Week 2, Video 3: Applying Materials

A Truly Unreal Curriculum

Overview

Lecture: **Week02_Video03_ApplyingMaterials**

The objective of this lecture is to introduce students to the Material Editor and its functionalities.

Outcome

Students will learn how to use the Material Editor to create and apply new materials/textures to their objects.

What is the Material Editor?

The **Material Editor** is a visual scripting node-based interface that allows you to create materials or shaders that can be applied to objects and other elements in your game.

The Material Editor uses nodes. A **node** is a block of visual scripting code. Nodes can be connected using input and output data pins via wires.
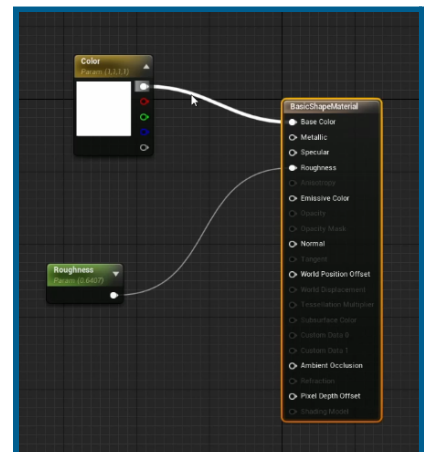
Applying Materials

- To alter the appearance of your object, go to the Details panel located at the bottom right. Scroll down to the Materials section and click on the dropdown box to reveal a menu.
- You can apply existing materials from Starter Content by pressing on any one of the materials under the Browse portion.

Creating New Materials

- To create a new material, select Materials in the Create New Assets portion at the top of the menu. This will open a *'Save Asset As'* window. Press the Starter Content folder.
- Open the Materials folder and name your material in the text box at the bottom of the window. Press Save.
- Your material should be automatically applied to the selected object.

Nodes Used in Lecture

Node	Description
Constant3Vector	Outputs three constant values corresponding to Red, Green and Blue (RGB)

Using the Material Editor to Apply Colours

- Double click the object image in the Materials section of the Details Panel to open the Material Editor.
- To edit your new material, we must first add a node. Right-click an empty space on the editor to open the node search box. Type in *"Constant3Vector"* and select the Constant3Vector node. Click and drag the node to position it beside the Base Material node.
- Double click on the new node to open the Colour Picker window. Here you can choose the colour you want your material to be in. Once you have your desired colour, press Ok.
- To apply the new colour, click on the Output icon located on the node box and drag it to the Input icon corresponding to Base Colour on the Base Material node.
- Hit Save at the top left corner of the toolbar and Apply.

Homework Assignment

Complete A1: Create A Room! in Homework Assignment Week 1-3 before continuing with the course.