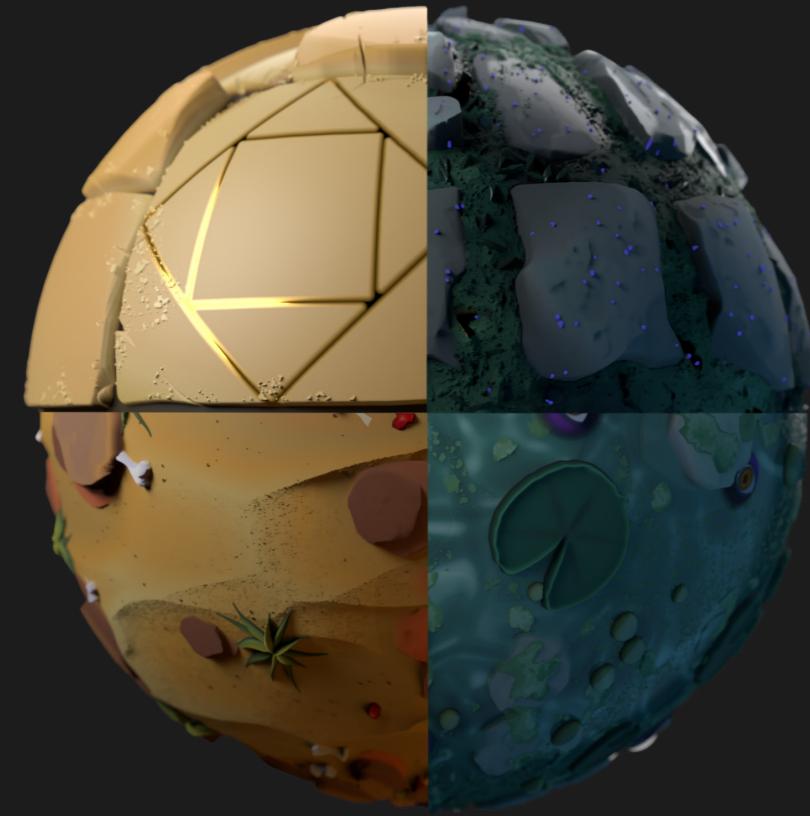


# MAGIC MATERIALS

DESIGNING PROCEDURAL  
AND DYNAMIC  
MATERIALS FOR GAMES

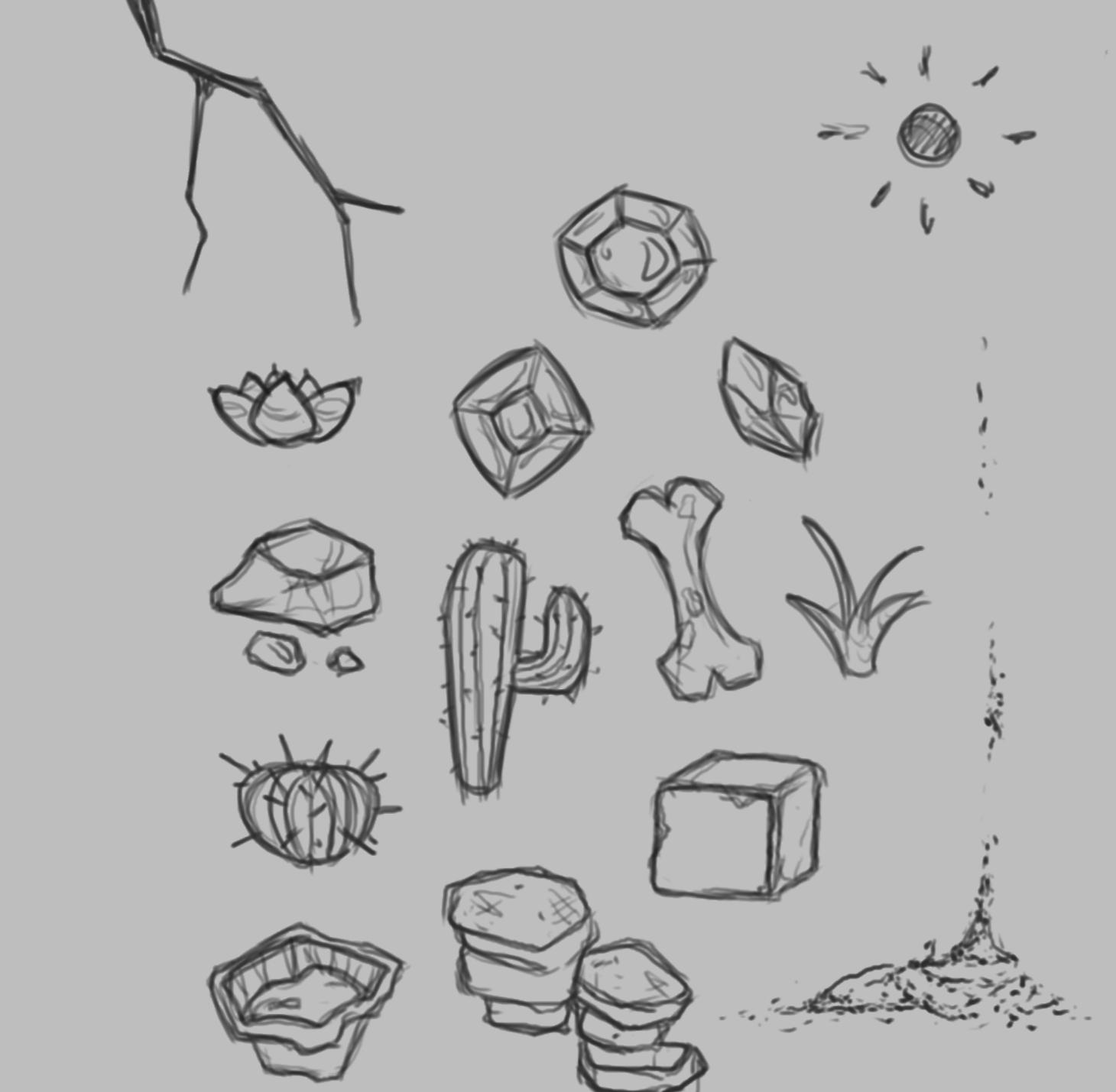
# CONTENTS

3	PROJECT DESCRIPTION
4	IDEAS & SKETCHES
10	TILES MATERIAL
26	NATURE MATERIAL
42	MAGIC MATERIAL
44	INTERIOR CHANGE CONCEPT
46	IMPLEMENTATION IN GAME ENGINE
52	PROJECT INFO

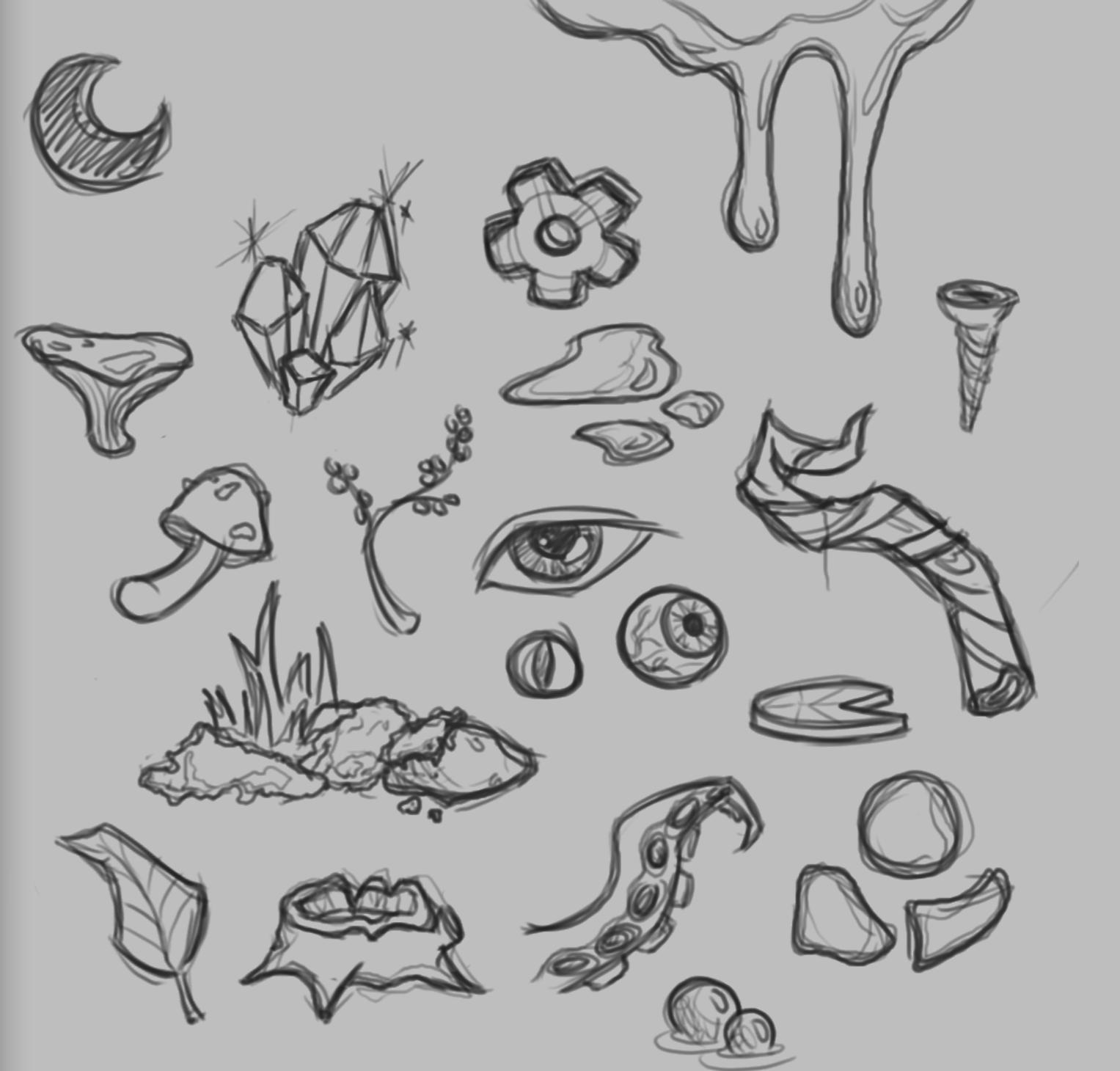


## PROJECT DESCRIPTION

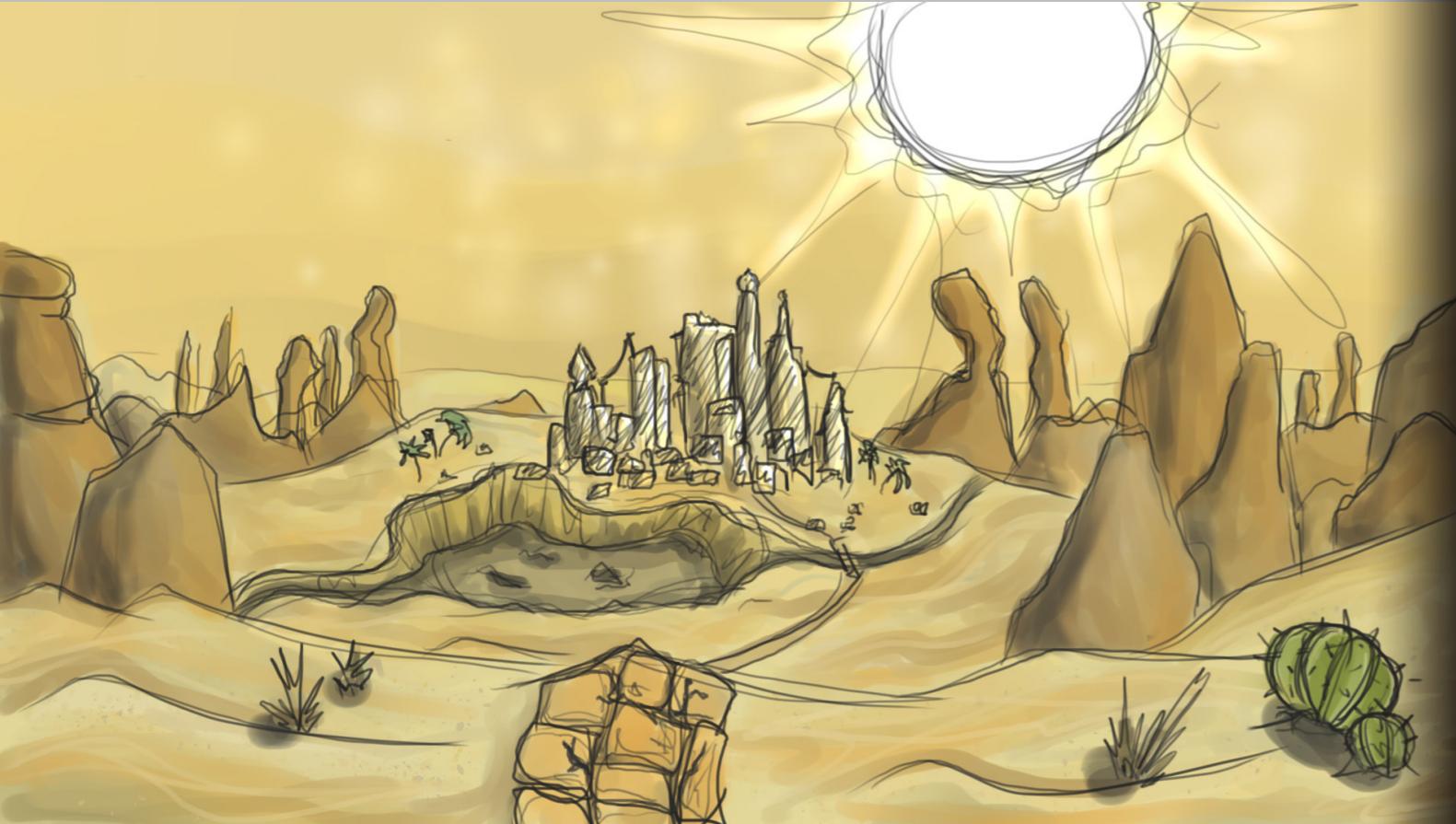
DIVE INTO THE WORLD OF „MAGIC MATERIALS”. THIS ARTBOOK  
CONTAINS THE CONCEPTUALISATION AND CREATION OF PROCEDURAL  
MATERIALS IN SUBSTANCE DESIGNER AND THEIR IMPLEMENTATION IN  
UNREAL ENGINE. LEARN MORE ABOUT THE BACKGROUND AND DESIGN  
DEVELOPMENT OF THE DIFFERENT TEXTURES AND THEIR USAGE AS  
DYNAMICALLY CHANGING MATERIALS THAT CAN BE INTEGRATED INTO  
A GAME ENGINE AS PUZZLE MECHANICS.



