

// GSS MATERIALFX

REFERENCE

165 materials in 11 bundles for UEFN: surfaces, post process, UI and more.



GRAPHICSURFER.STUDIO

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HOW TO READ THIS REFERENCE

This is the reference for **GSS MaterialFX**: 165 master materials in 11 bundles, 540 material instances, 25 material functions and 45 textures. Each bundle opens with a short chapter page. After it, every master material has exactly one page: a picture, a one-line description, where to find it and its key parameters. Everything about setting a material up, tweaking it, using it from Verse and moving it into your own project is written once, in the next pages.

WHAT A MATERIAL PAGE SHOWS

Part	What you find there
Name and picture	The bundle, the master's display name and a picture of it: flat panel and shader ball from the editor. Post Process and Ember Dissolve show flat panel, sphere and cube; UI materials are shown in a widget, or a note says to preview them in one.
Description	One line on what it looks like.
Path	The master's asset path under <code>MaterialFX/</code> , its domain, blend and shading, and how many ready-made instances it has.
Key parameters	The first 8 parameters with default, range, Details group and a short note. The instance's Details panel lists all of them.
Instances	The ready-made variants. Pick one, or duplicate it to make your own.

READING THE PARAMETER TABLES

- **Field** is the parameter name as it shows in the instance's Details panel (CamelCase, no spaces, so Verse can address it).
- **Default** is what the master ships with. **Range** is the slider range in the editor.
- **Group** is the Details panel group: 00 Style, 01 Color, 02 Pattern, 03 Animation, 04 Glow, 05 Textures, 06 Lighting, Switches.
- A static switch is chosen in the editor per instance and cannot change at runtime.

NOTE: Which material functions and textures each bundle needs is listed once, per bundle, in "Migrate one bundle (Route B)". When in doubt copy `MaterialFX/Functions` and `MaterialFX/Textures` too: an extra asset is harmless, a missing one breaks the material.

APPLY A MATERIAL

Applying a material takes about a minute and needs no Verse. Start with an instance in the Surface bundle; it is the simplest. Every instance ships with working defaults.

■ ON A MESH

1. In the Content Browser open `MaterialFX/<Bundle>/Instances`, for example `MaterialFX/Surface/Instances`.
2. Drag an instance such as `MI_Surface_HoloFoil_Rainbow` onto a mesh in the Viewport. Or select the mesh, find its Materials slot in the Details panel and pick the instance from the drop-down.
3. Launch a Session or Push Changes to see it in play.
4. Double-click the instance to open it and change one setting at a time. Tick the box next to a parameter to override it, then change the value.

Most Surface materials are meant for flat or gently curved meshes; Optical Illusions in particular distort on strongly curved shapes. Screen-like materials (CRT, VHS, Radar, ScannerSweep, TargetLock) look best on flat planes.

■ IN A POST PROCESS VOLUME

Post Process materials do nothing on a mesh.

1. Add a Post Process Volume to the level and set it to Unbound (infinite extent) for a whole-level effect.
2. In its Details panel find the Post Process Materials array, add an element and choose a Post Process instance from `MaterialFX/PostProcess/Instances`.
3. Play. Add a second element to stack effects, but keep it to one or two effects at once.

Three masters (`PP_DamageVignette`, `PP_FrostEdges`, `PP_PoisonDrunk`) use a Material Parameter Collection so a Level Sequence can fade them in. The collection is part of the pack; migrate it with its master. Set Sequencer Driven to 0 on the instance if you do not use Sequencer.

■ IN A WIDGET (UI BUNDLE)

UI materials only show in a widget: use an instance from `MaterialFX/UI/Instances` as the image brush of a widget image. They have no effect on a mesh. 11 UI masters (AmmoPips, Banner, Compass, Cooldown, Crosshair, DamageDirection, HealthBar, Radar, RadialMeter, ShieldBar, XPBar) ship three looks, SciFi, Clean and Toon, chosen per instance with the static switches StyleClean and StyleToon. The UI bundle also holds mobile-safe screen overlays (low health, frost, poison, speed lines, helmet HUD, transition): use them if Post Process is unavailable, for example on mobile.

TWEAK A MATERIAL

Double-click an instance to open it. Its parameters are listed in groups in the Details panel. Tick the box next to a parameter to override it, then change the value.

■ DETAILS GROUPS

Group	What is in it
00 Style	Static switches that swap the whole look (UI: StyleClean, StyleToon).
01 Color	Colours, Tint, Brightness, Contrast.
02 Pattern	Shape and layout: Tiling, Intensity, Segments, UI values like Fill.
03 Animation	Speed and pulses.
04 Glow	Glow, Rim glow, overall brightness.
05 Textures	Texture slots. Swap in your own texture; the shipped one is the default.
06 Lighting	Toon lighting: UseSunDirection and light direction.
Switches	Other static switches.

Texture slots take any texture: the matcap masters (`M_Surface_Matcap`) change look by swapping one texture, and 19 matcap textures ship, one per instance.

■ MAKE YOUR OWN INSTANCE

1. Right-click an instance (or a master) in the Content Browser and choose Create Material Instance, or duplicate an instance with Ctrl+D.
2. Give it your own name, for example `MI_Surface_HoloFoil_Mine` , and keep it in your own folder, outside `MaterialFX/` , so a later update of the pack cannot overwrite it.
3. Change parameters, then assign it to your mesh.

Changing an instance changes every place that uses that instance, not the master. Do not edit a master unless you want every instance of it to change.

■ COMMON PARAMETERS

No parameter is on every master, but these appear often. Defaults and ranges differ per master; each material page gives its own.

Parameter	On how many masters	What it does
Glow	104	Brightness multiplier of the emissive light (higher is brighter, more bloom).
Speed	82	Animation speed. Negative reverses, 0 freezes.
Tiling	81	How many times the pattern repeats across the surface (UV scale).
Brightness	26	Overall brightness of the effect.
Intensity	26	Strength of the effect (0 is off).
Aspect	17	UI: width-to-height ratio of the widget shape, so circles stay round at any size.
Tint	14	Color multiplied over the result. White leaves the colours alone.
RimPower , RimColor	9	Tightness and colour of the edge (fresnel) glow.

VERSE (OPTIONAL)

No material needs Verse. Parameter names are CamelCase with no spaces, so UEFN reflects them in the generated Assets digest and Verse can set them where it helps, for example to drive a health bar. Static switches are compile-time and cannot be set from Verse at runtime.

Each UI master has a generated Verse class named after the asset. A health bar looks like this:

```
Bar := UI_HealthBar{}  
set Bar.Fill = 0.35  
material_block{DefaultImage := Bar, DefaultDesiredSize := vector2{X := 400.0, Y := 40.0}}
```

Fill, Trail and Hit are the values you drive from Verse on the health bar. The optional sample

`mfx_ui_demo_device.verse` shows more of it.

NOTE: Verse that uses the generated material classes must sit in the same content folder as the materials, for example `MaterialFX/UI`, because nested folders are internal (error 3593). Placing materials on meshes, in volumes and in widgets has no folder rule. The Verse files are copied by hand; it is not confirmed that Migrate brings `.verse` files.

MIGRATE INTO YOUR PROJECT

The pack is plain assets: materials, functions, textures and parameter collections. UEFN's own Migrate copies them into another project and brings the dependencies it finds.

■ HOW TO MIGRATE

1. Right-click a material (or a folder) in the Content Browser, then Asset Actions, then Migrate.
2. Press OK. The Asset Report already selects every needed asset.
3. Select the target project's Content folder.
4. Restart UEFN in the target project. The same folders appear in its Content Browser. Run Fix Up Redirectors on the folders if UEFN asks for it.

■ ROUTE A: COPY EVERYTHING (RECOMMENDED)

Right-click the `MaterialFX` folder, choose Asset Actions, Migrate, and pick your project's Content folder. This brings all 11 bundles, `Functions`, `Textures` and the 3 parameter collections. Leave out the leftovers `MaterialFX/_Showroom`, `Gallery` and `Meshes`. Then restart UEFN and check one instance on a mesh.

■ ROUTE B: ONE BUNDLE ONLY

Copy one bundle's folder plus the functions and textures it uses. The list for every bundle is on the next page, "Migrate one bundle (Route B)".

■ BUILD, RESTART AND FIX-UPS

Restart UEFN after copying and let it finish loading. Migrated assets can show validation errors until you do. Then open an instance, put it on a mesh and play. A Verse build is only needed if you use the optional Verse sample or your own Verse code.

Symptom	Cause	Fix
"hard references a missing package"	Migrated assets stay unsaved until restart	Restart UEFN, then build and validate.
A material looks grey, flat or wrong	A function or texture did not come across (Route B)	Migrate <code>MaterialFX/Functions</code> and <code>MaterialFX/Textures</code> again with it.
Post Process fade does nothing	The parameter collection was not migrated	Migrate the <code>PP_*_MaterialParameterCollection</code> with the master.
Verse error 3593	Verse file is in a nested folder	Move the Verse file to the same content folder as the materials.

WARNING: Deleting assets and then running Build All in the same session crashed UEFN once. Save the level first (Save Current Level, then Save All), delete in one pass, restart UEFN, then build. Remove materials from meshes, volumes and widgets first, or they show as missing.

MIGRATE ONE BUNDLE (ROUTE B)

A bundle needs its own folder plus the functions and textures it uses. Copy `MaterialFX/<Folder>/` (with its `Instances` folder) plus the items below from `MaterialFX/Functions` and `MaterialFX/Textures`. Over-include when unsure: a missing asset breaks the material, an extra one is harmless.

`MF_AA_Checker`, `MF_AA_Stripes`, `MF_Spiral`, `MF_UV_Polar` and `MF_UV_WorldTop` are used by no master; they are utilities for your own materials.

Bundle	Material functions	Textures	Collections
Illusion	MF_Hash21, MF_Palette_Cosine, MF_UV_Cells, MF_UV_Hex, MF_UV_Kaleidoscope, MF_UV_LogPolar, MF_UV_Parallax, MF_UV_Tunnel	T_MFX_Filigree, T_MFX_Galaxy, T_MFX_Nebula, T_MFX_StainedGlass	none
Cosmic	MF_Rim, MF_Sparkle, MF_UV_Parallax, MF_UV_SkyWindow, MF_UV_Tunnel	T_MFX_Nebula, T_MFX_Noise_Packed_A, T_MFX_Noise_Packed_B, T_MFX_Stars	none
SciFi	MF_Hash21, MF_Pulse, MF_Rim, MF_UV_Cells, MF_UV_Flipbook, MF_UV_Hex, MF_UV_Tunnel, MF_WorldBands	T_MFX_Circuit, T_MFX_Galaxy, T_MFX_Glyphs, T_MFX_Lightning, T_MFX_Nebula, T_MFX_Noise_Packed_A, T_MFX_Noise_Packed_B, T_MFX_StainedGlass	none
Elemental	MF_Hash21, MF_Rim, MF_Sparkle, MF_UV_Parallax	T_MFX_Caustics, T_MFX_Clouds, T_MFX_Cracks, T_MFX_Flames, T_MFX_Frost, T_MFX_Lava, T_MFX_Lightning, T_MFX_Noise_Packed_A, T_MFX_Noise_Packed_B, T_MFX_Water_N	none
Magic	MF_Dissolve, MF_Hash21, MF_Pulse, MF_Rim, MF_Sparkle, MF_UV_Cells, MF_UV_Flipbook, MF_UV_Matcap, MF_UV_Parallax, MF_UV_Rotate, MF_UV_Twirl	T_MFX_Cracks, T_MFX_Filigree, T_MFX_Flames, T_MFX_Glyphs, T_MFX_Matcap_Crystal, T_MFX_Matcap_Gold, T_MFX_Nebula, T_MFX_Noise_Packed_A, T_MFX_Noise_Packed_B, T_MFX_RuneCircle, T_MFX_StainedGlass	none
Surface	MF_Hash21, MF_Palette_Cosine, MF_Rim, MF_Sparkle, MF_UV_Cells, MF_UV_Matcap	the 19 <code>T_MFX_Matcap_*</code> textures (Bronze, CarPaint, Chrome, Clay, Copper, Crystal, Gold, Holo, Ice, Jade, LavaGlow, NeonRim, Obsidian, Pearl, PurplePaint, Sketch, Toon, Toon2Tone, ToonWarm), <code>T_MFX_Noise_Packed_B</code>	none
Gameplay	MF_Dissolve, MF_Pulse, MF_Rim, MF_Sparkle, MF_UV_Hex, MF_UV_Rotate, MF_UV_Twirl	<code>T_MFX_Noise_Packed_A</code> , <code>T_MFX_Noise_Packed_B</code>	none
Retro	MF_Hash21, MF_Palette_Cosine, MF_Pulse, MF_UV_Cells, MF_UV_Pixelate, MF_UV_Rotate	<code>T_MFX_Galaxy</code> , <code>T_MFX_Nebula</code> , <code>T_MFX_Noise_Packed_A</code> , <code>T_MFX_Noise_Packed_B</code> , <code>T_MFX_StainedGlass</code>	none
Toon	MF_UV_Matcap, MF_UV_Rotate	<code>T_MFX_Matcap_Chrome</code> , Clay, Copper, Crystal, Gold, Holo, Jade, LavaGlow, NeonRim, Obsidian, Pearl, Toon, ToonWarm (all <code>T_MFX_Matcap_*</code>), <code>T_MFX_Noise_Packed_A</code> , <code>T_MFX_Noise_Packed_B</code> , <code>T_MFX_StainedGlass</code>	none
PostProcesses	MF_Hash21, MF_HueShift, MF_UV_Flipbook, MF_UV_Kaleidoscope	<code>T_MFX_Caustics</code> , <code>T_MFX_FrostCrystal_M</code> , <code>T_MFX_FrostCrystal_N</code> , <code>T_MFX_Glyphs</code> , <code>T_MFX_Lightning</code> , <code>T_MFX_Noise_Packed_A</code> , <code>T_MFX_RainDrops_M</code> , <code>T_MFX_RainDrops_N</code>	all 3 <code>PP_*</code> <code>MaterialParameterCollection</code>
UI	MF_Hash21, MF_Pulse, MF_Sparkle, MF_UV_Cells, MF_UV_Hex	<code>T_MFX_FrostCrystal_M</code> , <code>T_MFX_FrostCrystal_N</code> , <code>T_MFX_HexCells</code> , <code>T_MFX_Lightning</code> , <code>T_MFX_Noise_Packed_A</code>	none

OPTICAL ILLUSIONS

Mind-bending patterns that move, breathe and fake depth on flat surfaces.

25 masters, 72 instances. Folder `MaterialFX/Illusion/` (instances in `MaterialFX/Illusion/Instances/`). Uses 8 material functions and 4 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
Surface	Opaque	Unlit	one-sided	25

NOTE: Illusions are designed for flat surfaces (walls, floors, planes); on strongly curved meshes the effect distorts.

Note: Some depth illusions (parallax) shift with the camera angle; they need a viewer, a screenshot of one angle does not show them.

Note: Kaleidoscope-style masters take a texture: swap the shipped one for endless variations.

Note: AI disclosure: Muse (AI) textures used by this bundle (4 of its 4 textures): Filigree, Galaxy, Nebula, StainedGlass.

// 01 — ILLUSION 25 MATERIALS

OPTICAL ILLUSIONS

Mind-bending patterns that move, breathe and fake depth on flat surfaces.

HOW TO PLACE AND TWEAK

- 1 Drag an `ILL` instance from `MaterialFX/Illusion/Instances` onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change `Slow`, `Tiling`, `Speed`, `Colors` and `ColorB`.
- 3 Make your own variant: right-click a master and choose `Create Material Instance`.

WHAT TO COPY

MaterialFX/Illusion (25 masters, 72 instances)
MaterialFX/Functions and MaterialFX/Textures (shared, see guide)
Right-click the folders and use `Migrate` so references follow.



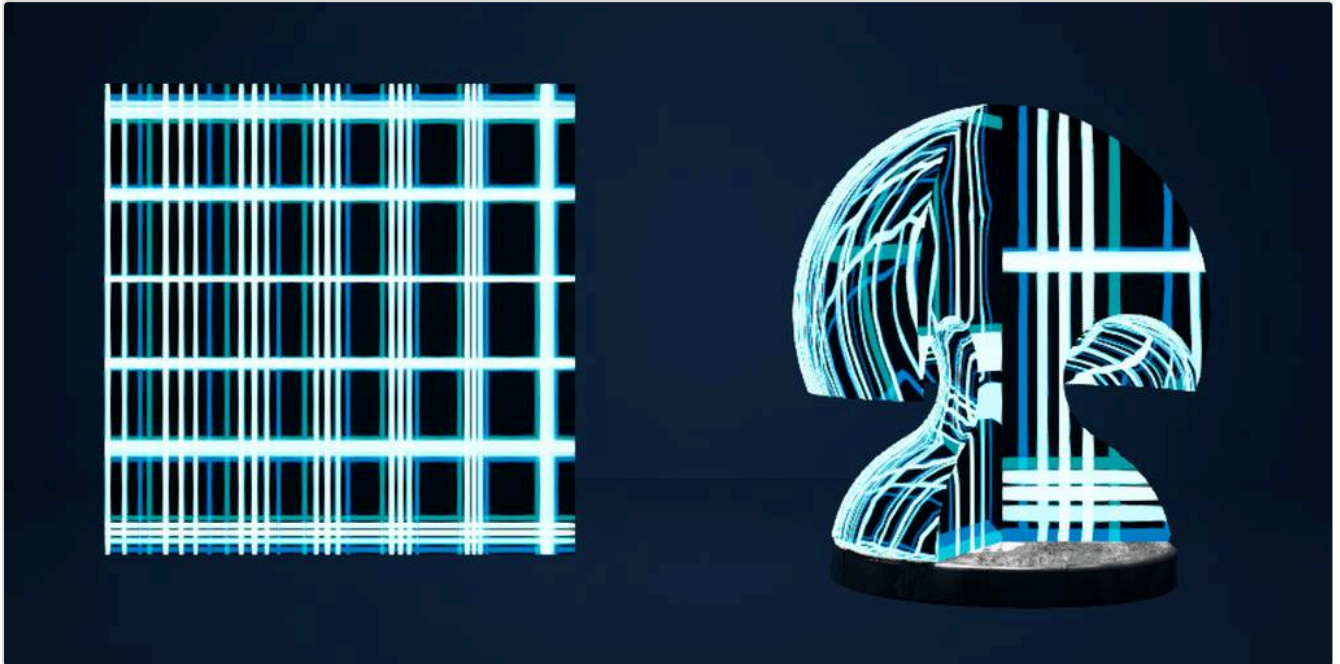
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MASTERS IN OPTICAL ILLUSIONS

Master	Looks like	Instances
<code>M_Illusion_BottomlessGrid</code>	Glowing grids receding into infinite depth.	3
<code>M_Illusion_BreathingGrid</code>	Checkerboard that inflates and deflates in waves.	3
<code>M_Illusion_CafeWall</code>	Cafe wall illusion: perfectly straight mortar lines look...	3
<code>M_Illusion_DepthPit</code>	A bottomless pit painted on a flat surface.	3
<code>M_Illusion_Enigma</code>	Enigma (Leviathan) illusion: still colored rings over radial...	3
<code>M_Illusion_FloatingCubes</code>	Tiles floating at different depths inside a flat wall.	3
<code>M_Illusion_FraserSpiral</code>	Fraser spiral: perfectly concentric circles that the eye...	3
<code>M_Illusion_HexRipple</code>	Hexagon floor where every cell swells and shrinks in a ripple...	3
<code>M_Illusion_HexTunnel</code>	Endless hexagonal neon tunnel with glowing corner edges.	3
<code>M_Illusion_HypnoSpiral</code>	Hypnotic rotating spiral.	4
<code>M_Illusion_InfiniteTunnel</code>	Endless checkered tunnel on any flat surface.	4
<code>M_Illusion_InfiniteZoom</code>	Endless zoom into the center (log-polar Droste).	3
<code>M_Illusion_InteriorRooms</code>	Fake 3D rooms behind a flat window (interior mapping).	3
<code>M_Illusion_Kaleidoscope</code>	Rotating kaleidoscope of any texture.	3
<code>M_Illusion_LensBulge</code>	Checkerboard warped by a roaming magnifying-lens bulge.	3
<code>M_Illusion_Lenticular</code>	Lenticular print: shows one image or another depending on...	2
<code>M_Illusion_Moire</code>	Moire interference from two orbiting ring patterns.	3
<code>M_Illusion_OpArtWaves</code>	Op-art wave lines (Bridget Riley style).	3
<code>M_Illusion_Ouchi</code>	Ouchi illusion: the inner disc seems to float and slide over...	2
<code>M_Illusion_PeripheralDrift</code>	Rotating-snakes illusion: a perfectly still pattern that...	3
<code>M_Illusion_RippleTank</code>	Wave interference from two moving sources.	3
<code>M_Illusion_ScintillatingGrid</code>	Scintillating grid: dark dots flicker at the grid...	2
<code>M_Illusion_SpinStop</code>	Motion aftereffect: a spiral spins, then stops dead.	2
<code>M_Illusion_Stereokinetic</code>	Stereokinetic cone: flat offset circles rotating together...	2
<code>M_Illusion_TumblingBlocks</code>	Isometric cube illusion from a flat hex grid.	3

BOTTOMLESS GRID



Bottomless Grid: flat panel and shader ball

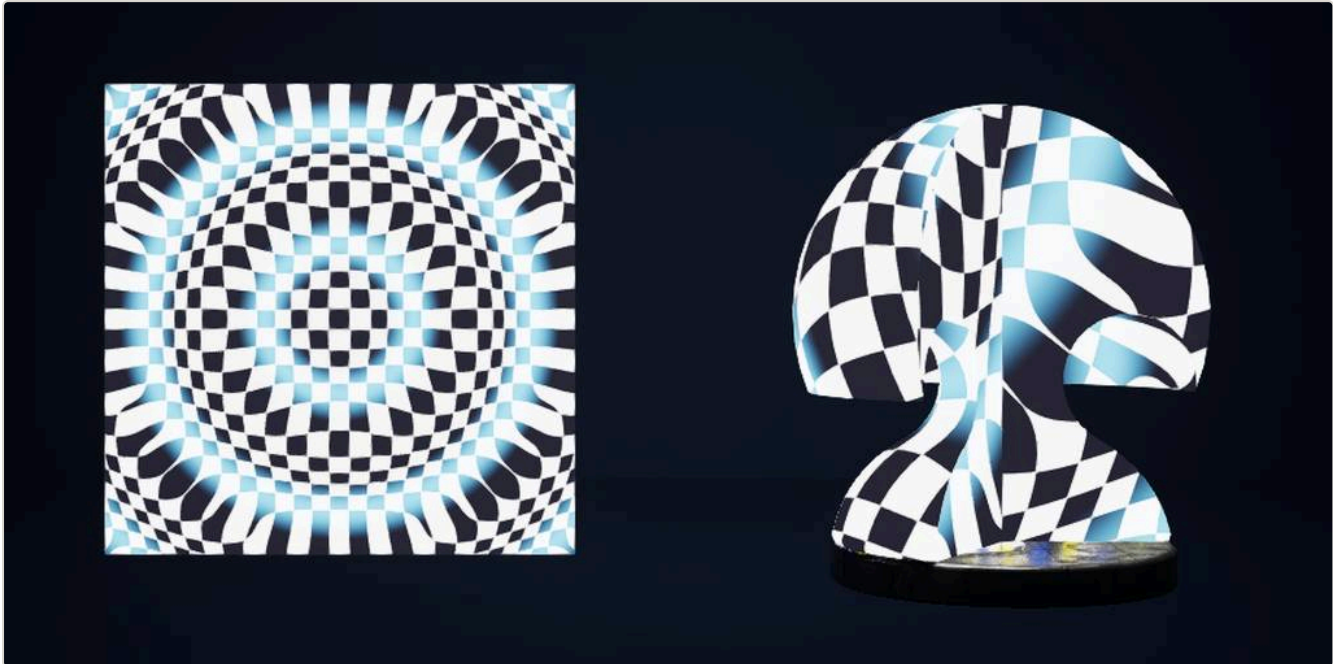
Glowing grids receding into infinite depth; layers fall forever (parallax, no geometry).

MaterialFX/Illusion/M_Illusion_BottomlessGrid Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
GridCells	6	1 to 30	02 Pattern	Number of grid cells per tile in each of the stacked grid layers.
LayerSpacing	0.12	0.01 to 0.5	02 Pattern	Parallax depth gap between the stacked grid layers (depth = layer position x LayerSpacing x 5).
LineWidth	0.06	0.01 to 0.3	02 Pattern	Width of the grid lines on every layer.
Speed	0.15	-4 to 4	03 Animation	Animation speed.
NearColor	(0.1, 0.9, 1, 1)	-	01 Color	Colour of the nearest grid layer; fades to FarColor with depth.
FarColor	(0, 0.1, 0.5, 1)	-	01 Color	Colour of the deepest grid layer, far down.
Glow	2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_BottomlessGrid_Tron , MI_Illusion_BottomlessGrid_Synth ,
MI_Illusion_BottomlessGrid_Matrix

BREATHING GRID



Breathing Grid: flat panel and shader ball

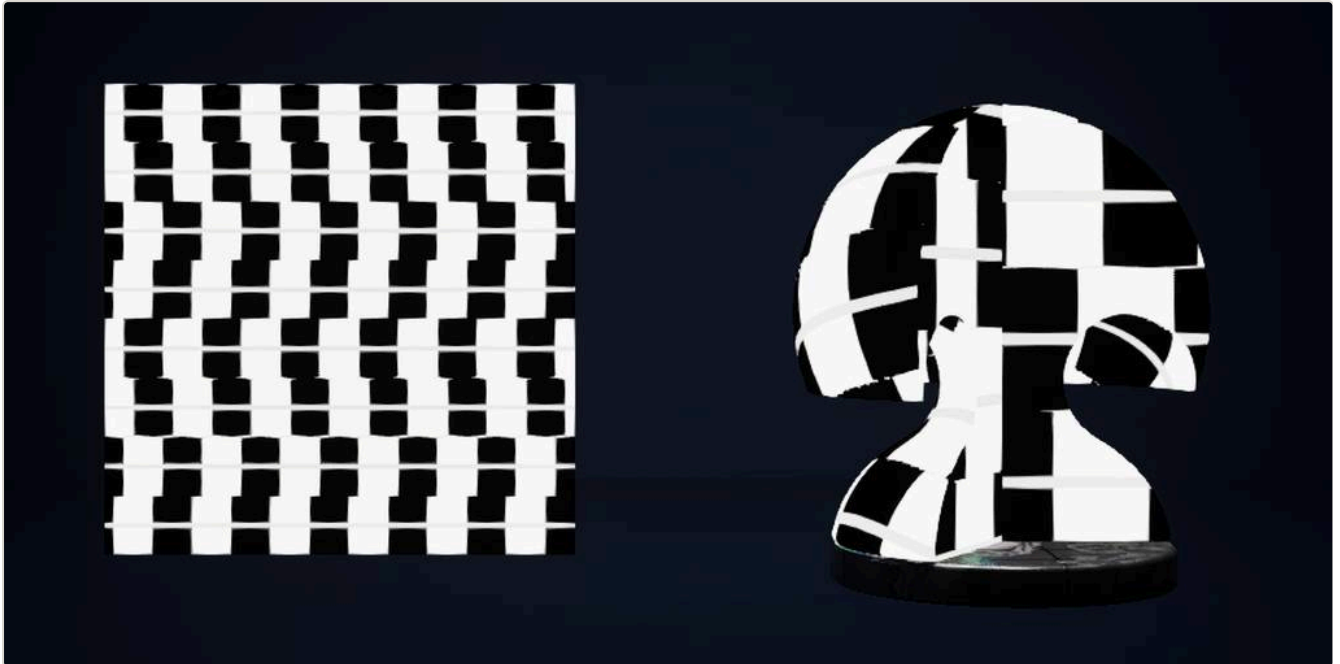
Checkerboard that inflates and deflates in waves, like the floor is breathing.

MaterialFX/Illusion/MI_Illusion_BreathingGrid Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.35	-4 to 4	03 Animation	Animation speed.
WaveCount	4	0.5 to 16	02 Pattern	Number of radial wave crests from the centre outward; the wave drives the breathing distortion.
Amplitude	0.08	0 to 0.4	02 Pattern	How far the checker UV is pushed in and out by the wave: UV scale = 1 + wave x Amplitude.
Checks	12	2 to 40	02 Pattern	Number of checker squares per tile in each direction.
ColorA	(0.02, 0.02, 0.03, 1)	-	01 Color	Colour of the dark checker squares.
ColorB	(0.95, 0.95, 0.95, 1)	-	01 Color	Colour of the light checker squares.
CrestColor	(0.2, 0.6, 1, 1)	-	01 Color	Colour of the glowing crest of the travelling wave.

2 more parameters in the instance's Details panel. **Instances:** MI_Illusion_BreathingGrid_Classic , MI_Illusion_BreathingGrid_Lava , MI_Illusion_BreathingGrid_Ice

CAFE WALL



Cafe Wall: flat panel and shader ball

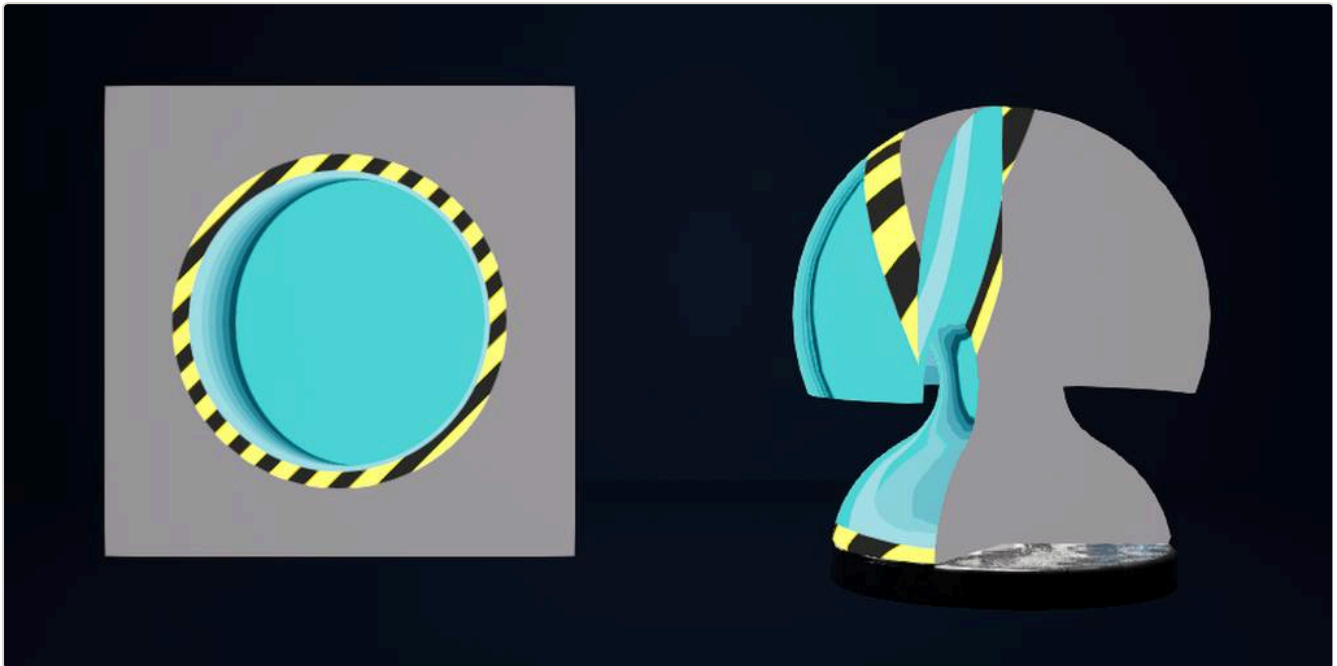
Cafe wall illusion: perfectly straight mortar lines look tilted.

