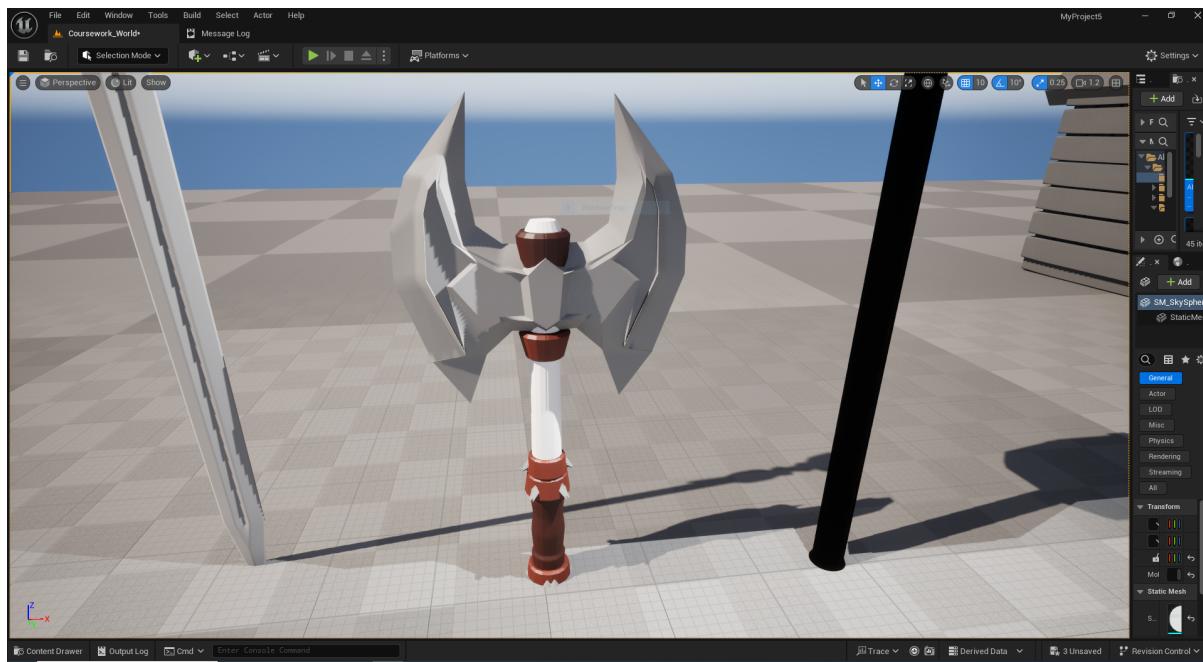


Unreal Engine Diary

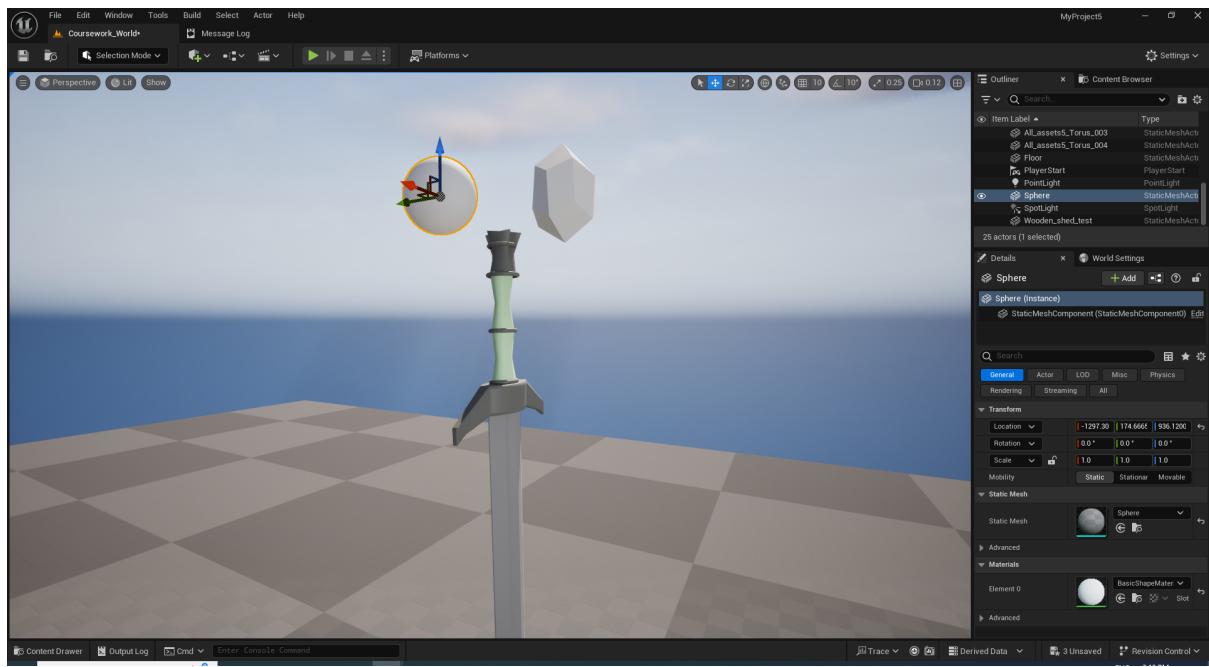
We have to import the blender files into a .fbx format . I followed a this tutorial to know what settings to use.

