

**U-Echo
Training
Center**



Unreal 5

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Invitado: Andrés Efraín Santín Godoy



AMBER



Agencia para el Desarrollo
de Industrias Creativas y
Digitales de Jalisco

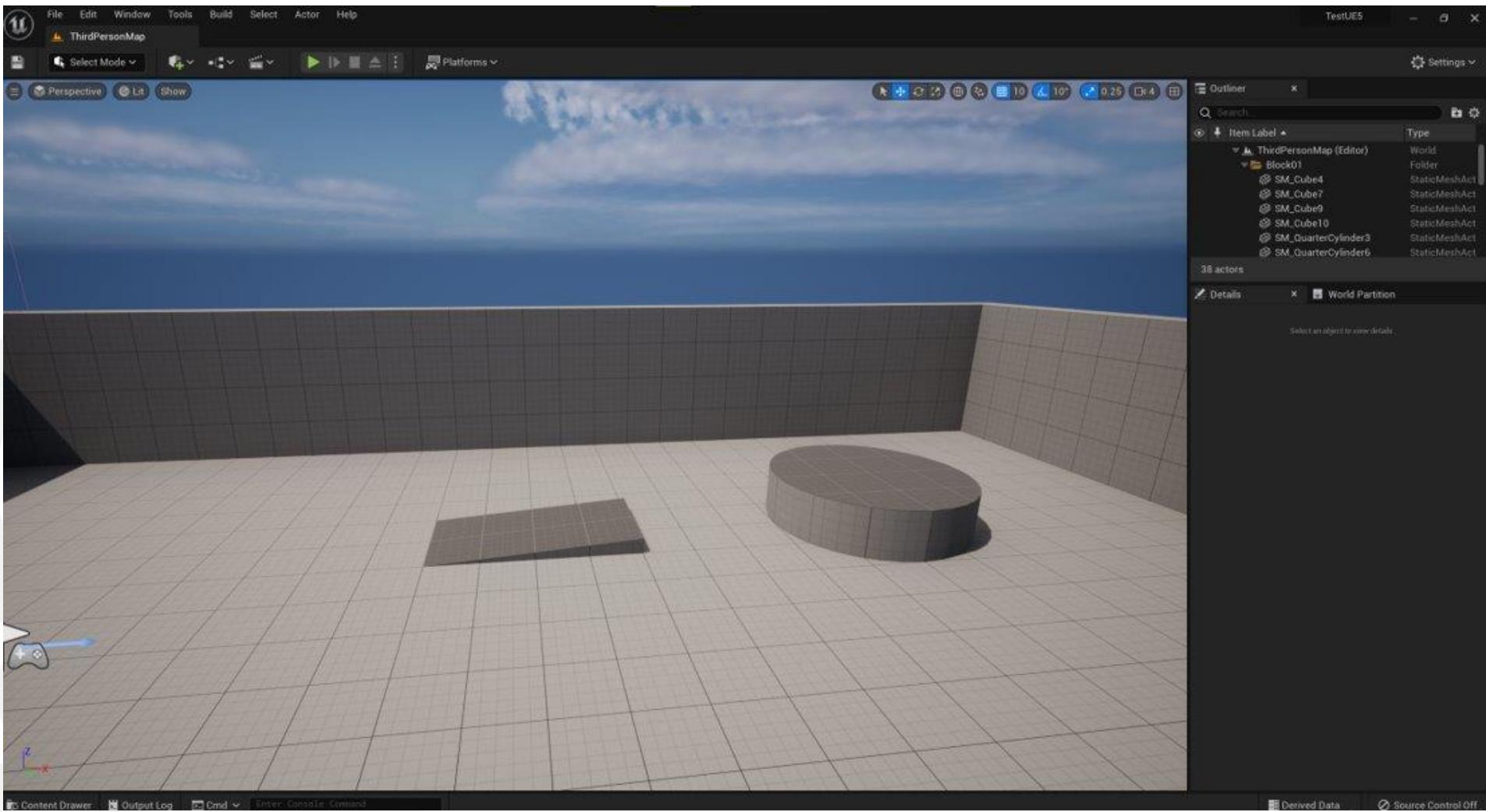


Agenda

- Interfaz
- Nanite
- Lumen
- Niagara fluids
- Chaos destruction

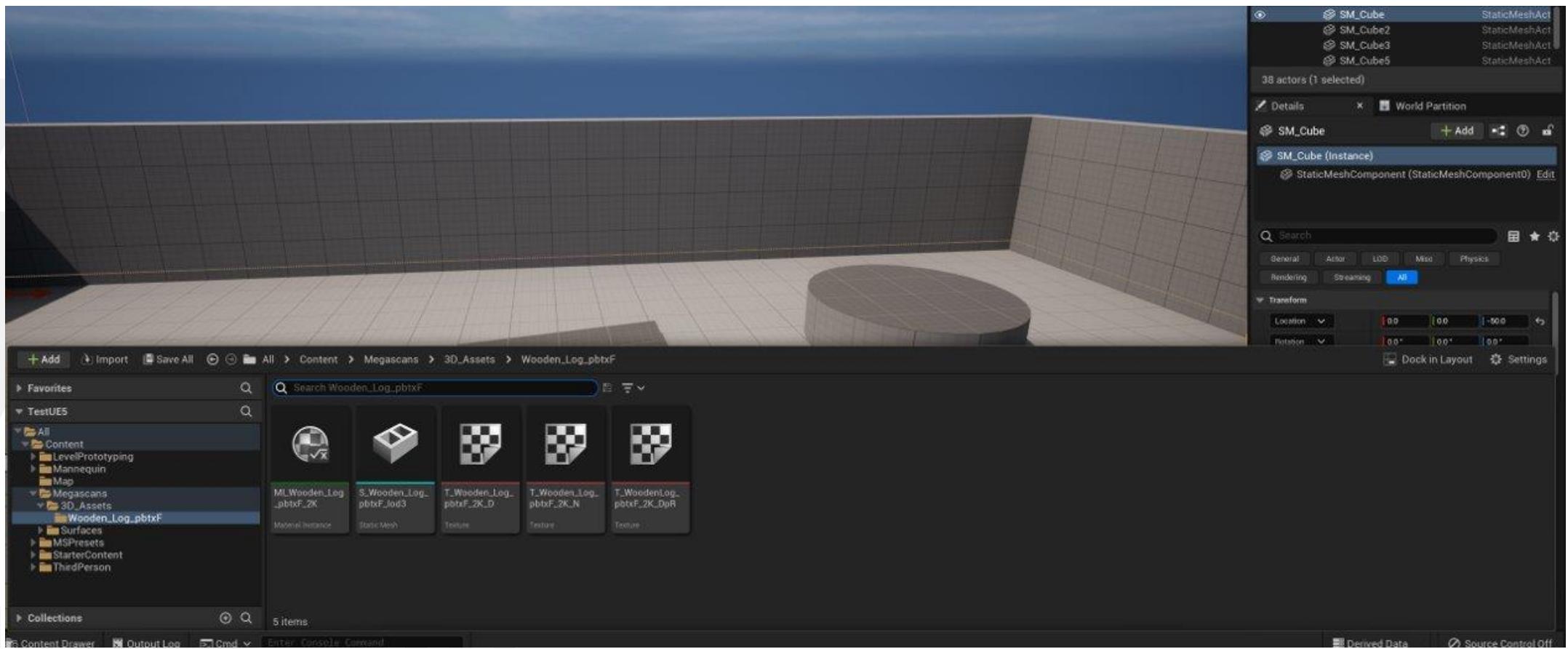


Interfaz

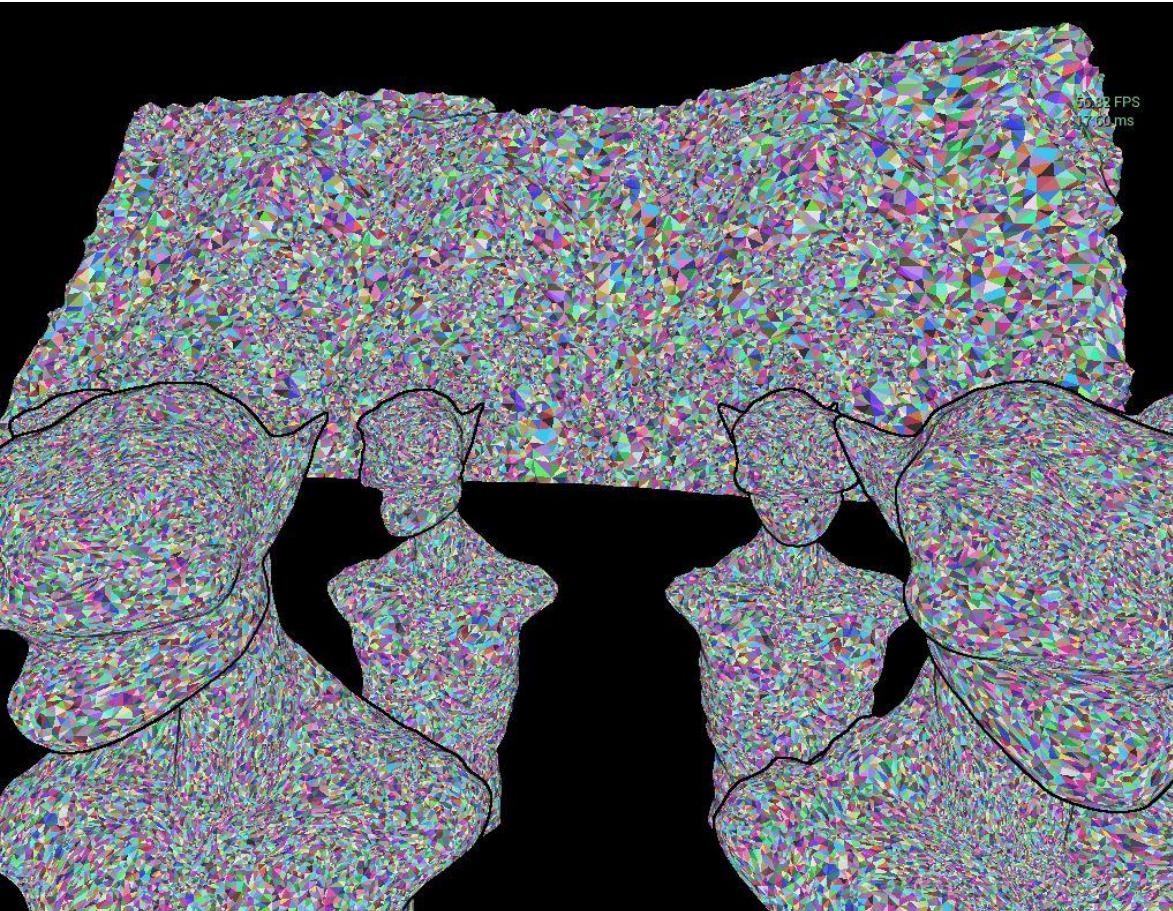


Control + espacio

- Despliegas u ocultas el "content drawer".



Nanite



Trabaja con geometría virtualizada en formato de mallas internas y renderizado a la escala de pixel.



