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BA COMPUTER GAMES DESIGN

ENVIRONMENT DESIGN

Unreal Engine 4: Creating and Assigning Materials



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Unreal Engine 4: Creating and Assigning Materials

- **Unreal Engine 4: Creating and Assigning Materials**
 - **Creating Materials**
 - **Assigning Materials to Static Meshes**



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Creating Materials



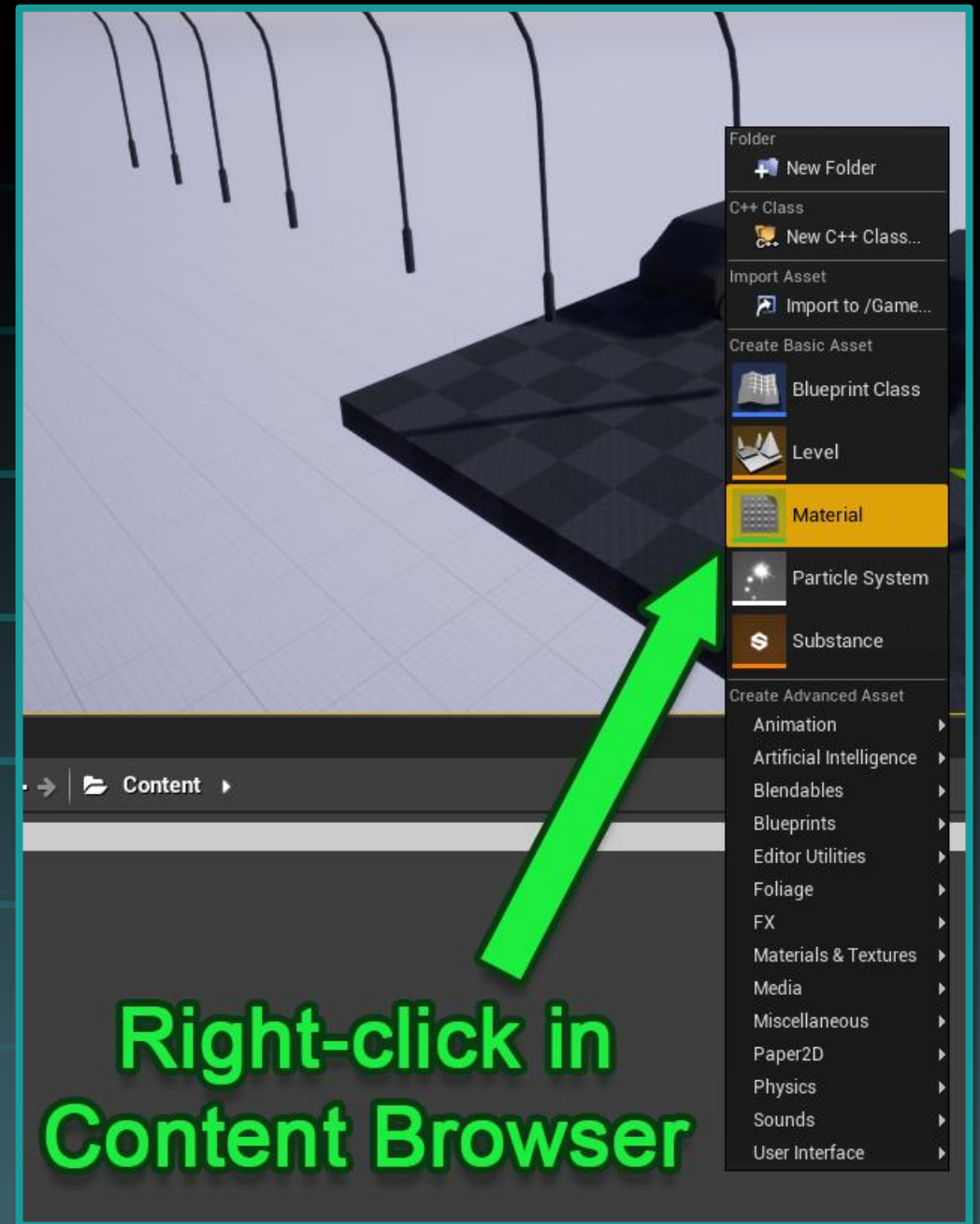
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Unreal Engine 4: Creating and Assigning Materials

UE4: Creating Materials

Similar to the process in Maya, when we want to apply textures to a model we must first create a **Material**.

To do this, Right-click in the **Content Browser** and select '**Material**'.