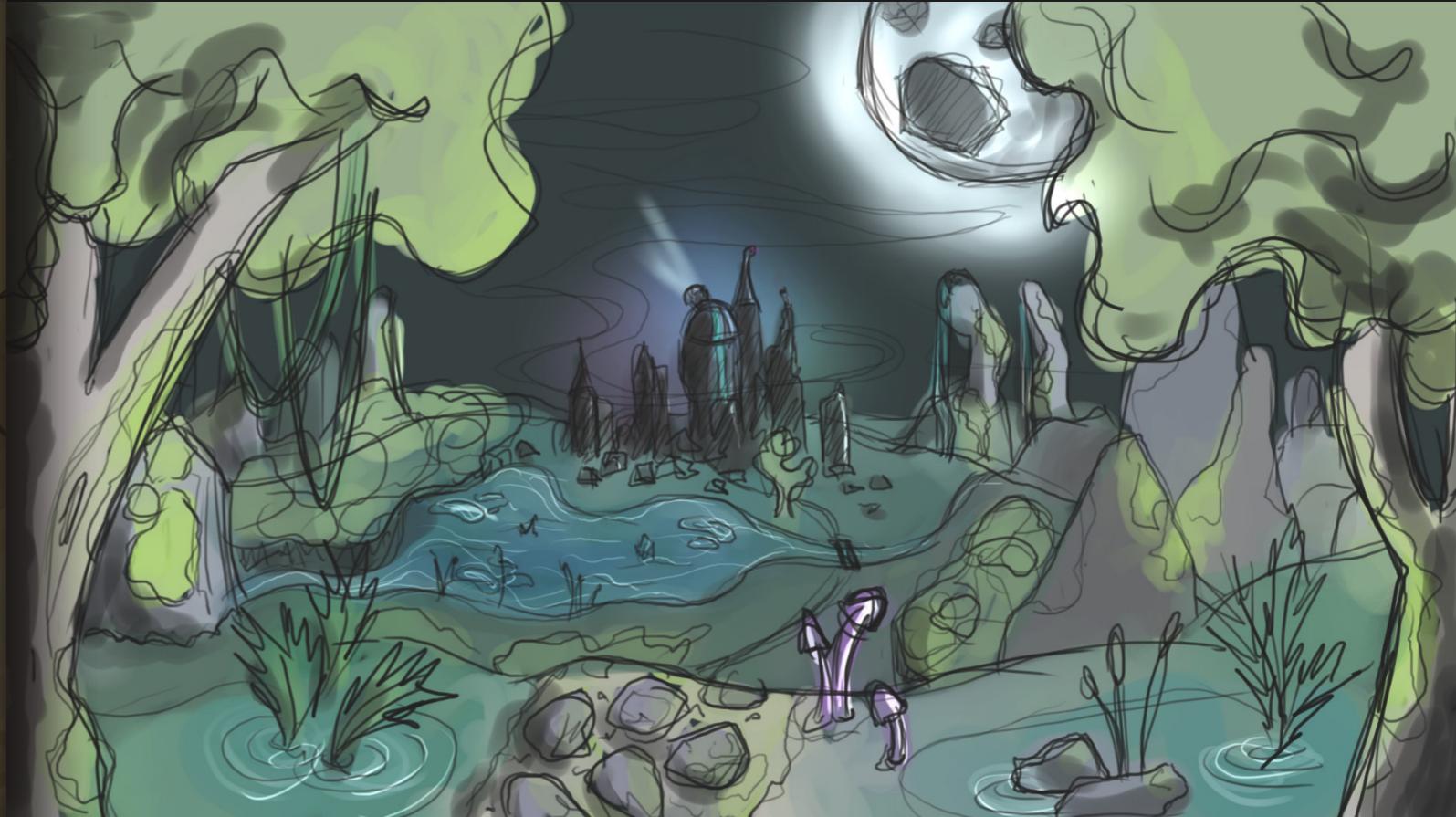
4 IDEAS SUN



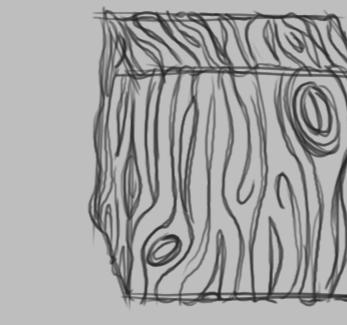
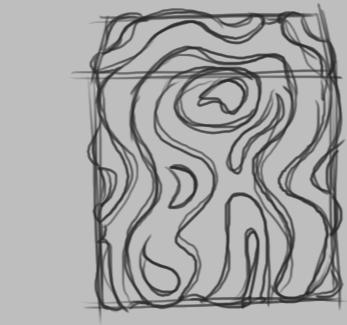
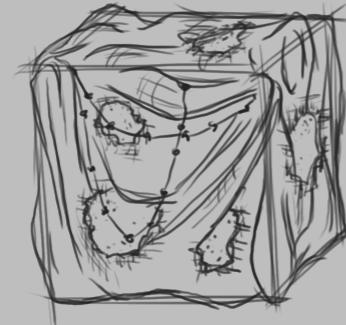
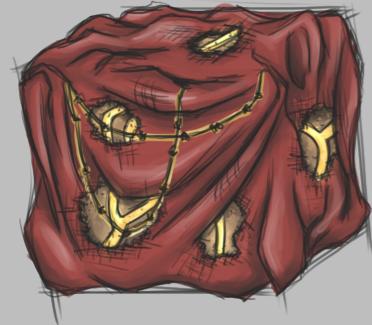
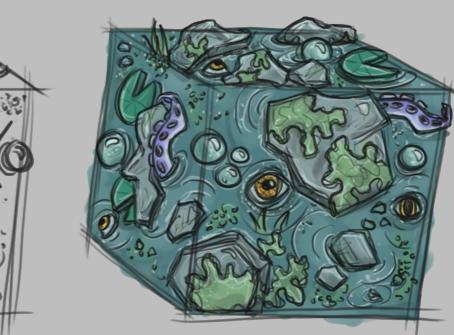
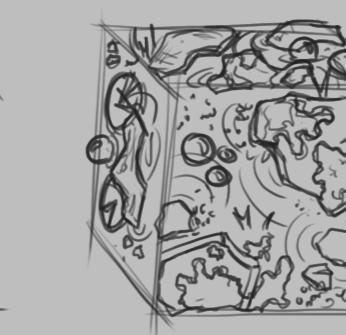
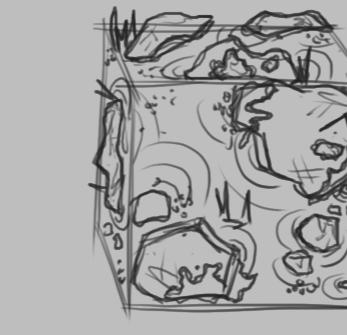
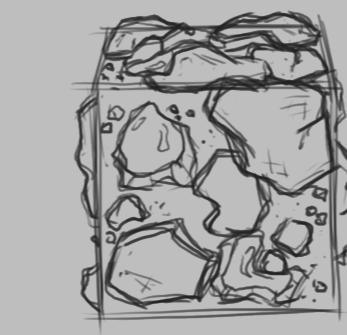
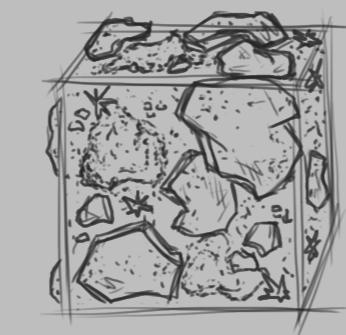
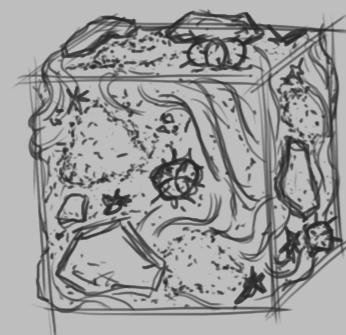
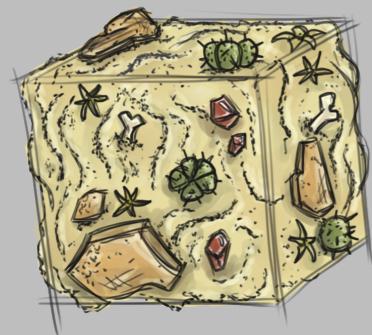
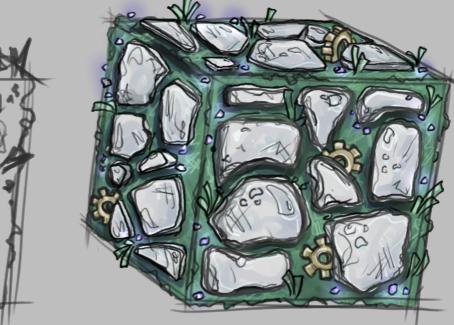
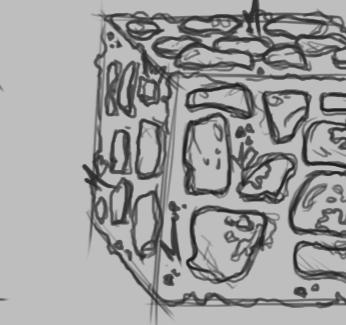
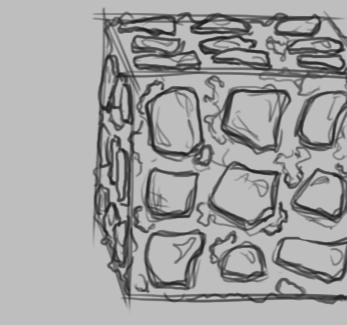
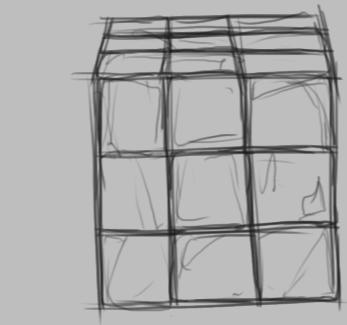
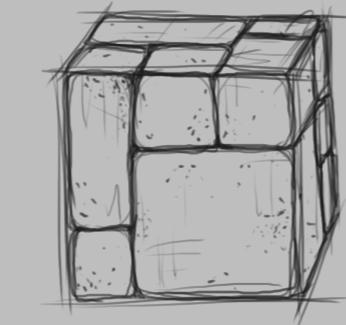
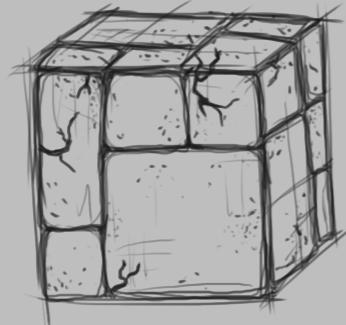
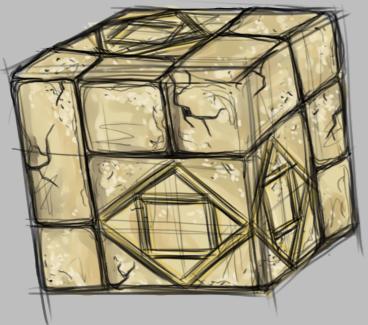
IDEAS MOON 5