<https://www.youtube.com/watch?v=9q0Jrgu6wEw>

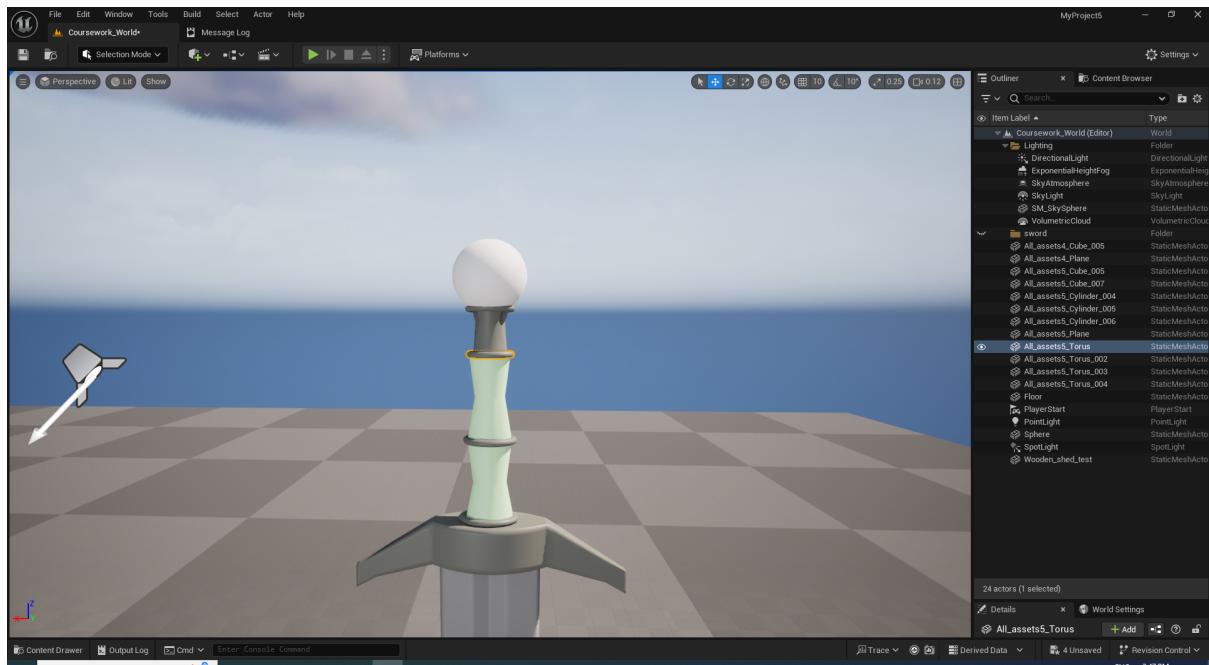
The hammer on export broke and was see through so we had use a double sided material in properties to fix the metallic body issues.