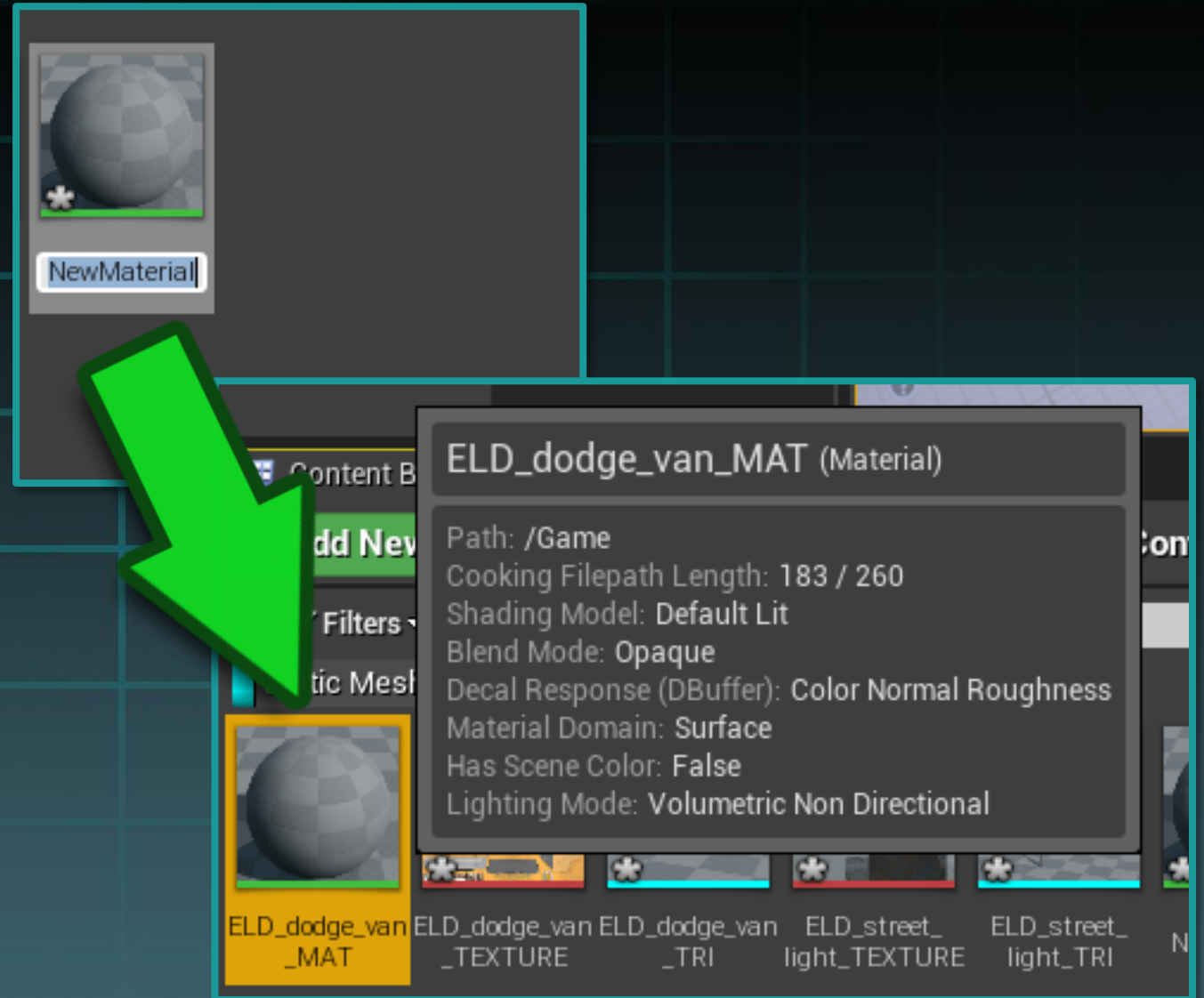




UE4: Creating Materials

You will need to **rename** your new material – pick something relevant to your project.

