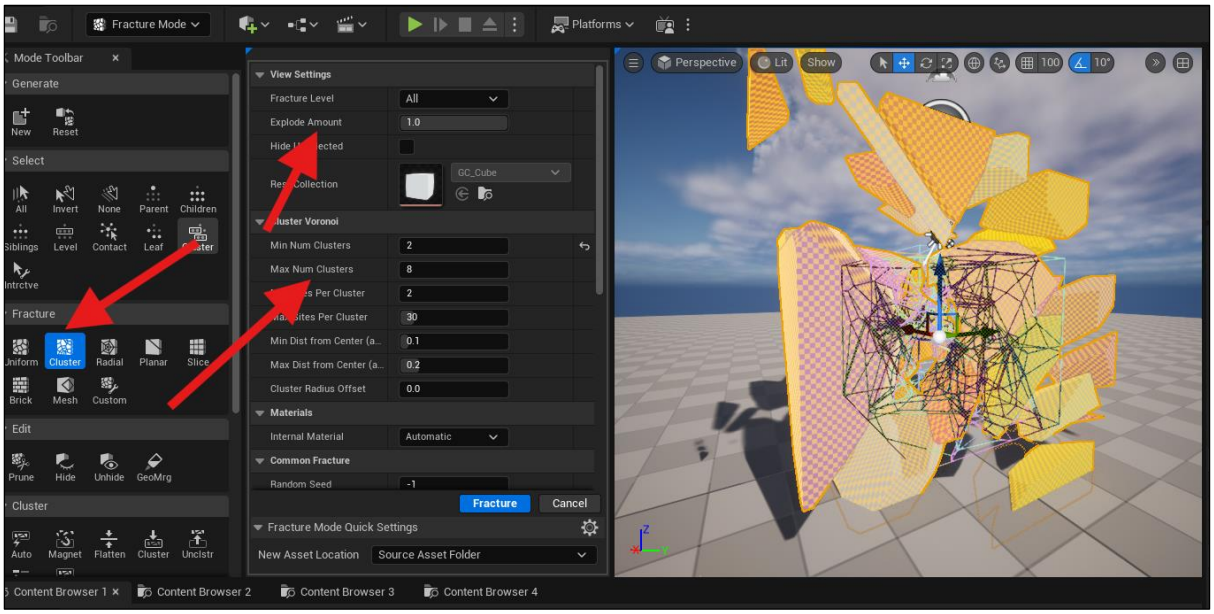
Chapter 5: Integrating Chaos Physics for Dynamic Gameplay Mechanics

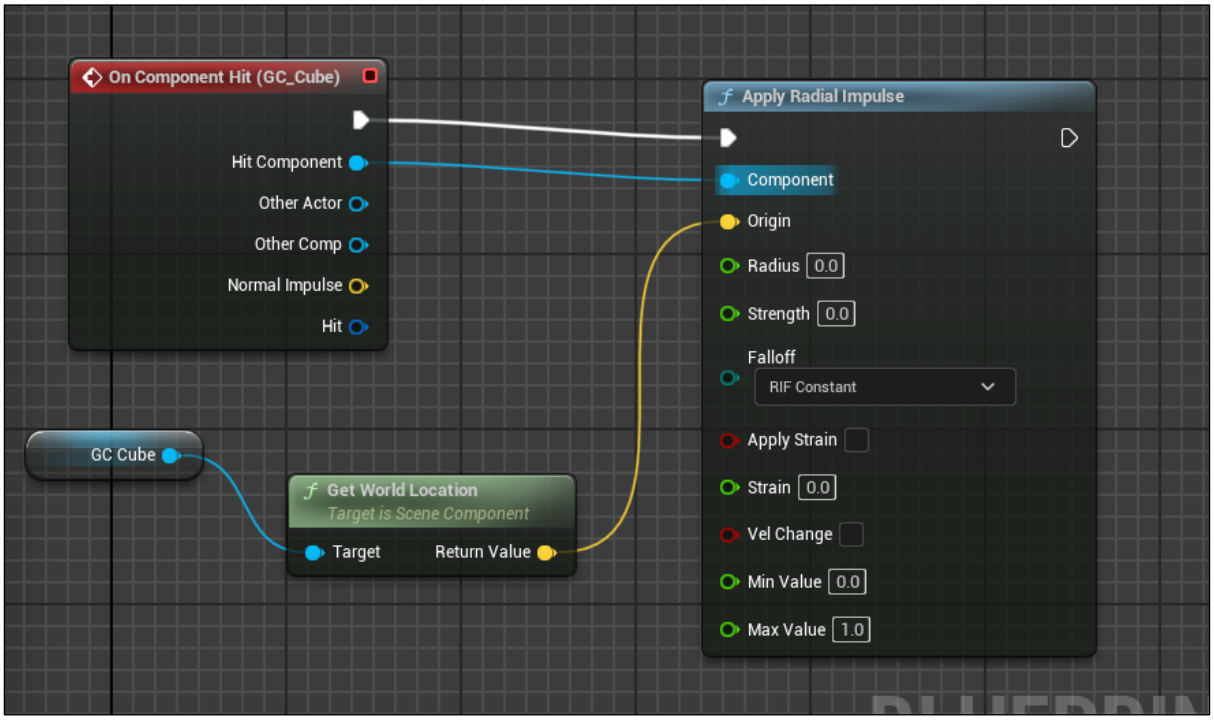


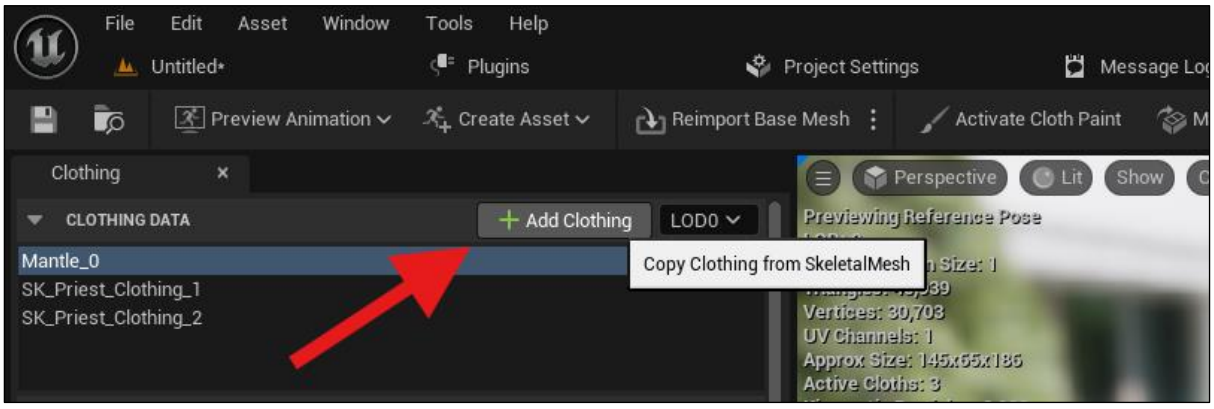


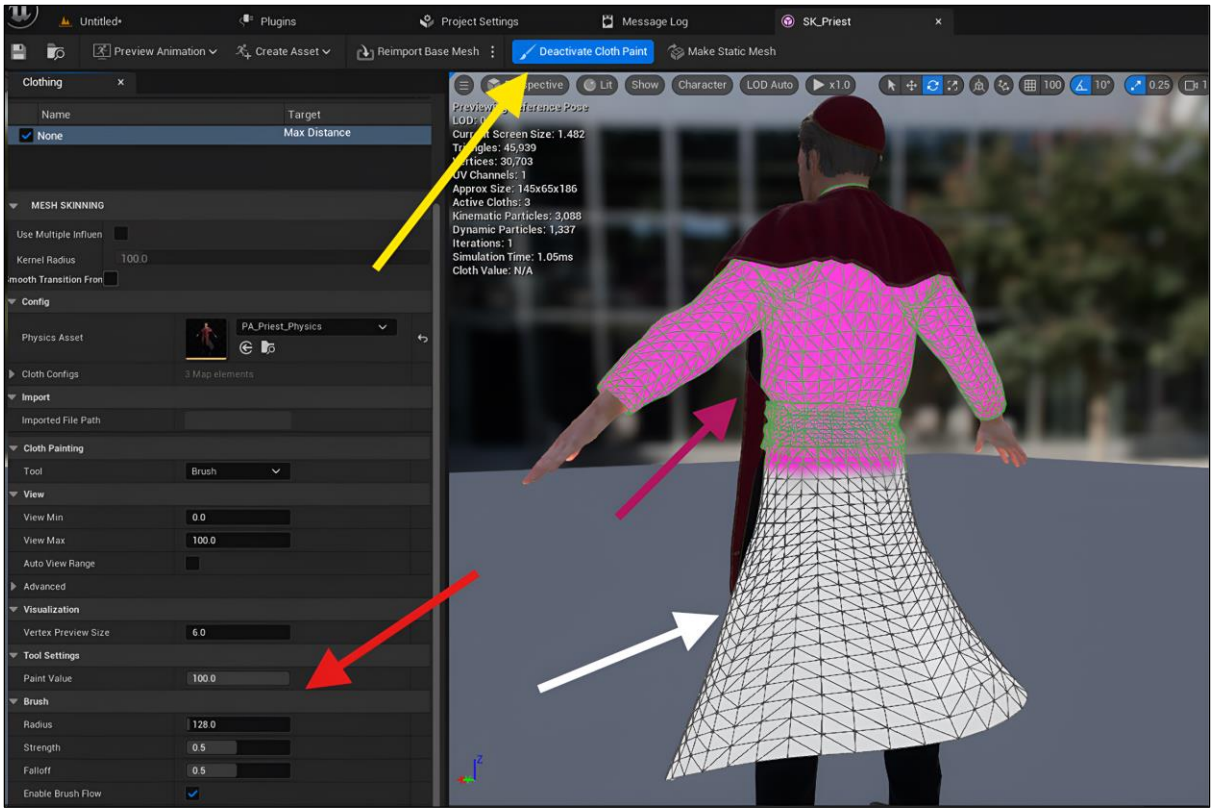

Add Radial Impulse
Target is Primitive Component
Target
Origin
X 0.0 Y 0.0 Z 0.0
Radius 0.0
Strength 0.0
Falloff
RIF Constant
Vel Change

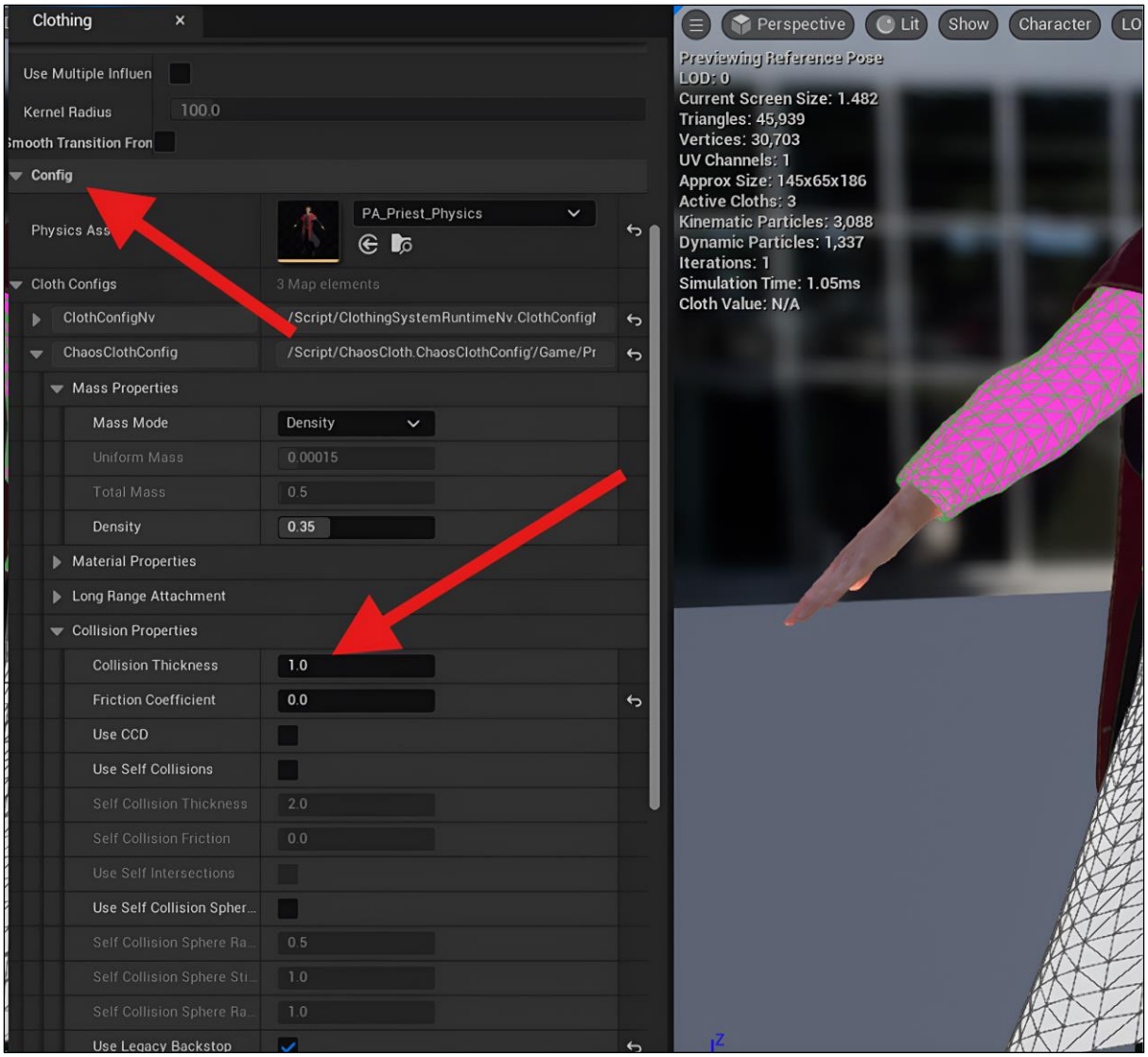

Fracture Mode
Platforms
Mode Toolbar
Generate
New
Reset
Generate a new Geometry Collection Asset from the selected Static Meshes and/or Geometry Collections. Geometry Collections are assets that support fracture.
Fracture
Uniform
Cluster
Radial
Planar
Slice
Brick
Mesh
Custom
Edit
Cluster
View Settings
Fracture Level
All
Explode Amount
0.0
Rest Collection
None
Fracture Mode Quick Settings
New Asset Location
Source Asset Folder
Perspective
Lit
Show
Select Path
Search Folders
Favorites
All
Content
AlchemistsHouse
Bazaar_Meshingun
Blueprint
Environment
Assets
Effect
Effects2
Foliage
Material
Mesh
Architecture
Prop
Texture
Misc
Geometry Collection Name
GC_SM_Pot_Pattern_01a
Reimport From 'ToMesh'
Split Meshes
Create Geometry Collection
Cancel
Content Browser 1
Content Browser 2
Content Browser 3
Content Browser 4
Add
Fab
Import
Save All
Favorites
Filters
Search Prop

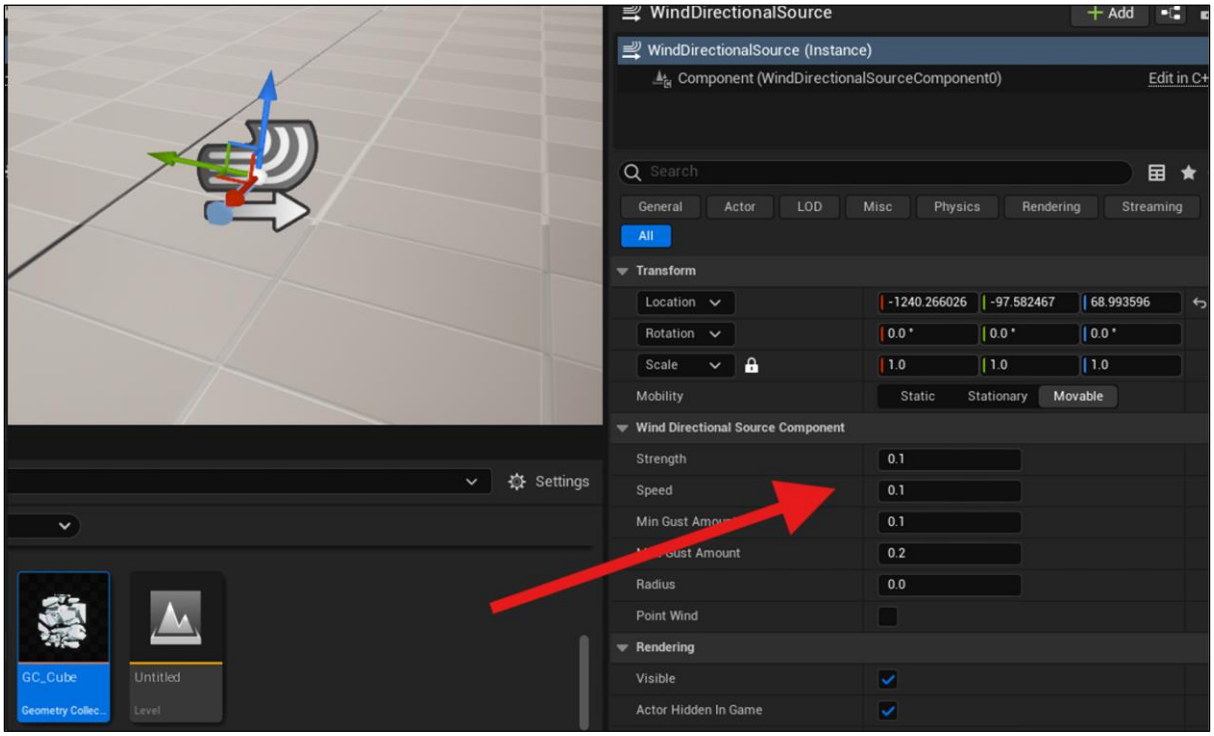

Fracture Mode
Platforms
Mode Toolbar
Generate
New
Reset
Select
All
Invert
None
Parent
Children
Siblings
Level
Contact
Leaf
Intrctve
Fracture
Uniform
Cluster
Radial
Planar
Slice
Brick
Mesh
Custom
Edit
Prune
Hide
Unhide
GeoMrg
Cluster
Auto
Magnet
Flatten
Cluster
Unclstr
View Settings
Fracture Level
All
Explode Amount
1.0
GC_Cube
Cluster Voronoi
Min Num Clusters
2
Max Num Clusters
8
Per Cluster
2
Sites Per Cluster
30
Min Dist from Center (a...
0.1
Max Dist from Center (a...
0.2
Cluster Radius Offset
0.0
Materials
Internal Material
Automatic
Common Fracture
Random Seed
-1
Fracture
Cancel
Fracture Mode Quick Settings
New Asset Location
Source Asset Folder
Perspective
Lit
Show
Content Browser 1
Content Browser 2
Content Browser 3
Content Browser 4


On Component Hit (GC_Cube)
Hit Component
Other Actor
Other Comp
Normal Impulse
Hit
Apply Radial Impulse
Component
Origin
Radius 0.0
Strength 0.0
Falloff
RIF Constant
Apply Strain
Strain 0.0
Vel Change
Min Value 0.0
Max Value 1.0
GC Cube
Get World Location
Target is Scene Component
Target
Return Value


