



V

INORGANICA™





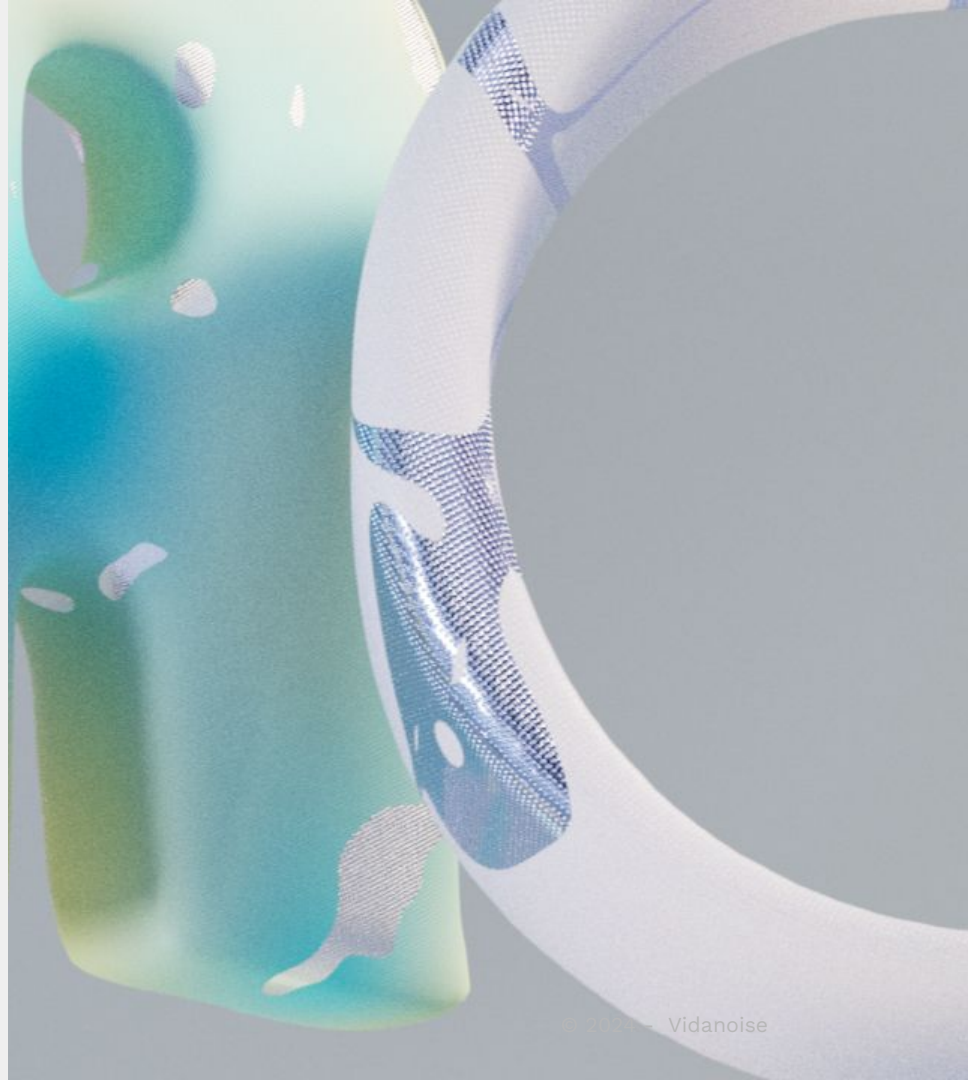
Hello & thanks for your purchase.

We create optimum quality assets and packs for
design in motion, 3D, VR & AR.

With over 20 years industry experience working at
some of the biggest agencies and companies in the
world.

We bring all of that knowledge and expertise to you!

We can't wait to see what you create!





