

Reproducing the Demo Video Scene

UE4 Character Cel Shading Pack

July 11, 2016

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1. The demo video scene



Figure 1. The demo video scene of Character Cel Shading Pack

Our pack's demo video scene consists of five character models from Mixamo Animation Pack and associated material instances produced by Jiffycrew. The Mixamo Animation Pack is free at the time of our pack submission. However, the redistribution of the assets can only be done by Mixamo. So, the original scene could not be included in the pack.

Still, users who want to get the original scene can freely (at the time of our pack submission, July 2016) get the Mixamo Animation Pack and reproduce the scene of our demo video following this document.

To make the reproduction by users easy as much as possible, we remained the demo video scene level in the pack with dummy characters and texture-removed materials while all other settings remained the same to the video demo. With the scene level and this document, users should be able to precisely reproduce the scene. In our test reproduction, moderate level UE4 artist who doesn't know about the structure of this pack could reproduce the scene less than 15 mins.



2. Steps to reproduce the demo scene

a. Add Mixamo Animation Pack

Download the Mixamo Animation Pack (<https://www.unrealengine.com/marketplace/mixamo-animation-pack>) in the UE4 marketplace and add it to your project that contains Character Cel Shading Pack.

b. Replace the dummy models with Mixamo Characters.

Our Mixamo example map has UE4 default Mannequin characters at locations where Mixamo characters should be placed. Those mannequin characters should be replaced by Mixamo Characters. This can be done by one of the two following methods.

- 1) Add Mixamo characters from the Mixamo folder and replace the position and orientation of the character with the value of the dummy models. In this case, users also need to turn on the Render CustomDepth Pass option to enable line drawing of the character.
- 2) Select each character and replace the skeletal mesh and animations with the Mixamo characters.

c. Replace textures in our Mixamo material instances.

Our material instances named with Mixamo characters' names has parameter values that we used for our demo video except textures. Please refer to attached images in this document below, to put the right textures in the material instances.

d. Assign materials to characters

After material instances are ready with right textures, assign the materials to characters

e. Enjoy

Once you finish the above process, you can see the same scene to our demo video.

3. Each Character Model and Material Instance Settings

Users can refer to the following figures for precise reproduction. Carefully check the options the red rectangles indicate. Fill appropriate Mixamo assets into those slots as shown in the figures.