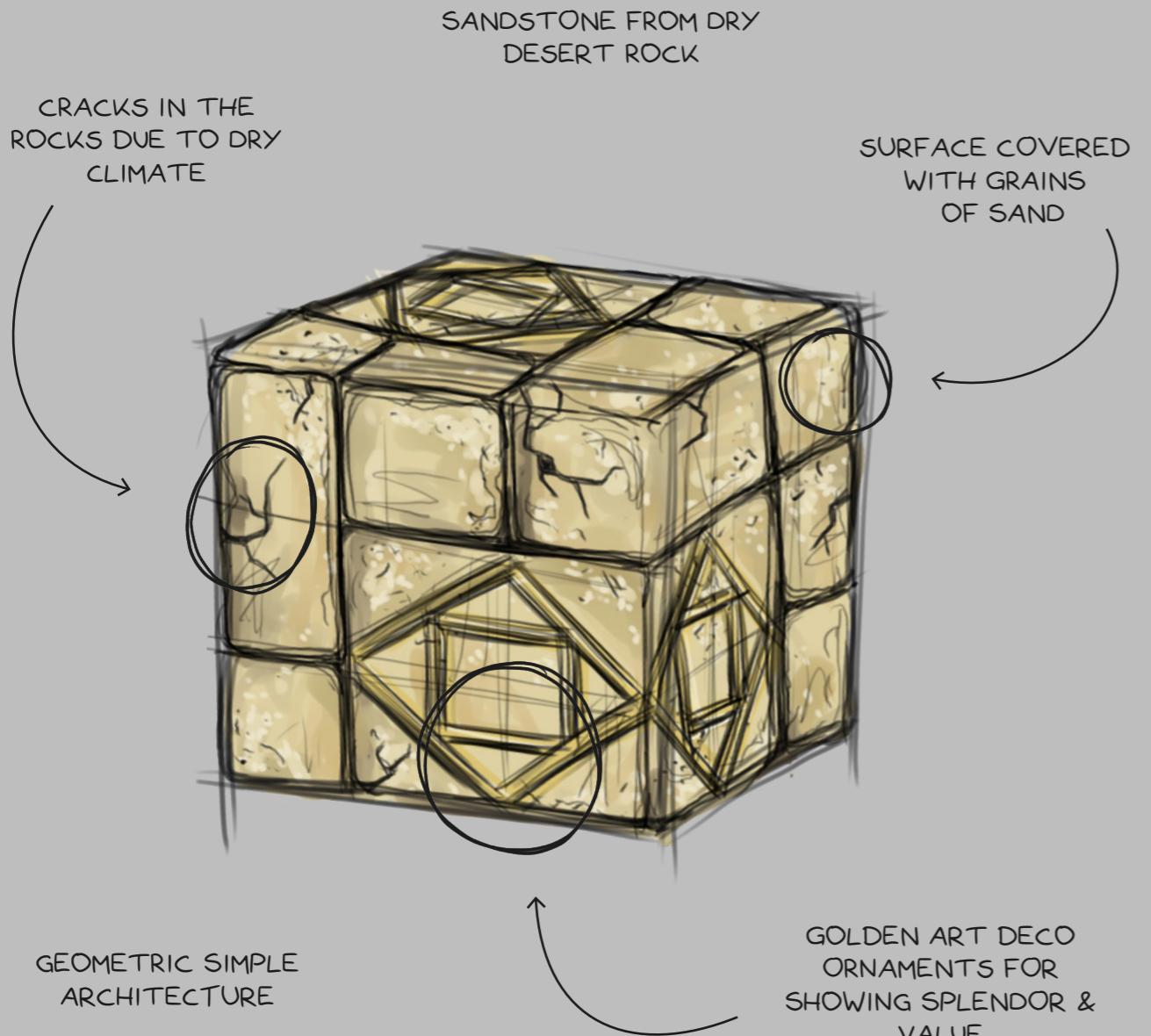


6 ENVIRONMENT DAY

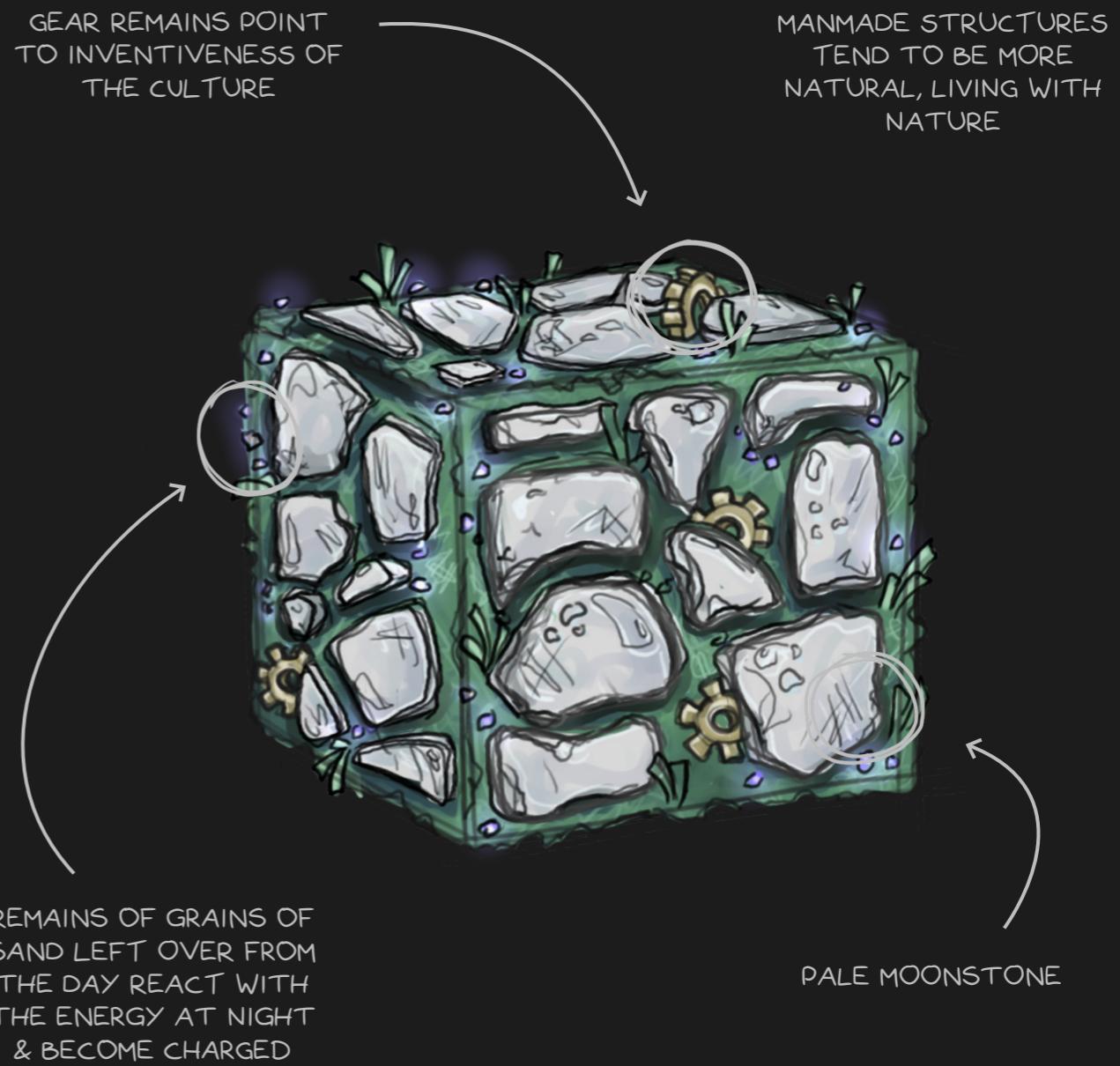


ENVIRONMENT NIGHT 7



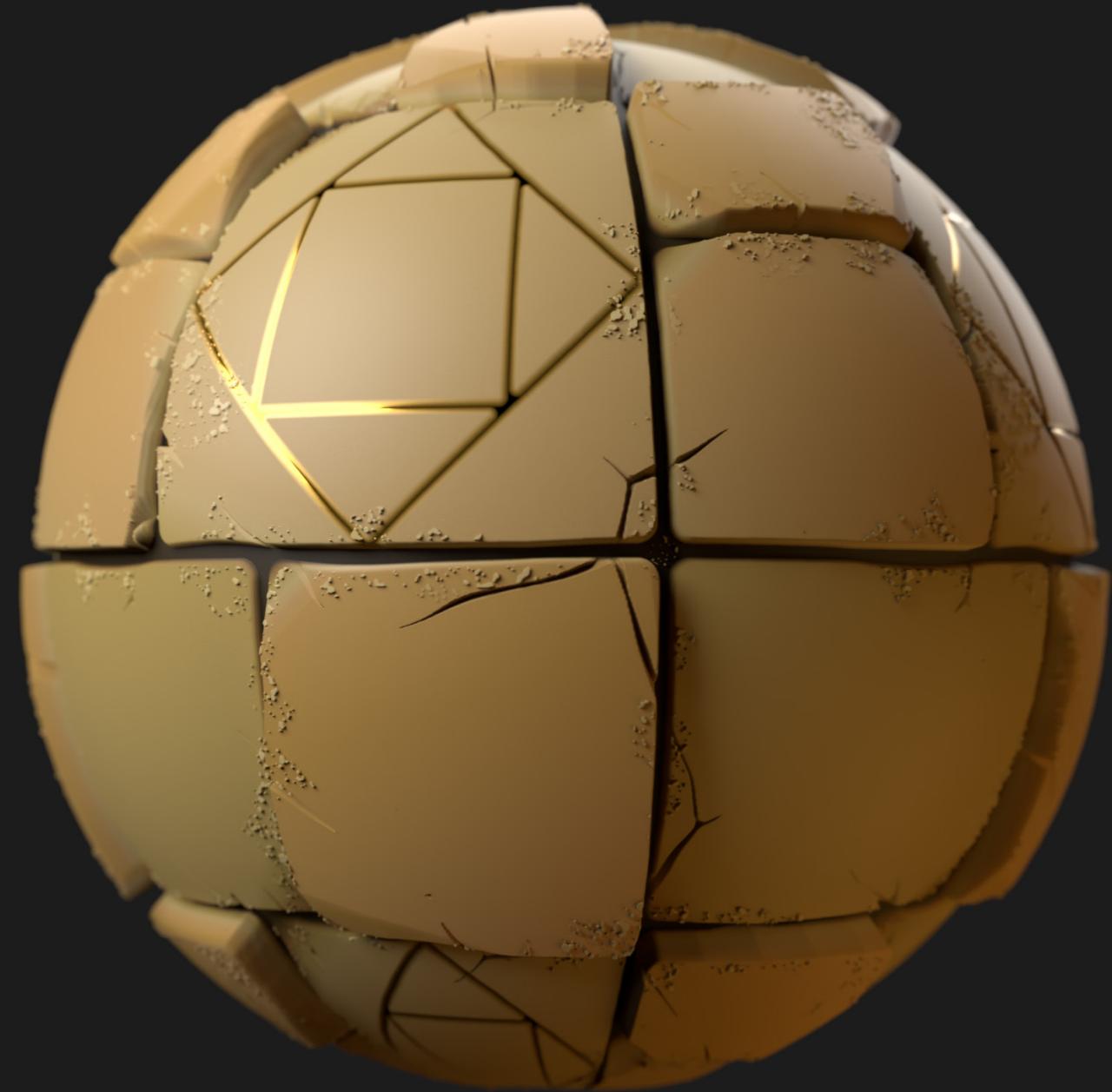


10 SUN TILES MATERIAL LORE



MOON TILES MATERIAL LORE 11

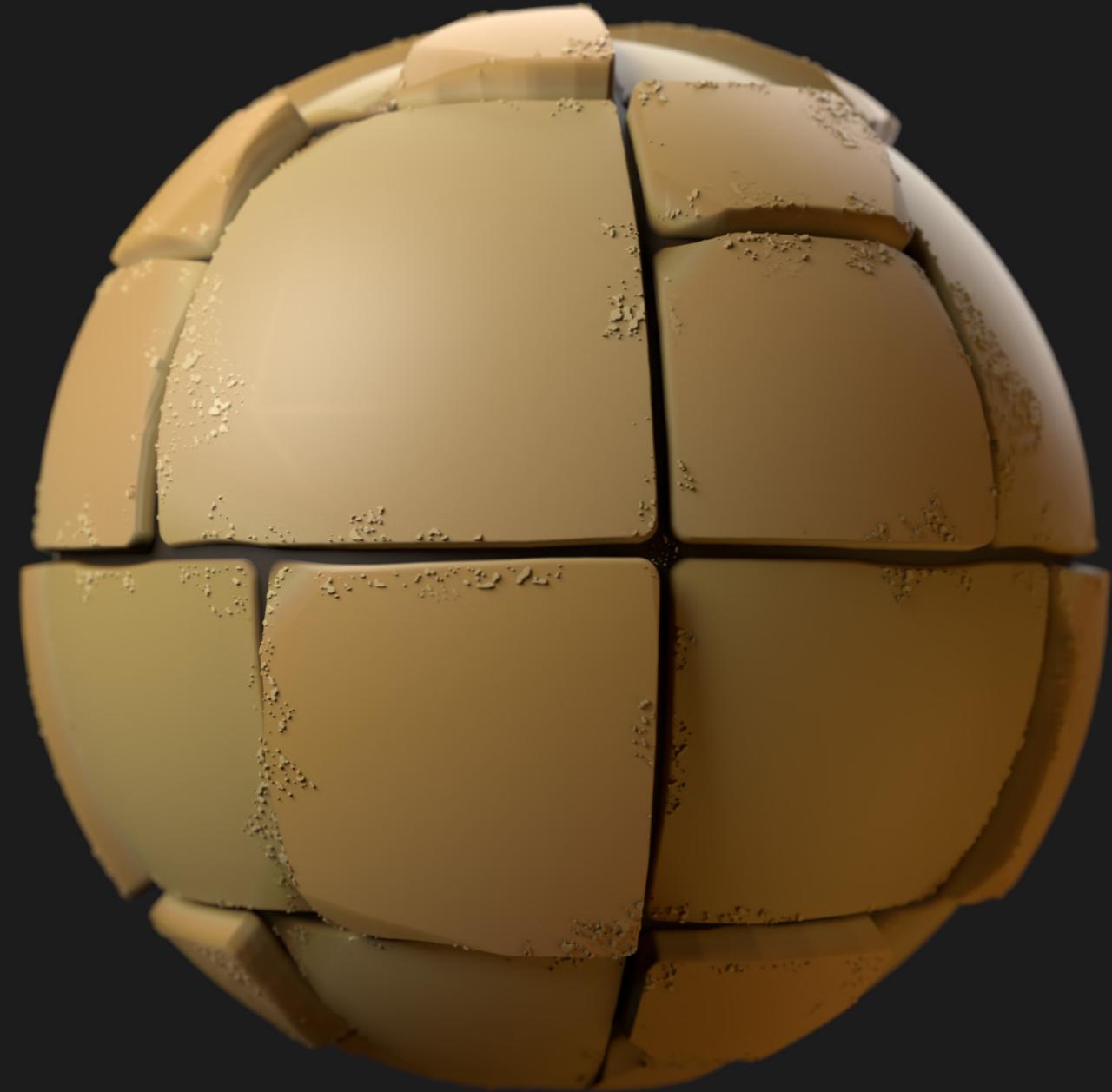




14 GEOMETRIC SUN TILES



15



16