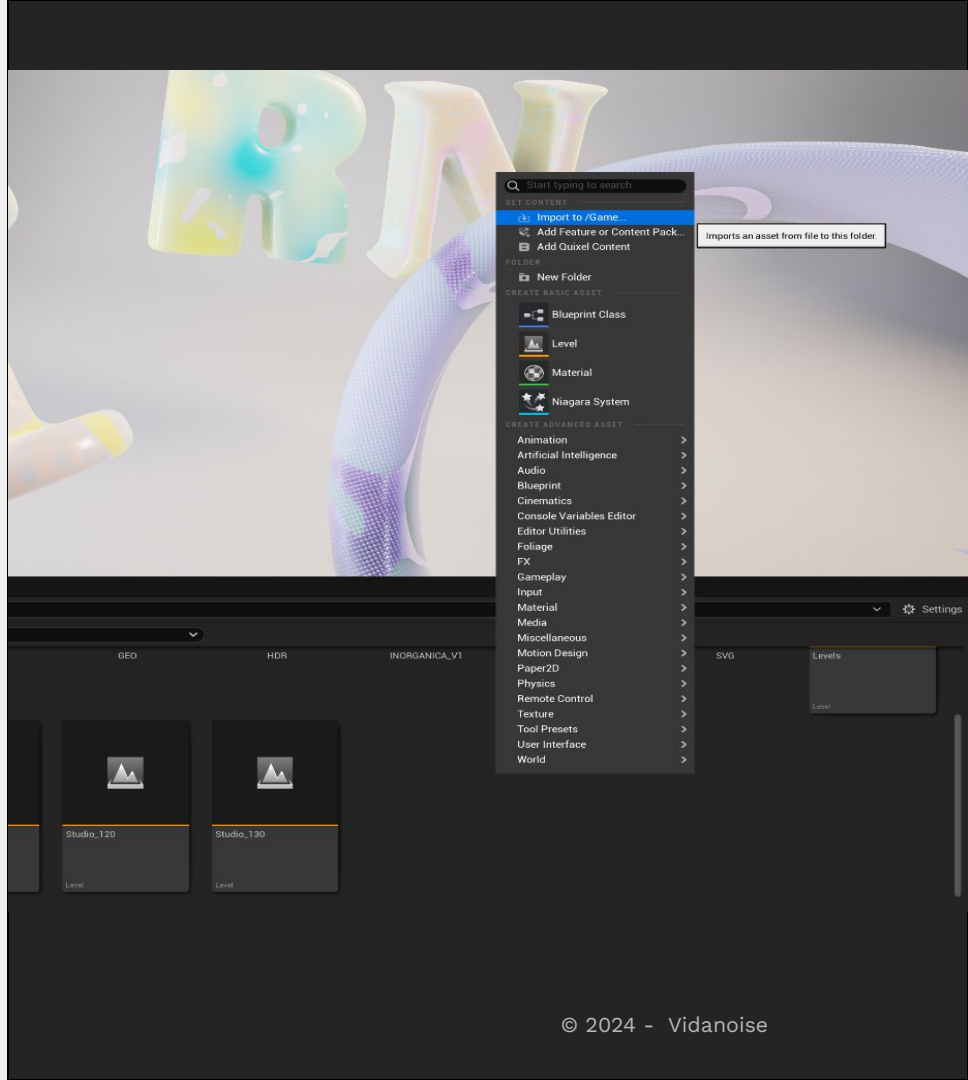
INORGANICA vol 1

INSTALLATION

Download, save and unzip the folder to your computer

Then follow one of these steps:

1. Copy the 'INORGANICA_V1' folder to the content folder inside your unreal project folder:
Unreal_project/content/INORGANICA_V1
- Restart Unreal.
2. Import into an existing project - Right click inside your contents folder and choose > Import to /Game. Locate the folder INORGANICA_V1 and choose import - see image