In blender we had sub-surface modifiers applied that gave a smooth solid appearance to our objects however even though according to our export setting we tried to import those modifiers, they didn't appear so using the Add new tab I added a sphere to replace the pomel shape .

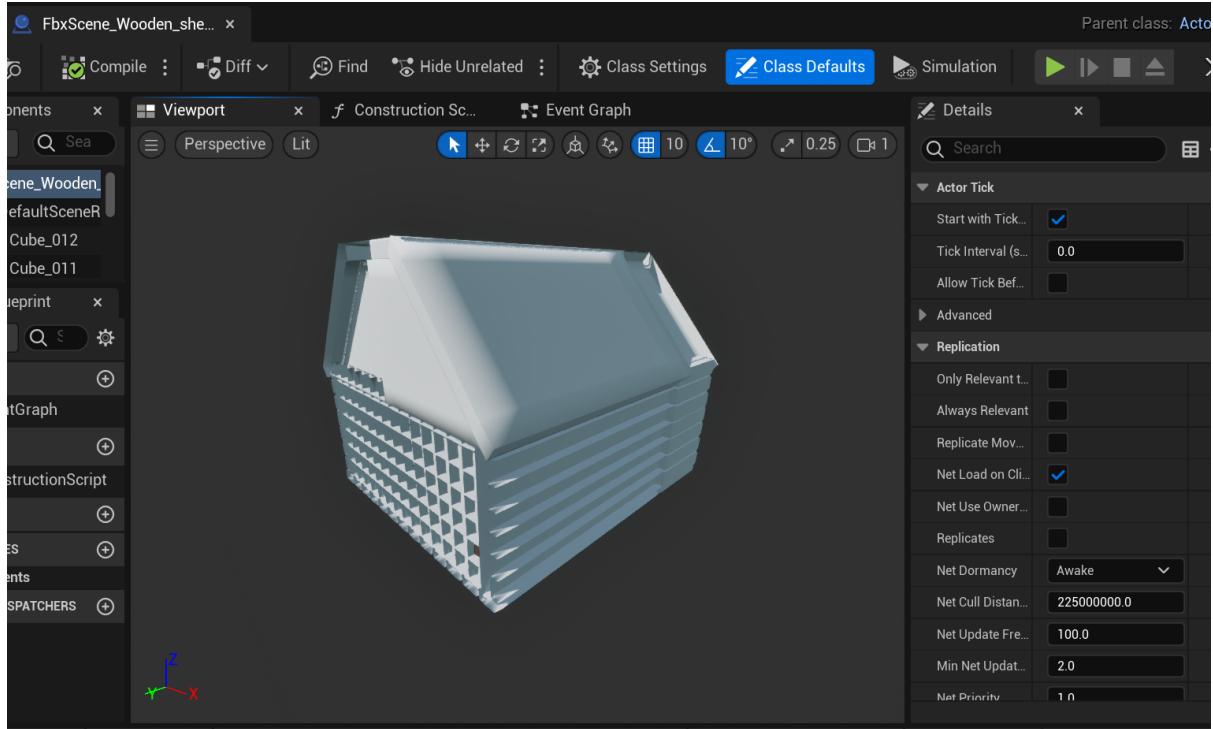
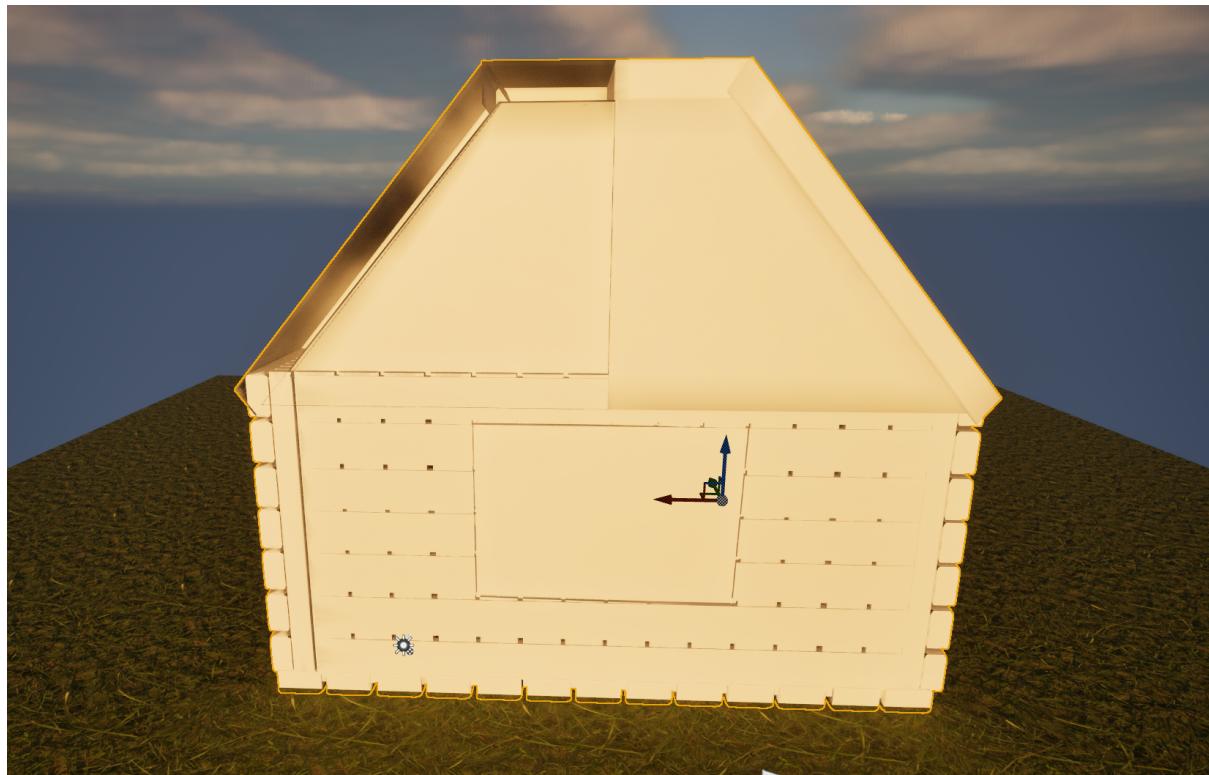