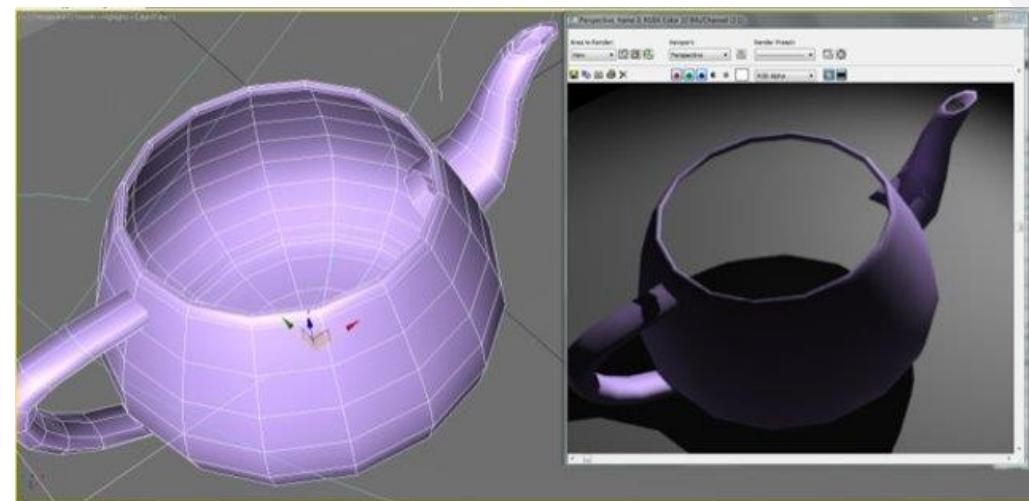
Beneficios



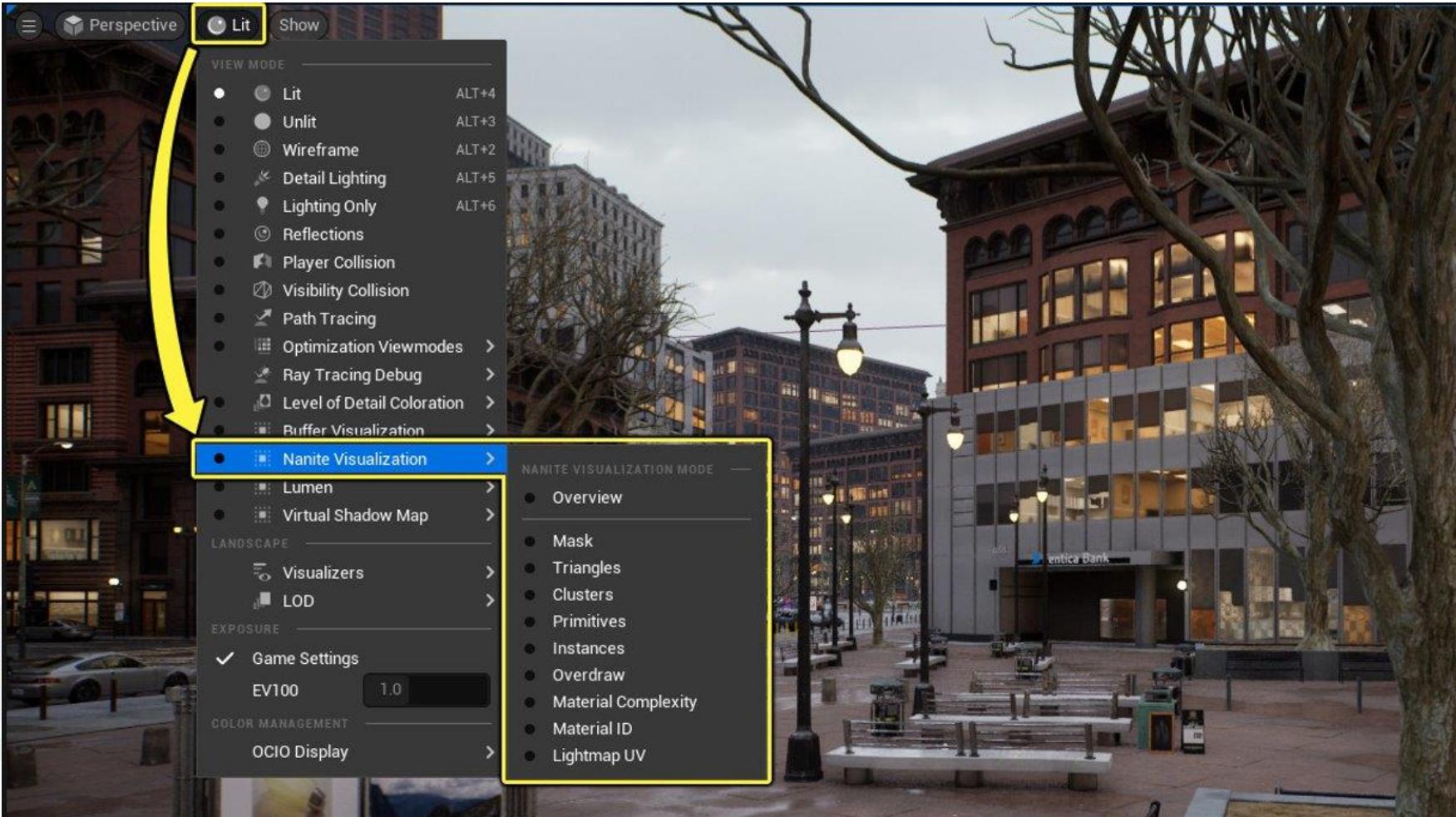
- Trabajar con millones de polígonos.
- Es automático el uso de LOD.
- No perderás calidad.

No funciona con...

- Materiales translucido o enmascarados
- Objetos de 2 caras
- Skeletal mesh
- Mapas de relieve

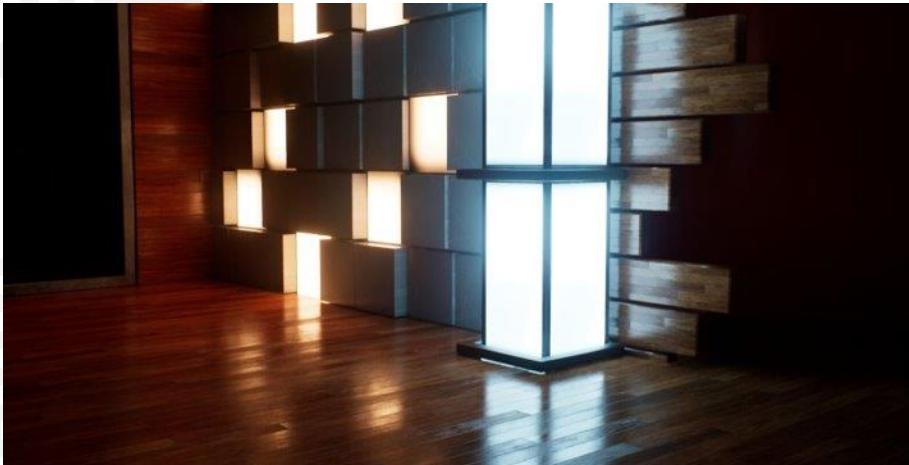


Modo de visualización

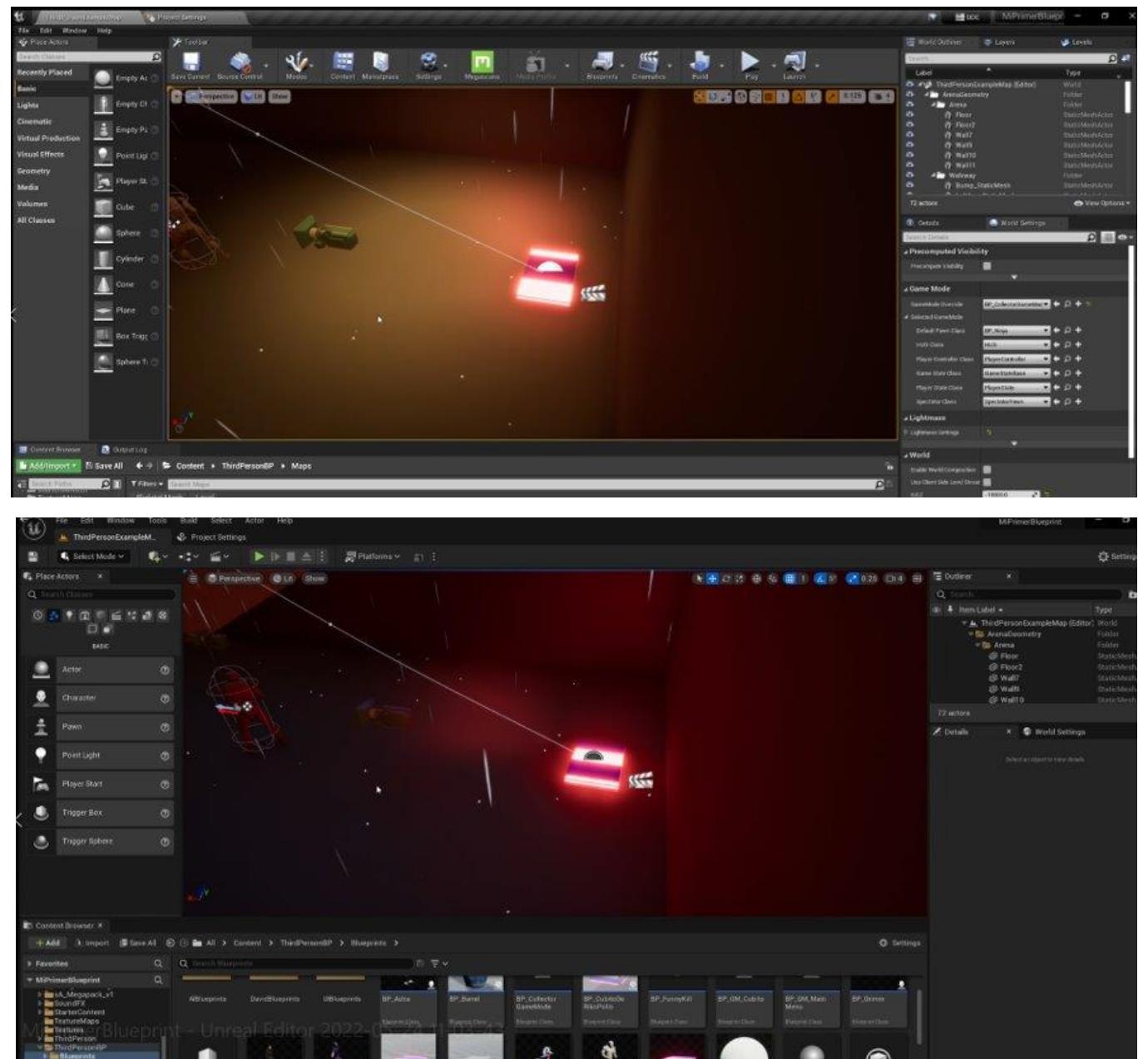


Lumen

- Es el nuevo motor de iluminación que nos ofrece Unreal Engine 5. Por defecto en nuevos proyectos pero hay que activarlo en proyectos que vengan de Unreal Engine 4.