17



18



MIX TILE MATERIALS

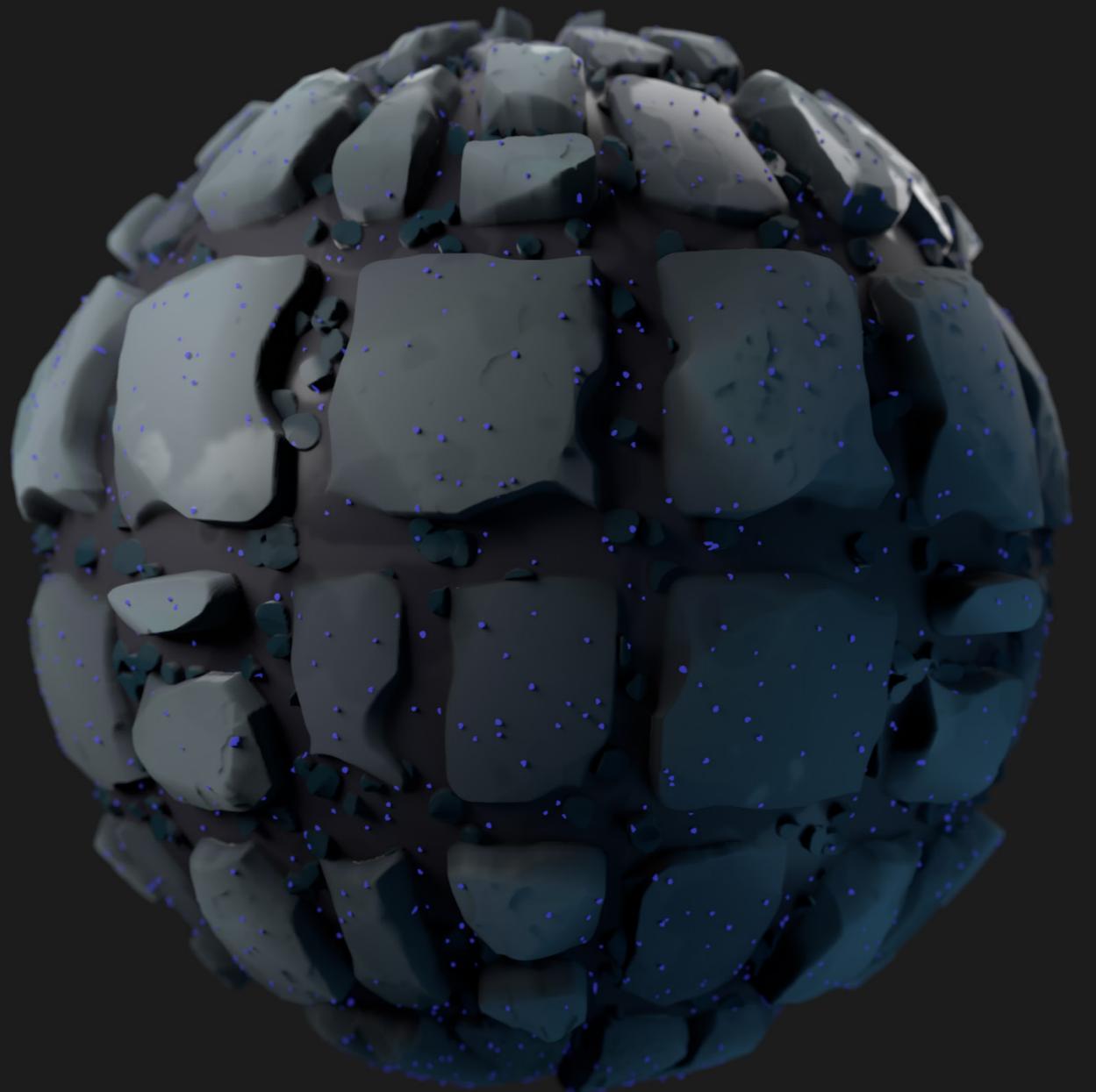
19



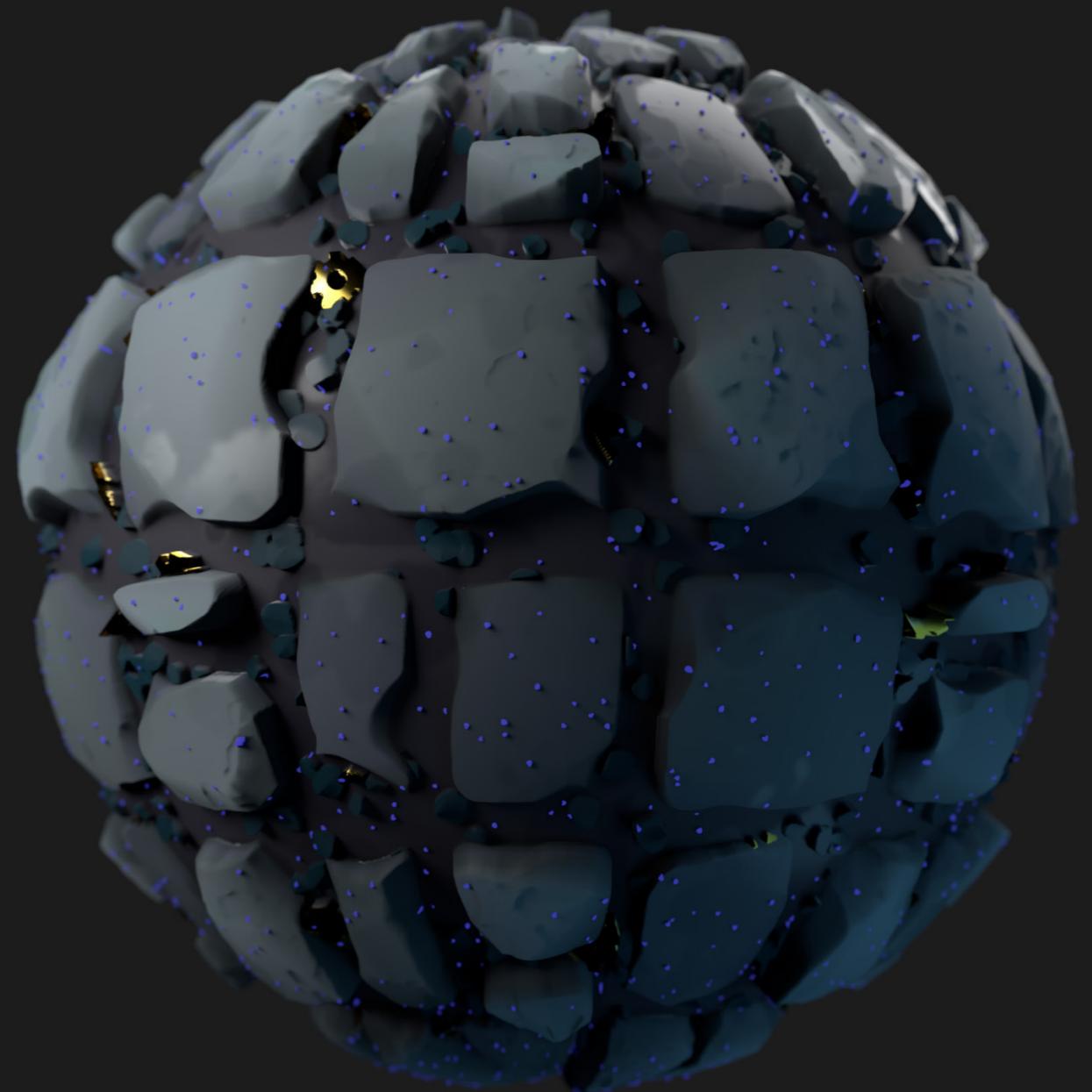
20



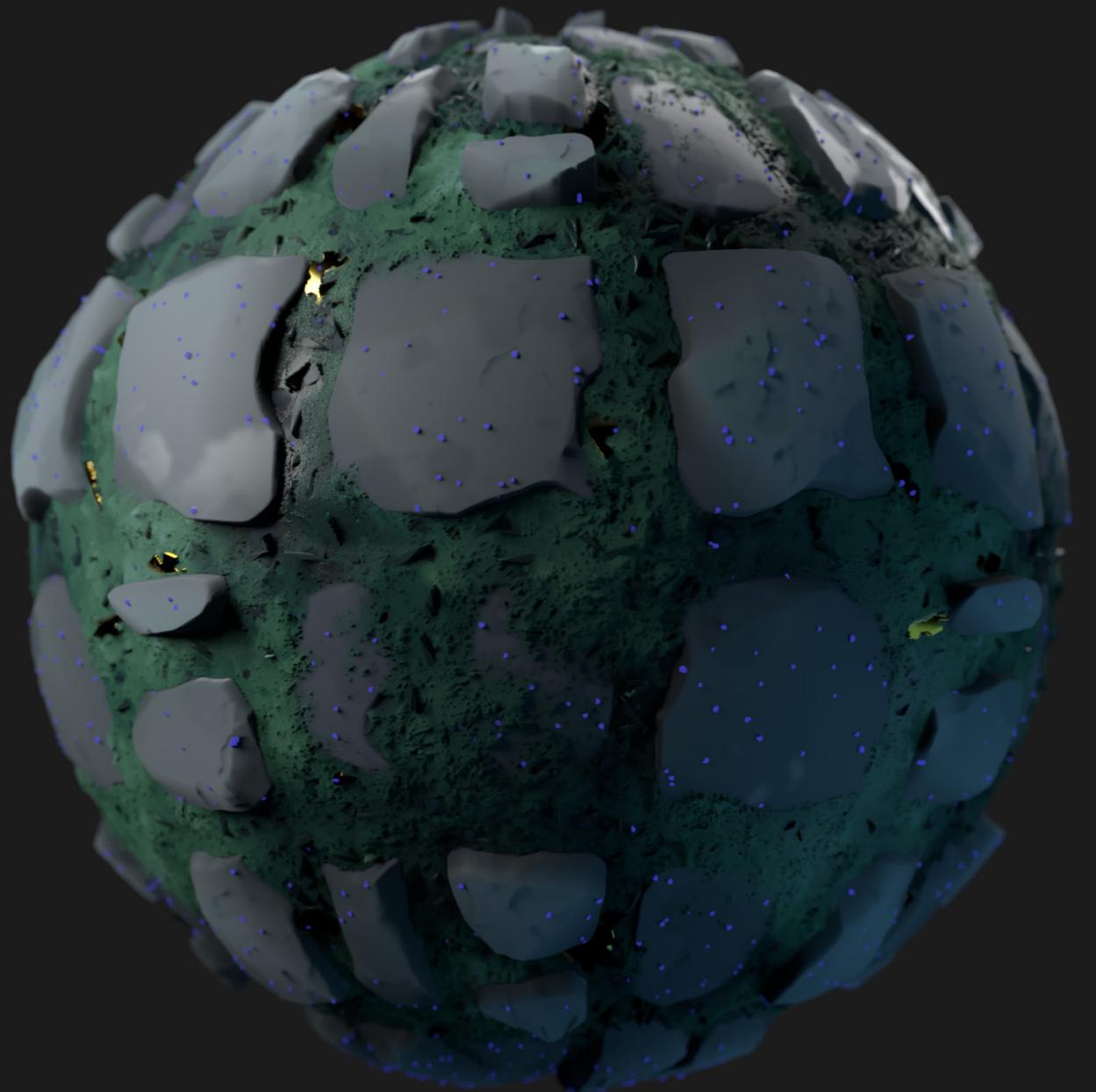
21



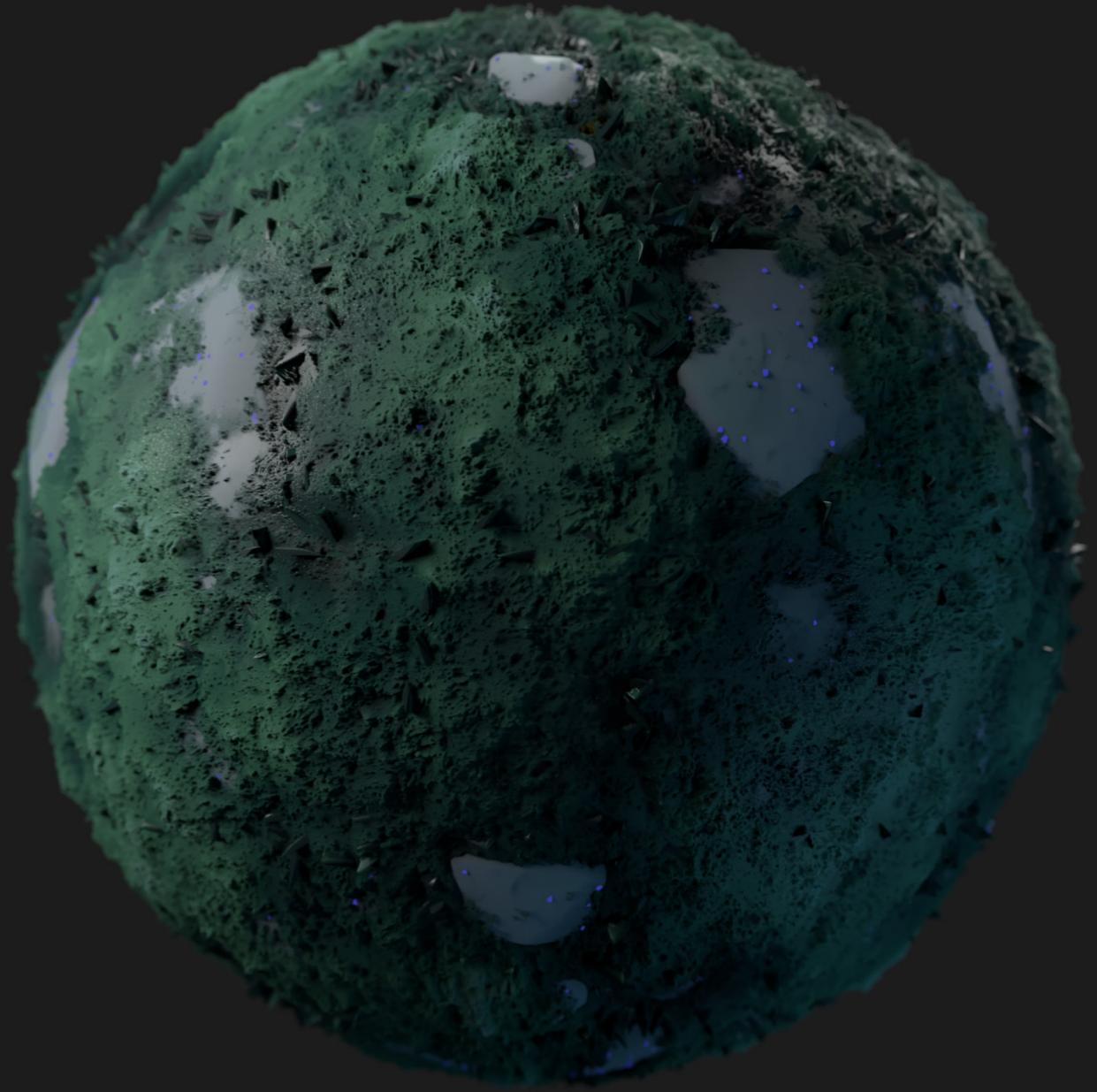
22



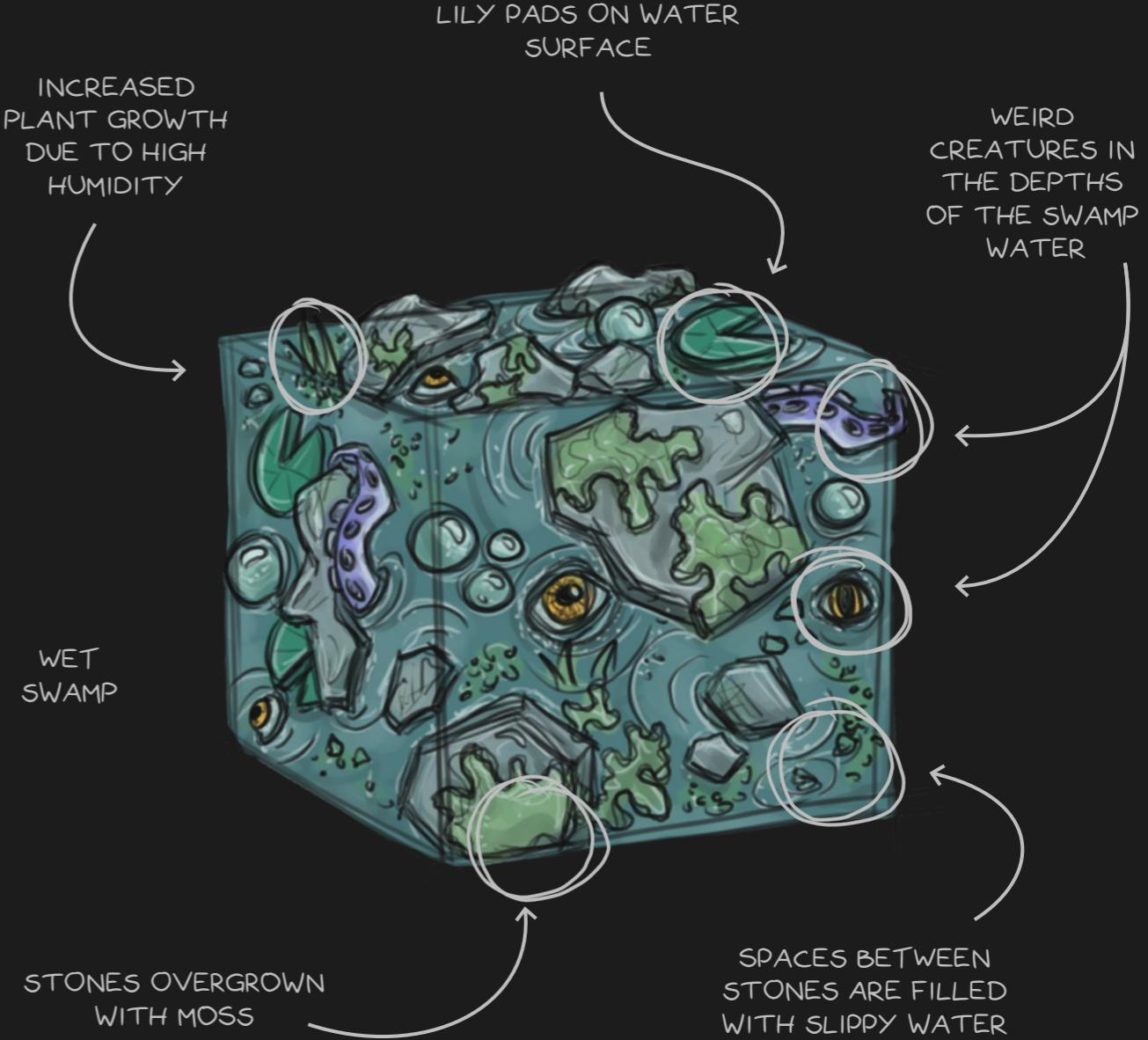
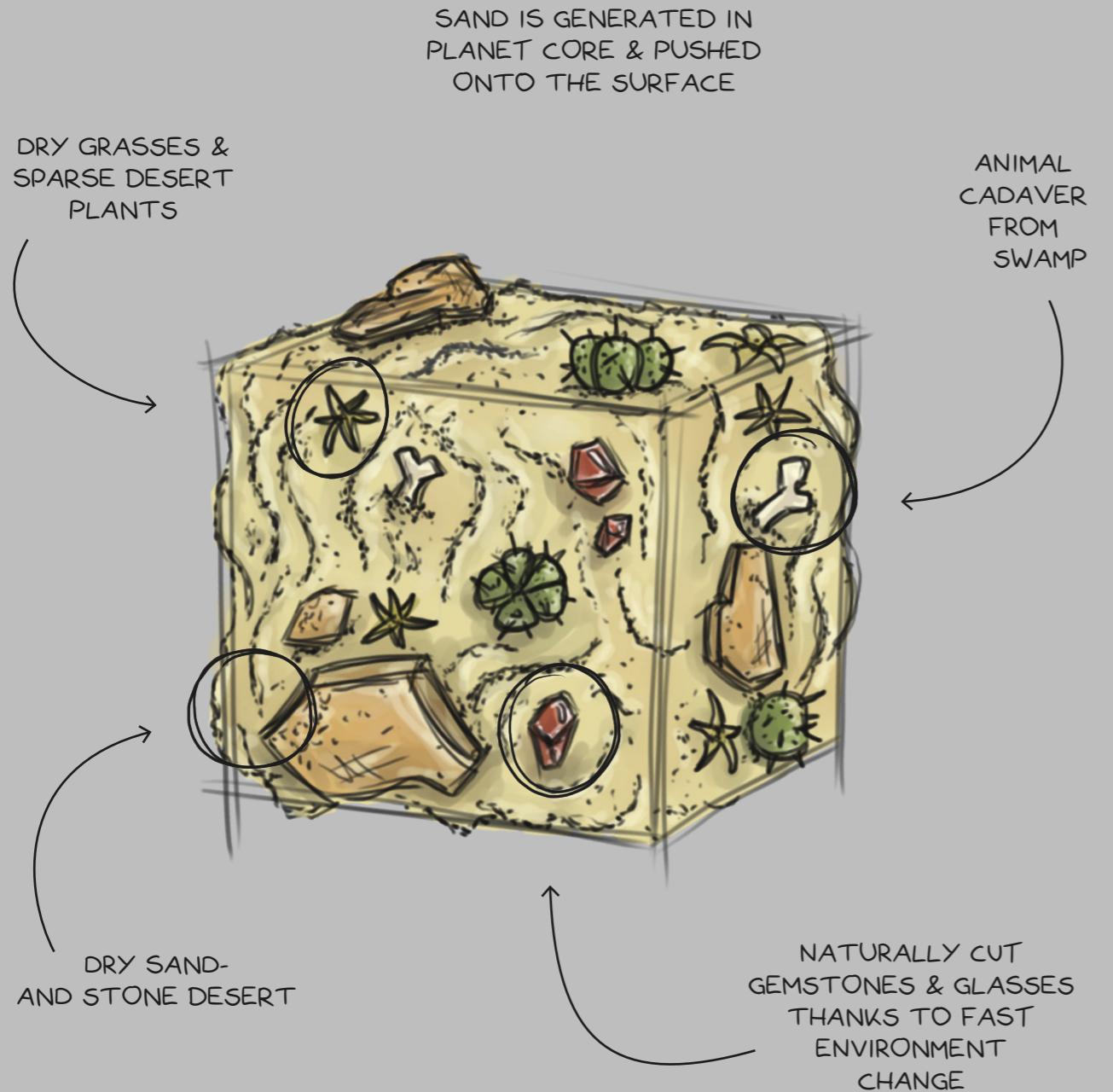
23



