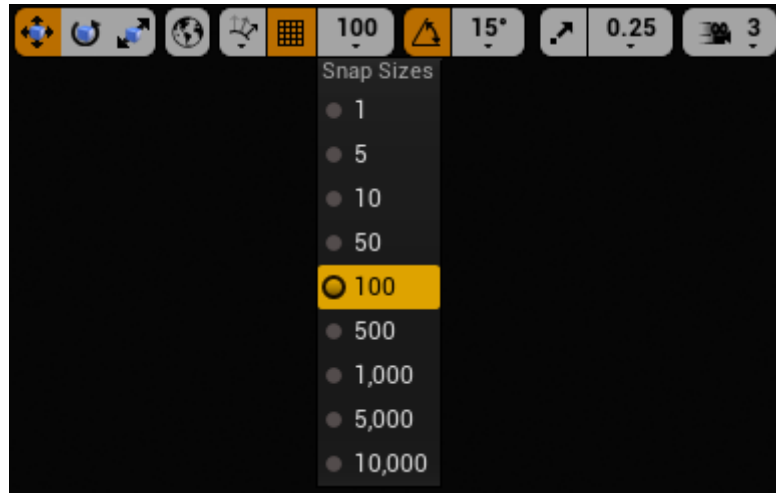


# Multistory Dungeons User Manual

Almost all architectural parts of the pack are designed to work with grid snapping set to 100.



Usually you will start building a level with a basic block called **Base\_01**. You can find it in the **Blueprints > Bases** folder.

There are two versions of this basic block. The other one is called **Base\_01\_Optimized**. It is similar to **Base\_01**, but has no collision and uses lower light map resolution. You can use it in optimization purposes for background areas.



After adding a block to the scene, you can duplicate it by moving it while holding Alt. This way you can build a larger base.



Additionally you can replace some blocks with simplified floors and walls to use light map space more efficiently. You can find these models in the **Bases** folder.



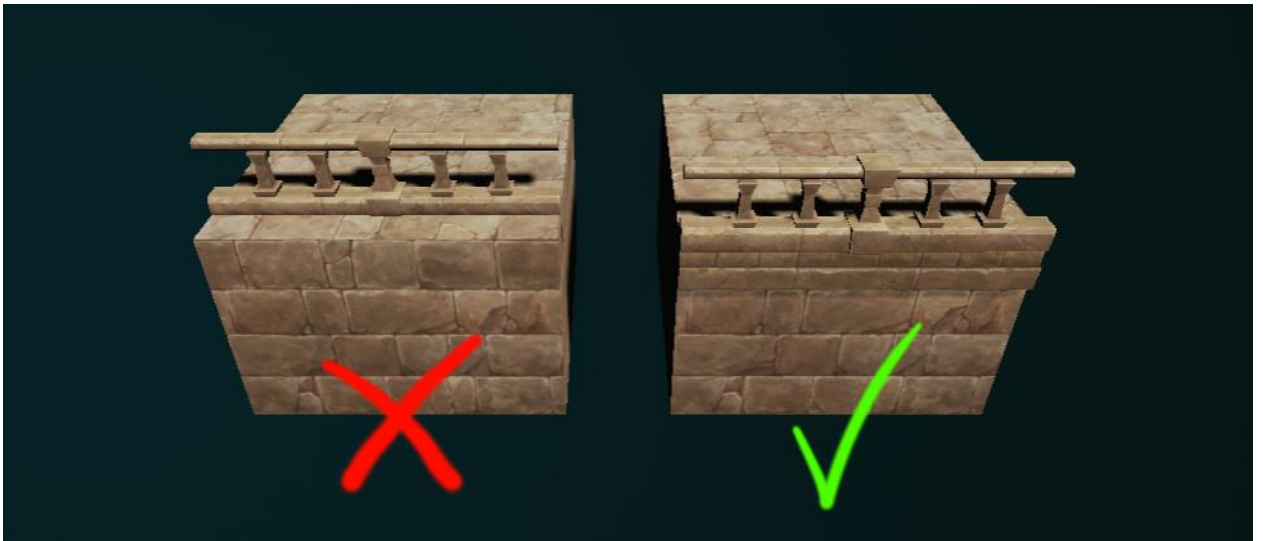
You can always remove certain blocks and replace them with other meshes from **Blueprints > Bases** folder. For this example, we will use archway **"Base\_Arch\_02\_Preset\_01"**.