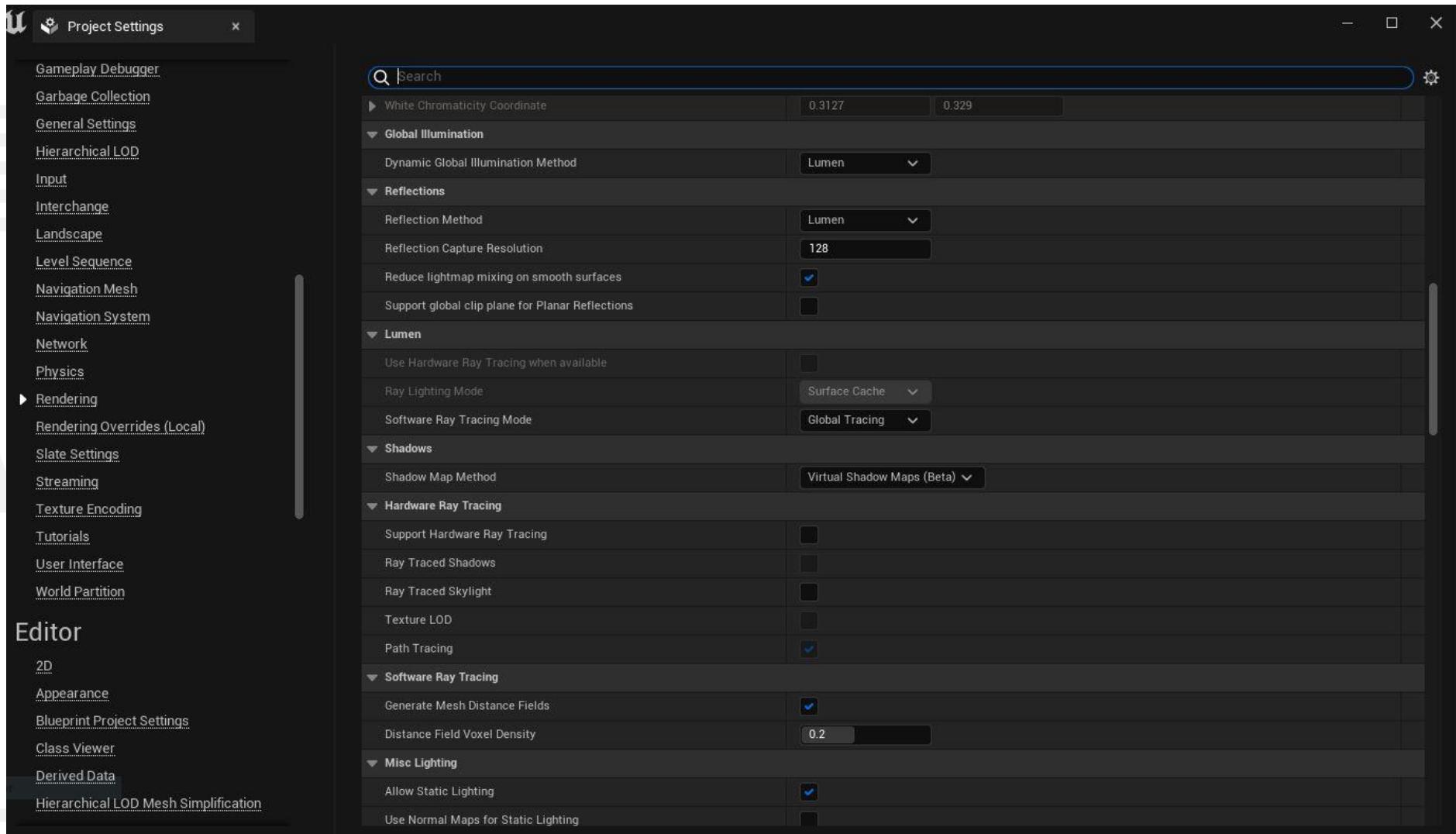


Comparación

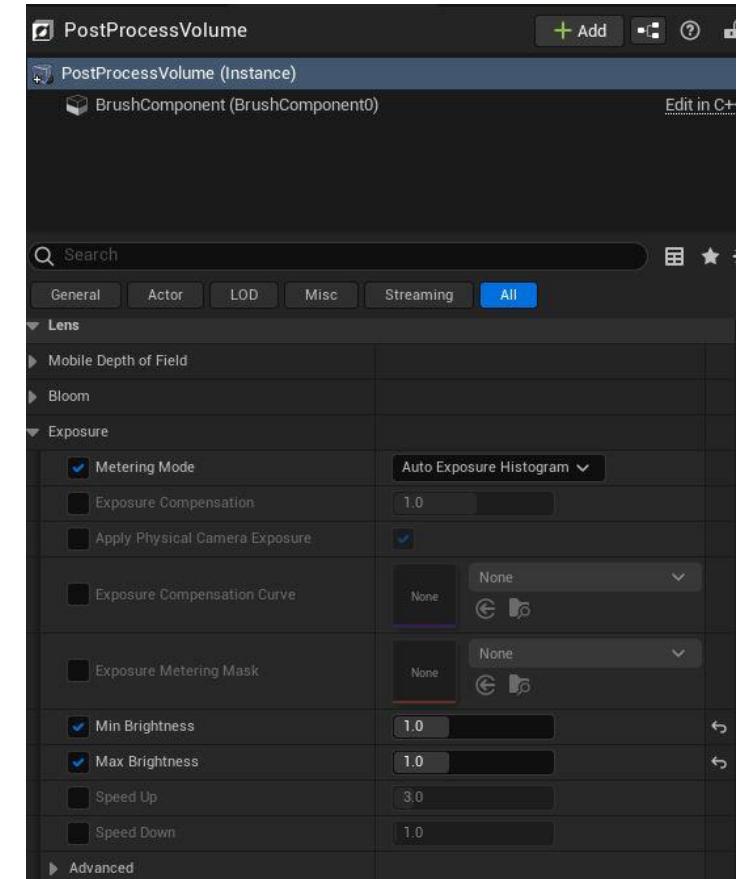
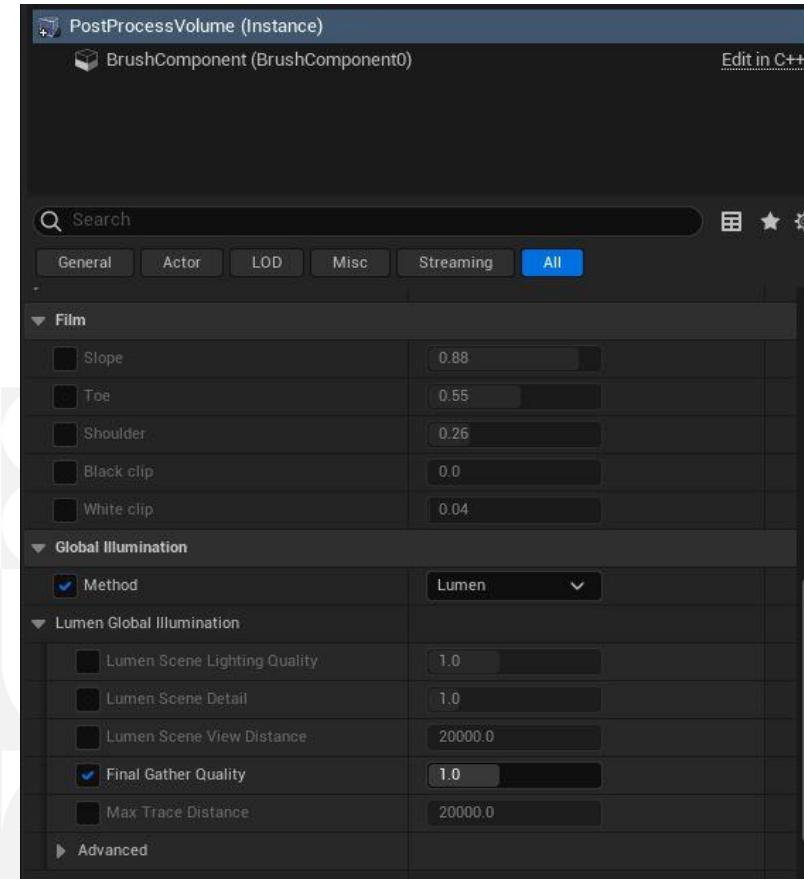
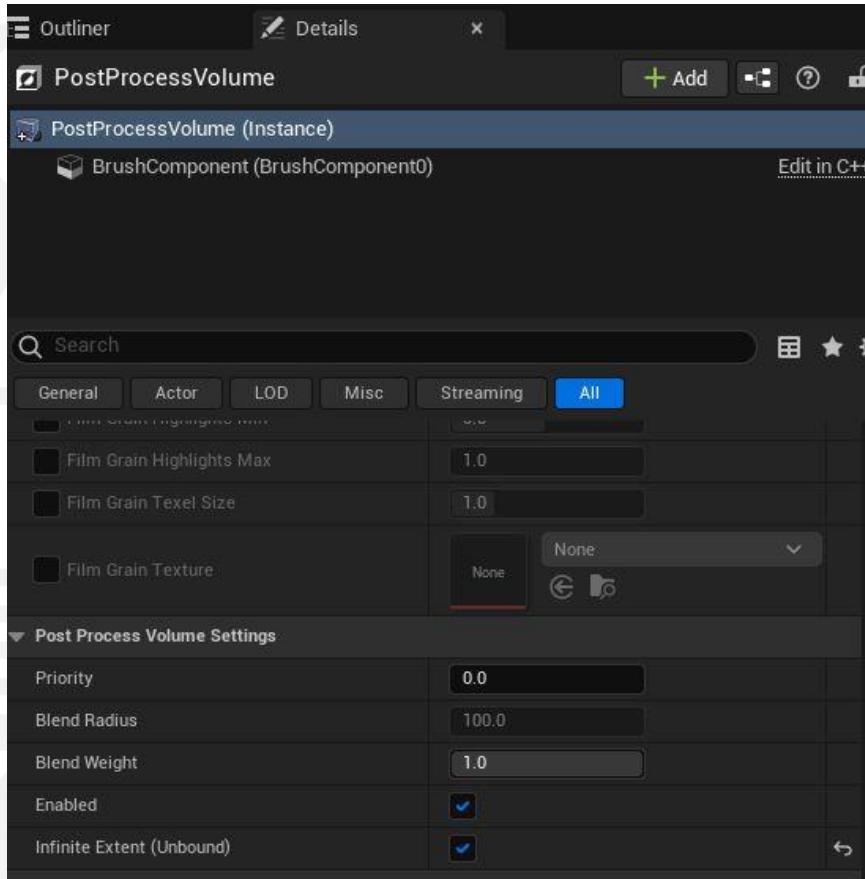




¿Cómo activar Lumen?



¿Cómo activar Lumen?

