

Scene Capture Cube

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

插件實現步驟

每個要添加的物件(obj)都要建立一個新的生成物 => 獨立的 Scene Capture Cube，共用 Material Instance

1. Create a Cube Render Target in the Content's Translucency Correction folder(if folder does not exist, create it)
2. Create Scene Capture Cube inside the obj, transform = obj.transform
3. Replace Texture Target to Cube Render Target which just from Step 1
4. Save Cube Render Target
5. Replace Blueprint ParamCube's Param to Texture Cube
6. Add obj to "Actor Hidden in Game" in Scene Capture Cube

Plugin 內會含有 Material & Material Instance，可能會建立一個 empty object, empty object 內有會有一個 public TArray<AActor*>，然後使用者把需要調整反射/折射的 obj 放進該 TArray 內，empty obj 有 script 會依序確認放人的 obj 是否需要操作上面的步驟，並依序完成

小型插件 NightButton