INORGANICA vol 1

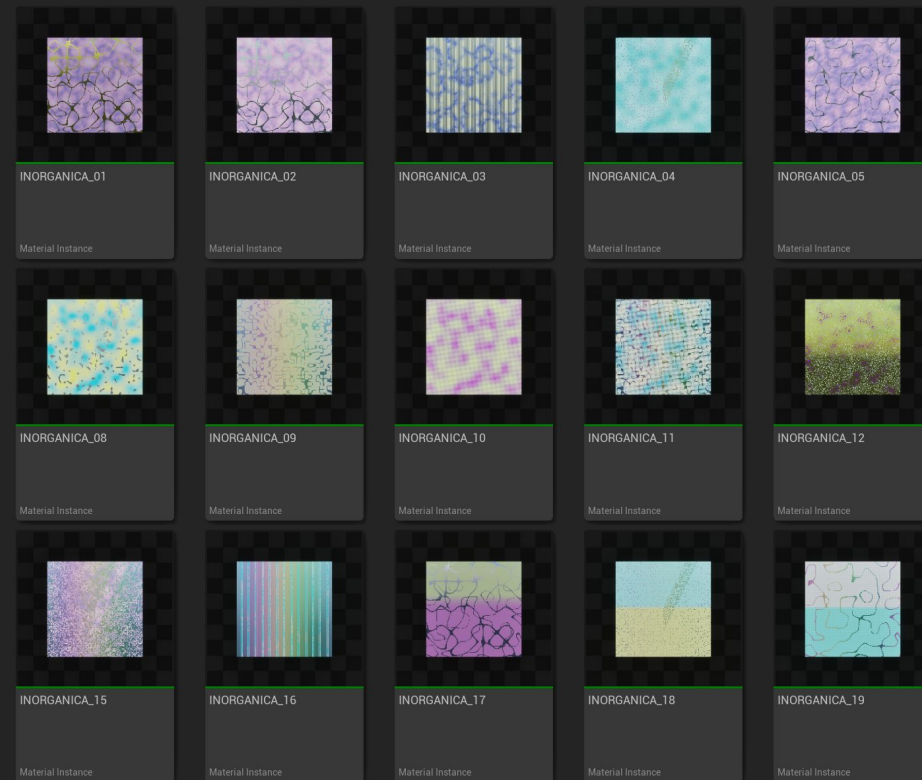
QUICK START

INORGANICA vol 1. Includes 20+ Material instances that are located in the top level of the folder.

Simply drag these onto your object or into the relevant material slots.

This is all you need to get started!

In the following pages you will learn how to adjust and create your own materials.



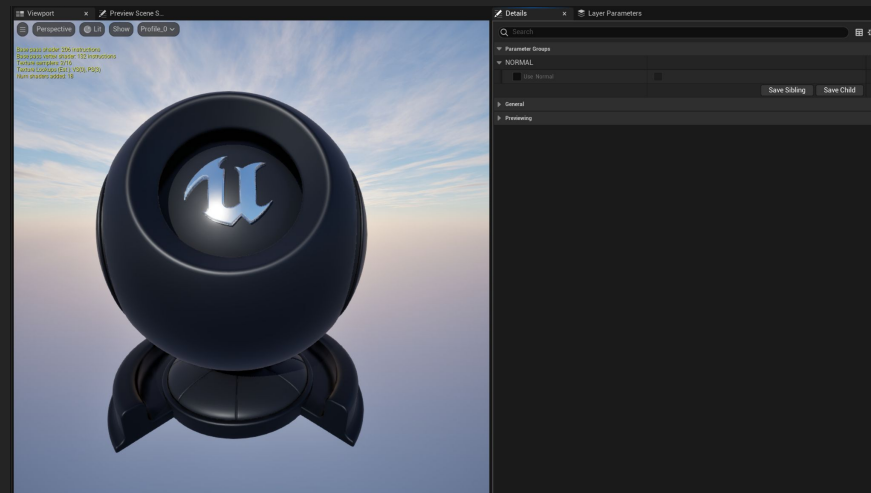


INORGANICA vol 1

MIX YOUR OWN

The power of INORGANICA is its ability to create modular materials and unique variations. We use the material layer system in UE to achieve this.

Right click on any material instance and select > duplicate. Rename your new material. Then double click on that material instance to open it.