File
Edit
Asset
Window
Tools
Help
Untitled*
Plugins
Project Settings
Message Log
Preview Animation
Create Asset
Reimport Base Mesh
Activate Cloth Paint
Clothing
CLOTHING DATA
Add Clothing
LOD0
Mantle_0
SK_Priest_Clothing_1
SK_Priest_Clothing_2
Copy Clothing from SkeletalMesh
Perspective
Lit
Show
Previewing Reference Pose
Vertices: 30,703
UV Channels: 1
Approx Size: 145x65x186
Active Cloths: 3

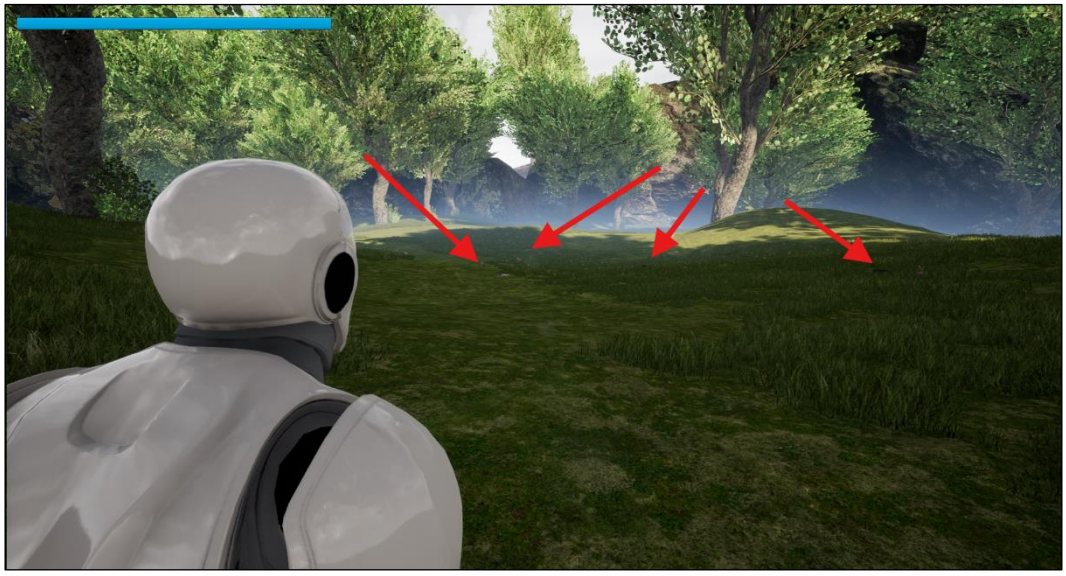

Untitled*
Plugins
Project Settings
Message Log
SK_Priest
Preview Animation
Create Asset
Reimport Base Mesh
Deactivate Cloth Paint
Make Static Mesh
Clothing
Name
Target
None
Max Distance
MESH SKINNING
Use Multiple Influen
Kernel Radius
100.0
Config
Physics Asset
PA_Priest_Physics
Cloth Configs
Import
Imported File Path
Cloth Painting
Tool
Brush
View
View Min
0.0
View Max
100.0
Auto View Range
Advanced
Visualization
Vertex Preview Size
6.0
Tool Settings
Paint Value
100.0
Brush
Radius
128.0
Strength
0.5
Falloff
0.5
Enable Brush Flow
Lit
Show
Character
LOD Auto
x1.0
Approx Size: 145x65x186
Active Cloths: 3
Kinematic Particles: 3,088
Dynamic Particles: 1,337
Iterations: 1
Simulation Time: 1.05ms
Cloth Value: N/A


Clothing
Use Multiple Influen
Kernel Radius
100.0
Smooth Transition Fron
Config
Physics Ass
PA_Priest_Physics
Cloth Configs
3 Map elements
ClothConfigNv
/Script/ClothingSystemRuntimeNv.ClothConfig
ChaosClothConfig
/Script/ChaosCloth.ChaosClothConfig'/Game/Pr
Mass Properties
Mass Mode
Density
Uniform Mass
0.00015
Total Mass
0.5
Density
0.35
Material Properties
Long Range Attachment
Collision Properties
Collision Thickness
1.0
Friction Coefficient
0.0
Use CCD
Use Self Collisions
Self Collision Thickness
2.0
Self Collision Friction
0.0
Use Self Intersections
Use Self Collision Spher...
Self Collision Sphere Ra...
0.5
Self Collision Sphere Sti...
1.0
Self Collision Sphere Ra...
1.0
Use Legacy Backstop
Perspective
Lit
Show
Character
LO
Previewing Reference Pose
LOD: 0
Current Screen Size: 1.482
Triangles: 45,939
Vertices: 30,703
UV Channels: 1
Approx Size: 145x65x186
Active Cloths: 3
Kinematic Particles: 3,088
Dynamic Particles: 1,337
Iterations: 1
Simulation Time: 1.05ms
Cloth Value: N/A

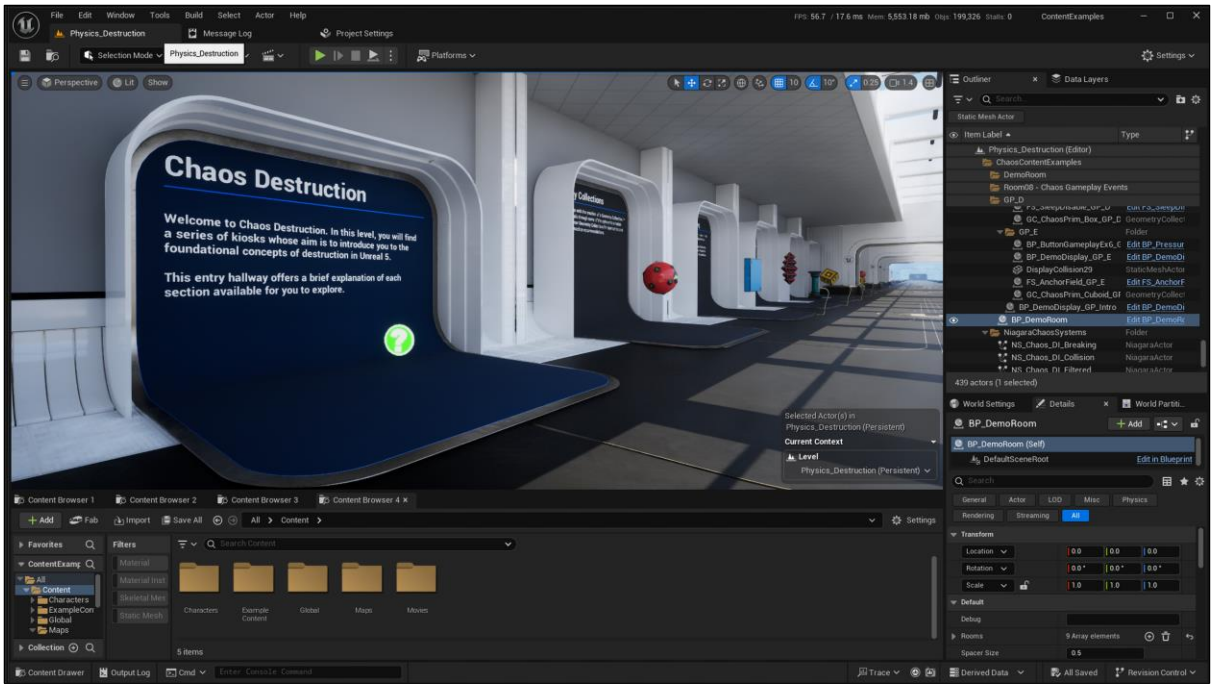

WindDirectionalSource
Add
WindDirectionalSource (Instance)
Component (WindDirectionalSourceComponent0)
Edit in C+
Search
General
Actor
LOD
Misc
Physics
Rendering
Streaming
All
Transform
Location
-1240.266026
-97.582467
68.993596
Rotation
0.0 °
0.0 °
0.0 °
Scale
1.0
1.0
1.0
Mobility
Static
Stationary
Movable
Wind Directional Source Component
Strength
0.1
Speed
0.1
Min Gust Amou
0.1
Gust Amount
0.2
Radius
0.0
Point Wind
Rendering
Visible
Actor Hidden In Game
Settings
GC_Cube
Geometry Collec...
Untitled
Level

Chapter 6: Responsive and Adaptive Worlds







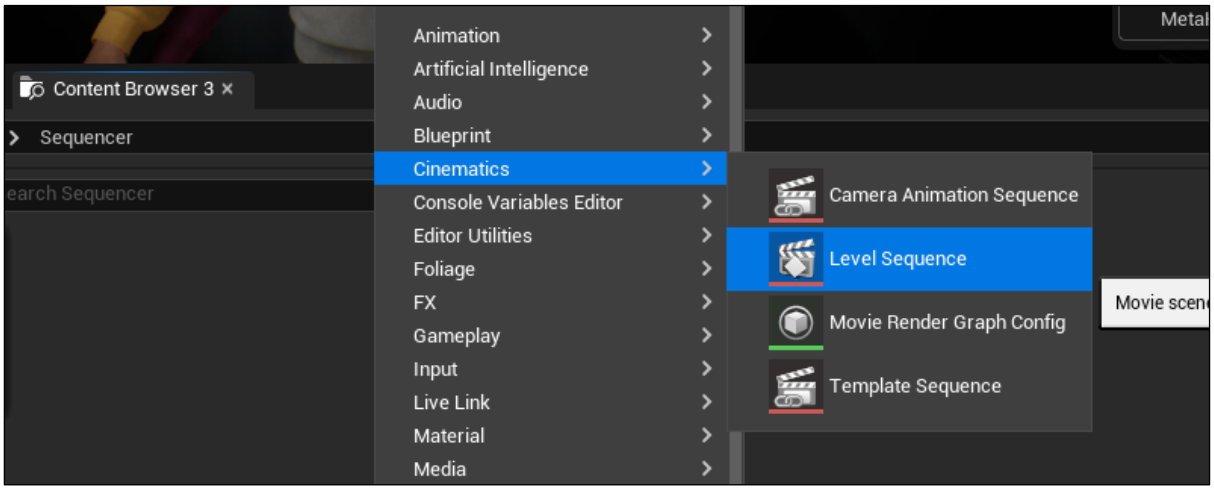

Chaos Destruction
Welcome to Chaos Destruction. In this level, you will find a series of kiosks whose aim is to introduce you to the foundational concepts of destruction in Unreal 5.
This entry hallway offers a brief explanation of each section available for you to explore.

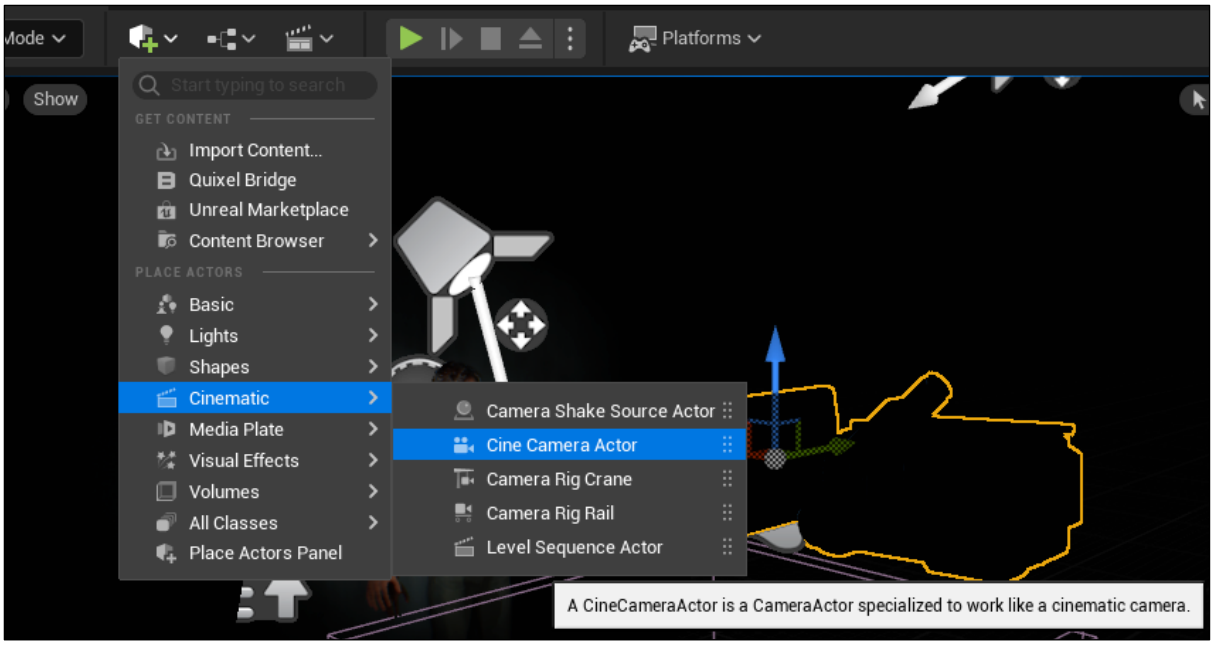
Chapter 7: Designing High-Quality Cinematic Sequences

