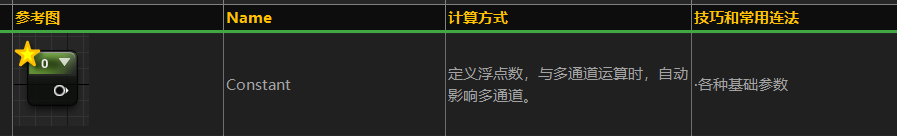
# UE4材质节点大全

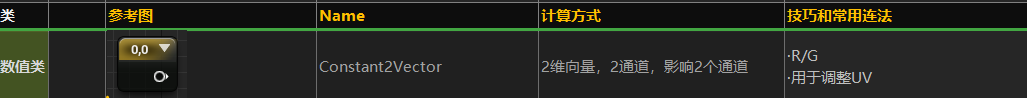
# ****一.基础常量****

****1. Constant****



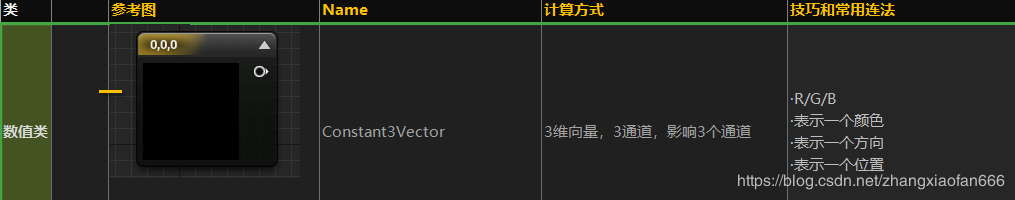
快捷键：1+鼠标左键

****2.Constant2Vector****



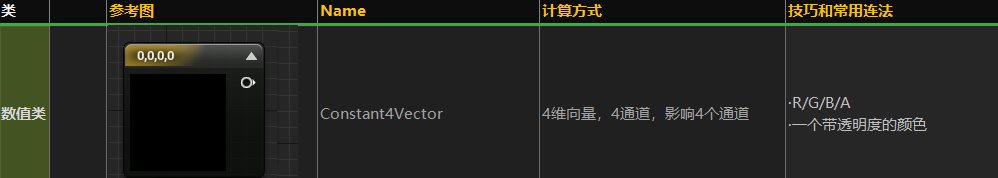
快捷键：2+鼠标左键

****3.Constant3Vector****



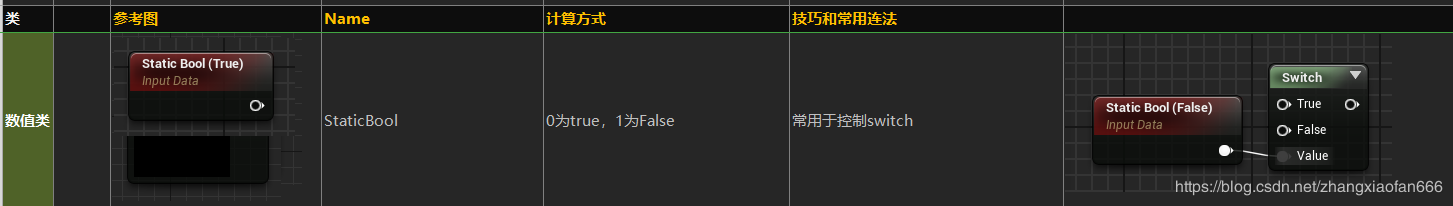
快捷键：3+鼠标左键

****4.Constant4Vector****

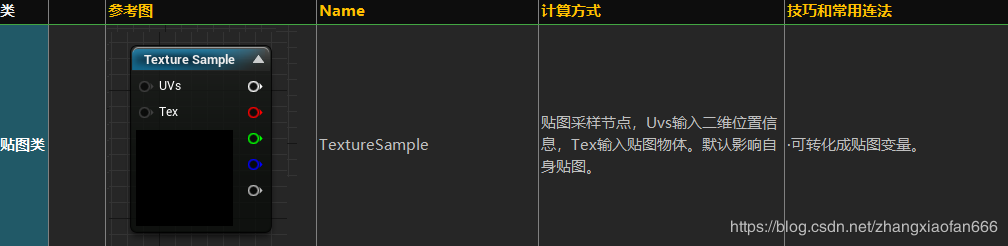


快捷键：4+鼠标左键

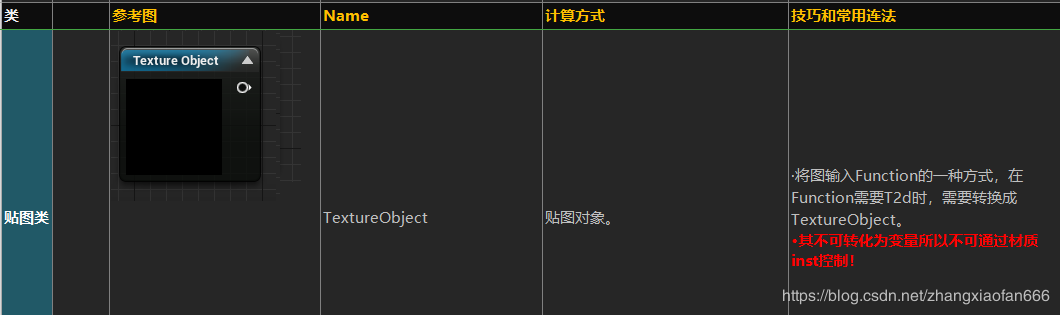
