

Mobile Pack Documentation

Mobile Blueprints

Base_Game_Mode_BP

Used to change the “Default Pawn Class” to “Free_Camera_Pawn_BP”. This can be set under “World Settings” then “GameMode Override”.

Free_Camera_Pawn_BP

New camera pawn used when the level is played it is used in “Mesh_Offset_BP”

* This blueprint relies on custom project inputs to function, these can be found in Project Settings > Engine > Input > Bindings > Axis Mappings

Mesh_Offset_BP

Blueprint that references the “Water_Plane_Two_Sided” mesh – the mesh reference can be changed by placing the “Mesh_Offset_BP” actor in a level and selecting a new “Target Actor” (which must be set to movable)

This blueprint actor is used to compensate the lack of tessellation on Mobile Devices, by offsetting the plane referenced in Worldspace X and Y values while keeping the Z value constant. As Waterline’s effects are working in Worldspace coordinates all texture effects maintain their coordinates as the mesh is scrolled over.

* To properly view these blueprints in action you must play the level – otherwise the low polycount of the water plane mesh will cause the underwater post-process effects to not align properly with the water surface.

Mobile Materials

* These materials are viewed best when using the ES3.1 preview rendering level

M_Post_Process_Mat

Color Correction

ColorBlend – Underwater overall color

Contrast – Underwater Contrast

Opacity – Underwater Color Saturation

Fog

Fog Blend – Underwater fog transition sharpness

Fog Distance – Distance at which the underwater fog starts

Fog Brightness – Underwater fog brightness

Water Line

Line Height – Sets the height of the waterline effects (limited by FX Height Offset and Water Line Max Height)

Line Thickness – Thickness of the waterline at the specified height

Water Line Color – Color of the waterline.

Water Line Mask

FX Height Offset – Underwater Mask Height Offset

Water Line Max Height – Underwater Mask Max Height

Water Line Max Sharpness – Underwater Mask Sharpness

M_Water_WS_Master_High

Cube Map

Contrast – Cubemap Contrast

Hue – Cubemap Hue adjustment

Reflection Range – Distance at which reflections are visible

Water Color – Water color

Cube Map – Texture map used for reflections

Reflection Vector Adjustment – Additional reflection distortion

Light Vector Mask

Light Mask Radius - Controls the size of the fresnel mask where the sub-surface scatter effect takes place.

Near Camera Fade – Sub-surface scatter near camera fade

Lighting

Highlight Vector Adjust – Light Vector modifier

Highlight Color – Water highlight color

Highlight Strength Adjust – Water highlight visibility

Highlight Distance Adjust – Water highlight distance fade

Opacity

Opacity Range – Opacity distance fade

Opacity Strength – Opacity amount

Water Color

Sub-Surface Color – Sub-surface scatter color

Wave Small

Wave Speed_small – Wave normal map speed

Wave Strength (Small) – Wave normal map strength

Wave Tile (Small) – Wave normal map tile

Scalar Parameter Values

Horizon Brightness – Horizon brightness adjust

Water Brightness – Water brightness adjust

M_Water_WS_Master_Mid

Cube Map

Contrast – Cubemap Contrast

Hue – Cubemap Hue adjustment

Reflection Range – Distance at which reflections are visible

Water Color – Water color

Cube Map – Texture map used for reflections

Reflection Vector Adjustment – Additional reflection distortion

Floor

Depth Range – Distance at which the floor is visible

Depth Visibility – How clear the is floor seen / How murky is the water

Floor Depth – How deep is the water

Floor Texture – Floor texture

Floor Tile – Floor texture tile

Light Vector Mask

Light Mask Radius - Controls the size of the fresnel mask where the sub-surface scatter effect takes place.

Near Camera Fade – Sub-surface scatter near camera fade

Lighting

Highlight Vector Adjust – Light Vector modifier

Highlight Color – Water highlight color

Highlight Strength Adjust – Water highlight visibility

Highlight Distance Adjust – Water highlight distance fade

Water Color

Sub-Surface Color – Sub-surface scatter color

Wave Small

Wave Speed_small – Wave normal map speed

Wave Strength (Small) – Wave normal map strength

Wave Tile (Small) – Wave normal map tile

Scalar Parameter Values

Horizon Brightness – Horizon brightness adjust

Water Brightness – Water brightness adjust

M_Water_WS_Master_Low

Cube Map

Contrast – Cubemap Contrast

Hue – Cubemap Hue adjustment

Reflection Range – Distance at which reflections are visible

Water Color – Water color

Cube Map – Texture map used for reflections

Reflection Vector Adjustment – Additional reflection distortion

Light Vector Mask

Light Mask Radius - Controls the size of the fresnel mask where the sub-surface scatter effect takes place.

Near Camera Fade – Sub-surface scatter near camera fade

Lighting

Highlight Vector Adjust – Light Vector modifier

Highlight Color – Water highlight color

Highlight Strength Adjust – Water highlight visibility

Highlight Distance Adjust – Water highlight distance fade

Water Color

Sub-Surface Color – Sub-surface scatter color

Wave Small

Wave Speed_small – Wave normal map speed

Wave Strength (Small) – Wave normal map strength

Wave Tile (Small) – Wave normal map tile

Scalar Parameter Values

Horizon Brightness – Horizon brightness adjust

Water Brightness – Water brightness adjust

M_Water_WS_Master_Very_Low

Cube Map

Water Color – Water color

Cube Map – Texture map used for reflections

Reflection Vector Adjustment – Additional reflection distortion

Wave Small

Wave Speed_small – Wave normal map speed

Wave Strength (Small) – Wave normal map strength

Wave Tile (Small) – Wave normal map tile

Scalar Parameter Values

Horizon Brightness – Horizon brightness adjust

Water Brightness – Water brightness adjust

M_Underwater

Color

Color Overlay – Texture Color

Texture Detail

Brightness Blend – Material brightness

Detail Distance – Detail texture distance

Detail Distance Blend – Detail texture fade

Detail Texture – Detail texture map

Detail Tile – Detail texture map tile

Waves Small

Waves Strength (Small) – Wave normal map strength

Wave Tile (Small) – Wave normal map tile