MaterialFX/Illusion/M_Illusion_CafeWall Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Rows	8	2 to 40	02 Pattern	Number of tile rows.
Speed	0	-4 to 4	03 Animation	Animation speed.
TilesPerRow	6	2 to 40	02 Pattern	Number of light/dark tile pairs along each row.
MortarWidth	0.08	0.01 to 0.3	02 Pattern	Thickness of the grey mortar line between rows.
TileDark	(0, 0, 0, 1)	-	01 Color	Colour of the dark tiles.
TileLight	(1, 1, 1, 1)	-	01 Color	Colour of the light tiles.
MortarColor	(0.5, 0.5, 0.5, 1)	-	01 Color	Colour of the mortar lines between the tile rows.

1 more parameter in the instance's Details panel. **Instances:** MI_Illusion_CafeWall_Classic , MI_Illusion_CafeWall_Wobble , MI_Illusion_CafeWall_Neon

DEPTH PIT



Depth Pit: flat panel and shader ball

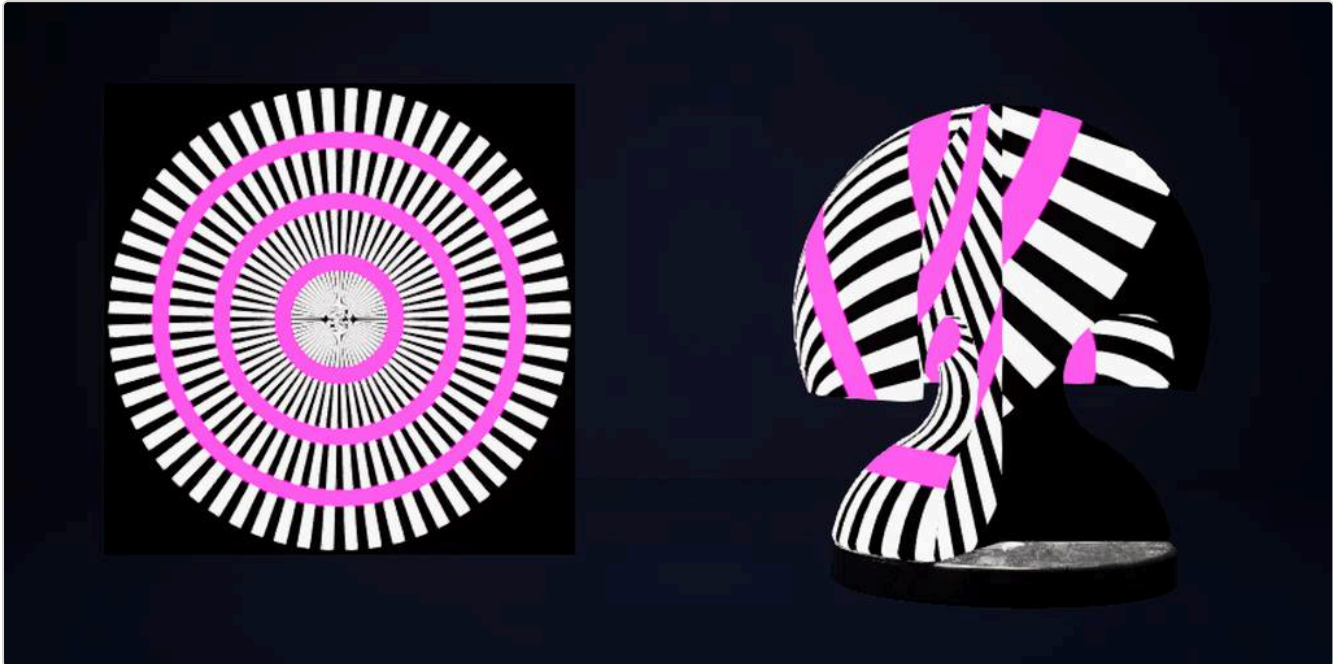
A bottomless pit painted on a flat surface: parallax rings create real-looking depth that shifts with the camera.

MaterialFX/Illusion/M_Illusion_DepthPit Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
HoleRadius	0.32	0.05 to 0.48	02 Pattern	Radius of the pit opening in UV units (0.5 = half the tile).
Depth	0.25	0.01 to 1	02 Pattern	Strength of the fake depth / parallax.
RingThickness	0.012	0.002 to 0.05	02 Pattern	Line thickness of the stacked depth rings drawn down the pit wall (each deeper ring adds a little extra...
Speed	0.15	-4 to 4	03 Animation	Animation speed.
WallColor	(0.1, 0.35, 0.45, 1)	-	01 Color	Colour of the pit walls.
BottomColor	(0.1, 0.9, 1, 1)	-	01 Color	Colour of the glowing floor at the bottom of the pit.
SurfaceColor	(0.12, 0.12, 0.13, 1)	-	01 Color	Colour of the flat surface around the hole.
RimColor	(1, 0.75, 0, 1)	-	01 Color	Colour of the hazard-stripe band around the pit opening (alternates with near-black diagonal stripes).

1 more parameter in the instance's Details panel. **Instances:** MI_Illusion_DepthPit_Hazard , MI_Illusion_DepthPit_Void , MI_Illusion_DepthPit_Lava

ENIGMA



Enigma: flat panel and shader ball

Enigma (Leviant) illusion: still colored rings over radial spokes appear to swirl.

MaterialFX/Illusion/M_Illusion_Enigma Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Spokes	60	12 to 200	02 Pattern	Number of radial stripes (angle multiplied by Spokes).
Speed	0	-4 to 4	03 Animation	Animation speed.
RingWidth	0.018	0.005 to 0.1	02 Pattern	Width of the three coloured concentric rings.
RingColor	(0.85, 0, 0.6, 1)	-	01 Color	Colour of the rings; the spokes stay black and white.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_Enigma_Classic , MI_Illusion_Enigma_Fire , MI_Illusion_Enigma_Ice

FLOATING CUBES



Floating Cubes: flat panel and shader ball

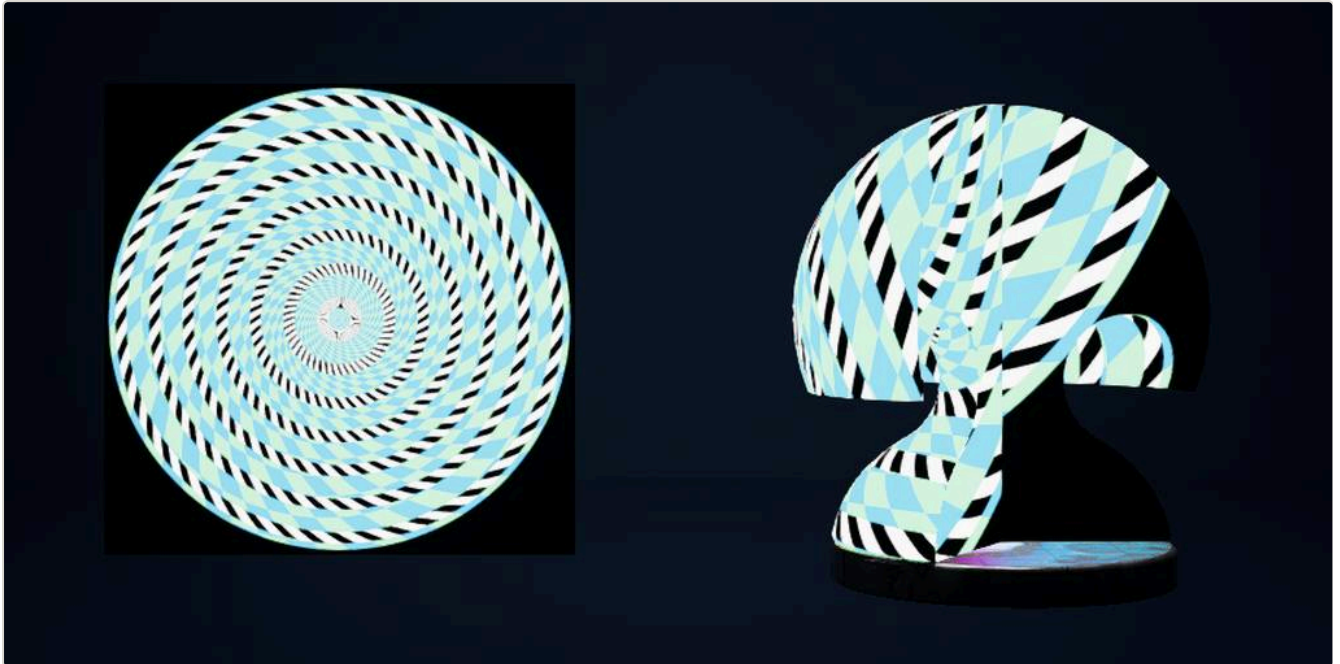
Tiles floating at different depths inside a flat wall: true parallax depth, slowly drifting layers.

MaterialFX/Illusion/M_Illusion_FloatingCubes Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Depth	0.35	0.02 to 1.5	02 Pattern	Total parallax depth of the four cube layers; deeper layers shift more with the view angle.
NearColor	(0.2, 0.9, 1, 1)	-	01 Color	Colour of the nearest cube layer; fades to FarColor with depth.
FarColor	(0.05, 0.1, 0.45, 1)	-	01 Color	Colour of the farthest cube layer.
VoidColor	(0, 0.01, 0.04, 1)	-	01 Color	Colour of the empty space between the cubes.
Speed	0.01	-4 to 4	03 Animation	Animation speed.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_FloatingCubes_Cyber , MI_Illusion_FloatingCubes_Candy , MI_Illusion_FloatingCubes_Gold

FRASER SPIRAL



Fraser Spiral: flat panel and shader ball

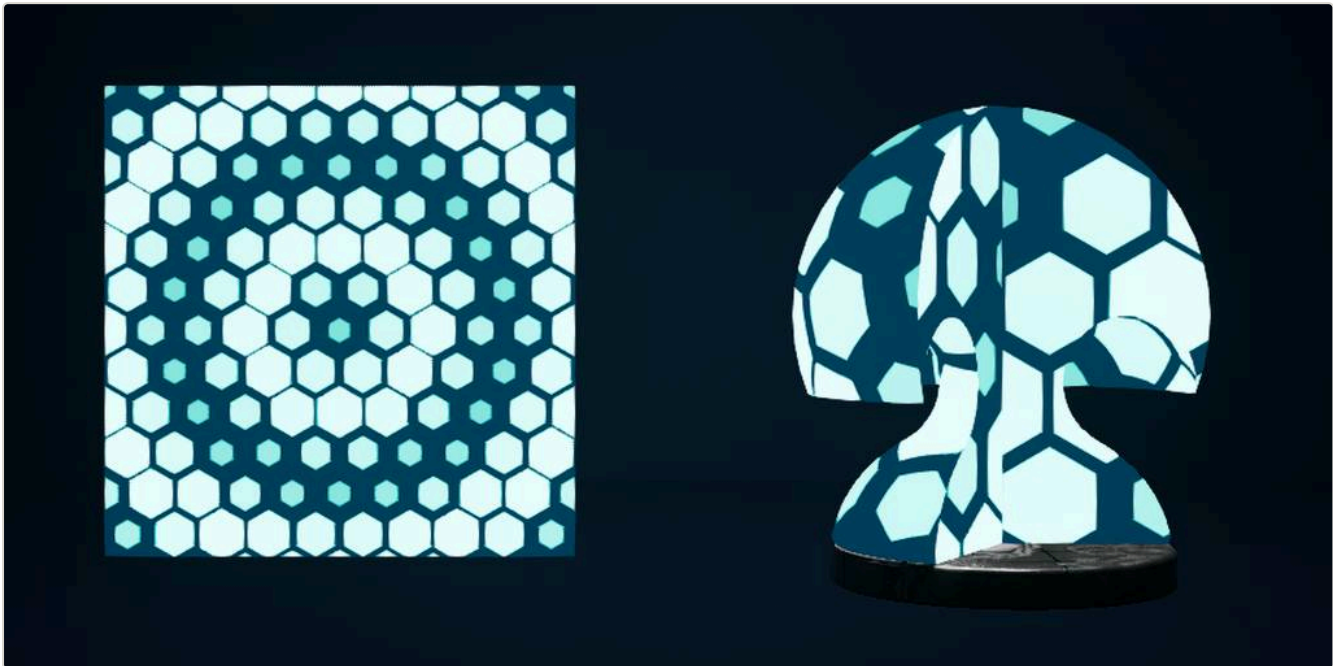
Fraser spiral: perfectly concentric circles that the eye insists are a spiral.

MaterialFX/Illusion/M_Illusion_FraserSpiral Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Rings	7	2 to 20	02 Pattern	Number of concentric twisted-cord rings.
CordSegments	48	12 to 160	02 Pattern	Number of cord segments around each ring (the twisted-cord stripe frequency).
Speed	0	-4 to 4	03 Animation	Animation speed.
BackgroundA	(0.1, 0.35, 0.7, 1)	-	01 Color	Colour of the first background tone (the checker the cords sit on).
BackgroundB	(0.2, 0.6, 0.3, 1)	-	01 Color	Colour of the second background tone.
CordDark	(0, 0, 0, 1)	-	01 Color	Colour of the dark half of each twisted cord.
CordLight	(1, 1, 1, 1)	-	01 Color	Colour of the light half of each twisted cord.

1 more parameter in the instance's Details panel. **Instances:** MI_Illusion_FraserSpiral_Classic , MI_Illusion_FraserSpiral_Neon , MI_Illusion_FraserSpiral_Warm

HEX RIPPLE



Hex Ripple: flat panel and shader ball

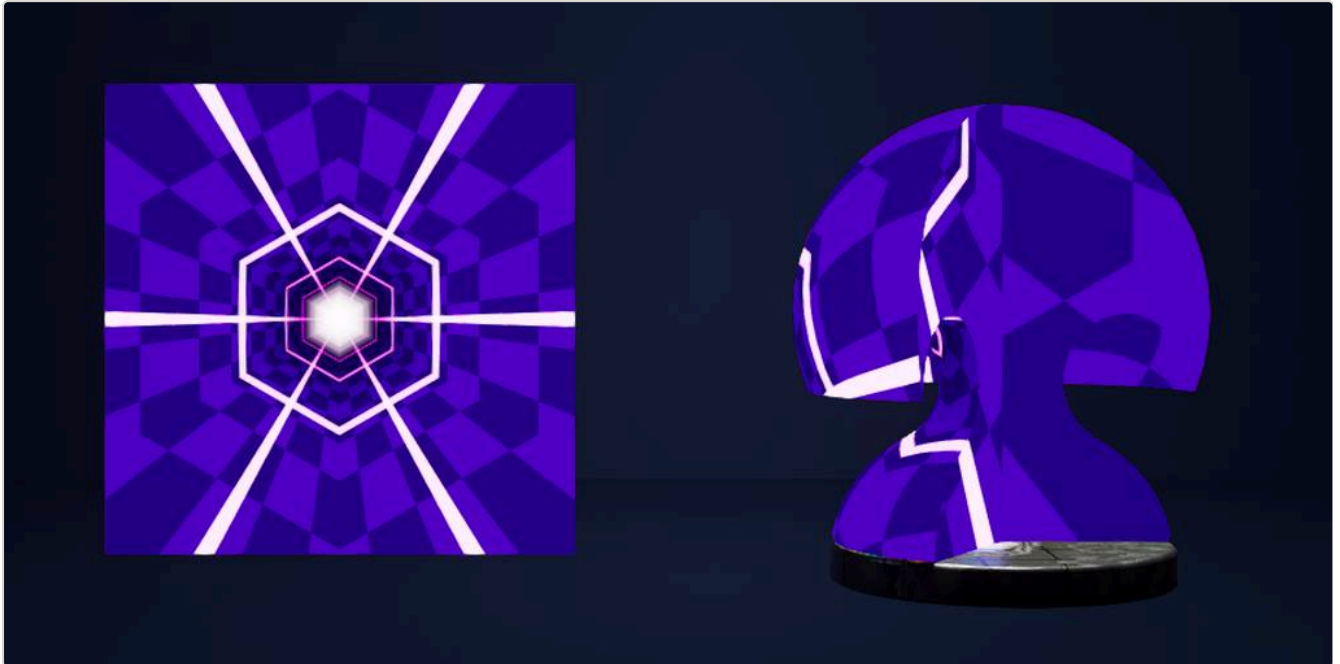
Hexagon floor where every cell swells and shrinks in a ripple spreading from the center.

MaterialFX/Illusion/M_Illusion_HexRipple Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
HexScale	10	2 to 40	02 Pattern	Number of hexagon cells per tile.
RippleCount	3	0.5 to 12	02 Pattern	Number of ripple crests radiating across the field (sine of distance from the centre, scrolling outward).
Speed	0.4	-4 to 4	03 Animation	Animation speed.
CellColor	(0.1, 0.9, 0.8, 1)	-	01 Color	Colour of the hexagon cells (brightened by the ripple).
GapColor	(0, 0.03, 0.05, 1)	-	01 Color	Colour of the gaps between the cells.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_HexRipple_Teal , MI_Illusion_HexRipple_Lava , MI_Illusion_HexRipple_Royal

HEX TUNNEL



Hex Tunnel: flat panel and shader ball

Endless hexagonal neon tunnel with glowing corner edges.

MaterialFX/Illusion/M_Illusion_HexTunnel Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Depth	0.25	0.05 to 1.5	02 Pattern	Depth scale of the hexagonal tunnel: the depth coordinate is $\text{Depth} / \text{hexagonal radius}$.
Speed	0.5	-4 to 4	03 Animation	Animation speed.
WallColor	(0.02, 0, 0.1, 1)	-	01 Color	Colour of the tunnel walls.
EdgeColor	(0.9, 0.1, 1, 1)	-	01 Color	Colour of the glowing hexagon edges.
CenterColor	(1, 0.8, 1, 1)	-	01 Color	Colour of the bright light at the end of the tunnel.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_HexTunnel_Neon , MI_Illusion_HexTunnel_Gold , MI_Illusion_HexTunnel_Toxic

HYPNO SPIRAL



Hypno Spiral: flat panel and shader ball

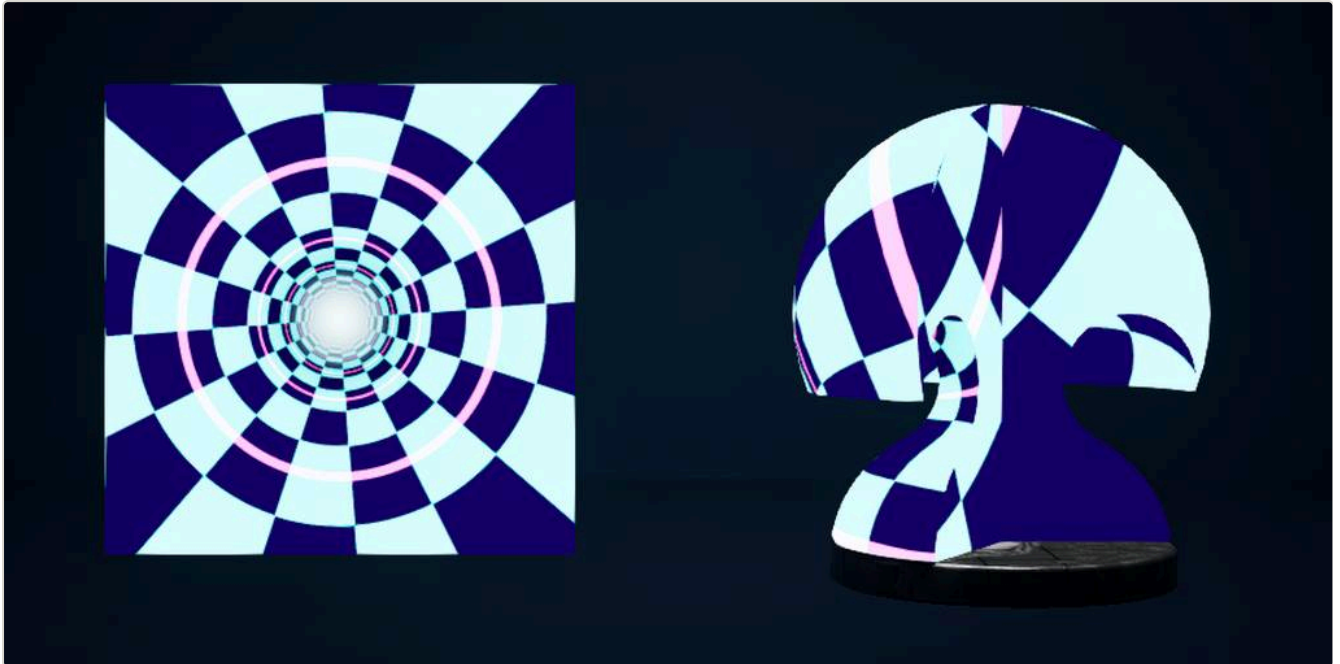
Hypnotic rotating spiral.

MaterialFX/Illusion/M_Illusion_HypnoSpiral Surface / Opaque / Unlit Instances 4

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.25	-4 to 4	03 Animation	Animation speed.
Arms	4	1 to 12	02 Pattern	Number of spiral arms (angle around the centre multiplied by Arms).
Tightness	6	0 to 30	02 Pattern	How tightly the spiral winds: the radius is multiplied by this and added to the arm phase.
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the first spiral arm.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the second spiral arm.
Rainbow	False	-	Switches	Static switch.
RoundMask	0	0 to 1	02 Pattern	Blend 0-1 for cutting the tile to a circle: at 1 everything beyond radius 0.48-0.5 fades out.

1 more parameter in the instance's Details panel. **Instances:** MI_Illusion_HypnoSpiral_Classic , MI_Illusion_HypnoSpiral_Toxic , MI_Illusion_HypnoSpiral_Rainbow , MI_Illusion_HypnoSpiral_Vortex

INFINITE TUNNEL



Infinite Tunnel: flat panel and shader ball

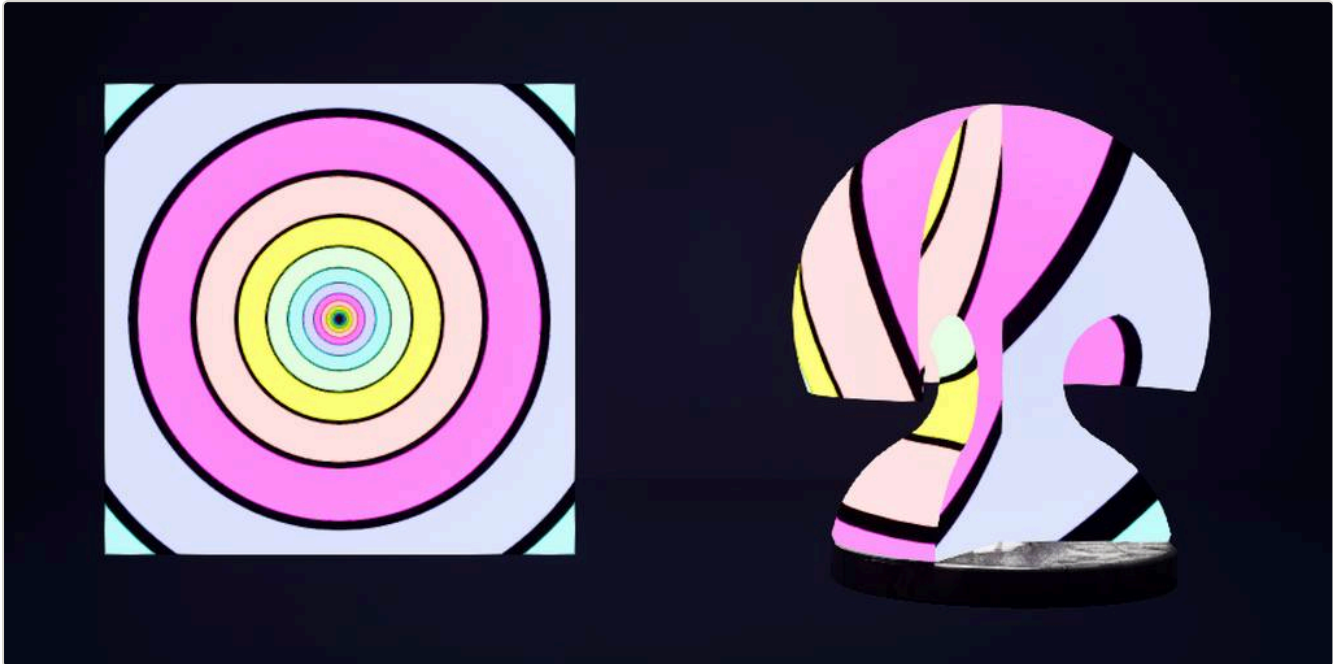
Endless checkered tunnel on any flat surface.

MaterialFX/Illusion/MI_Illusion_InfiniteTunnel Surface / Opaque / Unlit Instances 4

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Depth	0.35	0.05 to 2	02 Pattern	Strength of the fake depth / parallax.
Segments	8	1 to 32	02 Pattern	Number of repeated slices/segments.
RingDensity	1	0.25 to 4	02 Pattern	Number of check/ring rows along the tunnel depth per tunnel-UV unit ($v = \text{tunnel } V \times \text{RingDensity}$).
TwistSpeed	0.05	-1 to 1	03 Animation	Speed at which the checker columns spin around the tunnel axis (a phase added to the tunnel U...
Speed	0.5	-4 to 4	03 Animation	Animation speed.
ColorA	(0.01, 0, 0.05, 1)	-	01 Color	Colour of the dark checker squares on the tunnel wall.
ColorB	(0.05, 0.85, 1, 1)	-	01 Color	Colour of the bright checker squares on the tunnel wall.

5 more parameters in the instance's Details panel. **Instances:** MI_Illusion_InfiniteTunnel_Neon , MI_Illusion_InfiniteTunnel_Inferno , MI_Illusion_InfiniteTunnel_Mono , MI_Illusion_InfiniteTunnel_Candy

INFINITE ZOOM



Infinite Zoom: flat panel and shader ball

Endless zoom into the center (log-polar Droste).

MaterialFX/Illusion/M_Illusion_InfiniteZoom Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
BandDensity	2	0.25 to 8	02 Pattern	Number of bands per log-polar radius unit.
Twist	0	-12 to 12	02 Pattern	Amount the bands spiral around the centre (log-polar angle multiplied by Twist).
Speed	0.1	-4 to 4	03 Animation	Animation speed.
PaletteB	(0.5, 0.5, 0.5, 1)	-	01 Color	Cosine palette amplitude (B): how far the colours swing around the base.
PaletteD	(0, 0.33, 0.67, 1)	-	01 Color	Cosine palette phase (D): shifts which colours appear in the rings.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_InfiniteZoom_Rainbow, MI_Illusion_InfiniteZoom_EMBER, MI_Illusion_InfiniteZoom_AquaSpiral

INTERIOR ROOMS



Interior Rooms: flat panel and shader ball

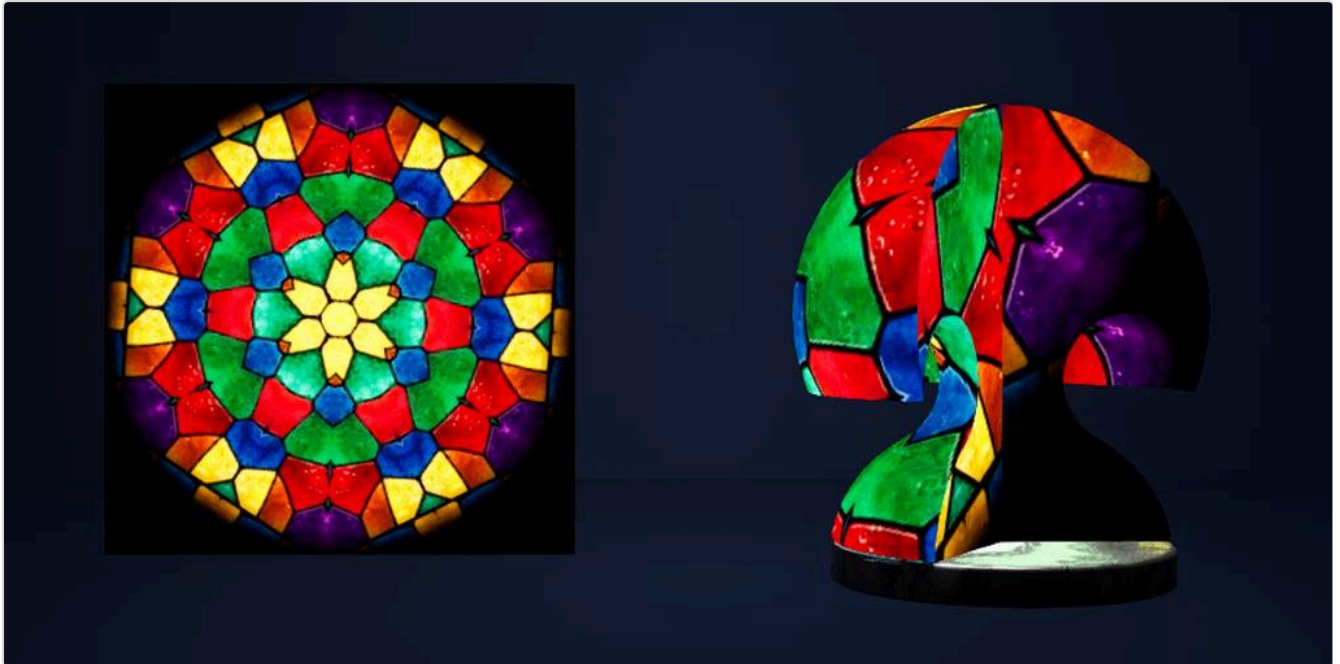
Fake 3D rooms behind a flat window (interior mapping).

MaterialFX/Illusion/MI_Illusion_InteriorRooms Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
RoomsX	4	1 to 16	02 Pattern	Number of rooms (windows) across the surface.
RoomsY	4	1 to 16	02 Pattern	Number of rooms (windows) up the surface.
RoomDepth	1	0.2 to 3	02 Pattern	Depth of each room behind the window plane; larger = deeper rooms, more parallax.
LightsOn	0.6	0 to 1	02 Pattern	Fraction (0-1) of rooms that are lit; each room gets a random value and is lit when it exceeds 1.
WallColor	(0.85, 0.7, 0.5, 1)	-	01 Color	Colour of the room walls (varied slightly per room).
FloorColor	(0.35, 0.22, 0.12, 1)	-	01 Color	Colour of the room floors.
LightColor	(1, 0.85, 0.55, 1)	-	01 Color	Colour of the lamp glow in each room.
FrameWidth	0.05	0 to 0.2	02 Pattern	Thickness of the dark window frame around each room (fraction of the cell).

