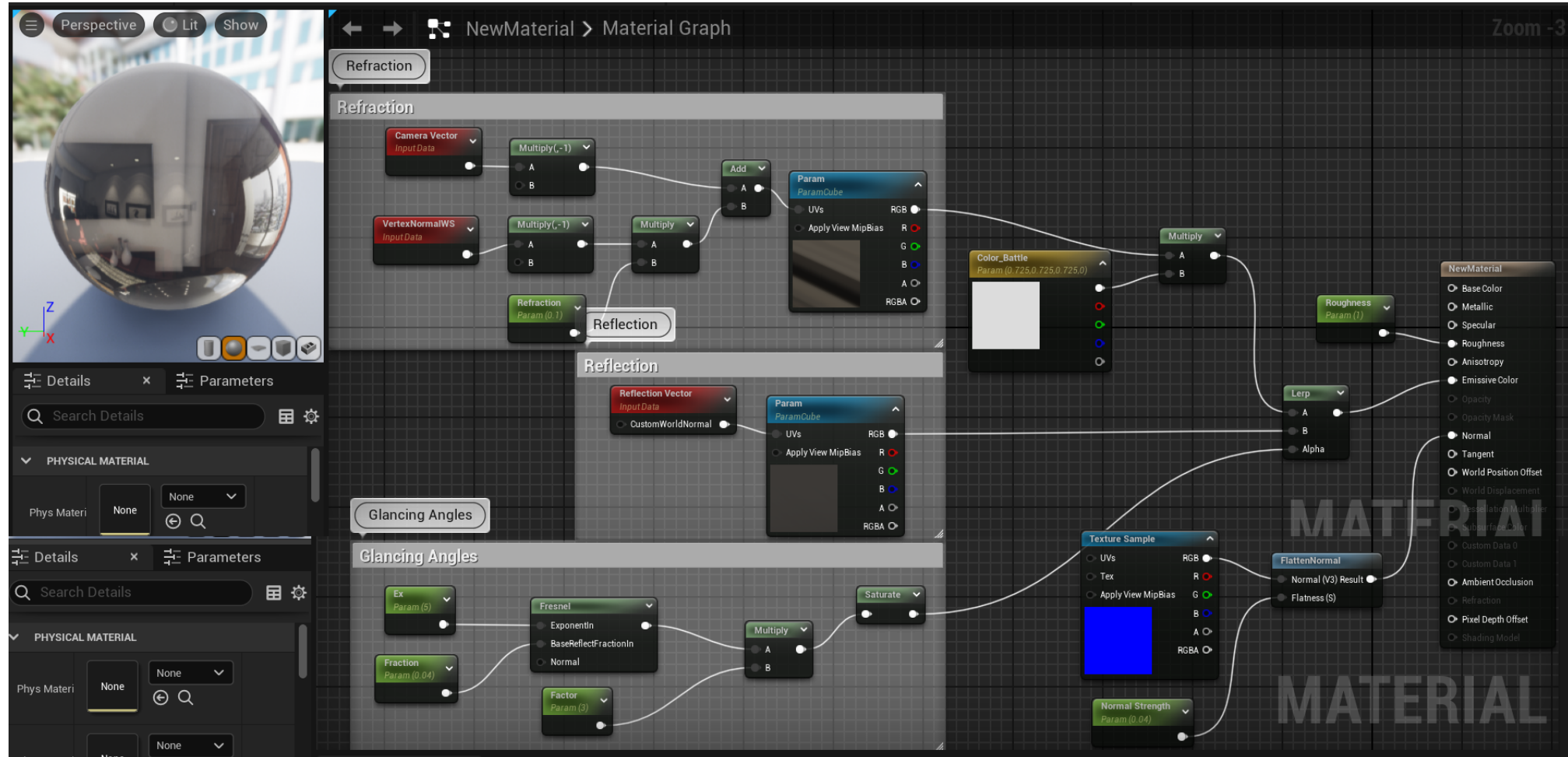# Blueprint

Step:

1. Content Drawer -> right click -> Materials & Textures -> Cube Render Target
2. Window -> Place Actors -> Search "Scene Capture Cube" -> Put into Scene that you want to render
3. click the SceneCaptureCube in World Outliner -> replace Texture Target in Details to Cube Render Target
4. double click to open the Cube Render Target which just created in the Content Drawer -> Save
5. right click the Cube Render Target -> Create Static Texture
6. put the Texture Cube which created from Step 5 into ParamCube -> Details -> Param
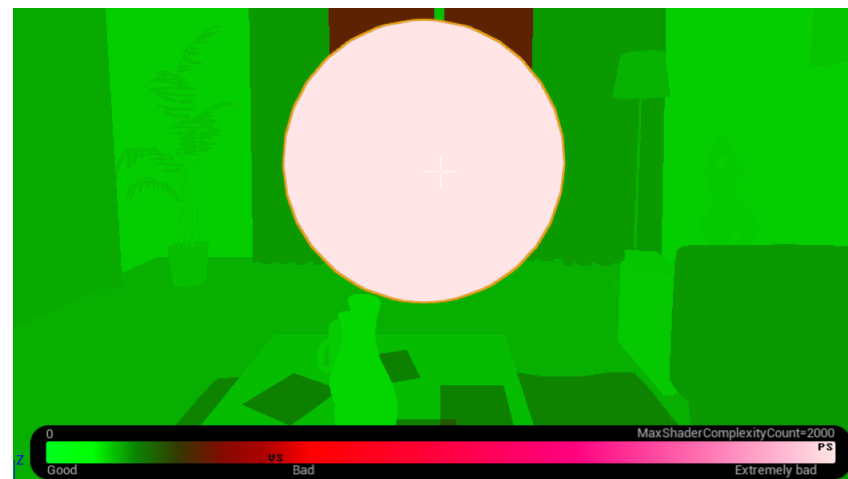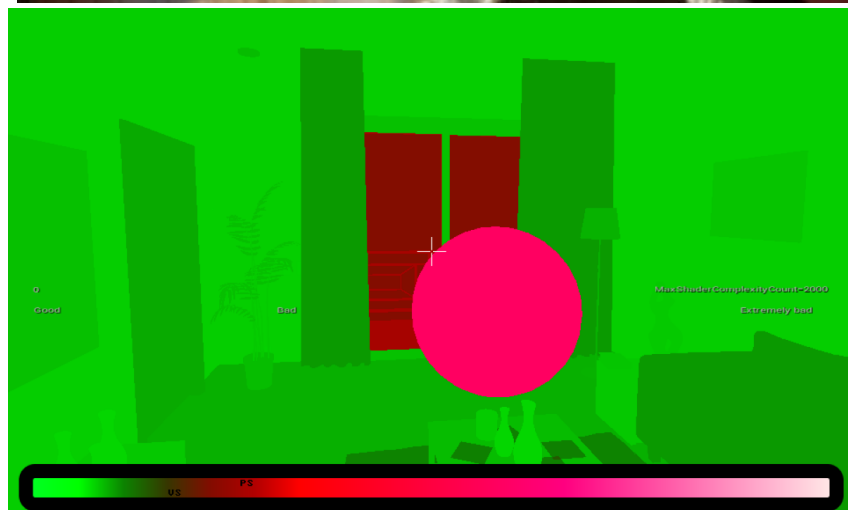
Blueprint

Fake Translucency by Blueprint

Thin Translucency

Graph

Shader Complexity

待處理問題

加強折射

倒立實像