# TEMPLUM IMMORTUOS
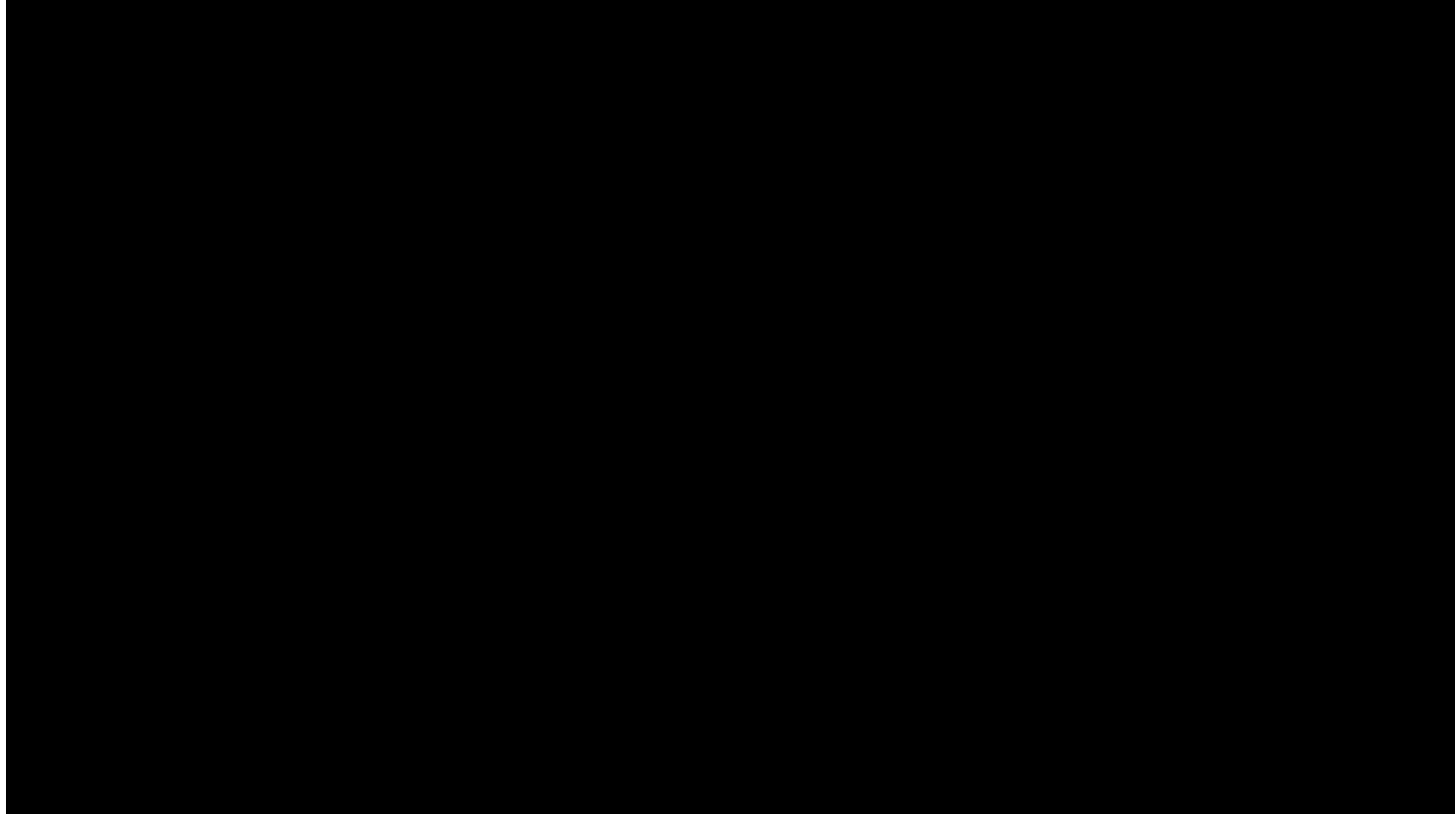