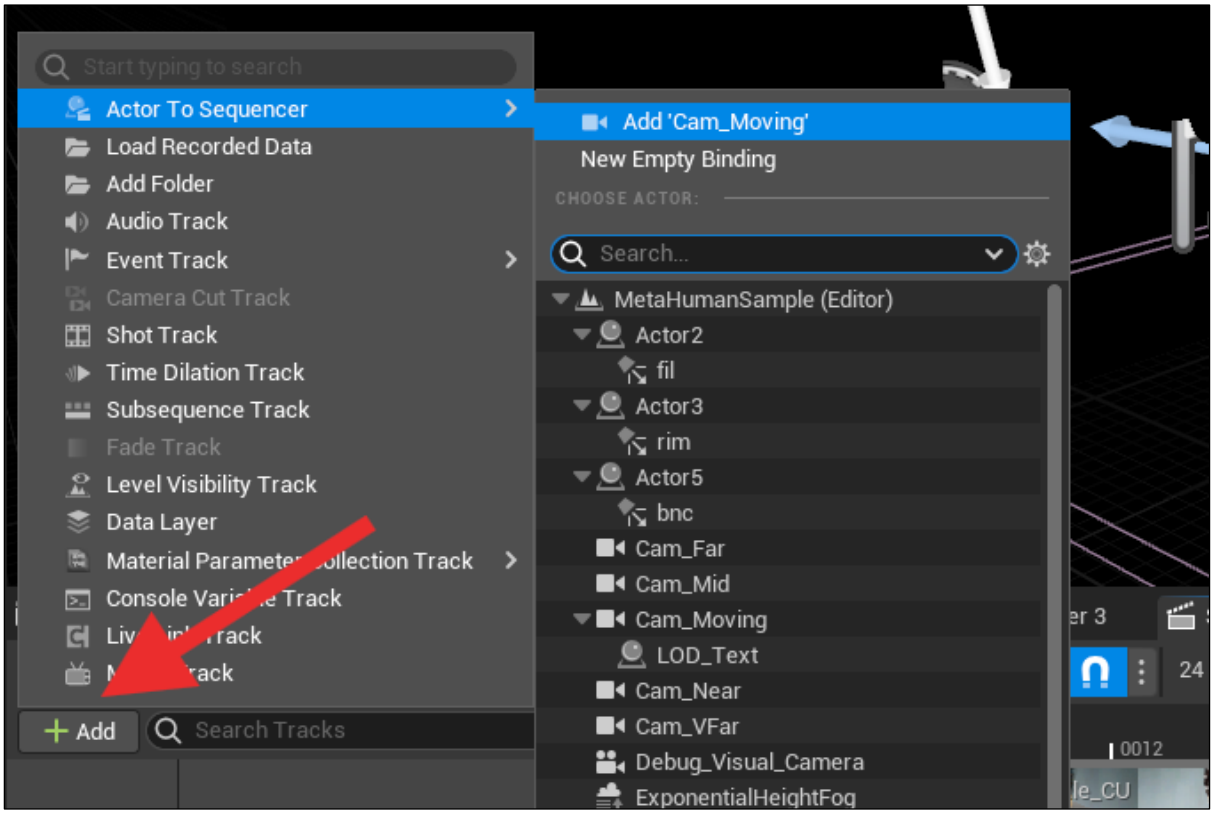


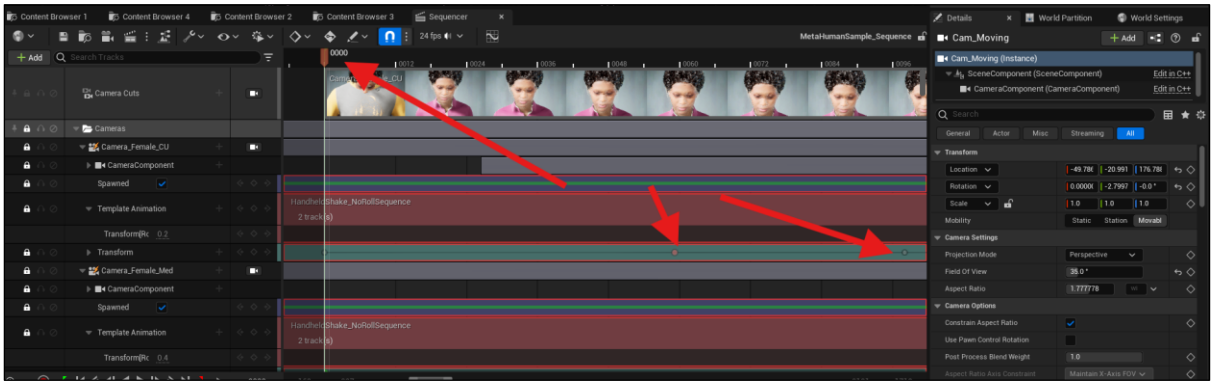


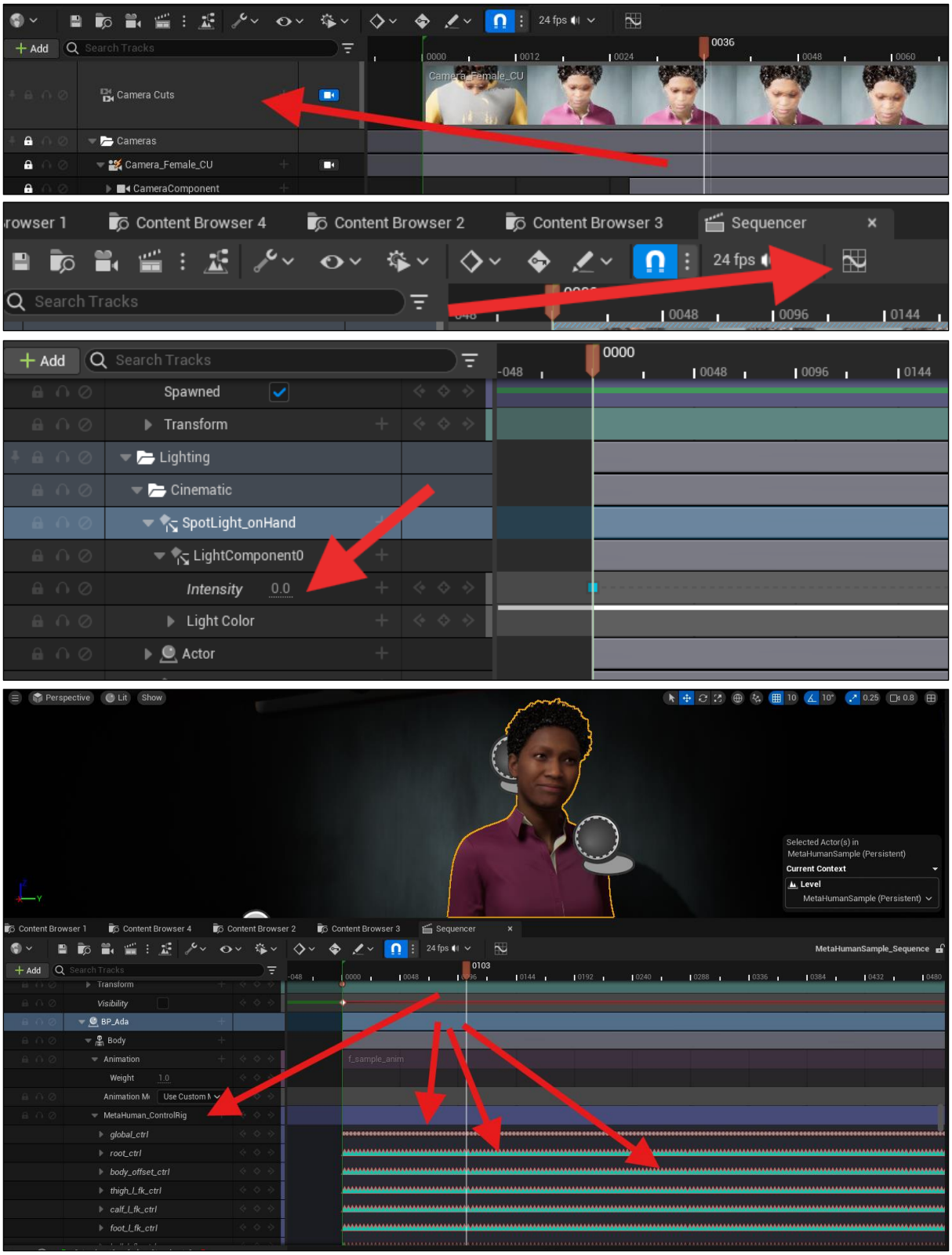


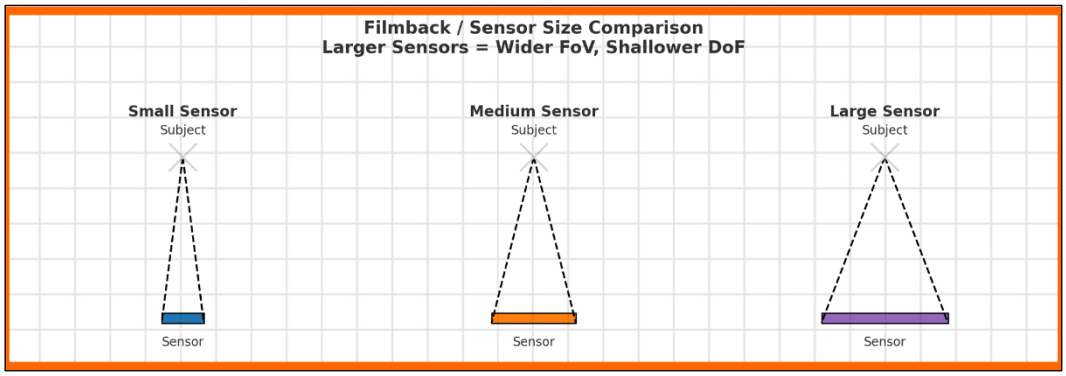



Platforms
Show
Start typing to search
GET CONTENT
Import Content...
Quixel Bridge
Unreal Marketplace
Content Browser
PLACE ACTORS
Basic
Lights
Shapes
Cinematic
Media Plate
Visual Effects
Volumes
All Classes
Place Actors Panel
Camera Shake Source Actor
Cine Camera Actor
Camera Rig Crane
Camera Rig Rail
Level Sequence Actor
A CineCameraActor is a CameraActor specialized to work like a cinematic camera.

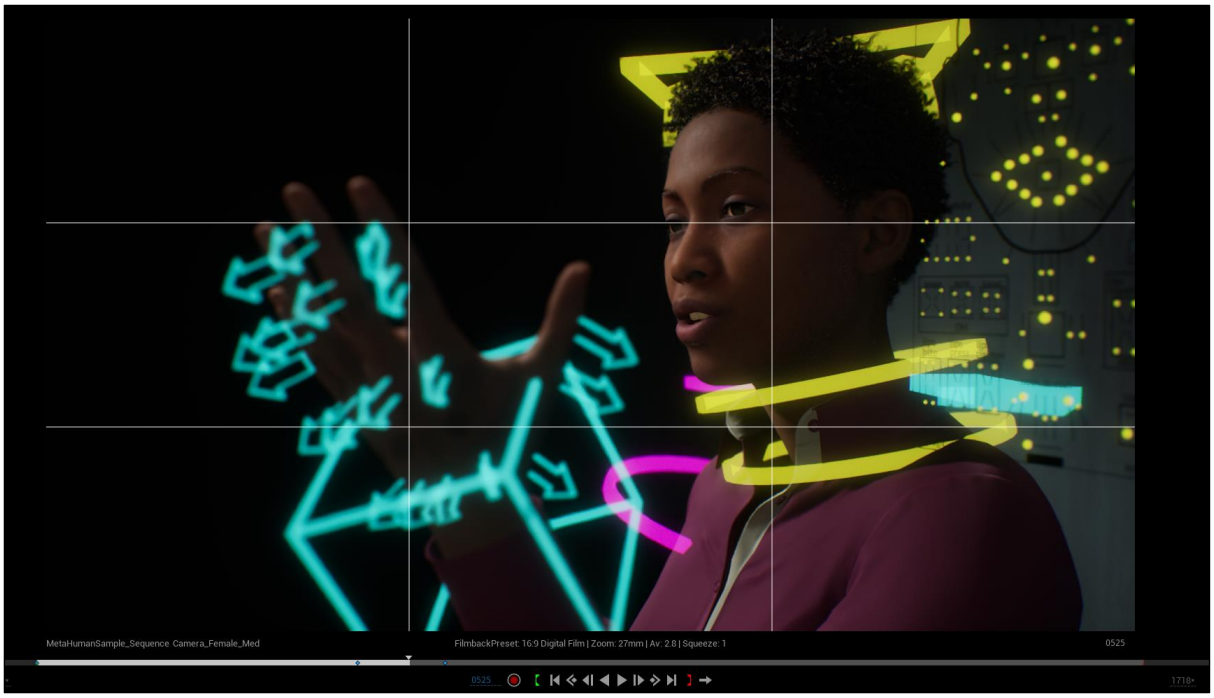

Start typing to search
Actor To Sequencer
Load Recorded Data
Add Folder
Audio Track
Event Track
Camera Cut Track
Shot Track
Time Dilation Track
Subsequence Track
Fade Track
Level Visibility Track
Data Layer
Add
Search Tracks
Add 'Cam_Moving'
New Empty Binding
CHOOSE ACTOR:
Search...
MetaHumanSample (Editor)
Actor2
fil
Actor3
rim
Actor5
bnc
Cam_Far
Cam_Mid
Cam_Moving
LOD_Text
Cam_Near
Cam_VFar
Debug_Visual_Camera
ExponentialHeightFog

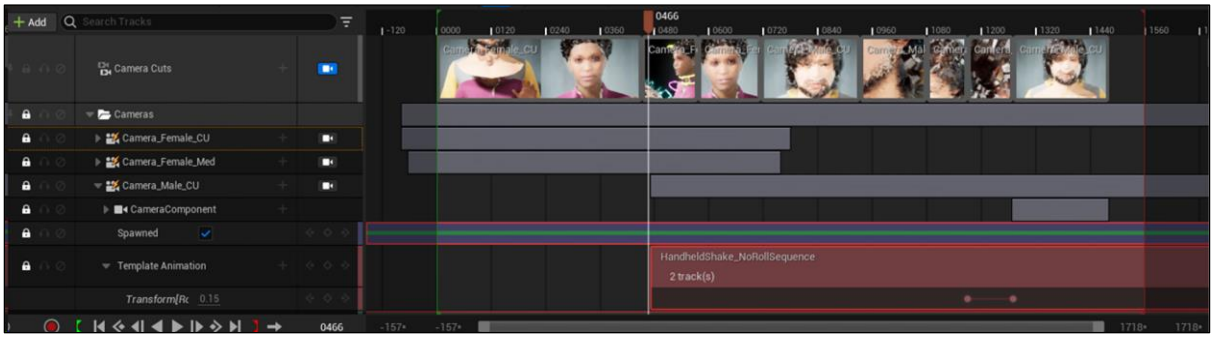



24 fps
Add
Search Tracks
0036
Camera Cuts
Camera_Female_CU
Cameras
Camera_Female_CU
CameraComponent
Content Browser 1
Content Browser 4
Content Browser 2
Content Browser 3
Sequencer
24 fps
Search Tracks
0048
0096
0144
Add
Search Tracks
0000
-048
0048
0096
0144
Spawned
Transform
Lighting
Cinematic
SpotLight_onHand
LightComponent0
Intensity
0.0
Light Color
Actor
Perspective
Lit
Show
Selected Actor(s) in MetaHumanSample (Persistent)
Current Context
Level
MetaHumanSample (Persistent)
Content Browser 1
Content Browser 4
Content Browser 2
Content Browser 3
Sequencer
24 fps
MetaHumanSample_Sequence
Add
Search Tracks
0103
Transform
Visibility
BP_Ada
Body
Animation
f_sample_anim
Weight
1.0
Animation M
Use Custom M
MetaHuman_ControlRig
global_ctrl
root_ctrl
body_offset_ctrl
thigh_l_fk_ctrl
calf_l_fk_ctrl
foot_l_fk_ctrl



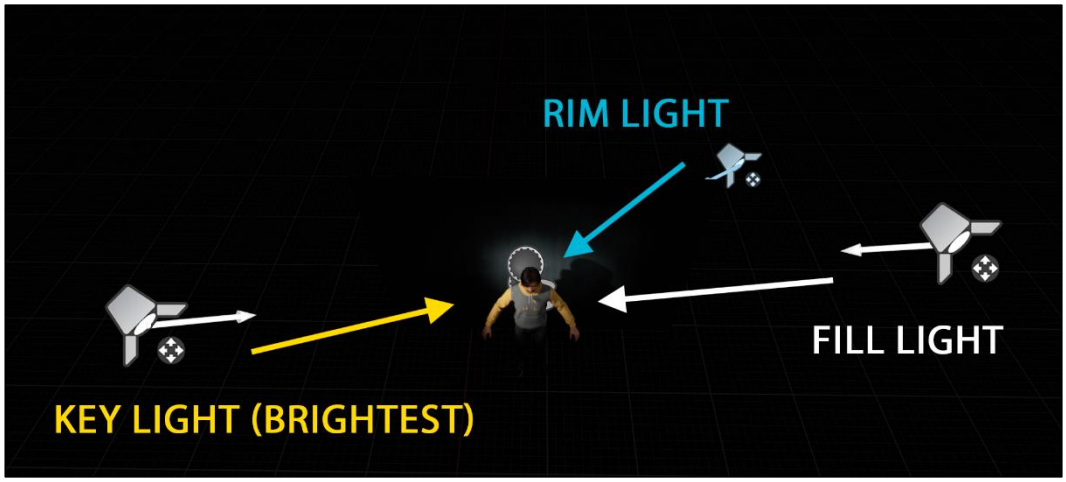
Details
World Partition
World Settings
Camera_Female_CU
Add
Camera_Female_CU (Instance)
SceneComponent (SceneComponent)
Edit in C++
CameraComponent (CameraComponent)
Edit in C++
Search
General
Actor
Misc
Streaming
All
Transform
Location
-18.138615
-30.329594
164.521133
Rotation
-0.00005 °
0.368486 °
4.709075 °
Scale
1.0
1.0
1.0
Mobility
Static
Stationary
Movable
Current Camera Settings
Lookat Tracking Settings
Filmback
16:9 Digital Film
Lens Settings
Universal Zoom
Focus Settings
Crop Settings
No Crop
Current Focal Length
85.0
Current Aperture
2.8
Current Focus Distance
142.367172
Current Horizontal FOV
15.912776
Advanced

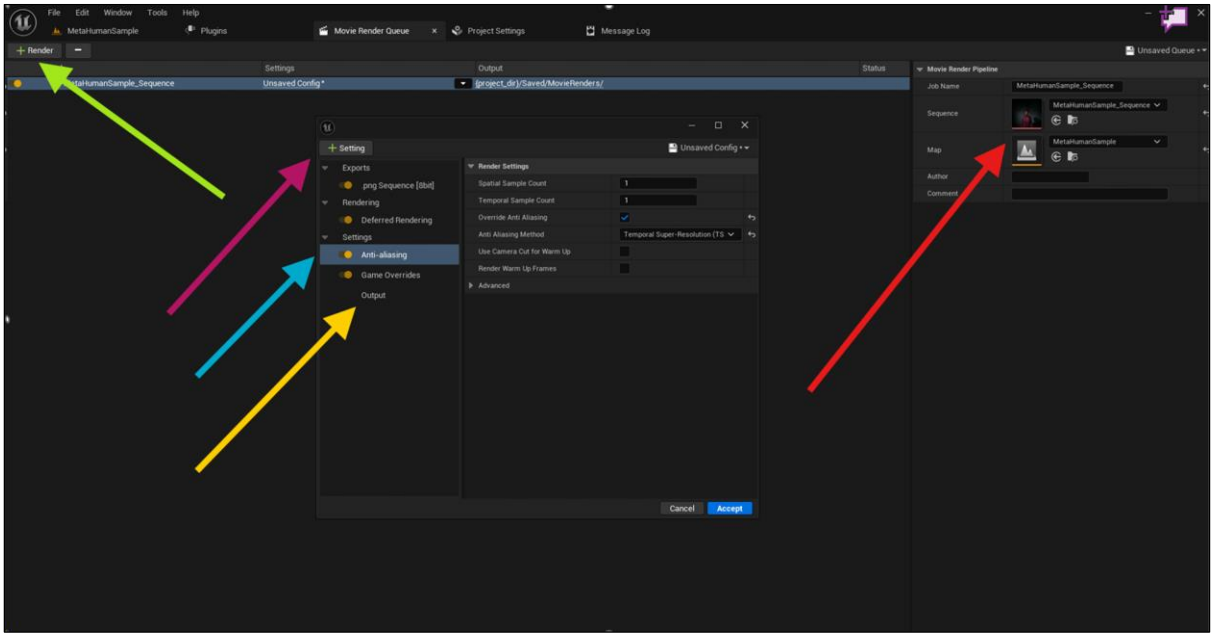

MetaHumanSample_Sequence Camera_Female_Med
FilmbackPreset: 16:9 Digital Film | Zoom: 27mm | Av: 2.8 | Squeeze: 1
0525

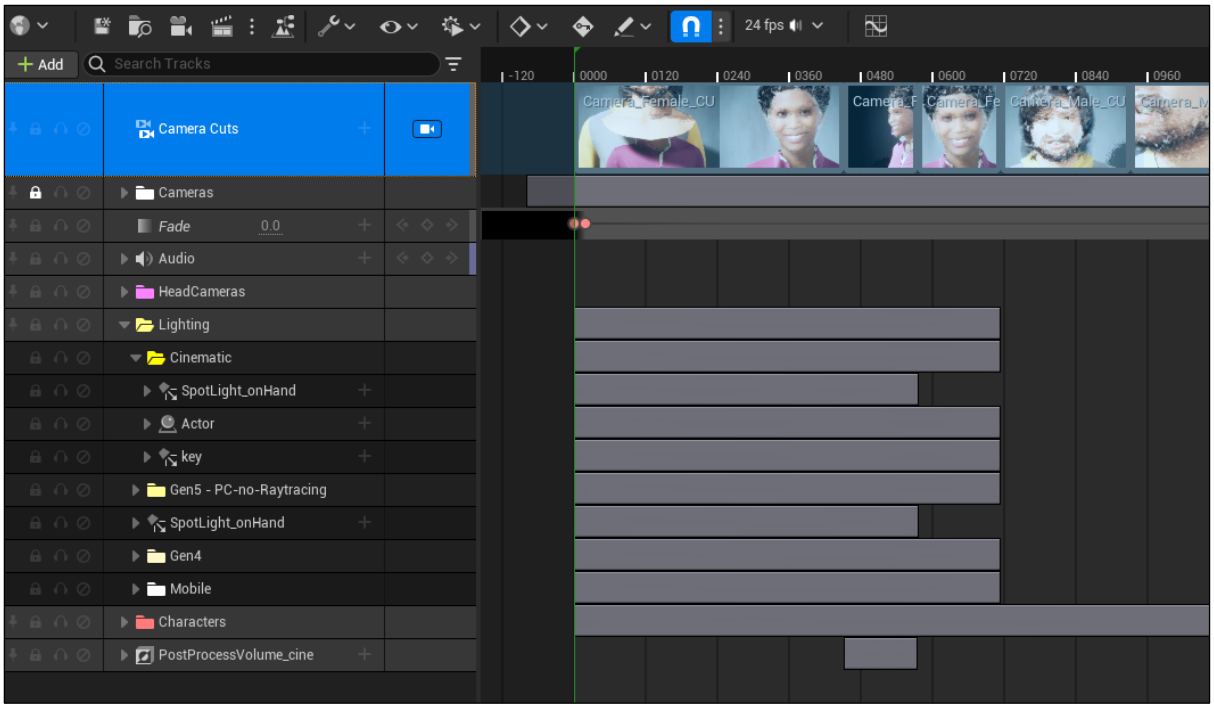

Add
Search Tracks
Camera Cuts
Cameras
Camera_Female_CU
Camera_Female_Med
Camera_Male_CU
CameraComponent
Spawned
Template Animation
HandheldShake_NoRollSequence
2 track(s)
0466