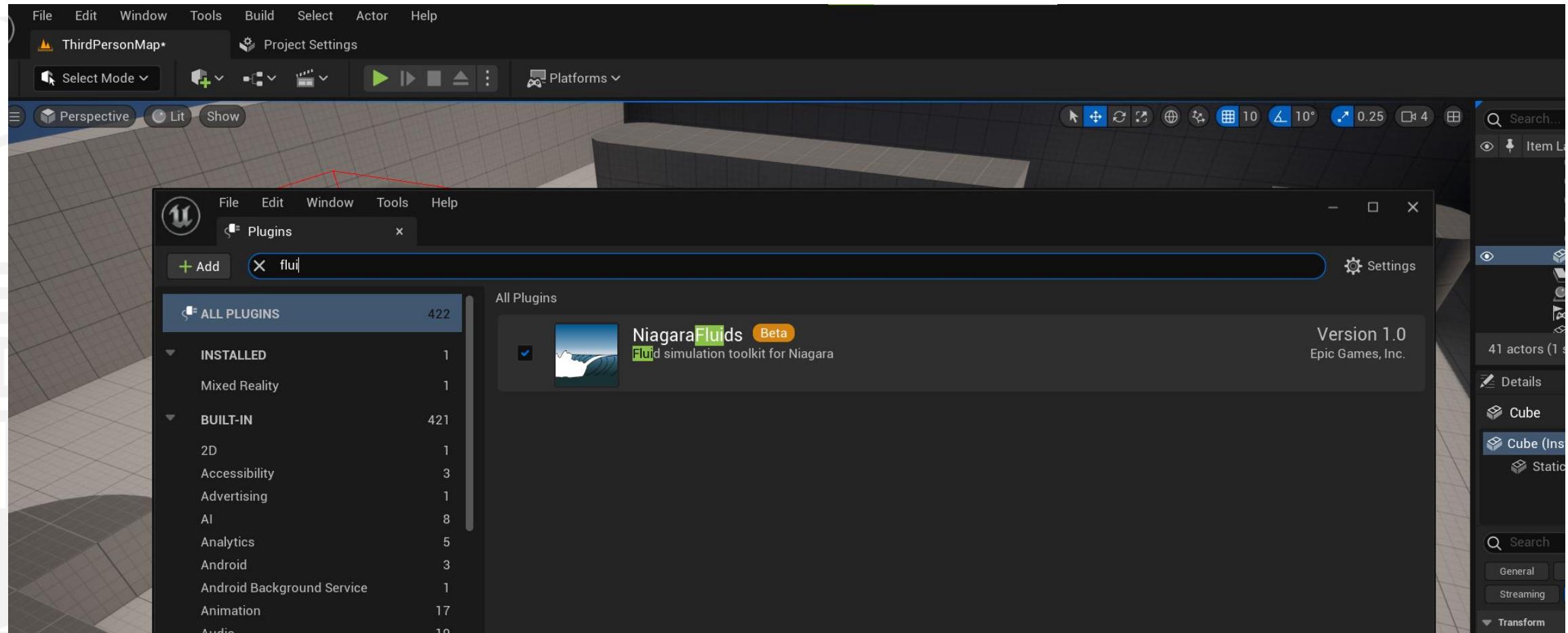


Niagara fluids

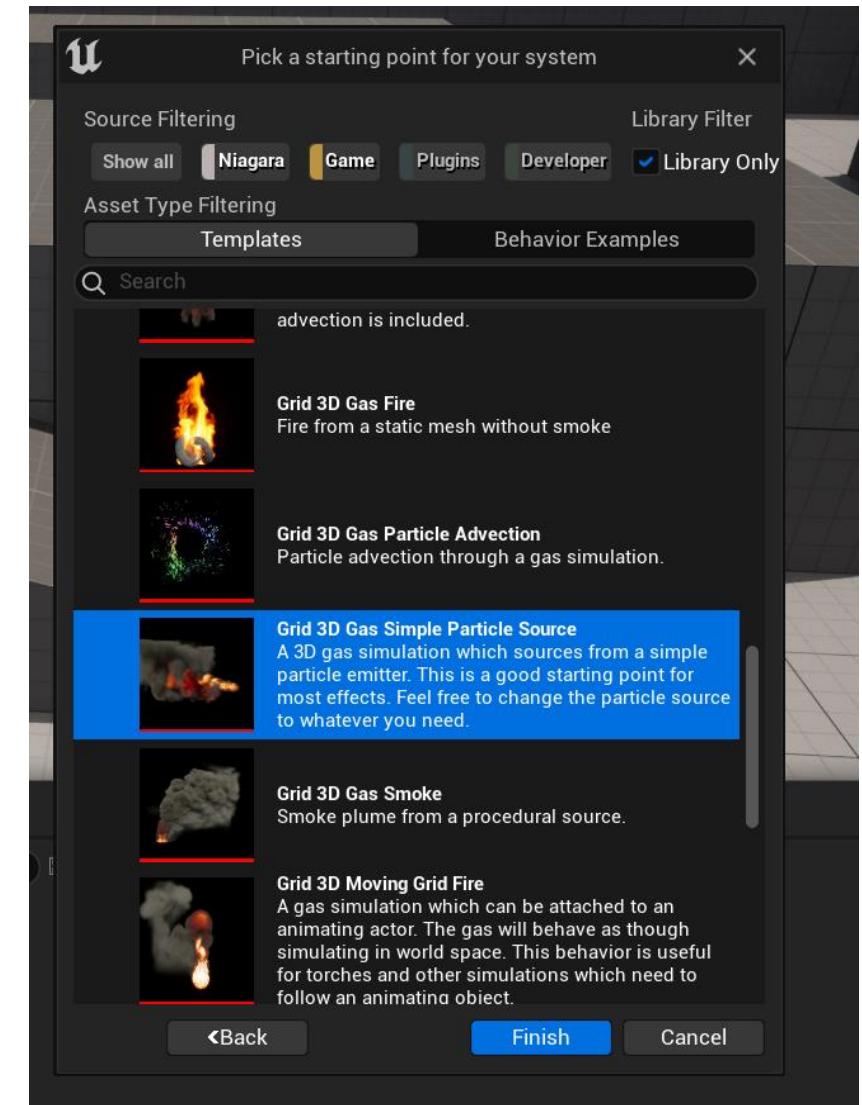
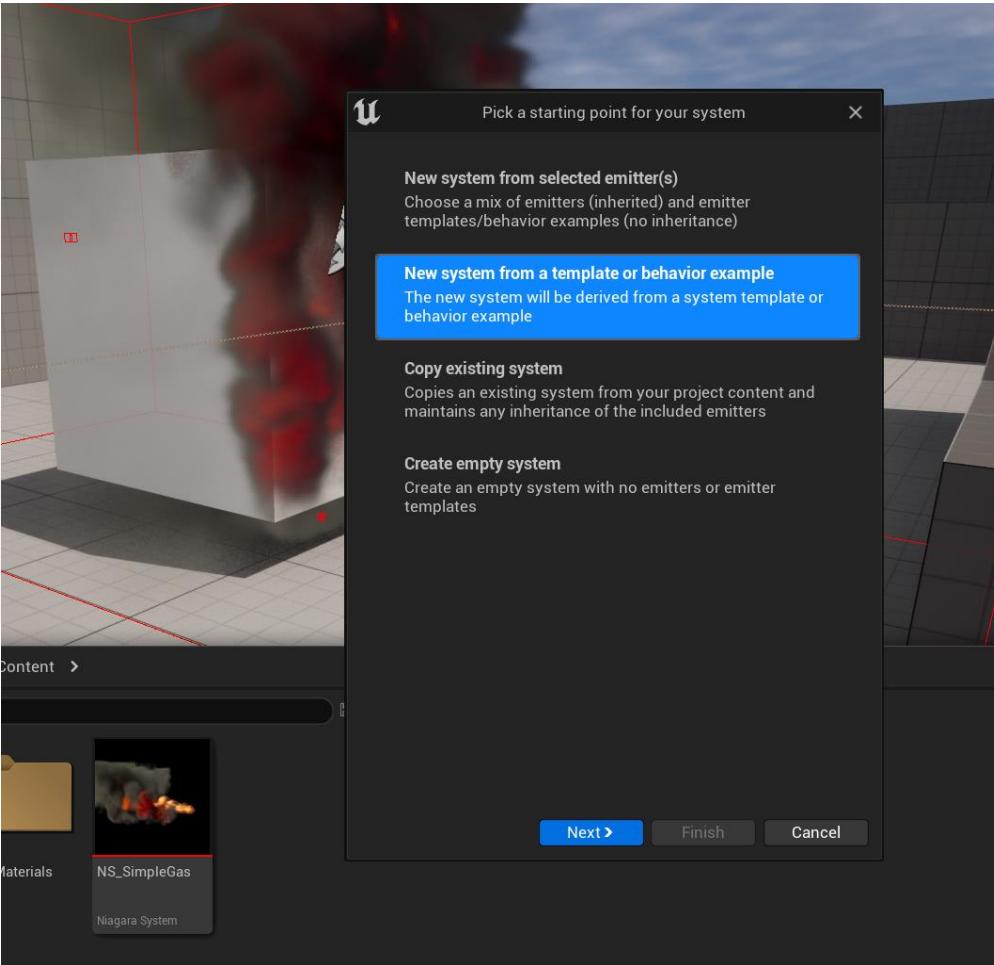


<https://dev.epicgames.com/community/learning/tutorials/orJv/welcome-to-niagara-fluids>

Lo activamos en plugins

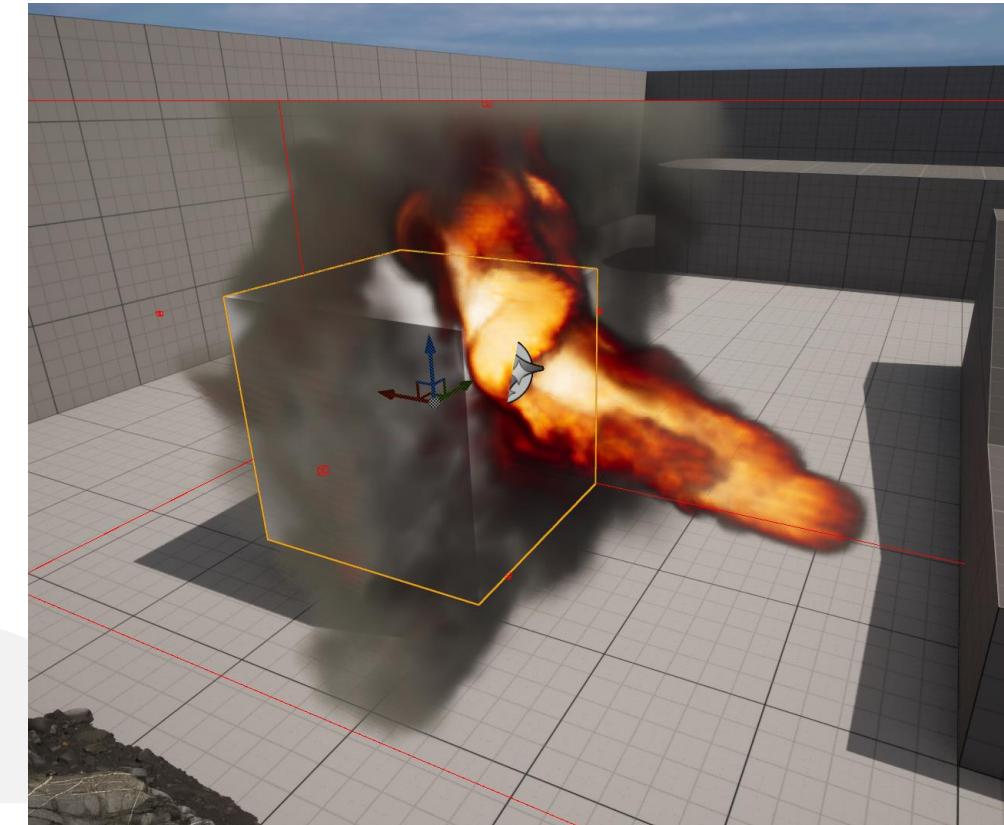
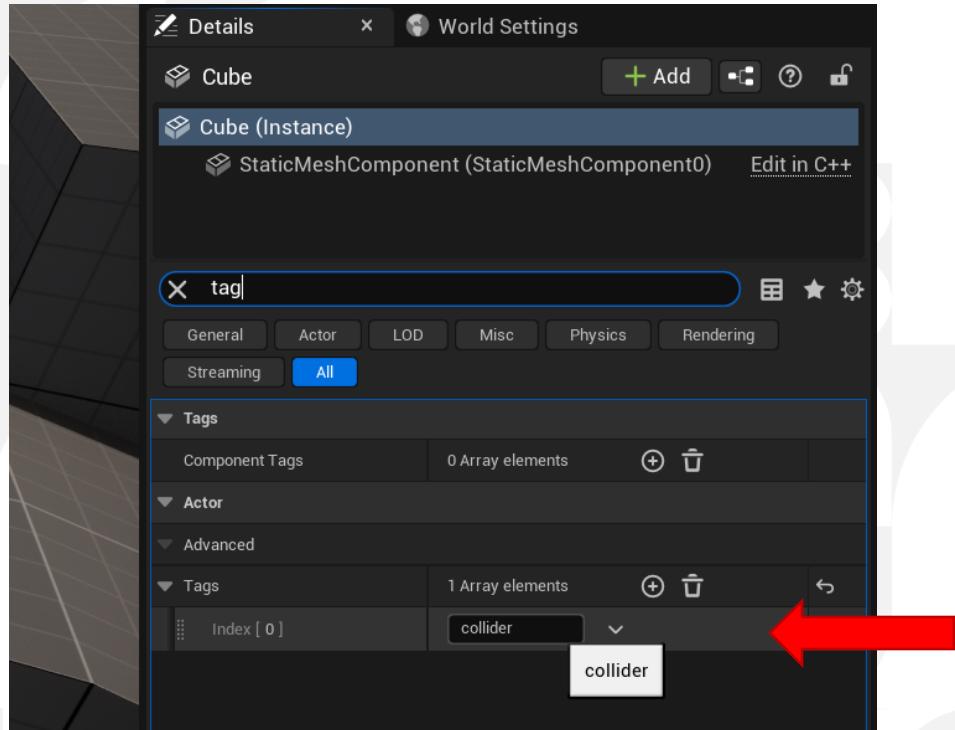


Creamos la particula



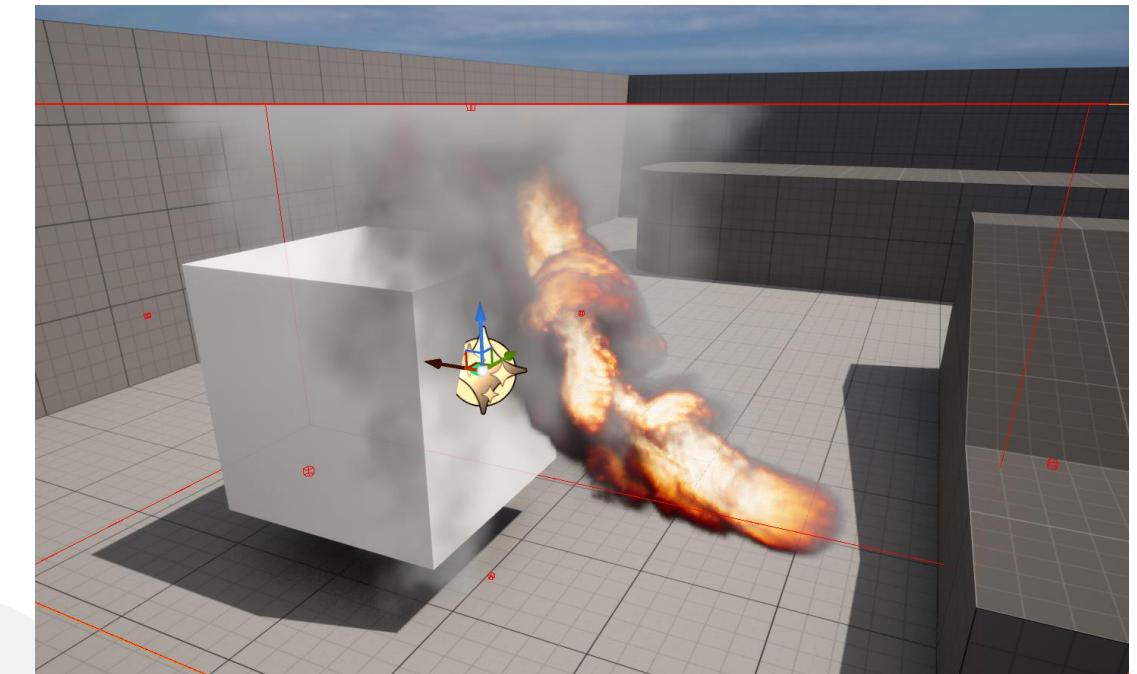
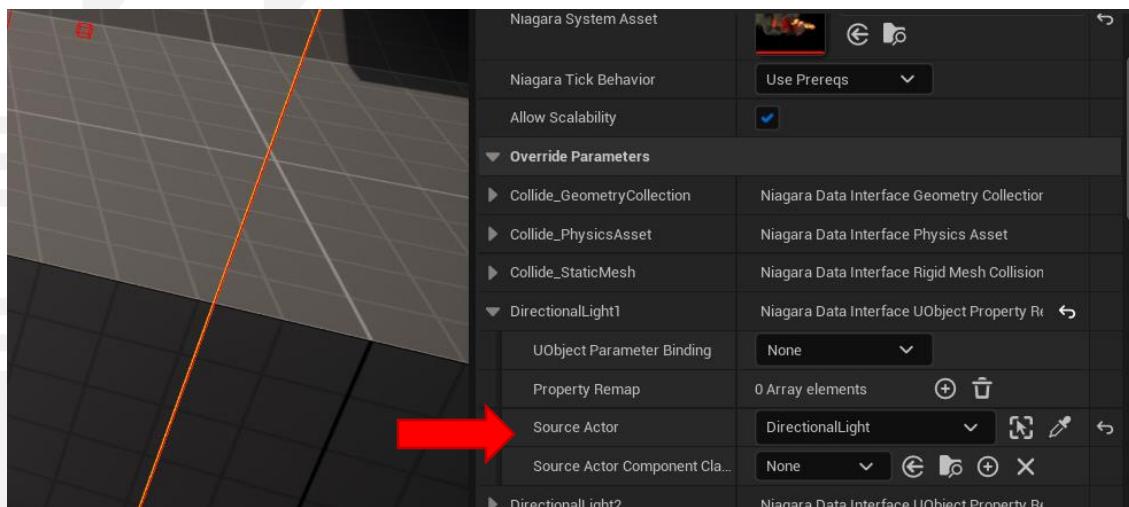
Colisión con "StaticMesh"

- Para que nuestro "Static Mesh" interactúe con la partícula le colocamos el Tag "collider".