****5.StaticBool****



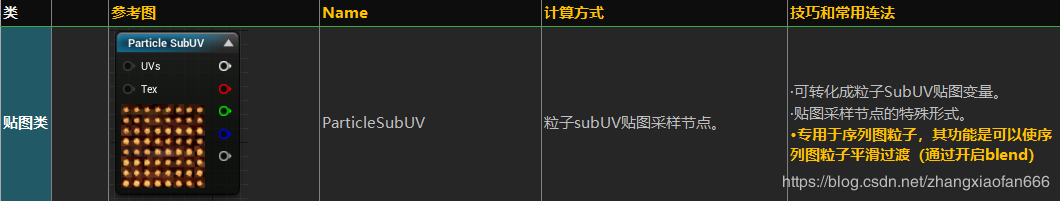
****6.TextureSample****



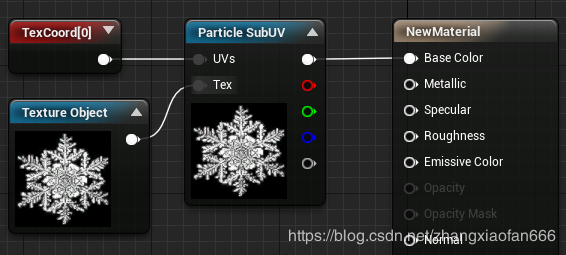
****7.TestureObject****



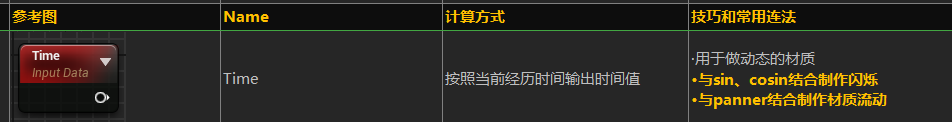
****8.ParticleSubUV****



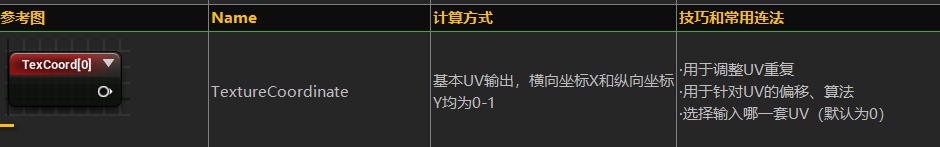
用法



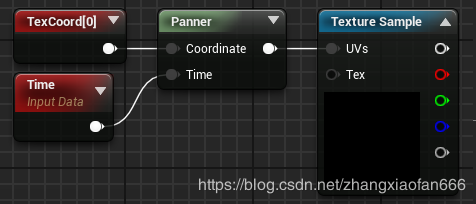
****9.Time****



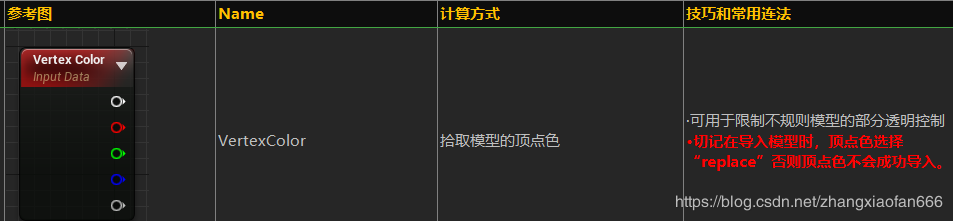
****10.TextureCoordinate****



用法

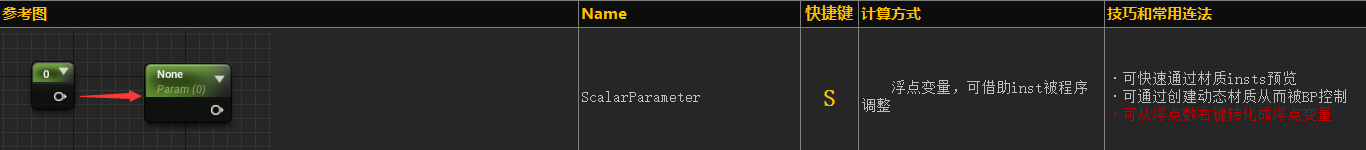