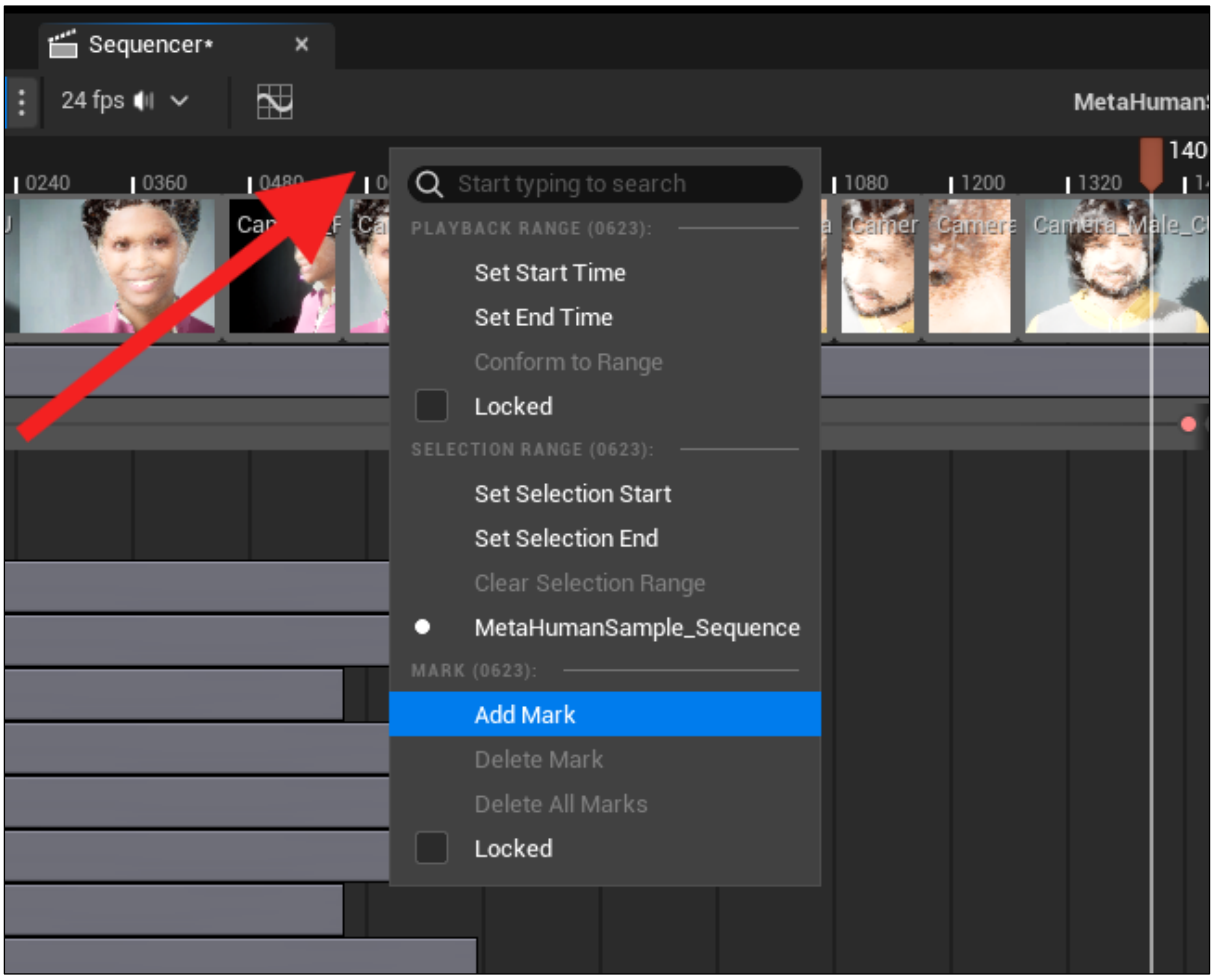

Fill
Key
Rim

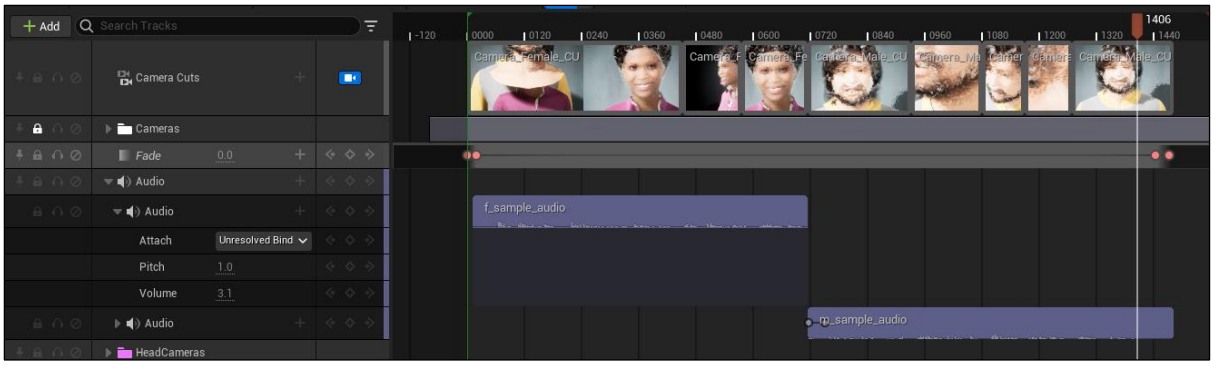



RIM LIGHT
FILL LIGHT
KEY LIGHT (BRIGHTEST)


File Edit Window Tools Help
MetaHumanSample
Plugins
Movie Render Queue
Project Settings
Message Log
Render
Unsaved Queue
Settings
Output
Status
MetaHumanSample_Sequence
Unsaved Config*
[project_dir]/Saved/MovieRenders/
Movie Render Pipeline
Job Name
MetaHumanSample_Sequence
Sequence
MetaHumanSample_Sequence
Map
MetaHumanSample
Author
Comment
Setting
Unsaved Config
Exports
png Sequence [8bit]
Rendering
Deferred Rendering
Settings
Anti-aliasing
Game Overrides
Output
Render Settings
Spatial Sample Count
Temporal Sample Count
Override Anti Aliasing
Anti Aliasing Method
Temporal Super-Resolution (TS
Use Camera Cut for Warm Up
Render Warm Up Frames
Advanced
Cancel
Accept


24 fps
Add
Search Tracks
Camera Cuts
Cameras
Fade
0.0
Audio
HeadCameras
Lighting
Cinematic
SpotLight_onHand
Actor
key
Gen5 - PC-no-Raytracing
SpotLight_onHand
Gen4
Mobile
Characters
PostProcessVolume_cine
-120
0000
0120
0240
0360
0480
0600
0720
0840
0960
Camera_Female_CU
Camera_Male_CU


Sequencer*
24 fps
MetaHuman
140
0240
0360
1080
1200
1320
Start typing to search
PLAYBACK RANGE (0623):
Set Start Time
Set End Time
Conform to Range
Locked
SELECTION RANGE (0623):
Set Selection Start
Set Selection End
Clear Selection Range
MetaHumanSample_Sequence
MARK (0623):
Add Mark
Delete Mark
Delete All Marks
Locked

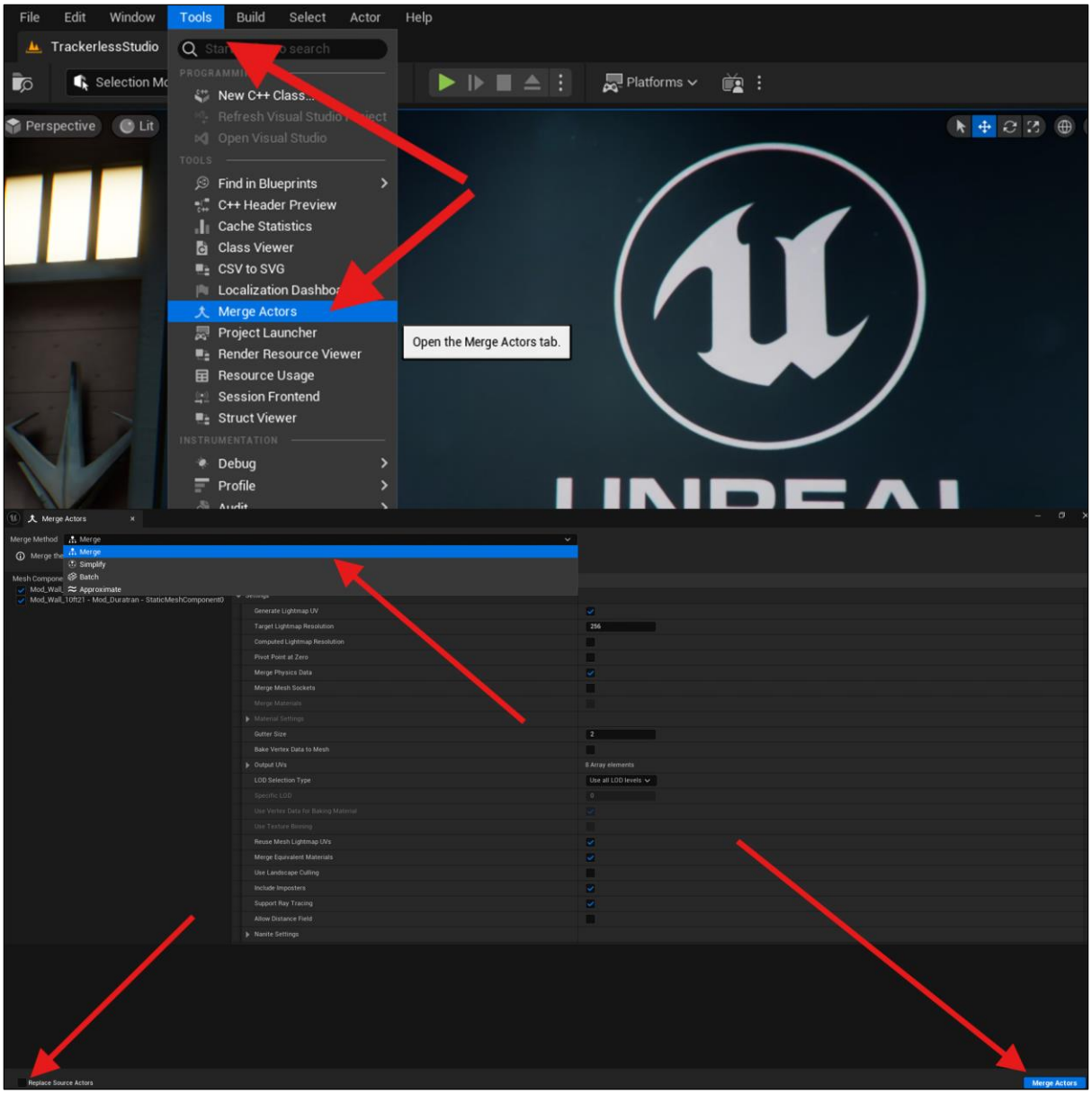

Add
Search Tracks
Camera Cuts
Cameras
Fade
0.0
Audio
Audio
Attach
Unresolved Bind
Pitch
1.0
Volume
3.1
Audio
HeadCameras
-120
0000
0120
0240
0360
0480
0600
0720
0840
0960
1080
1200
1320
1406
1440
Camera_Female_CU
Camera_Male_CU
f_sample_audio
m_sample_audio

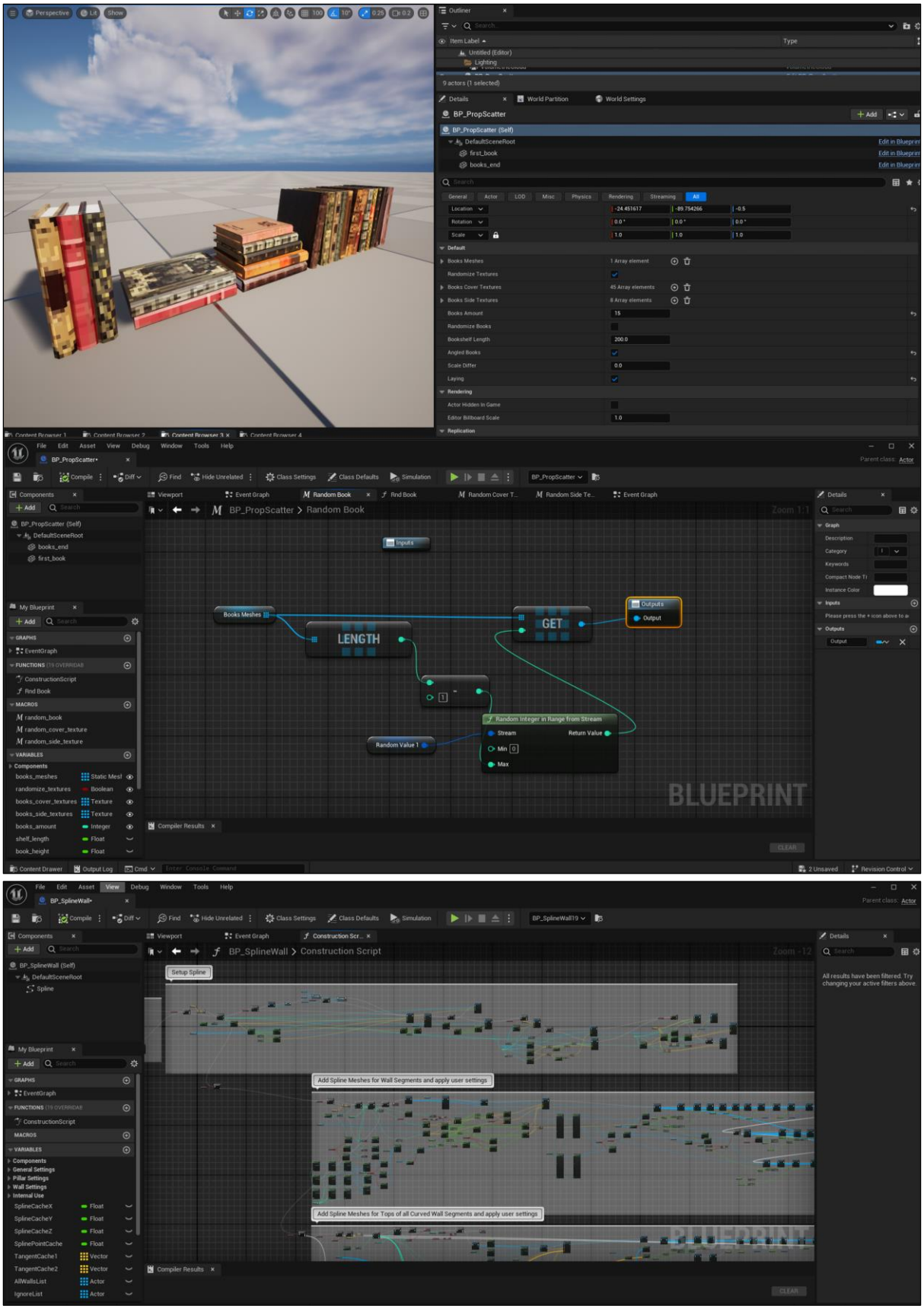
Chapter 8: Environment as Narrative and Storytelling





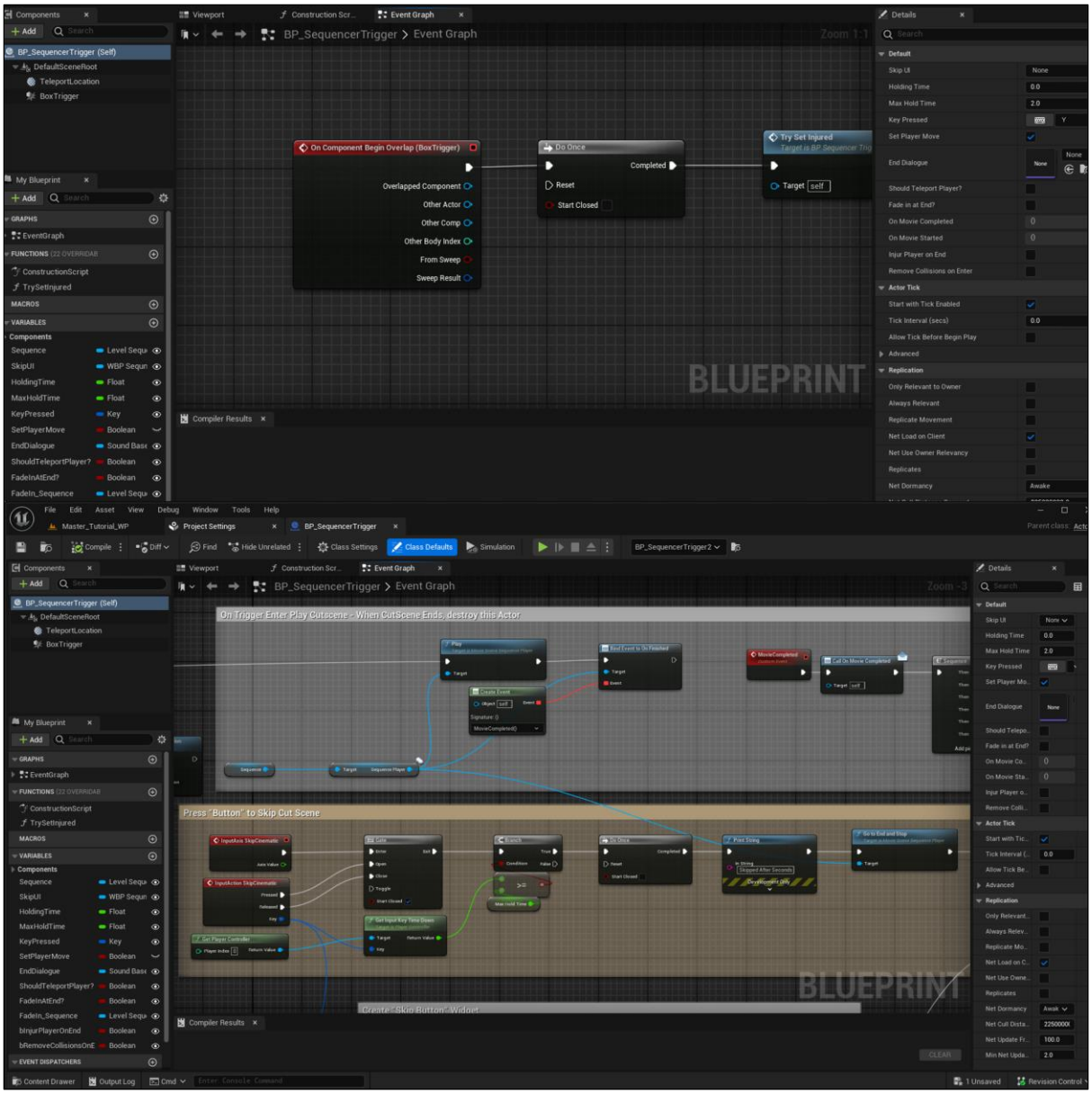


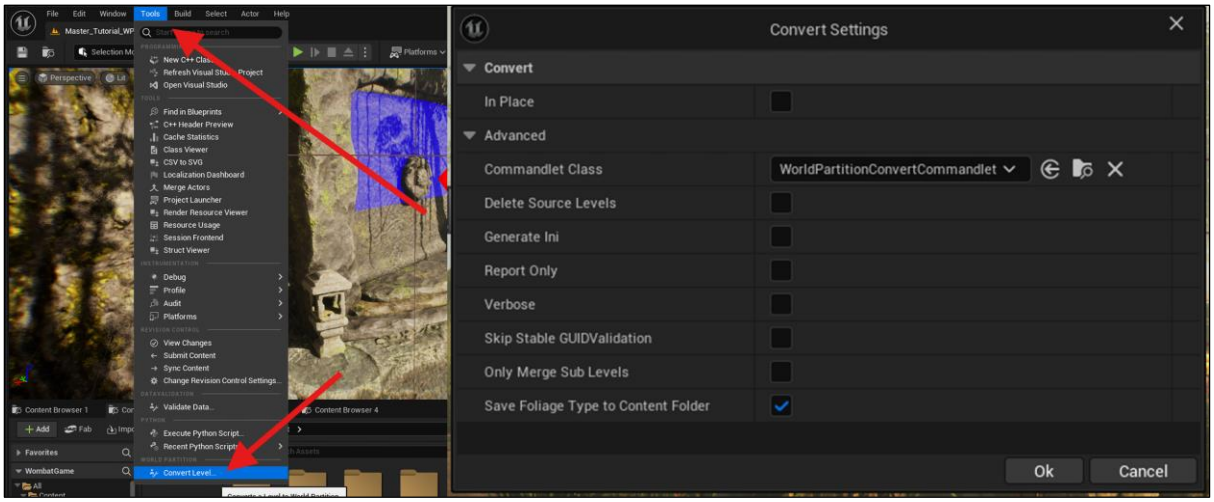

File
Edit
Window
Tools
Build
Select
Actor
Help
TrackerlessStudio
Selection Mo
Platforms
Perspective
Lit
PROGRAMMI
New C++ Class...
Refresh Visual Studio Project
Open Visual Studio
TOOLS
Find in Blueprints
C++ Header Preview
Cache Statistics
Class Viewer
CSV to SVG
Localization Dashbo
Merge Actors
Project Launcher
Render Resource Viewer
Resource Usage
Session Frontend
Struct Viewer
INSTRUMENTATION
Debug
Profile
Open the Merge Actors tab.
Merge Actors
Merge Method
Merge
Simplify
Batch
Approximate
Generate Lightmap UV
Target Lightmap Resolution
256
Merge Physics Data
Merge Mesh Sockets
Gutter Size
2
Bake Vertex Data to Mesh
Output UVs
LOD Selection Type
Use all LOD levels
Reuse Mesh Lightmap UVs
Merge Equivalent Materials
Use Landscape Culling
Include Imposters
Support Ray Tracing
Allow Distance Field
Nanite Settings
Replace Source Actors
Merge Actors