2 more parameters in the instance's Details panel. **Instances:** MI_Illusion_InteriorRooms_Apartments , MI_Illusion_InteriorRooms_NeonCity , MI_Illusion_InteriorRooms_Lab

KALEIDOSCOPE



Kaleidoscope: flat panel and shader ball

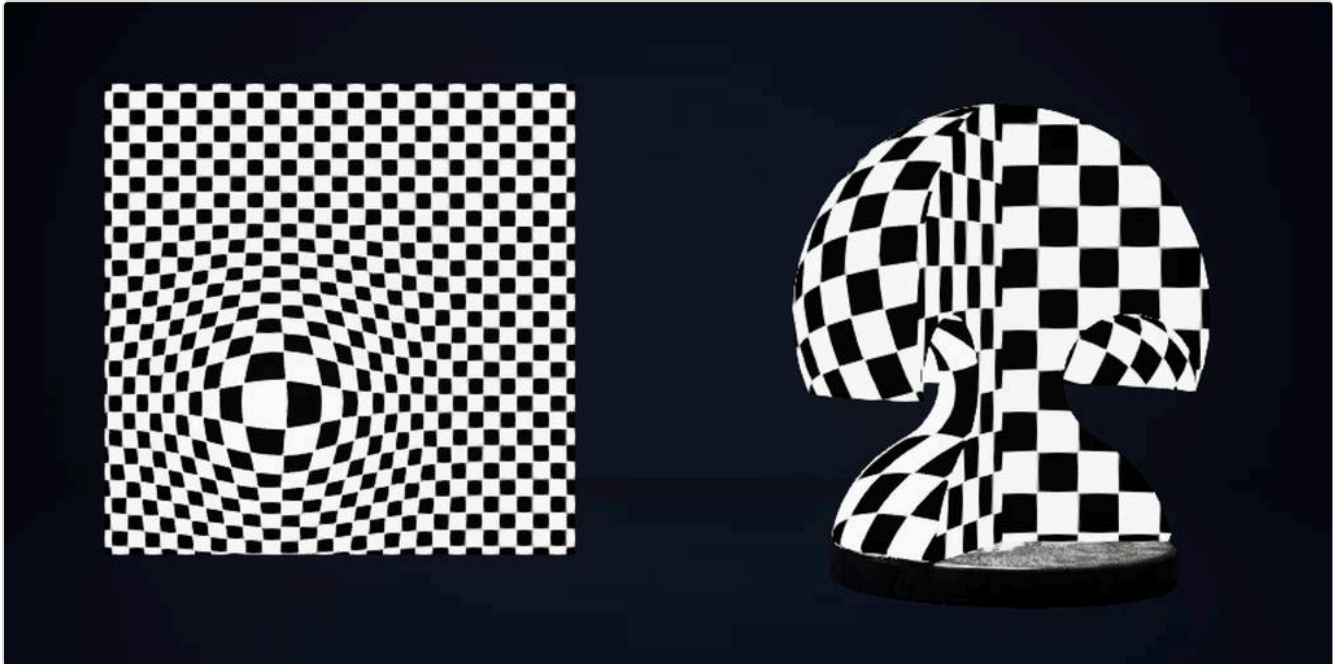
Rotating kaleidoscope of any texture.

MaterialFX/Illusion/M_Illusion_Kaleidoscope Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Segments	6	2 to 24	02 Pattern	Number of repeated slices/segments.
Speed	0.03	-4 to 4	03 Animation	Animation speed.
Zoom	1	0.2 to 6	02 Pattern	Scale of the Pattern Texture inside each mirror segment.
DriftSpeed	0.02	-1 to 1	03 Animation	Speed at which the pattern texture scrolls horizontally inside the kaleidoscope.
PatternTexture	T_MFX_StainedGlass	-	05 Textures	Texture slot: swap in your own texture.
Vignette	1	0 to 1	02 Pattern	Amount 0-1 by which the tile edge (radius 0.35-0.5 from centre) fades to black.
Glow	1.4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_Kaleidoscope_StainedGlass , MI_Illusion_Kaleidoscope_Nebula , MI_Illusion_Kaleidoscope_GoldFiligree

LENS BULGE



Lens Bulge: flat panel and shader ball

Checkerboard warped by a roaming magnifying-lens bulge.

MaterialFX/Illusion/M_Illusion_LensBulge Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.08	-4 to 4	03 Animation	Animation speed.
Orbit	0.22	0 to 0.45	03 Animation	Radius of the circular path the lens centre travels on.
LensSize	0.2	0.02 to 0.6	02 Pattern	Radius of the Gaussian lens ($\exp(-d^2 / \text{size}^2)$).
Bulge	0.7	-1 to 0.95	02 Pattern	Strength of the magnification at the lens centre.
Checks	14	2 to 40	02 Pattern	Number of checker squares per tile in each direction.
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the first checker tone.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the second checker tone.

1 more parameter in the instance's Details panel. **Instances:** MI_Illusion_LensBulge_Classic , MI_Illusion_LensBulge_Toxic , MI_Illusion_LensBulge_Royal

LENTICULAR



Lenticular: flat panel and shader ball

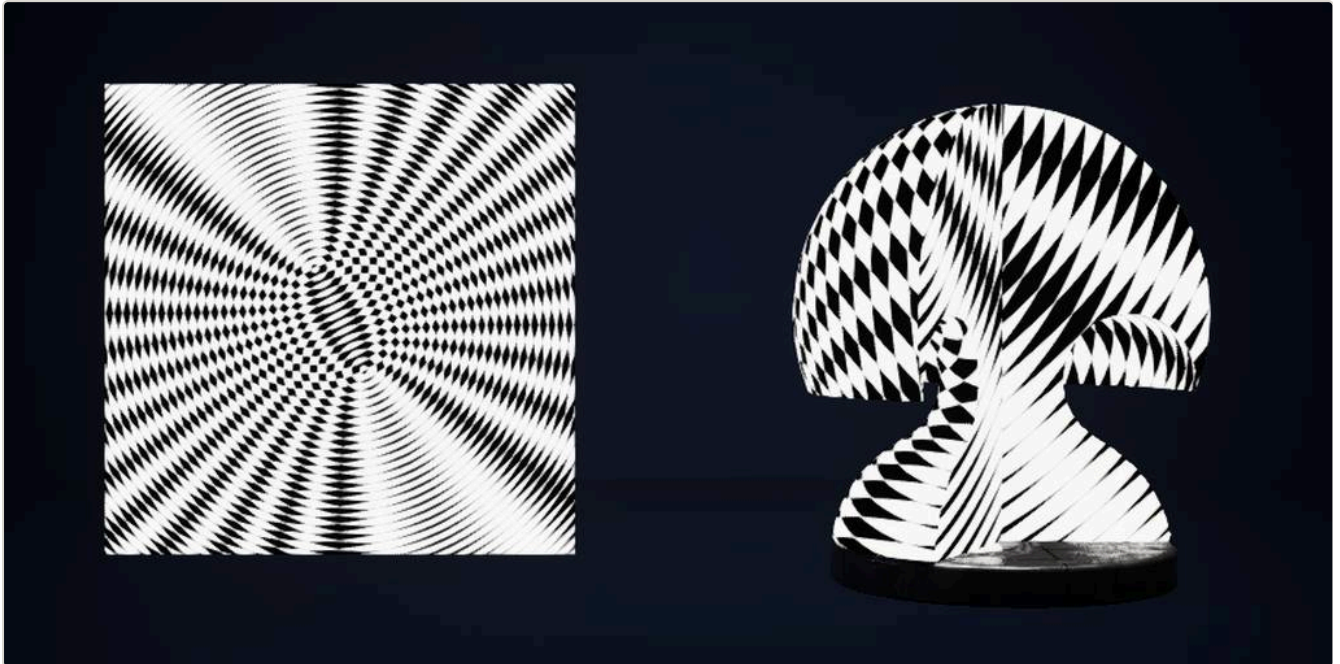
Lenticular print: shows one image or another depending on viewing angle, with ribbed plastic lines.

MaterialFX/Illusion/M_Illusion_Lenticular Surface / Opaque / Unlit Instances 2

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
LensCount	80	10 to 400	02 Pattern	Number of lenticular ribs across the surface.
FlipBias	0	-1 to 1	02 Pattern	Shifts the view angle at which Image A flips to Image B (added to the tangent-space view x).
ImageA	T_MFX_Galaxy	-	05 Textures	Texture slot: swap in your own texture.
ImageB	T_MFX_StainedGlass	-	05 Textures	Texture slot: swap in your own texture.
Glow	1.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_Lenticular_GalaxyGlass , MI_Illusion_Lenticular_NebulaGold

MOIRE



Moire: flat panel and shader ball

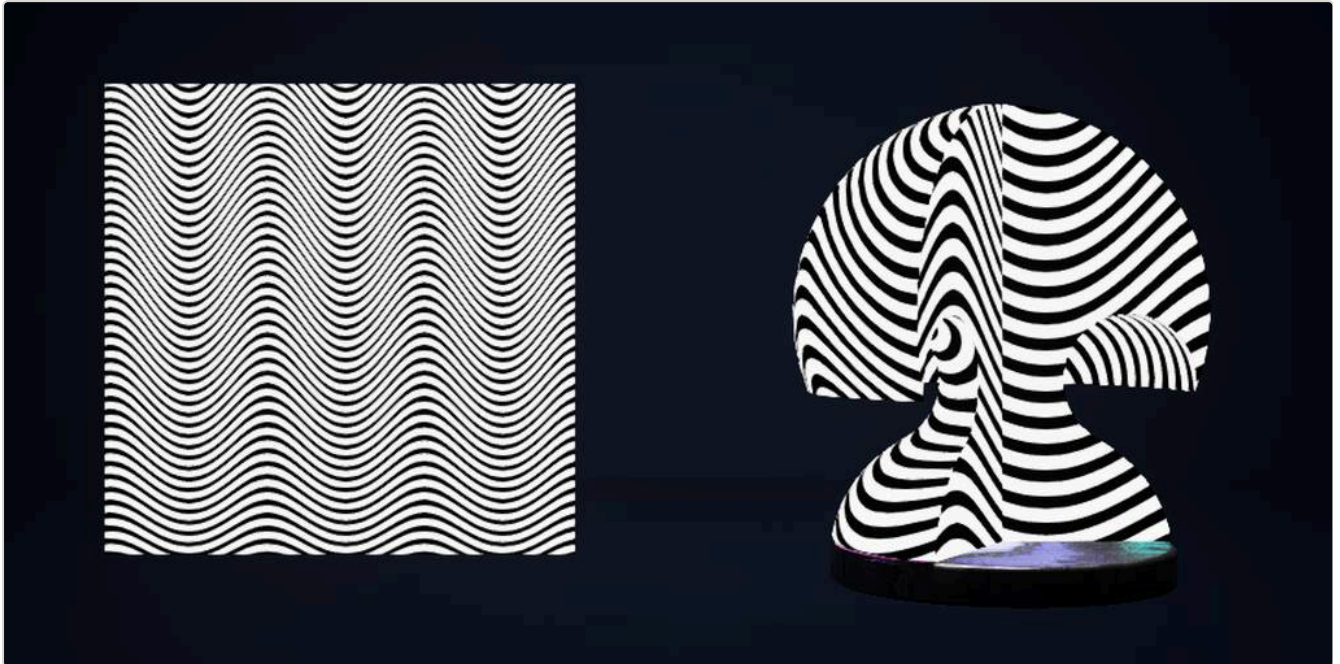
Moire interference from two orbiting ring patterns.

MaterialFX/Illusion/M_Illusion_Moire Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.06	-4 to 4	03 Animation	Animation speed.
Orbit	0.12	0 to 0.5	03 Animation	Radius of the circular path the two ring centres travel on (they move in opposite directions).
RingFrequency	28	4 to 120	02 Pattern	Number of concentric rings per UV unit in each of the two overlaid ring patterns.
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the first line set.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the second line set.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_Moire_Classic , MI_Illusion_Moire_Ocean , MI_Illusion_Moire_Sunset

OP ART WAVES



Op Art Waves: flat panel and shader ball

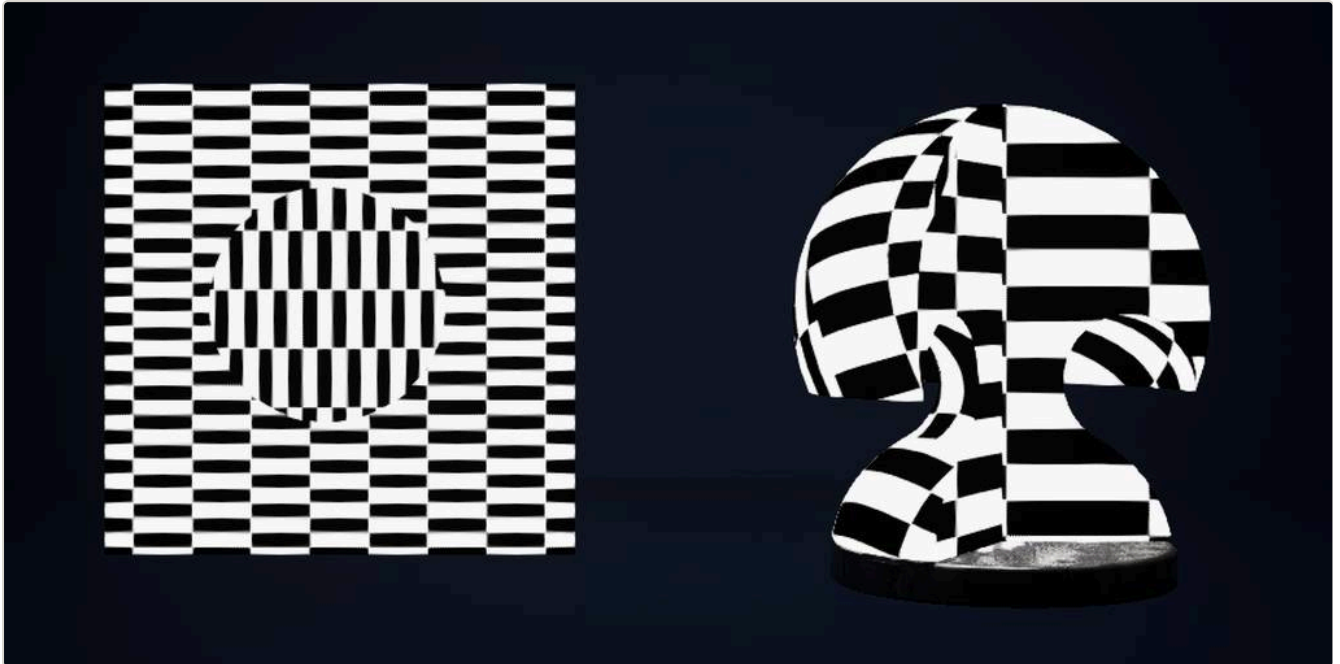
Op-art wave lines (Bridget Riley style).

MaterialFX/Illusion/M_Illusion_OpArtWaves Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.2	-4 to 4	03 Animation	Animation speed.
Amplitude	0.06	0 to 0.3	02 Pattern	Height of the sine wave that bends the stripes (its strength also pulses slowly along Y).
Waves	3	0.5 to 12	02 Pattern	Number of sine waves across the tile.
Lines	40	4 to 160	02 Pattern	Number of black/white stripes along Y.
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the dark wave bands.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the light wave bands.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_OpArtWaves_Classic , MI_Illusion_OpArtWaves_Cyber , MI_Illusion_OpArtWaves_Retro

OUCHI



Ouchi: flat panel and shader ball

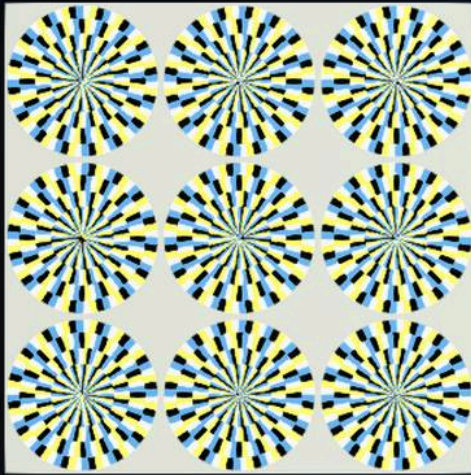
Ouchi illusion: the inner disc seems to float and slide over the background.

MaterialFX/Illusion/M_Illusion_Ouchi Surface / Opaque / Unlit Instances 2

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.05	-4 to 4	03 Animation	Animation speed.
Drift	0.04	0 to 0.2	03 Animation	Radius of the circular path the centre disc travels on.
Bricks	16	4 to 60	02 Pattern	Number of checker bricks across the tile (the inner disc uses the same bricks turned 90 degrees).
DiscRadius	0.25	0.05 to 0.5	02 Pattern	Radius of the centre disc whose bricks run in the other direction.
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the first checker tone.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the second checker tone.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_Ouchi_Classic , MI_Illusion_Ouchi_Neon

PERIPHERAL DRIFT



Peripheral Drift: flat panel and shader ball

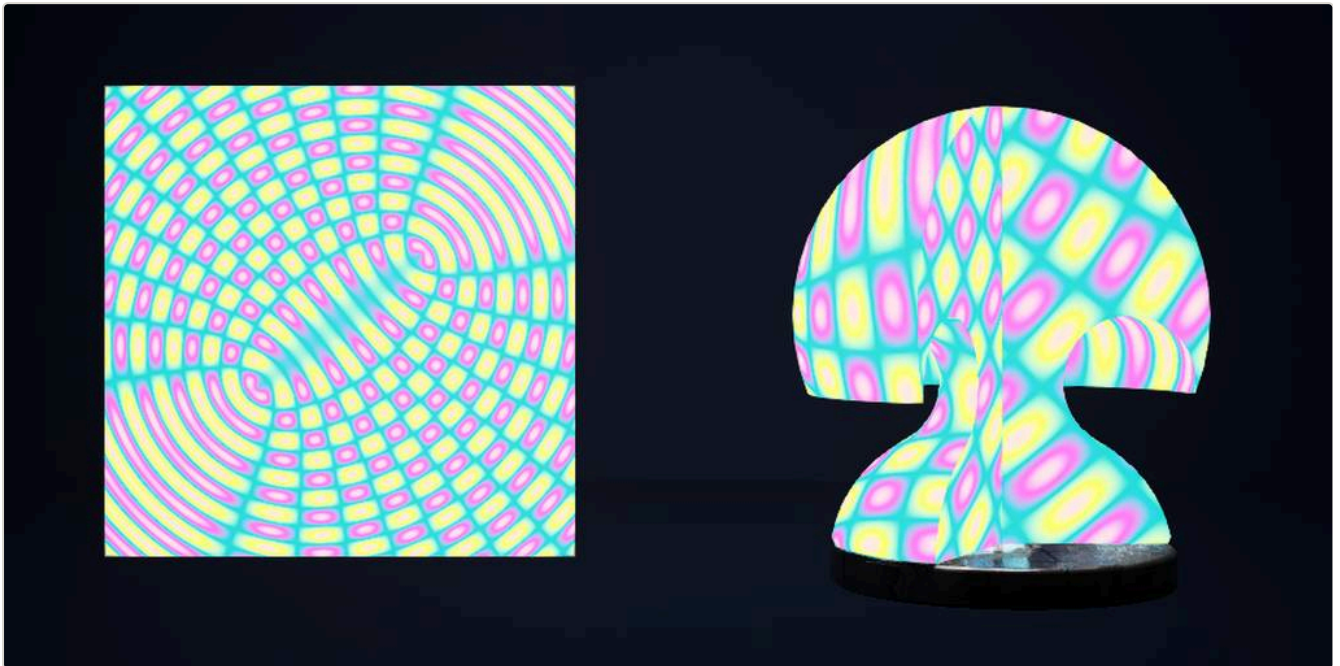
Rotating-snakes illusion: a perfectly still pattern that appears to turn in your peripheral vision.

MaterialFX/Illusion/M_Illusion_PeripheralDrift Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Discs	3	1 to 12	02 Pattern	Number of discs per row and column (cell scale of the disc grid).
Rings	5	1 to 10	02 Pattern	Number of concentric rings inside each disc; each ring flips its segment direction.
Segments	16	4 to 40	02 Pattern	Number of repeated slices/segments.
Speed	0	-4 to 4	03 Animation	Animation speed.
Color0	(0, 0, 0, 1)	-	01 Color	Colour of the first (darkest) of the four tones painted on each disc.
Color1	(0.05, 0.15, 0.85, 1)	-	01 Color	Colour of the second tone of each disc.
Color2	(1, 1, 1, 1)	-	01 Color	Colour of the third tone of each disc.

3 more parameters in the instance's Details panel. **Instances:** MI_Illusion_PeripheralDrift_Classic , MI_Illusion_PeripheralDrift_RedGreen , MI_Illusion_PeripheralDrift_Mono

RIPPLE TANK



Ripple Tank: flat panel and shader ball

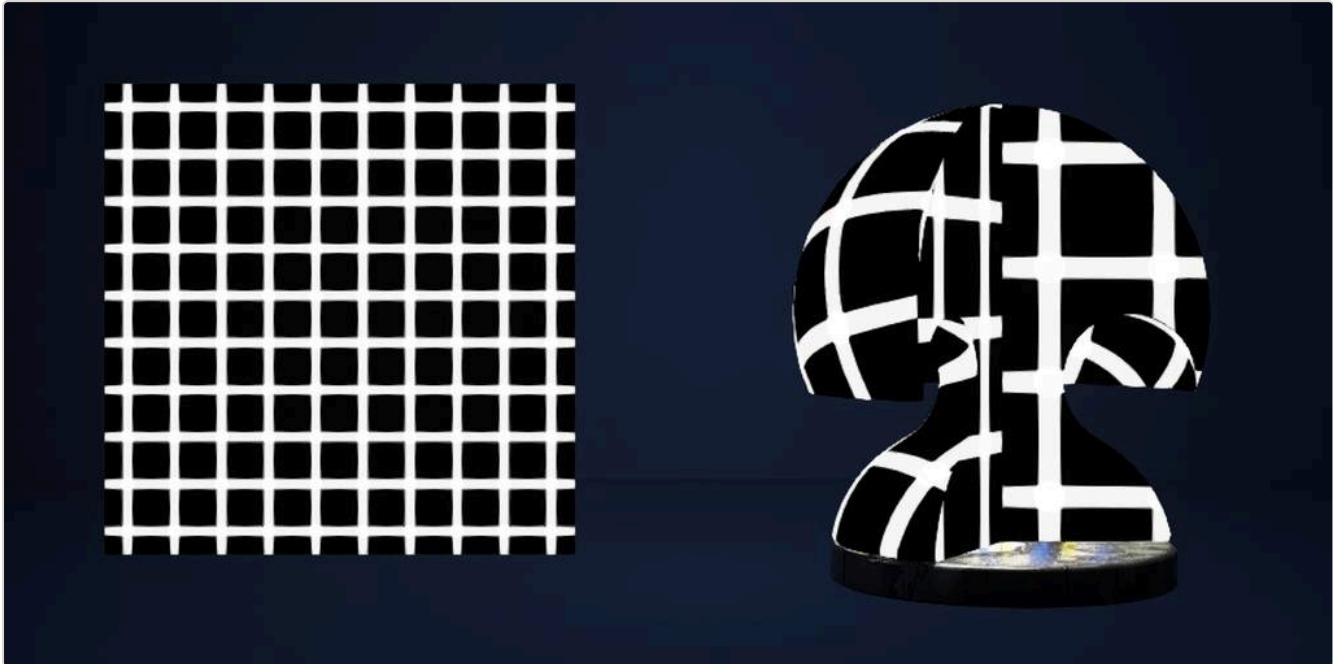
Wave interference from two moving sources, colored like thin-film light.

MaterialFX/Illusion/M_Illusion_RippleTank Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.4	-4 to 4	03 Animation	Animation speed.
WaveFrequency	14	2 to 60	02 Pattern	Number of ripples per UV unit from each of the two orbiting wave sources.
PaletteC	(1, 1, 1, 1)	-	01 Color	Cosine palette frequency (C): how many colour cycles appear across the ripples.
PaletteD	(0, 0.33, 0.67, 1)	-	01 Color	Cosine palette phase (D): shifts which colours appear.
Glow	1.4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_RippleTank_Prism , MI_Illusion_RippleTank_Ocean , MI_Illusion_RippleTank_Fire

SCINTILLATING GRID



Scintillating Grid: flat panel and shader ball

Scintillating grid: dark dots flicker at the grid intersections you are not looking at.

MaterialFX/Illusion/M_Illusion_ScintillatingGrid Surface / Opaque / Unlit Instances 2

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Cells	10	2 to 40	02 Pattern	Number of grid cells per tile in each direction.
LineWidth	0.18	0.02 to 0.5	02 Pattern	Width of the grey grid lines.
DotSize	0.14	0.02 to 0.4	02 Pattern	Radius of the white dots at the grid-line intersections (anti-aliased circle around the point where the...
Background	(0, 0, 0, 1)	-	01 Color	Colour behind the grid.
LineColor	(0.45, 0.45, 0.45, 1)	-	01 Color	Colour of the grid lines.
DotColor	(1, 1, 1, 1)	-	01 Color	Colour of the dots at the line crossings.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_ScintillatingGrid_Classic , MI_Illusion_ScintillatingGrid_Neon

SPIN STOP



Spin Stop: flat panel and shader ball

Motion aftereffect: a spiral spins, then stops dead – and appears to keep turning backwards.

MaterialFX/Illusion/M_Illusion_SpinStop Surface / Opaque / Unlit Instances 2

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
CycleSpeed	0.12	0.01 to 1	03 Animation	Speed of the spin/stop cycle in cycles per second (the animation phase is $\text{frac}(\text{Time} \times \text{CycleSpeed})$).
SpinPortion	0.65	0.1 to 1	03 Animation	Fraction of each cycle spent spinning: $\text{smoothstep}(0, \text{SpinPortion}, \text{cycle})$.
TurnsPerCycle	3	1 to 10	03 Animation	Spiral turns made during one spin phase.
Arms	3	1 to 12	02 Pattern	Number of spiral arms.
Tightness	10	0 to 30	02 Pattern	How tightly the spiral winds (radius multiplier added to the arm phase).
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the first segment tone.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the second segment tone.

1 more parameter in the instance's Details panel. **Instances:** MI_Illusion_SpinStop_Classic , MI_Illusion_SpinStop_Red

STEREOKINETIC



Stereokinetic: flat panel and shader ball

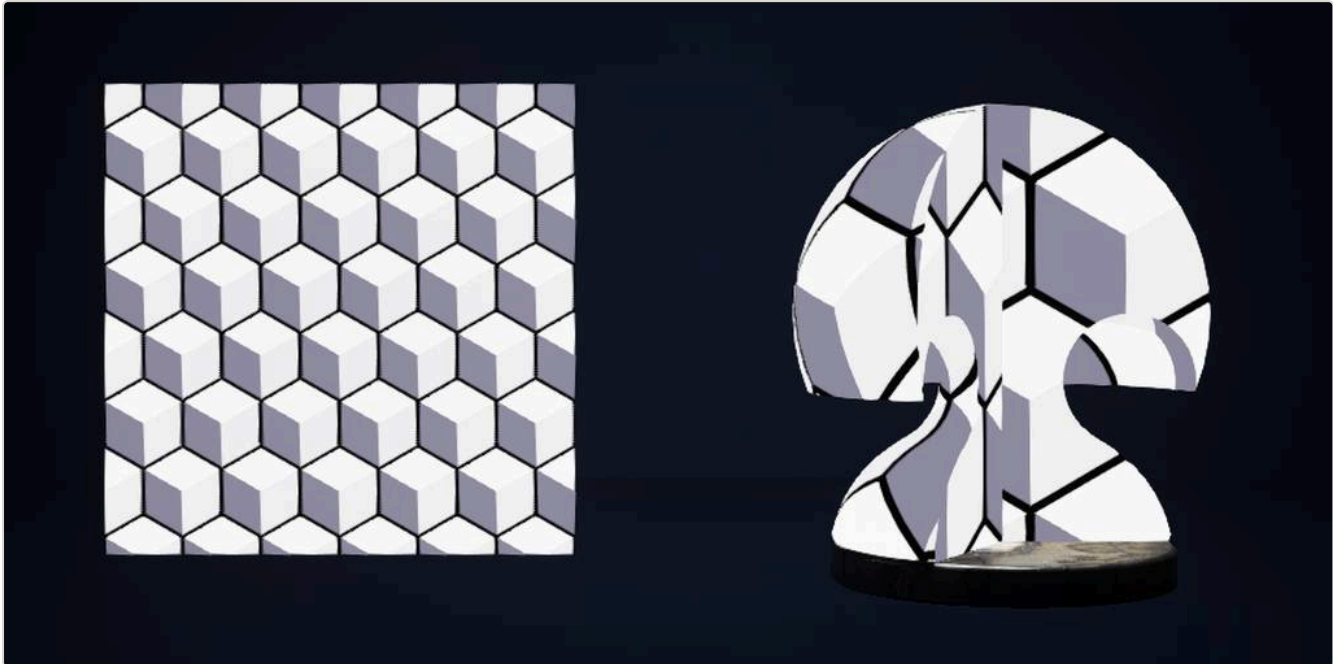
Stereokinetic cone: flat offset circles rotating together appear as a 3D cone or tunnel.

MaterialFX/Illusion/M_Illusion_Stereokinetic Surface / Opaque / Unlit Instances 2

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.2	-4 to 4	03 Animation	Animation speed.
ColorA	(0, 0, 0, 1)	-	01 Color	Colour of the first ring tone.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the second ring tone.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_Stereokinetic_Classic , MI_Illusion_Stereokinetic_Neon

TUMBLING BLOCKS



Tumbling Blocks: flat panel and shader ball

Isometric cube illusion from a flat hex grid.

MaterialFX/Illusion/M_Illusion_TumblingBlocks Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Scale	6	1 to 30	02 Pattern	Number of hexagon cells per tile (scale passed to MF_UV_Hex).
FlipSpeed	0.12	0 to 2	03 Animation	Speed of the periodic cube flip in cycles per second (a 0-1 sine wave at this frequency shifts which...
TopColor	(0.95, 0.95, 0.95, 1)	-	01 Color	Colour of the top face of each block.
LeftColor	(0.55, 0.55, 0.6, 1)	-	01 Color	Colour of the left face of each block.
RightColor	(0.12, 0.12, 0.16, 1)	-	01 Color	Colour of the right face of each block.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Illusion_TumblingBlocks_Classic , MI_Illusion_TumblingBlocks_Pastel , MI_Illusion_TumblingBlocks_Gold

COSMIC & PORTALS

Galaxies, black holes, wormholes, auroras and living stars.

10 masters, 31 instances. Folder `MaterialFX/Cosmic/` (instances in `MaterialFX/Cosmic/Instances/`). Uses 5 material functions and 4 textures from `MaterialFX/Functions` and `MaterialFX/Textures` .

Domain	Blend	Shading	Sides	Masters
Surface	Additive	Unlit	two-sided	1
Surface	Masked	Lit (default lit)	two-sided	1
Surface	Opaque	Lit (default lit)	one-sided	1
Surface	Opaque	Unlit	one-sided	7

NOTE: AI disclosure: Muse (AI) textures used by this bundle (1 of its 4 textures): Nebula.