****11.VertexColor****



# ****二.基础变量（将常量提升为变量）****

****1.ScalarParameter****

****

****2.VectorParameter****

****

****3.TextureSmapleParameter2D****

****

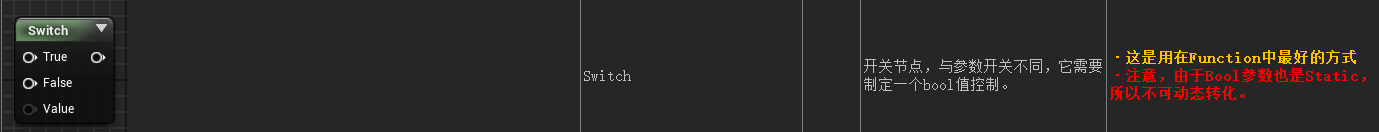
****4.TextureSampleParameterSubUV****



****4.StaticSwitchParameter****

****

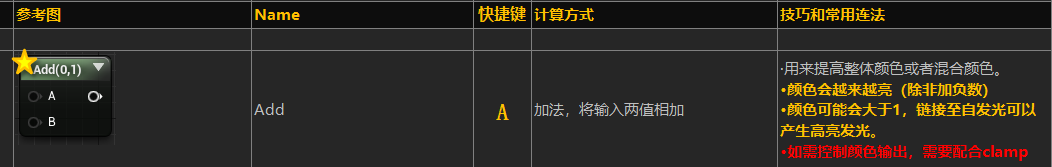
****5.Switch****

****

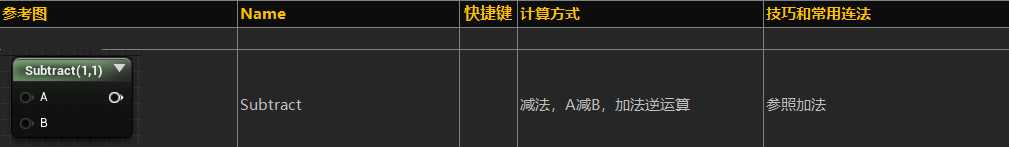
# 

# ****三.运算节点****

****1.Add****

****

****2.Subtract****

****

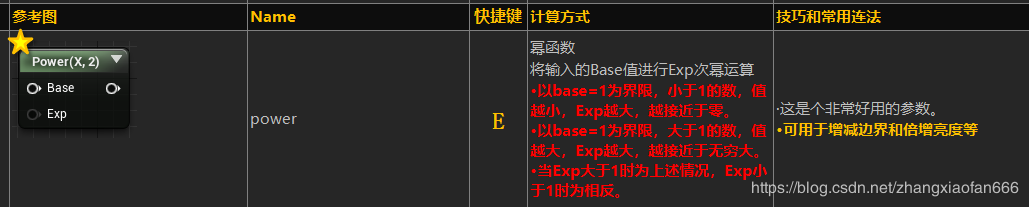