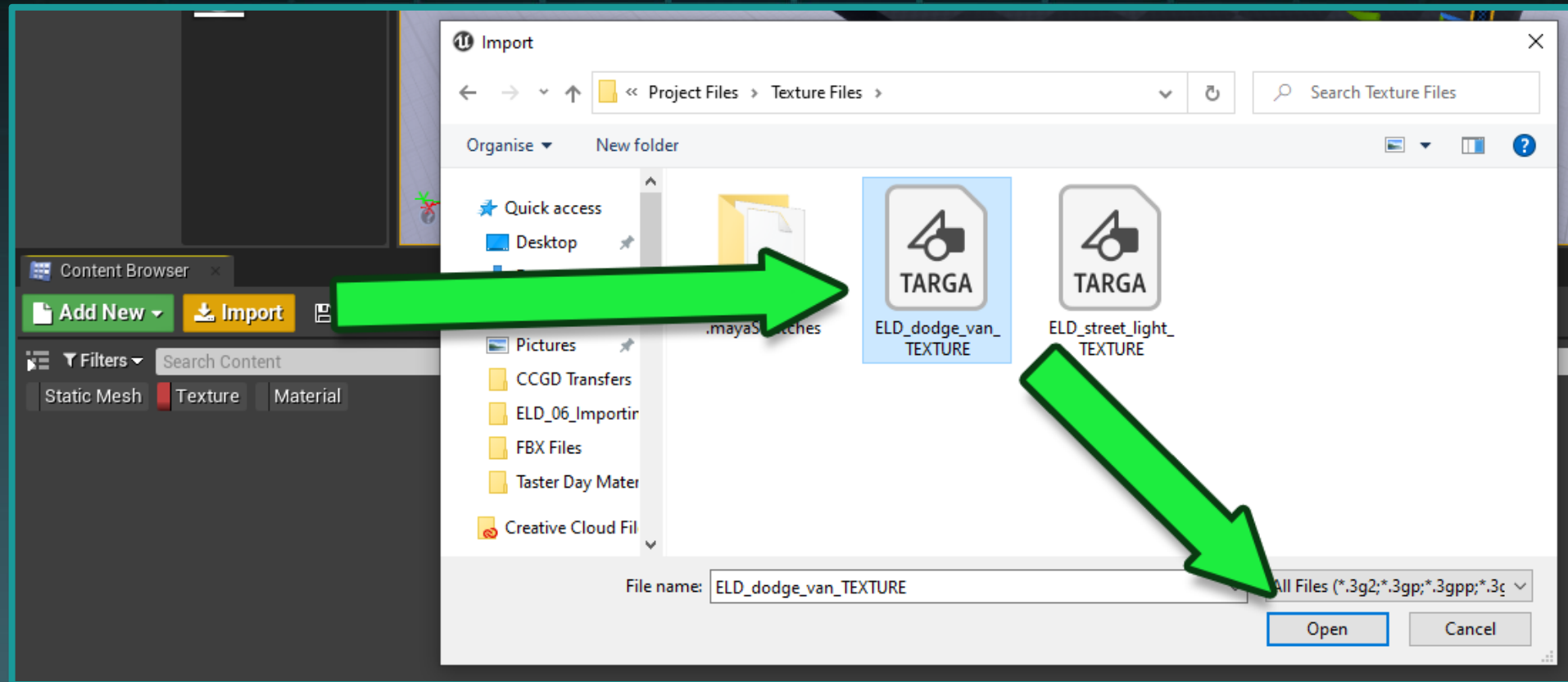
Preferably with **naming conventions** that match up with the rest of your task!





UE4: Creating Materials

Next, import your **2D texture map** in the **Content Browser**.





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In order to **apply the texture** to the Material, we must link them together in the **UE4 Material Editor**.