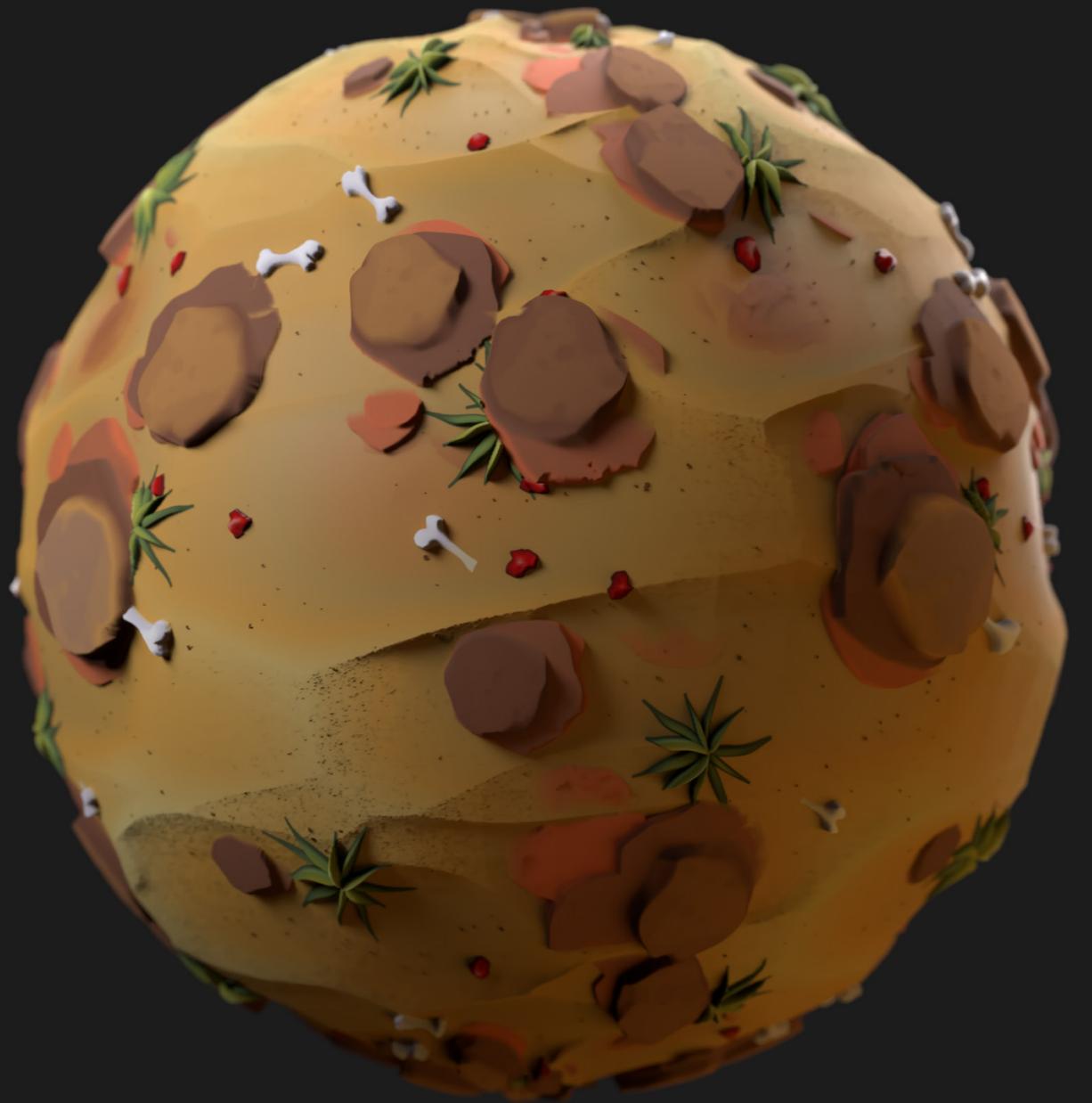
24



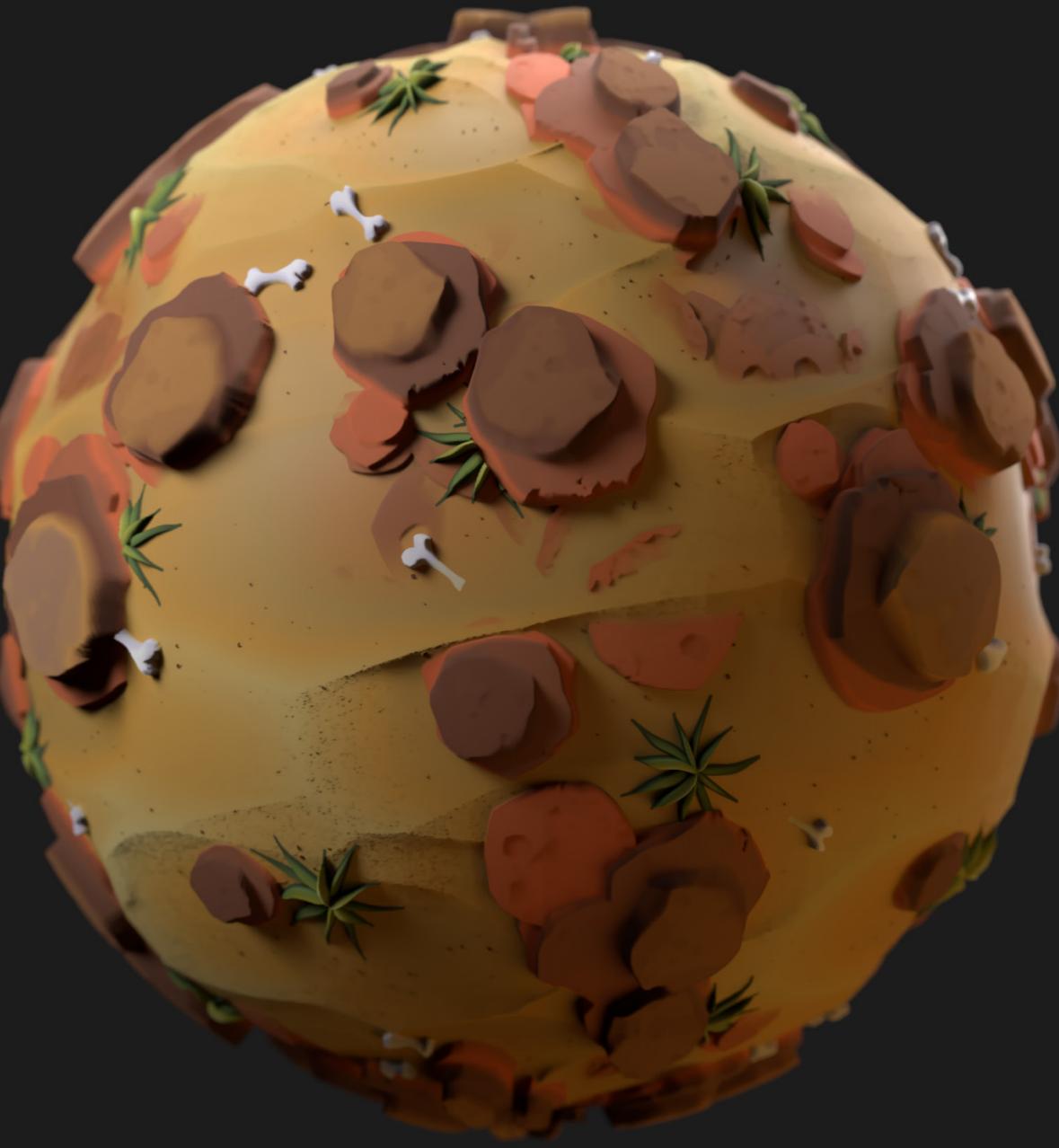
MOSSY MOON TILES 25



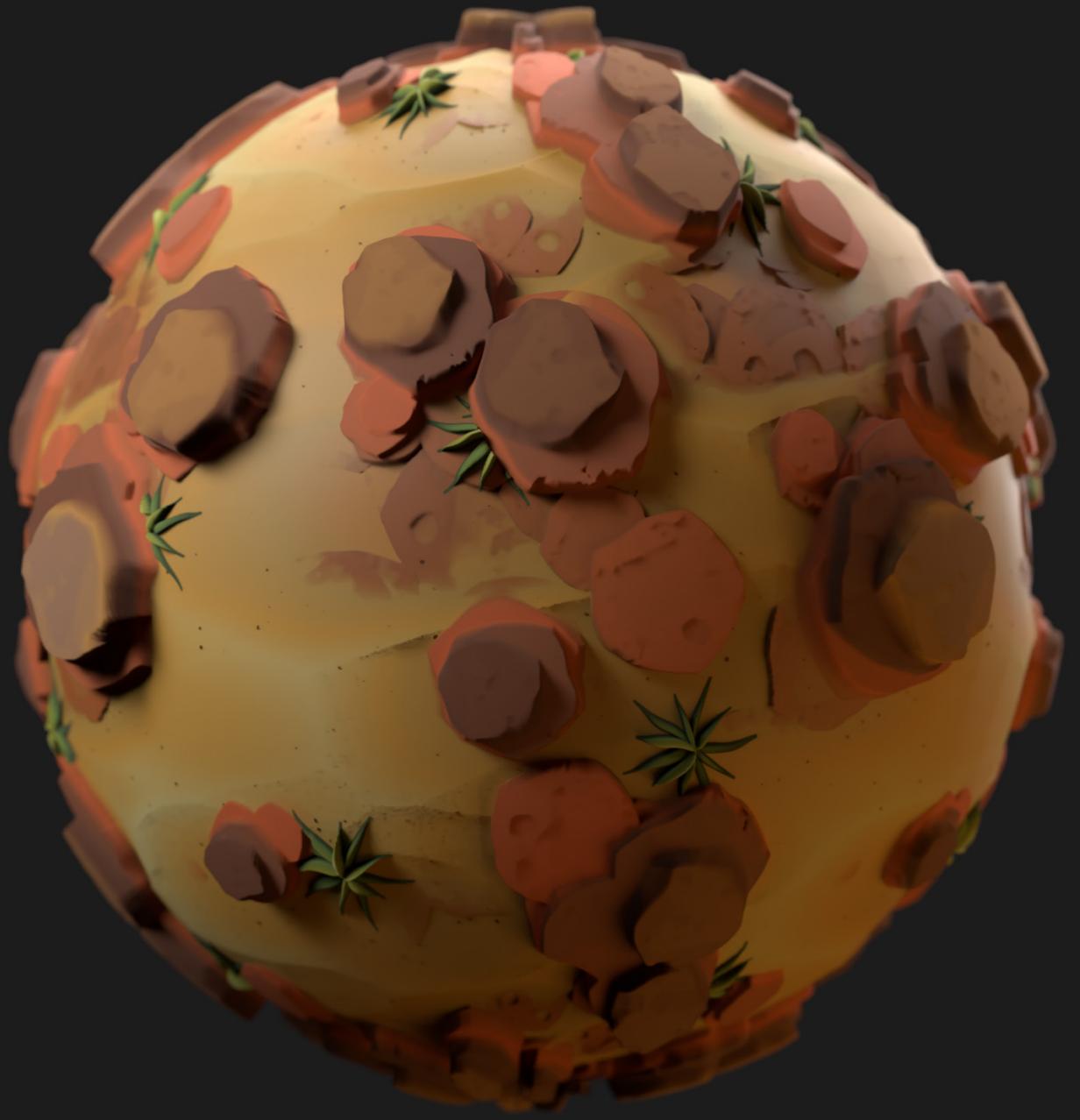




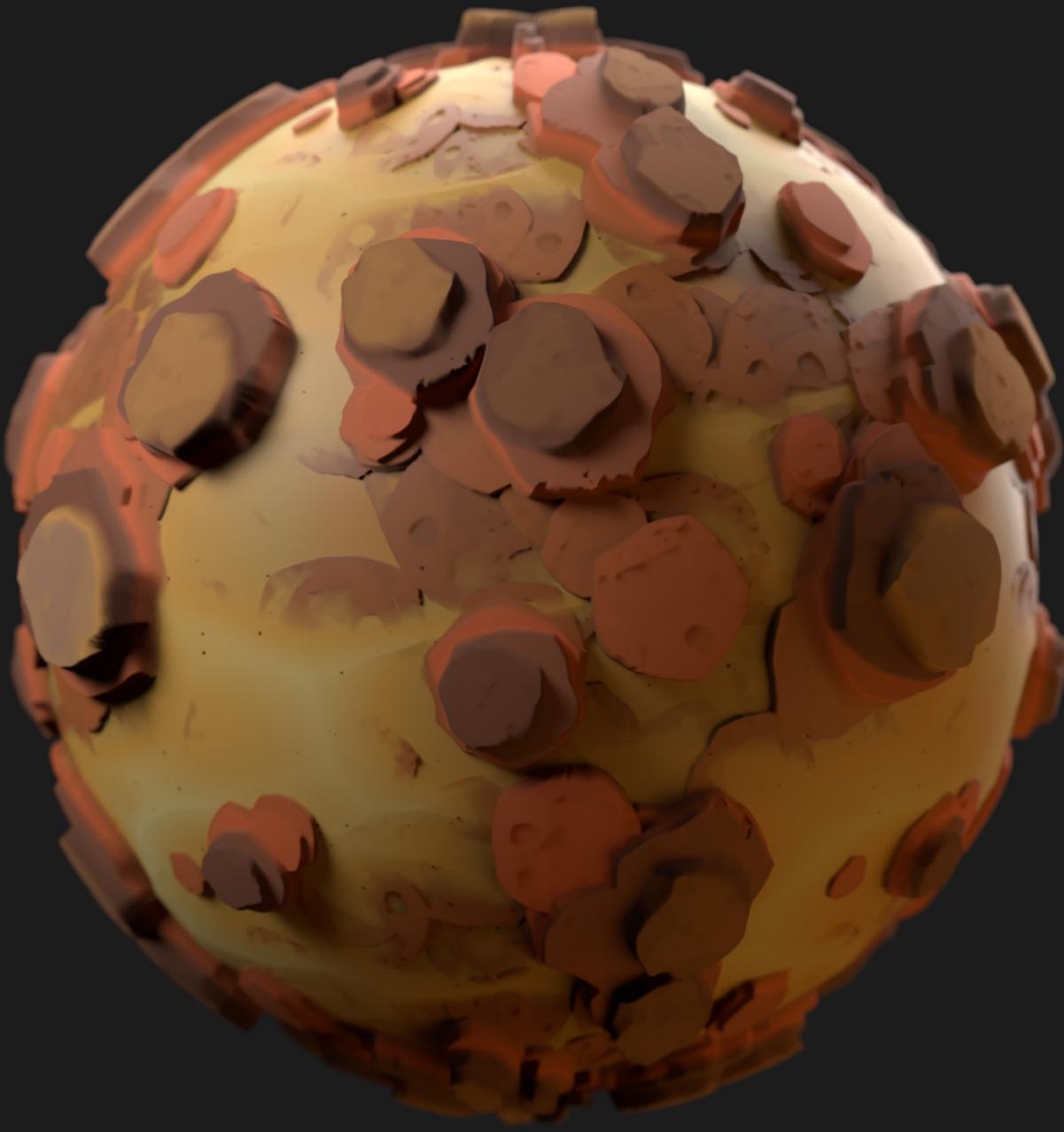
30 DAY NATURE: DESERT



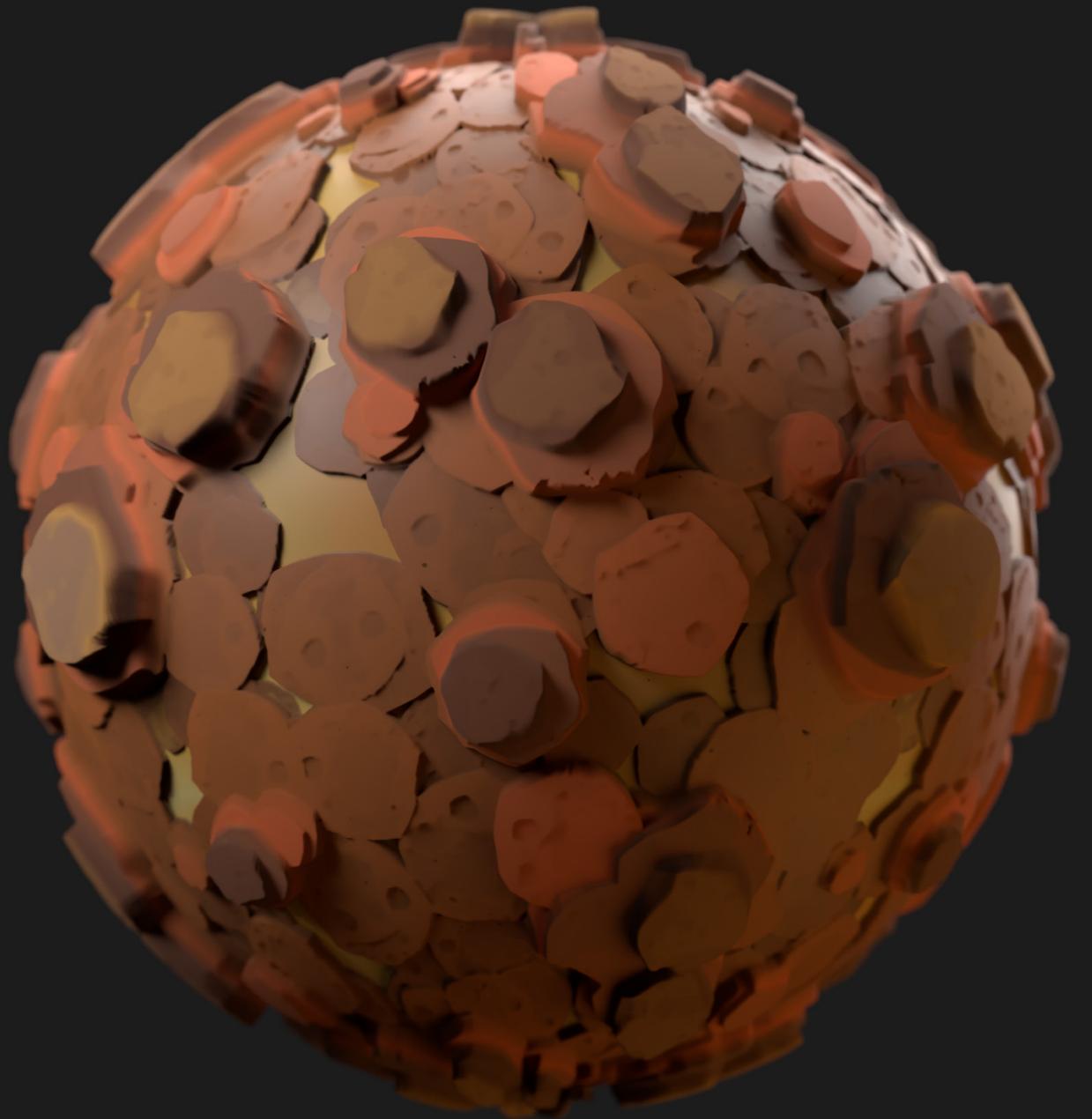
31



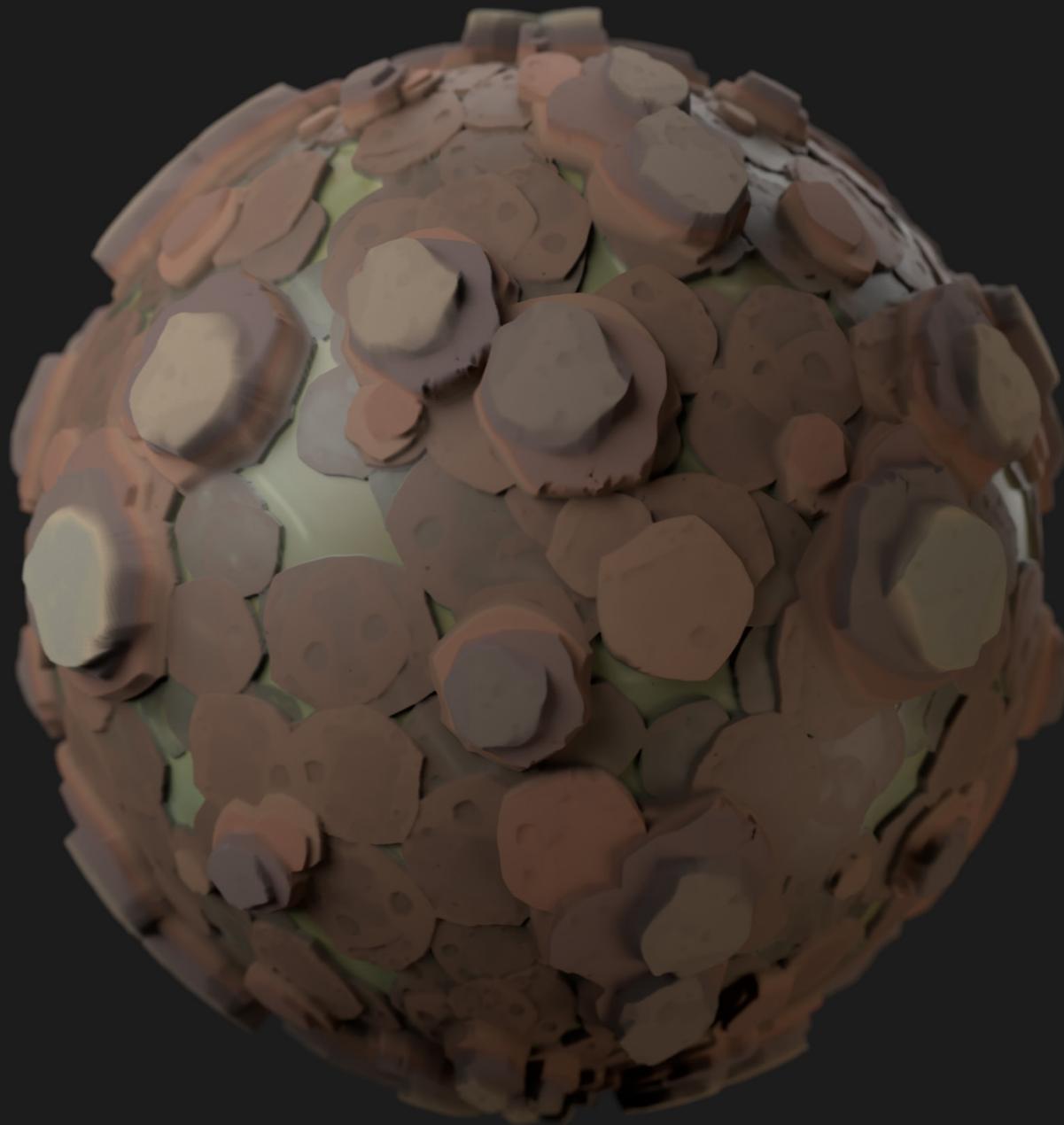