****3.Multiply****

****

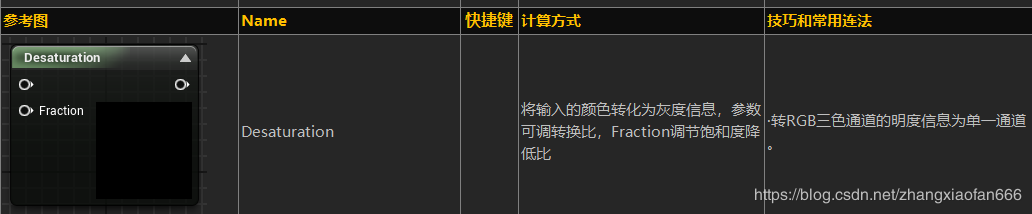
****4.Divide****



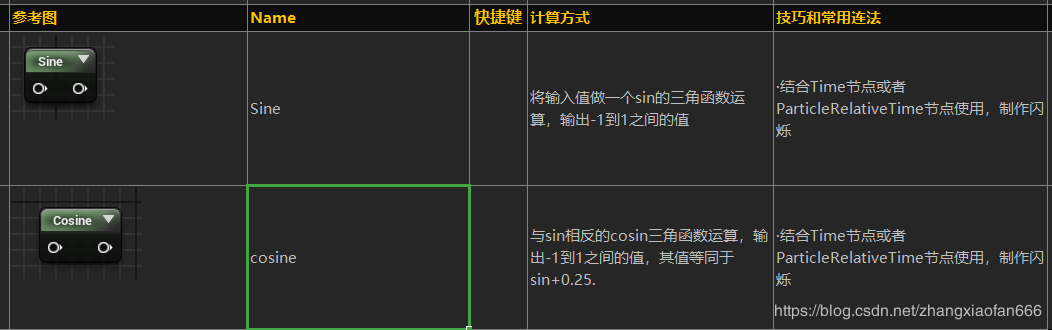
****5.Power****

****

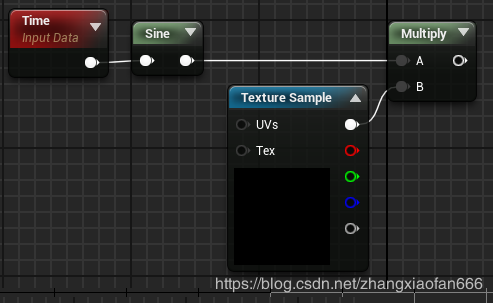
****6.Desaturation****



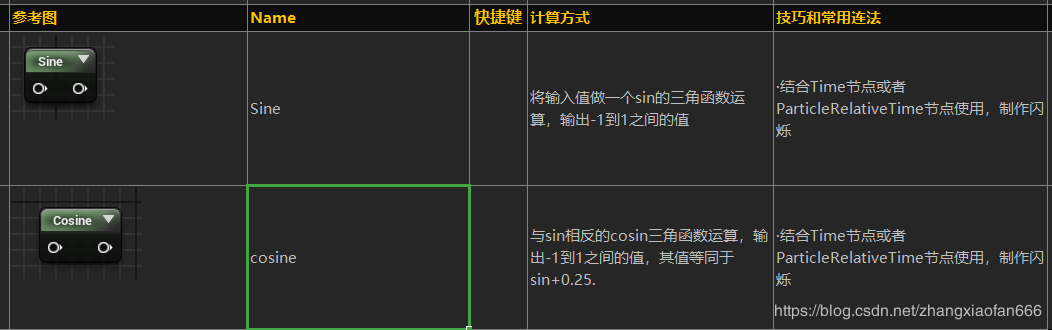
****7.Sine****

****

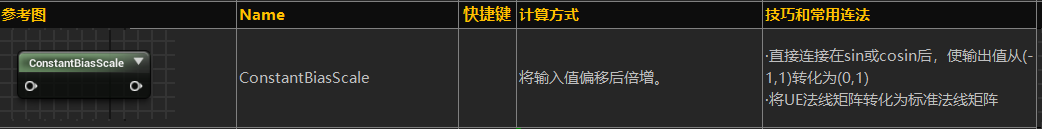
用法：



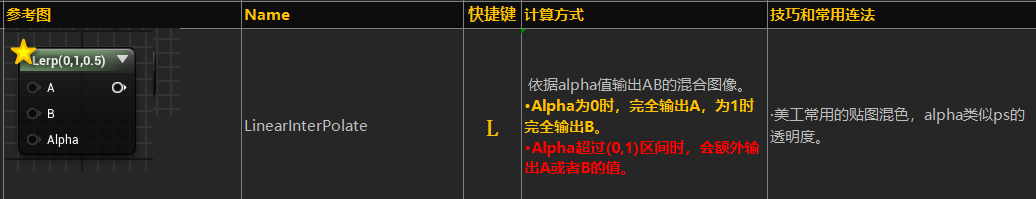
****8.Cosine****

****

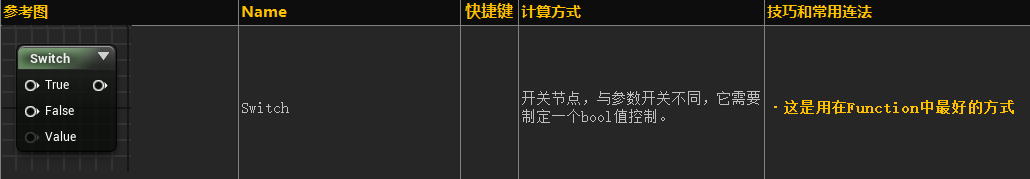
****9.ConstantBiasScale（无非是加了个1再乘以0.5）****