MASTERS IN COSMIC & PORTALS

Master	Looks like	Instances
<code>M_Cosmic_Aurora</code>	Aurora curtain: rippling ribbons of light.	3
<code>M_Cosmic_BlackHole</code>	Black hole with a glowing accretion disk.	3
<code>M_Cosmic_DeepSpace</code>	Layered parallax starfield: a flat panel that looks miles...	3
<code>M_Cosmic_Eclipse</code>	Total solar eclipse: black disc, shimmering corona rays and a...	3
<code>M_Cosmic_GalaxyWindow</code>	The mesh becomes a window into deep space.	4
<code>M_Cosmic_NebulaFlow</code>	Swirling nebula gas that flows endlessly across the surface...	3
<code>M_Cosmic_Planet</code>	Procedural gas-giant planet with rotating cloud bands.	3
<code>M_Cosmic_PlanetRings</code>	Planetary ring system: banded translucent rings with gaps and...	3
<code>M_Cosmic_StarSurface</code>	Boiling star surface: flowing plasma granules.	3
<code>M_Cosmic_Wormhole</code>	Flying through a nebula wormhole.	3

// 02 - COSMIC10 MATERIALS

COSMIC & PORTALS

Galaxies, black holes, wormholes, auroras and living stars.

HOW TO PLACE AND TWEAK

- 1 Drag an ML instance from `MaterialFX/Cosmic/Instances` onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change `Slow`, `Tiling`, `Speed` and `Tint`.
- 3 Make your own variant: right-click a master and choose `Create Material Instance`.

WHAT TO COPY

MaterialFX/Cosmic (10 masters, 31 instances)
MaterialFX/Functions and MaterialFX/Textures (shared; see guide)
Right-click the folders and use `Migrate` so references follow.



GSS MATERIALFX

GRAPHIC SURFER STUDIO

AURORA



Aurora: flat panel and shader ball

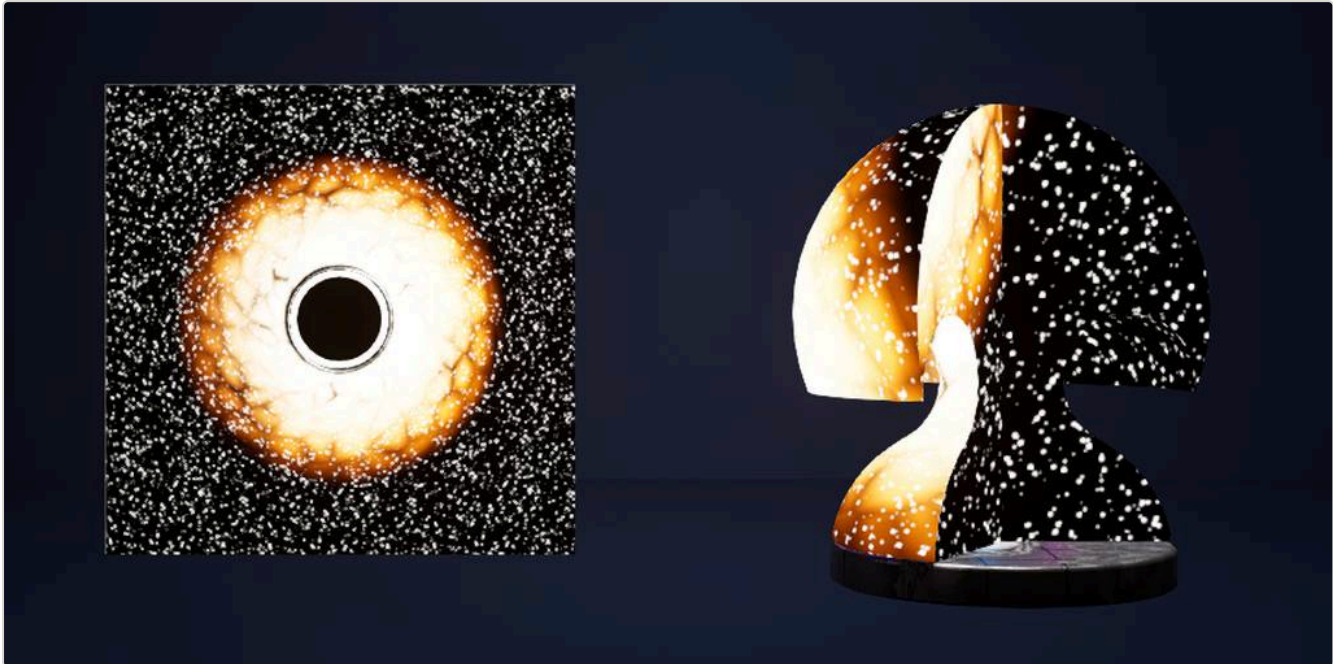
Aurora curtain: rippling ribbons of light.

MaterialFX/Cosmic/M_Cosmic_Aurora Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.03	-4 to 4	03 Animation	Animation speed.
WaveNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
Ribbons	6	1 to 30	02 Pattern	Number of aurora curtain ribbons across the tile.
Ripple	3	0 to 10	02 Pattern	How strongly the slow wave noise bends the ribbons sideways (added to the ribbon coordinate).
RayNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
LowColor	(0.1, 1, 0.35, 1)	-	01 Color	Colour at the lower, brightest edge of the curtain (blended to HighColor toward the top by $y^{0.7}$).
HighColor	(0.6, 0.1, 1, 1)	-	01 Color	Colour at the upper, fading end of the curtain.

1 more parameter in the instance's Details panel. **Instances:** MI_Cosmic_Aurora_Northern , MI_Cosmic_Aurora_EMBER , MI_Cosmic_Aurora_Glacier

BLACK HOLE



Black Hole: flat panel and shader ball

Black hole with a glowing accretion disk, photon ring and gravitationally lensed stars.

MaterialFX/Cosmic/M_Cosmic_BlackHole Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
HorizonRadius	0.09	0.01 to 0.3	02 Pattern	Radius of the black event-horizon disc in UV units; everything inside is black.
DiskRadius	0.36	0.1 to 0.5	02 Pattern	Outer radius of the accretion disc; it starts at 1.25 x HorizonRadius.
Lensing	0.012	0 to 0.05	02 Pattern	Strength of the gravitational lensing: background stars are displaced by $\text{Lensing} / \text{radius}^2$ around the...
Stars	T_MFX_Stars	-	05 Textures	Texture slot: swap in your own texture.
StarBrightness	1.5	0 to 10	04 Glow	Brightness multiplier of the lensed background stars.
Speed	0.06	-4 to 4	03 Animation	Animation speed.
DiskNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.

5 more parameters in the instance's Details panel. **Instances:** MI_Cosmic_BlackHole_Gargantua , MI_Cosmic_BlackHole_BlueQuasar , MI_Cosmic_BlackHole_Violet

DEEP SPACE



Deep Space: flat panel and shader ball

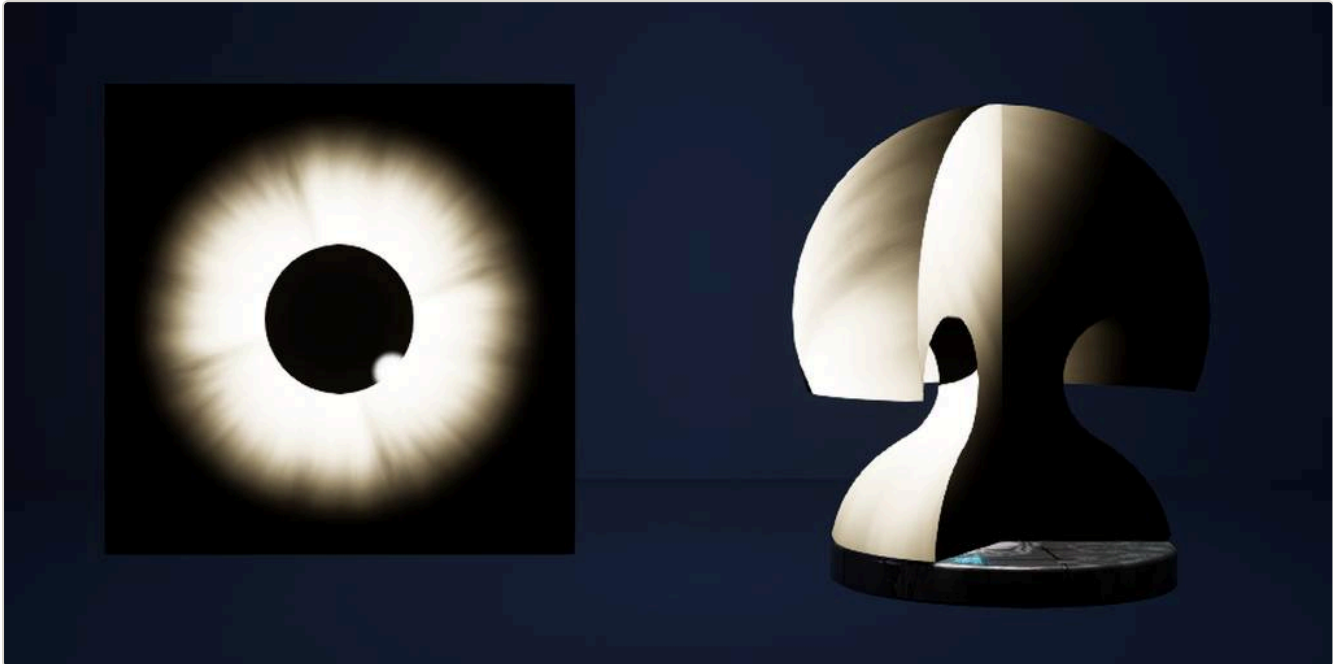
Layered parallax starfield: a flat panel that looks miles deep.

MaterialFX/Cosmic/M_Cosmic_DeepSpace Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Depth	0.4	0 to 2	02 Pattern	Strength of the fake depth / parallax.
DriftSpeed	0.01	-0.5 to 0.5	03 Animation	Speed at which the star and nebula layers drift sideways (the nearer layers move faster).
Stars	T_MFX_Stars	-	05 Textures	Texture slot: swap in your own texture.
NearStarColor	(1, 1, 1, 1)	-	01 Color	Colour of the nearest, brightest star layer.
Nebula	T_MFX_Nebula	-	05 Textures	Texture slot: swap in your own texture.
NebulaTint	(1, 1, 1, 1)	-	01 Color	Multiplies the nebula cloud colours.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Cosmic_DeepSpace_Classic , MI_Cosmic_DeepSpace_Crimson , MI_Cosmic_DeepSpace_Teal

ECLIPSE



Eclipse: flat panel and shader ball

Total solar eclipse: black disc, shimmering corona rays and a diamond-ring flare.

MaterialFX/Cosmic/M_Cosmic_Eclipse Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
DiscRadius	0.16	0.05 to 0.4	02 Pattern	Radius of the black eclipsing disc in UV units; the corona is drawn outside it.
Speed	0.02	-4 to 4	03 Animation	Animation speed.
RayNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
CoronaSize	0.3	0.05 to 0.5	02 Pattern	Distance beyond the disc over which the corona rays fade out.
CoronaColor	(1, 0.85, 0.6, 1)	-	01 Color	Colour of the glowing corona ring around the eclipsed disk.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Cosmic_Eclipse_Solar, MI_Cosmic_Eclipse_Blood, MI_Cosmic_Eclipse_Alien

GALAXY WINDOW



Galaxy Window: flat panel and shader ball

The mesh becomes a window into deep space: stars and nebula stay locked to the sky as you move (galaxy-skin look).

MaterialFX/Cosmic/M_Cosmic_GalaxyWindow Surface / Opaque / Unlit Instances 4

Field	Default	Range	Group	What it does
SkyScale	2.5	0.1 to 8	02 Pattern	Scale of the sky seen through the window (Scale input of MF_UV_SkyWindow).
DriftSpeed	0.004	-0.2 to 0.2	03 Animation	Speed at which the nebula and the near star layer slide sideways (Hz of a wrapped phase added to U).
Nebula	T_MFX_Nebula	-	05 Textures	Texture slot: swap in your own texture.
NebulaTint	(1, 1, 1)	-	01 Color	Multiplies the colours of the nebula layer seen through the window.
NebulaBrightness	1	0 to 5	04 Glow	Multiplier on the nebula layer (nebula texture x NebulaTint x NebulaBrightness).
Stars	T_MFX_Stars	-	05 Textures	Texture slot: swap in your own texture.
StarColor	(0.9, 0.95, 1, 1)	-	01 Color	Colour of the star field in the window.
StarBrightness	2.5	0 to 20	04 Glow	Multiplier on the twinkling star layers (two star samples x StarColor x StarBrightness).

4 more parameters in the instance's Details panel. **Instances:** MI_Cosmic_GalaxyWindow_Classic , MI_Cosmic_GalaxyWindow_DeepBlue , MI_Cosmic_GalaxyWindow_GoldDust , MI_Cosmic_GalaxyWindow_Void

NEBULA FLOW



Nebula Flow: flat panel and shader ball

Swirling nebula gas that flows endlessly across the surface (two-phase flow map).

MaterialFX/Cosmic/M_Cosmic_NebulaFlow Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
FlowNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
FlowStrength	0.25	0 to 1	02 Pattern	How far the nebula is pushed along the flow-noise direction during its endless two-phase flow loop.
Speed	0.08	-4 to 4	03 Animation	Animation speed.
Nebula	T_MFX_Nebula	-	05 Textures	Texture slot: swap in your own texture.
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Cosmic_NebulaFlow_Classic, MI_Cosmic_NebulaFlow_Emerald, MI_Cosmic_NebulaFlow_Inferno

PLANET



Planet: flat panel and shader ball

Procedural gas-giant planet with rotating cloud bands, a storm spot and an atmosphere rim.

MaterialFX/Cosmic/M_Cosmic_Planet Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
RotationSpeed	0.01	-0.2 to 0.2	03 Animation	Speed at which the planet surface scrolls in longitude (Hz of a wrapped phase added to U).
BandNoise	T_MFX_Noise_Packe d_B	-	05 Textures	Texture slot: swap in your own texture.
Bands	9	1 to 30	02 Pattern	Number of horizontal cloud bands from pole to pole.
Turbulence	2	0 to 8	02 Pattern	How much the band noise bends the bands (noise x Turbulence added to the band coordinate).
BandColorA	(0.95, 0.8, 0.6, 1)	-	01 Color	Colour of the light cloud bands; blends with BandColorB across the bands.
BandColorB	(0.55, 0.3, 0.15, 1)	-	01 Color	Colour of the dark cloud bands.
StormColor	(0.85, 0.3, 0.15, 1)	-	01 Color	Colour of the storm spot painted over the bands.
AtmosphereColor	(1, 0.75, 0.5, 1)	-	01 Color	Colour of the glowing atmosphere rim at the planet edge.

1 more parameter in the instance's Details panel. **Instances:** MI_Cosmic_Planet_GasGiant , MI_Cosmic_Planet_IceGiant , MI_Cosmic_Planet_Toxic

PLANET RINGS



Planet Rings: flat panel and shader ball

Planetary ring system: banded translucent rings with gaps and sparkling ice.

MaterialFX/Cosmic/M_Cosmic_PlanetRings Surface / Masked / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
BandNoise	T_MFX_Noise_Pack_d_B	-	05 Textures	Texture slot: swap in your own texture.
GapAmount	0.25	0 to 0.9	02 Pattern	Threshold for the gaps (Cassini-division look): band-noise values below this are cut out of the rings.
RingCenter	0.78	0.3 to 0.95	02 Pattern	Radius (0-1, from the tile centre) of the middle of the ring band.
RingWidth	0.2	0.02 to 0.5	02 Pattern	Half-width of the ring band around RingCenter.
RingColorB	(0.5, 0.35, 0.2, 1)	-	01 Color	Colour of the dark gaps and bands between the bright ones.
RingColorA	(0.95, 0.85, 0.65, 1)	-	01 Color	Colour of the bright ring bands.
Sparkle	2	0 to 50	04 Glow	Brightness of the sparkling ice-particle glints (the Sparkle mask is multiplied into the emissive by...

Instances: MI_Cosmic_PlanetRings_Saturn , MI_Cosmic_PlanetRings_Ice , MI_Cosmic_PlanetRings_Dust

STAR SURFACE



Star Surface: flat panel and shader ball

Boiling star surface: flowing plasma granules, dark sunspots and a corona rim.

MaterialFX/Cosmic/M_Cosmic_StarSurface Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
WarpNoise	T_MFX_Noise_Pack_d_B	-	05 Textures	Texture slot: swap in your own texture.
Speed	0.06	-4 to 4	03 Animation	Animation speed.
PlasmaNoise	T_MFX_Noise_Pack_d_A	-	05 Textures	Texture slot: swap in your own texture.
Sunspots	0.7	0 to 1	02 Pattern	Strength 0-1 of the dark sunspots: the warp-noise alpha is smoothstepped and scaled by Sunspots.
CoolColor	(0.45, 0.03, 0, 1)	-	01 Color	Colour of the cooler, darker patches of the star surface; blends toward HotColor with heat.
HotColor	(1, 0.62, 0.15, 1)	-	01 Color	Colour of the hottest, brightest parts of the star surface.
CoronaColor	(1, 0.6, 0.2, 1)	-	01 Color	Colour of the glow around the star edge.

1 more parameter in the instance's Details panel. **Instances:** MI_Cosmic_StarSurface_Sun , MI_Cosmic_StarSurface_RedGiant , MI_Cosmic_StarSurface_BlueStar

WORMHOLE



Wormhole: flat panel and shader ball

Flying through a nebula wormhole: endless tunnel lined with space gas, bright exit at the center.

MaterialFX/Cosmic/M_Cosmic_Wormhole Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Depth	0.3	0.05 to 2	02 Pattern	Strength of the fake depth / parallax.
Speed	0.3	-4 to 4	03 Animation	Animation speed.
Spin	0.03	-1 to 1	03 Animation	Rotation speed of the tunnel around its axis, in turns per second (applied as a phase to the tunnel U).
Swirl	1	-6 to 6	02 Pattern	Amount the tunnel texture twists with depth (tunnel V x Swirl x 0.1 added to U).
Nebula	T_MFX_Nebula	-	05 Textures	Texture slot: swap in your own texture.
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
CenterSize	0.18	0 to 0.5	04 Glow	Radius of the bright glow at the tunnel centre: saturate(1 - radius / CenterSize) squared.

2 more parameters in the instance's Details panel. **Instances:** MI_Cosmic_Wormhole_Classic , MI_Cosmic_Wormhole_Hyper , MI_Cosmic_Wormhole_Rift

SCI-FI ENERGY

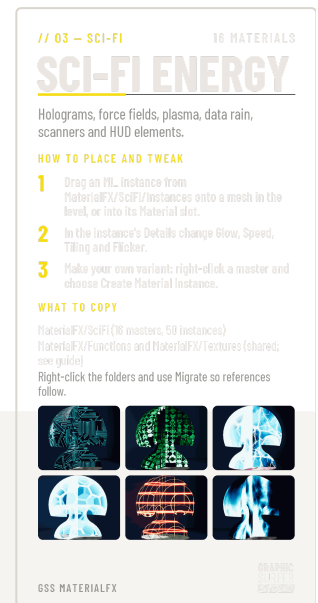
Holograms, force fields, plasma, data rain, scanners and HUD elements.

16 masters, 50 instances. Folder `MaterialFX/SciFi/` (instances in `MaterialFX/SciFi/Instances/`). Uses 8 material functions and 8 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
Surface	Additive	Unlit	two-sided	5
Surface	Masked	Unlit	two-sided	1
Surface	Opaque	Lit (default lit)	one-sided	3
Surface	Opaque	Unlit	one-sided	7

NOTE: Several masters are screen-like (Radar, ScannerSweep, TargetLock): they look best on flat planes.

Note: AI disclosure: Muse (AI) textures used by this bundle (6 of its 8 textures): Circuit, Galaxy, Glyphs, Lightning, Nebula, StainedGlass.



MASTERS IN SCI-FI ENERGY

Master	Looks like	Instances
M_SciFi_CircuitPulse	Dark circuit-board metal with light pulses racing along the...	3
M_SciFi_DataRain	Digital rain: columns of alien glyphs falling at different...	3
M_SciFi_EnergyCore	Pulsing energy core: churning plasma.	3
M_SciFi_ForceField	Hex force field: glowing cell edges, expanding pulse waves.	4
M_SciFi_Glitch	Glitching screen: RGB split, tearing scan bands.	3
M_SciFi_Hologram	Hologram: world-space scanlines, sweeping scan band.	3
M_SciFi_LaserGrid	Security laser grid: sweeping red beams in world space with...	3
M_SciFi_NeonTube	Neon tube: white-hot core, colored glow falloff and an...	4
M_SciFi_Panellights	Sci-fi wall panels with glowing seams and blinking status...	3
M_SciFi_PlasmaFlow	Plasma energy streaming along a tube or cable (flows along U).	3
M_SciFi_Radar	Radar screen: sweeping beam with a fading trail.	3
M_SciFi_ScannerSweep	A scanning beam sweeps across any mesh in world space.	3
M_SciFi_Shockwave	Looping shockwave ring for impacts and ground-pounds.	3
M_SciFi_TargetLock	HUD target-lock reticle: counter-rotating segmented rings and...	3
M_SciFi_WarpSpeed	Hyperspace jump: star streaks rushing past in an endless...	3
M_SciFi_Wireframe	See-through glowing wireframe built from the mesh UVs.	3

CIRCUIT PULSE



Circuit Pulse: flat panel and shader ball

Dark circuit-board metal with light pulses racing along the traces.

MaterialFX/SciFi/M_SciFi_CircuitPulse Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
CircuitMask	T_MFX_Circuit	-	05 Textures	Texture slot: swap in your own texture.
RegionNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
Speed	0.3	-4 to 4	03 Animation	Animation speed.
PulseColor	(0.1, 0.85, 1, 1)	-	01 Color	Colour of the light pulses that run along the circuit traces.
BaseColor	(0.015, 0.02, 0.025, 1)	-	01 Color	Main surface color.
IdleGlow	0.35	0 to 2	04 Glow	Emissive level of the circuit traces when no pulse is passing (the pulse adds on top).
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_CircuitPulse_Cyan, MI_SciFi_CircuitPulse_Gold, MI_SciFi_CircuitPulse_Magenta

DATA RAIN



Data Rain: flat panel and shader ball

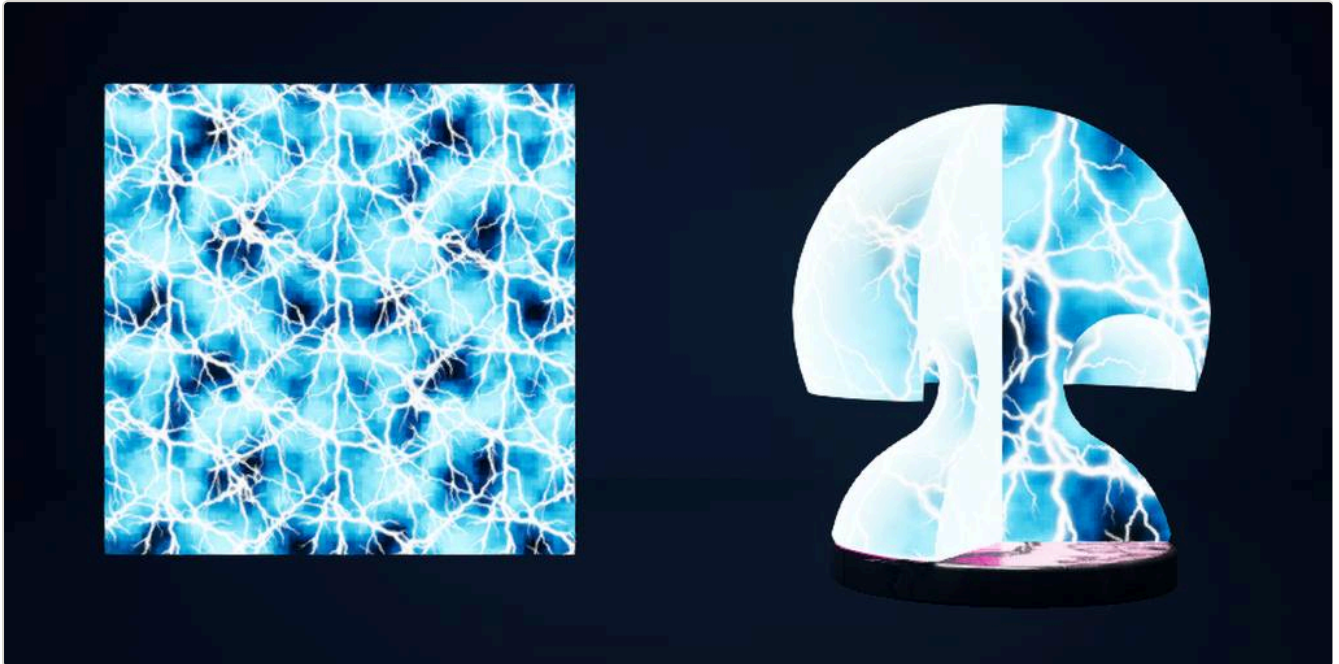
Digital rain: columns of alien glyphs falling at different speeds with bright leading heads.

MaterialFX/SciFi/M_SciFi_DataRain Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Columns	24	4 to 96	02 Pattern	Number of glyph columns across the surface.
Rows	32	4 to 128	02 Pattern	Number of glyph rows down the surface.
Speed	0.05	-4 to 4	03 Animation	Animation speed.
TrailsPerColumn	2	1 to 6	02 Pattern	Number of falling trails in each column.
TrailLength	3	0.5 to 12	02 Pattern	Exponent on the trail fade.
GlyphSheet	T_MFX_Glyphs	-	05 Textures	Texture slot: swap in your own texture.
RainColor	(0.1, 1, 0.3, 1)	-	01 Color	Colour of the falling character columns.
HeadColor	(0.8, 1, 0.85, 1)	-	01 Color	Colour of the bright head at the front of each column.

1 more parameter in the instance's Details panel. **Instances:** MI_SciFi_DataRain_Matrix , MI_SciFi_DataRain_Ice , MI_SciFi_DataRain_Blood

ENERGY CORE



Energy Core: flat panel and shader ball

Pulsing energy core: churning plasma, crackling arcs and a hot fresnel shell.

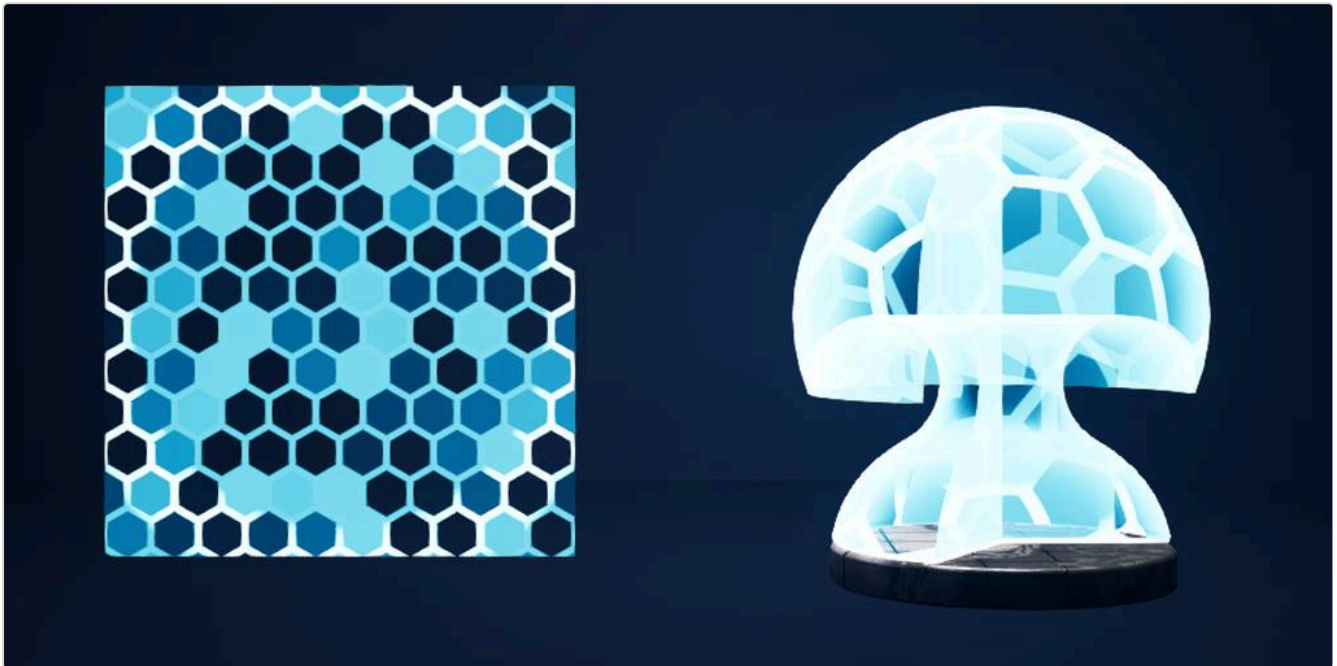
MaterialFX/SciFi/M_SciFi_EnergyCore Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.15	-4 to 4	03 Animation	Animation speed.
PlasmaNoise	T_MFX_Noise_Packaged_A	-	05 Textures	Texture slot: swap in your own texture.
Arcs	T_MFX_Lightning	-	05 Textures	Texture slot: swap in your own texture.
PulseRate	0.8	0 to 5	03 Animation	How fast the pulse repeats.
CoreColor	(0.05, 0.35, 1, 1)	-	01 Color	Colour of the energy core body.
RimColor	(0.4, 0.9, 1, 1)	-	01 Color	Color of the edge/fresnel glow.
ArcColor	(0.8, 0.95, 1, 1)	-	01 Color	Colour of the electric arcs crossing the core.

1 more parameter in the instance's Details panel. **Instances:** MI_SciFi_EnergyCore_Arc ,

MI_SciFi_EnergyCore_Reactor , MI_SciFi_EnergyCore_Dark

FORCE FIELD



Force Field: flat panel and shader ball

Hex force field: glowing cell edges, expanding pulse waves, twinkling cells and intersection glow.

MaterialFX/SciFi/M_SciFi_ForceField Surface / Additive / Unlit Instances 4

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
HexScale	10	1 to 60	02 Pattern	Number of hexagon cells per tile.
EdgeThickness	0.86	0.5 to 0.99	02 Pattern	Threshold on the hex edge distance: hex outlines are drawn where the edge value exceeds it.
RimPower	2.5	0.5 to 8	04 Glow	How tight the edge glow is (higher = thinner rim).
WaveSize	300	10 to 3000	02 Pattern	World distance (UE units) from the object pivot over which the energy pulse wave expands (distance is...
Speed	0.35	-4 to 4	03 Animation	Animation speed.
IntersectionSize	40	1 to 400	02 Pattern	Depth-fade distance (UE units) of the bright contact line where the shield meets other geometry.
Tint	(0.1, 0.5, 1, 1)	-	01 Color	Color multiplied over the result.