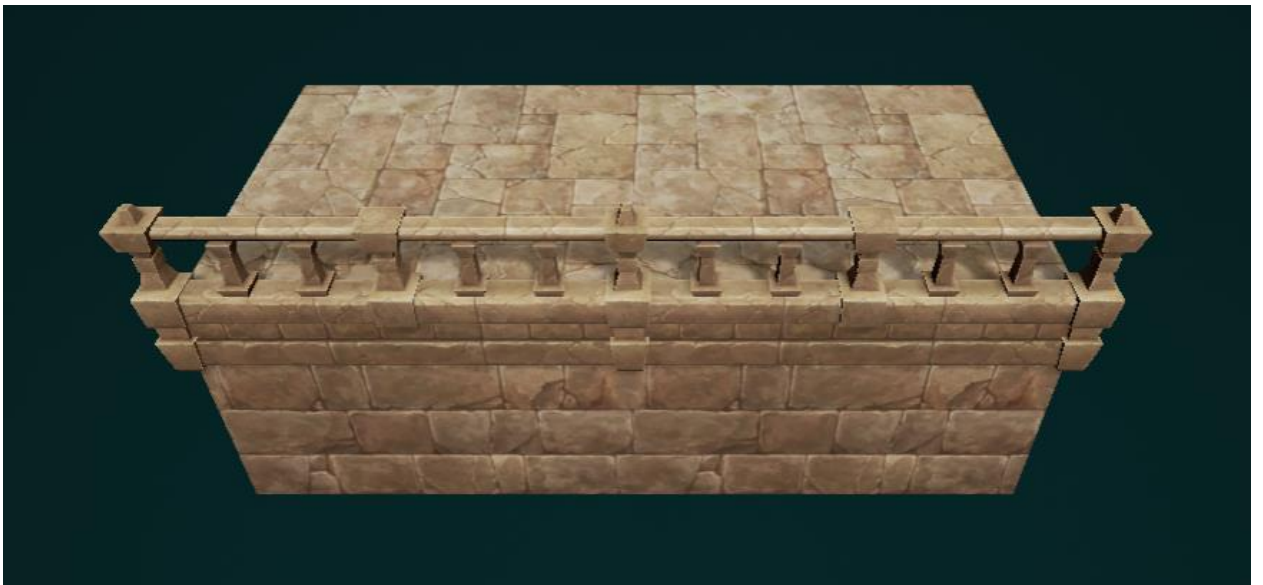
Add a staircase from **Blueprints > Stairs** folder.



Once the basic elements are in place, it is time to add railings to the scene. You can find them in the **Blueprints > Railings** folder. Note that the railings should be placed on the very edge of the basic blocks and stairs.