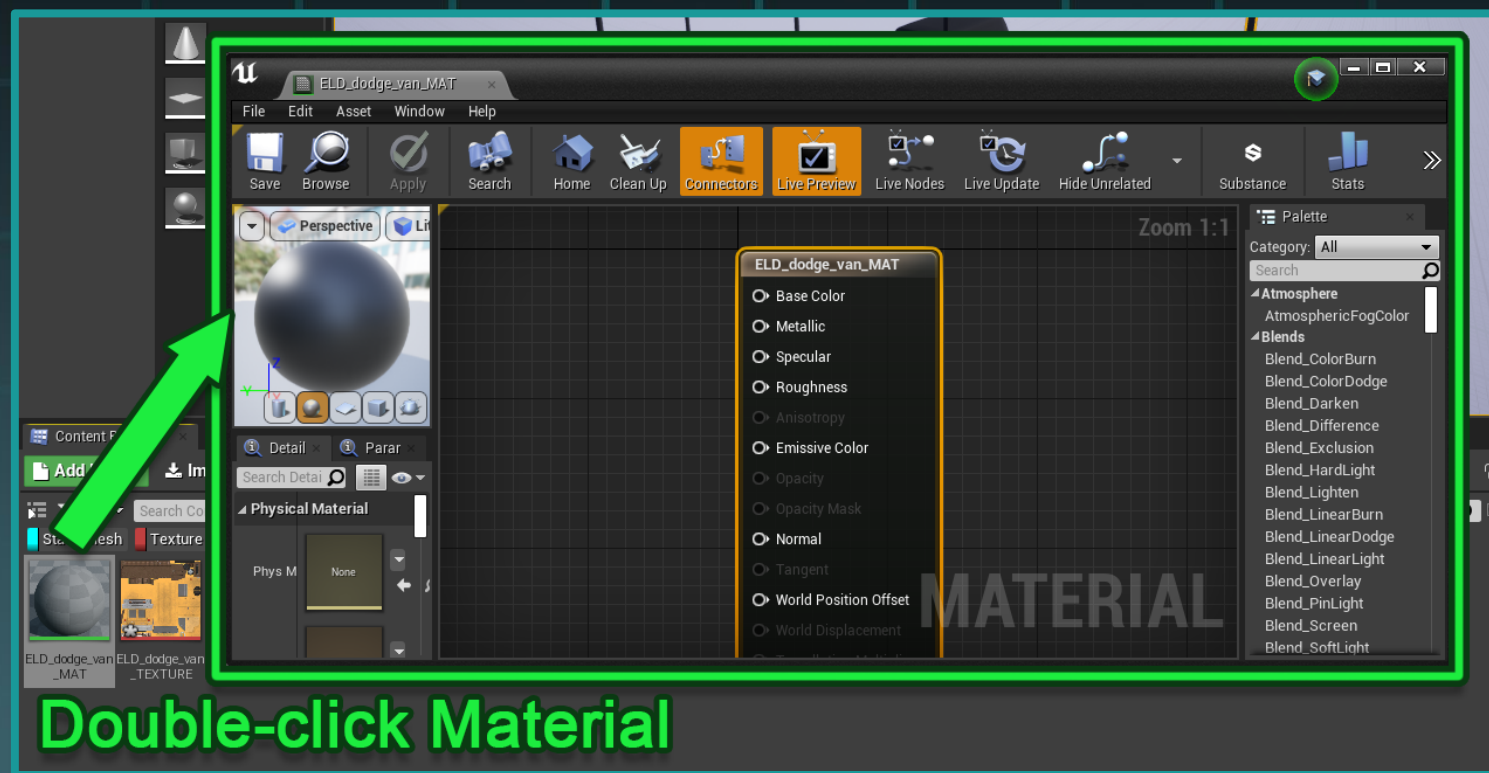


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This is accessed by **double-clicking the Material** in the **Content Browser**.



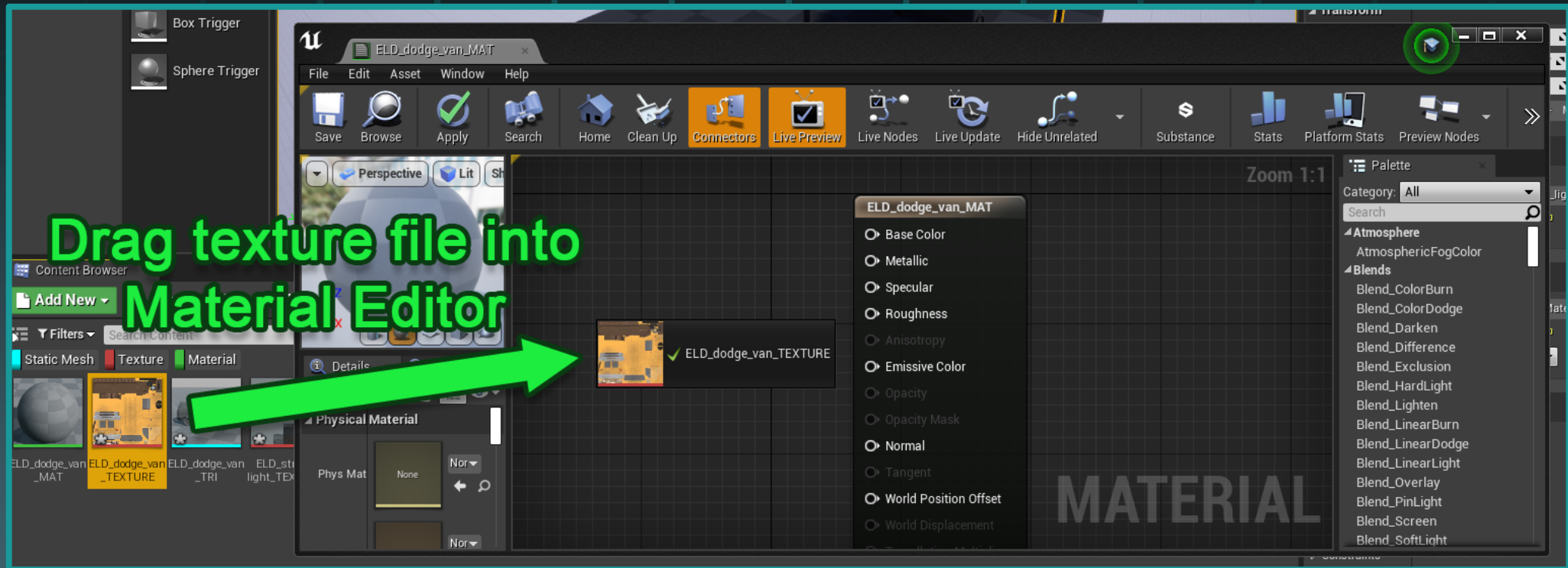


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Drag and drop your texture file into an empty space within the Material Editor.