32



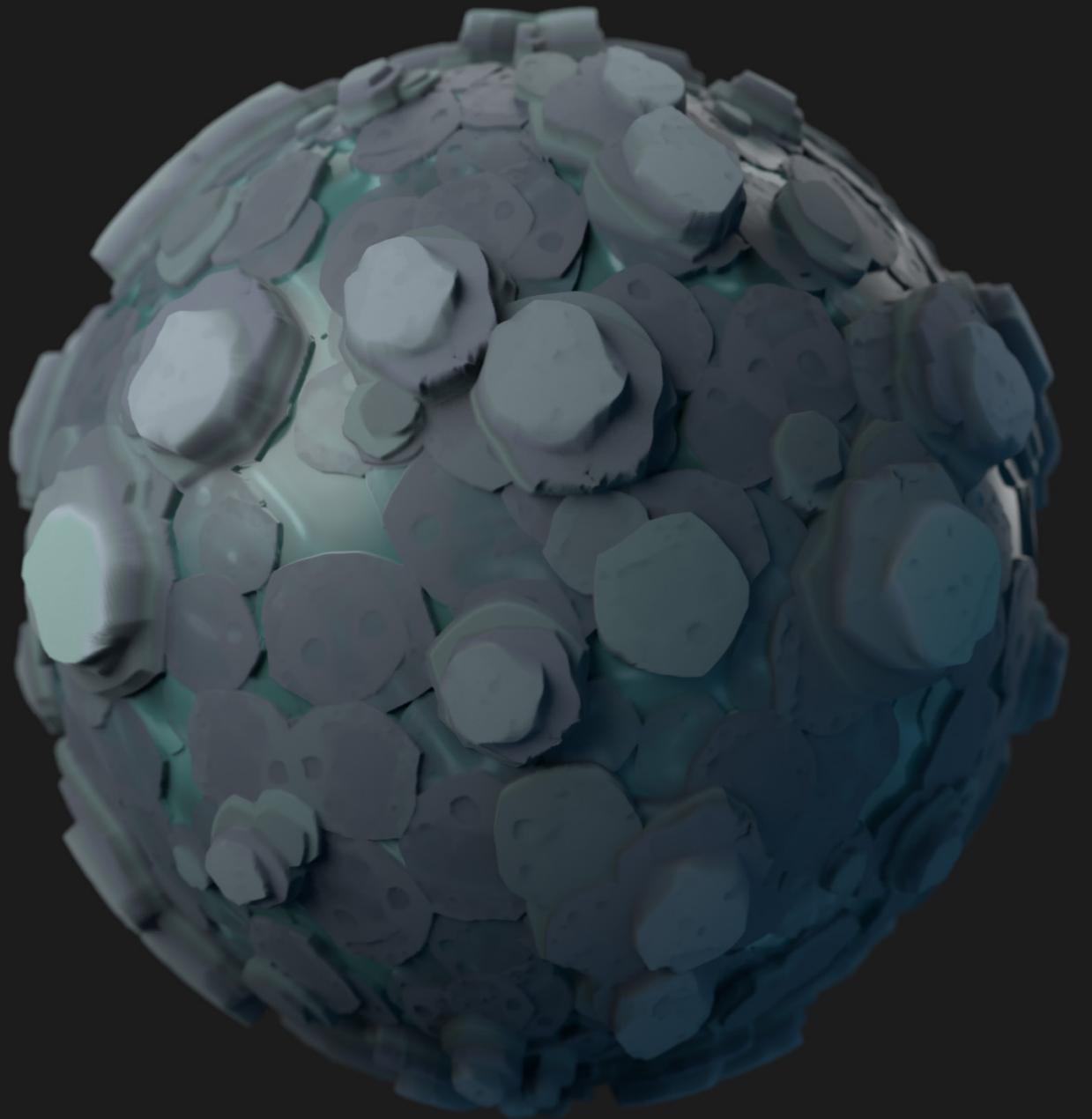
33



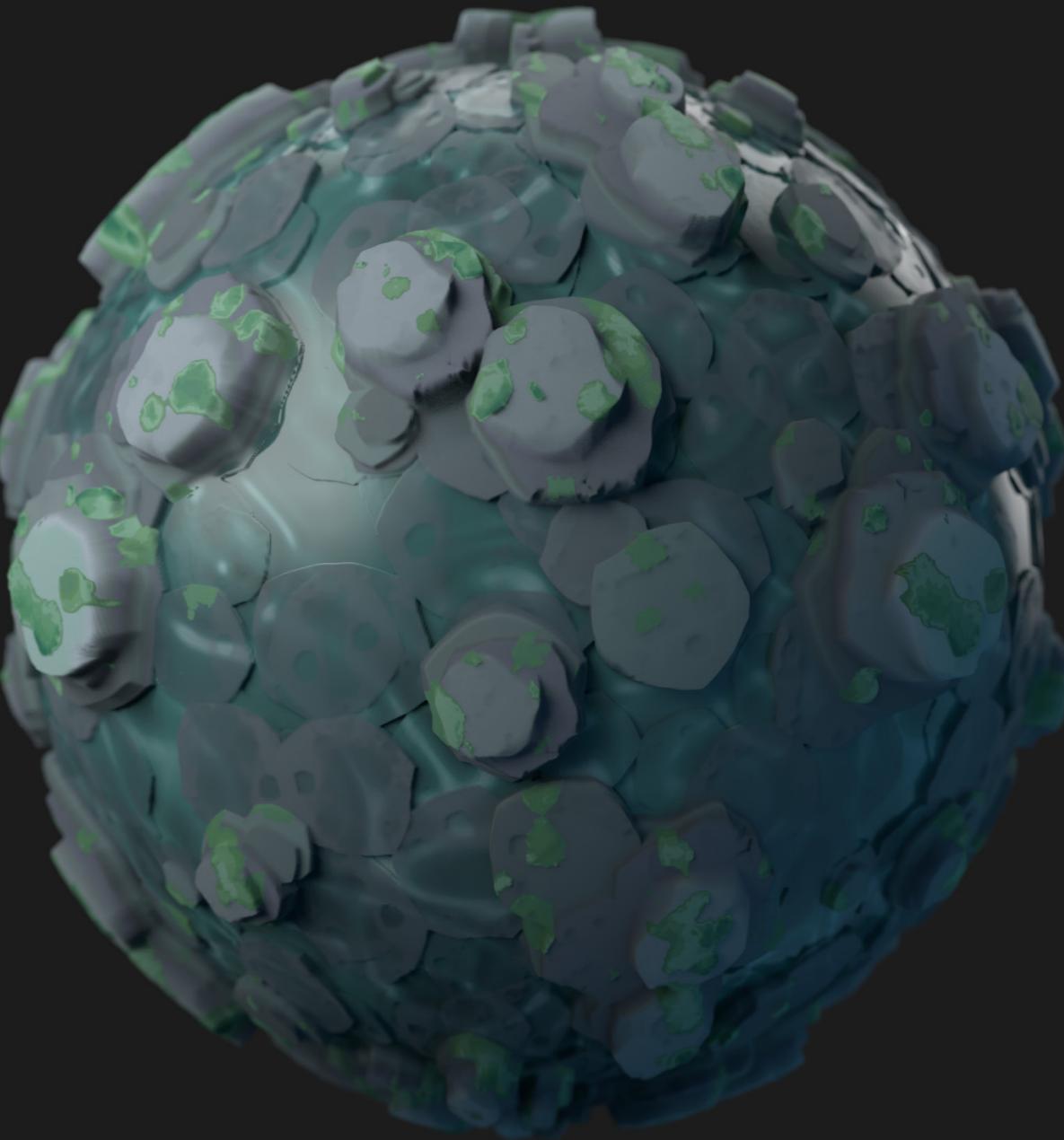
34



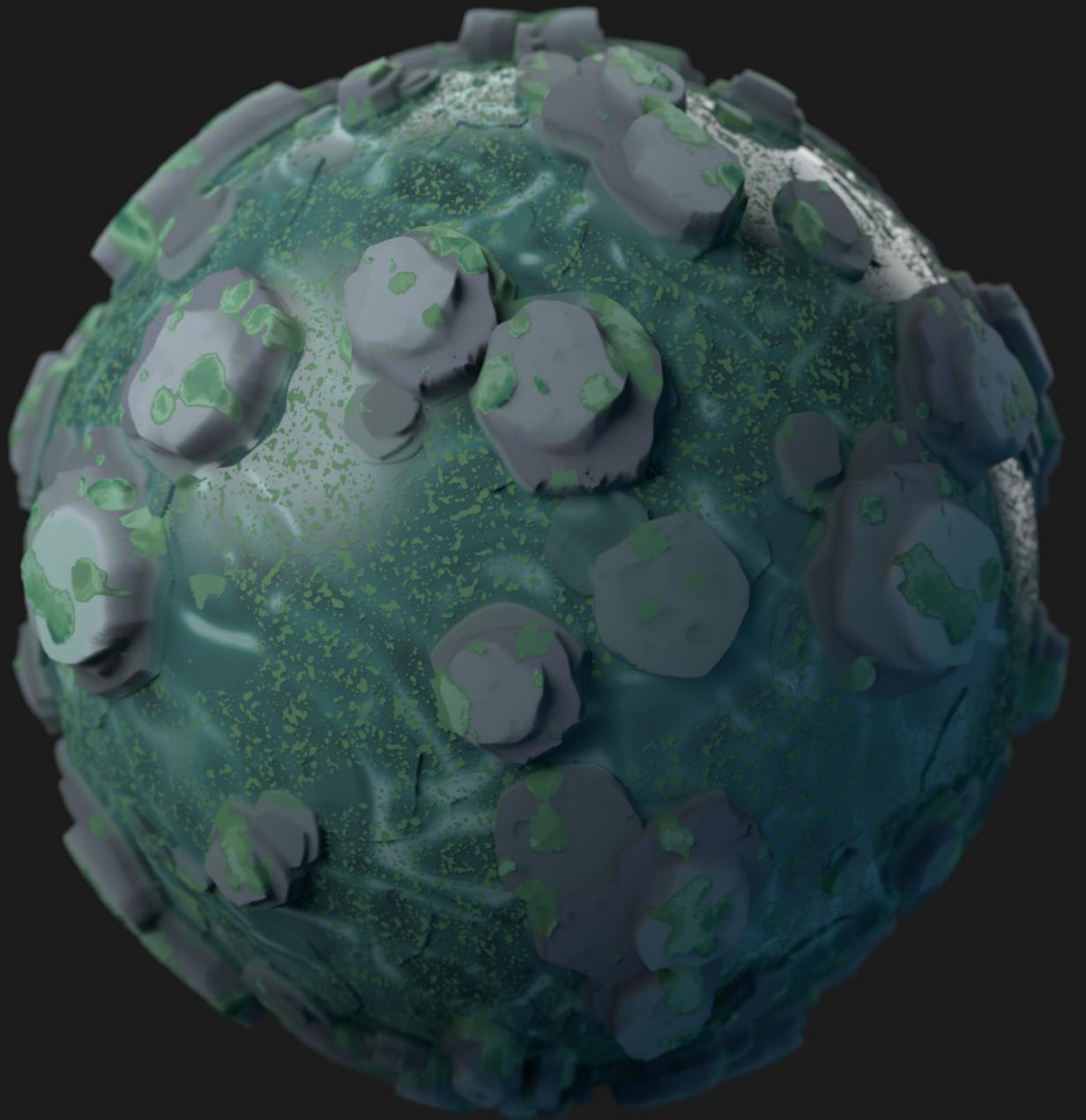
35



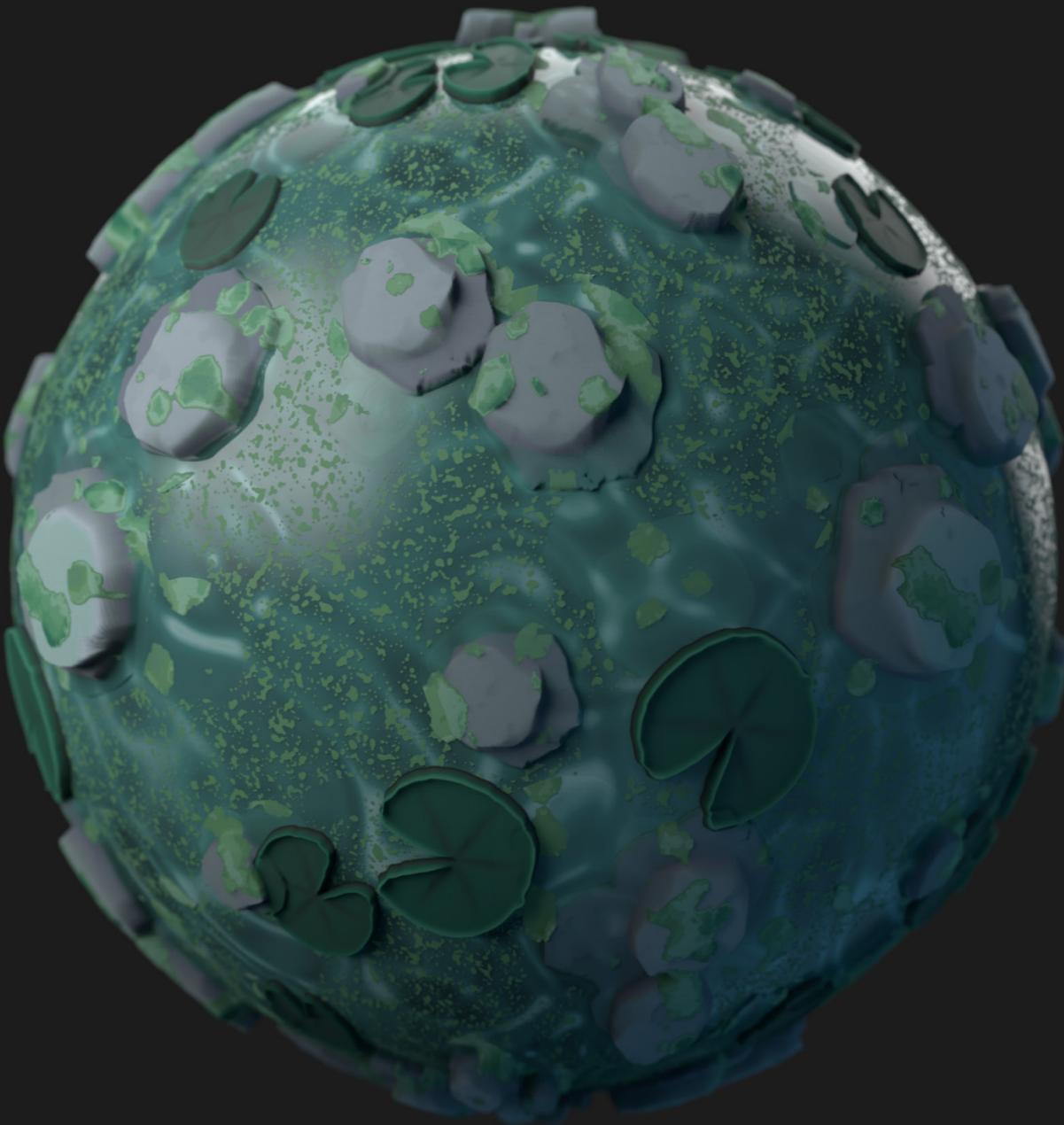
36



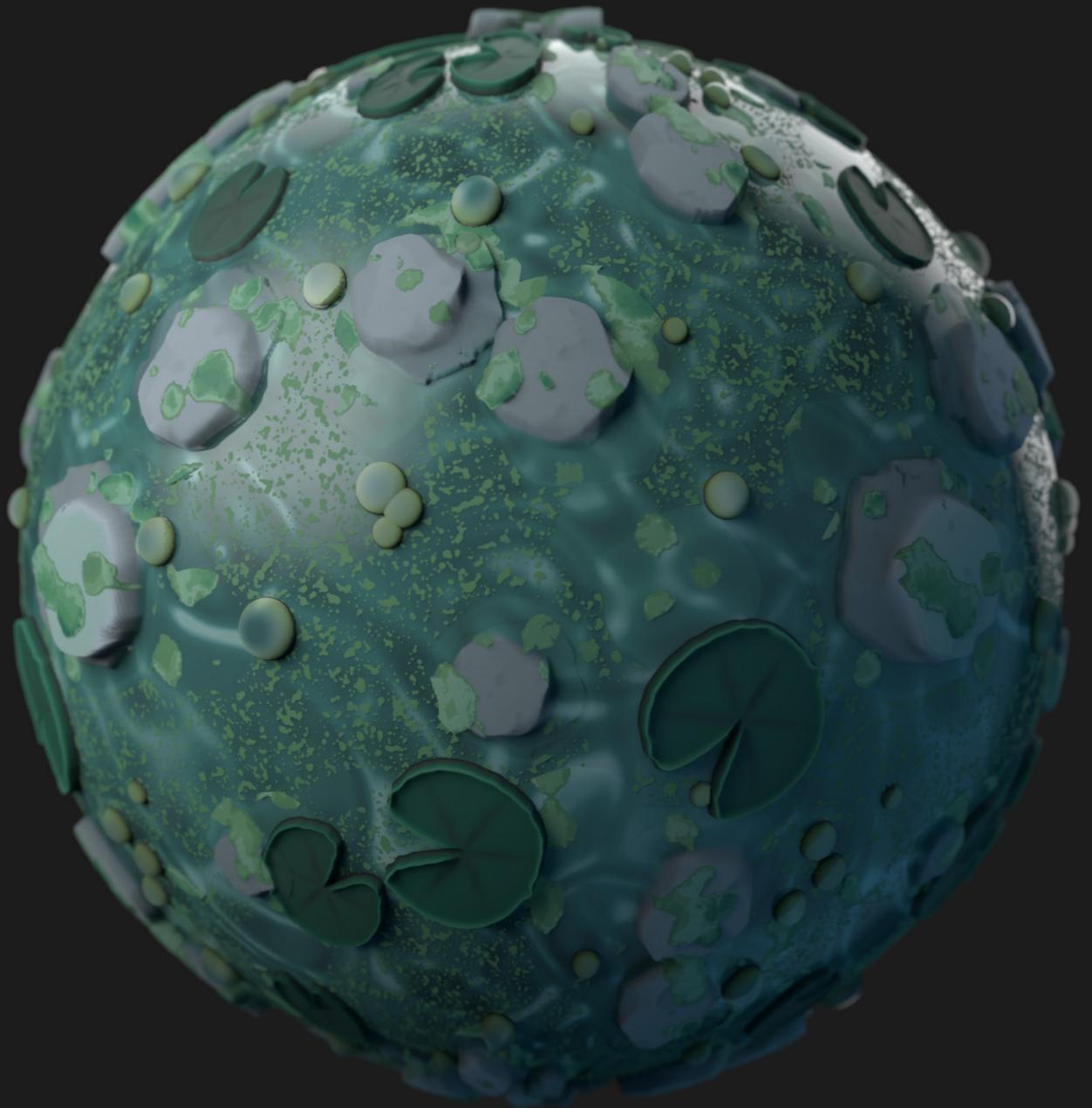
37



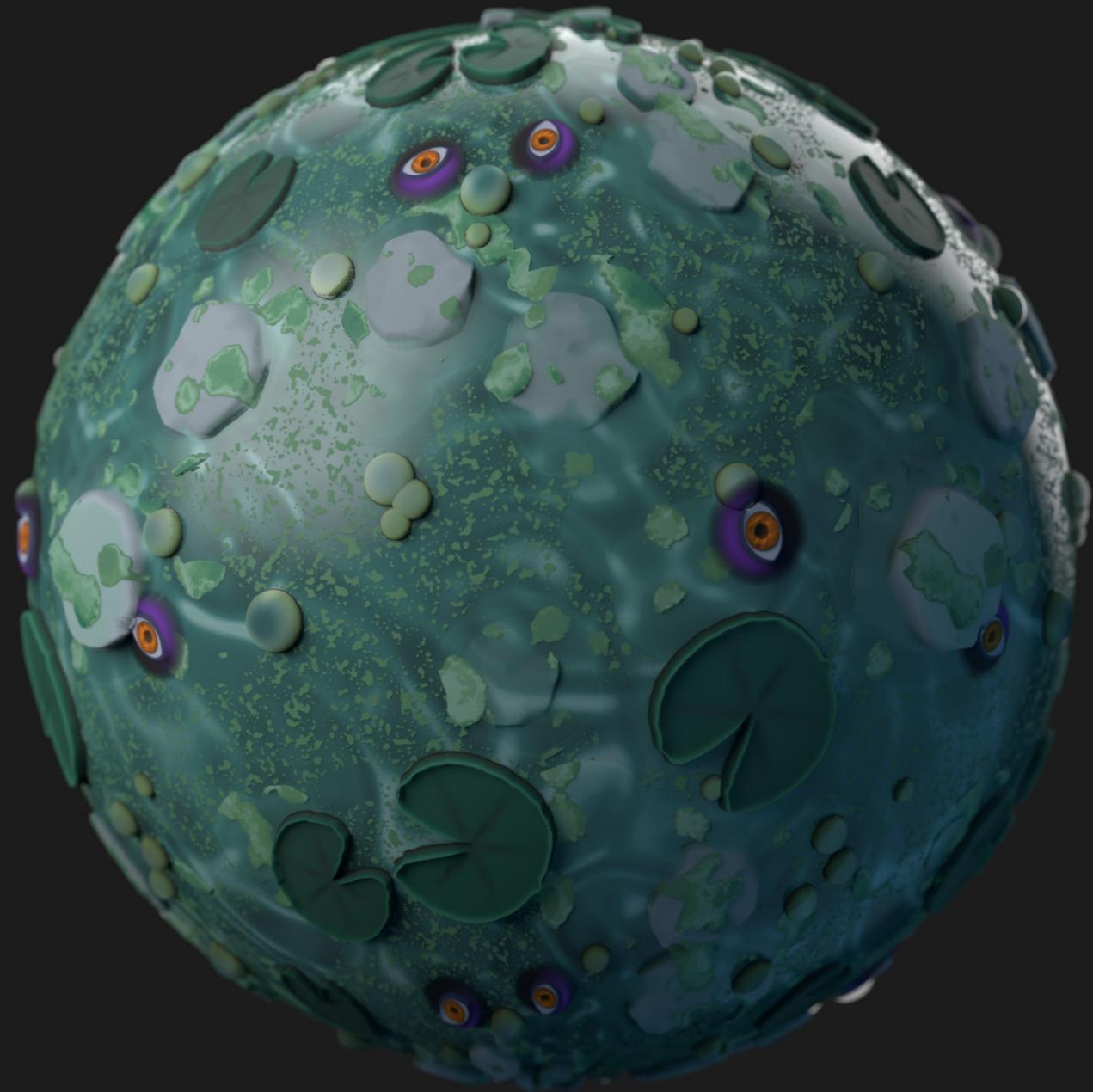
38



39