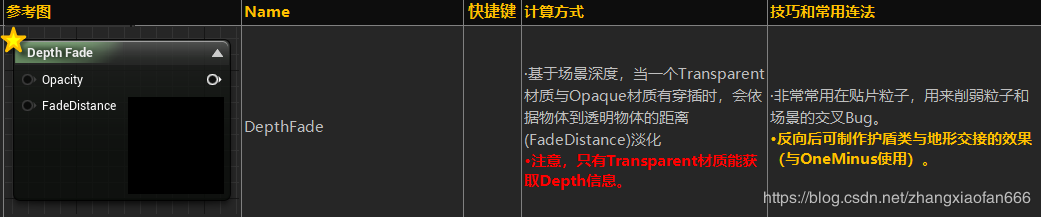
****10.LinearInterPolate****

****

****11.Switch****

****

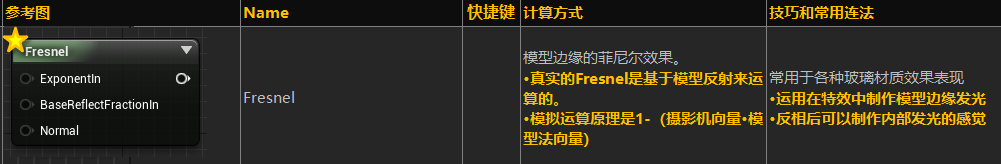
****12.DepthFade****

****

用法：



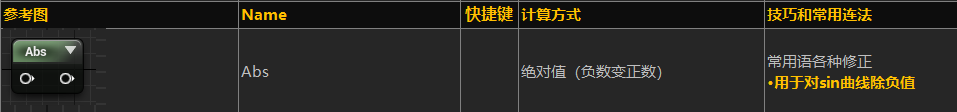
****13.Fresnel****

****

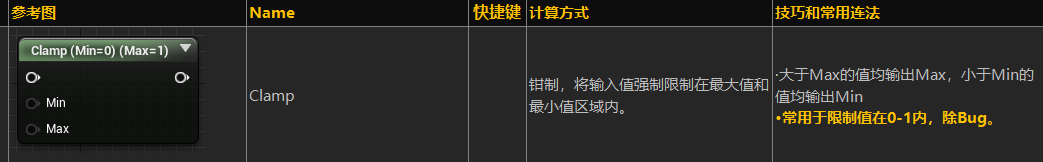
****14.Dot****

****

****15.Abs****

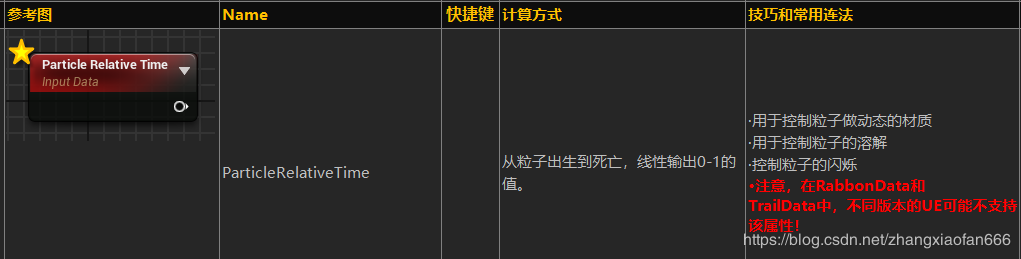
****

****16.Clamp****

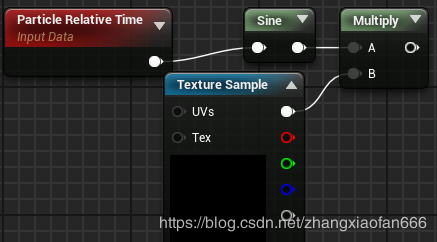
****

# ****四.高级输入常量****

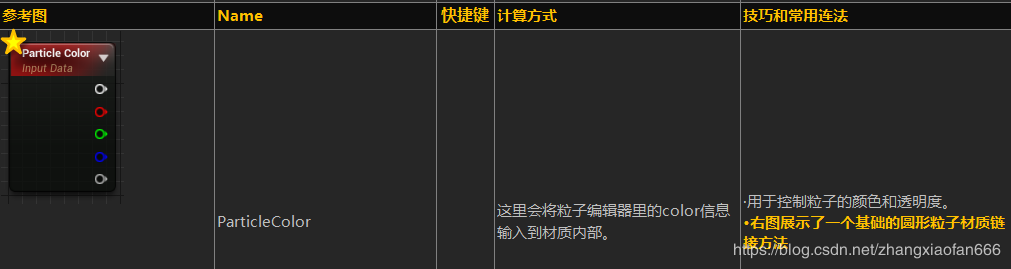