2 more parameters in the instance's Details panel. **Instances:** MI_SciFi_ForceField_Blue , MI_SciFi_ForceField_Amber , MI_SciFi_ForceField_Toxic , MI_SciFi_ForceField_Crimson

GLITCH



Glitch: flat panel and shader ball

Glitching screen: RGB split, tearing scan bands, dropout blocks and scanlines over any texture.

MaterialFX/SciFi/M_SciFi_Glitch Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
GlitchFPS	10	1 to 30	03 Animation	How many times per second the glitch pattern changes (stepped time).
GlitchIntensity	0.5	0 to 1	03 Animation	Strength 0-1 of the glitch: chance of a band tearing sideways.
TearBands	14	2 to 60	02 Pattern	Number of horizontal bands that can tear sideways.
ScreenTexture	T_MFX_Galaxy	-	05 Textures	Texture slot: swap in your own texture.
Scanlines	220	20 to 800	02 Pattern	Number of dark scanlines over the image.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_Glitch_Galaxy , MI_SciFi_Glitch_StainedGlass , MI_SciFi_Glitch_Nebula

HOLOGRAM



Hologram: flat panel and shader ball

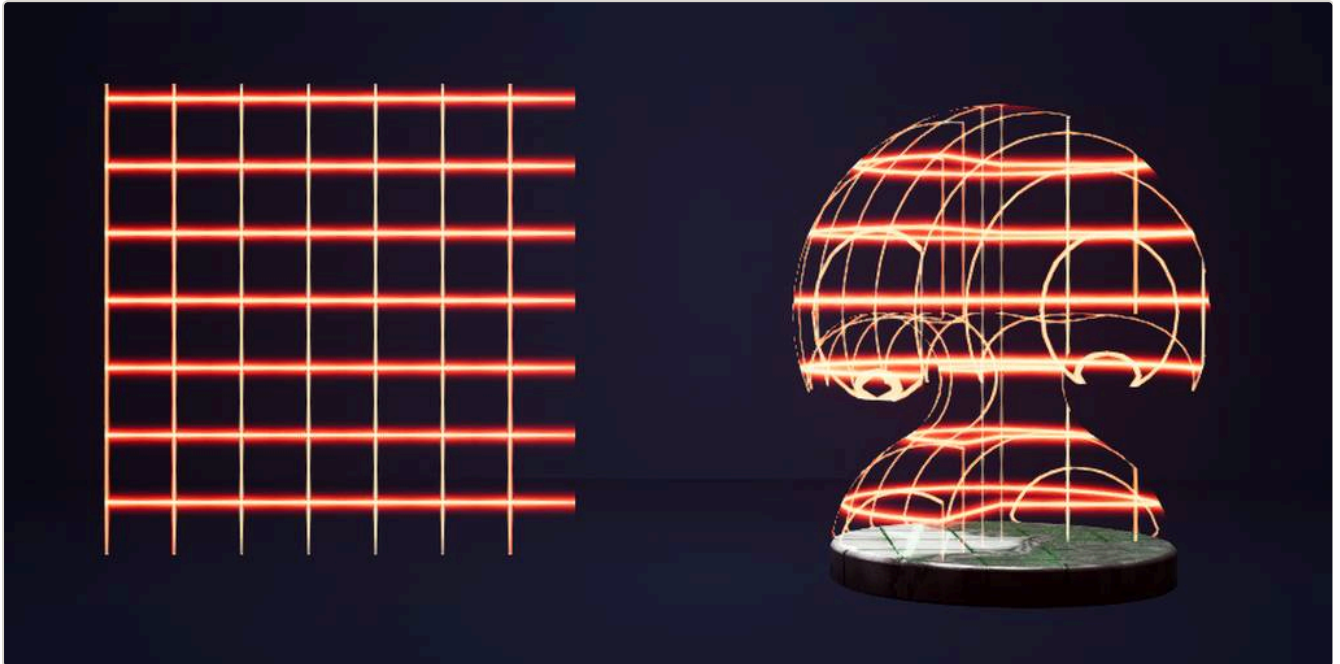
Hologram: world-space scanlines, sweeping scan band, fresnel edges and digital flicker.

MaterialFX/SciFi/M_SciFi_Hologram Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
ScanlineSpacing	6	1 to 50	02 Pattern	World-space distance (UE units) between the fine scanlines (Spacing of MF_WorldBands).
Speed	0.6	-4 to 4	03 Animation	Animation speed.
BandSpacing	150	10 to 1000	02 Pattern	World-space distance (UE units) between the broad bright bands that travel through the hologram.
BandSpeed	0.25	-3 to 3	03 Animation	Speed of the broad bands in cycles per second (negative reverses).
RimPower	2	0.5 to 8	04 Glow	How tight the edge glow is (higher = thinner rim).
Flicker	0.35	0 to 1	03 Animation	Depth 0-1 of the random brightness dropouts (the whole hologram dims in short random bursts).
Tint	(0.15, 0.75, 1, 1)	-	01 Color	Color multiplied over the result.
BandColor	(0.7, 1, 1, 1)	-	01 Color	Colour of the bright bands that sweep over the hologram.

1 more parameter in the instance's Details panel. **Instances:** MI_SciFi_Hologram_Cyan , MI_SciFi_Hologram_Red , MI_SciFi_Hologram_Green

LASER GRID



Laser Grid: flat panel and shader ball

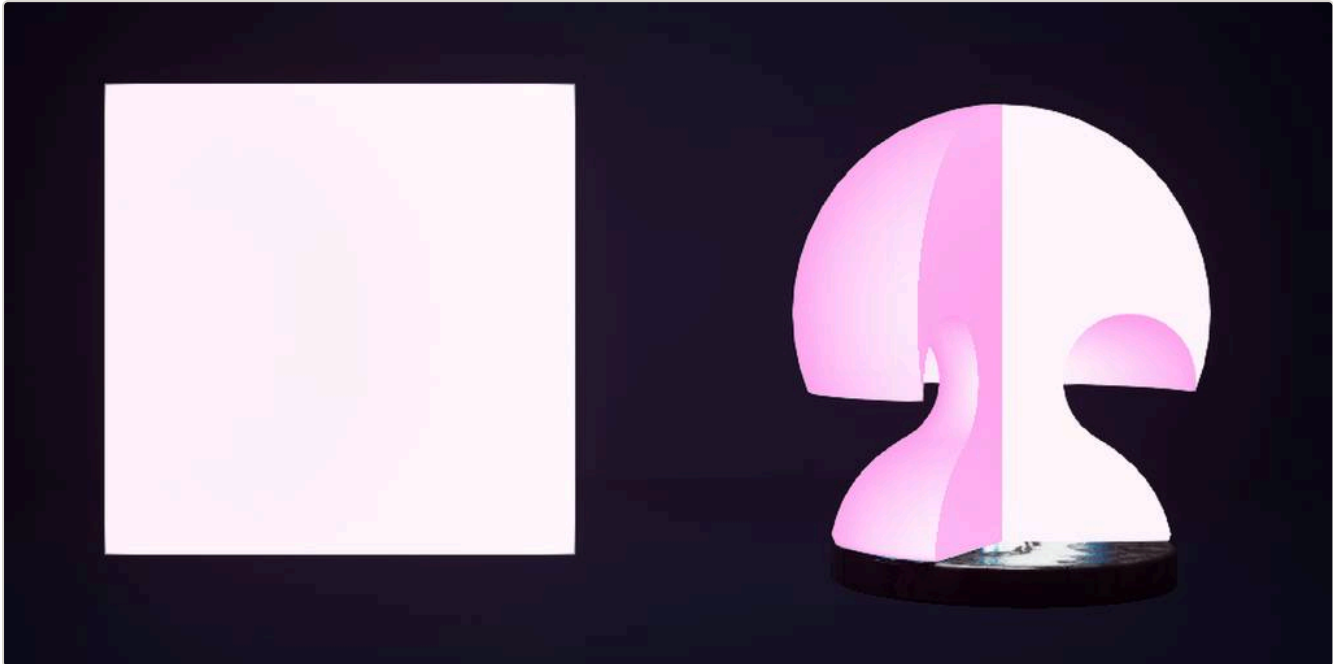
Security laser grid: sweeping red beams in world space with flicker and glow.

MaterialFX/SciFi/M_SciFi_LaserGrid Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Spacing	60	5 to 500	02 Pattern	World-space distance (UE units) between laser beams.
Speed	0.15	-4 to 4	03 Animation	Animation speed.
BeamWidth	0.04	0.005 to 0.3	02 Pattern	Thickness of the beams.
HorizontalBeams	1	0 to 1	02 Pattern	Strength 0-1 of the horizontal (world Z) beam set.
DiagonalBeams	1	0 to 1	02 Pattern	Strength 0-1 of the diagonal (world X+Y) beam set.
Flicker	0.15	0 to 1	03 Animation	Depth 0-1 of the random brightness flicker (20 steps per second).
LaserColor	(1, 0.05, 0.02, 1)	-	01 Color	Colour of the laser beams and their halo.
Glow	4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_LaserGrid_Red , MI_SciFi_LaserGrid_Green , MI_SciFi_LaserGrid_Blue

NEON TUBE



Neon Tube: flat panel and shader ball

Neon tube: white-hot core, colored glow falloff and an occasional faulty flicker.

MaterialFX/SciFi/M_SciFi_NeonTube Surface / Opaque / Unlit Instances 4

Field	Default	Range	Group	What it does
CoreTightness	3	0.5 to 12	02 Pattern	Exponent on N.V for the white-hot core in the tube centre.
CoreBrightness	1	0 to 3	04 Glow	Brightness multiplier of the hot core.
Flicker	0.15	0 to 1	03 Animation	How much the tube dims during its random dropout (0 = steady).
BuzzRate	60	0 to 120	03 Animation	Frequency of the fast brightness buzz (cycles per second).
BuzzAmount	0.04	0 to 0.5	03 Animation	Depth of the buzz (fraction of brightness removed at the dip).
NeonColor	(1, 0.1, 0.6, 1)	-	01 Color	Colour of the neon tube light.
Glow	2.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_NeonTube_Pink , MI_SciFi_NeonTube_Cyan , MI_SciFi_NeonTube_Lime , MI_SciFi_NeonTube_Faulty

PANEL LIGHTS



Panel Lights: flat panel and shader ball

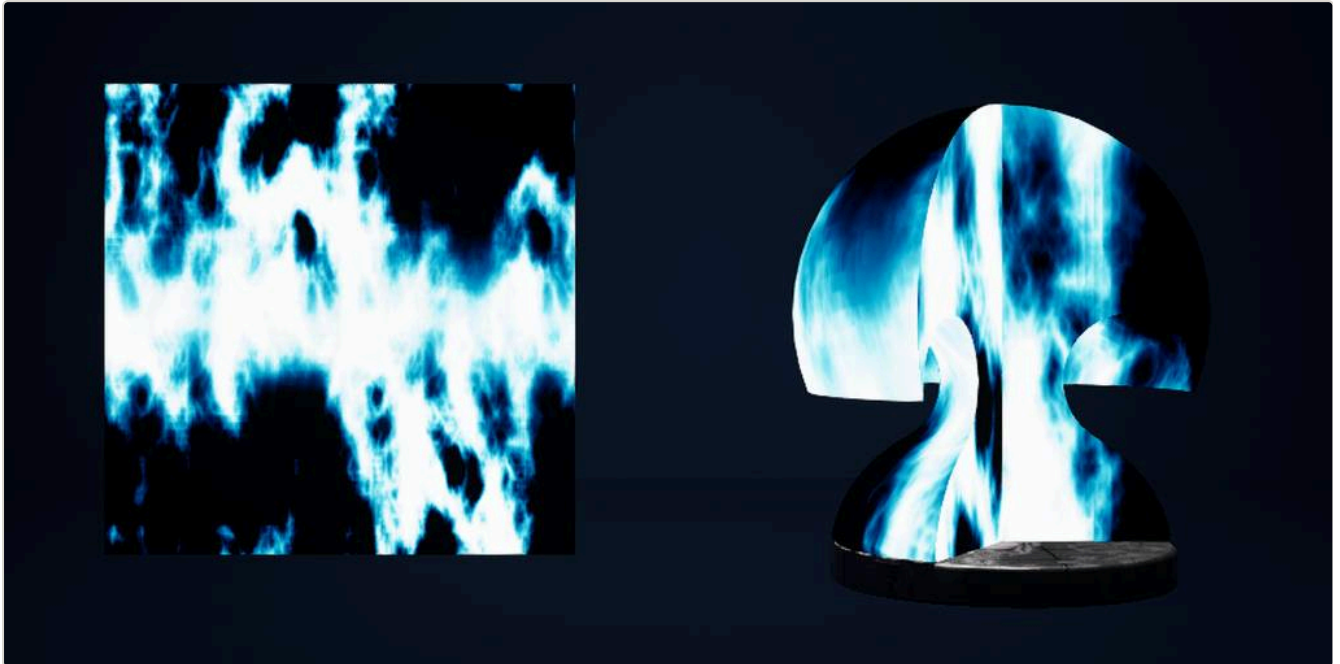
Sci-fi wall panels with glowing seams and blinking status lights.

MaterialFX/SciFi/M_SciFi_PaneLLights Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
PanelsX	4	1 to 20	02 Pattern	Number of panels across.
PanelsY	4	1 to 20	02 Pattern	Number of panels up.
SeamWidth	0.03	0.005 to 0.15	02 Pattern	Width of the glowing seam between panels (fraction of a panel).
BlinkRate	0.7	0 to 5	03 Animation	Blink frequency of the indicator lights (cycles per second; each panel has a random offset).
PanelColor	(0.25, 0.27, 0.3, 1)	-	01 Color	Colour of the metal panels (varied slightly per panel).
SeamColor	(0.1, 0.8, 1, 1)	-	01 Color	Colour of the glowing seams between the panels.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_PaneLLights_Station , MI_SciFi_PaneLLights_Military , MI_SciFi_PaneLLights_Clean

PLASMA FLOW



Plasma Flow: flat panel and shader ball

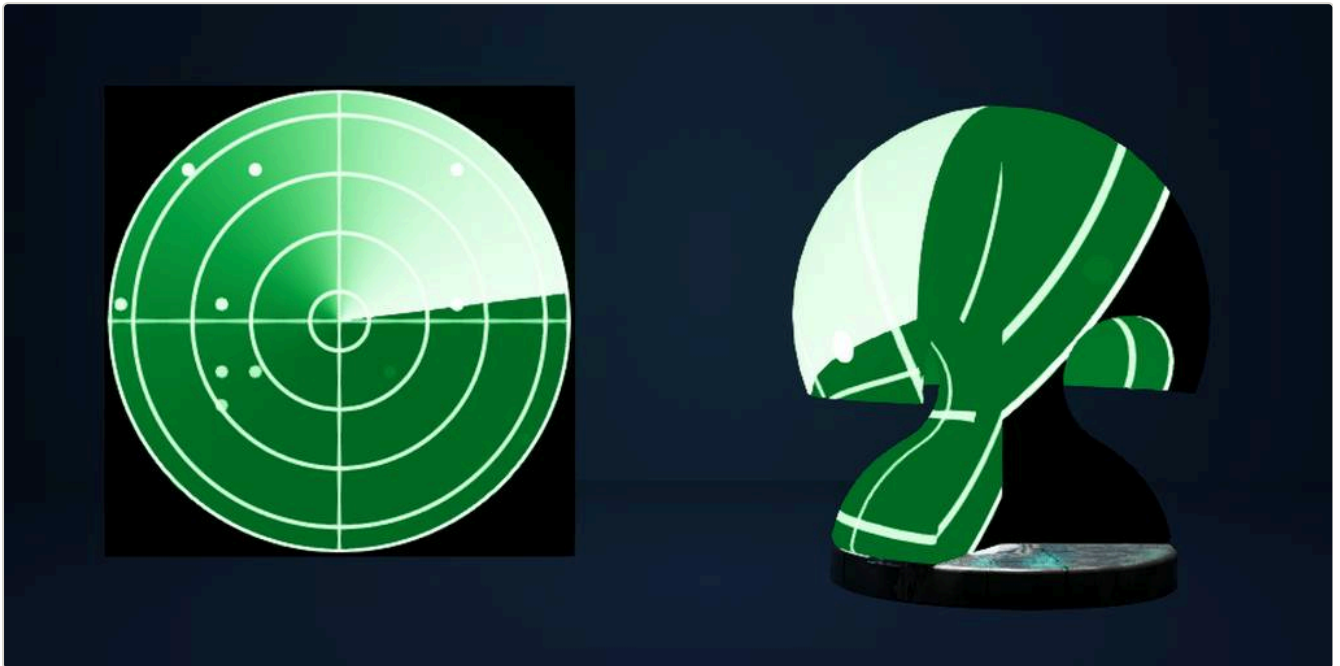
Plasma energy streaming along a tube or cable (flows along U).

MaterialFX/SciFi/M_SciFi_PlasmaFlow Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.6	-4 to 4	03 Animation	Animation speed.
NoiseA	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
NoiseB	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
CoreSharpness	3	0.5 to 12	02 Pattern	Exponent on the bright centre line of the plasma stream.
ColorLow	(0, 0.05, 0.3, 1)	-	01 Color	Colour of the calm, dark plasma.
ColorMid	(0.1, 0.6, 1, 1)	-	01 Color	Colour of the body of the plasma.
ColorHot	(0.85, 1, 1, 1)	-	01 Color	Colour of the hottest, brightest plasma.

1 more parameter in the instance's Details panel. **Instances:** MI_SciFi_PlasmaFlow_Electric , MI_SciFi_PlasmaFlow_Fusion , MI_SciFi_PlasmaFlow_Void

RADAR



Radar: flat panel and shader ball

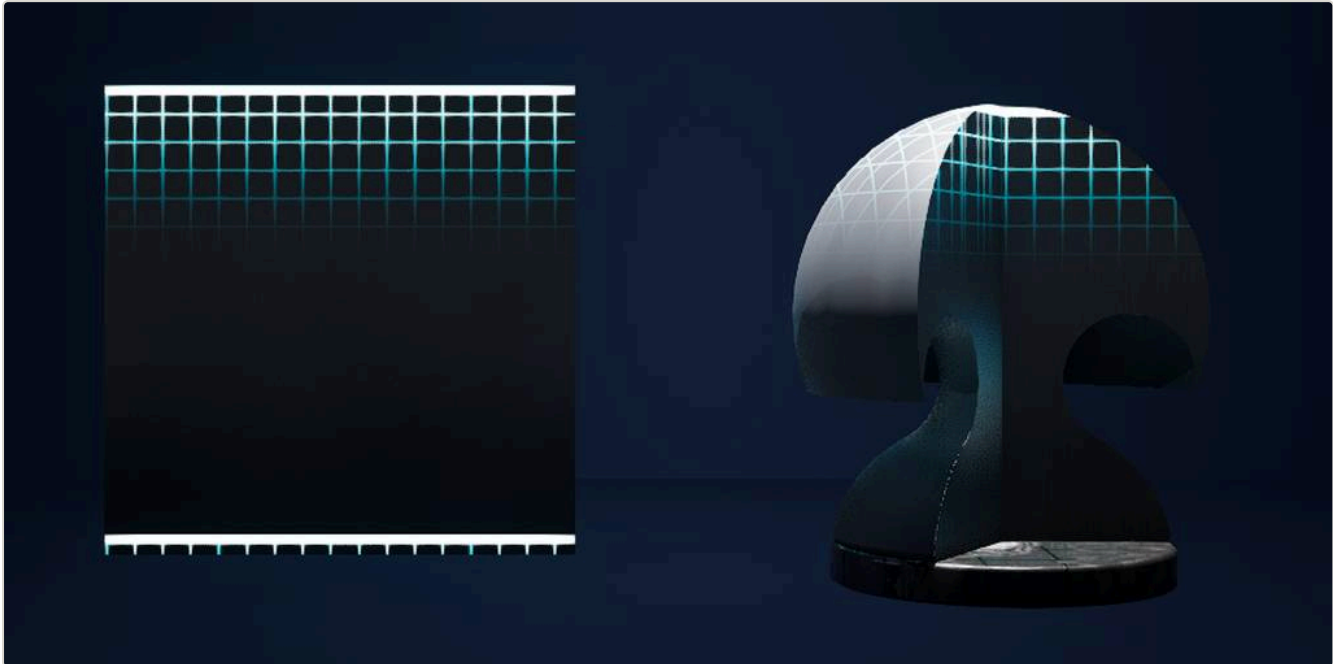
Radar screen: sweeping beam with a fading trail, range rings and blips that light up as the beam passes.

MaterialFX/SciFi/M_SciFi_Radar Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.25	-4 to 4	03 Animation	Animation speed.
TrailSharpness	6	1 to 30	02 Pattern	Exponent on the sweep afterglow.
RangeRings	4	1 to 12	02 Pattern	Number of concentric range rings.
BlipAmount	0.08	0 to 0.5	02 Pattern	Fraction (0-0.5) of the 14 x 14 grid cells that hold a blip.
ScreenColor	(0.2, 1, 0.3, 1)	-	01 Color	Colour of the radar screen graphics (rings, sweep and blips).
BeamStrength	0.6	0 to 3	04 Glow	Brightness multiplier of the sweep beam and its trail.
BlipBrightness	2.5	0 to 10	04 Glow	Brightness multiplier of the blips (they light up as the beam passes).
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_Radar_Green , MI_SciFi_Radar_Amber , MI_SciFi_Radar_Red

SCANNER SWEEP



Scanner Sweep: flat panel and shader ball

A scanning beam sweeps across any mesh in world space, revealing a holographic grid as it passes.

MaterialFX/SciFi/M_SciFi_ScannerSweep Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
SweepRange	400	50 to 5000	02 Pattern	World-space distance (UE units) the scan band travels per cycle.
Speed	0.25	-4 to 4	03 Animation	Animation speed.
BandWidth	0.02	0.002 to 0.2	02 Pattern	Thickness of the bright scan band (fraction of the sweep range).
GridSize	25	2 to 200	02 Pattern	World-space size (UE units) of the 3D grid cells that light up behind the band.
ScanColor	(0.1, 0.8, 1, 1)	-	01 Color	Colour of the scan line and its trail.
BaseColor	(0.06, 0.065, 0.075, 1)	-	01 Color	Main surface color.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_ScannerSweep_Cyan , MI_SciFi_ScannerSweep_Red , MI_SciFi_ScannerSweep_Lime

SHOCKWAVE



Shockwave: flat panel and shader ball

Looping shockwave ring for impacts and ground-pounds.

MaterialFX/SciFi/M_SciFi_Shockwave Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.6	-4 to 4	03 Animation	Animation speed.
ExpansionCurve	0.6	0.2 to 2	03 Animation	Exponent on the ring growth over one cycle.
MaxRadius	1	0.2 to 1	02 Pattern	Ring radius (fraction of the tile) reached at the end of each cycle.
RingWidth	0.08	0.01 to 0.4	02 Pattern	Thickness of the shock ring.
InnerFill	0.15	0 to 2	04 Glow	Brightness of the soft filled disc inside the ring.
WaveColor	(0.3, 0.8, 1, 1)	-	01 Color	Colour of the expanding shockwave ring.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_Shockwave_Energy , MI_SciFi_Shockwave_Fire , MI_SciFi_Shockwave_Void

TARGET LOCK



Target Lock: flat panel and shader ball

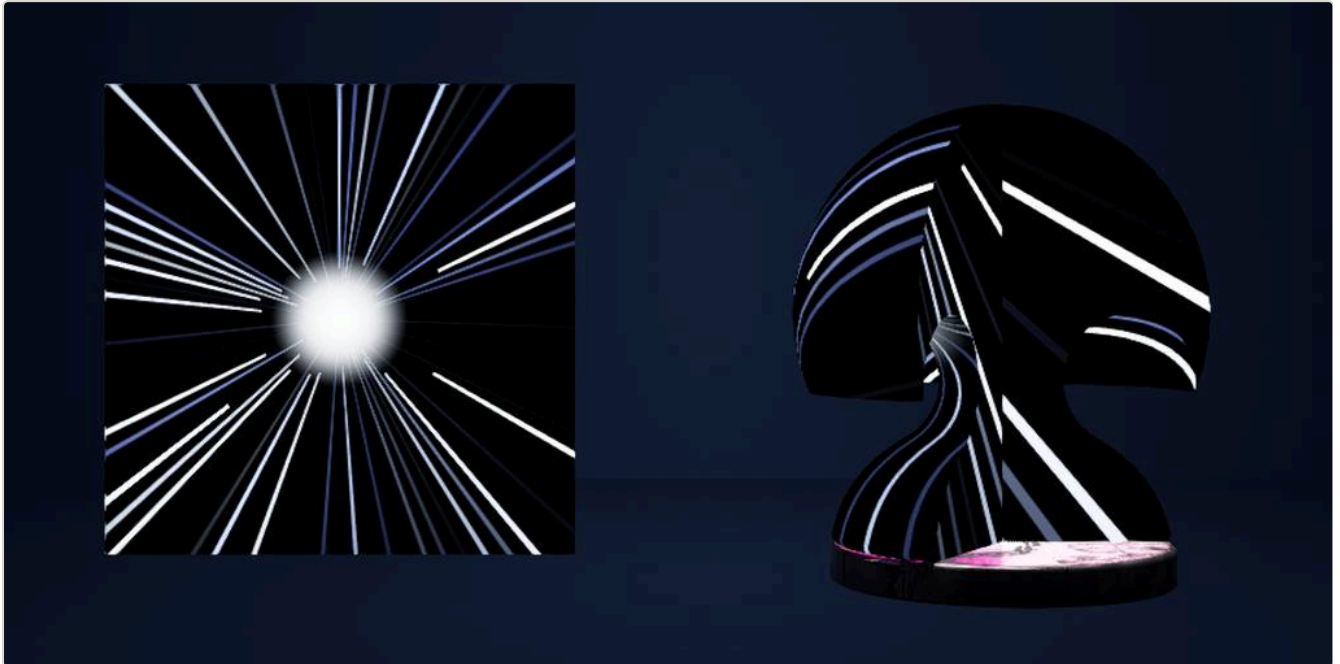
HUD target-lock reticle: counter-rotating segmented rings and corner brackets.

MaterialFX/SciFi/M_SciFi_TargetLock Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.15	-4 to 4	03 Animation	Animation speed.
LineWidth	0.015	0.003 to 0.08	02 Pattern	Thickness of the ring lines.
OuterRingRadius	0.8	0.2 to 0.95	02 Pattern	Radius of the outer segmented ring (0-1 of the tile).
OuterSegments	8	1 to 32	02 Pattern	Number of dashes in the outer ring (it slowly rotates).
InnerRingRadius	0.55	0.1 to 0.9	02 Pattern	Radius of the inner segmented ring.
InnerSegments	3	1 to 32	02 Pattern	Number of dashes in the inner ring (it rotates the other way).
CenterDotSize	0.04	0 to 0.2	02 Pattern	Radius of the centre dot.
PulseRate	2	0 to 10	03 Animation	How fast the pulse repeats.

3 more parameters in the instance's Details panel. **Instances:** MI_SciFi_TargetLock_Red , MI_SciFi_TargetLock_Cyan , MI_SciFi_TargetLock_Yellow

WARP SPEED



Warp Speed: flat panel and shader ball

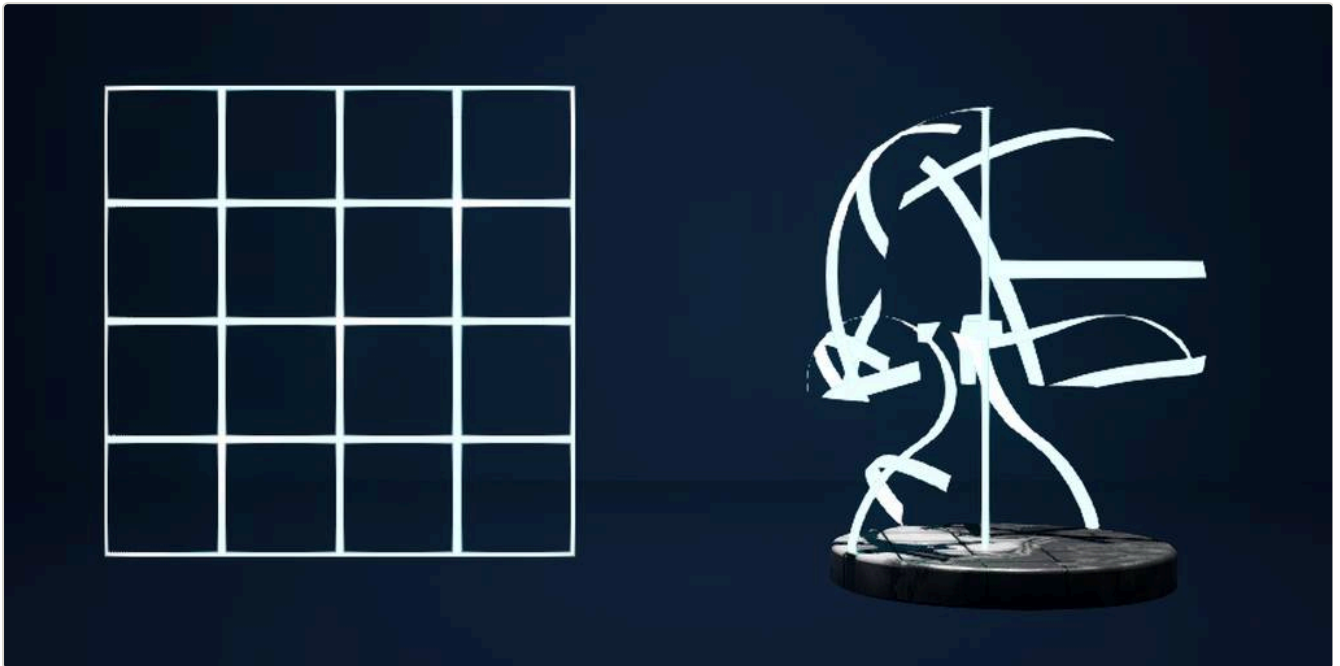
Hyperspace jump: star streaks rushing past in an endless tunnel.

MaterialFX/SciFi/M_SciFi_WarpSpeed Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Lanes	90	8 to 300	02 Pattern	Number of streak lanes around the tunnel.
Speed	0.8	-4 to 4	03 Animation	Animation speed.
StreakSharpness	10	1 to 40	02 Pattern	Exponent on the streak fade.
ColorA	(0.7, 0.85, 1, 1)	-	01 Color	Colour of the star streaks near the centre; blends toward ColorB at the edges.
ColorB	(0.3, 0.4, 1, 1)	-	01 Color	Colour of the star streaks toward the edges.
CenterColor	(0.8, 0.9, 1, 1)	-	01 Color	Colour of the bright glow at the vanishing point.
Glow	1.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_WarpSpeed_Classic , MI_SciFi_WarpSpeed_Amber , MI_SciFi_WarpSpeed_Rainbow

WIREFRAME



Wireframe: flat panel and shader ball

See-through glowing wireframe built from the mesh UVs, with a pulse racing along the lines.

