

COMP280: Specialisms in Creative Computing

9: Introduction to Material System



Learning outcomes

- ▶ **Gain** an understanding of UE4's Material System
- ▶ **Implement** some basic effects in UE4

Live Coding

Exercise - UE4

1. Follow this tutorial <https://www.raywenderlich.com/504-unreal-engine-4-materials-tutorial>

Exercise - Unity

1. Follow this tutorial <https://docs.unity3d.com/Packages/com.unity.shadergraph@6.9/manual/First-Shader-Graph.html>
2. Then try to implement the above UE4 Material tutorial in Unity!

Additional Exercises

1. UE4 - https://www.youtube.com/playlist?list=PLZlv_N0_OlgbQjgY0nDwZNYe_N8IcYWS-
2. Unity - <https://blogs.unity3d.com/2018/10/05/art-that-moves-creating-animated-materials-with->