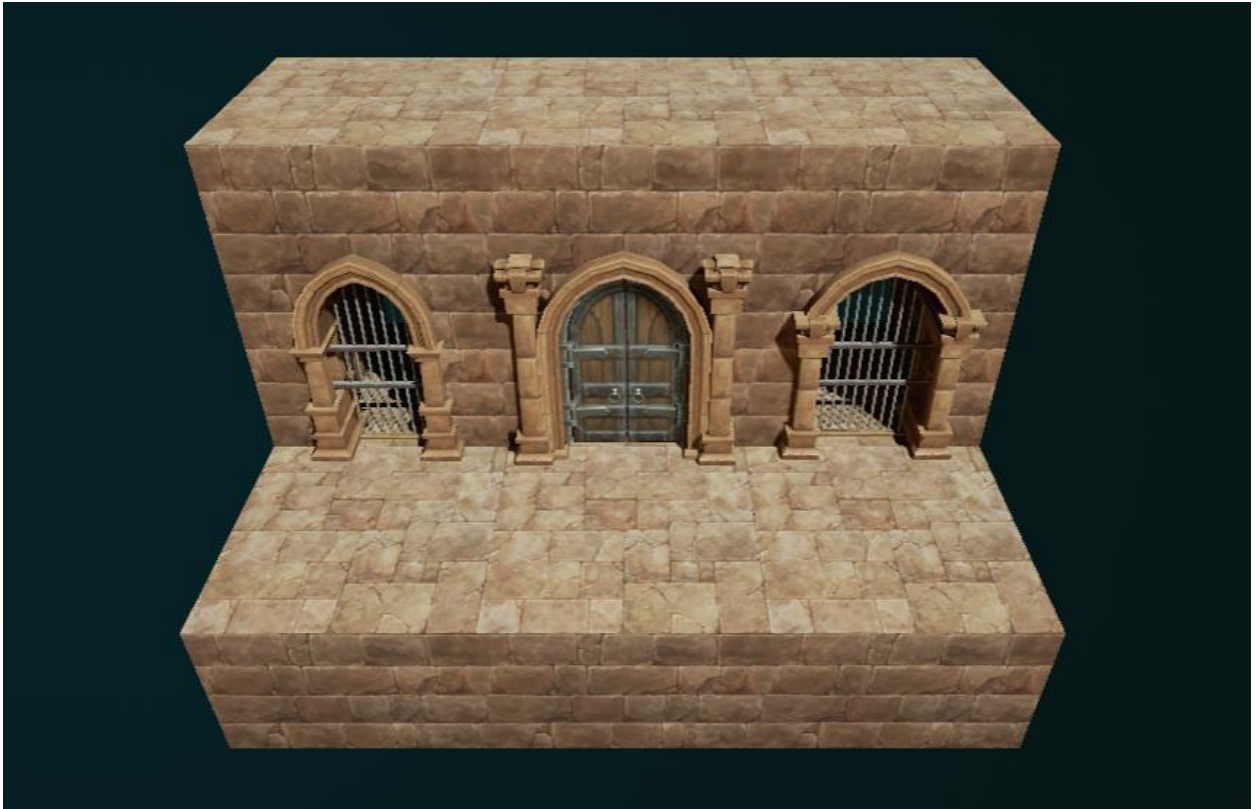


Place the **Railing\_Pillar\_01** between railings.





**Arch\_Door\_01** and **Arch\_Door\_02** can be closed with doors. Most arches can be closed with the bars. The doors and bars are located in **Blueprints > Doors**.



Add walls from **Blueprints > Walls** folder. We recommend placing the walls on some surface.



You can also refer to **Blueprints > Walls > Parts** folder if you need small parts of the walls.



Add columns to the scene from **Blueprints > Columns** folder. **Column\_01** is designed as standalone. Column\_02, Column\_03, Column\_04 and Column\_05 are designed to be placed close to the walls.

Buttresses are placed next to walls outside the playable area.

You will also find damaged columns in the same folder.



**Window\_Filler\_01 (Blueprints > Railings)** is designed to close archways so the Player can see what is behind but will not fall out of the level.









Add props from **Blueprints > Props** folder.



Add the fog effects from **Blueprints > Effects** folder.

**Fog\_01** is usually used in the interior, near the torches and candlesticks. **Fog\_Big\_01** is used in background areas.

