

Environments 1

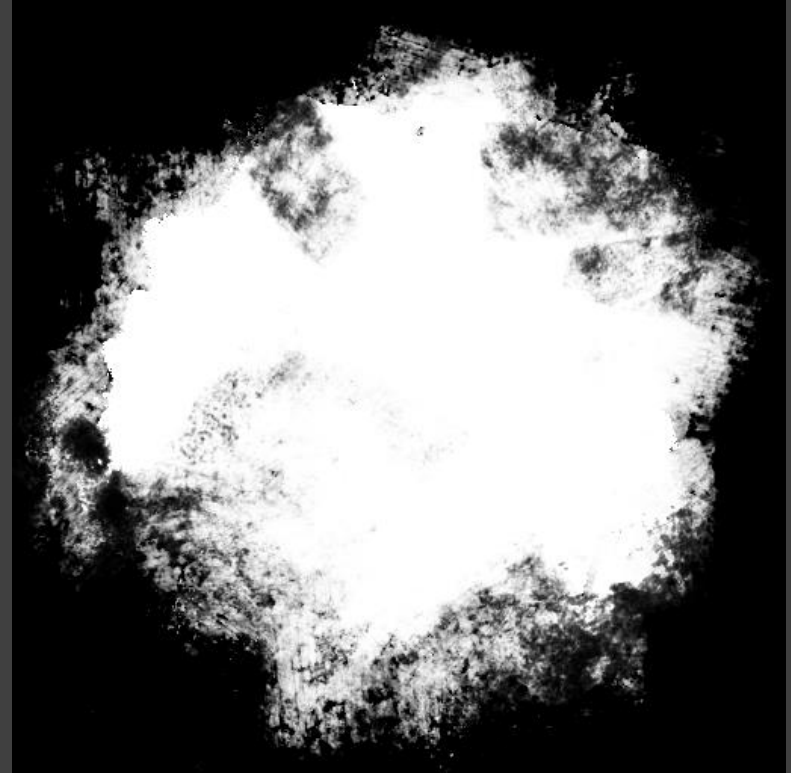
Guide: Decals

Deferred decals are very useful in unreal
For Logo's, Paint, Dirt, Leakage...