INORGANICA vol 1

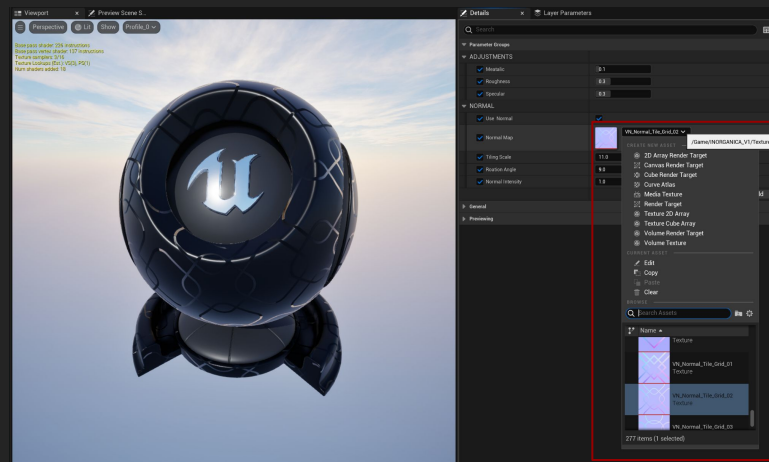
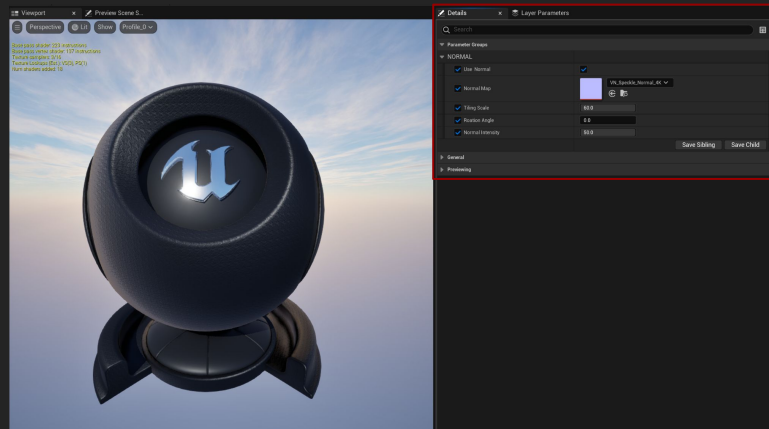
MAKE IT 'NORMAL'

INORGANICA comes with a variety of handcrafted and beautifully stylized normal maps to give your materials a totally unique flavour.

Activate the normal map in the details panel and choose from an ever growing library of normal maps.

Once activated you can adjust scale, rotation and increase the intensity of the normal map effect.

NB to activate the Normal parameter please ensure that **BOTH** boxes are checked





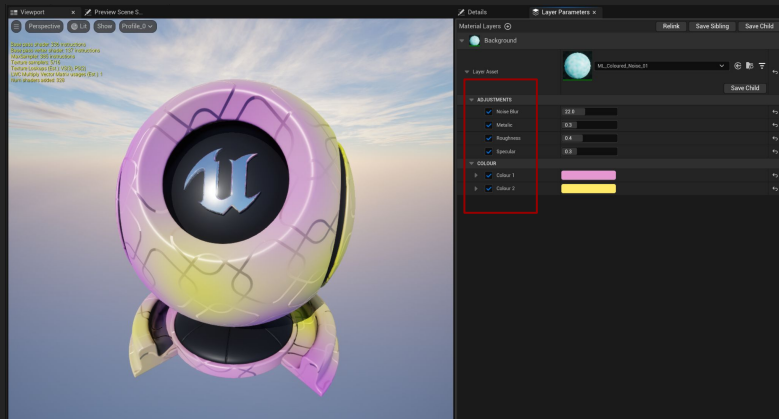
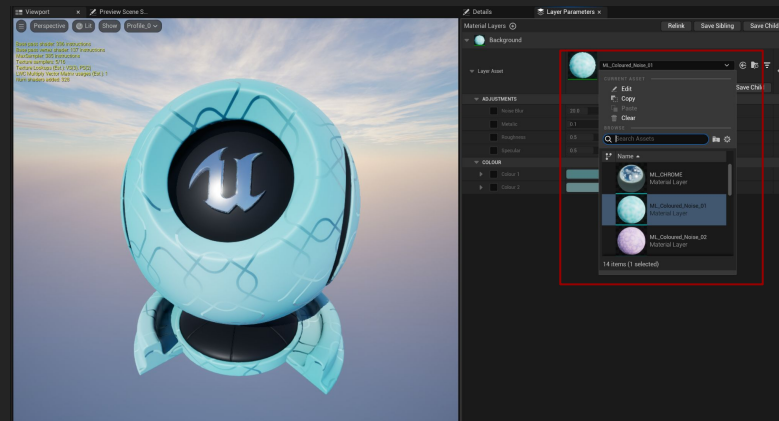
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THE BASE LAYER

In the layers panel you can stack different materials together to create completely original materials.