The sword handle had several torus rings on it as well that had to be fixed into place since it didn't import correctly.



To mimic the materials in the blender file I used a combination of premade materials from Starter Content Drawer as well as from Fab / Quickel Bridge assets .

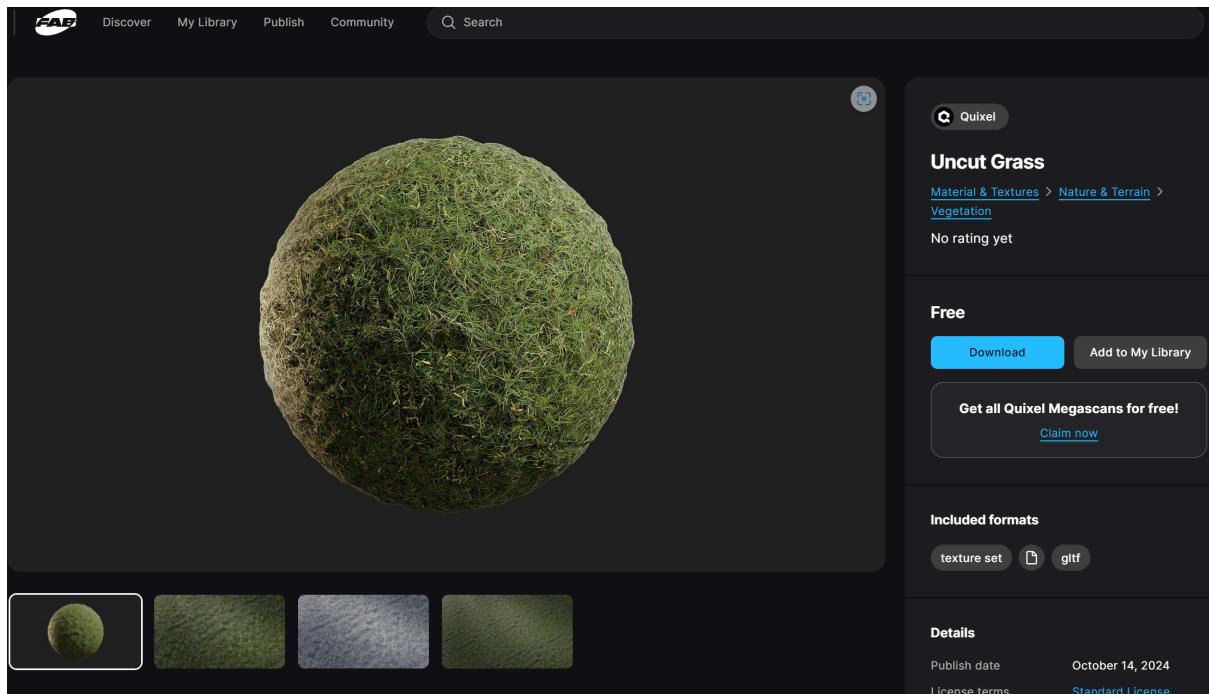
When I imported the entire scene it looked like this :



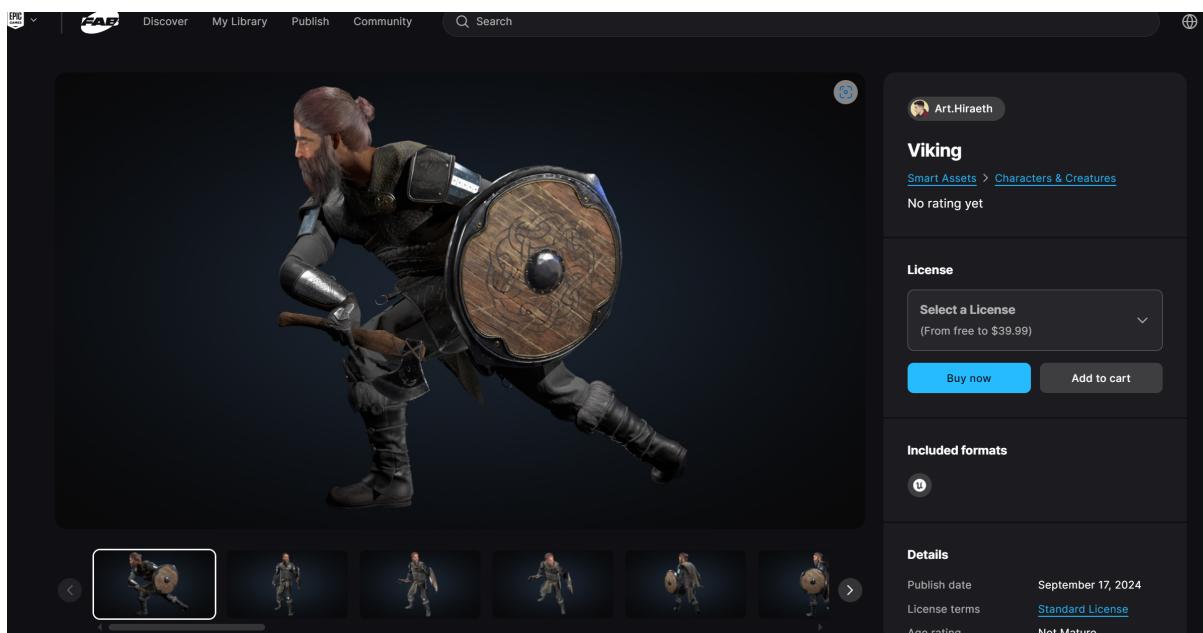
We fixed it to look like this :

We adjusted the lighting to make it look like evening time. We also made a custom exposure to see the details better. We used a open world to allow usage of sky light and

custom lighting for things like our candle. The world is a New Level map with grass texture on the patch we plan to render our scene on.