BP_PropScatter
BP_PropScatter (Self)
DefaultSceneRoot
first_book
books_end
Books Meshes
LENGTH
GET
Outputs
Output
Random Integer in Range from Stream
Stream
Return Value
Min
Max
Random Value 1
BLUEPRINT
BP_SplineWall
Construction Script
Setup Spline
Add Spline Meshes for Wall Segments and apply user settings
Add Spline Meshes for Tops of all Curved Wall Segments and apply user settings

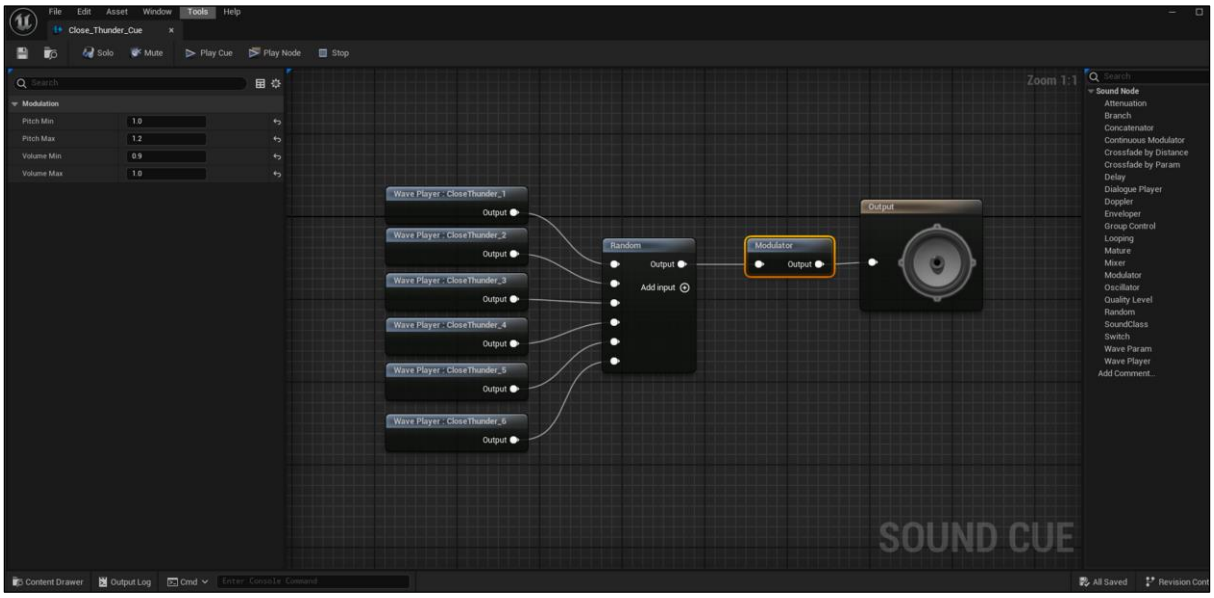





BP_SequencerTrigger > Event Graph
On Component Begin Overlap (BoxTrigger)
Overlapped Component
Other Actor
Other Comp
Other Body Index
From Sweep
Sweep Result
Do Once
Completed
Reset
Start Closed
Try Set Injured
Target self
BLUEPRINT
On Trigger Enter Play Cutscene - When CutScene Ends, destroy this Actor
Press "Button" to Skip Cut Scene
Create "Skip Button" Widget
BLUEPRINT


Convert Settings
Convert
In Place
Advanced
Commandlet Class
WorldPartitionConvertCommandlet
Delete Source Levels
Generate Ini
Report Only
Verbose
Skip Stable GUIDValidation
Only Merge Sub Levels
Save Foliage Type to Content Folder
Ok
Cancel
Convert Level...

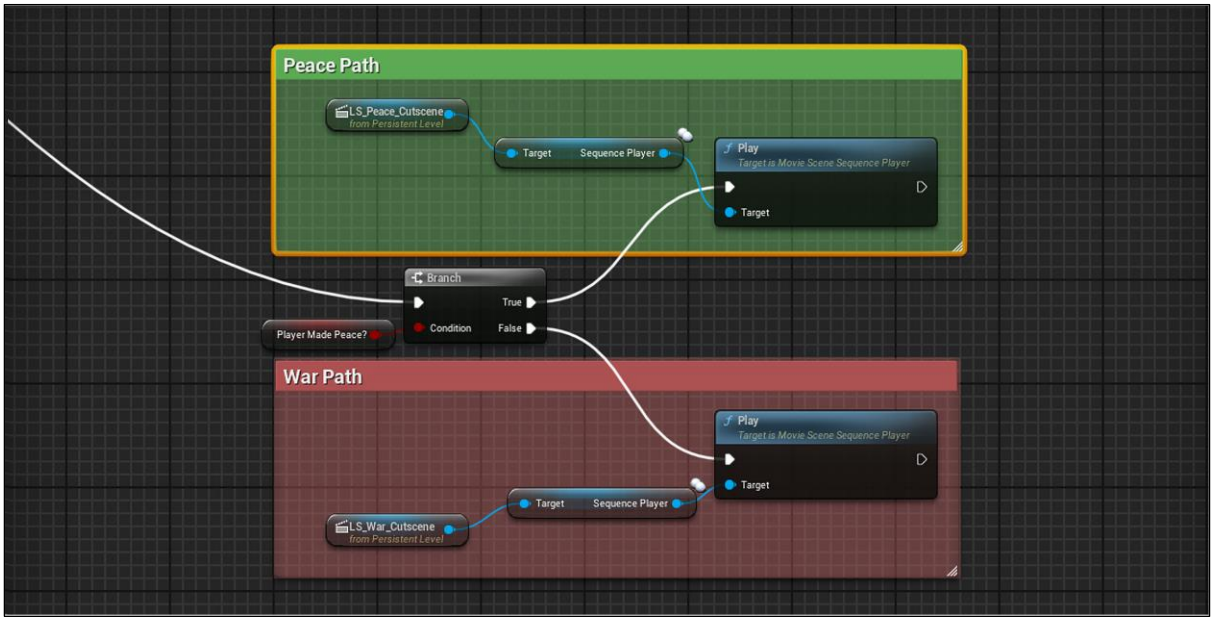

CENTRAL

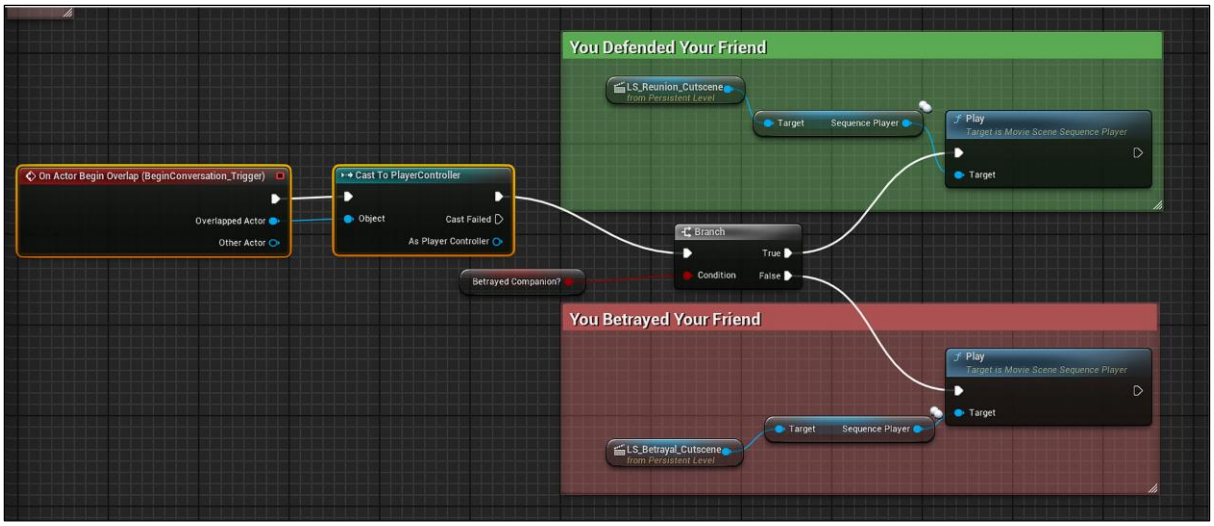

File
Edit
Asset
Window
Tools
Help
Close_Thunder_Cue
Solo
Mute
Play Cue
Play Node
Stop
Search
Modulation
Pitch Min
1.0
Pitch Max
1.2
Volume Min
0.9
Volume Max
1.0
Zoom 1:1
Wave Player - CloseThunder_1
Output
Wave Player - CloseThunder_2
Output
Wave Player - CloseThunder_3
Output
Wave Player - CloseThunder_4
Output
Wave Player - CloseThunder_5
Output
Wave Player - CloseThunder_6
Output
Random
Output
Add input
Modulator
Output
Output
Search
Sound Node
Attenuation
Branch
Concatenator
Continuous Modulator
Crossfade by Distance
Crossfade by Param
Delay
Dialogue Player
Doppler
Enveloper
Group Control
Looping
Mature
Mixer
Modulator
Oscillator
Quality Level
Random
SoundClass
Switch
Wave Param
Wave Player
Add Comment...
SOUND CUE
Content Drawer
Output Log
Cmd
Enter Console Command
All Saved
Revision Cont

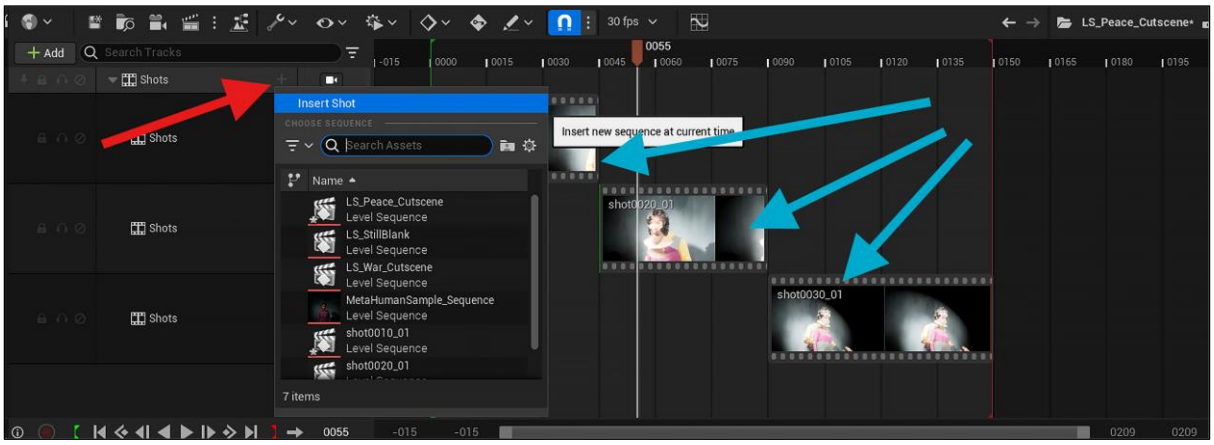


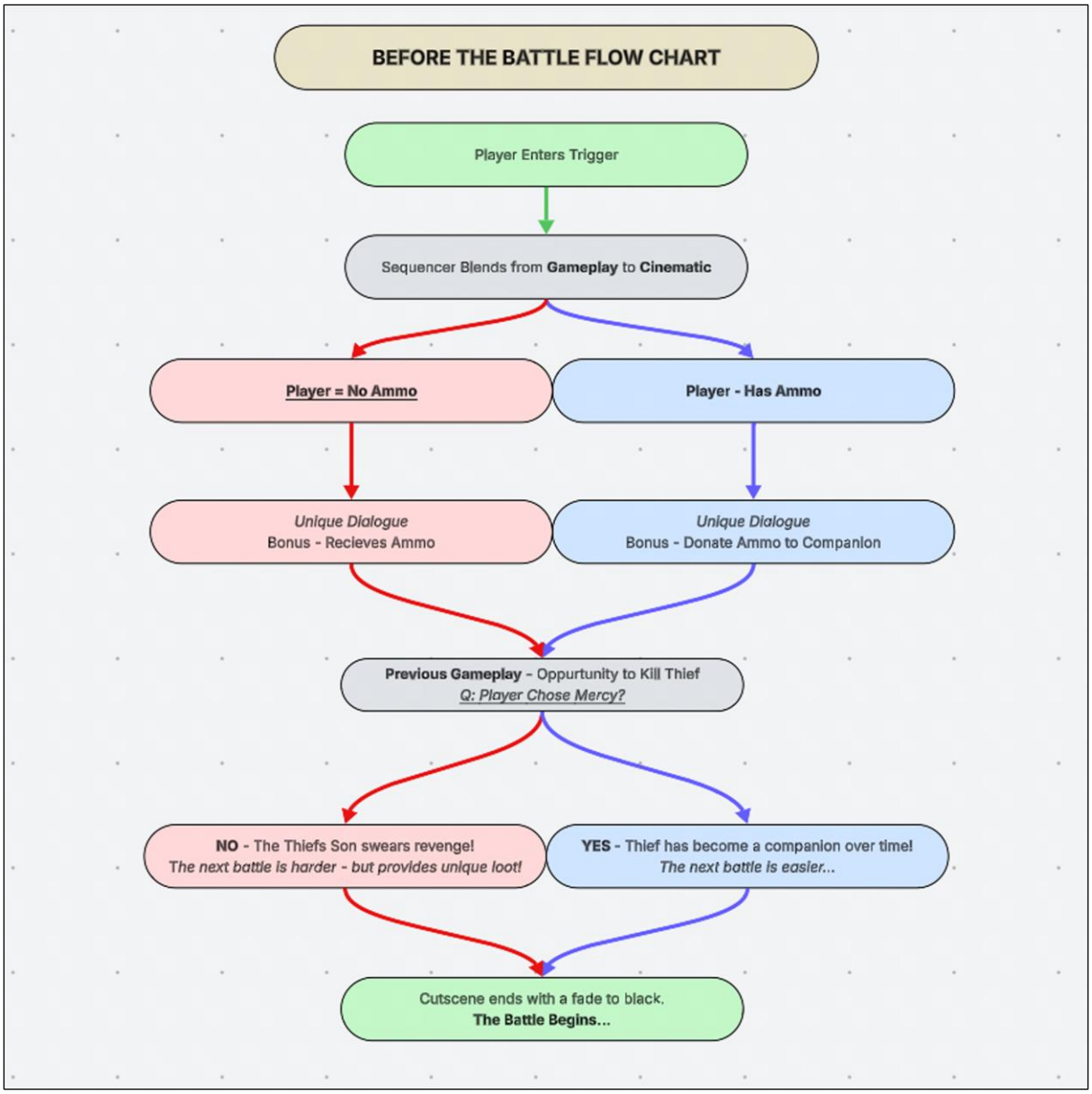
Chapter 9: Adaptive Cutscenes and Interactive Paths



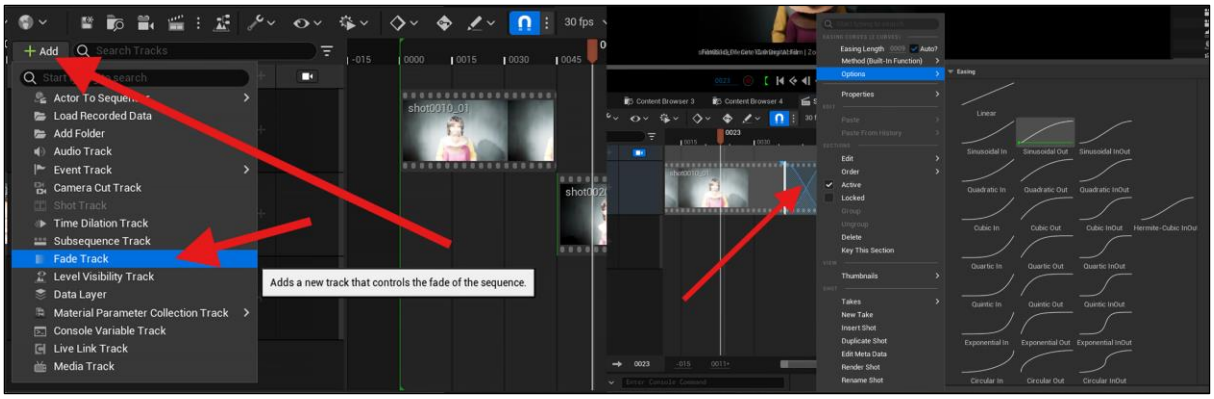


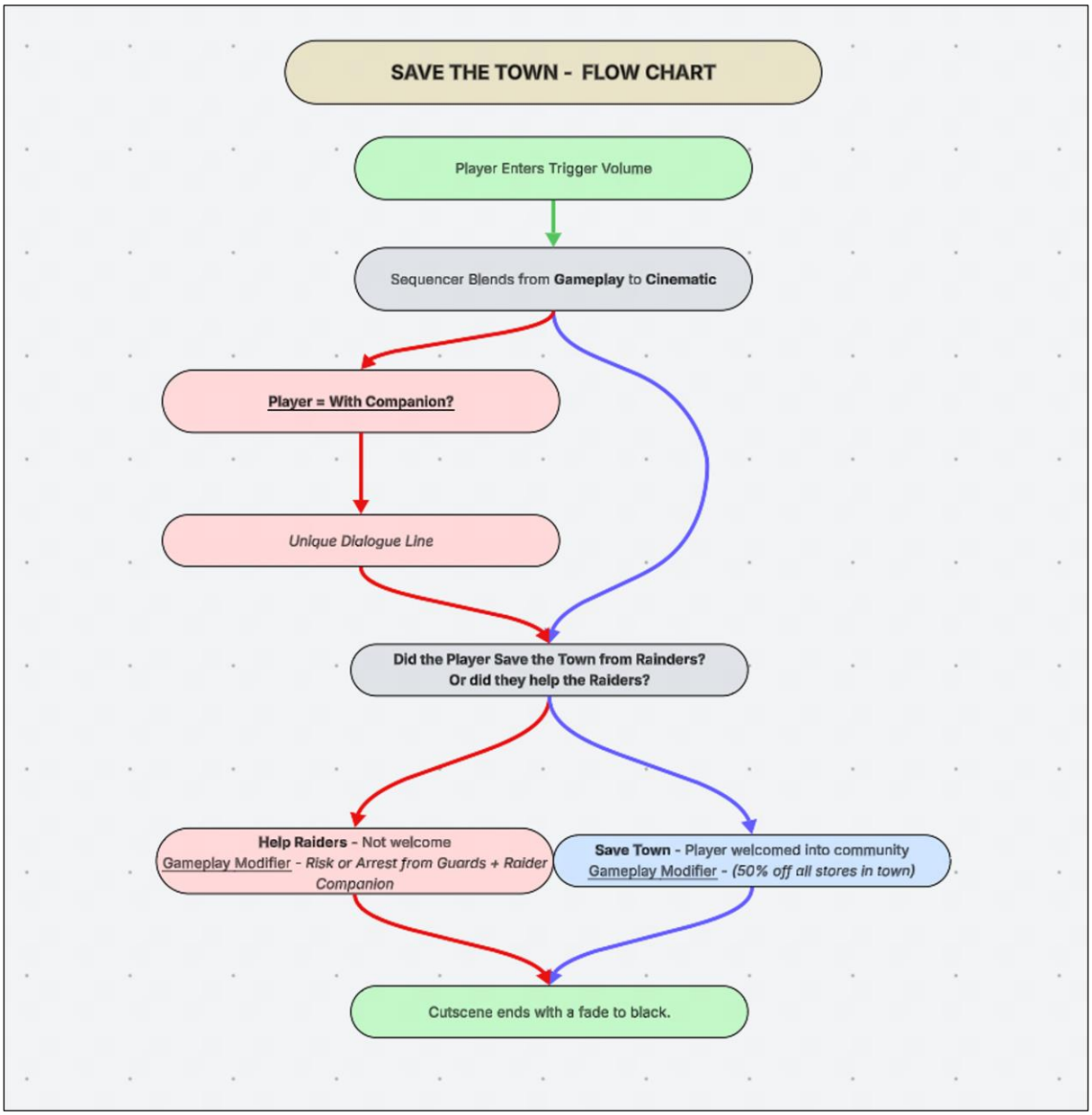

You Defended Your Friend
LS_Reunion_Cutscene
from Persistent Level
Target
Sequence Player
Play
Target is Movie Scene Sequence Player
Target
On Actor Begin Overlap (BeginConversation_Trigger)
Overlapped Actor
Other Actor
Cast To PlayerController
Object
Cast Failed
As Player Controller
Branch
True
Condition
False
Betrayed Companion?
You Betrayed Your Friend
Play
Target is Movie Scene Sequence Player
Target
Target
Sequence Player
LS_Betrayal_Cutscene
from Persistent Level