****1.ParticleRelativeTime****

****

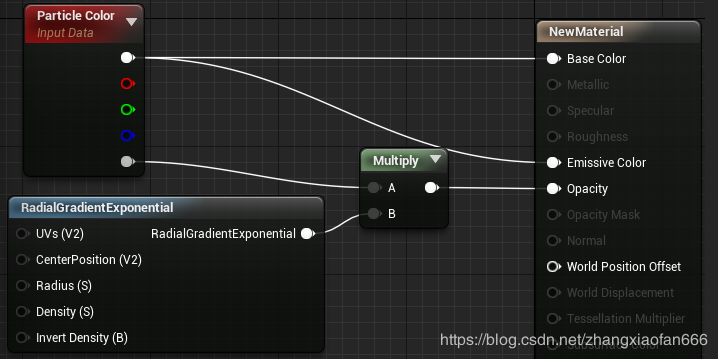
****用法****

****

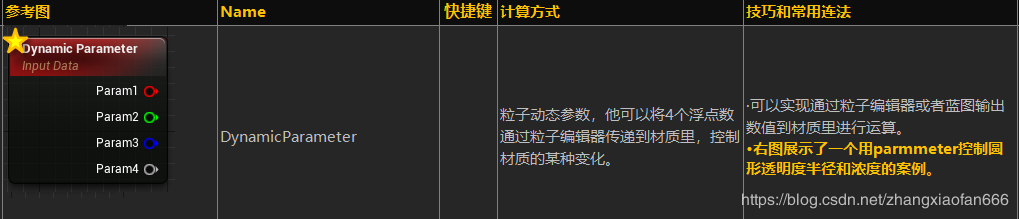
****2.ParticleColor****

****

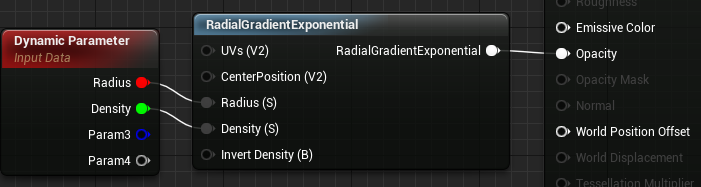
****用法：****

****

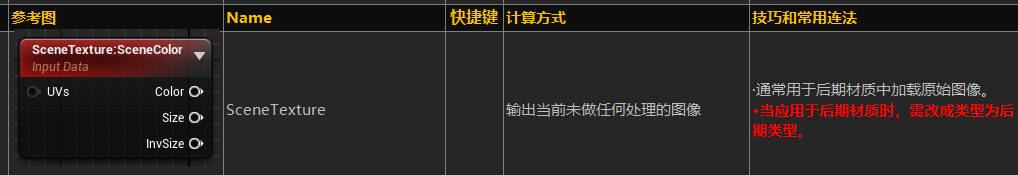
****3.DynamicParameter****

****

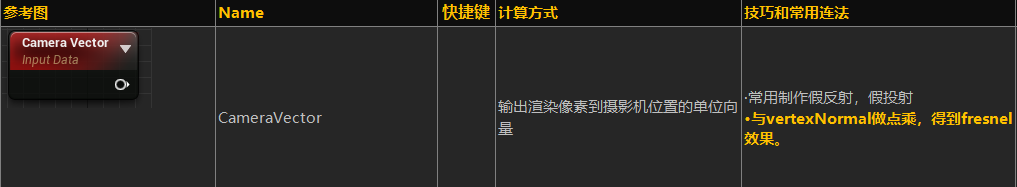
****用法：****

****

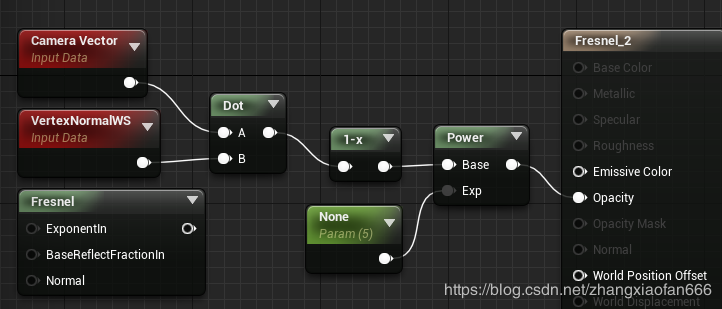