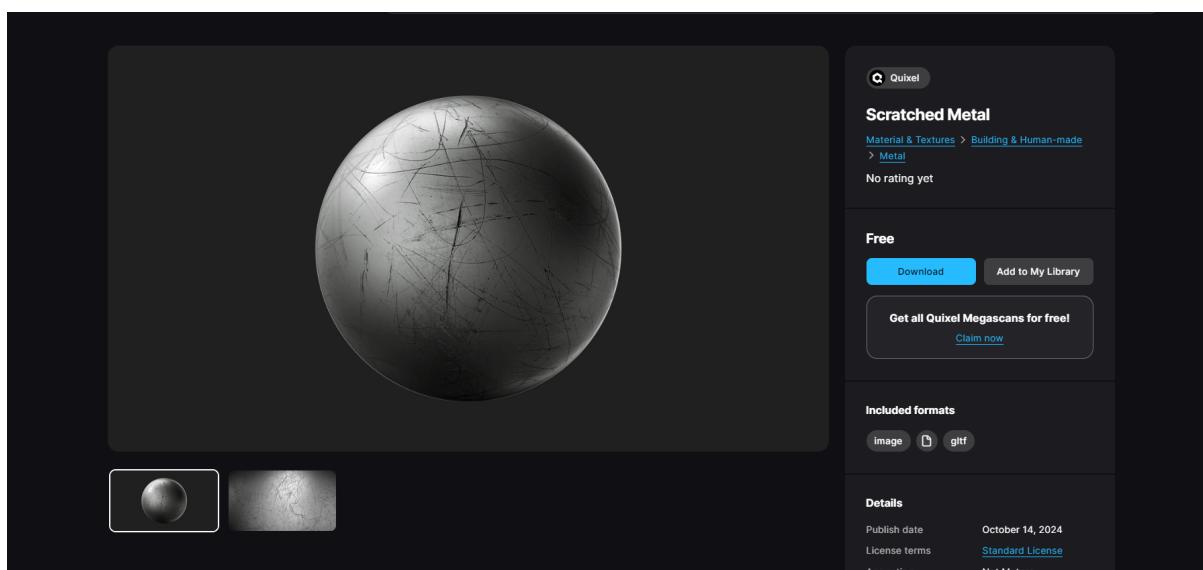


The viking is a imported character is an asset from Quixel Bridge :

