Materials: Creating a Health Glass Ball

This is a documentation of the process of creating a Health Glass Ball. Information like these can help expand more in depth material concepts.

After making a Material Blueprint make sure that in the *Details* panel that the **Material Domain is** *User Interface* and **Blend Mode is***Translucent.* (This is for UI/widget purposes)

# Adding Texture Samples

Drag the texture sample into the blueprint and set the RGB texture sample to the *Final Color***and** Alpha into the *Opacity.*

A close up of electronics

Description automatically generated

# Creating The Percentage Health Bar

In order to create a health bar we use a **Linear Gradient** to decide which part is red and which part is white.

A screenshot of a computer

Description automatically generated

We use the 1-x node to calculate things more properly when determining the percentage.

We have a 3 const vector to determine the default color and a 5 const vector to determine the color of the liquid. If then use the **if** node to determine which part of the texture is going to be painted white and the other red.

# Addition Feature: Bubbles in the Liquid

In order to create a moving texture we use the Panner node and TexCoordinate Node to determine where to move. Multiplying more of these will create more bubbles.

A picture containing black, indoor, computer, bunch

Description automatically generated

# Additional Feature: Creating fog on the edge of the glass ball

To create a fog effect on the rim of the glass ball we use the *RadialGradientExponential* node

A picture containing screenshot, screen, monitor, black

Description automatically generated

We multiple the *RadialGradientExponential* Node to determine the strength of the fog.

# Final Result

# A picture containing indoor, black, sitting, box Description automatically generated