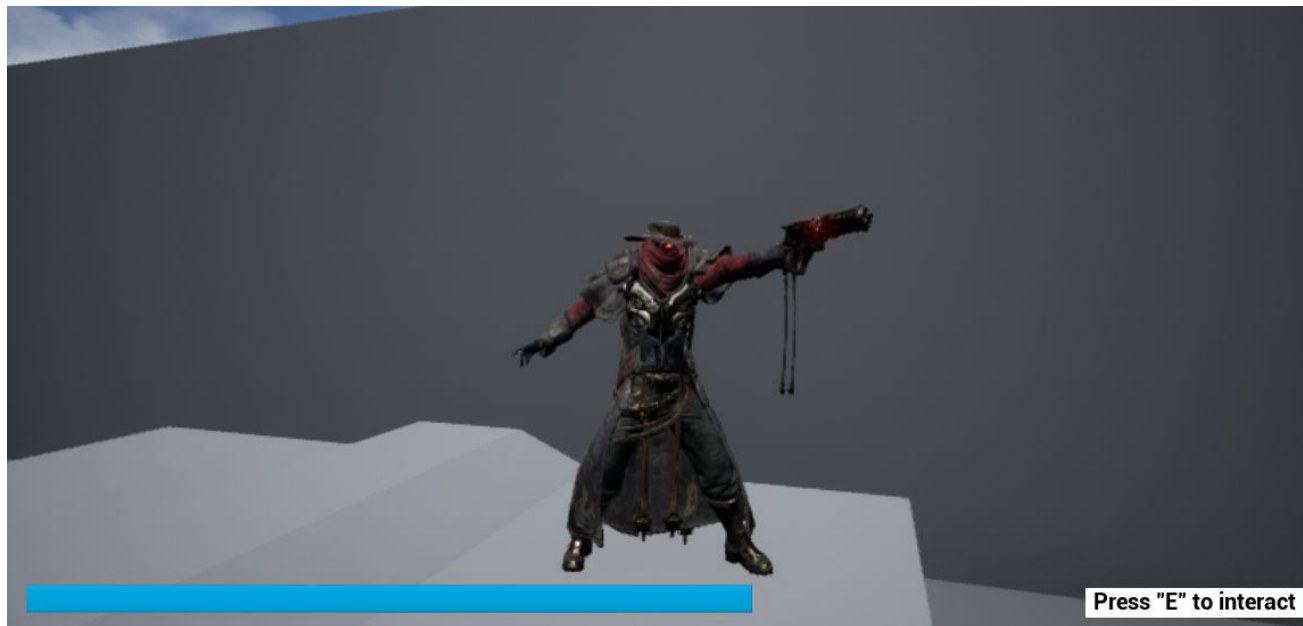
UE4 Project - Team 3