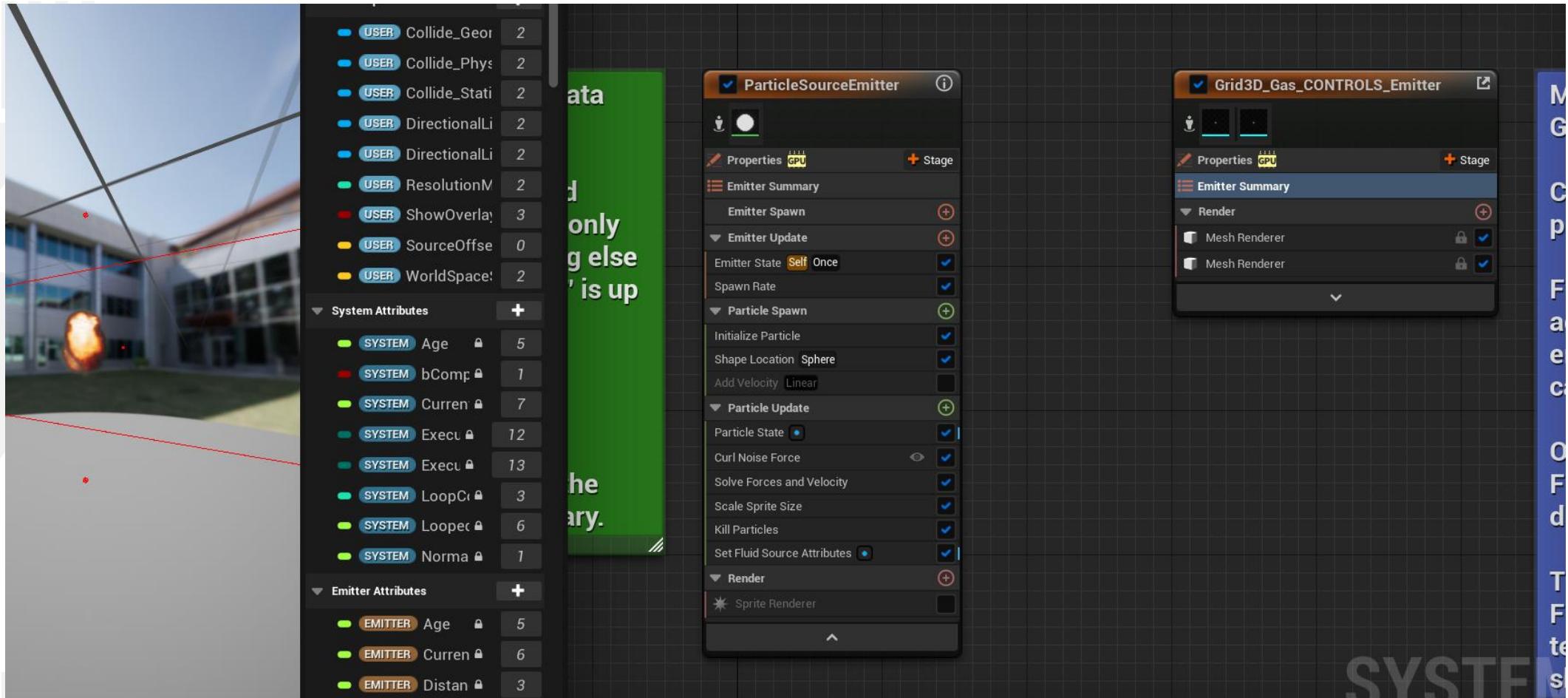


Interactuar con la luz

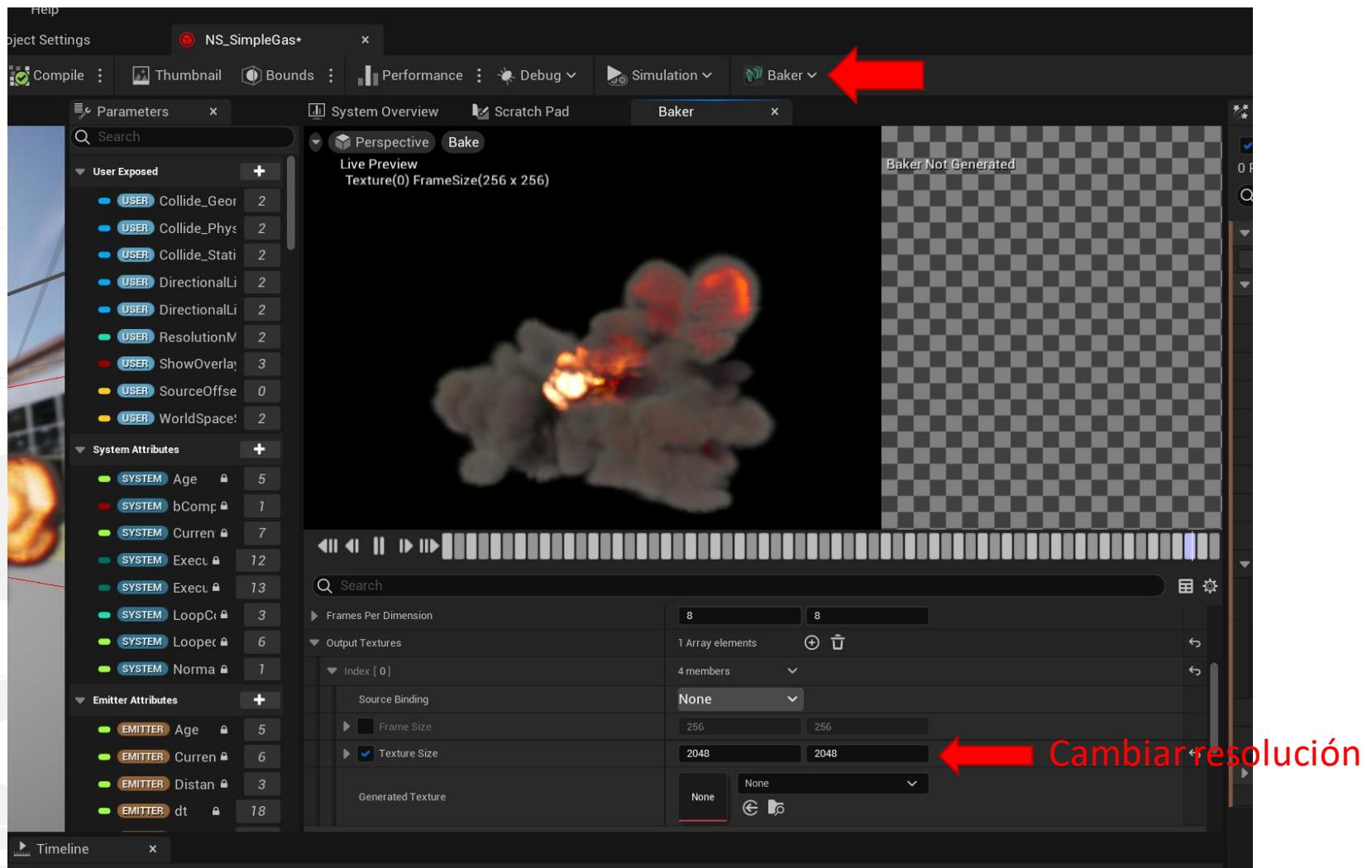
- Podemos seleccionar la luz con la que interactúa la partícula.



