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Font Materials and Outlines

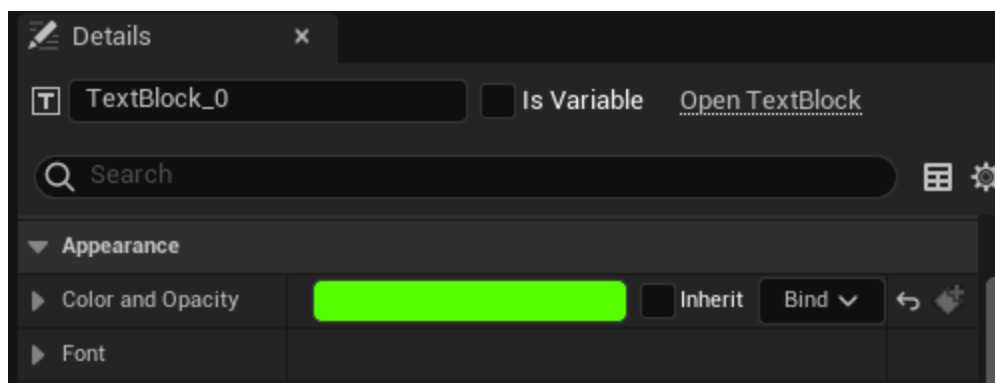
Examples of how you can style your UMG fonts using colors, Materials, and outlines.



In addition to being able to set a **Color and Opacity** for your **Font** in UMG, you can also use Materials and font outlines for additional **Font** styling.

Font Colors

You can set the **Vertex Color** for your **Font** by setting its **Color and Opacity**.

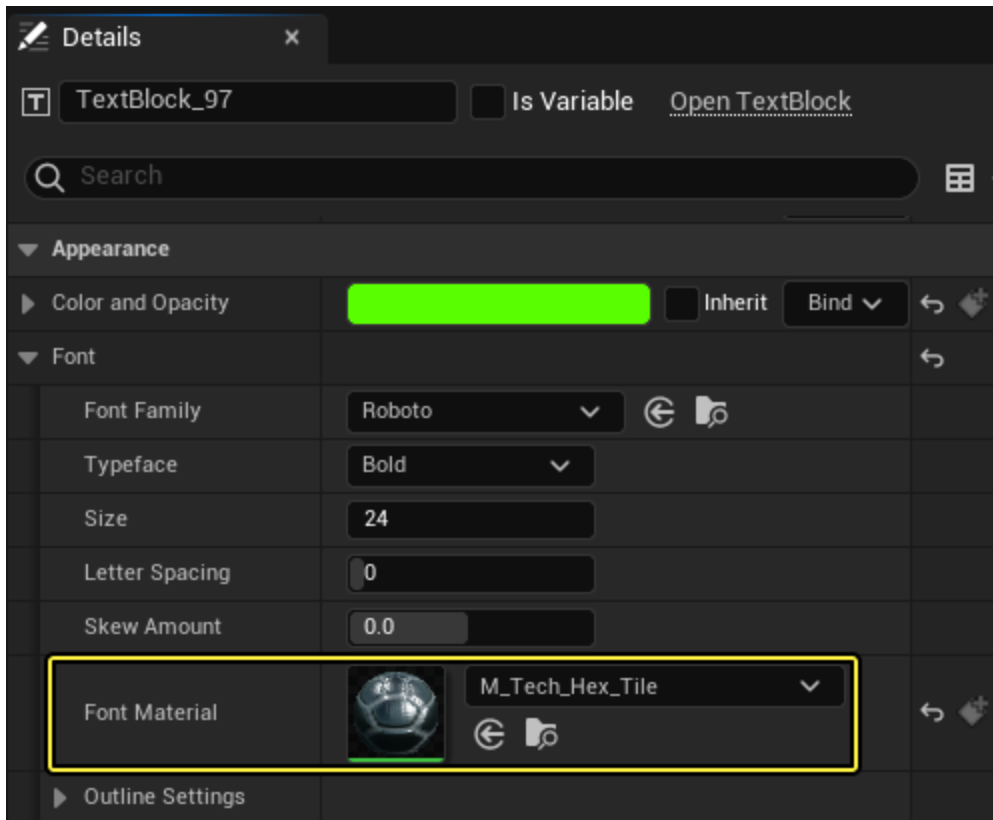


Without a **Font Material** specified, this will apply a solid color to your text.

