

# Personal Contribution

Supplementary explanation

## Introduction

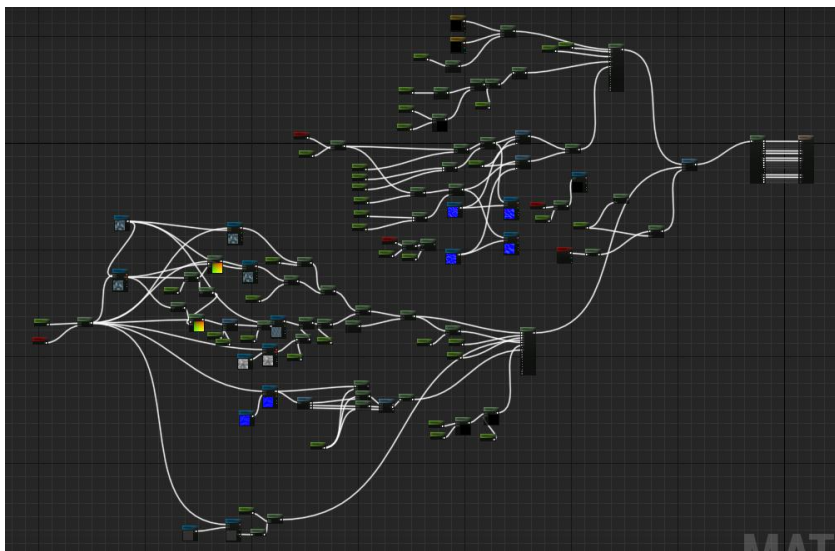
Here are some additional notes for video clips According to the Inspiration section I made in Mid-project Group Presentations.

## Problems in Visual Effects in UE4

### 2.1 Layer Shaders

When making the water surface icing effect, I encountered a very difficult problem, that is, two different materials are needed on the same object and can be edited and adjusted in the later stage if possible.

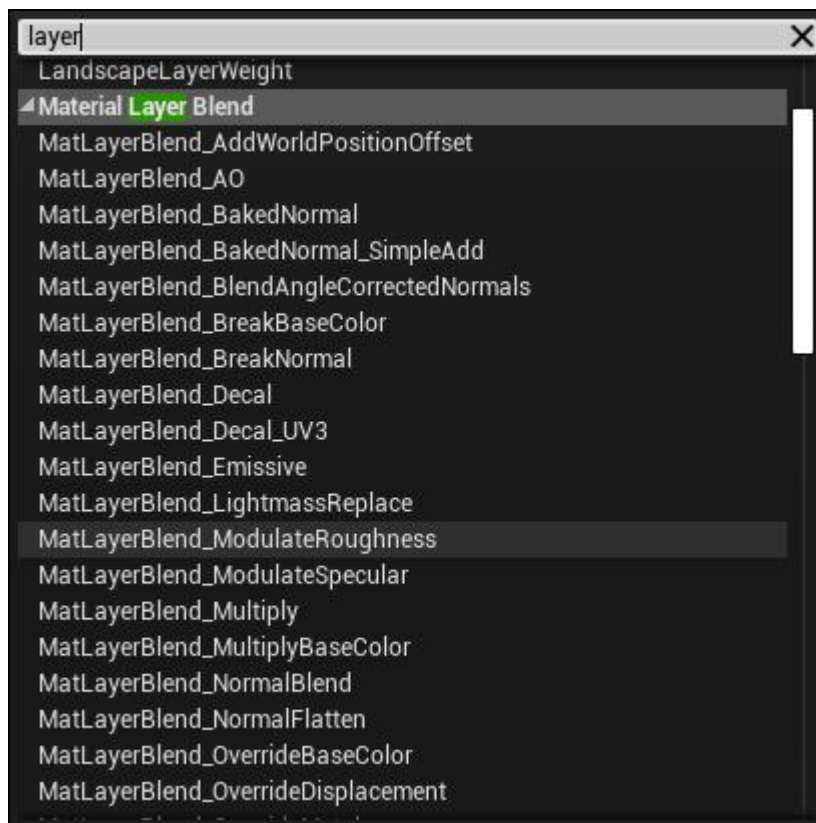
Although the corresponding effect is completed, the method is very awkward and has poor versatility, just simply merging the two materials ,showing on the picture below.



But in the later period, it was obviously found that UE4 has

corresponding functions in the list, but there is no integrated material provided. Maybe if there is a chance to develop a layer material in the future, it will be a good idea.

showing on the picture below.



## 2.2 Organize the materials

As I mentioned in Mid-project Group Presentations, the file structure of the VFX part I am currently responsible for is not in line with UE4's philosophy. Later facts also prove that this will bring great consequences. The VFX part cannot be perfectly used directly in the project, and it must be re-debugged every time, such as re-specifying the image path. Since I forgot to save the corresponding picture and take it home, I can't

compare the differences before and after. At present, the only way to effectively solve this kind of task cannot be effectively merged after completing some tasks independently is to use the same project folder at the beginning of the project and keep the local updates synchronized, using the same material folder, animation folder , Special effects folder, etc.

## **Conclusion**

This group cooperation has benefited me a lot. Not only did we pay attention to integrating various resources, organized the group members to share the work together, but also let us realize that hands-on practice, independent exploration and cooperative exchange are one of the important ways of learning.