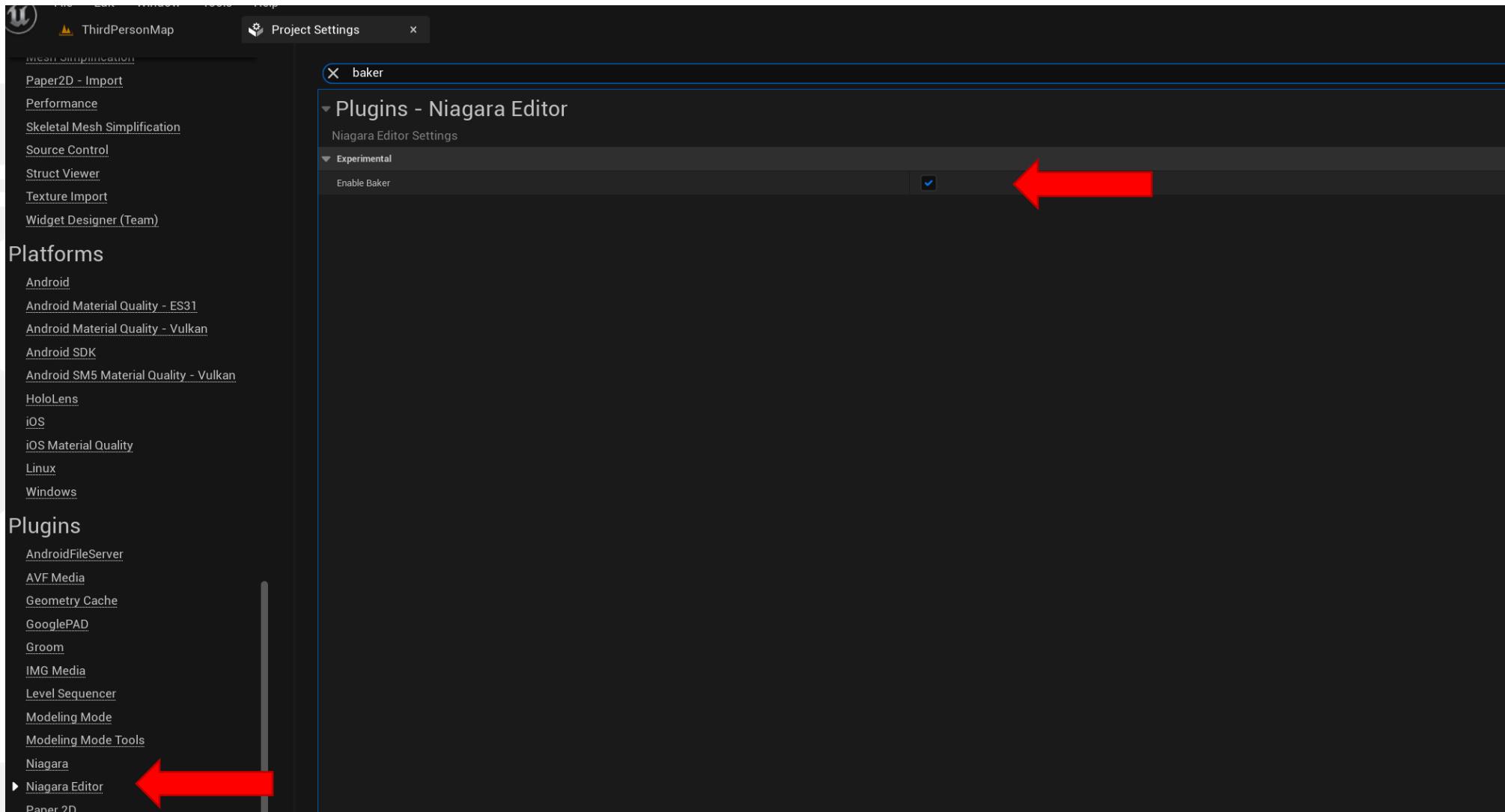
Modificar la partícula



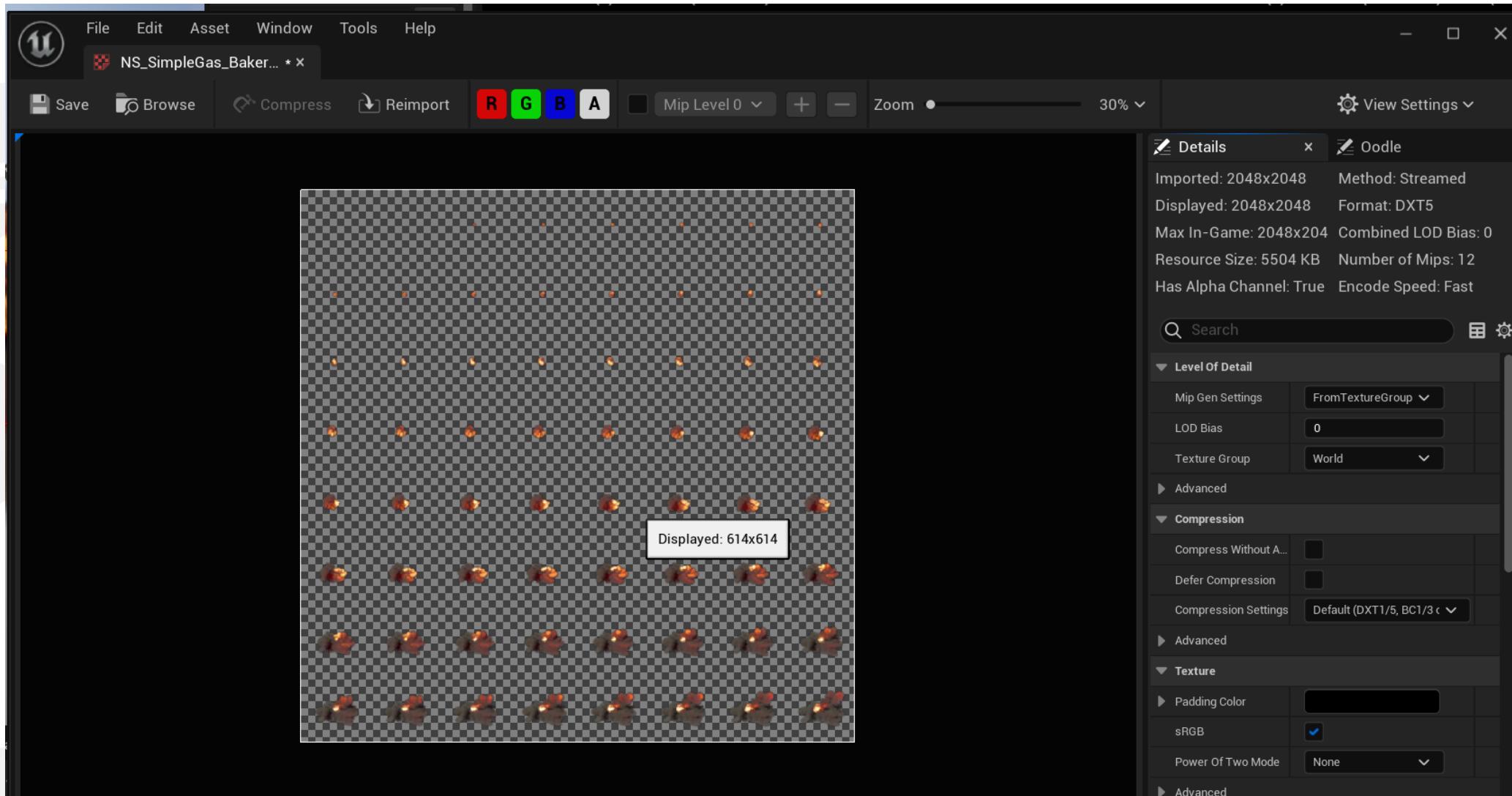
Baker



Activarlo en 'Project Settings'



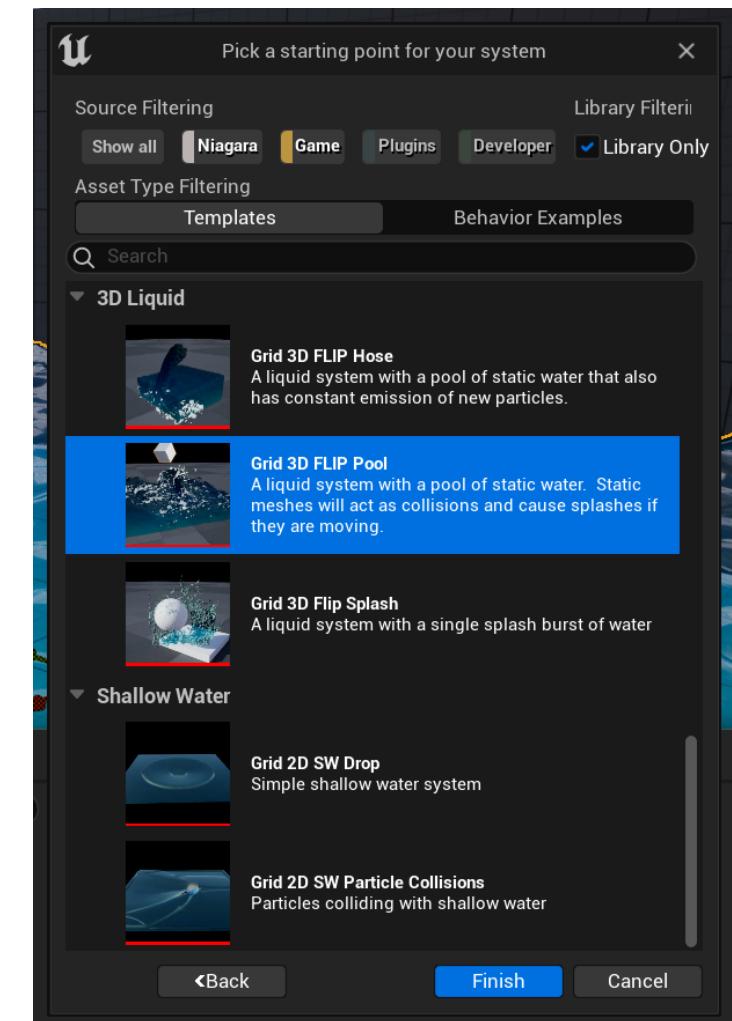
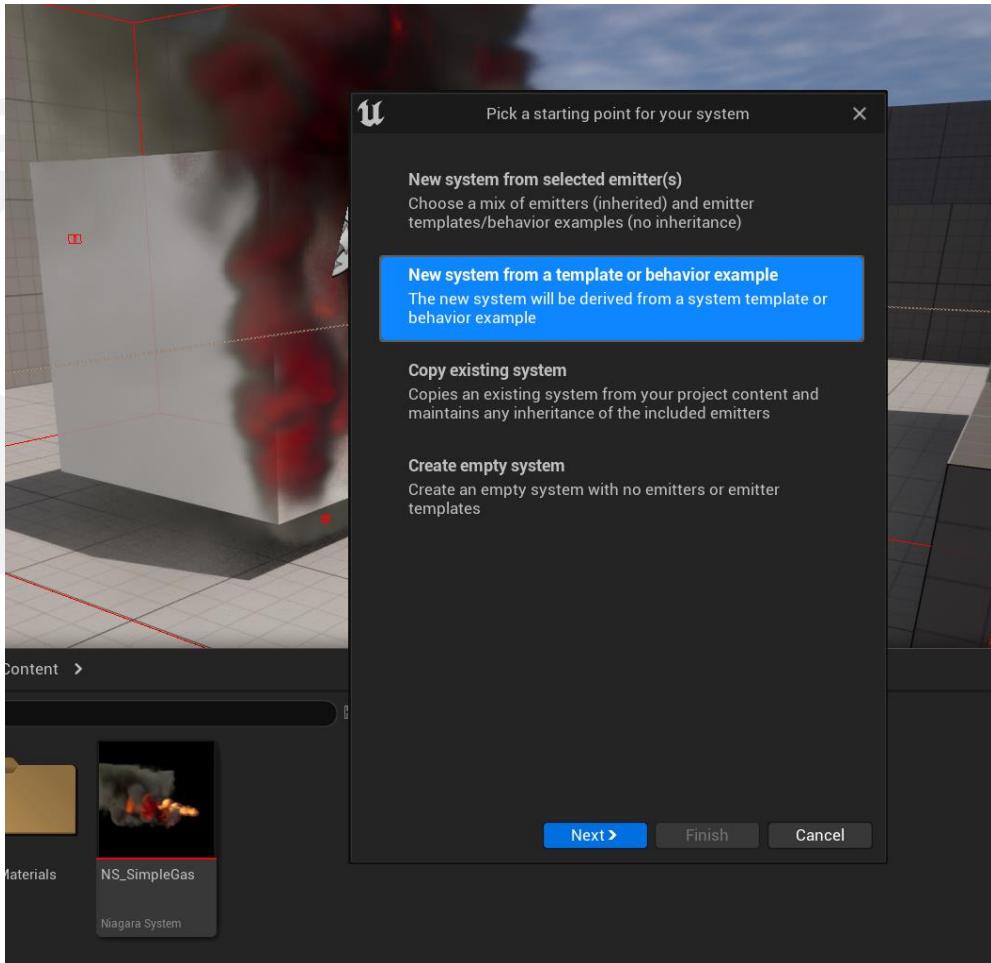
Baker



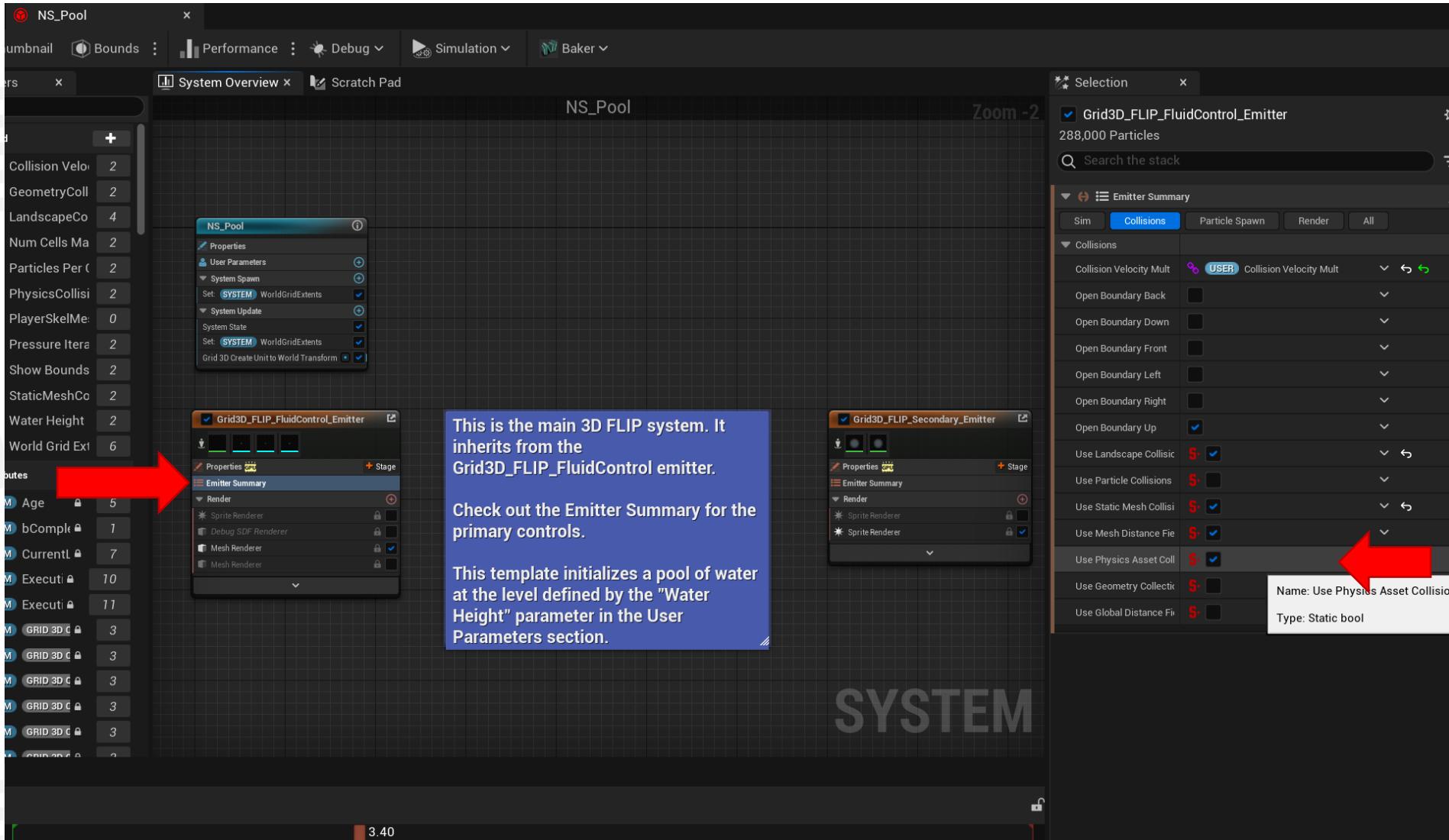
Niagara fluids reaccionando al 'Player Pawn'



Partícula



Configuración



SYSTEM

Configuración

3

This is the main 3D FLIP system. It inherits from the Grid3D_FLIP_FluidControl emitter.