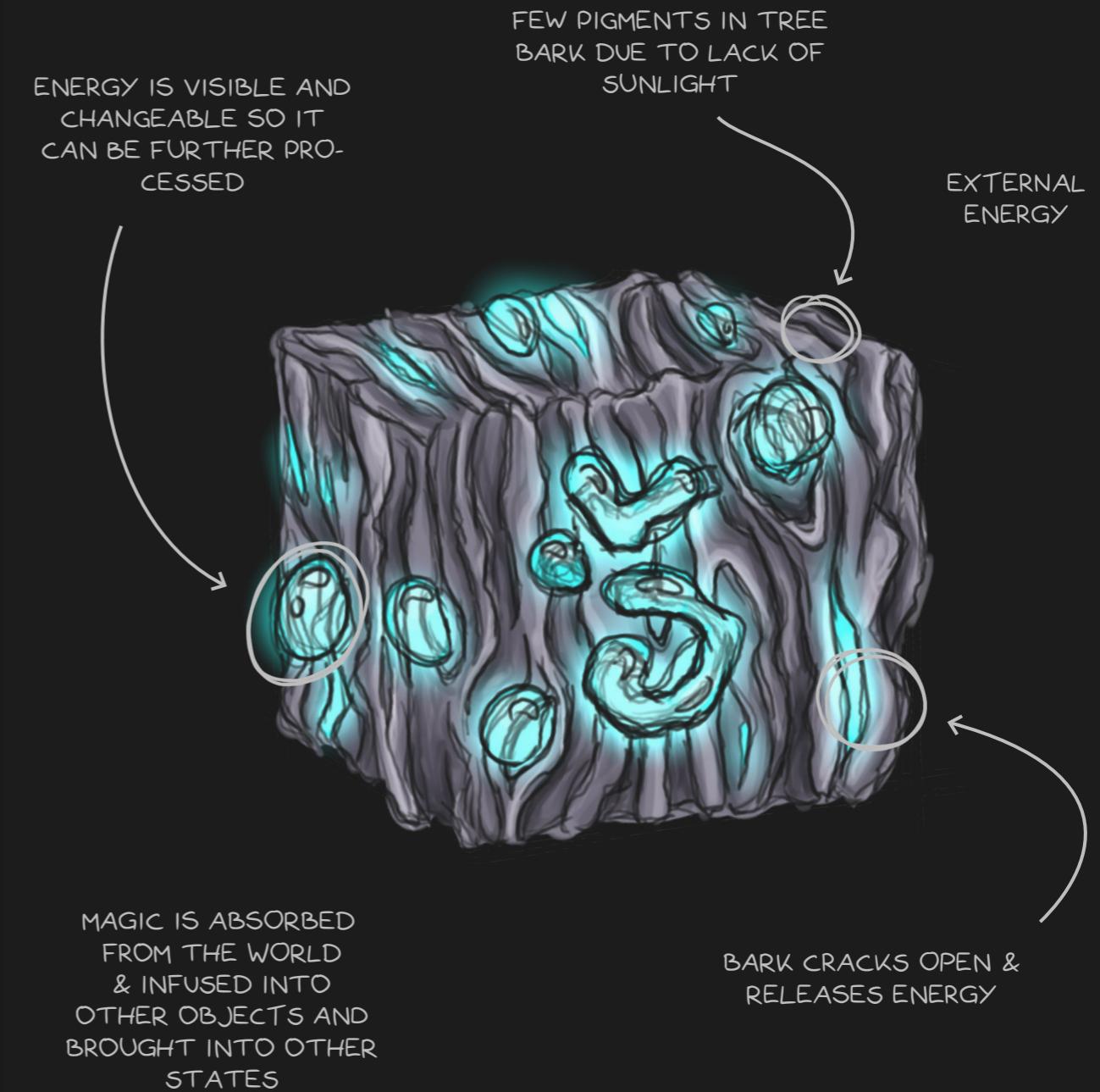
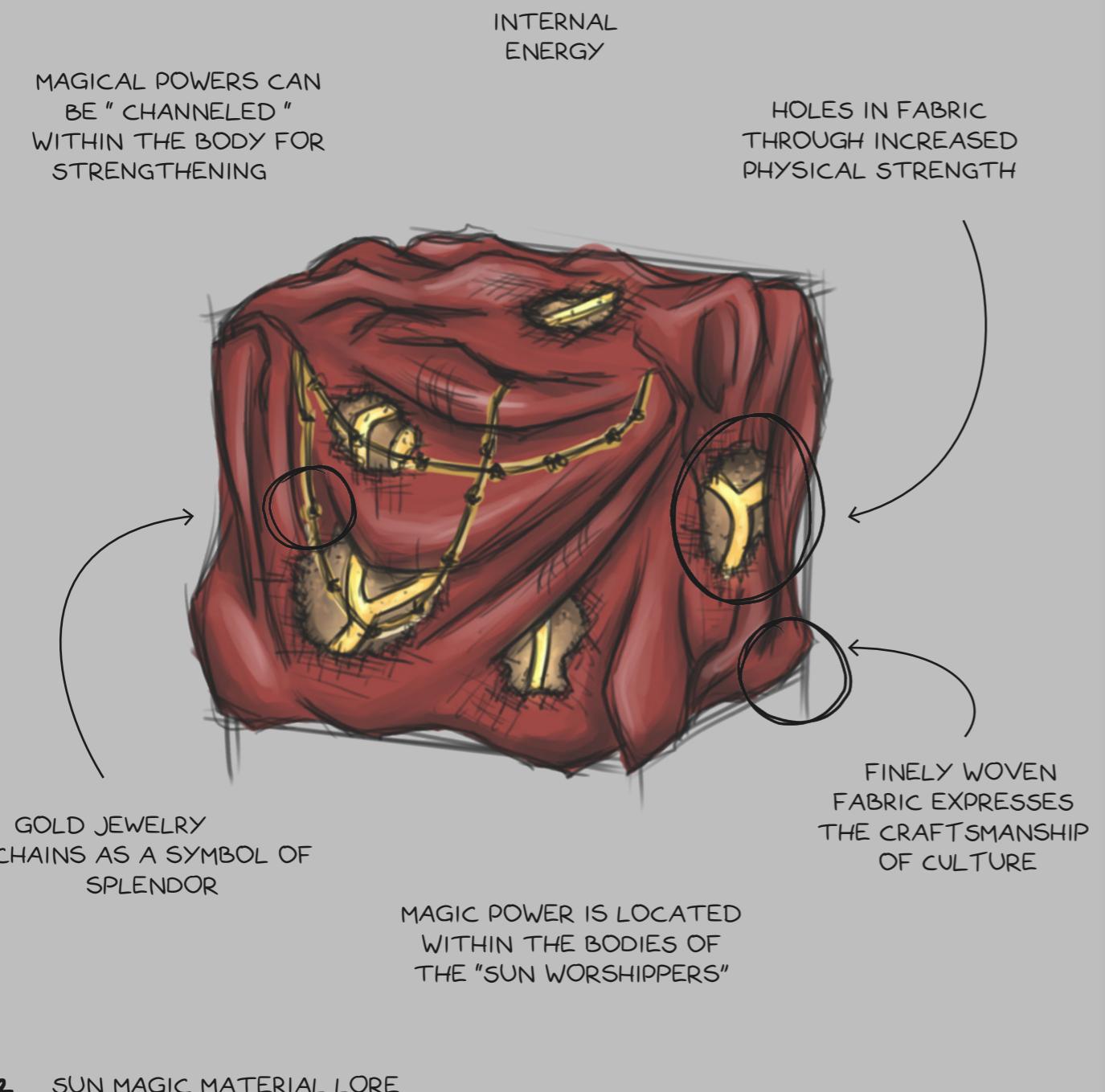


40



NIGHT NATURE: SWAMP

41



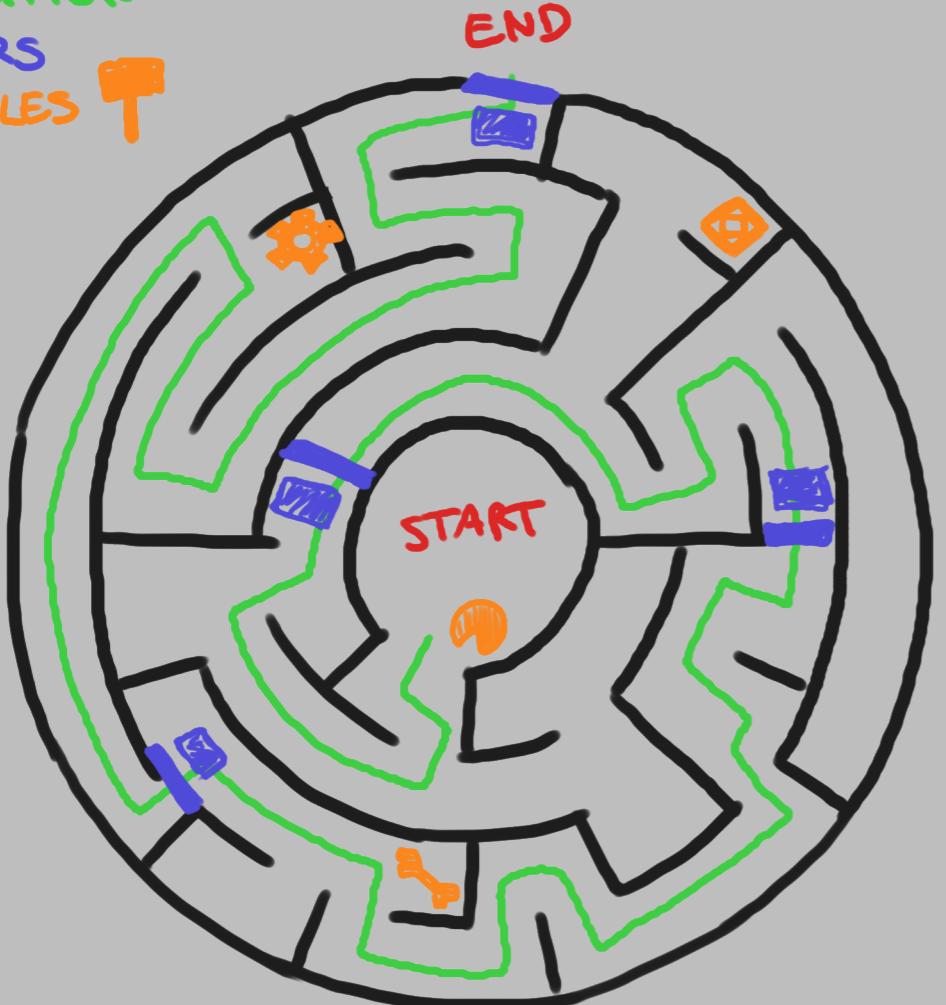
DAY

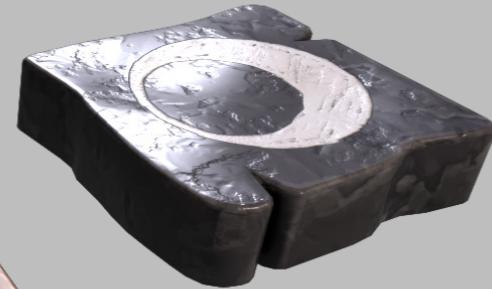
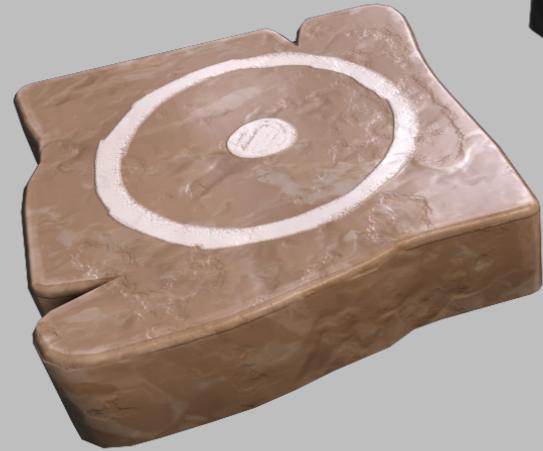


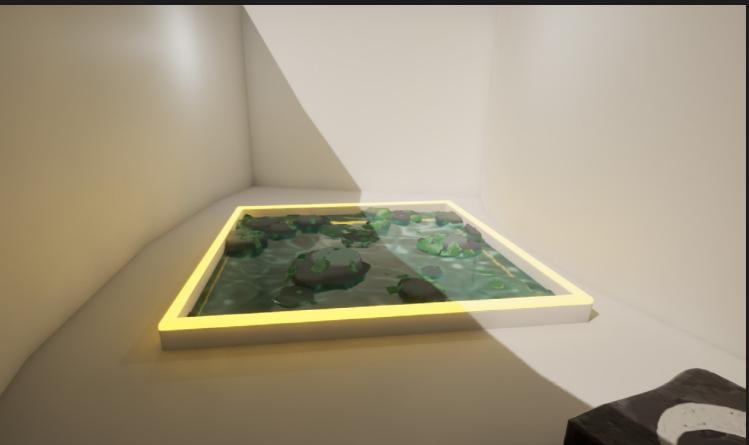
NIGHT



LEVEL  
SOLUTION  
DOORS  
RIDDLES







# PROJECT INFO

MASTER PROJECT

MAGIC MATERIALS - KONZEPTION UND UMSETZUNG VON  
PROZEDURALEN UND DYNAMISCHEN MATERIALIEN FÜR GAMES

LAURA KÄPPNER

TECHNICAL UNIVERSITY OF APPLIED SCIENCES AUGSBURG  
INTERACTIVE MEDIA SYSTEMS  
WINTER SEMESTER 2023/24

SUPERVISION: PROF. JENS MÜLLER