MaterialFX/SciFi/M_SciFi_Wireframe Surface / Masked / Unlit Instances 3

Field	Default	Range	Group	What it does
GridLines	4	1 to 40	02 Pattern	Number of grid lines across the surface in each direction.
LineWidth	0.06	0.01 to 0.4	02 Pattern	Thickness of the grid lines; the same value drives the opacity mask.
Speed	0.4	-4 to 4	03 Animation	Animation speed.
LineColor	(0.1, 0.85, 1, 1)	-	01 Color	Colour of the wireframe lines and the pulse running along them.
Glow	2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_SciFi_Wireframe_Cyan , MI_SciFi_Wireframe_Orange , MI_SciFi_Wireframe_Matrix

ELEMENTAL

Lava, water, ice, fire, electricity, slime, sand, snow and sky.

12 masters, 37 instances. Folder `MaterialFX/Elemental/` (instances in `MaterialFX/Elemental/Instances/`). Uses 4 material functions and 10 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
Surface	Opaque	Lit (default lit)	one-sided	8
Surface	Opaque	Unlit	one-sided	4

NOTE: AI disclosure: Muse (AI) textures used by this bundle (7 of its 10 textures): Caustics, Clouds, Cracks, Flames, Frost, Lava, Lightning.

MASTERS IN ELEMENTAL

// 04 – ELEMENTAL
12 MATERIALS

ELEMENTAL

Lava, water, ice, fire, electricity, slime, sand, snow and sky.

HOW TO PLACE AND TWEAK

- 1 Drag an `ML_` instance from `MaterialFX/Elemental/Instances` onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change Tiling, Glow and Speed.
- 3 Make your own variant: right-click a master and choose `Create Material Instance`.

WHAT TO COPY

`MaterialFX/Elemental` (12 masters, 37 instances)
`MaterialFX/Functions` and `MaterialFX/Textures` (shared, see guide)
 Right-click the folders and use `Migrate` so references follow.

GSS MATERIALFX

GRAPHIC SURFER STUDIO

Master	Looks like	Instances
<code>M_Elem_Caustics</code>	Underwater floor: interfering caustic light dancing over...	3
<code>M_Elem_Clouds</code>	Drifting stylized cloud layers over a sky gradient.	3
<code>M_Elem_Dunes</code>	Wind-swept dunes: rippling sand bands with lit normals that...	3
<code>M_Elem_Electric</code>	Crackling electricity: jittering branched arcs that flicker...	3
<code>M_Elem_FireSurface</code>	Burning surface: layered flames licking upward with heat...	3
<code>M_Elem_Ice</code>	Thick ice: frost on top, a deeper frozen layer seen through...	3
<code>M_Elem_LavaFlow</code>	Flowing lava: cooled crust plates drift over glowing molten...	4
<code>M_Elem_MagmaCracks</code>	Rock that cracks open to glowing magma.	3
<code>M_Elem_Snow</code>	Snow cover for any mesh: white builds up on upward-facing...	3
<code>M_Elem_StylizedWater</code>	Stylized water: two scrolling normal layers.	3
<code>M_Elem_ToxicSlime</code>	Glossy bubbling slime with glowing blobs and a wobbling...	3
<code>M_Elem_Waterfall</code>	Waterfall sheet: foamy streaks plunging down at different...	3

CAUSTICS



Caustics: flat panel and shader ball

Underwater floor: interfering caustic light dancing over sand, tinted by the water.

MaterialFX/Elemental/M_Elem_Caustics Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.04	-4 to 4	03 Animation	Animation speed.
Caustics	T_MFX_Caustics	-	05 Textures	Texture slot: swap in your own texture.
WaterTint	(0.3, 0.75, 0.8, 1)	-	01 Color	Multiplies the whole surface; gives the water its blue-green cast.
SandColor	(0.8, 0.7, 0.5, 1)	-	01 Color	Colour of the sea floor under the caustic light.
LightColor	(0.7, 1, 1, 1)	-	01 Color	Colour of the bright caustic light lines.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Elem_Caustics_Tropical , MI_Elem_Caustics_Deep , MI_Elem_Caustics_Pool

CLOUDS



Clouds: flat panel and shader ball

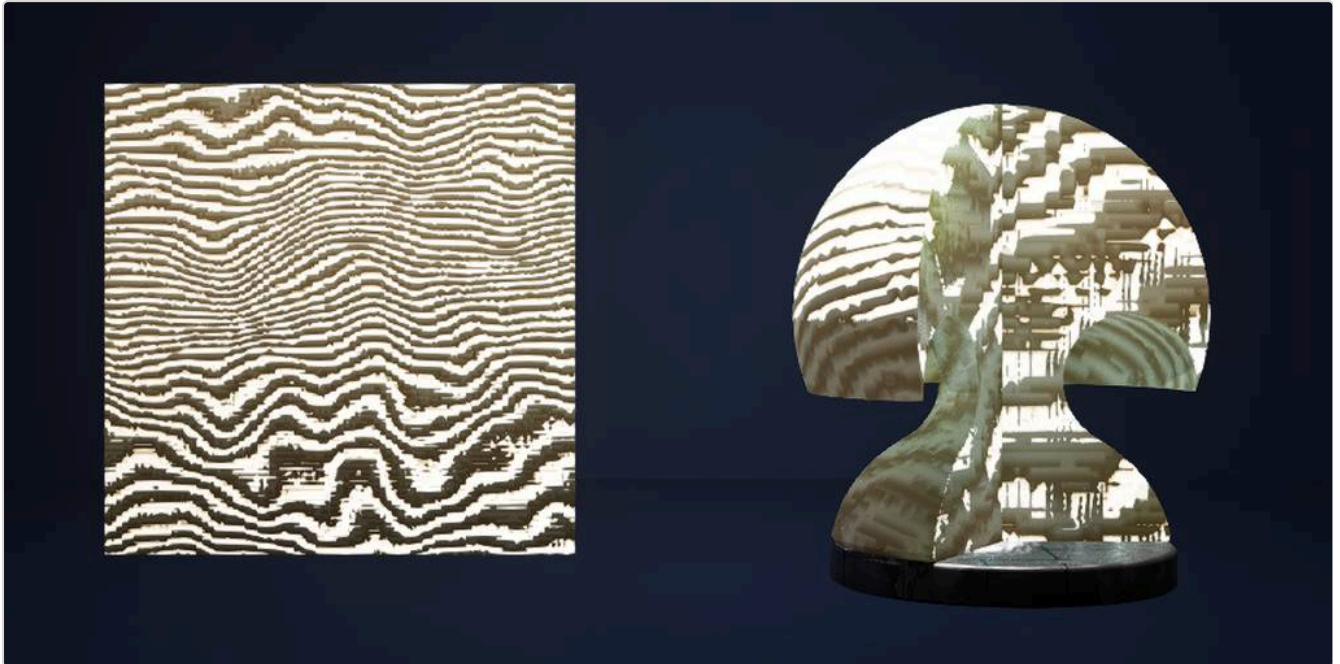
Drifting stylized cloud layers over a sky gradient.

MaterialFX/Elemental/M_Elem_Clouds Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.01	-4 to 4	03 Animation	Animation speed.
Clouds	T_MFX_Clouds	-	05 Textures	Texture slot: swap in your own texture.
SkyTop	(0.15, 0.4, 0.9, 1)	-	01 Color	Sky colour at the top of the surface (the sky gradient starts here).
SkyBottom	(0.6, 0.85, 1, 1)	-	01 Color	Sky colour toward the bottom, near the horizon.
CloudShadow	(0.45, 0.55, 0.75, 1)	-	01 Color	Colour of the shaded undersides of the clouds.
CloudColor	(1, 1, 1, 1)	-	01 Color	Colour of the sunlit cloud tops.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Elem_Clouds_Day , MI_Elem_Clouds_Sunset , MI_Elem_Clouds_Night

DUNES



Dunes: flat panel and shader ball

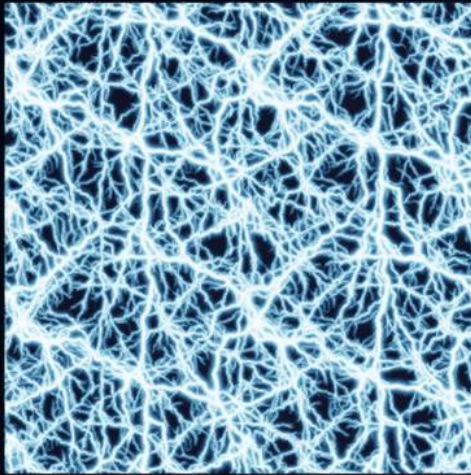
Wind-swept dunes: rippling sand bands with lit normals that slowly drift, plus sun glints.

MaterialFX/Elemental/M_Elem_Dunes Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
WarpNoise	T_MFX_Noise_Pack_B	-	05 Textures	Texture slot: swap in your own texture.
Ripples	18	2 to 80	02 Pattern	Number of sand ripples across the tile.
Speed	0.05	-4 to 4	03 Animation	Animation speed.
RippleDepth	0.6	0 to 3	02 Pattern	Strength of the ripple normal tilt (lighting depth of the ripples).
SandDark	(0.55, 0.38, 0.2, 1)	-	01 Color	Colour of the sand in the shaded troughs of the dunes.
SandLight	(0.95, 0.8, 0.55, 1)	-	01 Color	Colour of the sand on the lit dune crests.
GlintBrightness	2	0 to 50	04 Glow	Brightness of the sparkling sand glints (the glint mask is multiplied by this value).

Instances: MI_Elem_Dunes_Desert, MI_Elem_Dunes_PinkSand, MI_Elem_Dunes_Snow

ELECTRIC



Electric: flat panel and shader ball

Crackling electricity: jittering branched arcs that flicker every frame over a dark surface.

MaterialFX/Elemental/M_Elem_Electric Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
ArcFPS	12	1 to 30	03 Animation	How many times per second the lightning arcs jump to a new random position (stepped time).
Arcs	T_MFX_Lightning	-	05 Textures	Texture slot: swap in your own texture.
Background	(0.01, 0.01, 0.02, 1)	-	01 Color	Colour behind the lightning; the dark space between arcs.
ArcColor	(0.25, 0.6, 1, 1)	-	01 Color	Colour of the electric arcs (their white-hot core is added on top).
Glow	3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Elem_Electric_Blue, MI_Elem_Electric_Purple, MI_Elem_Electric_Yellow

FIRE SURFACE



Fire Surface: flat panel and shader ball

Burning surface: layered flames licking upward with heat distortion.

MaterialFX/Elemental/M_Elem_FireSurface Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.5	-4 to 4	03 Animation	Animation speed.
DistortionNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
Distortion	0.12	0 to 0.5	02 Pattern	How strongly the noise warps the flame texture coordinates (flicker amount).
Flames	T_MFX_Flames	-	05 Textures	Texture slot: swap in your own texture.
BaseHeat	0	-1 to 1	02 Pattern	Offset added to the flame heat before clamping.
ColorLow	(0.3, 0, 0, 1)	-	01 Color	Colour of the coolest, darkest flame areas.
ColorMid	(1, 0.35, 0, 1)	-	01 Color	Colour of the body of the flames.

2 more parameters in the instance's Details panel. **Instances:** MI_Elem_FireSurface_Classic , MI_Elem_FireSurface_BlueFlame , MI_Elem_FireSurface_Cursed

ICE



Ice: flat panel and shader ball

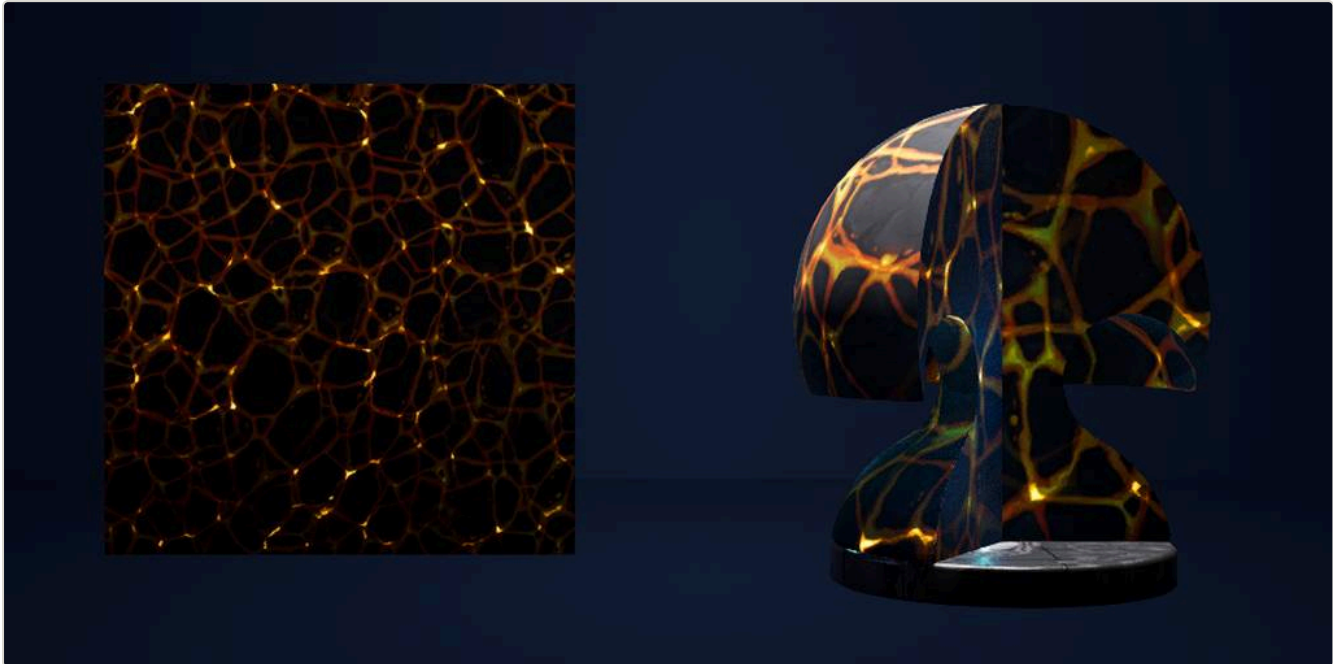
Thick ice: frost on top, a deeper frozen layer seen through it with parallax, glints and a cold rim.

MaterialFX/Elemental/M_Elem_Ice Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Frost	T_MFX_Frost	-	05 Textures	Texture slot: swap in your own texture.
IceDepth	0.15	0 to 1	02 Pattern	Parallax depth of the inner frost layer seen under the ice surface.
DeepTint	(0.15, 0.45, 0.8, 1)	-	01 Color	Colour of the deep ice seen below the surface; blends toward the surface layer.
RimColor	(0.4, 0.8, 1, 1)	-	01 Color	Color of the edge/fresnel glow.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Elem_Ice_Glacier , MI_Elem_Ice_Arctic , MI_Elem_Ice_DarkIce

LAVA FLOW



Lava Flow: flat panel and shader ball

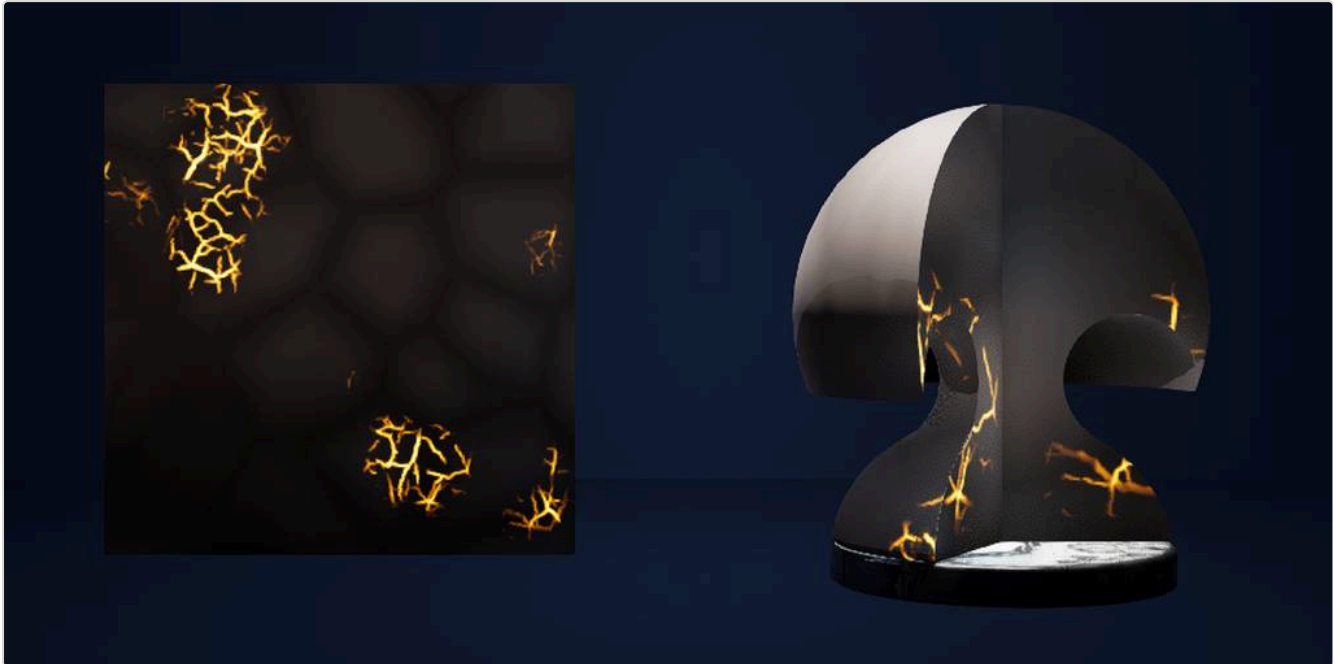
Flowing lava: cooled crust plates drift over glowing molten cracks that throb with heat.

MaterialFX/Elemental/M_Elem_LavaFlow Surface / Opaque / Lit (default lit) Instances 4

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
FlowNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
FlowStrength	0.2	0 to 1	02 Pattern	How far the lava texture is pushed along the flow-noise direction during its endless two-phase flow loop.
Speed	0.04	-4 to 4	03 Animation	Animation speed.
Lava	T_MFX_Lava	-	05 Textures	Texture slot: swap in your own texture.
CrackThreshold	0.3	0 to 1	02 Pattern	Lava brightness (0-1) at which the surface starts to glow: smoothstep(CrackThreshold, 0.75, brightness).
ThrobRate	0.4	0 to 3	03 Animation	Speed of the slow brightness throb of the glowing lava.
HeatColor	(1, 0.32, 0.03, 1)	-	01 Color	Colour of the glowing lava; the emissive light is this colour times the heat.

1 more parameter in the instance's Details panel. **Instances:** MI_Elem_LavaFlow_Classic , MI_Elem_LavaFlow_BlueMagma , MI_Elem_LavaFlow_Toxic , MI_Elem_LavaFlow_Slow

MAGMA CRACKS



Magma Cracks: flat panel and shader ball

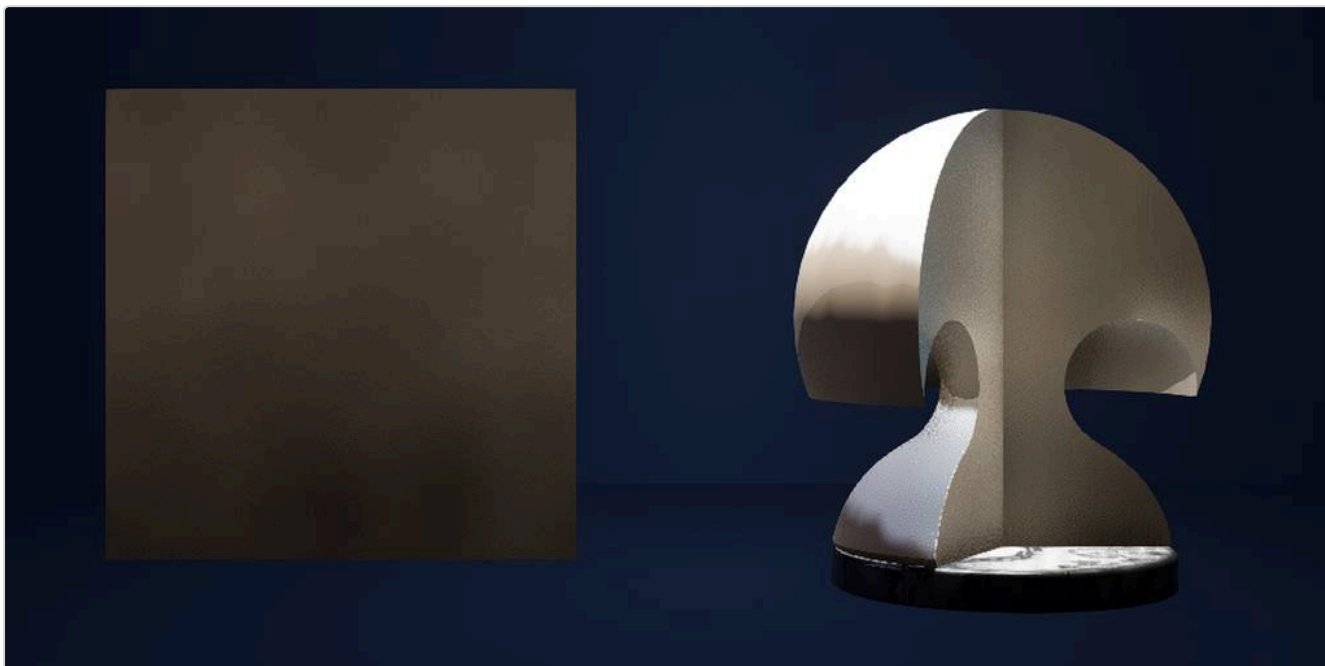
Rock that cracks open to glowing magma.

MaterialFX/Elemental/M_Elem_MagmaCracks Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
RockNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
Cracks	T_MFX_Cracks	-	05 Textures	Texture slot: swap in your own texture.
AutoCycle	0.15	0 to 2	03 Animation	Looping speed in cycles per second.
Amount	1	0 to 1	02 Pattern	How far the glowing cracks have opened, 0-1 (0 = solid rock, 1 = fully cracked).
RockColor	(0.12, 0.1, 0.09, 1)	-	01 Color	Colour of the cooled rock between the cracks.
HeatColor	(1, 0.35, 0.03, 1)	-	01 Color	Colour of the glowing magma in the cracks.
Glow	5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Elem_MagmaCracks_Erupting, MI_Elem_MagmaCracks_Static, MI_Elem_MagmaCracks_Frozen

SNOW



Snow: flat panel and shader ball

Snow cover for any mesh: white builds up on upward-facing surfaces with sparkles; the rest keeps its base color.

MaterialFX/Elemental/M_Elem_Snow Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
SnowNoise	T_MFX_Noise_Packe d_B	-	05 Textures	Texture slot: swap in your own texture.
SnowAmount	0.6	0 to 1	02 Pattern	Snow coverage 0-1 on upward-facing surfaces (threshold on the world-up normal, broken up by noise).
BaseColor	(0.25, 0.2, 0.15, 1)	-	01 Color	Colour of the ground showing through where there is no snow.
SnowColor	(0.95, 0.97, 1, 1)	-	01 Color	Colour of the snow cover; blends with BaseColor where there is no snow.
Sparkle	1.5	0 to 10	04 Glow	Brightness of the snow glints (they move with the view angle).

Instances: MI_Elem_Snow_Fresh , MI_Elem_Snow_Light , MI_Elem_Snow_Ash

STYLIZED WATER



Stylized Water: flat panel and shader ball

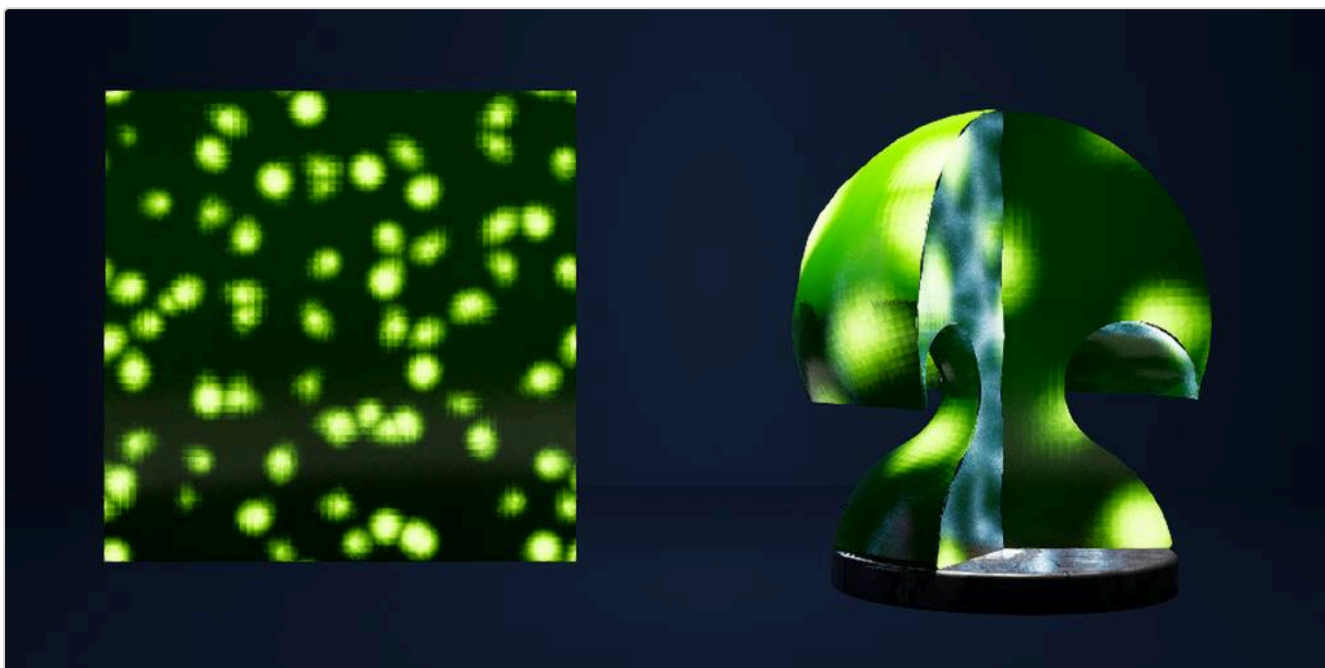
Stylized water: two scrolling normal layers, depth-to-horizon color, foam lines and gentle wave motion.

MaterialFX/Elemental/M_Elem_StylizedWater Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
TileSize	400	50 to 4000	02 Pattern	World size (UE units) of one water-texture tile.
Speed	0.03	-4 to 4	03 Animation	Animation speed.
WaterNormal	T_MFX_Water_N	-	05 Textures	Texture slot: swap in your own texture.
NormalStrength	0.5	0 to 1	02 Pattern	Blend 0-1 from a flat surface to the animated water normal map.
DeepColor	(0, 0.25, 0.35, 1)	-	01 Color	Colour of the water seen straight down (deep).
HorizonColor	(0.3, 0.85, 0.85, 1)	-	01 Color	Colour of the water at grazing angles (shallow, toward the horizon).
FoamPattern	T_MFX_Caustics	-	05 Textures	Texture slot: swap in your own texture.
FoamAmount	0.6	0 to 1	02 Pattern	Strength 0-1 of the white foam drawn where the caustics pattern is bright.

4 more parameters in the instance's Details panel. **Instances:** MI_Elem_StylizedWater_Tropical , MI_Elem_StylizedWater_DeepOcean , MI_Elem_StylizedWater_Swamp

TOXIC SLIME



Toxic Slime: flat panel and shader ball

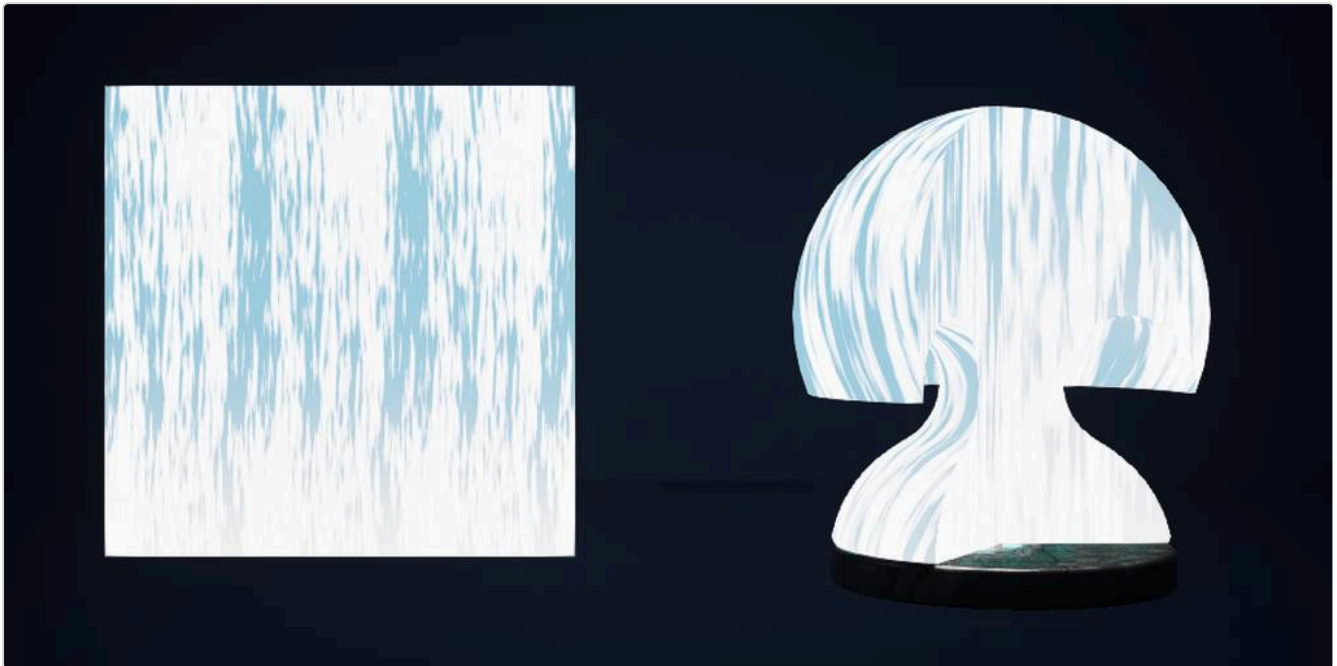
Glossy bubbling slime with glowing blobs and a wobbling surface (vertex animation).

MaterialFX/Elemental/M_Elem_ToxicSlime Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.06	-4 to 4	03 Animation	Animation speed.
BubbleNoise	T_MFX_Noise_Packaged_A	-	05 Textures	Texture slot: swap in your own texture.
SlimeBright	(0.45, 1, 0.1, 1)	-	01 Color	Colour of the glowing bubbles and bright slime.
SlimeDark	(0.03, 0.12, 0, 1)	-	01 Color	Colour of the dark body of the slime.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).
Wobble	2	0 to 20	03 Animation	Amount of wobble/distortion.

Instances: MI_Elem_ToxicSlime_Toxic , MI_Elem_ToxicSlime_Ooze , MI_Elem_ToxicSlime_Honey

WATERFALL



Waterfall: flat panel and shader ball

Waterfall sheet: foamy streaks plunging down at different speeds, mist at the bottom.

