

Art Practices

Pipeline

- Blender model -> fbx export to UE4 folder -> quixel mixer texturing/painting (open fbx from UE4 folder) -> export texturing/painting maps to UE4 folder -> make UE4 material and add maps -> add material to fbx model -> add asset to blueprint.

Naming Conventions

- Clear and simple names e.g. MainChar
- Use Content/Assets/MainCharacter folder as example.

Exporting From Blender

- Make sure forward direction of model faces +x axis.
- Export to FBX
- Save UV textures as PNG (may not be required?)

Materials

- Post fix with _mat
- Texture Sample node is used for adding the UV Textures.

Particle Systems

- Post fix with _ps