Vampire

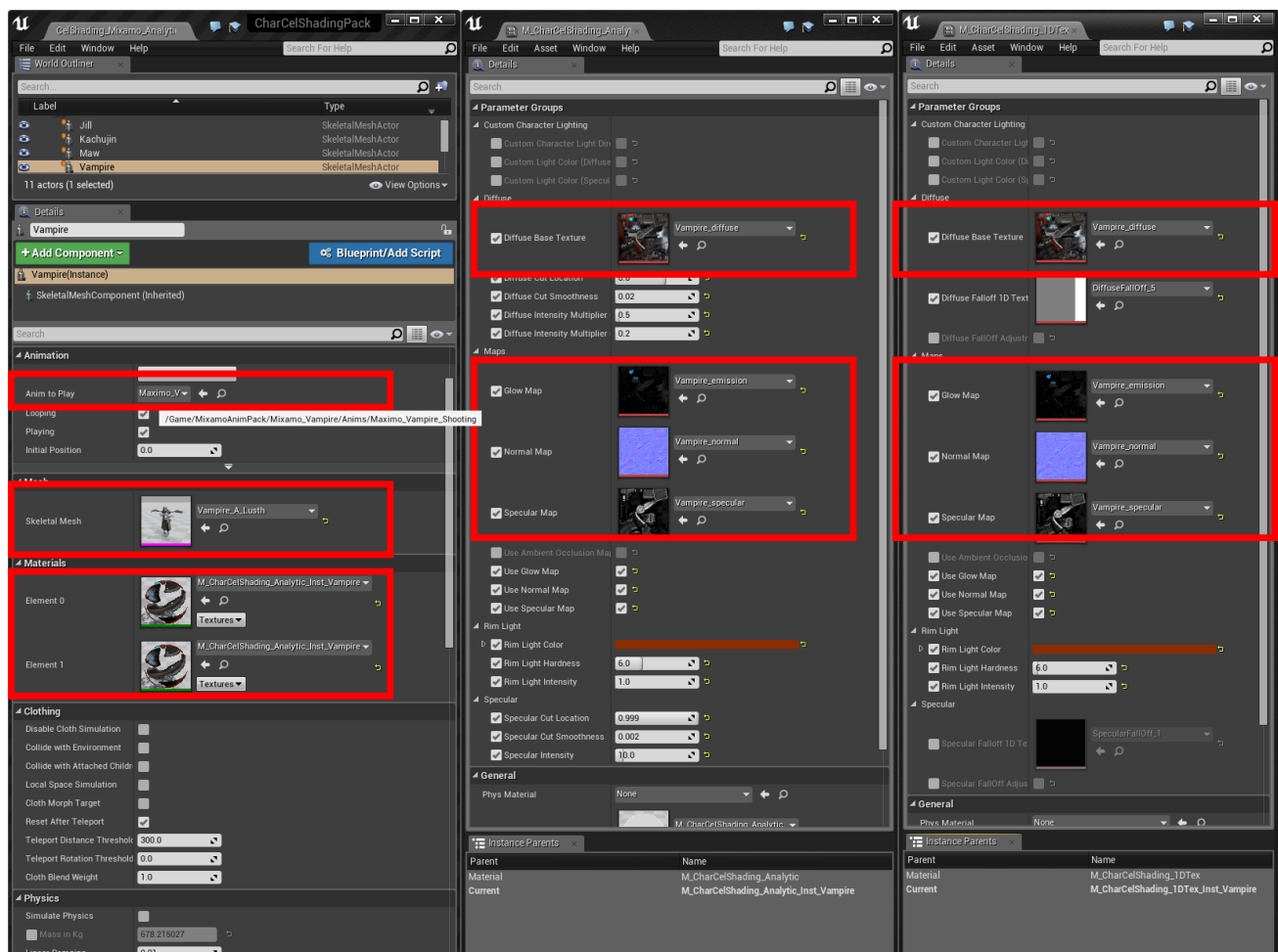


Figure 2. Vampire Model Settings. (Left) Anim, Mesh, Material Settings, (Middle) Texture settings in Analytic Material Instance, (Right) Texture settings in 1DTex Material Instance