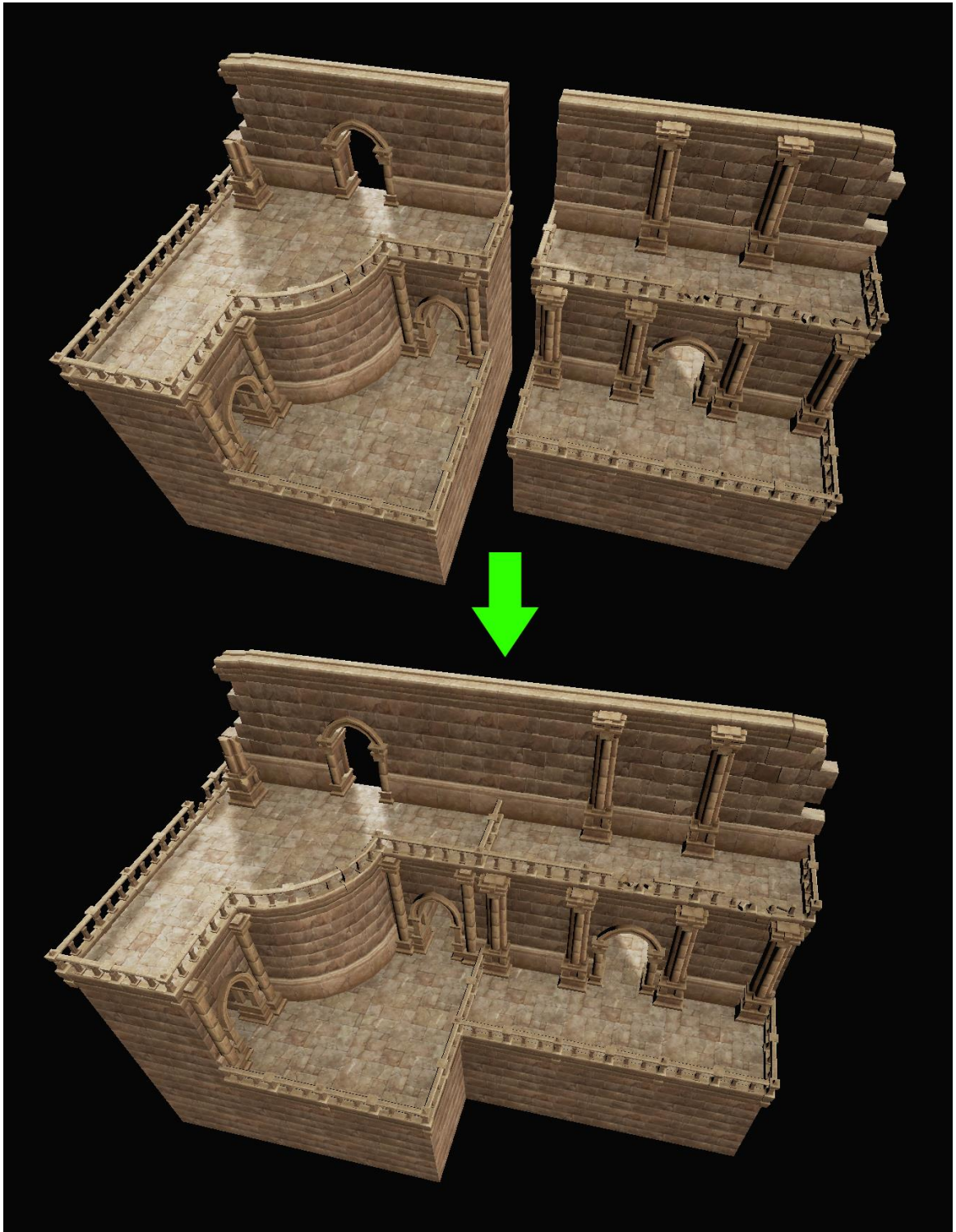
**Fog\_Exit\_Up\_01** и **Fog\_Exit\_Down\_01** are designed specifically for entrances and exits.