30 fps
LS_Peace_Cutscene*
Add
Search Tracks
Shots
0055
Insert Shot
CHOOSE SEQUENCE
Search Assets
Name
LS_Peace_Cutscene
Level Sequence
LS_StillBlank
Level Sequence
LS_War_Cutscene
Level Sequence
MetaHumanSample_Sequence
Level Sequence
shot0010_01
Level Sequence
shot0020_01
7 items
Insert new sequence at current time
shot0020_01
shot0030_01

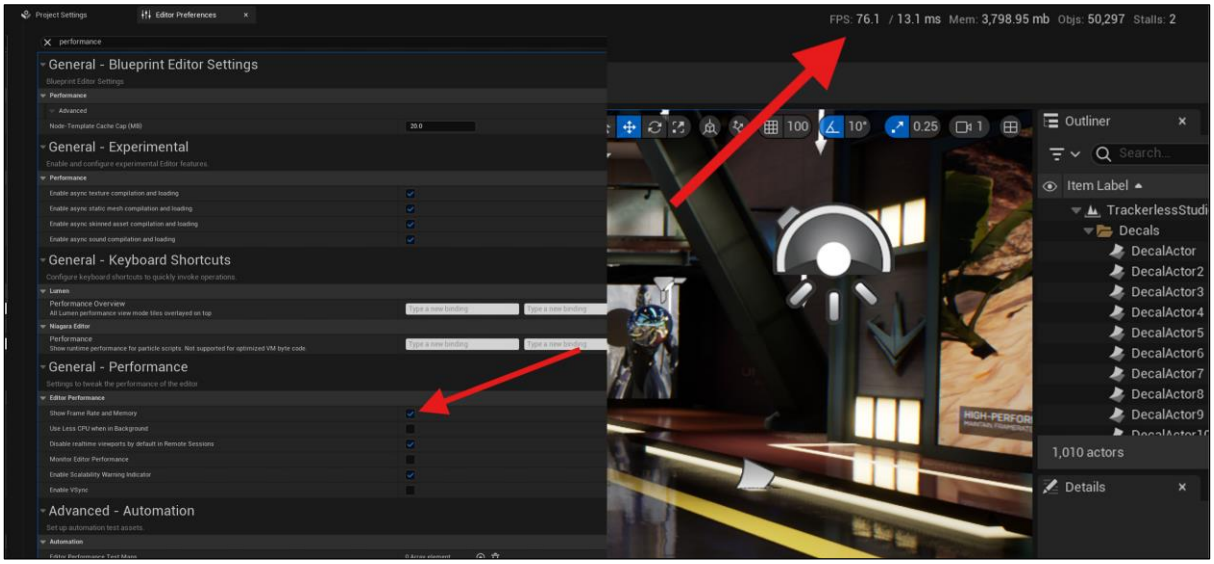

BEFORE THE BATTLE FLOW CHART
Player Enters Trigger
Sequencer Blends from Gameplay to Cinematic
Player = No Ammo
Player - Has Ammo
Unique Dialogue
Bonus - Recieves Ammo
Unique Dialogue
Bonus - Donate Ammo to Companion
Previous Gameplay - Oppurtunity to Kill Thief
Q: Player Chose Mercy?
NO - The Thiefs Son swears revenge!
The next battle is harder - but provides unique loot!
YES - Thief has become a companion over time!
The next battle is easier...
Cutscene ends with a fade to black.
The Battle Begins...

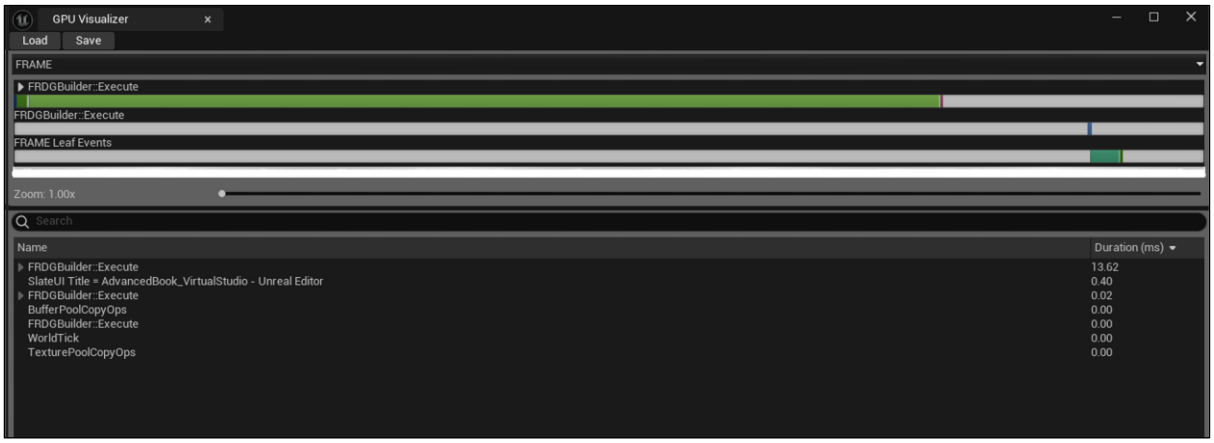

Featured Narrative Plugins
Narrative Quest & Dialogue Editor
Build branching quests and dialogues with a visual editor for streamlined development.
Narrative Navigator
Craft intuitive navigation systems with customizable maps, compasses, and waypoints.
Narrative Interaction
Design rich and responsive interactions for objects, characters, and environments.
Narrative Inventory
Manage player items efficiently with a lightweight and networked inventory system.
Narrative Pro
Your all in-one game solution so you can skip to the part that matters - creating your game.

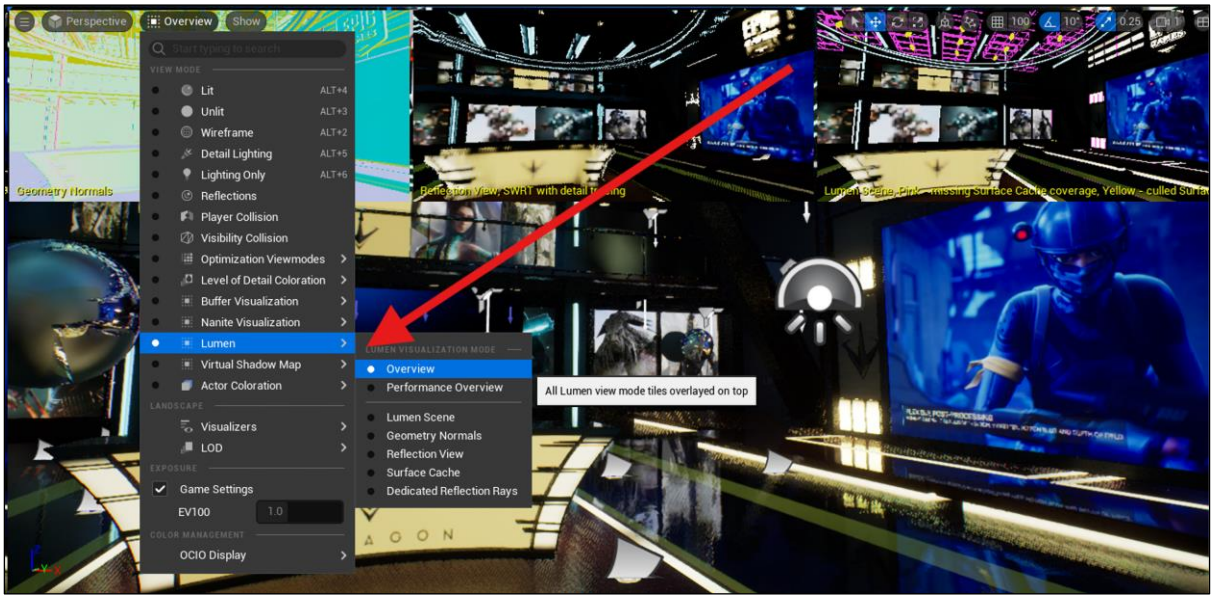

Add
Search Tracks
Actor To Sequen...
Load Recorded Data
Add Folder
Audio Track
Event Track
Camera Cut Track
Shot Track
Time Dilation Track
Subsequence Track
Fade Track
Level Visibility Track
Data Layer
Material Parameter Collection Track
Console Variable Track
Live Link Track
Media Track
Adds a new track that controls the fade of the sequence.
shot0010_01
shot002

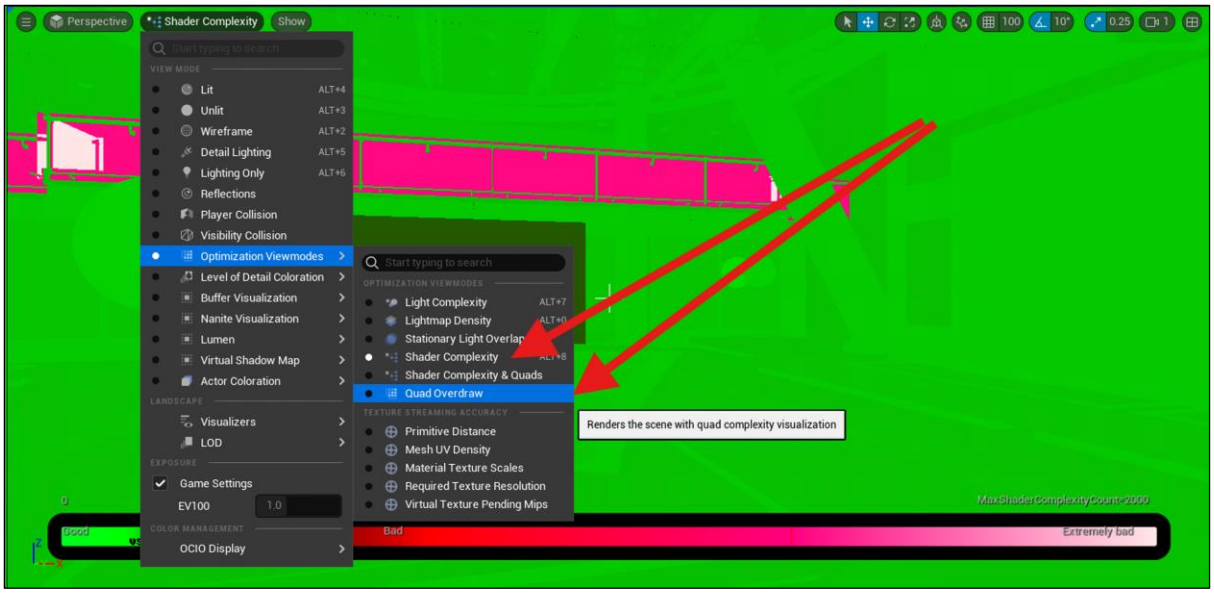

SAVE THE TOWN - FLOW CHART
Player Enters Trigger Volume
Sequencer Blends from Gameplay to Cinematic
Player = With Companion?
Unique Dialogue Line
Did the Player Save the Town from Rainders?
Or did they help the Raiders?
Help Raiders - Not welcome
Gameplay Modifier - Risk or Arrest from Guards + Raider Companion
Save Town - Player welcomed into community
Gameplay Modifier - (50% off all stores in town)
Cutscene ends with a fade to black.

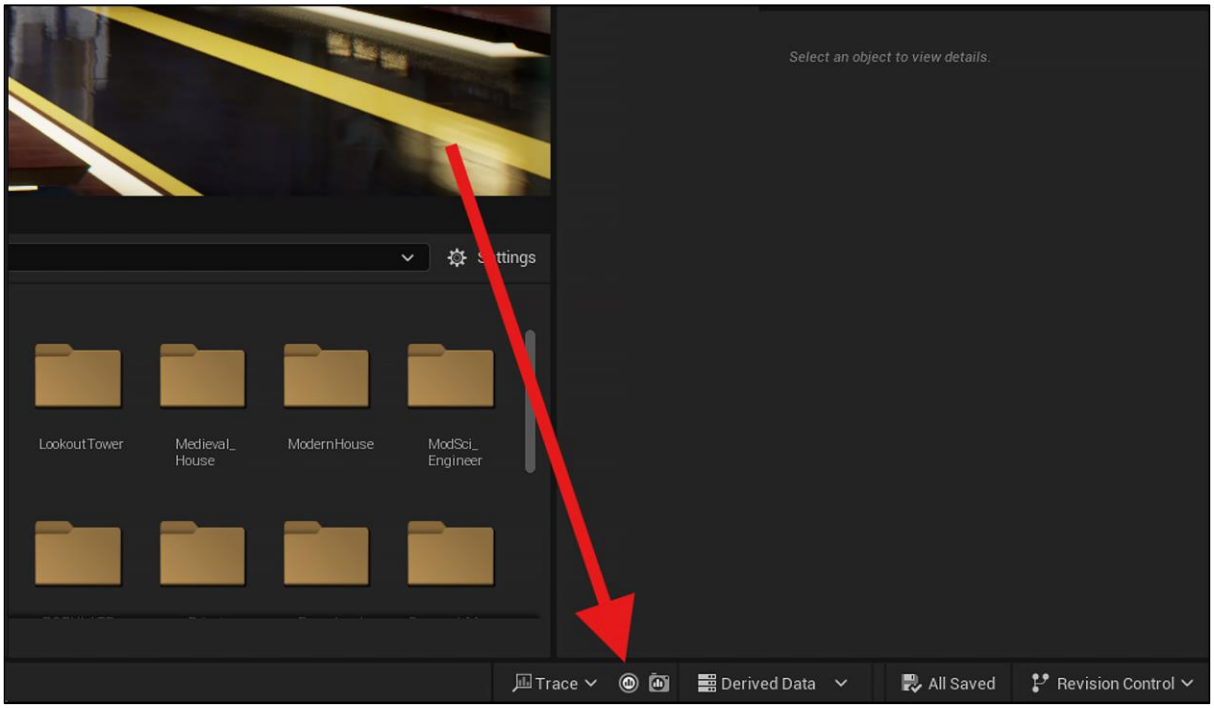
Chapter 10: Profiling and Performance Techniques