Vanguard

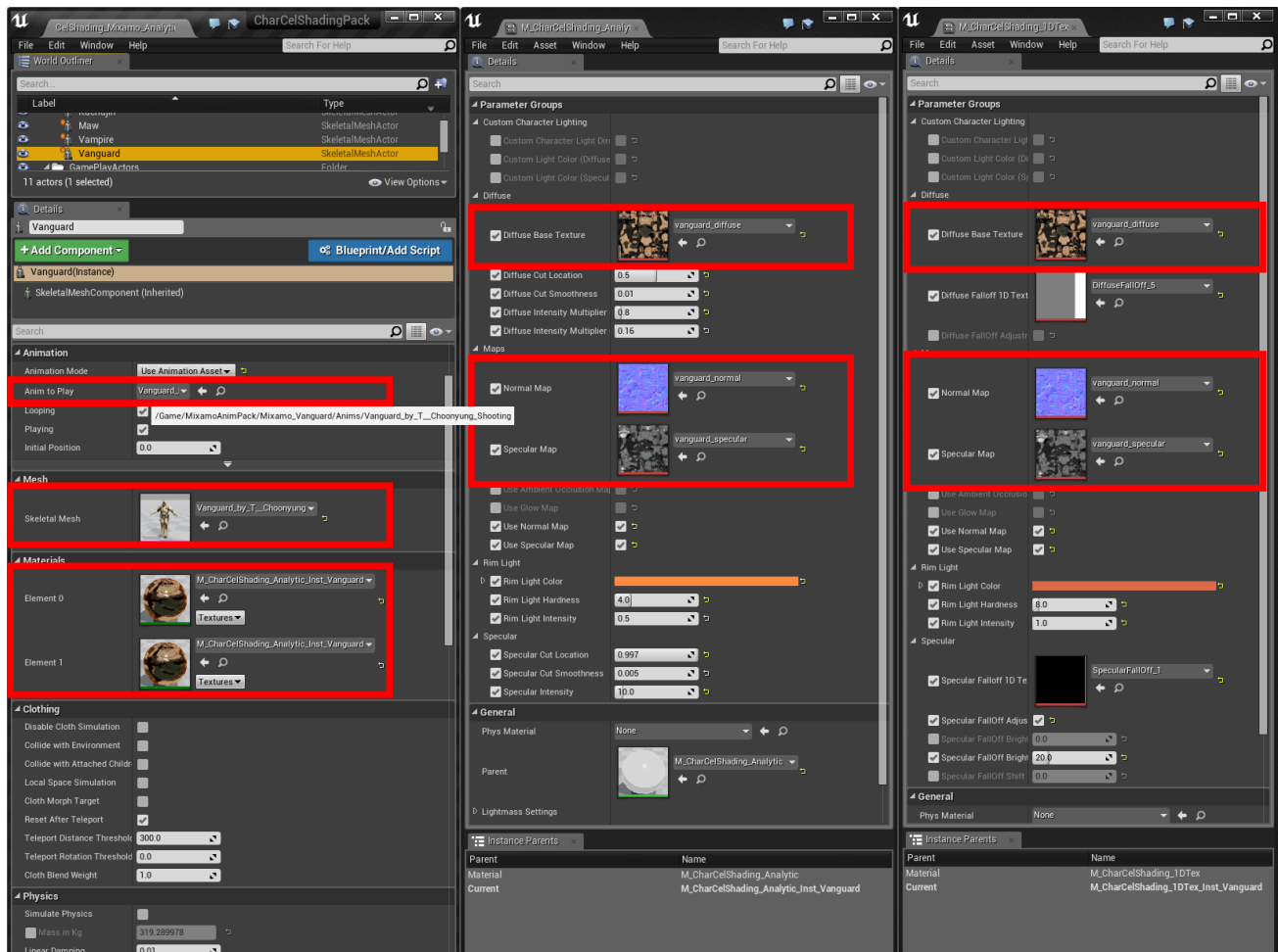


Figure 3. Vanguard Model Settings. (Left) Anim, Mesh, Material Settings, (Middle) Texture settings in Analytic Material Instance, (Right) Texture settings in 1DTexture Material Instance