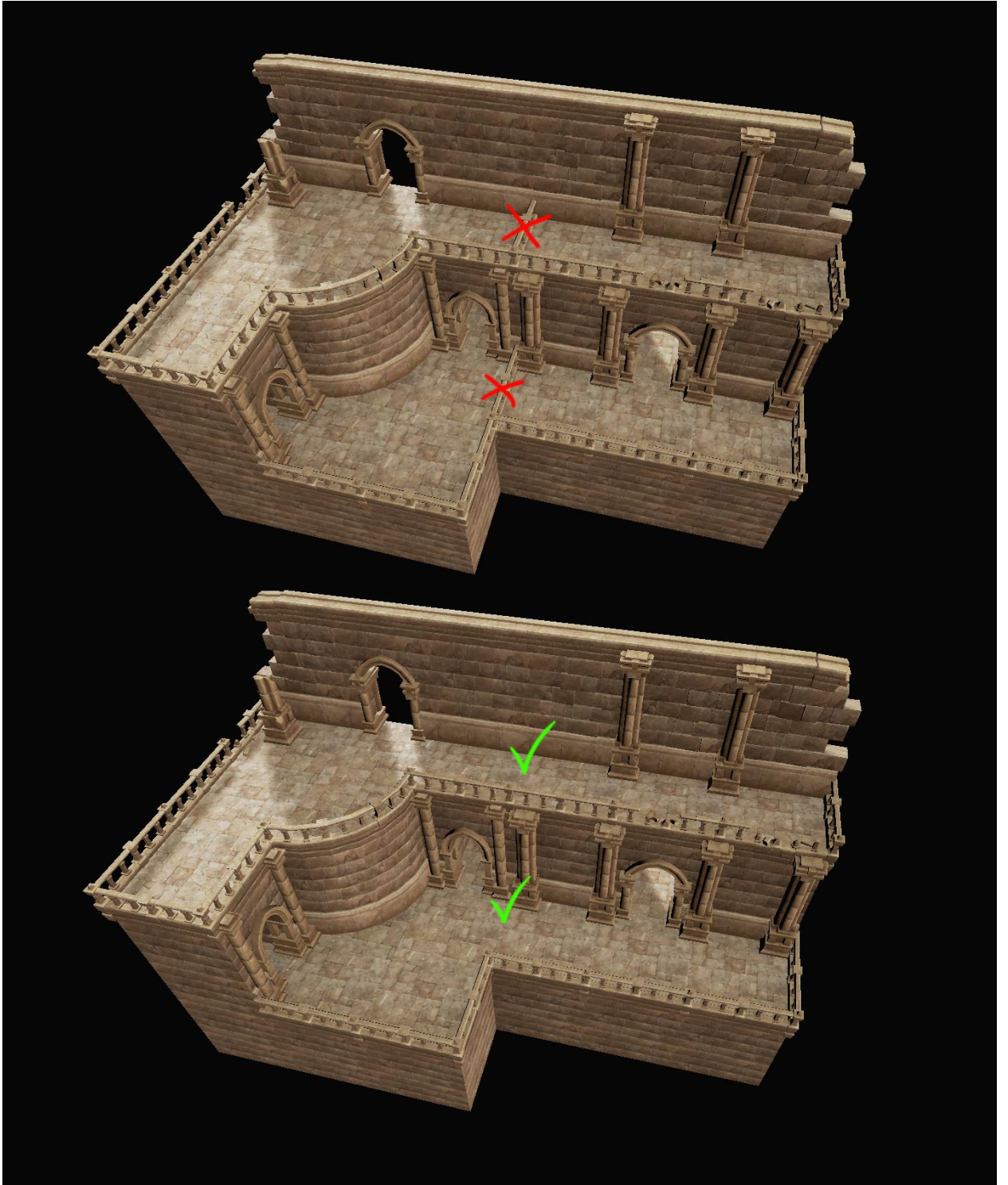
## MODULES

You can find premade modules in **Scenes -> Modules** map. They are combined in groups for convenience. To ungroup a module after it is set to place, press Shift + G.

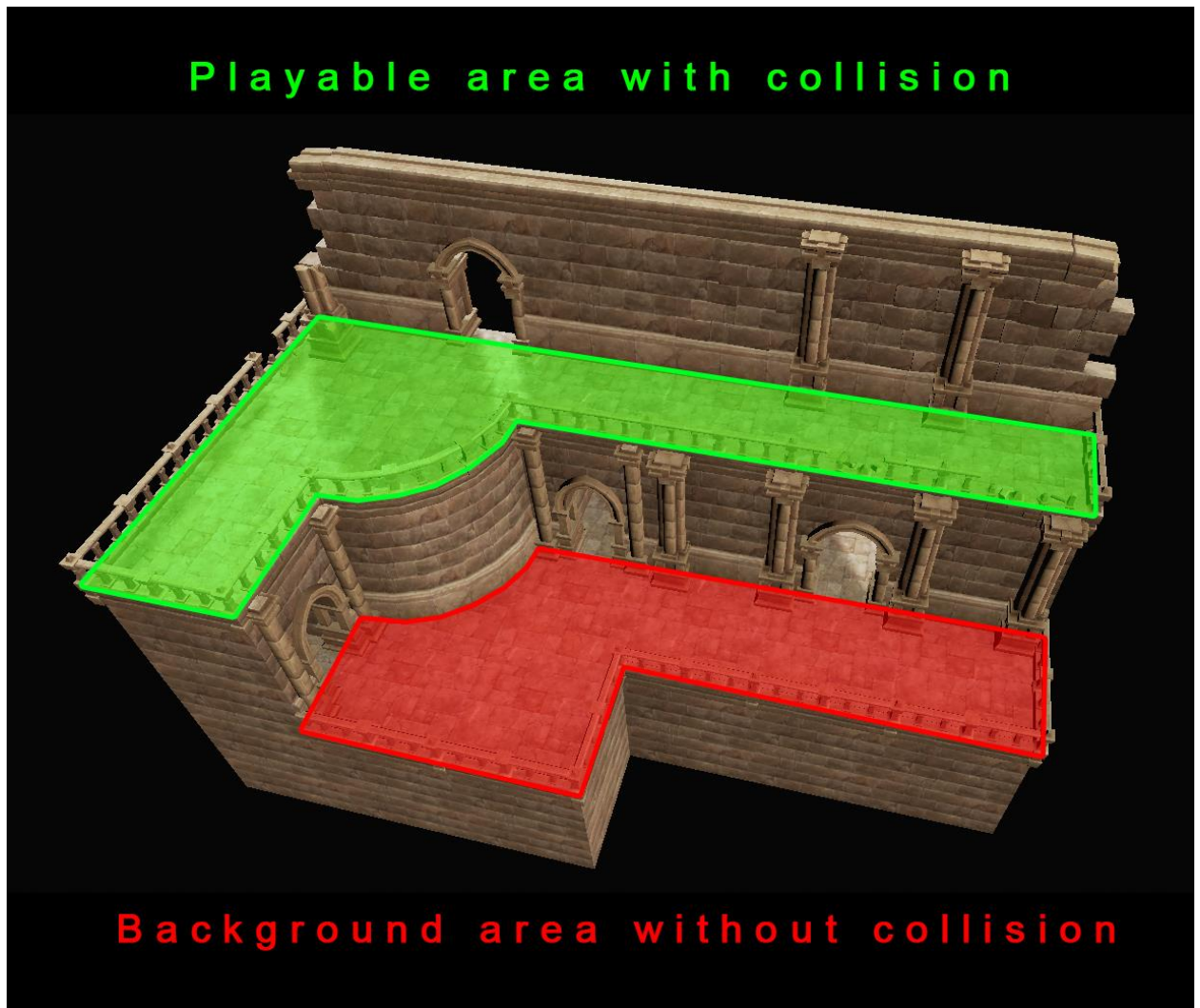
You can build a level by connecting modules and removing intersecting railings.