****4.SceneTexture:SceneColor****

****

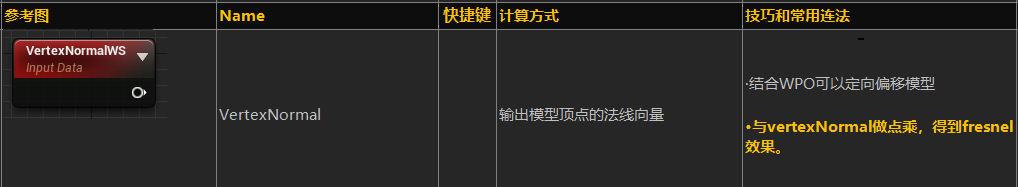
****5.CameraVector****

****

****用法：****

****

****6.VertexNormalWS****



# ****五.函数节点****

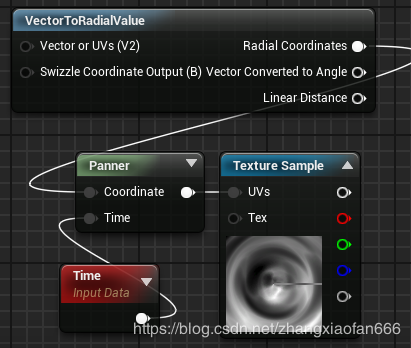
****1.Input****



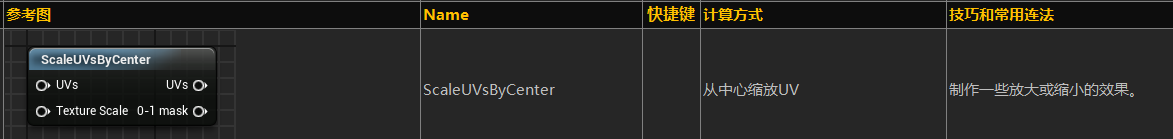
****2.VectorToRadialValue****



用法：



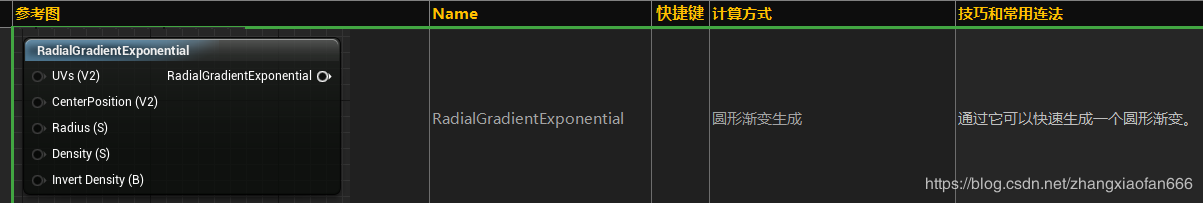
****3.ScaleUVsByCenter****

****

****4.SimpleGrassWind****

****

****5.RadialGradientExponential****

****

****6.Fresnel\_Function****