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Drag and drop your texture file into an empty space within the Material Editor.



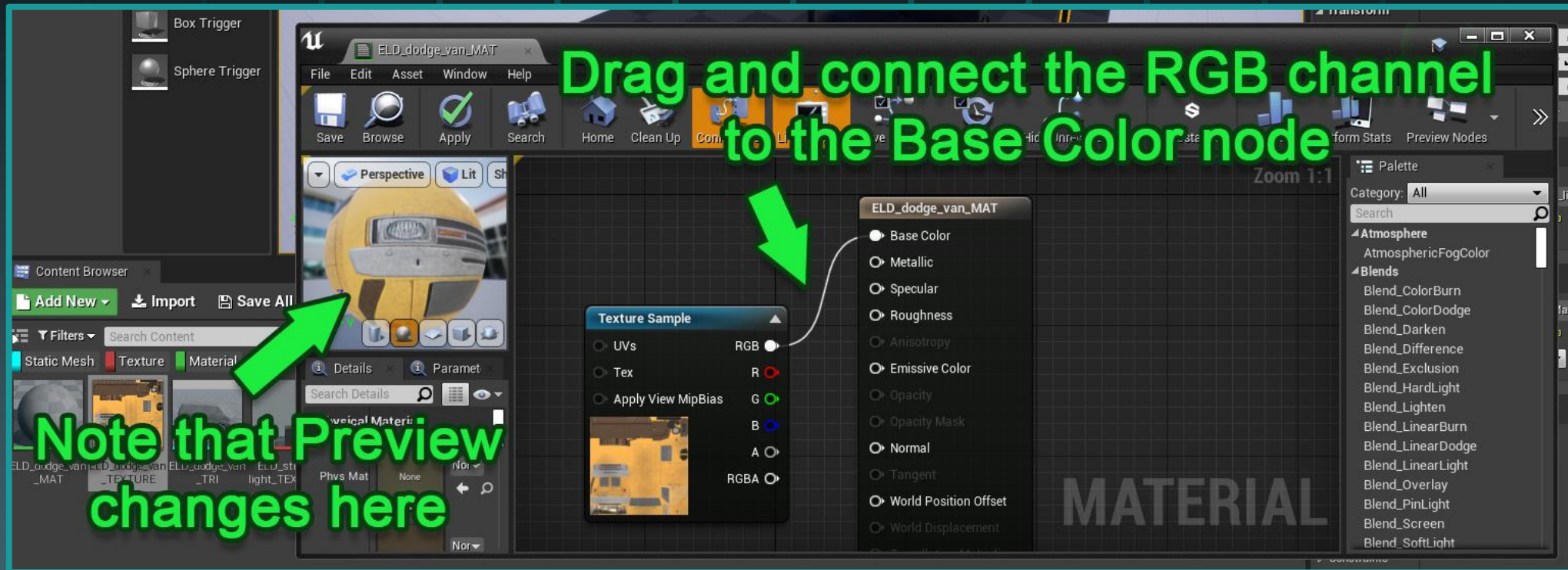


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Now **connect the texture file** to the material by click-dragging the **RGB channel** to the **'Base Color'** node on the Material.





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Make sure you **Apply the changes** you've made in the **Material Editor**!