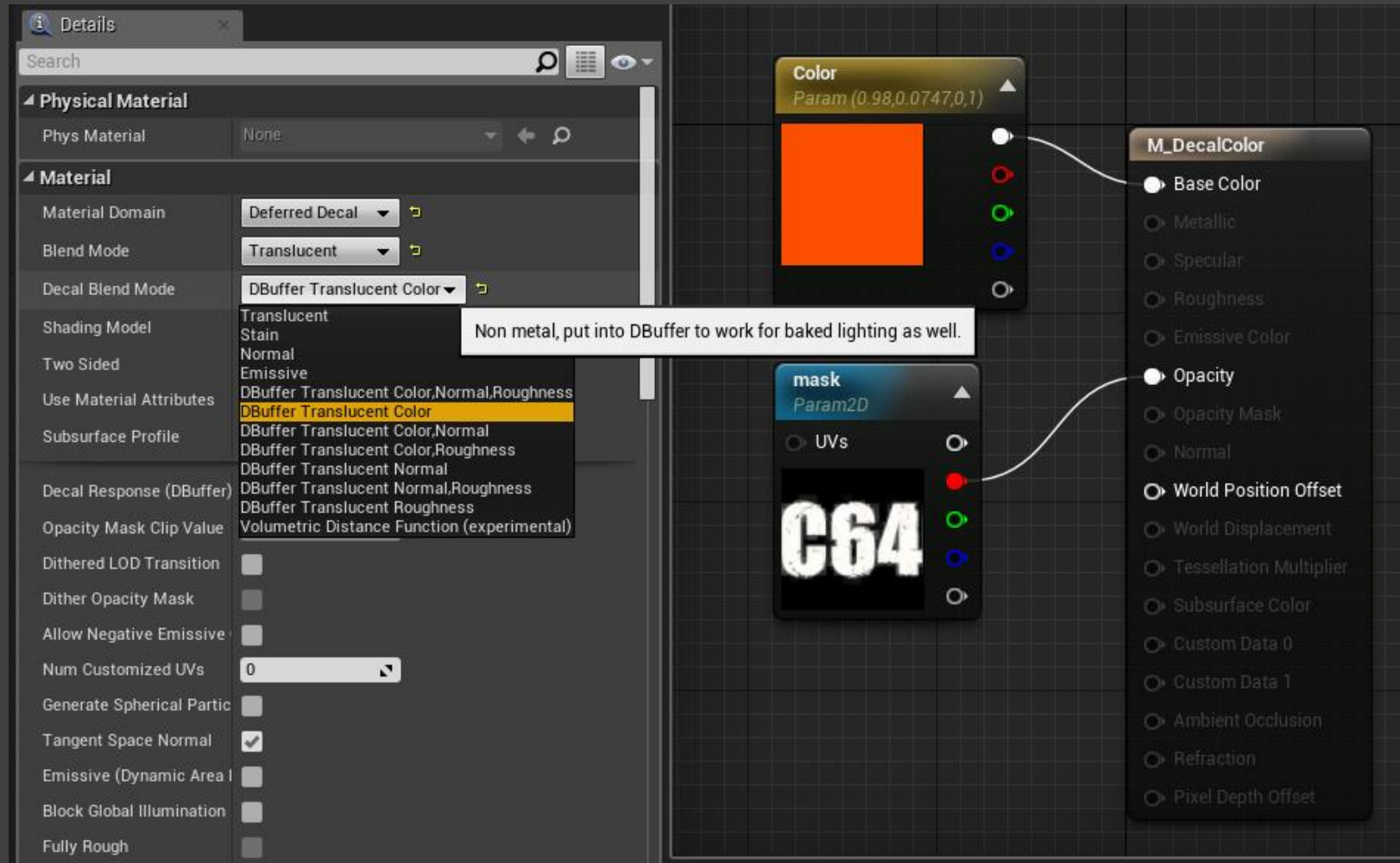
Level: Temple

Start by making your own levels logo and other details in photoshop



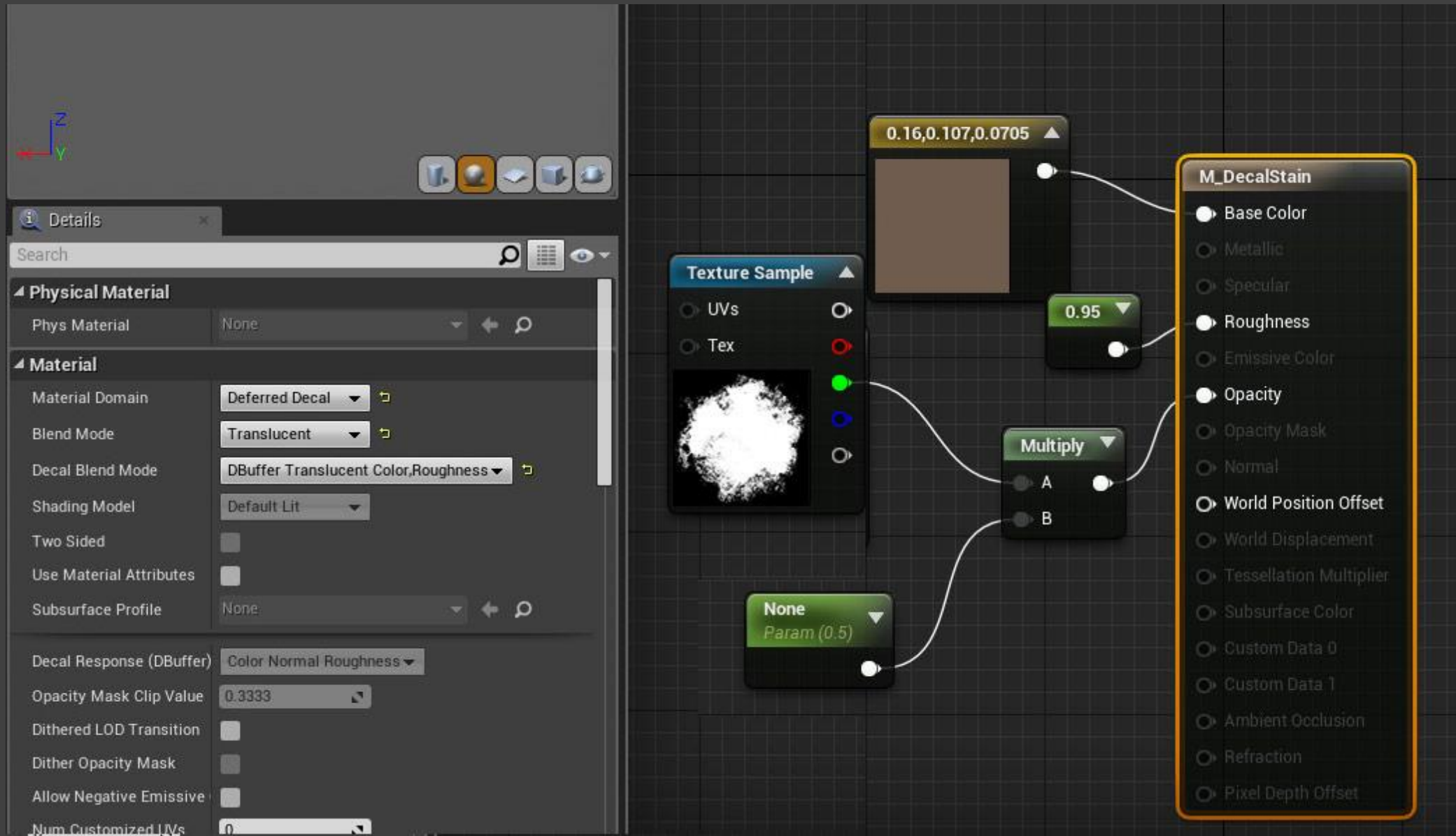
- We start with a very simple shape for a logo, and a stain. Or you can start by using the textures on leho.