Check out the Emitter Summary for the primary controls.

This template initializes a pool of water at the level defined by the "Water Height" parameter in the User Parameters section.

4

5

System Overview X Scratch Pad

NS_Pool

Add a new Parameter to this group.

User Parameters

System Spawn

Set: SYSTEM WorldGridExtents

System Update

System State

Set: SYSTEM WorldGridExtents

Grid 3D Create Unit to World Transform

Properties

Grid3D_FLIP_FluidControl_Emitter

Properties GPU Stage

Emitter Summary

Render

Sprite Renderer Debug SDF Renderer Mesh Renderer Mesh Renderer

Selection

NS_Pool

Search the stack

User Parameters

Collision Velocity Mult 1.0

GeometryCollectionColl Geometry Collection

LandscapeCollisions Landscape Sample

Num Cells Max Axis 64

Particles Per Cell 8

PhysicsCollisions Physics Asset

Source

Default Source None

Source Actor None

Mesh User Parameter PlayerSkelMesh Object

PlayerSkelMesh Pressure Iterations 150

Show Bounds

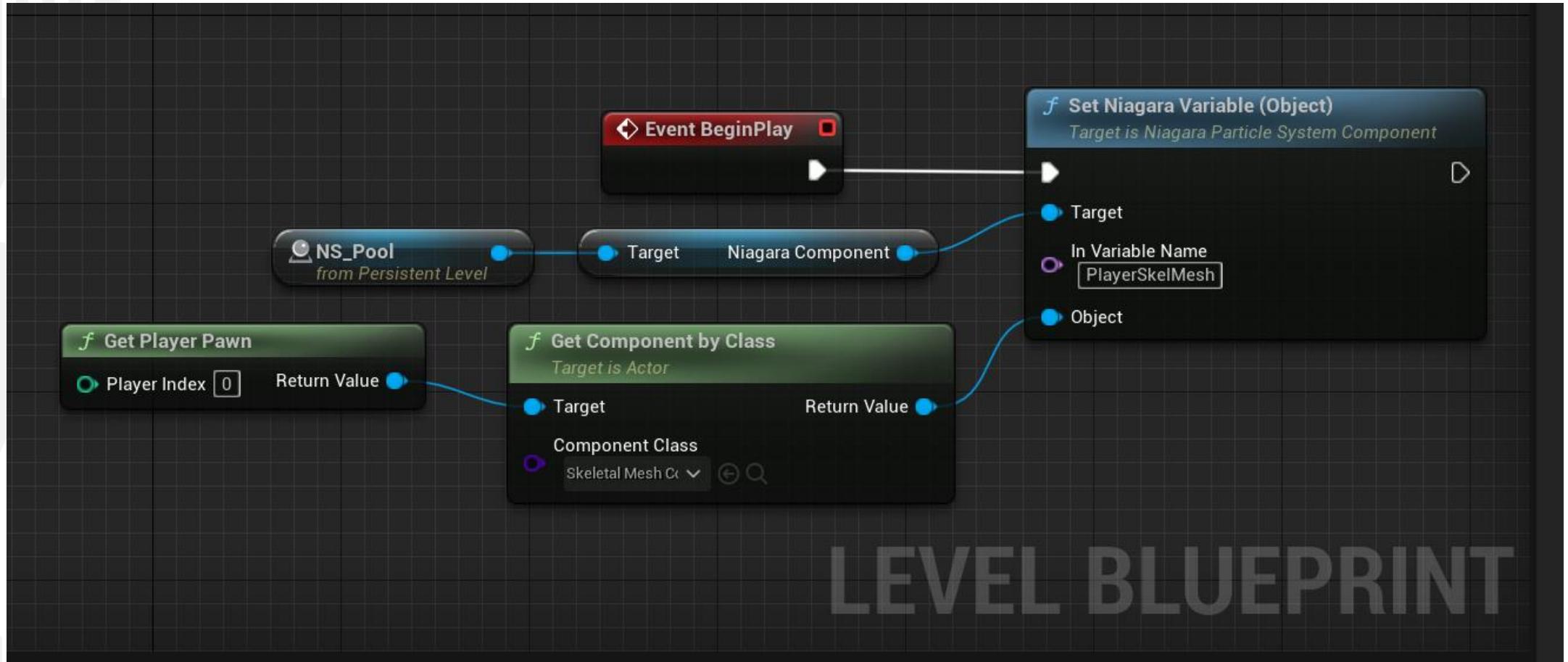
StaticMeshCollisions Rigid Mesh Collision Query

Water Height 150.0

World Grid Extents X 800.0 Y 800.0 Z 400.0

Crear un parametro object y asignarlo a "Physic collision".

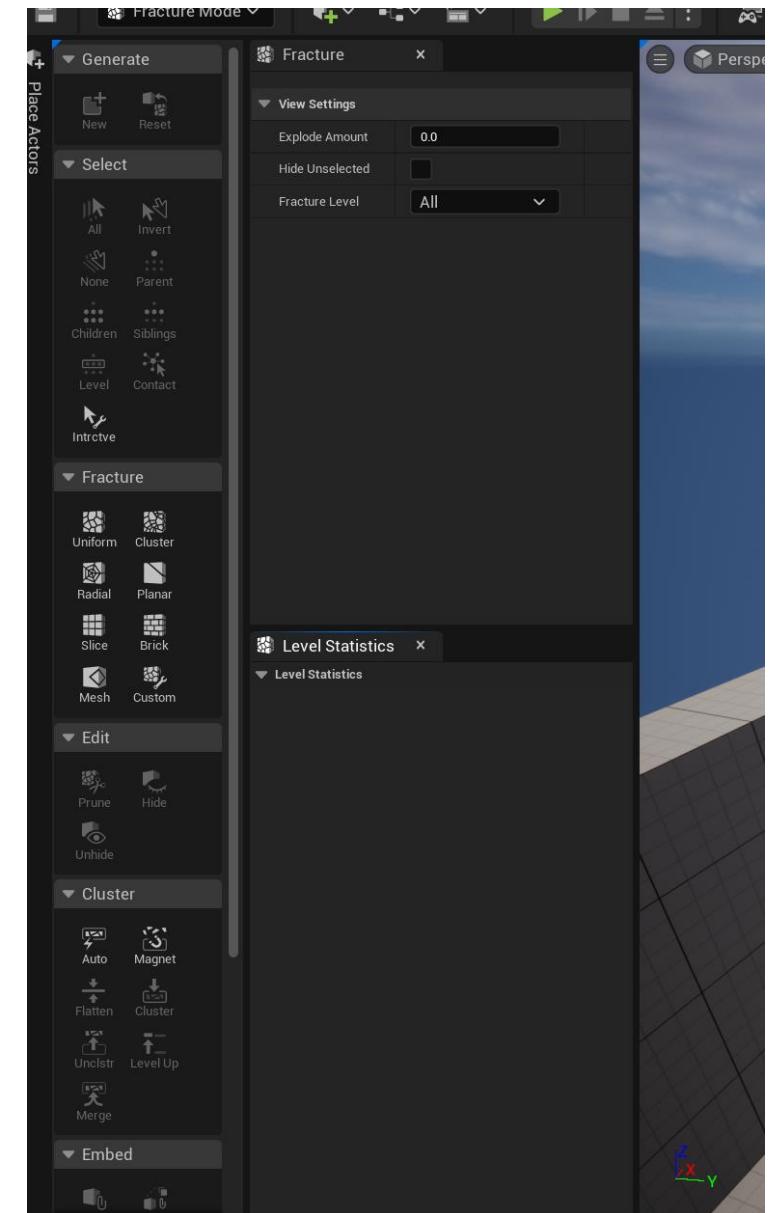
Llamarlo en el BP



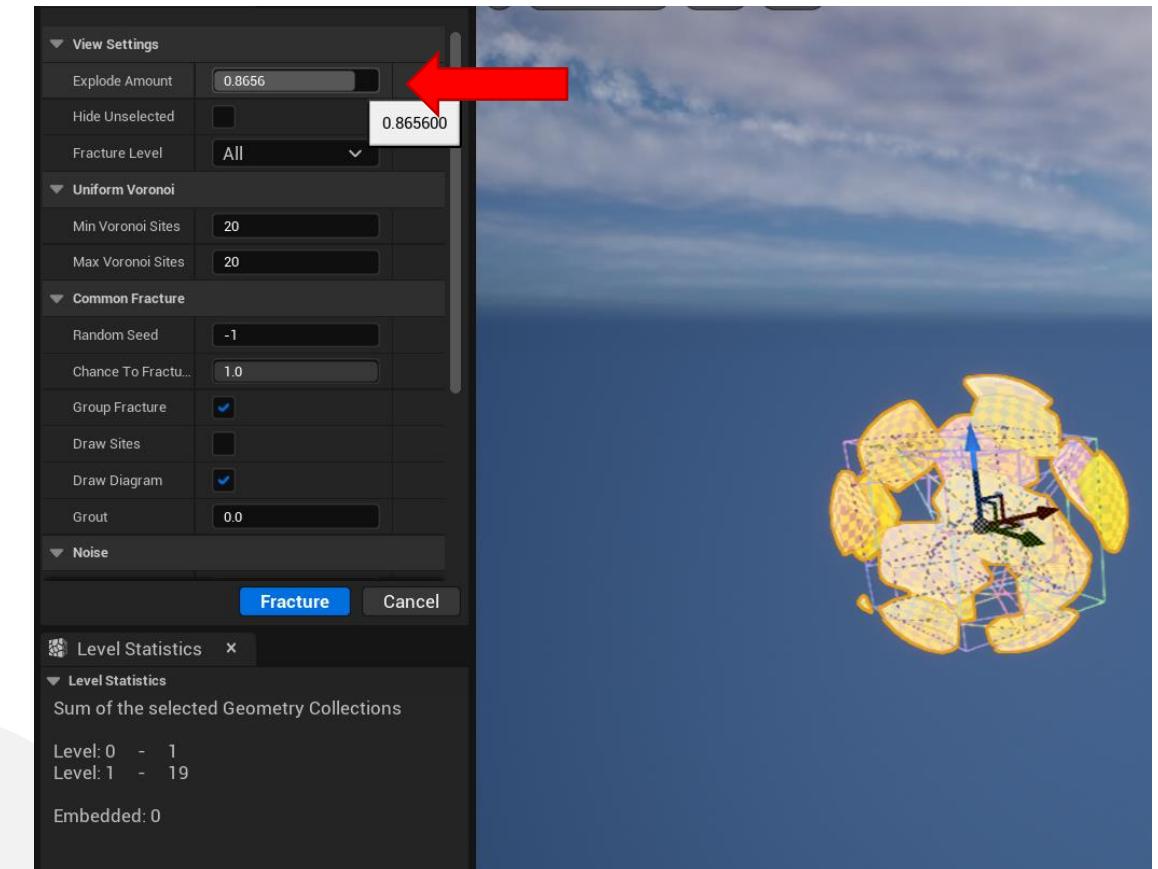
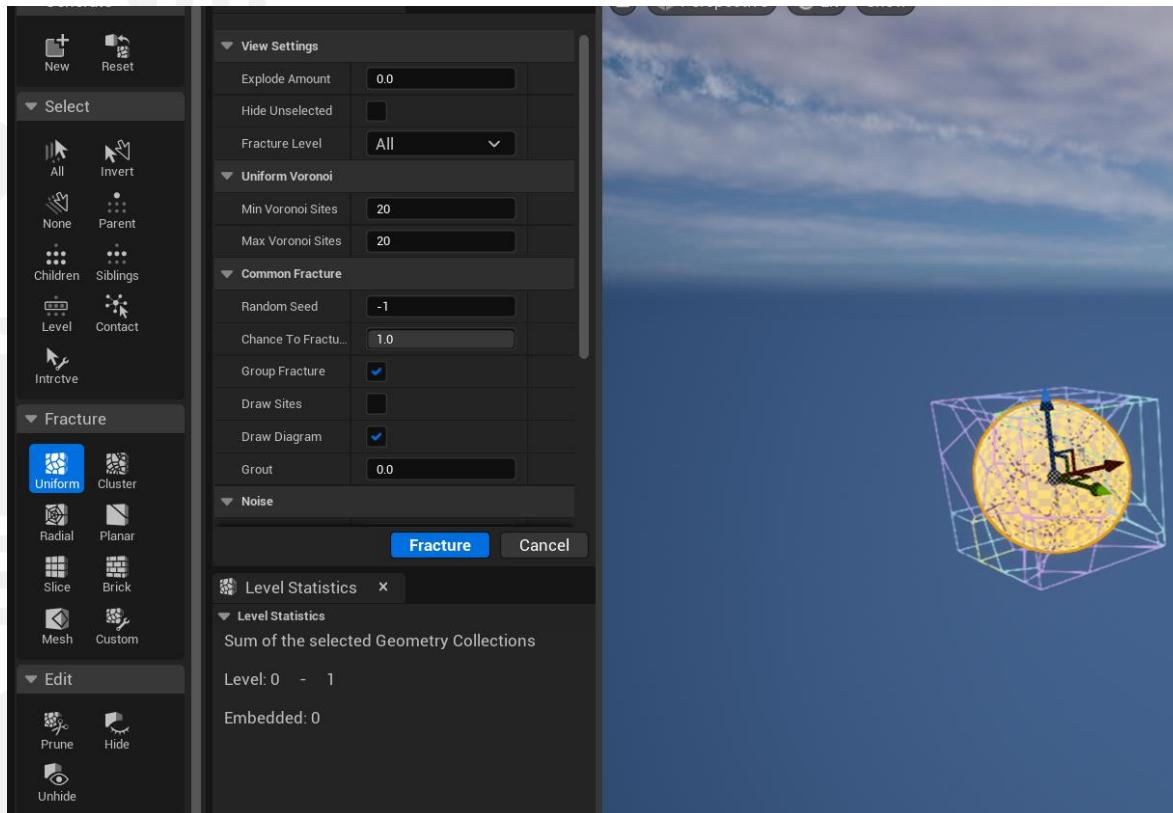
Chaos destruction



