

Documentation

Color Changing of Controllers_Mat

This editable material has commented color nodes. The default state is set red. For changing color, double-click the color parameter node and choose any other color. We recommend making these edits in a copy of the material to preserve the original color scheme.



Additional Materials

Additional materials (*Water*, *Glowing* and *Background material*) are not attached to any object asset by default. In Demo Levels, they are attached to the selected object manually. Water material is mostly used on basic cube shapes to imitate rivers and ponds. Glowing material is used in the same way and in addition to highlighting the sky objects.

Screenshot Setup Info

Screenshots are taken with both Game settings for Exposure and Eye Adaptation option disabled. This setting can be found in Show -> Post Processing -> Eye Adaptation. Other Eye Adaptation setup can lead to overexposure in the viewport.