We create a decal material with these settings for the logo (only change color)



- Make sure to use parameters so you can easily change the color and shape

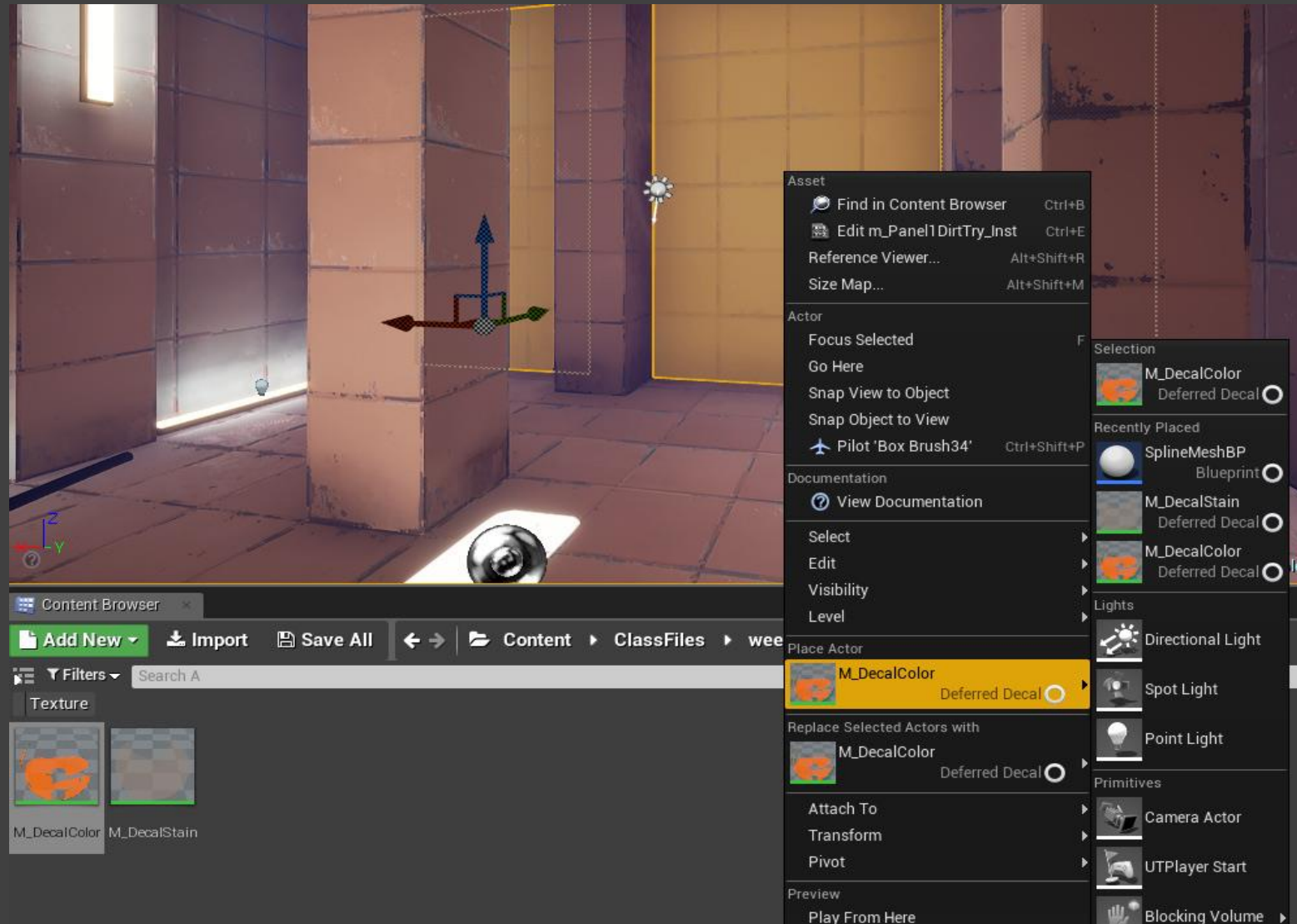
Use these settings for some dirt (color and roughness)