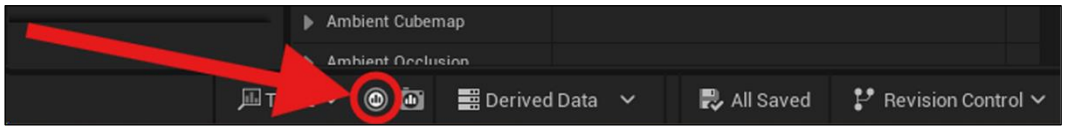


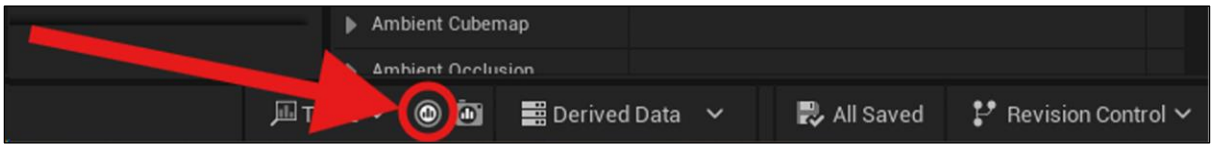


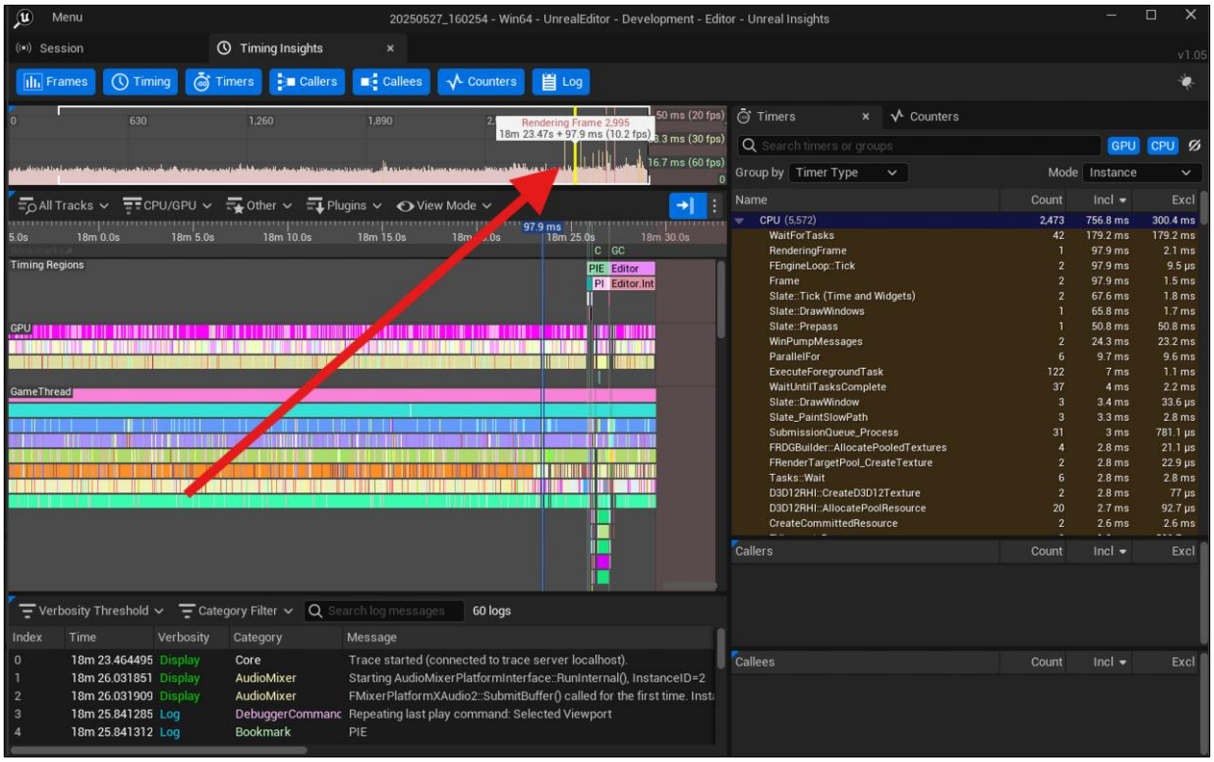


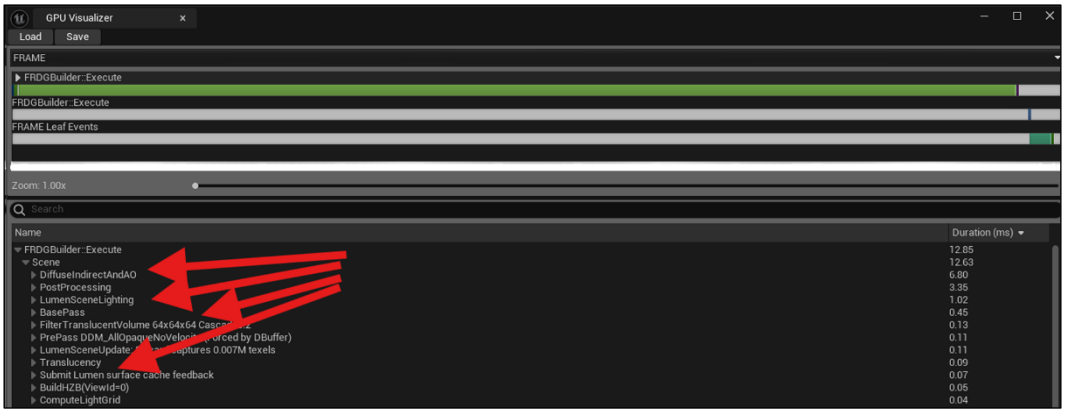

Perspective
Shader Complexity
Show
Lit
Unlit
Wireframe
Detail Lighting
Lighting Only
Reflections
Player Collision
Visibility Collision
Optimization Viewmodes
Level of Detail Coloration
Buffer Visualization
Nanite Visualization
Lumen
Virtual Shadow Map
Actor Coloration
Visualizers
LOD
Game Settings
EV100
OCIO Display
Light Complexity
Lightmap Density
Stationary Light Overlap
Shader Complexity
Shader Complexity & Quads
Quad Overdraw
Primitive Distance
Mesh UV Density
Material Texture Scales
Required Texture Resolution
Virtual Texture Pending Mips
Renders the scene with quad complexity visualization
Bad
Extremely bad

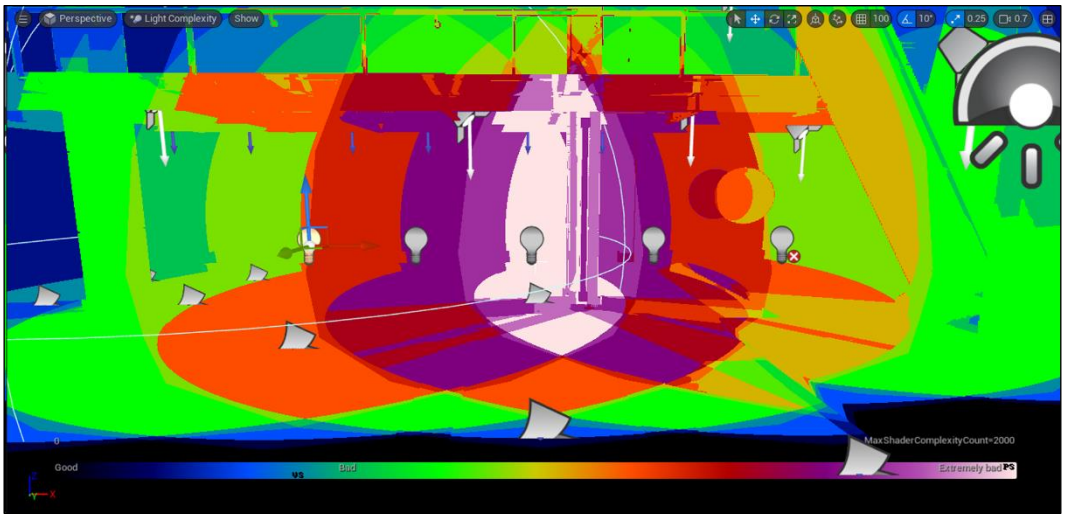

Select an object to view details.
LookoutTower
Medieval_ House
ModernHouse
ModSci_ Engineer
Trace
Derived Data
All Saved
Revision Control


Ambient Cubemap
Derived Data
All Saved
Revision Control

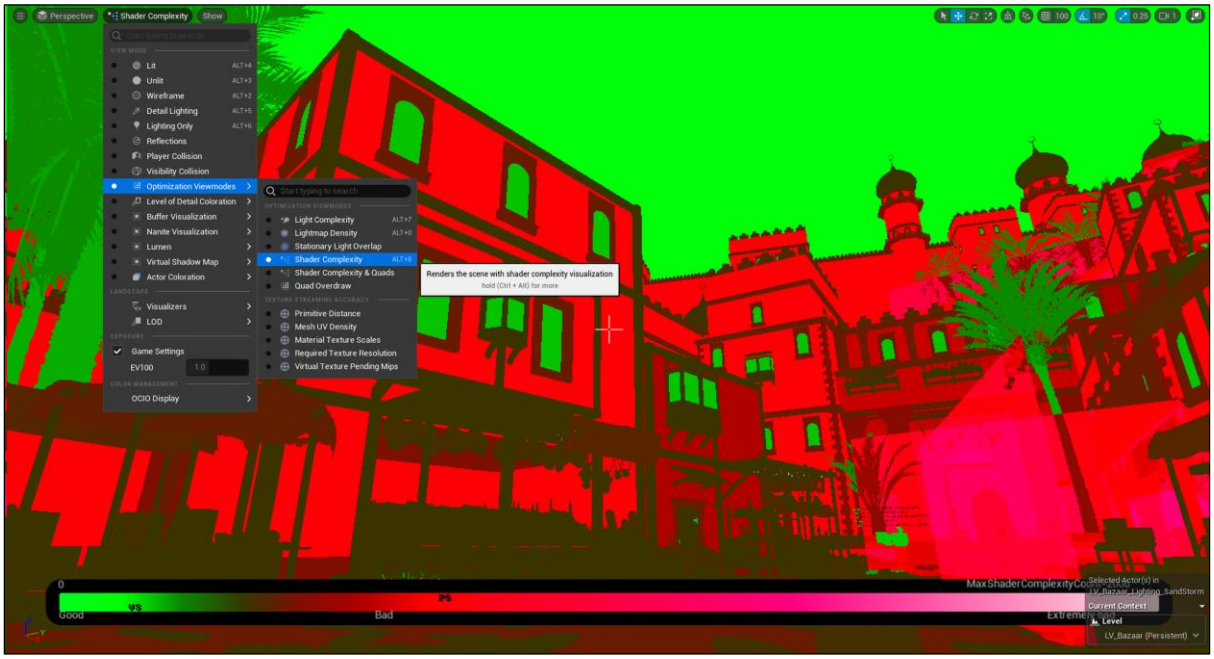

Ambient Cubemap
Derived Data
All Saved
Revision Control

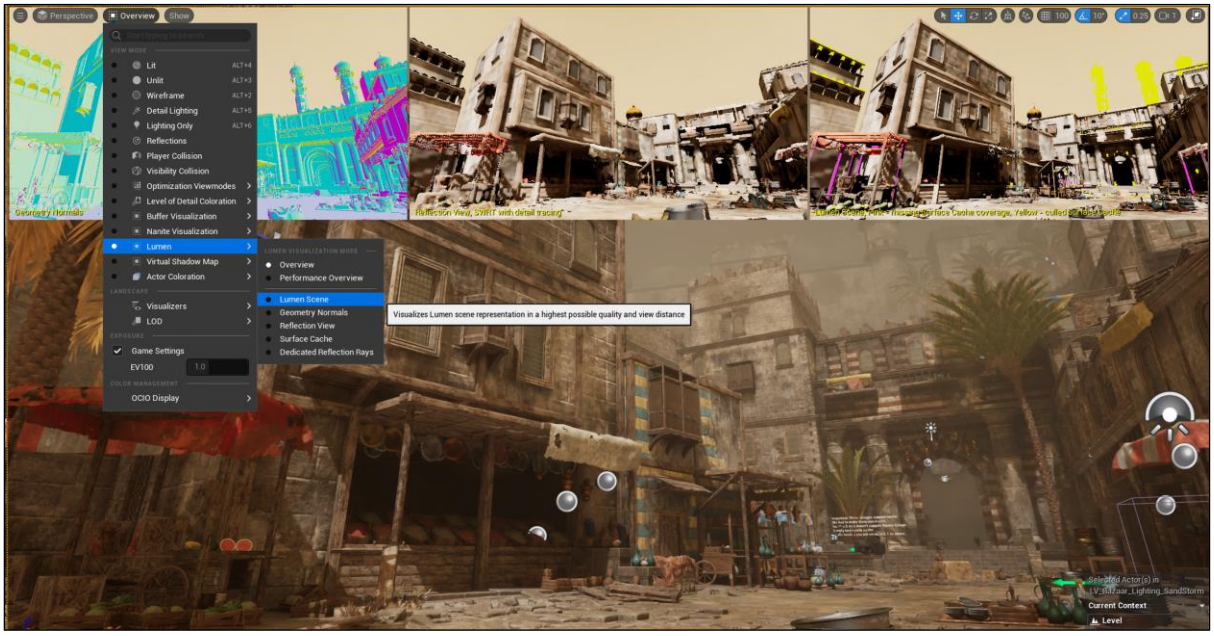

Menu
20250527_160254 - Win64 - UnrealEditor - Development - Editor - Unreal Insights
Session
Timing Insights
Frames
Timing
Timers
Callers
Callees
Counters
Log
Rendering Frame 2,995
18m 23.47s + 97.9 ms (10.2 fps)
50 ms (20 fps)
33.3 ms (30 fps)
16.7 ms (60 fps)
All Tracks
CPU/GPU
Other
Plugins
View Mode
97.9 ms
Timing Regions
GPU
GameThread
Timers
Counters
Search timers or groups
GPU
CPU
Group by
Timer Type
Mode
Instance
Name
Count
Incl
Excl
CPU (5,572)
2,473
756.8 ms
300.4 ms
WaitForTasks
RenderingFrame
FEngineLoop::Tick
Frame
Slate::Tick (Time and Widgets)
Slate::DrawWindows
Slate::Prepass
WinPumpMessages
ParallelFor
ExecuteForegroundTask
WaitUntilTasksComplete
Slate::DrawWindow
Slate_PaintSlowPath
SubmissionQueue_Process
FRDGBuilder::AllocatePooledTextures
FRenderTargetPool_CreateTexture
Tasks::Wait
D3D12RHI::CreateD3D12Texture
D3D12RHI::AllocatePoolResource
CreateCommittedResource
Callers
Callees
Verbosity Threshold
Category Filter
Search log messages
60 logs
Index
Time
Verbosity
Category
Message
0 18m 23.464495 Display Core Trace started (connected to trace server localhost).
1 18m 26.031851 Display AudioMixer Starting AudioMixerPlatformInterface::RunInternal(), InstanceID=2
2 18m 26.031909 Display AudioMixer FMixerPlatformXAudio2::SubmitBuffer() called for the first time. Inst
3 18m 25.841285 Log DebuggerCommanc Repeating last play command: Selected Viewport
4 18m 25.841312 Log Bookmark PIE

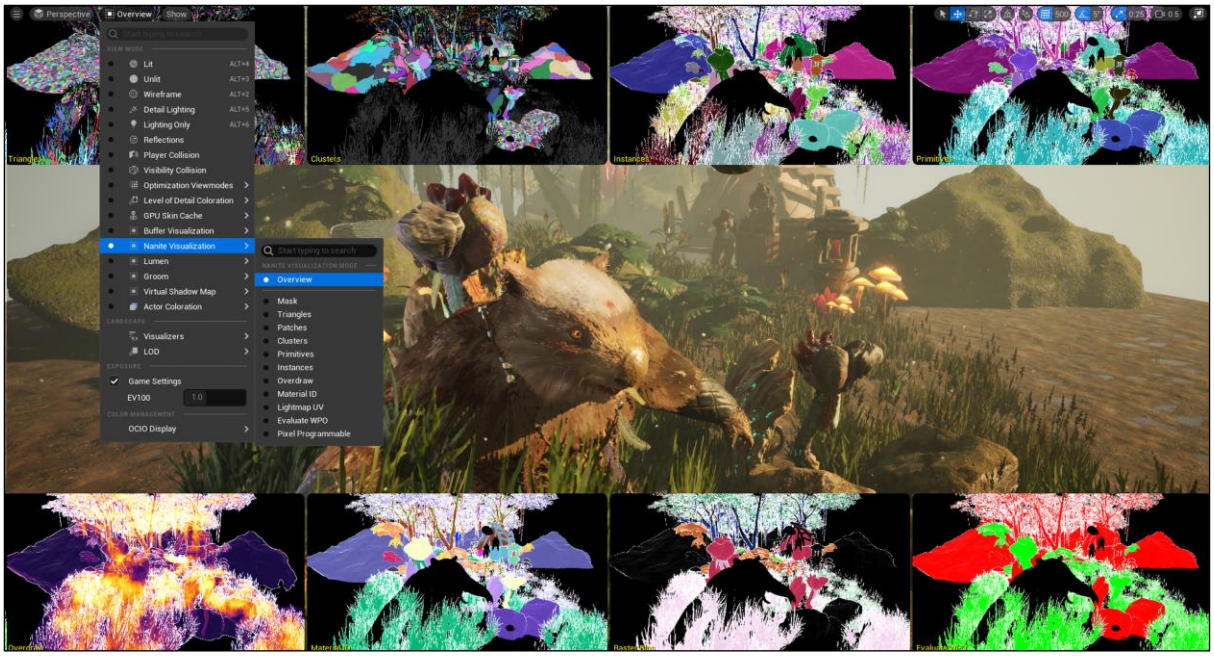

GPU Visualizer
Load
Save
FRAME
FRDGBuilder::Execute
FRDGBuilder::Execute
FRAME Leaf Events
Zoom: 1.00x
Search
Name
Duration (ms)
FRDGBuilder::Execute 12.85
Scene 12.63
DiffuseIndirectAndAO 6.80
PostProcessing 3.35
LumenSceneLighting 1.02
BasePass 0.45
FilterTranslucentVolume 64x64x64 Casc 0.13
PrePass DDM_AllOpaqueNoVelo 0.11
LumenSceneUpdate 0.11
Translucency 0.09
Submit Lumen surface cache feedback 0.07
BuildHZB(ViewId=0) 0.05
ComputeLightGrid 0.04

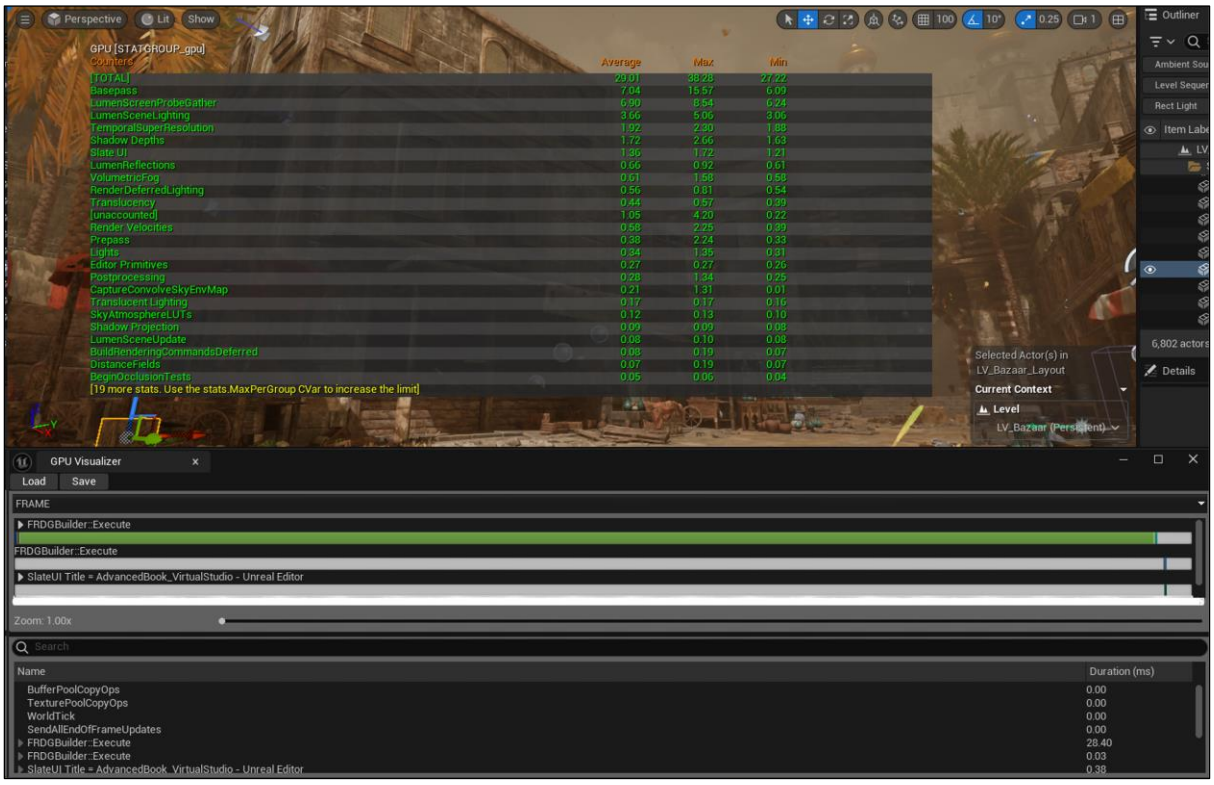

Perspective
Light Complexity
Show
MaxShaderComplexityCount=2000
Good
Bad
Extremely bad