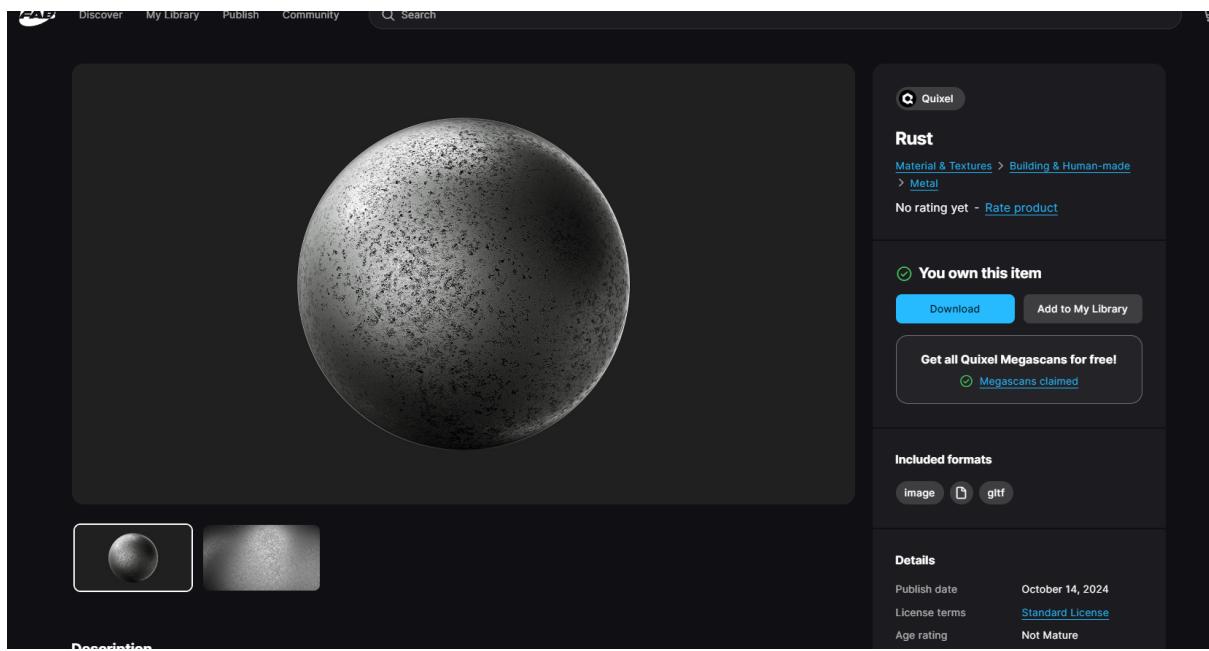


Next step is to fix all the textures so in my content drawer I imported my assets separately.

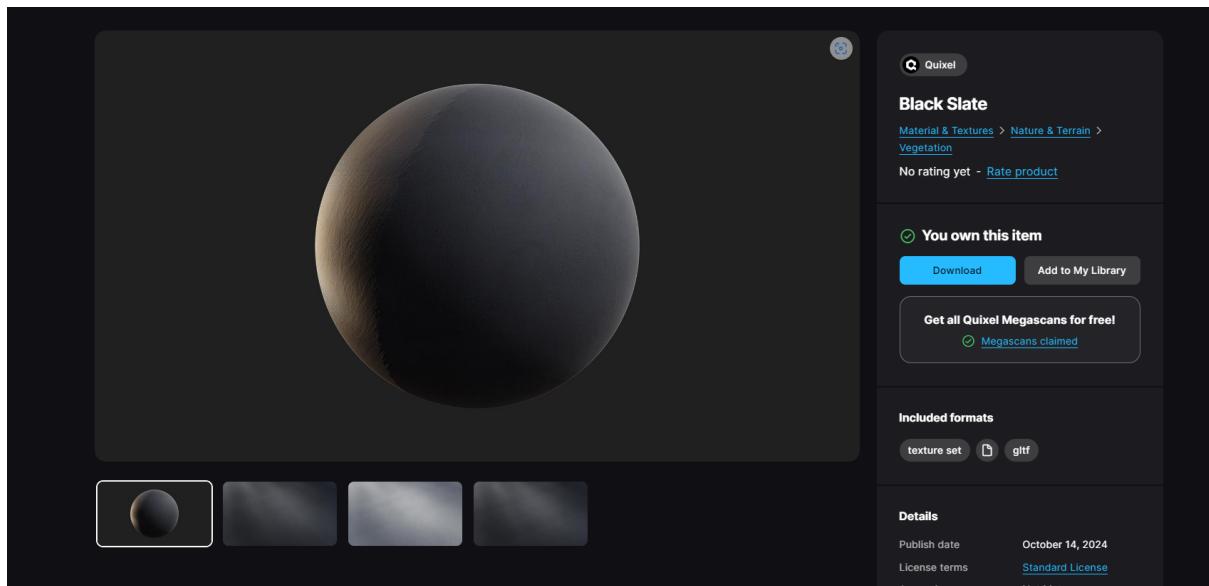
Texture for sword body :



Texture for Shield Frame :



Texture for end of the sword :



Other textures were from the starter content drawer.