MaterialFX/Elemental/M_Elem_Waterfall Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.6	-4 to 4	03 Animation	Animation speed.
StreakNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
FoamNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
WaterColor	(0.2, 0.45, 0.7, 1)	-	01 Color	Colour of the falling water.
FoamColor	(0.95, 0.98, 1, 1)	-	01 Color	Colour of the foam and mist; the water blends toward it where the foam is.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Elem_Waterfall_Clear, MI_Elem_Waterfall_Tropical, MI_Elem_Waterfall_Lavafall

MAGIC & FANTASY

Rune circles, portals, crystals, ghosts, dissolves and enchantments.

13 masters, 42 instances. Folder `MaterialFX/Magic/` (instances in `MaterialFX/Magic/Instances/`). Uses 11 material functions and 11 textures from `MaterialFX/Functions` and `MaterialFX/Textures` .

Domain	Blend	Shading	Sides	Masters
Surface	Additive	Unlit	two-sided	3
Surface	Masked	Lit (default lit)	two-sided	1
Surface	Masked	Unlit	two-sided	1
Surface	Opaque	Lit (default lit)	one-sided	4
Surface	Opaque	Unlit	one-sided	3
Surface	Translucent	Unlit	two-sided	1

NOTE: AI disclosure: Muse (AI) textures used by this bundle (9 of its 11 textures): Cracks, Filigree, Flames, Glyphs, Matcap_Crystal, Matcap_Gold, Nebula.

// 05 -- MAGIC
13 MATERIALS

MAGIC & FANTASY

Rune circles, portals, crystals, ghosts, dissolves and enchantments.

HOW TO PLACE AND TWEAK

- 1 Drag an `ML_` instance from `MaterialFX/Magic/Instances` onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change `Blend`, `Tiling`, `Speed` and `BaseColor`.
- 3 Make your own variant: right-click a master and choose `Create Material Instance`.

WHAT TO COPY

`MaterialFX/Magic` (13 masters, 42 instances)
`MaterialFX/Functions` and `MaterialFX/Textures` (shared; see guide)
 Right-click the folders and use `Migrate` so references follow.

GSS MATERIALFX

MASTERS IN MAGIC & FANTASY

Master	Looks like	Instances
<code>M_Magic_ArcanePortal</code>	Swirling portal vortex with a blazing rim.	3
<code>M_Magic_Aura</code>	Power-up aura: flame-like energy licking up around the...	3
<code>M_Magic_Corruption</code>	Creeping void corruption: dark veins spread across a surface.	3
<code>M_Magic_Crystal</code>	Faceted magic crystal: matcap facets.	4
<code>M_Magic_EMBERDissolve</code>	Burn-away dissolve with glowing ember edges.	3
<code>M_Magic_Enchanted</code>	Enchanted item: any base color with a magical shimmer...	4
<code>M_Magic_FairyDust</code>	Drifting, twinkling fairy dust.	3
<code>M_Magic_Ghost</code>	Spectral ghost: fresnel-lit see-through body with drifting...	3
<code>M_Magic_GlyphWall</code>	Ancient wall of glyphs that light up one by one.	3
<code>M_Magic_GoldShine</code>	Polished engraved gold (matcap) with a periodic shine sweep.	3
<code>M_Magic_Petrify</code>	Petrification creeping up from the base.	3
<code>M_Magic_RuneCircle</code>	Counter-rotating magic rune circle with pulsing glow.	4
<code>M_Magic_StainedWindow</code>	Glowing stained-glass window with slow divine light beams...	3

ARCAINE PORTAL



Arcane Portal: flat panel and shader ball

Swirling portal vortex with a blazing rim.

MaterialFX/Magic/M_Magic_ArcanePortal Surface / Masked / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.08	-4 to 4	03 Animation	Animation speed.
Twirl	1.2	-4 to 4	02 Pattern	Strength of the swirl applied to the portal texture (MF_UV_Twirl Strength).
SwirlTexture	T_MFX_Nebula	-	05 Textures	Texture slot: swap in your own texture.
SwirlTint	(0.8, 0.5, 1, 1)	-	01 Color	Multiplies the colours of the swirling texture.
PortalRadius	0.46	0.1 to 0.5	02 Pattern	Radius of the portal disc in UV units; also sets the rim ring position and the cut-out mask.
RimColor	(0.8, 0.5, 1, 1)	-	01 Color	Color of the edge/fresnel glow.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_ArcanePortal_Arcane , MI_Magic_ArcanePortal_Inferno , MI_Magic_ArcanePortal_Verdant

AURA



Aura: flat panel and shader ball

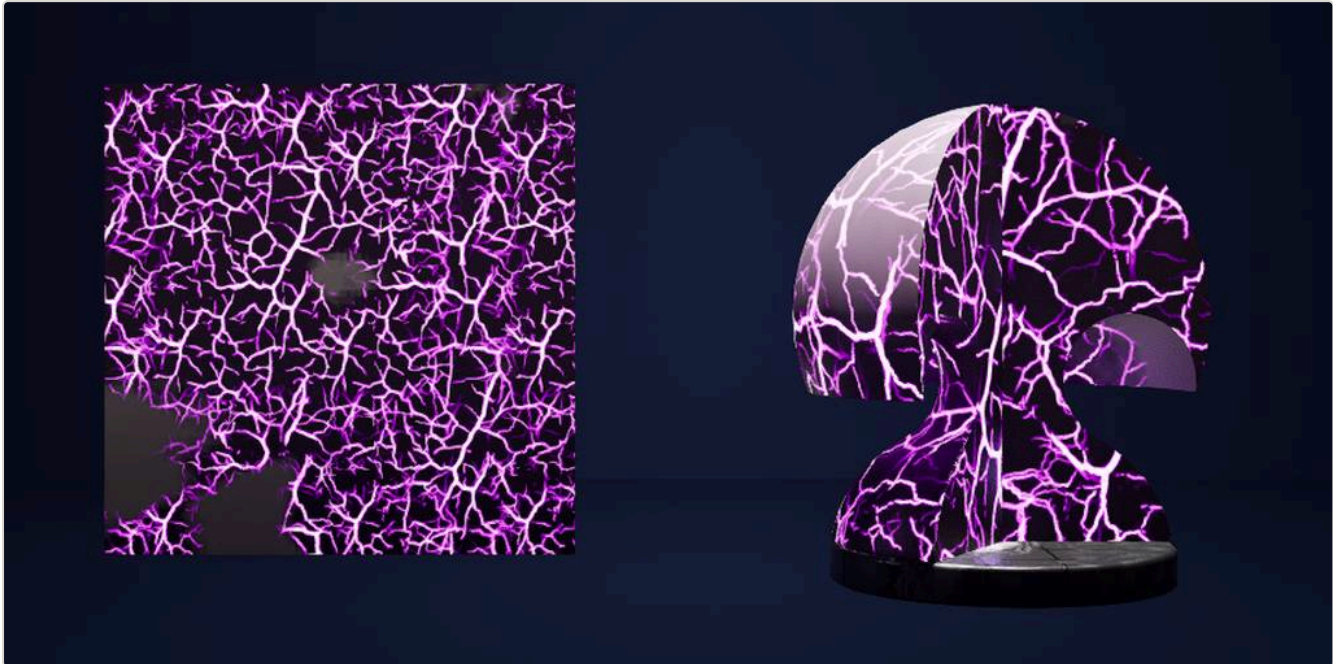
Power-up aura: flame-like energy licking up around the silhouette edge.

MaterialFX/Magic/M_Magic_Aura Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.6	-4 to 4	03 Animation	Animation speed.
FlameNoise	T_MFX_Flames	-	05 Textures	Texture slot: swap in your own texture.
RimPower	1.5	0.3 to 6	04 Glow	How tight the edge glow is (higher = thinner rim).
AuraColor	(1, 0.75, 0.1, 1)	-	01 Color	Colour of the aura glow.
Glow	4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_Aura_Super , MI_Magic_Aura_Dark , MI_Magic_Aura_Holy

CORRUPTION



Corruption: flat panel and shader ball

Creeping void corruption: dark veins spread across a surface, pulsing with purple light.

MaterialFX/Magic/M_Magic_Corruption Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
SpreadNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
Veins	T_MFX_Cracks	-	05 Textures	Texture slot: swap in your own texture.
AutoCycle	0.1	0 to 2	03 Animation	Looping speed in cycles per second.
Amount	0.7	0 to 1	02 Pattern	How far the corruption has spread, 0-1.
PulseRate	0.7	0 to 4	03 Animation	How fast the pulse repeats.
BaseColor	(0.45, 0.42, 0.38, 1)	-	01 Color	Colour of the clean, uncorrupted surface.
VeinColor	(0.6, 0.05, 1, 1)	-	01 Color	Colour of the glowing corruption veins.

1 more parameter in the instance's Details panel. **Instances:** MI_Magic_Corruption_Void , MI_Magic_Corruption_Blight , MI_Magic_Corruption_Blood

CRYSTAL



Crystal: flat panel and shader ball

Faceted magic crystal: matcap facets, glowing cells deep inside (parallax) and a bright rim.

MaterialFX/Magic/M_Magic_Crystal Surface / Opaque / Unlit Instances 4

Field	Default	Range	Group	What it does
Matcap	T_MFX_Matcap_Crystal	-	05 Textures	Texture slot: swap in your own texture.
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
InnerDepth	0.2	0 to 1	02 Pattern	Parallax depth of the glowing inner structure.
InnerNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
Tint	(0.8, 0.5, 1, 1)	-	01 Color	Color multiplied over the result.
InnerColor	(0.7, 0.3, 1, 1)	-	01 Color	Colour of the glow inside the crystal.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_Crystal_Amethyst , MI_Magic_Crystal_Emerald , MI_Magic_Crystal_Ruby , MI_Magic_Crystal_Diamond

EMBER DISSOLVE



Ember Dissolve: flat panel, sphere and cube

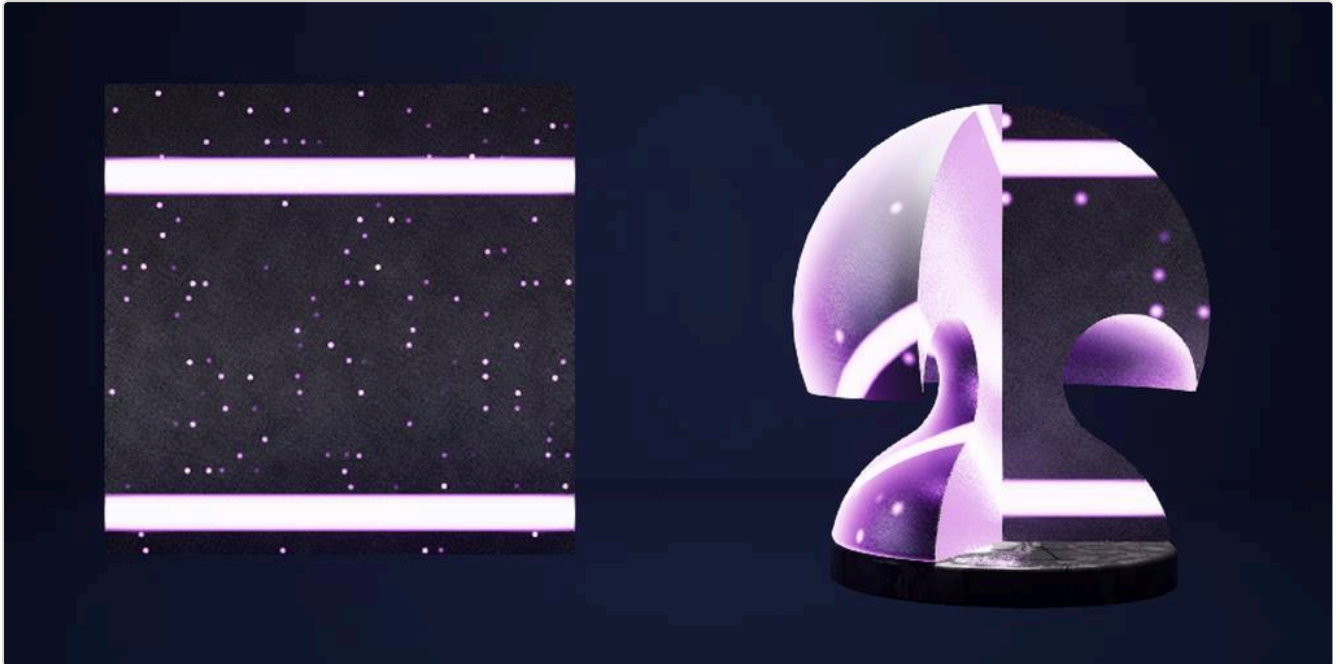
Burn-away dissolve with glowing ember edges.

MaterialFX/Magic/M_Magic_EMBERDissolve Surface / Masked / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
DissolveNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
AutoSpeed	0.2	0 to 2	03 Animation	Looping speed in cycles per second.
Amount	0.5	0 to 1	02 Pattern	Dissolve progress 0-1 (0 = intact, 1 = fully dissolved).
EdgeWidth	0.06	0.005 to 0.3	02 Pattern	Width of the glowing ember edge along the dissolve front.
BaseColor	(0.4, 0.35, 0.3, 1)	-	01 Color	Main surface color.
EmberColor	(1, 0.35, 0.02, 1)	-	01 Color	Colour of the glowing edge where the surface burns away.
Glow	8	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_EMBERDissolve_Fire , MI_Magic_EMBERDissolve_Arcane , MI_Magic_EMBERDissolve_Frost

ENCHANTED



Enchanted: flat panel and shader ball

Enchanted item: any base color with a magical shimmer sweeping across, twinkles and a glowing rim.

MaterialFX/Magic/M_Magic_Enchanted Surface / Opaque / Lit (default lit) Instances 4

Field	Default	Range	Group	What it does
SweepSize	300	20 to 3000	02 Pattern	World distance (UE units) over which the glowing sweep band travels.
Speed	0.3	-4 to 4	03 Animation	Animation speed.
TwinkleDensity	30	4 to 100	02 Pattern	Density of the twinkling sparkle points.
EnchantColor	(0.6, 0.2, 1, 1)	-	01 Color	Colour of the enchantment glow and glints.
BaseColor	(0.35, 0.36, 0.4, 1)	-	01 Color	Main surface color.
Metallic	0.8	0 to 1	02 Pattern	Metallic look amount.
Roughness	0.3	0 to 1	02 Pattern	Surface roughness (0 = mirror).
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_Enchanted_Arcane , MI_Magic_Enchanted_Fire , MI_Magic_Enchanted_Frost , MI_Magic_Enchanted_Gold

FAIRY DUST



Fairy Dust: flat panel and shader ball

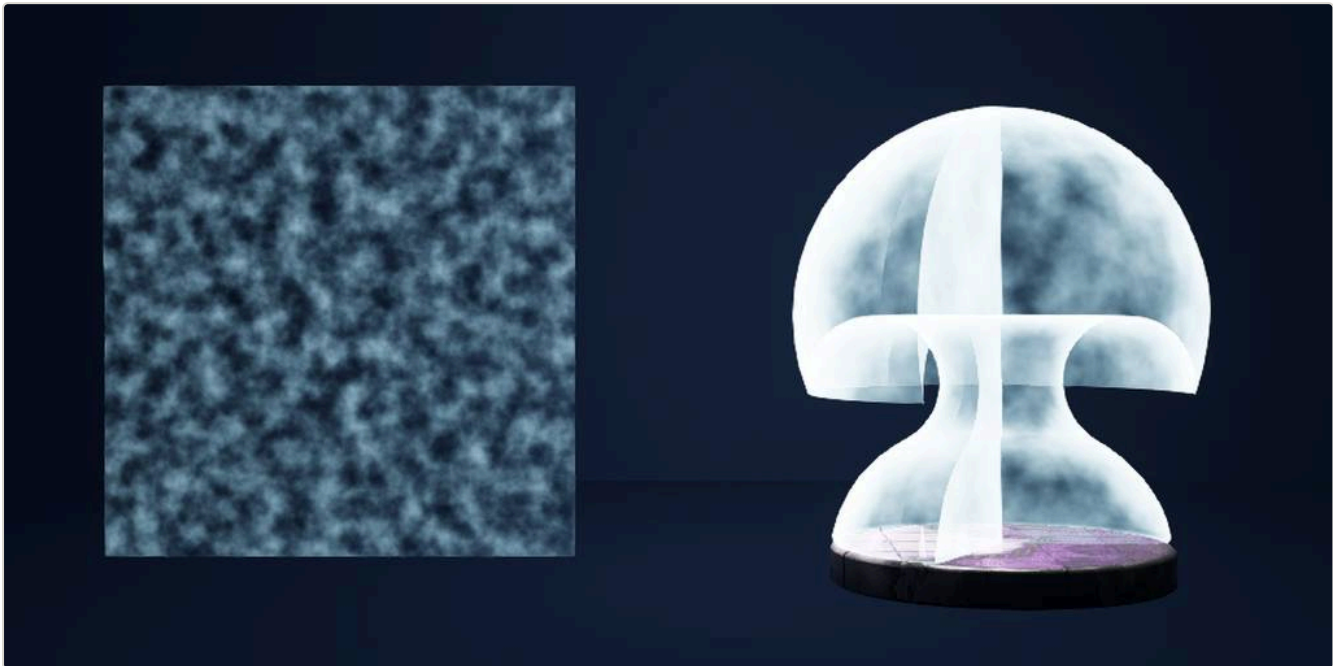
Drifting, twinkling fairy dust.

MaterialFX/Magic/M_Magic_FairyDust Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.03	-4 to 4	03 Animation	Animation speed.
Density	18	2 to 80	02 Pattern	How many elements are drawn.
DustColor	(1, 0.5, 0.9, 1)	-	01 Color	Colour of the sparkling dust particles.
Glow	4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_FairyDust_Pixie , MI_Magic_FairyDust_Golden , MI_Magic_FairyDust_Frost

GHOST



Ghost: flat panel and shader ball

Spectral ghost: fresnel-lit see-through body with drifting wisps, flicker and a gentle float wobble.

MaterialFX/Magic/M_Magic_Ghost Surface / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.1	-4 to 4	03 Animation	Animation speed.
WispNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
RimPower	2	0.5 to 8	04 Glow	How tight the edge glow is (higher = thinner rim).
GhostColor	(0.5, 0.8, 1, 1)	-	01 Color	Colour of the see-through ghost body and rim.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).
Opacity	0.6	0 to 1	02 Pattern	Maximum opacity of the ghost (the final translucency is scaled by this value).
Wobble	3	0 to 30	03 Animation	Amount of wobble/distortion.

Instances: MI_Magic_Ghost_Spectral , MI_Magic_Ghost_Ectoplasm , MI_Magic_Ghost_Wraith

GLYPH WALL



Glyph Wall: flat panel and shader ball

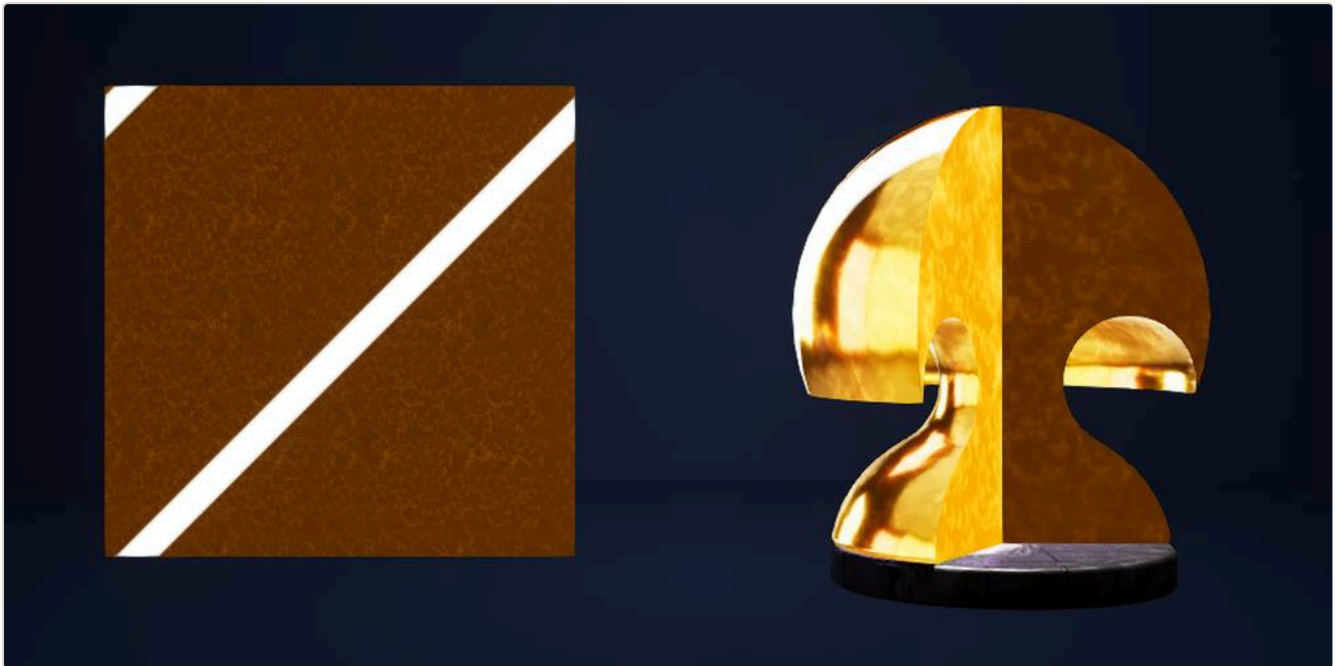
Ancient wall of glyphs that light up one by one, glow and fade.

MaterialFX/Magic/M_Magic_GlyphWall Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
GlyphsX	6	1 to 32	02 Pattern	Number of glyph cells across the wall.
GlyphsY	6	1 to 32	02 Pattern	Number of glyph cells up the wall.
GlyphSheet	T_MFX_Glyphs	-	05 Textures	Texture slot: swap in your own texture.
Speed	0.15	-4 to 4	03 Animation	Animation speed.
StoneNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
StoneColor	(0.3, 0.28, 0.25, 1)	-	01 Color	Colour of the stone wall.
GlyphColor	(0.5, 0.3, 1, 1)	-	01 Color	Colour of the glowing glyphs.

1 more parameter in the instance's Details panel. **Instances:** MI_Magic_GlyphWall_Arcane , MI_Magic_GlyphWall_EMBER , MI_Magic_GlyphWall_Jade

GOLD SHINE



Gold Shine: flat panel and shader ball

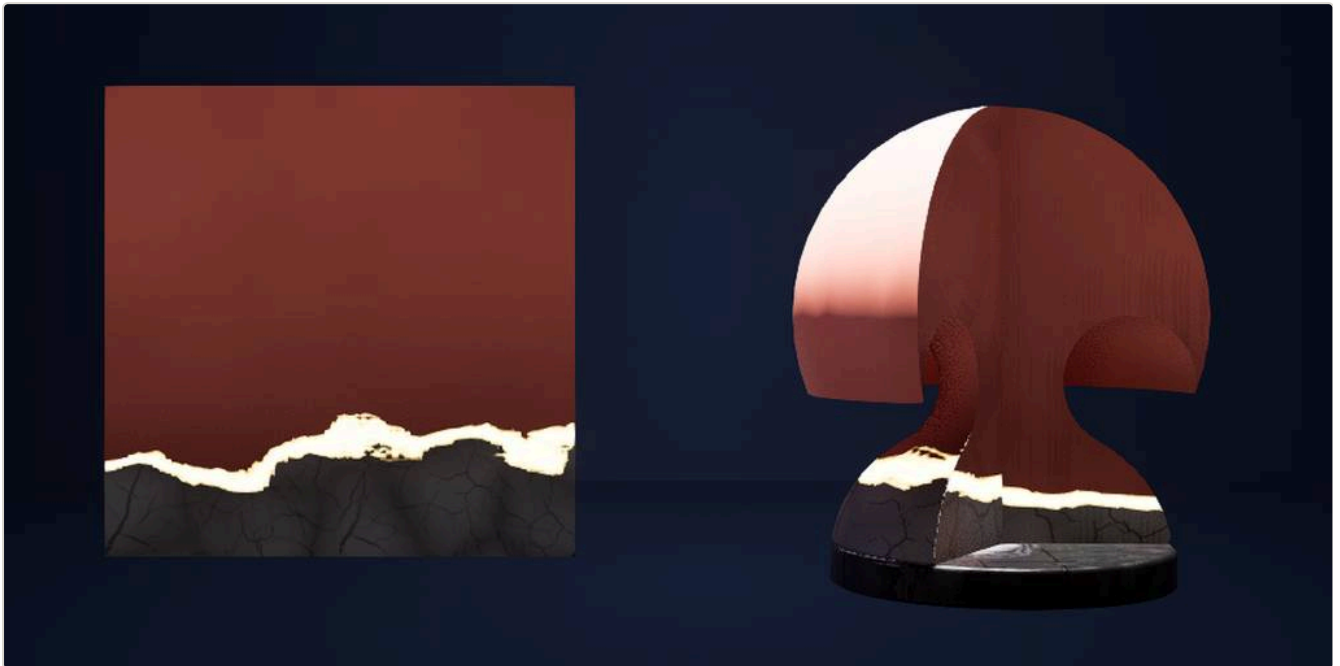
Polished engraved gold (matcap) with a periodic shine sweep.

MaterialFX/Magic/M_Magic_GoldShine Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Matcap	T_MFX_Matcap_Gold	-	05 Textures	Texture slot: swap in your own texture.
Desaturate	0	0 to 1	01 Color	How much color is drained.
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Engraving	T_MFX_Filigree	-	05 Textures	Texture slot: swap in your own texture.
EngravingStrength	0.8	0 to 2	02 Pattern	How strongly the filigree engraving texture modulates the gold.
Speed	0.2	-4 to 4	03 Animation	Animation speed.
ShineColor	(1, 0.95, 0.8, 1)	-	01 Color	Colour of the moving shine highlight.

1 more parameter in the instance's Details panel. **Instances:** MI_Magic_GoldShine_Gold , MI_Magic_GoldShine_Silver , MI_Magic_GoldShine_RoseGold

PETRIFY



Petrify: flat panel and shader ball

Petrification creeping up from the base: color turns to cracked stone behind a glowing front.

MaterialFX/Magic/M_Magic_Petrify Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
StoneNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
Cracks	T_MFX_Cracks	-	05 Textures	Texture slot: swap in your own texture.
ObjectHeight	200	10 to 2000	02 Pattern	Height (UE units) of the object over which the stone front rises from bottom to top.
AutoSpeed	0.12	0 to 2	03 Animation	Looping speed in cycles per second.
Amount	0.5	0 to 1	02 Pattern	How far up the object the stone front has risen, 0-1.
StoneColor	(0.5, 0.5, 0.48, 1)	-	01 Color	Colour of the stone the surface turns into.
BaseColor	(0.8, 0.25, 0.2, 1)	-	01 Color	Colour of the not-yet-petrified surface.

3 more parameters in the instance's Details panel. **Instances:** MI_Magic_Petrify_Stone , MI_Magic_Petrify_Midas , MI_Magic_Petrify_Freeze

RUNE CIRCLE



Rune Circle: flat panel and shader ball

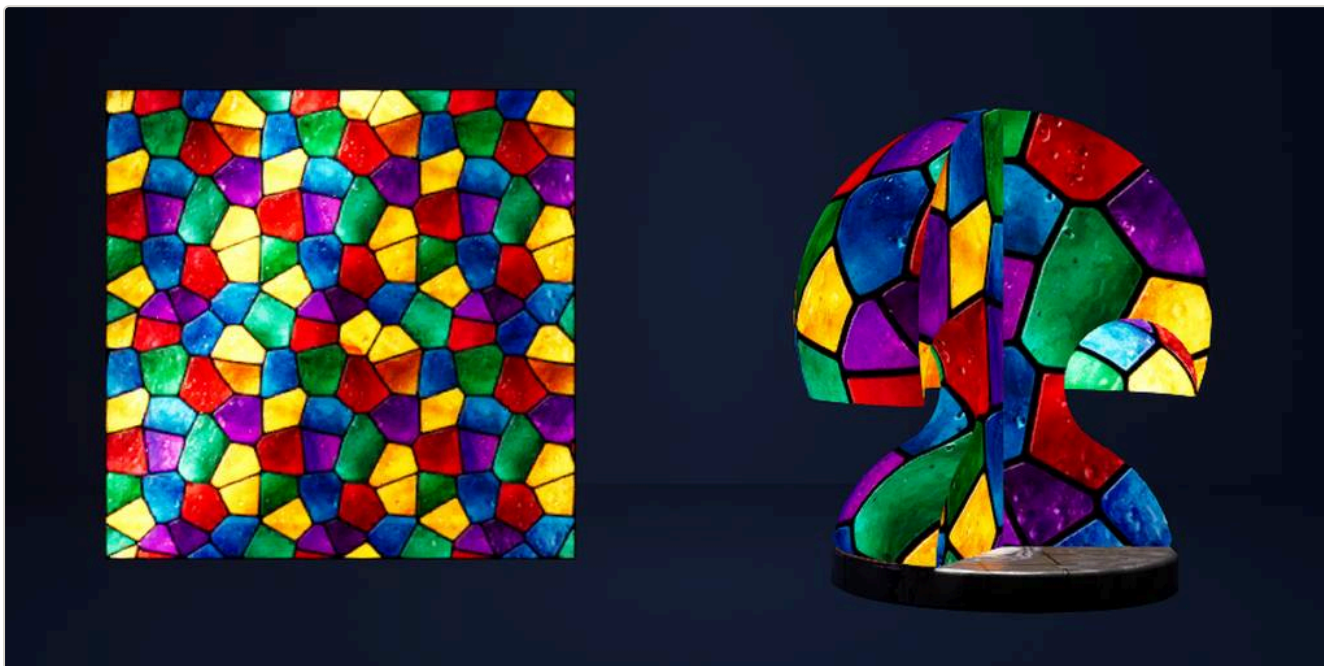
Counter-rotating magic rune circle with pulsing glow.

MaterialFX/Magic/M_Magic_RuneCircle Surface / Additive / Unlit Instances 4

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.03	-4 to 4	03 Animation	Animation speed.
Runes	T_MFX_RuneCircle	-	05 Textures	Texture slot: swap in your own texture.
PulseRate	0.5	0 to 4	03 Animation	How fast the pulse repeats.
InnerColor	(0.9, 0.6, 1, 1)	-	01 Color	Colour of the runes near the centre of the circle.
OuterColor	(0.45, 0.1, 1, 1)	-	01 Color	Colour of the runes toward the outer edge.
Glow	3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_RuneCircle_Arcane , MI_Magic_RuneCircle_Holy , MI_Magic_RuneCircle_Frost , MI_Magic_RuneCircle_Demonic

STAINED WINDOW



Stained Window: flat panel and shader ball

Glowing stained-glass window with slow divine light beams sweeping through.

MaterialFX/Magic/M_Magic_StainedWindow Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Glass	T_MFX_StainedGlass	-	05 Textures	Texture slot: swap in your own texture.
Speed	0.07	-4 to 4	03 Animation	Animation speed.
Tint	(1, 1, 1, 1)	-	01 Color	Color multiplied over the result.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Magic_StainedWindow_Cathedral, MI_Magic_StainedWindow_Twilight, MI_Magic_StainedWindow_EMBER

PREMIUM SURFACES

Iridescent, holographic, chrome, toon, glitter and fabric finishes at mobile cost.