# Trailer

# Character (Basics)

- UI: health bar, interact message
- basic actions:
  - walk
  - jump
  - interact



Press "E" to interact

# Character (Revenant)

- Aim mode
- Ghost form (Sevarog)

# Character (Sevarog)

- Fly instead of jump
- Melee attacks
- Other character vulnerable

# Character (Sevarog)

- Magic attack

1)

2)

3)

# Puzzles

Interaction with environment to proceed in game.



(A)



(B)



(C)

❖ *Find the right way to interact with (A) and (B) to get (C) in correct location.*

# Level Design

- Quixel Bridge for majority of Assets.

- Soul:Cave assets to support achieving the desired look.

# Level Design

# Visuals (Lighting, Post-Processing, Fog)

Skysphere

Skylight

# Visuals (Lighting, Post-Processing, Fog)



Post-Processing

Exponential Height Fog

# Visuals (Lighting, Post-Processing, Fog)



Directional Light

# Rain System

- Particle System local to the Player with Collision Detection not enough
    - very high map -> computing intensive
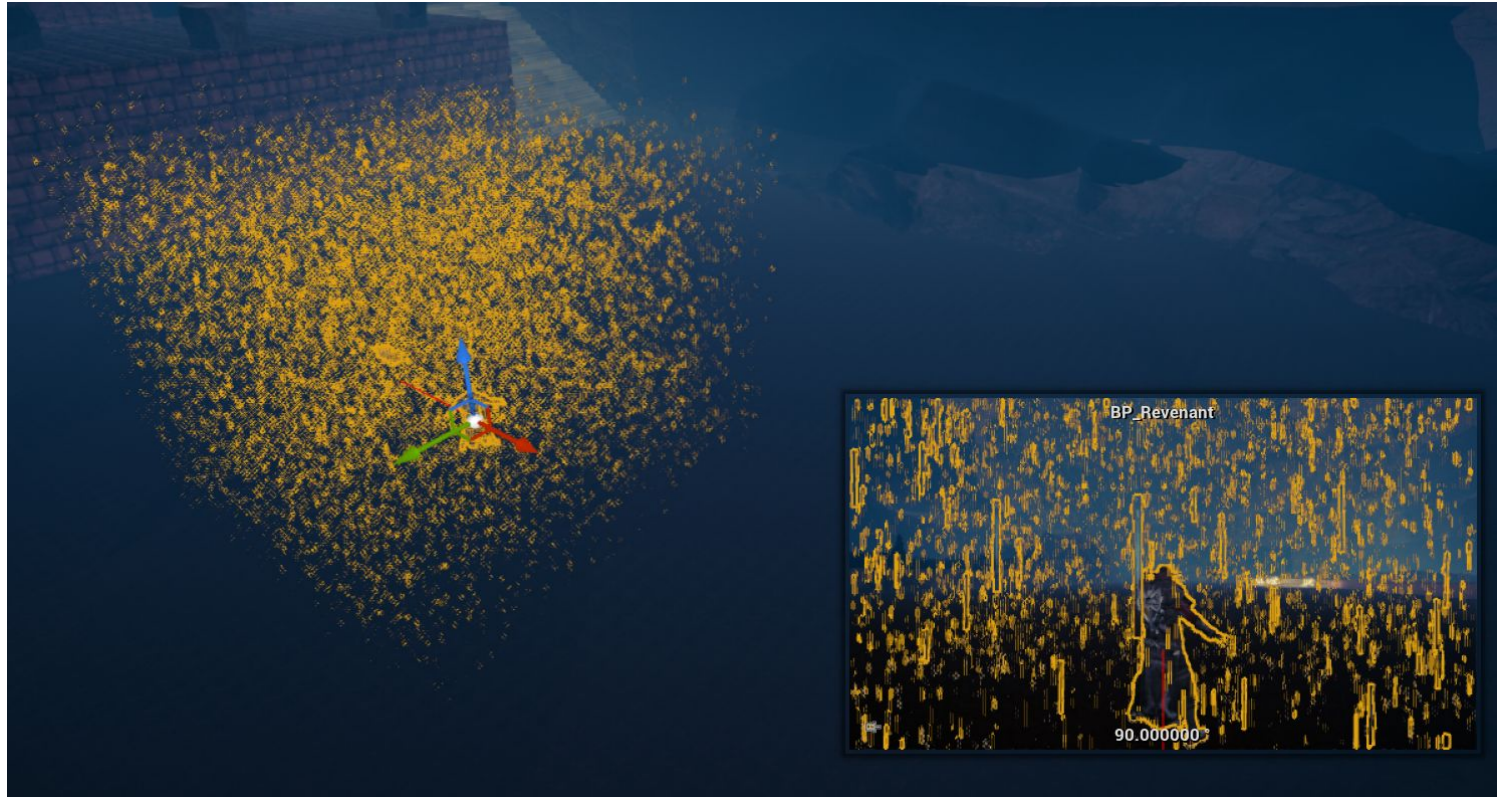- Also the Rain shouldn't start and stop suddenly, but in a cave you would want fluent transitions

- Particle System emits Rains from the top which takes time
- Rain should be at the bottom from the start