Unreal Engine 4: Creating and Assigning Materials

Assigning Materials to Static Meshes

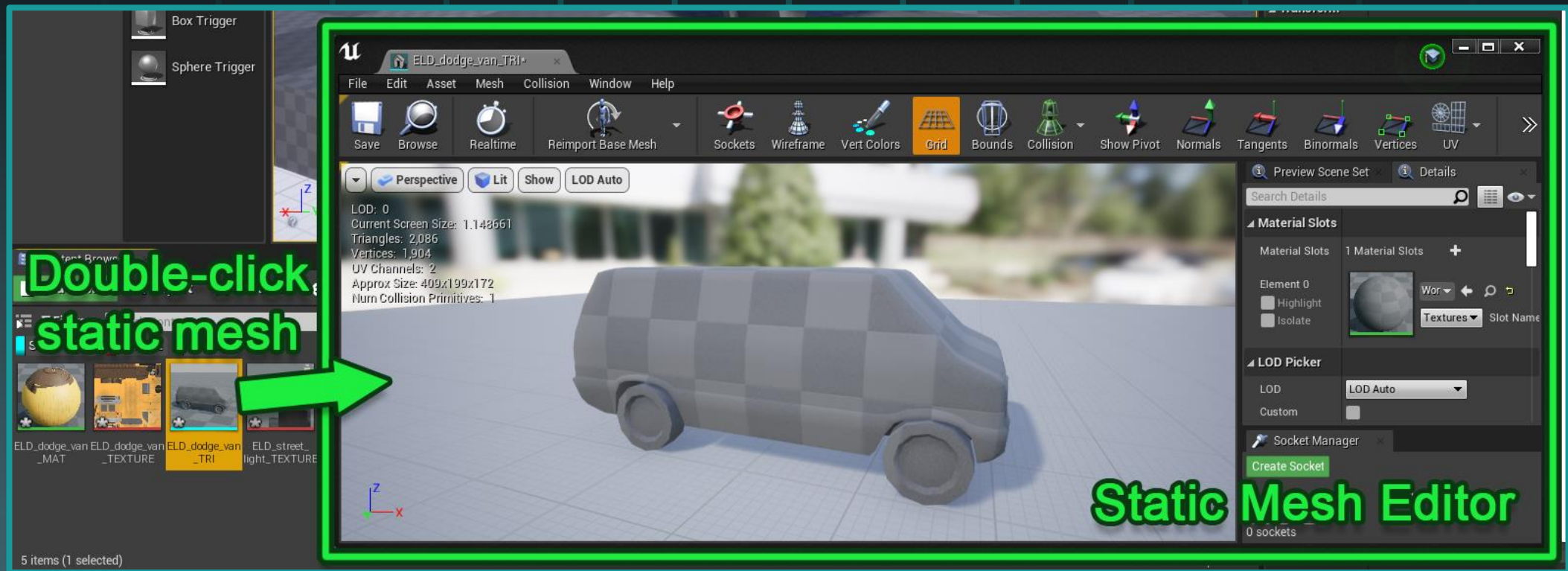


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UE4: Assigning Materials

To assign a material to a Static Mesh, double-click the Static Mesh in the Content Browser.