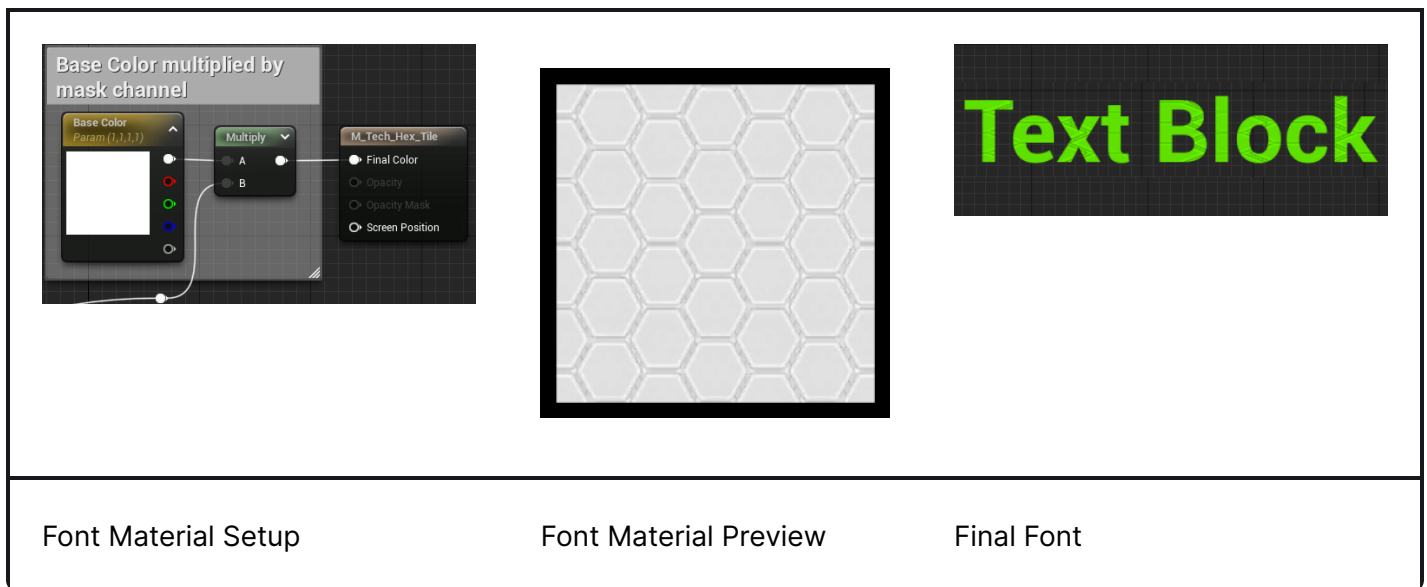
Text Block

Font Materials

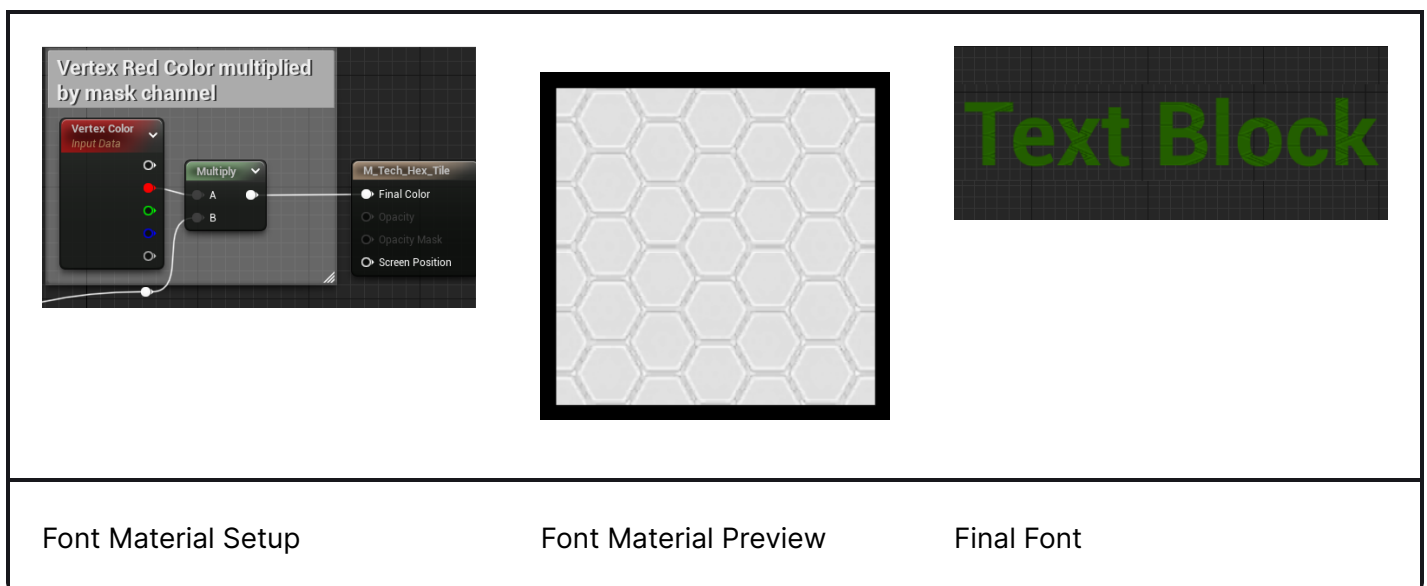
You can specify a **Font Material** for your **Font** in the **Details** panel.



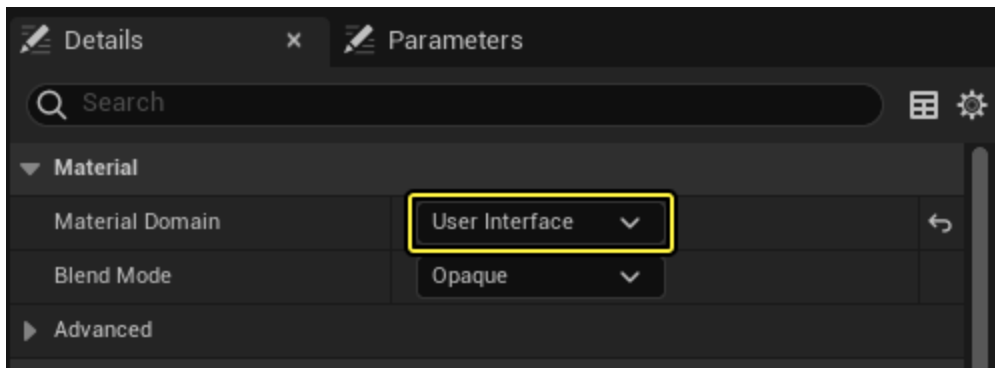
If your **Font Material** doesn't have a **Vertex Color** node, the effect is like a simple multiplication.



However, if you place a **Vertex Color** node in your **Font Material**, you can use its outputs to do math within your shader.