# Rain System

- Maybe you want to stand in front of the Rain but not in the rain and look at it
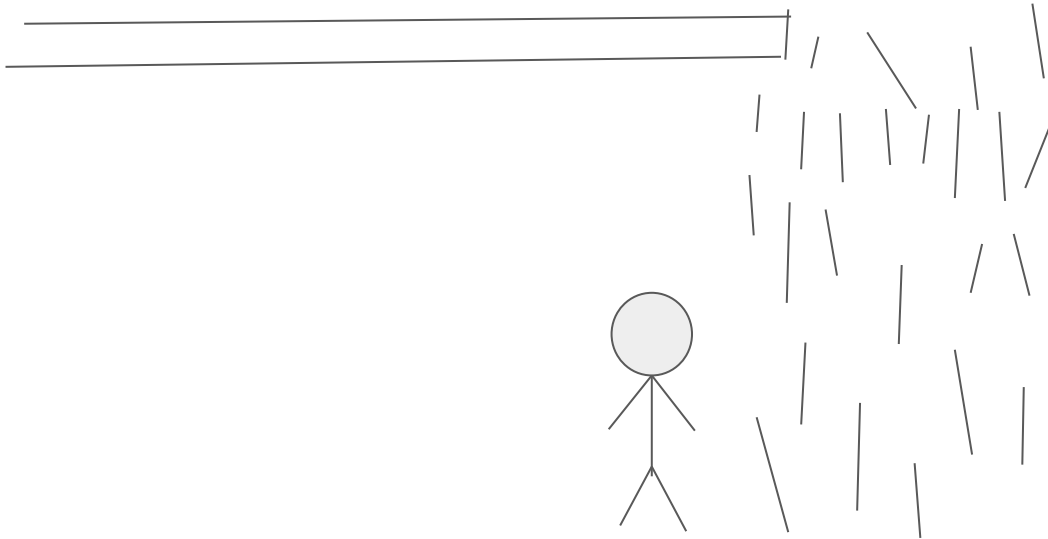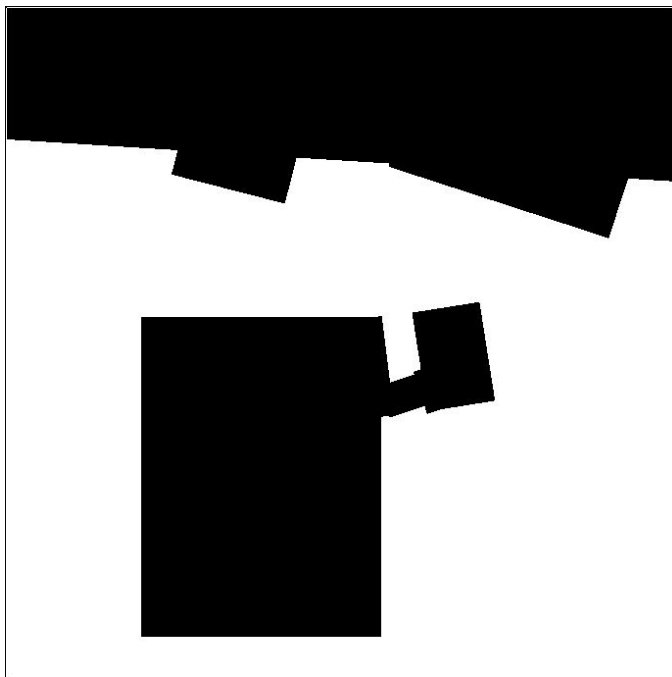
# Solution

# Solution

- Globally map roofs with custom Volumes(/Planes) in 2D

# Solution

- Rain System is creating a Canvas Render Texture of our Volumes from Top-Down dynamically

# Solution

- Rain Particle Material is reading the render texture to determine if the rain drop is inside (opaque) or outside the rain map (hidden)
- Rain System attaches itself to the possessed Character

# Show Case

Standing in front of the Rain

# Show Case

Looking directly above, fluent transitions
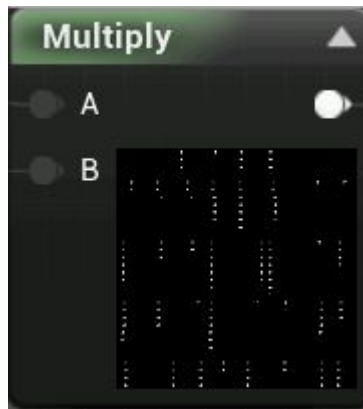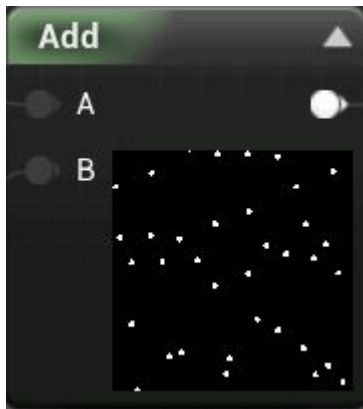
# Rain Lens Post-Processing Material

Drops          +          Trail





- Radial Distortion on the Screen from the each drops center point

# Rain Lens Post-Processing Material

- Scaling from UVs to Screen Space properly

Dynamic Behaviour

- Material Parameter Collection for RainImpact and CharacterWetness managed by the Rain System
- Distortion on Drops depending on Character Wetness
- If you stand inside the rain more drops will appear

# Enemies

| Enemy | |
|---|---|
| Minion | Final Boss |
| Rock throw | |
| Melee/charge | |
| Health | Crystals |

# Enemies: Rockthrow

- AOE damage
- Boss predicts player's location
- Physics-based
- Destructible mesh (APEX)

# Enemies: Health

- Minion: Health
- Final Boss: Crystals
- Enemies dissolve on death

# Thank you for listening!

# Any questions?