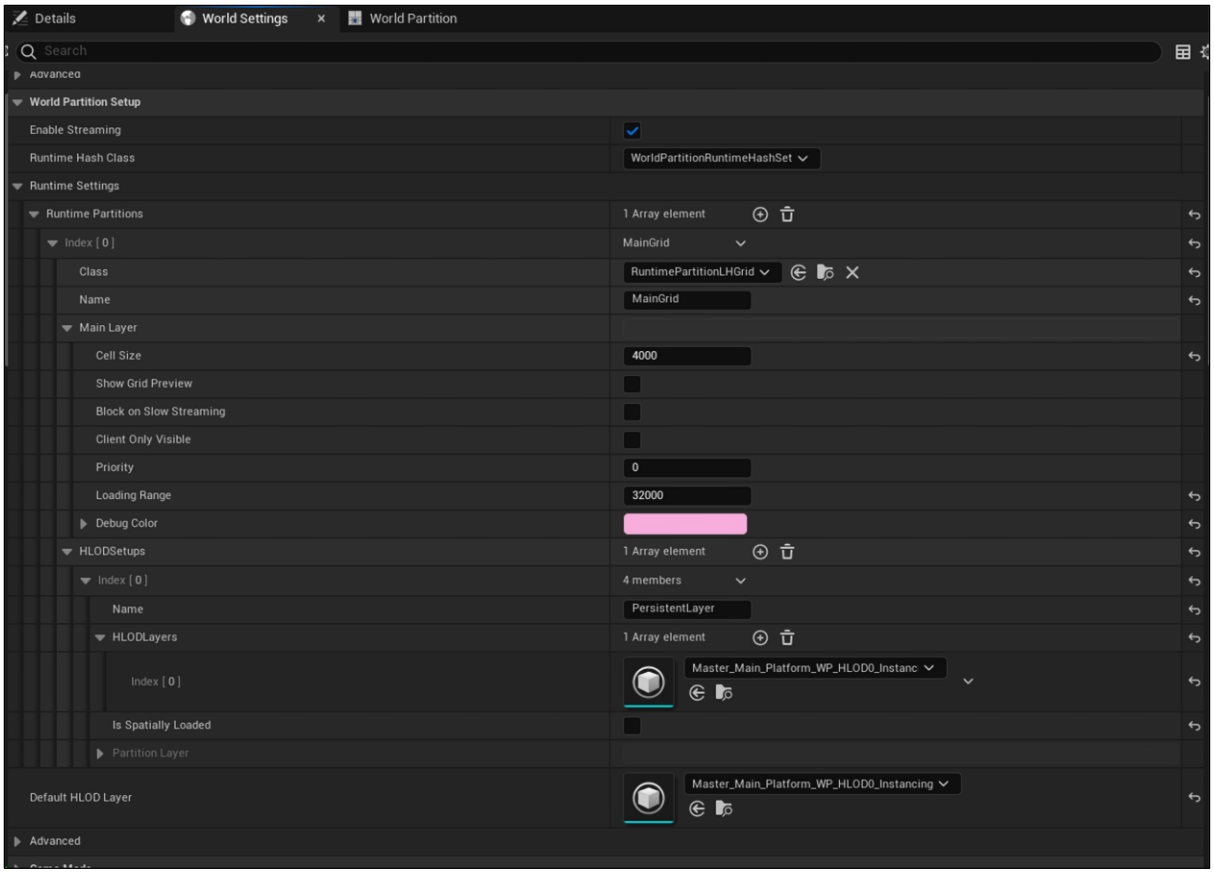
Chapter 11: Advanced Optimization for Real-Time Rendering



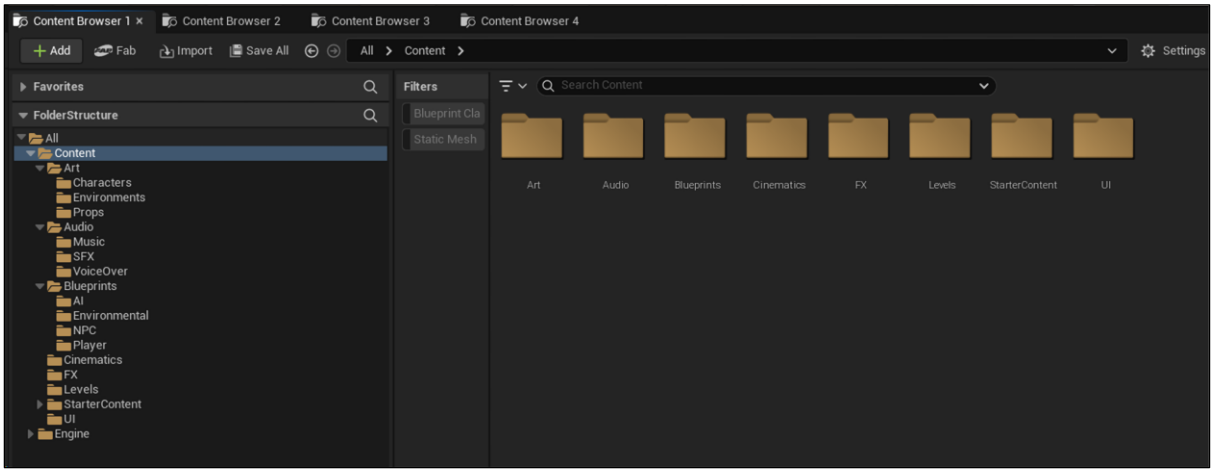


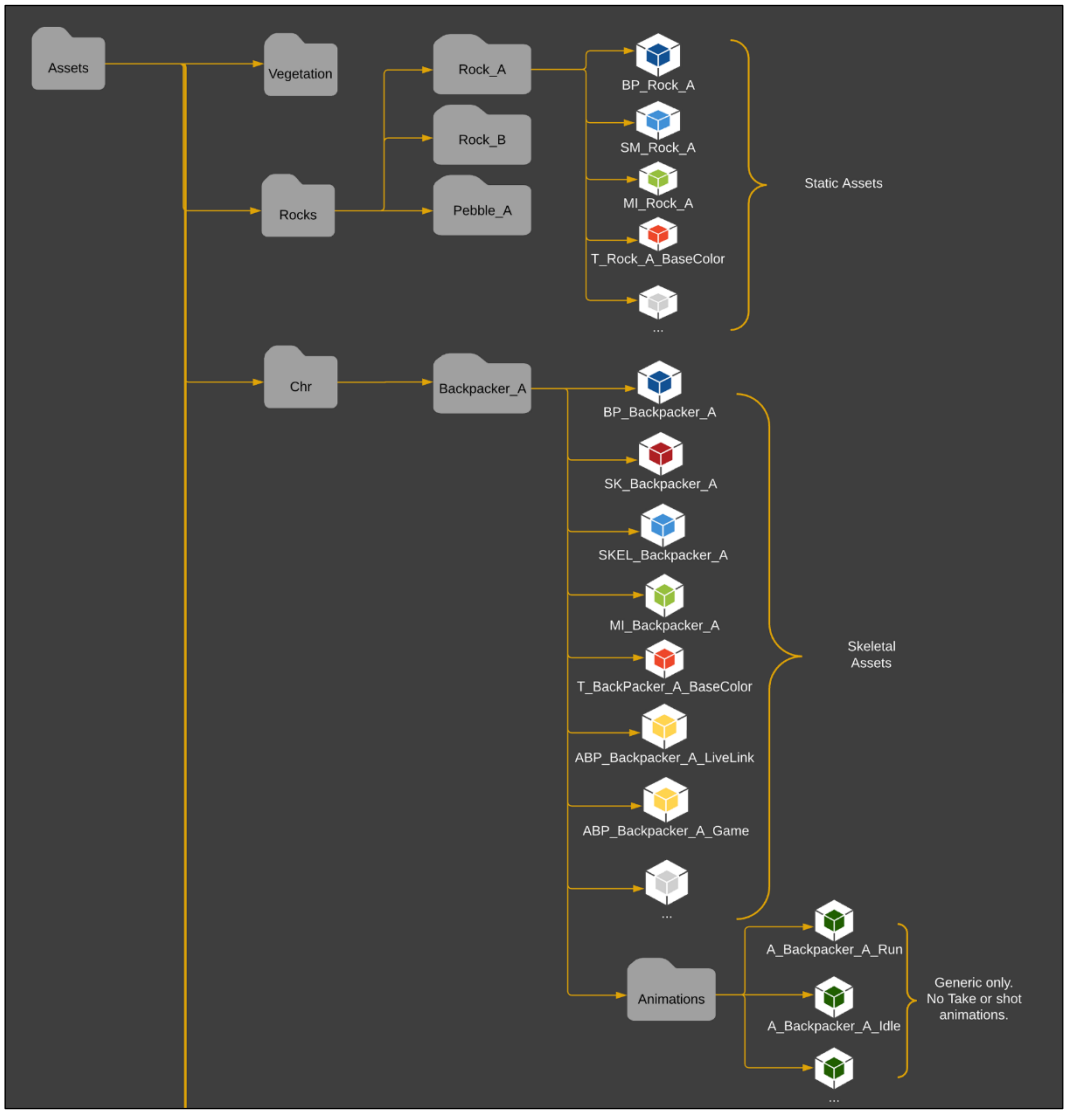

Perspective
Overview
Show
Lit
Unlit
Wireframe
Detail Lighting
Lighting Only
Reflections
Player Collision
Visibility Collision
Optimization Viewmodes
Level of Detail Coloration
GPU Skin Cache
Buffer Visualization
Nanite Visualization
Lumen
Groom
Virtual Shadow Map
Actor Coloration
Visualizers
LOD
Game Settings
EV100
OCIO Display
Overview
Mask
Triangles
Patches
Clusters
Primitives
Instances
Overdraw
Material ID
Lightmap UV
Evaluate WPO
Pixel Programmable

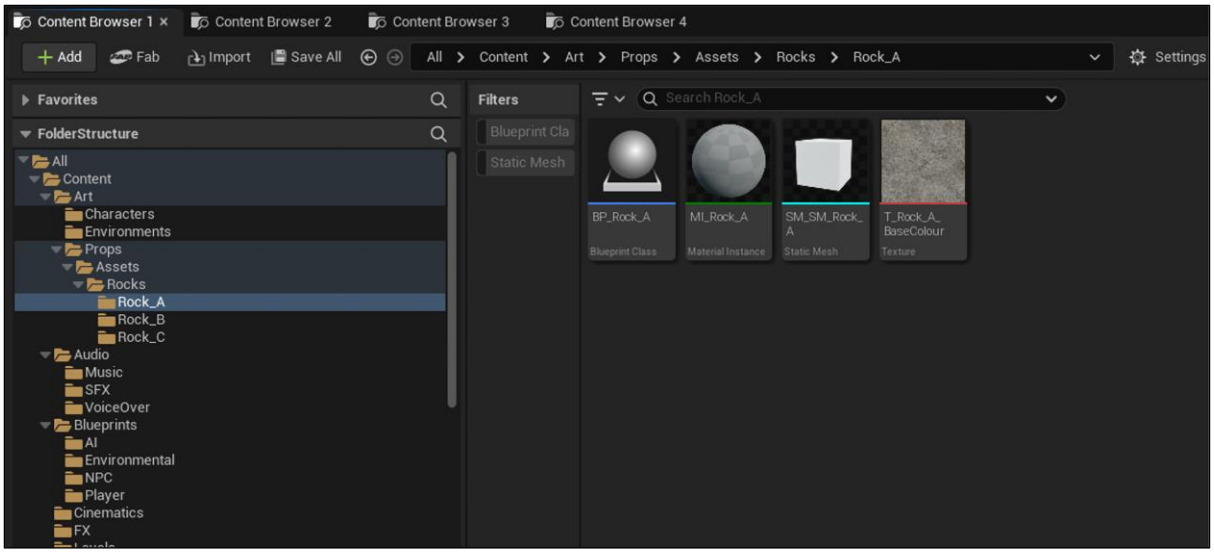

Perspective
Lit
Show
GPU [STATGROUP_gpu]
Counter
Average
Max
Min
[TOTAL]
Basepass
LumenScreenProbeGather
LumenSceneLighting
TemporalSuperResolution
Shadow Depths
Slate UI
LumenReflections
VolumetricFog
RenderDeferredLighting
Translucency
[unaccounted]
Render Velocities
Prepass
Lights
Editor Primitives
Postprocessing
CaptureConvolveSkyEnvMap
Translucent Lighting
SkyAtmosphereLUTs
Shadow Projection
LumenSceneUpdate
BuildRenderingCommandsDeferred
DistanceFields
BeginOcclusionTests
[19 more stats. Use the stats.MaxPerGroup CVar to increase the limit]
Outliner
Selected Actor(s) in LV_Bazaar_Layout
Current Context
Level
LV_Bazaar (Persistent)
Details
GPU Visualizer
Load
Save
FRAME
FRDGBuilder::Execute
SlateUI Title = AdvancedBook_VirtualStudio - Unreal Editor
Zoom: 1.00x
Search
Name
Duration (ms)
BufferPoolCopyOps 0.00
TexturePoolCopyOps 0.00
WorldTick 0.00
SendAllEndOfFrameUpdates 0.00
FRDGBuilder::Execute 28.40
FRDGBuilder::Execute 0.03
SlateUI Title = AdvancedBook_VirtualStudio - Unreal Editor 0.38

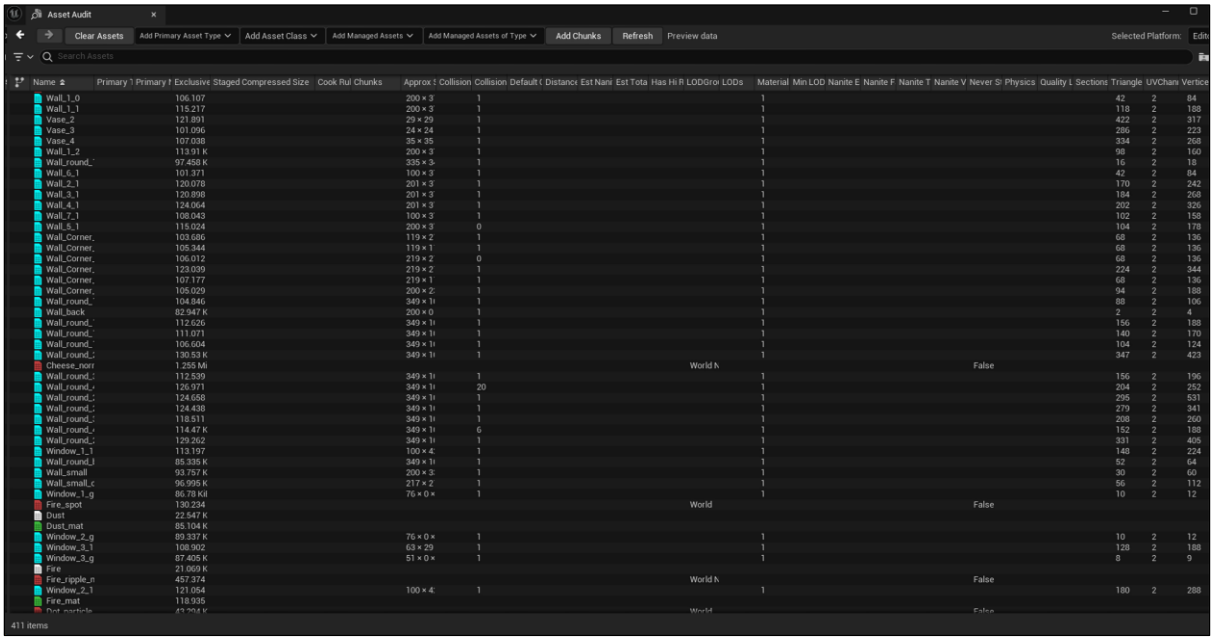

Details
World Settings
World Partition
Search
Advanced
World Partition Setup
Enable Streaming
Runtime Hash Class
WorldPartitionRuntimeHashSet
Runtime Settings
Runtime Partitions
1 Array element
Index [0]
MainGrid
Class
RuntimePartitionLHGrid
Name
MainGrid
Main Layer
Cell Size
4000
Show Grid Preview
Block on Slow Streaming
Client Only Visible
Priority
0
Loading Range
32000
Debug Color
HLODSetups
1 Array element
Index [0]
4 members
Name
PersistentLayer
HLODLayers
1 Array element
Index [0]
Master_Main_Platform_WP_HLOD0_Instanc
Is Spatially Loaded
Partition Layer
Default HLOD Layer
Master_Main_Platform_WP_HLOD0_Instancing
Advanced

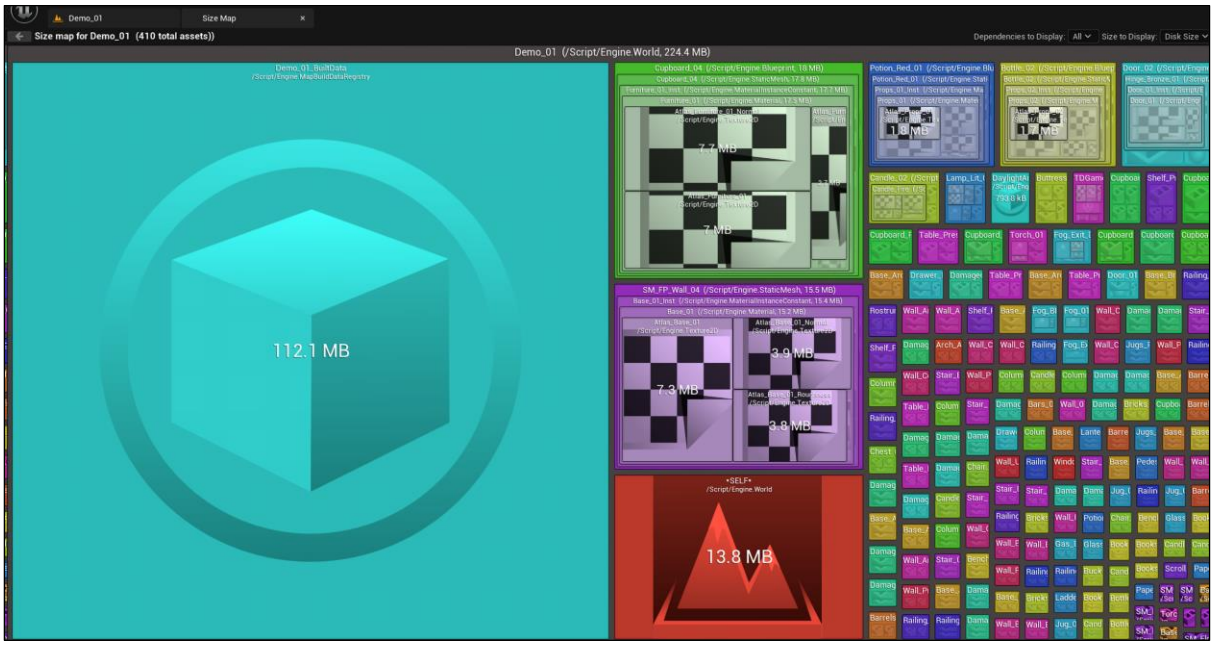
Chapter 12: Asset Management Best Practices






Content Browser 1
Content Browser 2
Content Browser 3
Content Browser 4
Add
Fab
Import
Save All
All > Content > Art > Props > Assets > Rocks > Rock_A
Settings
Favorites
FolderStructure
Filters
Search Rock_A
All
Content
Art
Characters
Environments
Props
Assets
Rocks
Rock_A
Rock_B
Rock_C
Audio
Music
SFX
VoiceOver
Blueprints
AI
Environmental
NPC
Player
Cinematics
FX
BP_Rock_A
Blueprint Class
MI_Rock_A
Material Instance
SM_SM_Rock_A
Static Mesh
T_Rock_A_BaseColour
Texture


Asset Audit
Clear Assets
Add Primary Asset Type
Add Asset Class
Add Managed Assets
Add Managed Assets of Type
Add Chunks
Refresh
Preview data
Selected Platform:
Search Assets
411 items


Demo_01
Size Map
Size map for Demo_01 (410 total assets))
Demo_01 (/Script/Engine.World, 224.4 MB)
Dependencies to Display:
Size to Display:
Disk Size
112.1 MB
13.8 MB