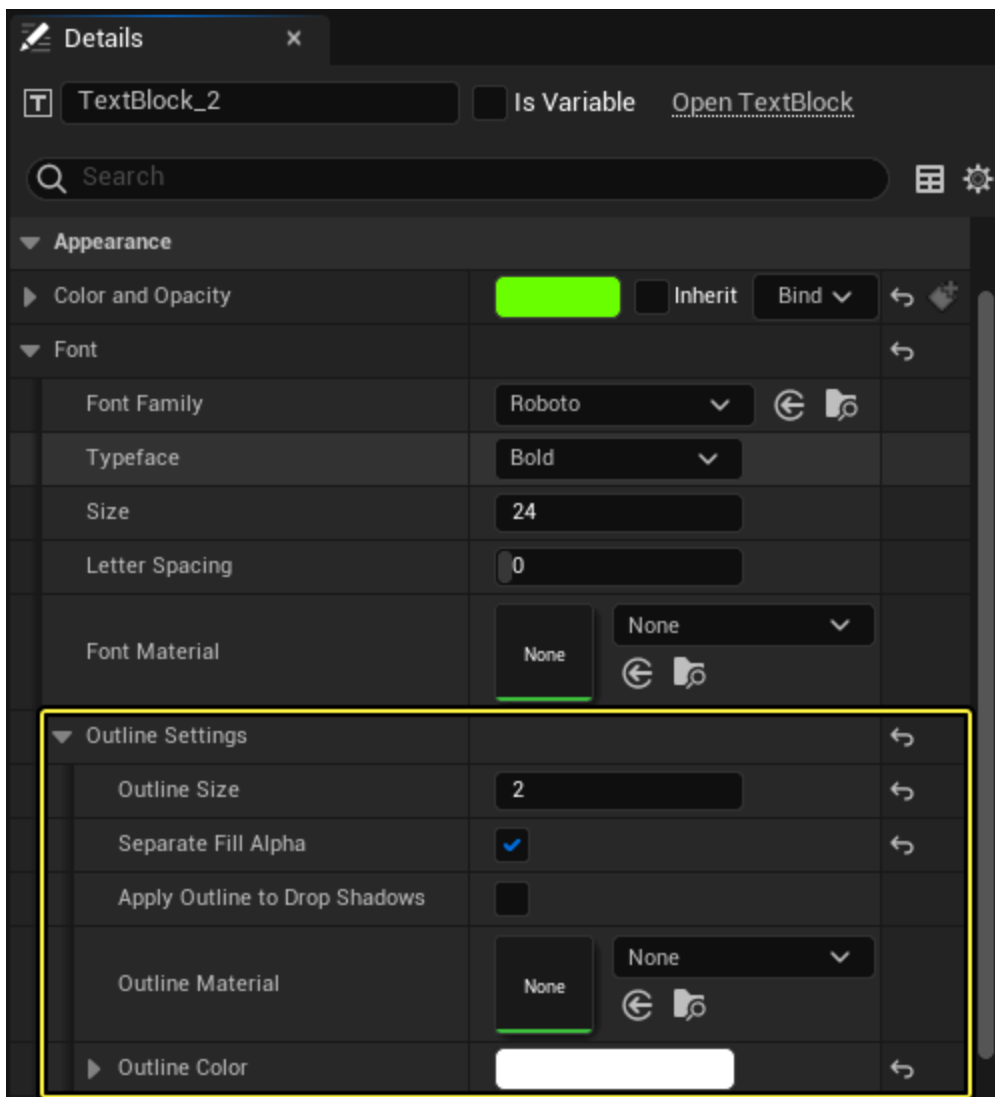


Materials used as font materials must be in the **User Interface** domain.



Font Outlines

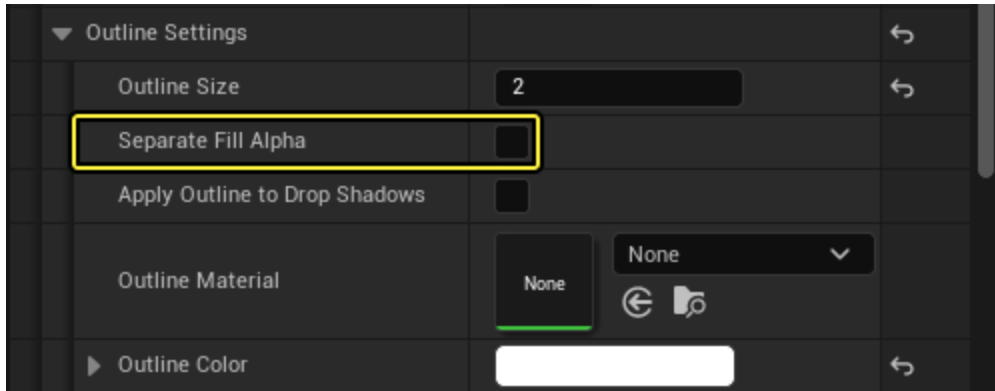
You can specify a different **Outline Color** as well as a different Material to use for a font outline.



The size of the outline is specified in Slate units, but when the font's scale is 1.0, 1 Slate unit is equivalent to 1 pixel.

Text Block

One interesting note is that you can specify whether or not to use **Separate Fill Alpha**.



When this is enabled, the outline is translucent where the filled area will be, allowing you to adjust the alphas of the font and the font outline independently. When it is disabled, the font is overlaid on the outline, so the alphas are additive and the outline color and Material is visible through a font with an alpha less than 1.