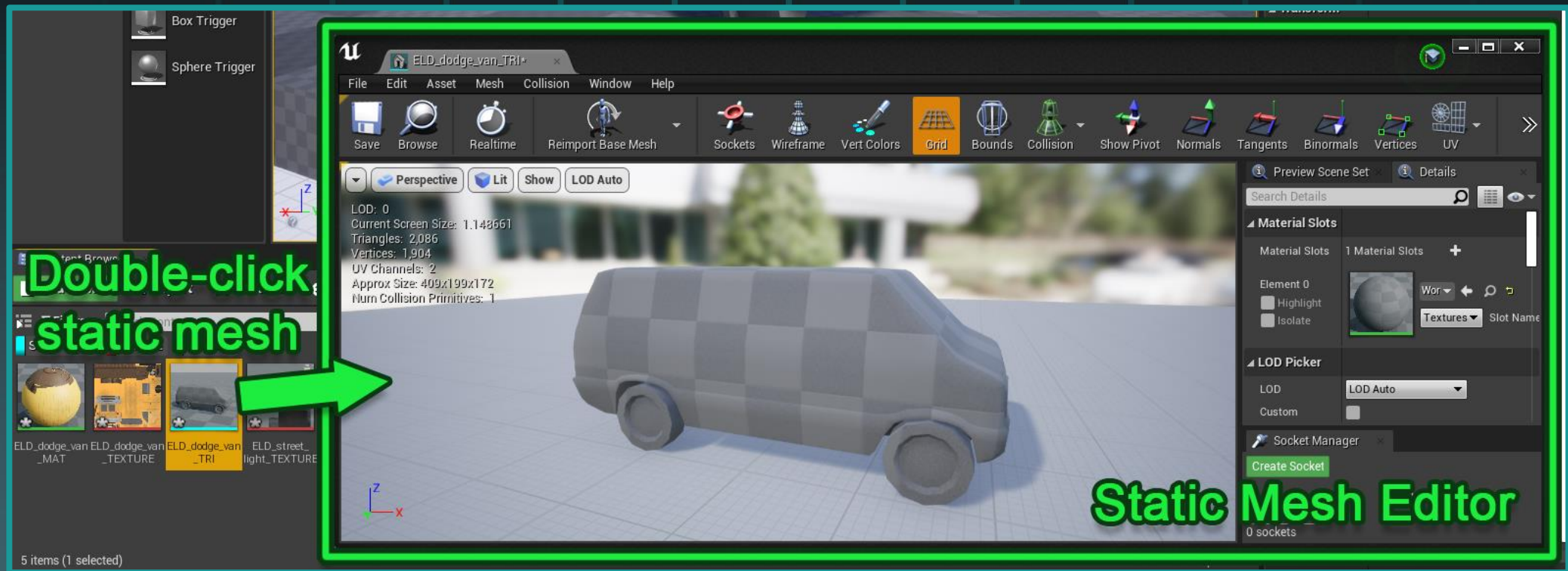


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This will bring up the **Static Mesh Editor**.





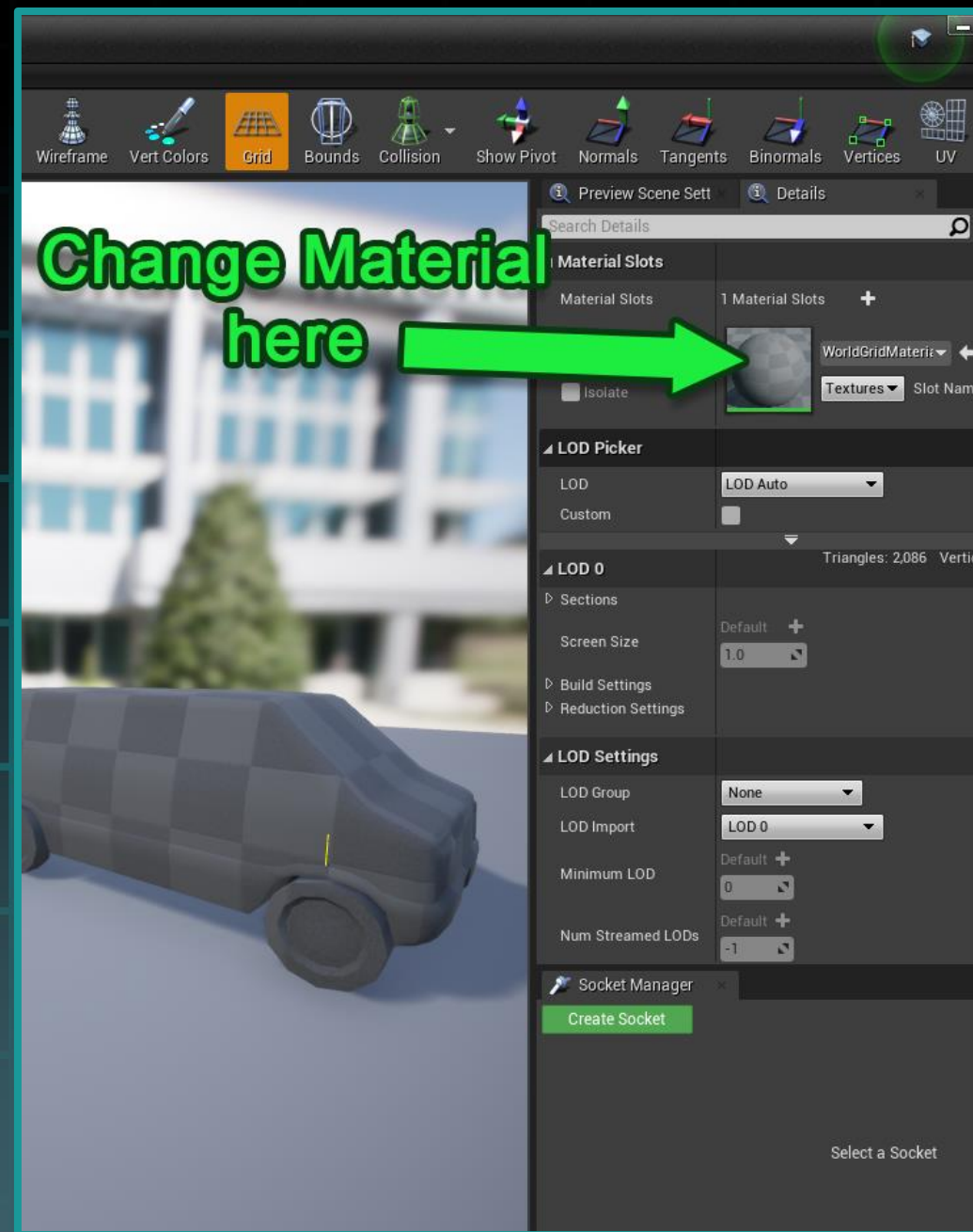
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In the **Static Mesh Editor**, click on the drop-down tab in Material Slots (under the **Details** tab).