Jill

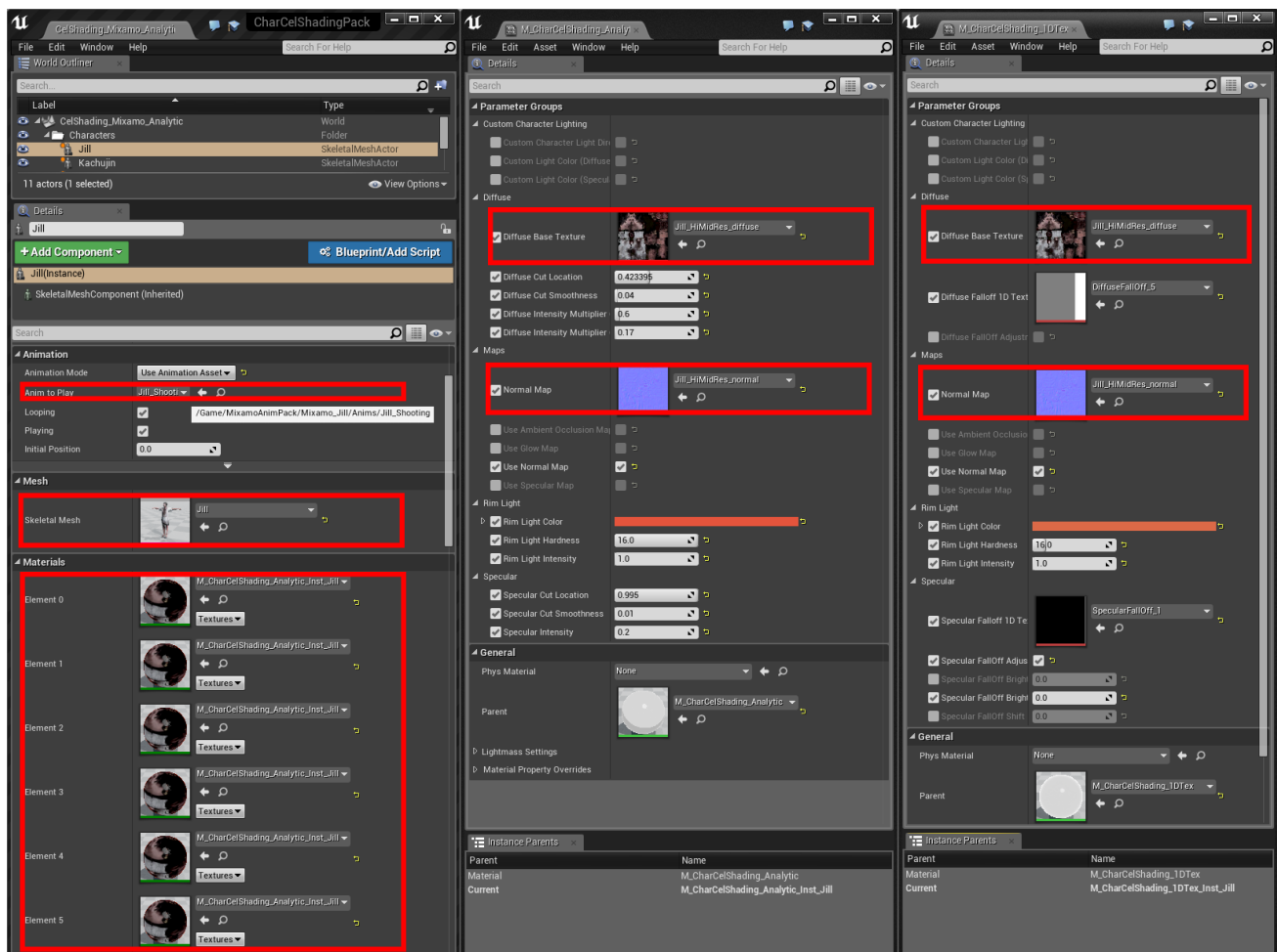


Figure 4. Jill Model Settings. (Left) Anim, Mesh, Material Settings, (Middle) Texture settings in Analytic Material Instance, (Right) Texture settings in 1DTexture Material Instance

Kachujin

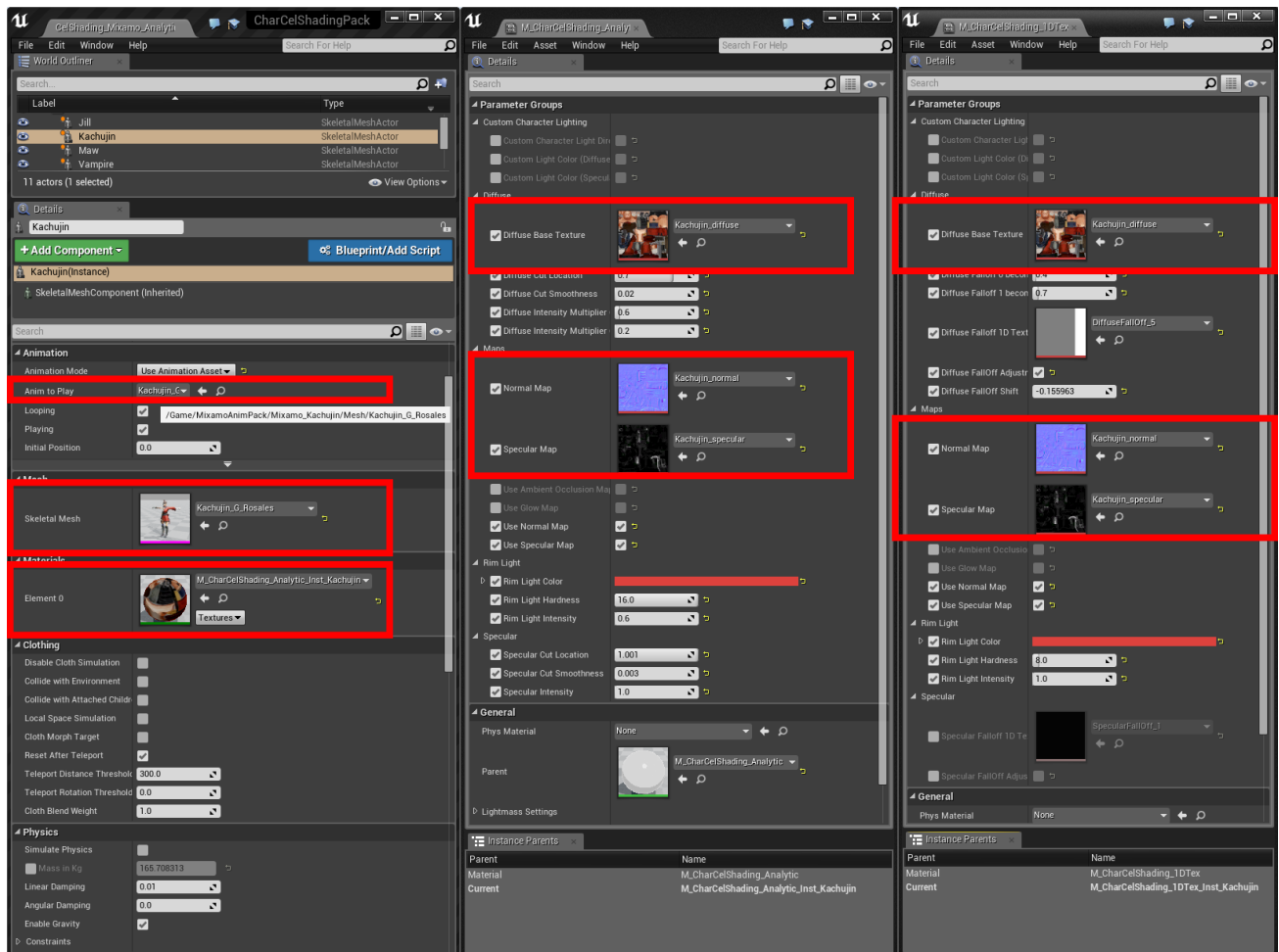


Figure 5. Kachujin Model Settings. (Left) Anim, Mesh, Material Settings, (Middle) Texture settings in Analytic Material Instance, (Right) Texture settings in 1DTex Material Instance