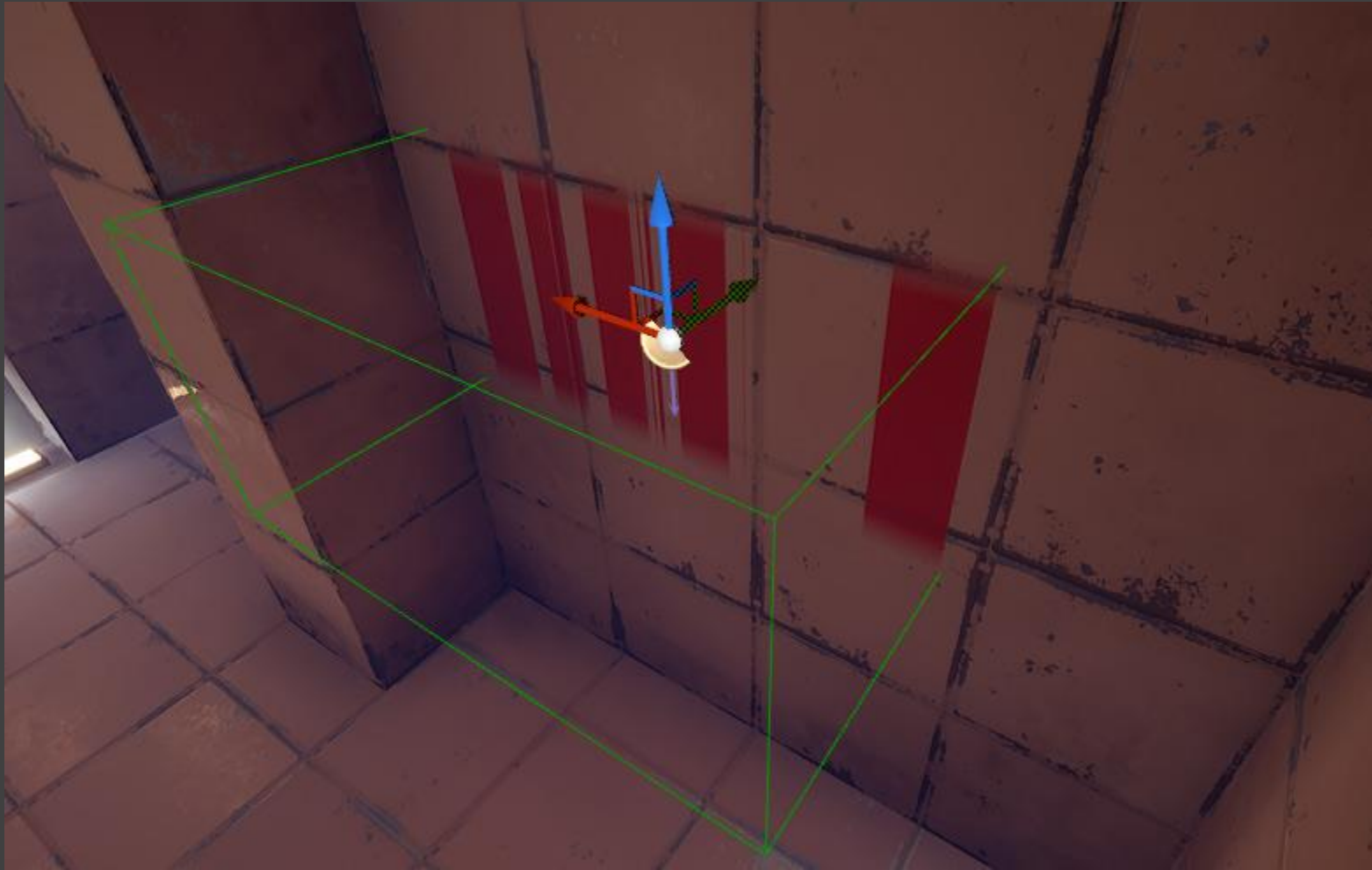
You can change all the inputs using decals

- The “translucent” type has all the inputs.

Place the decal in your level from the content browser by right clicking



You now rotate and scale the decal projection box (look at the purple arrow)





- Decals are a good way to add extra details, but if your entire wall is covered with decals, maybe there is a better way