From here, you should be able to select any materials you have created in the **Content Browser**.





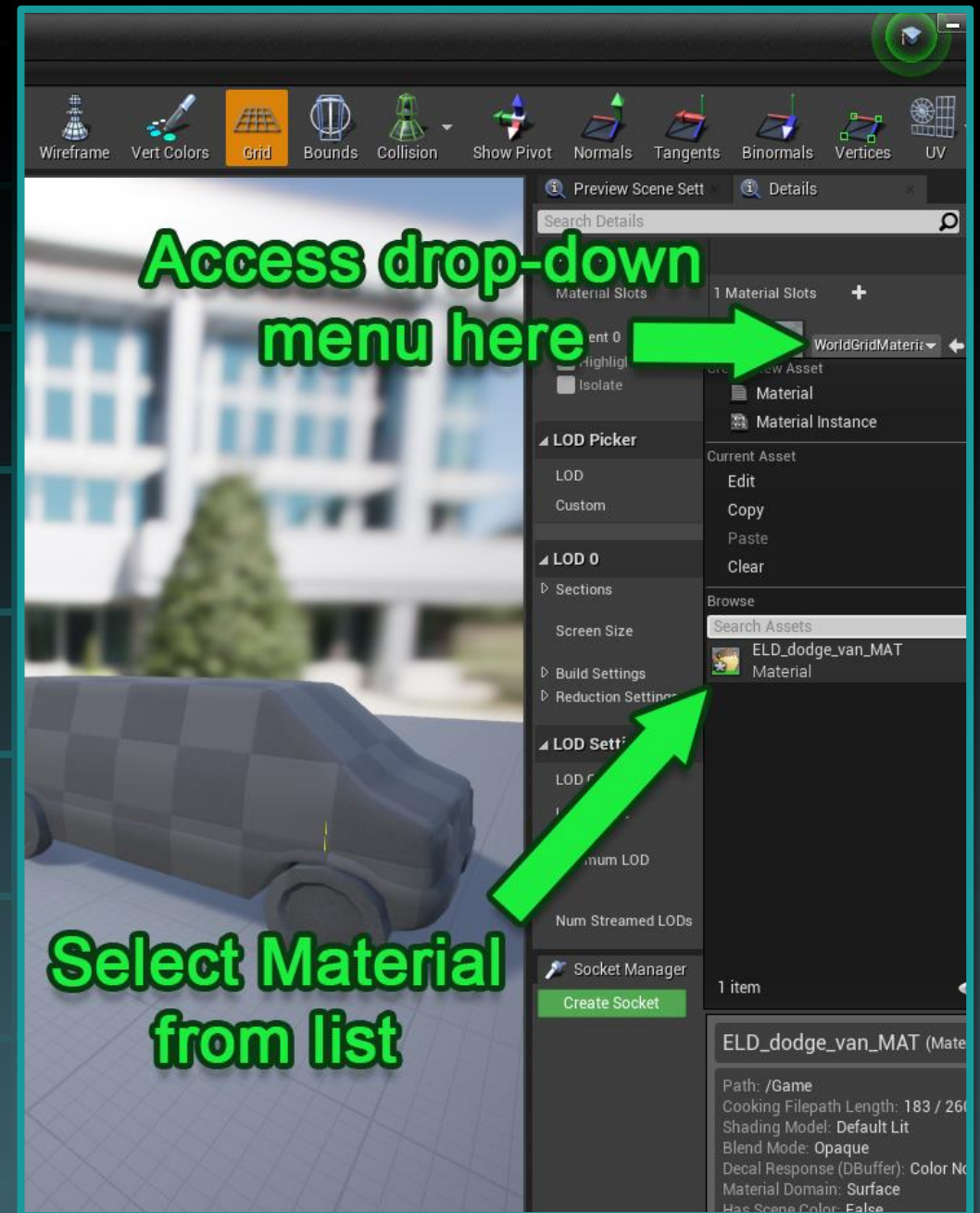
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In the **Static Mesh Editor**, click on the drop-down tab in Material Slots (under the **Details** tab).

From here, you should be able to select any materials you have created in the **Content Browser**.





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UE4: Assigning Materials

Your custom material will now be assigned to your Static Mesh. You should be able to see the changes in the **preview window**.





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UE4: Assigning Materials

Example: Static mesh with applied material in UE4 scene





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Unreal Engine 4: Using BSP Brushes

Remember:

**SAVE YOUR WORK
AND SAVE IT OFTEN!**



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