Maw

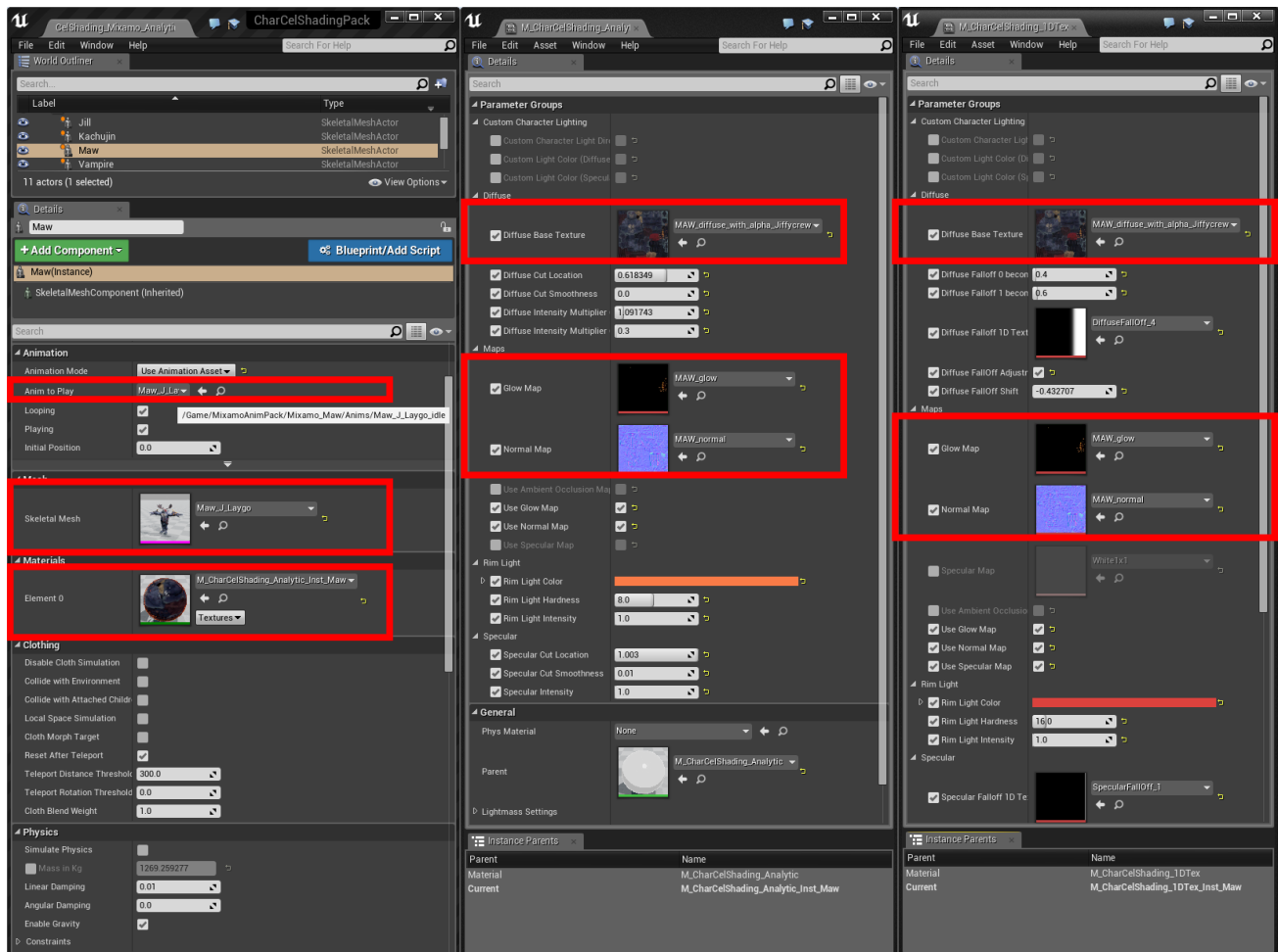


Figure 6. Maw Model Settings. (Left) Anim, Mesh, Material Settings, (Middle) Texture settings in Analytic Material Instance, (Right) Texture settings in 1DTex Material Instance