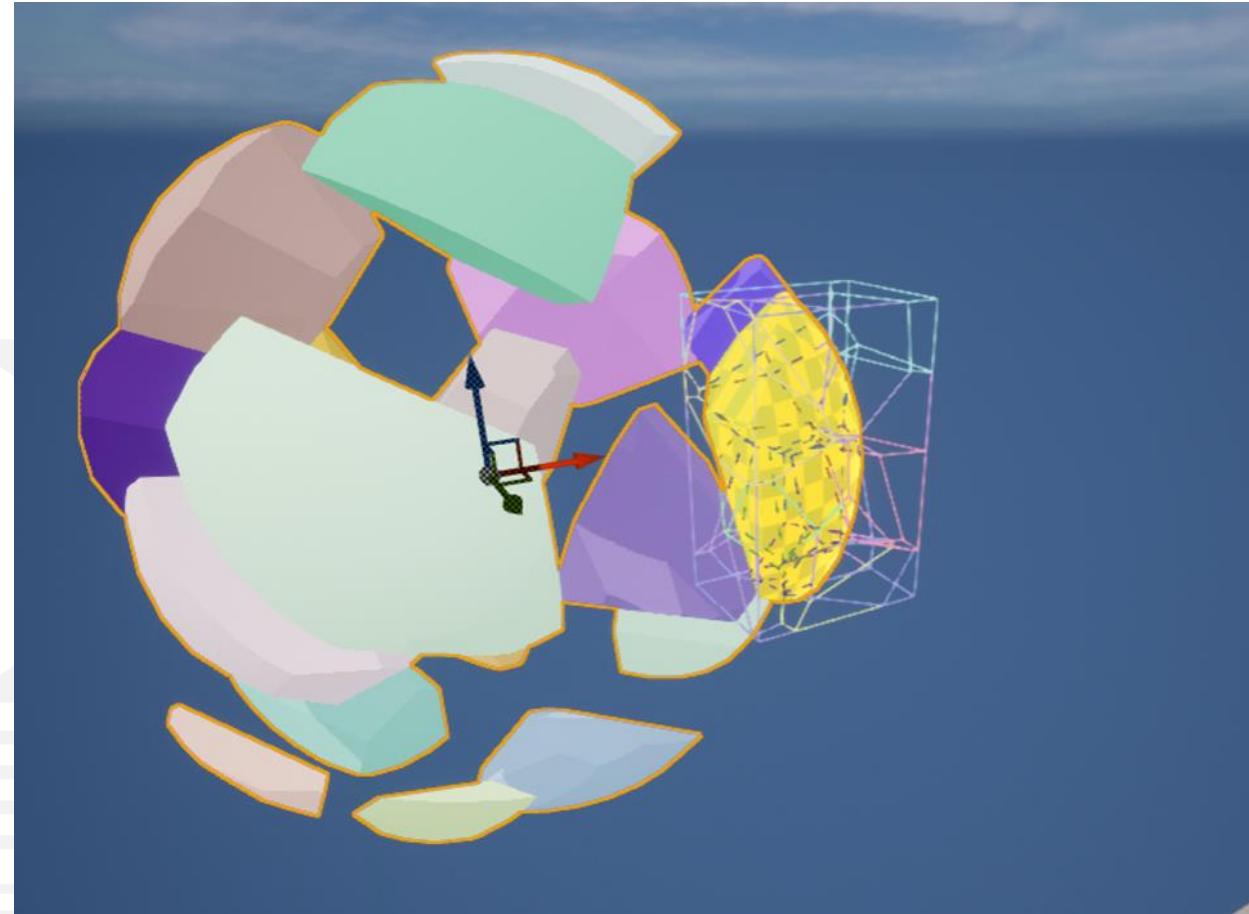
Select mode



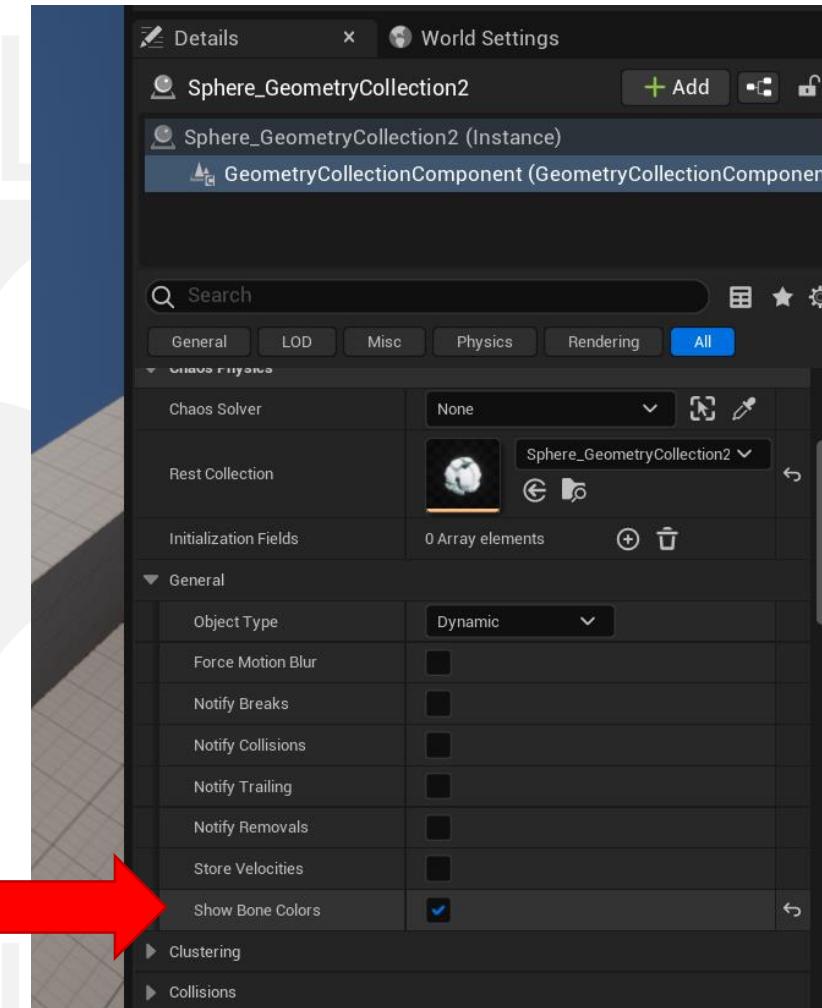
Fracture



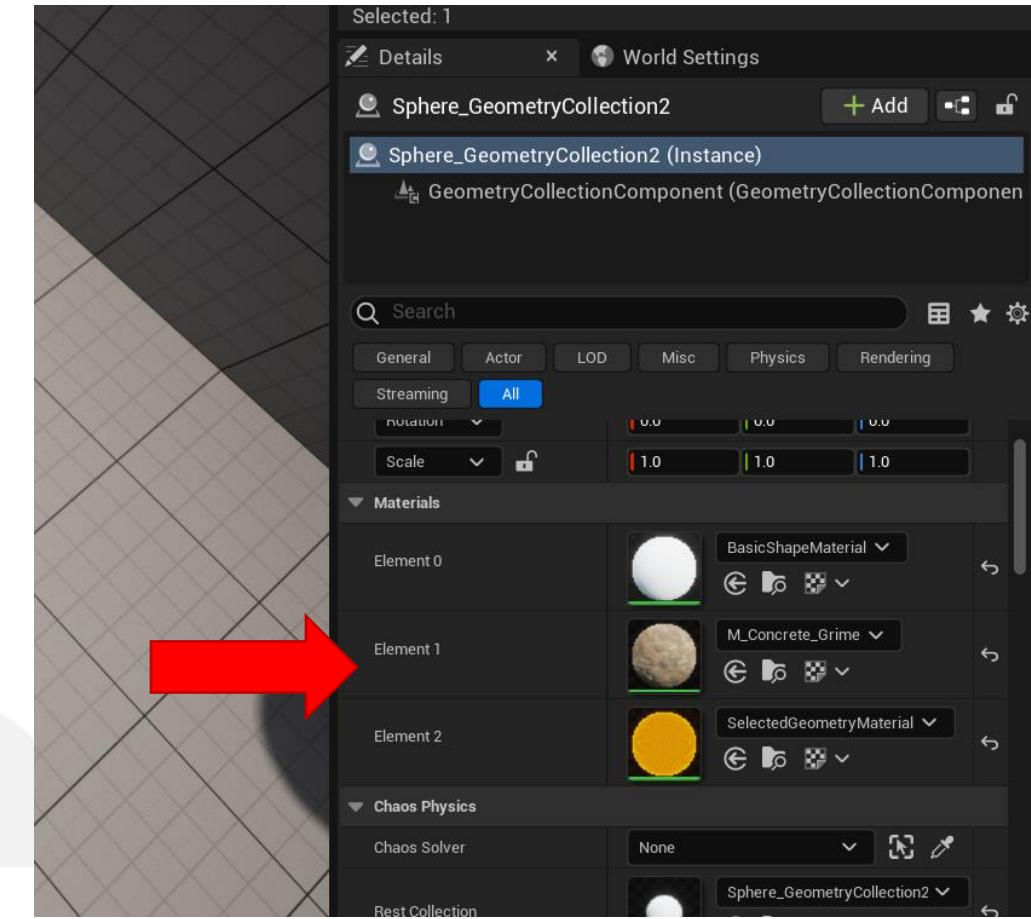
Podemos fracturar más elementos



Volver al material original



Cambiar el material del interior





Tarea de la semana

- Crear un nivel en UE5



Gracias

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Arden Asociación Civil



arden_asociacion



Classroom - código de clase plow4fn



Discord -
<https://discord.gg/K6PHCgz8Mb>