Note that almost all module presets have playable areas and background areas. Background floors are there just to make an illusion of a huge and complex dungeon.





## FIRST-PERSON MODE

You will find the static meshes designed for first-person projects in **Blueprints -> FIRST-PERSON\_V2**.

**Important!** The previous set of static meshes located in “**FIRST-PERSON**” folder is obsolete and kept for compatibility. We strongly recommend using new static meshes from “**FIRST-PERSON\_V2**” instead.







Ceilings can be flat or vaulted, this is up to you – both ways work fine.



Sometimes, the regular column does not work on inner corners. You might want to use **“Column\_Inner\_Corner\_01”** for this kind of situations (**Blueprints\FIRST-PERSON\_V2\FP\_ColumnsAndDecor**).



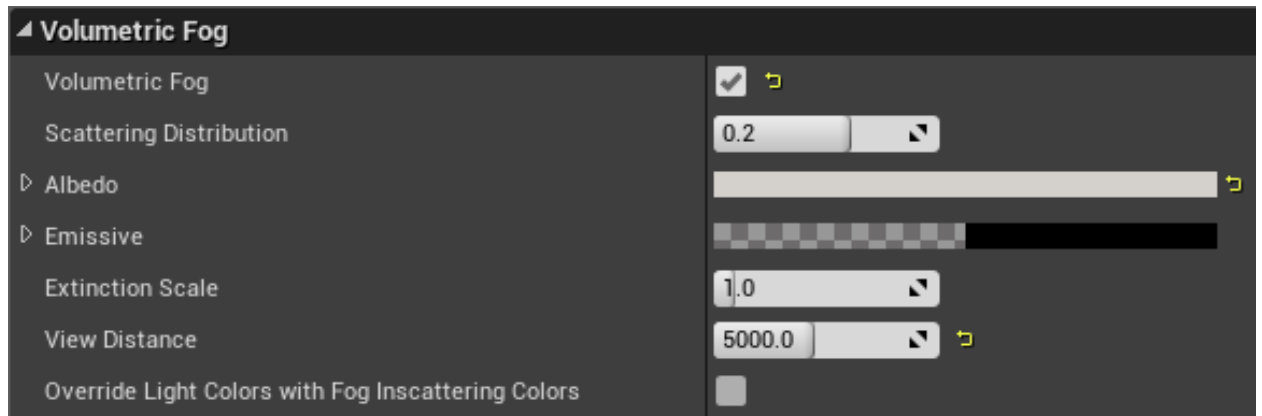
Most of the static meshes are compatible with top-down mode as well.

Please refer to the demo scenes to discover more assets and use cases (**MultistoryDungeons -> Scenes**).

Volumetric fog you see on the screenshots is available in UE 4.17 and above. It has been removed from the demo map to support earlier versions of the engine.

Getting it back is easy – just add **Exponential Height Fog** to a map and check **Volumetric Fog** checkbox in the Details panel.

We use the following settings for the demo level:



Thank you for choosing Multistory Dungeons!

If you have a question or comment, please contact us at [manastation3d@gmail.com](mailto:manastation3d@gmail.com)