Firstly let's choose a background layer.
You can choose from a selection in the dropdown list.

Check the boxes to enable parameters and make adjustments.





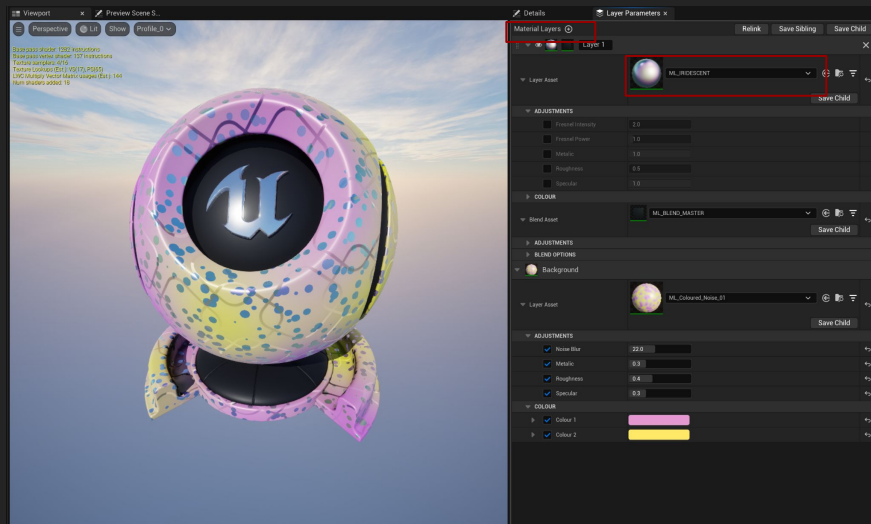
INORGANICA vol 1

ADDING LAYERS

Click the 'Material Layer +' icon at the top of the panel to add a new layer.

Select a new layer from the dropdown list.

You can add multiple layers here





INORGANICA vol 1

BLENDING LAYERS

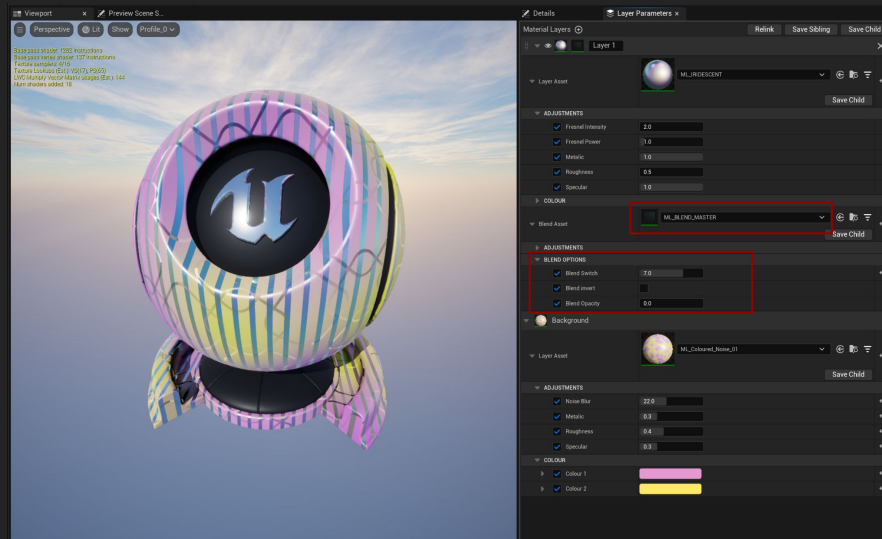
You can blend between layers using a number of different masks.

Firstly make sure that the 'ML_BLEND_MASTER' asset is loaded into the Blend asset slot.

In the Blend Options dropdown you can access a number of parameters to control the blend of your material.

The Blend Switch slider lets you cycle through the blend mask options.

You can also invert the mask and control the opacity





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Thank you

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USEFUL LINKS

[Material Layers in UE](#)