12 masters, 52 instances. Folder `MaterialFX/Surface/` (instances in `MaterialFX/Surface/Instances/`). Uses 6 material functions and 20 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
Surface	Opaque	Lit (default lit)	one-sided	8
Surface	Opaque	Unlit	one-sided	4

NOTE: AI disclosure: Muse (AI) textures used by this bundle (19 of its 20 textures):
Matcap_Bronze, Matcap_CarPaint, Matcap_Chrome, Matcap_Clay.

MASTERS IN PREMIUM SURFACES

Master	Looks like	Instances
<code>M_Surface_CandyStripe</code>	Glossy candy / barber-pole stripes that spiral endlessly.	3
<code>M_Surface_CarbonFiber</code>	Procedural carbon-fiber weave with a view-dependent sheen.	3
<code>M_Surface_DiscoTiles</code>	Mirror-ball tiles: grid of mirrors flashing random colors in...	3
<code>M_Surface_Glitter</code>	Glitter: thousands of tiny flakes that flash individually as...	3
<code>M_Surface_HoloFoil</code>	Holographic trading-card foil: rainbow sheen and diffraction...	3
<code>M_Surface_LiquidChrome</code>	Liquid chrome (T-1000 style): mirror metal whose reflections...	3
<code>M_Surface_Matcap</code>	Matcap shading: chrome, gold, pearl.	19
<code>M_Surface_OilSlick</code>	Oil-slick iridescence: thin-film rainbow that shifts with...	3
<code>M_Surface_Pearl</code>	Pearlescent finish: soft white body with pastel iridescence...	3
<code>M_Surface_RainbowFlow</code>	Silky RGB gradient flowing across the surface.	3
<code>M_Surface_ToonCel</code>	Cel-shaded toon look: stepped lighting from a configurable...	3
<code>M_Surface_Velvet</code>	Soft velvet / plush fabric: dark core with a bright fuzzy...	3

// 06 - SURFACE
12 MATERIALS

PREMIUM SURFACES

Iridescent, holographic, chrome, toon, glitter and fabric finishes at mobile cost.

HOW TO PLACE AND TWEAK

- 1 Drag an ML Instance from MaterialFX/Surface/Instances onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change Tiling, BaseColor, Brightness and Glow.
- 3 Make your own variant: right-click a master and choose Create Material Instance.

WHAT TO COPY

MaterialFX/Surface (12 masters, 52 instances)
MaterialFX/Functions and MaterialFX/Textures (shared; see guide)
Right-click the folders and use Migrate so references follow.

GSS MATERIALFX

GRAPHIC SURFER STUDIO

CANDY STRIPE



Candy Stripe: flat panel and shader ball

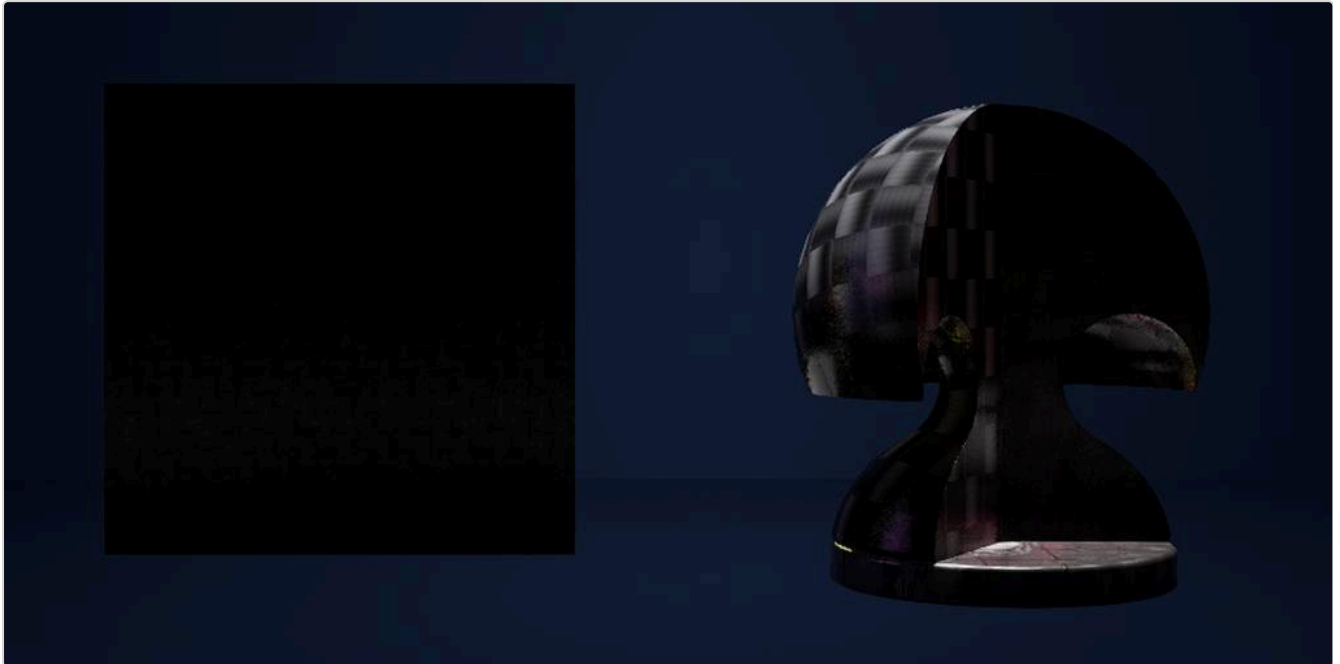
Glossy candy / barber-pole stripes that spiral endlessly.

MaterialFX/Surface/M_Surface_CandyStripe Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Twist	1	-4 to 4	02 Pattern	Slant of the stripes: stripe coordinate = $U + V \times \text{Twist}$.
Stripes	6	1 to 40	02 Pattern	Number of stripes across the tile.
Speed	0.4	-4 to 4	03 Animation	Animation speed.
ColorA	(0.9, 0.05, 0.1, 1)	-	01 Color	Colour of every other stripe.
ColorB	(1, 1, 1, 1)	-	01 Color	Colour of the stripes in between.
Rainbow	False	-	Switches	Static switch.
InnerGlow	0.08	0 to 50	04 Glow	Self-illumination of the stripe colour (a small glow multiplier so the candy never goes fully dark).

Instances: MI_Surface_CandyStripe_CandyCane, MI_Surface_CandyStripe_Mint, MI_Surface_CandyStripe_Rainbow

CARBON FIBER



Carbon Fiber: flat panel and shader ball

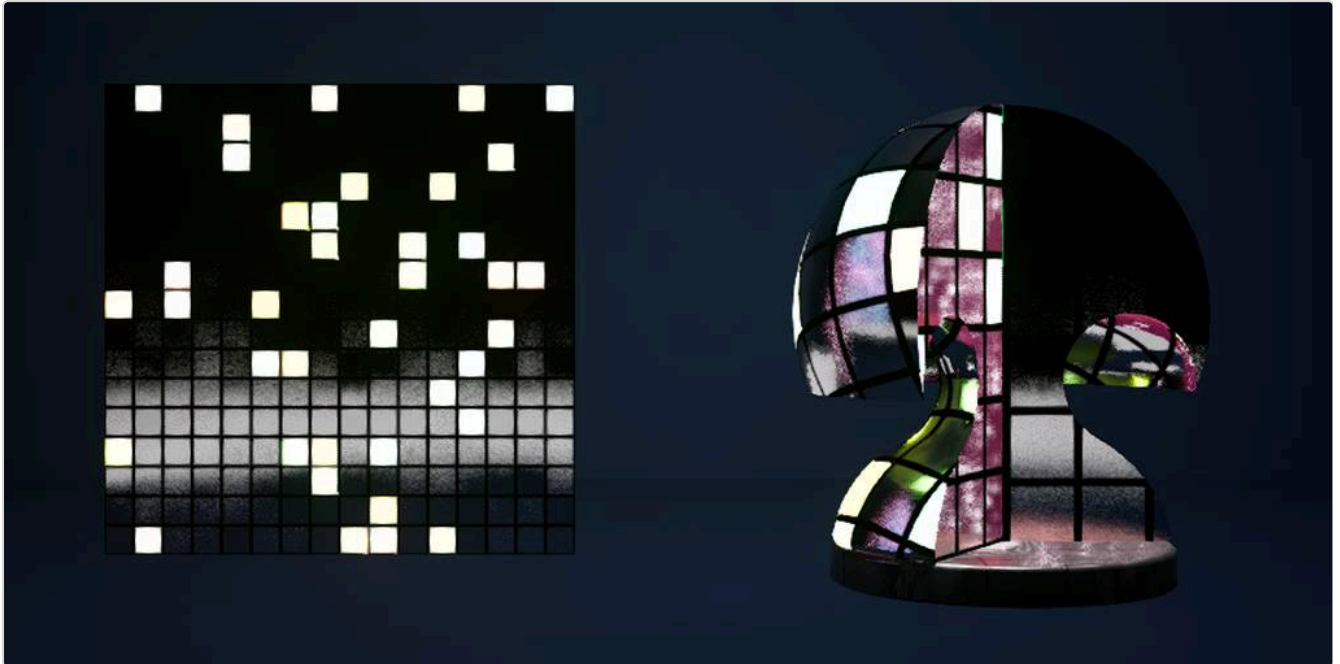
Procedural carbon-fiber weave with a view-dependent sheen.

MaterialFX/Surface/M_Surface_CarbonFiber Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
WeaveDensity	24	4 to 120	02 Pattern	Number of weave cells per tile in each direction.
FiberColor	(0.02, 0.02, 0.022, 1)	-	01 Color	Base colour of the carbon weave.
SheenColor	(0.6, 0.65, 0.7, 1)	-	01 Color	Colour of the view-dependent sheen on the weave.
SheenStrength	0.15	0 to 1	02 Pattern	Brightness of the anisotropic fibre sheen added to the base colour.
Metallic	0.4	0 to 1	02 Pattern	Metallic look amount.
Roughness	0.22	0 to 1	02 Pattern	Surface roughness (0 = mirror).

Instances: MI_Surface_CarbonFiber_Black , MI_Surface_CarbonFiber_Red , MI_Surface_CarbonFiber_Blue

DISCO TILES



Disco Tiles: flat panel and shader ball

Mirror-ball tiles: grid of mirrors flashing random colors in time.

MaterialFX/Surface/M_Surface_DiscoTiles Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Tiles	16	2 to 64	02 Pattern	Number of mirror tiles per tile in each direction.
FlashRate	4	0.5 to 20	03 Animation	How many times per second the set of flashing tiles is re-rolled (stepped time).
ColorSaturation	1	0 to 1	01 Color	Flash colour 0-1: 0 = white flashes, 1 = rainbow colours.
MirrorTint	(0.85, 0.85, 0.9, 1)	-	01 Color	Multiplies the mirror tiles.
Glow	4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Surface_DiscoTiles_Party , MI_Surface_DiscoTiles_Gold , MI_Surface_DiscoTiles_Ice

GLITTER



Glitter: flat panel and shader ball

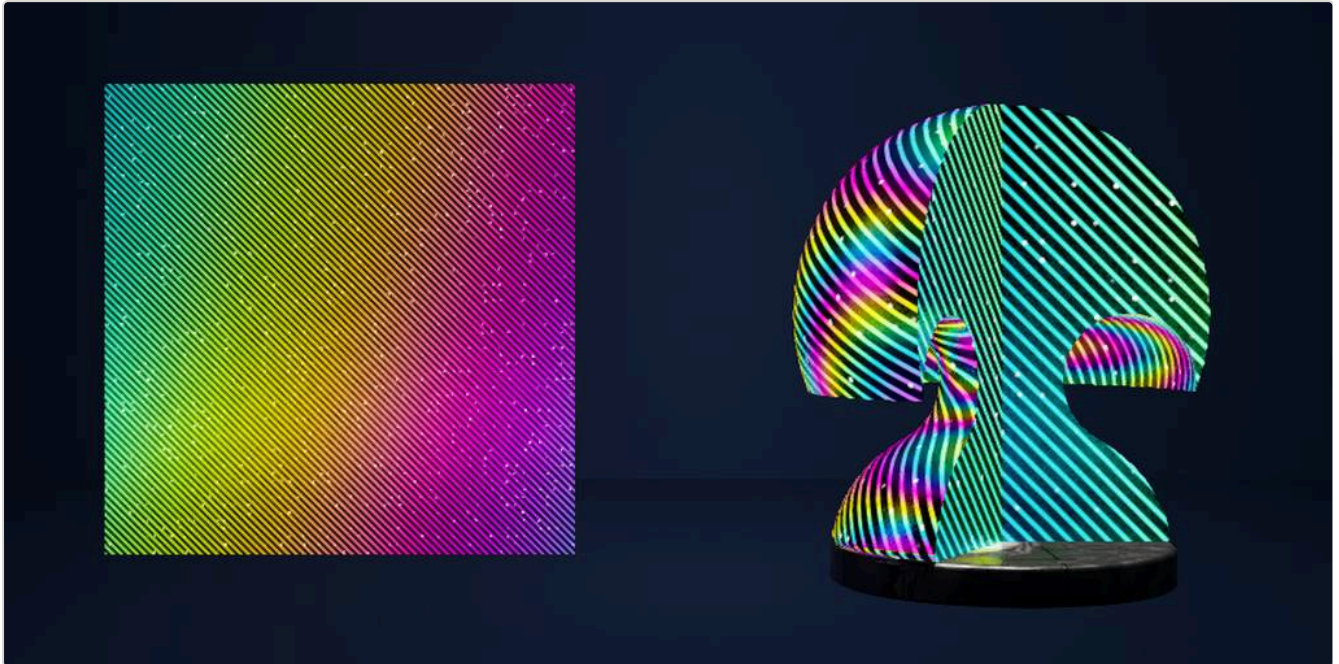
Glitter: thousands of tiny flakes that flash individually as the camera or object moves.

MaterialFX/Surface/M_Surface_Glitter Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
FlakeDensity	80	10 to 400	02 Pattern	Number of glitter flakes per tile in each direction.
FlakeSharpness	24	2 to 400	02 Pattern	Exponent on the flake facing test.
BaseColor	(0.9, 0.25, 0.55, 1)	-	01 Color	Main surface color.
GlintColor	(1, 0.8, 0.95, 1)	-	01 Color	Colour of the flashing glitter flakes.
Glow	6	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Surface_Glitter_Pink , MI_Surface_Glitter_Silver , MI_Surface_Glitter_Galaxy

HOLO FOIL



Holo Foil: flat panel and shader ball

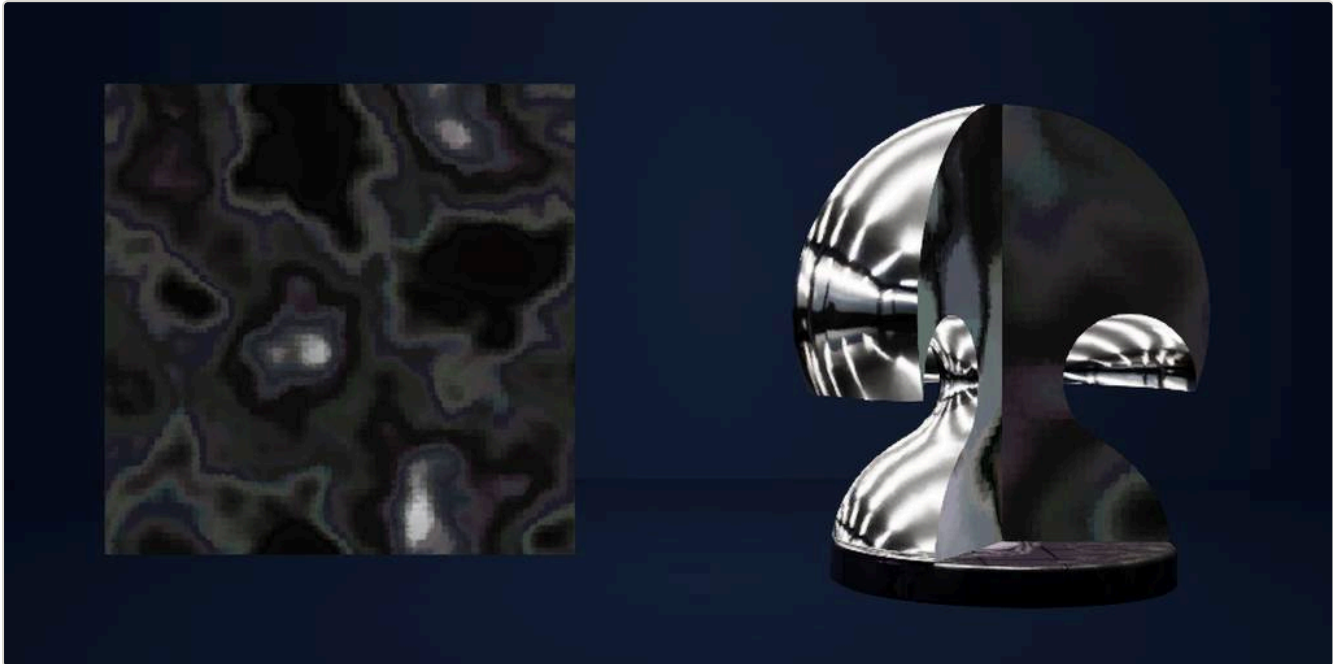
Holographic trading-card foil: rainbow sheen and diffraction lines that move with the viewer, plus view-dependent glitter.

MaterialFX/Surface/M_Surface_HoloFoil Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
RainbowBands	1.5	0.2 to 6	02 Pattern	Number of rainbow cycles across the reflection angle.
FoilSaturation	1	0 to 1	01 Color	Rainbow colour amount 0-1 (0 = grey foil, 1 = full rainbow).
FoilTint	(1, 1, 1)	-	01 Color	Multiplies the rainbow foil.
LineDensity	60	5 to 300	02 Pattern	Number of diffraction lines across the foil.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Surface_HoloFoil_Rainbow , MI_Surface_HoloFoil_Silver , MI_Surface_HoloFoil_Gold

LIQUID CHROME



Liquid Chrome: flat panel and shader ball

Liquid chrome (T-1000 style): mirror metal whose reflections ripple and flow.

MaterialFX/Surface/M_Surface_LiquidChrome Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.08	-4 to 4	03 Animation	Animation speed.
FlowNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
Distortion	0.06	0 to 0.3	02 Pattern	How far the animated flow noise shifts the matcap lookup, giving the flowing liquid look.
Matcap	T_MFX_Matcap_Chrome	-	05 Textures	Texture slot: swap in your own texture.
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
Brightness	1	0 to 50	04 Glow	Overall brightness of the effect.

Instances: MI_Surface_LiquidChrome_Chrome , MI_Surface_LiquidChrome_Mercury , MI_Surface_LiquidChrome_MoltenGold

MATCAP



Matcap: on a shader ball

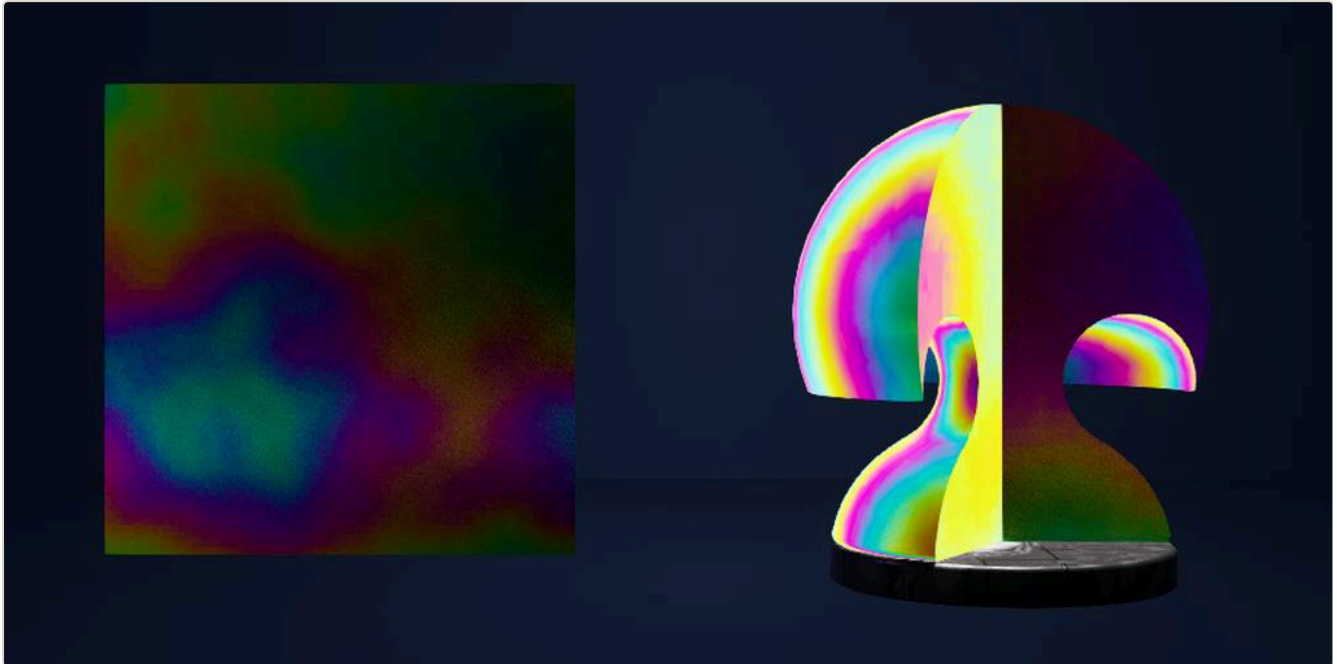
Matcap shading: chrome, gold, pearl, toon or crystal from a single texture lookup.

MaterialFX/Surface/M_Surface_Matcap Surface / Opaque / Unlit Instances 19

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
DetailNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
SurfaceDetail	0	0 to 0.3	02 Pattern	How much the detail noise distorts the matcap lookup (adds micro-surface variation).
Matcap	T_MFX_Matcap_Chrome	-	05 Textures	Texture slot: swap in your own texture.
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
Desaturate	0	0 to 1	01 Color	How much color is drained.
Contrast	1	0.2 to 3	01 Color	Contrast of the result.
RimPower	3	0.5 to 10	04 Glow	How tight the edge glow is (higher = thinner rim).

3 more parameters in the instance's Details panel. **Instances:** MI_Surface_Matcap_Chrome , MI_Surface_Matcap_Gold , MI_Surface_Matcap_Pearl , MI_Surface_Matcap_Toon and 15 more

OIL SLICK



Oil Slick: flat panel and shader ball

Oil-slick iridescence: thin-film rainbow that shifts with view angle and swirls slowly over dark metal.

MaterialFX/Surface/M_Surface_OilSlick Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.01	-4 to 4	03 Animation	Animation speed.
ThicknessNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
ThicknessVariation	0.8	0 to 3	02 Pattern	How strongly the thickness noise changes the film colour (noise x ThicknessVariation is added to N.V...
FilmBands	2	0.2 to 8	02 Pattern	Number of rainbow colour cycles across the film (multiplier on the iridescence phase).
PalettedD	(0, 0.33, 0.67, 1)	-	01 Color	Cosine palette phase (D): shifts which rainbow colours the oil film shows.
BaseDarkness	0.25	0 to 1	01 Color	Brightness of the base colour taken from the film colour (base = film x BaseDarkness + 0.02).
Roughness	0.18	0 to 1	02 Pattern	Surface roughness (0 = mirror).

1 more parameter in the instance's Details panel. **Instances:** MI_Surface_OilSlick_Classic , MI_Surface_OilSlick_Beetle , MI_Surface_OilSlick_Opal

PEARL



Pearl: flat panel and shader ball

Pearlescent finish: soft white body with pastel iridescence blooming at the edges.

MaterialFX/Surface/M_Surface_Pearl Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
NacreNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
Iridescence	0.6	0 to 1	02 Pattern	Strength 0-1 of the colour shift toward grazing angles (blend between BaseColor and the iridescent...
BaseColor	(0.92, 0.9, 0.88, 1)	-	01 Color	Main surface color.
SheenGlow	0.15	0 to 50	04 Glow	Glow multiplier of the iridescent sheen (emissive = iridescence x strength x SheenGlow).

Instances: MI_Surface_Pearl_White, MI_Surface_Pearl_Black, MI_Surface_Pearl_Pink

RAINBOW FLOW



Rainbow Flow: flat panel and shader ball

Silky RGB gradient flowing across the surface, warped by soft noise.

MaterialFX/Surface/M_Surface_RainbowFlow Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
WarpNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
Bands	1	0.1 to 8	02 Pattern	Number of rainbow cycles across the surface.
Warp	0.6	0 to 3	02 Pattern	How strongly noise bends the rainbow bands.
Speed	0.12	-4 to 4	03 Animation	Animation speed.
PaletteC	(1, 1, 1)	-	01 Color	Cosine palette frequency (C): how many colour cycles appear across the flow.
PaletteD	(0, 0.33, 0.67, 1)	-	01 Color	Cosine palette phase (D): shifts which colours appear.
Glow	1.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Surface_RainbowFlow_RGB , MI_Surface_RainbowFlow_Sunset , MI_Surface_RainbowFlow_Ocean

TOON CEL



Toon Cel: on a shader ball

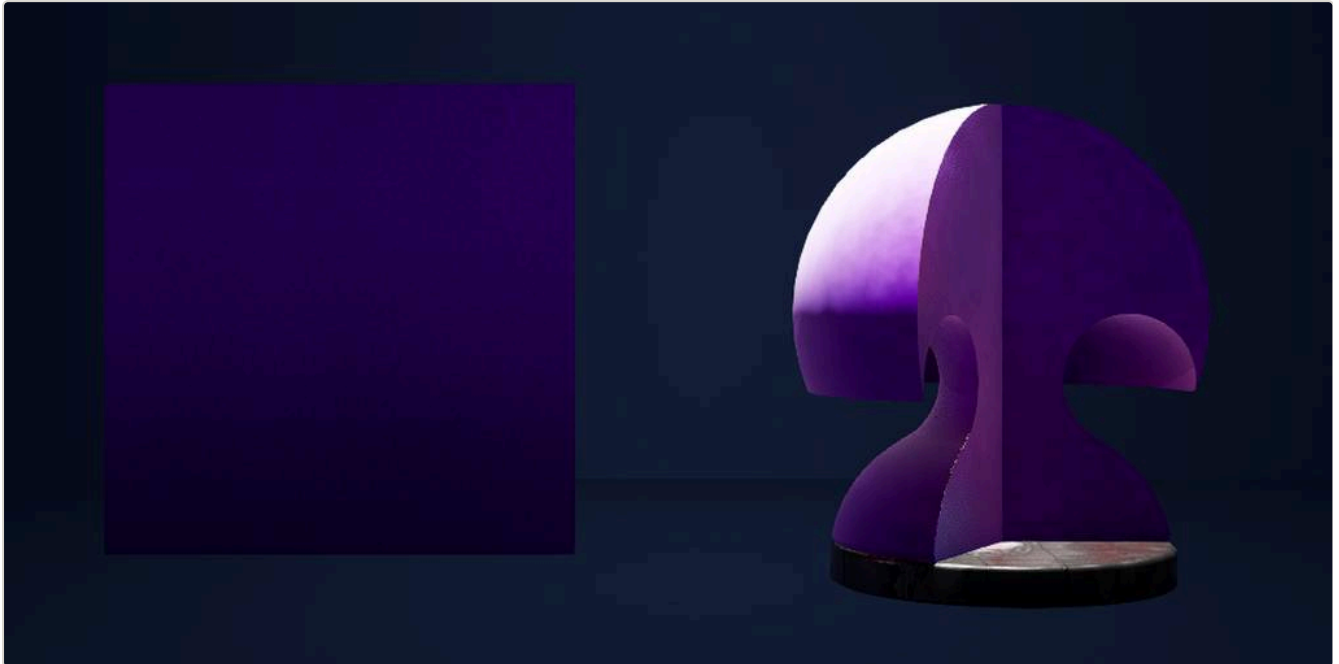
Cel-shaded toon look: stepped lighting from a configurable light direction, hard specular, rim light and ink edges.

MaterialFX/Surface/M_Surface_ToonCel Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
LightDirection	(0.4, -0.5, 0.75, 1)	-	01 Color	Fixed direction the cel light comes from (this master has no sun switch).
Steps	3	1 to 8	02 Pattern	Number of cel shading bands (light level is rounded to this many steps).
BaseColor	(1, 0.35, 0.3, 1)	-	01 Color	Main surface color.
ShadowColor	(0.35, 0.3, 0.5, 1)	-	01 Color	Color of shadowed areas.
Specular	0.8	0 to 2	02 Pattern	Strength of the hard toon highlight (a smoothstep on N.H, 0 hides it).
RimColor	(1, 1, 0.9, 1)	-	01 Color	Color of the edge/fresnel glow.
InkWidth	0.22	0 to 0.6	02 Pattern	Width of the dark silhouette ink: darkened where N.V is below it (smoothstep over a fixed 0.04).
Brightness	1	0 to 50	04 Glow	Overall brightness of the effect.

Instances: MI_Surface_ToonCel_Classic , MI_Surface_ToonCel_Anime , MI_Surface_ToonCel_Comic

VELVET



Velvet: flat panel and shader ball

Soft velvet / plush fabric: dark core with a bright fuzzy sheen at grazing angles.

MaterialFX/Surface/M_Surface_Velvet Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
SheenPower	1.8	0.5 to 6	02 Pattern	Falloff of the fuzzy edge sheen (MF_Rim power).
Tiling	4	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
FiberNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
BaseColor	(0.12, 0.03, 0.3, 1)	-	01 Color	Main surface color.
SheenColor	(0.7, 0.5, 1, 1)	-	01 Color	Colour of the fuzzy sheen at grazing angles.

Instances: MI_Surface_Velvet_Royal , MI_Surface_Velvet_Crimson , MI_Surface_Velvet_Emerald

GAMEPLAY FX

Readable, functional materials for islands: pads, zones, highlights, progress.

15 masters, 48 instances. Folder `MaterialFX/Gameplay/` (instances in `MaterialFX/Gameplay/Instances/`). Uses 7 material functions and 2 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
Surface	Additive	Unlit	two-sided	3
Surface	Masked	Lit (default lit)	two-sided	1
Surface	Opaque	Lit (default lit)	one-sided	4
Surface	Opaque	Unlit	one-sided	5
Surface	Translucent	Unlit	two-sided	2

NOTE: These are meant for islands: pads, zones, highlights.

MASTERS IN GAMEPLAY FX

Master	Looks like	Instances
<code>M_Game_BoostArrows</code>	Speed-boost strip: chevrons racing along the surface (U...	3
<code>M_Game_CaptureZone</code>	Capture point: radial progress ring in team color.	3
<code>M_Game_Cooldown</code>	Ability cooldown dial: radial wipe that refills clockwise...	3
<code>M_Game_DamageZone</code>	Damage zone floor: pulsing hex grid with warning sweeps.	3
<code>M_Game_HazardStripes</code>	Animated hazard stripes with a warning blink.	3
<code>M_Game_HitFlash</code>	Damage flash: drive Flash Amount (0-1) from gameplay.	3
<code>M_Game_InteractPulse</code>	Interactable highlight: a breathing rim glow that says "use...	3
<code>M_Game_JumpPad</code>	Jump pad: energy rings bursting outward from the center over...	3
<code>M_Game_ProgressBar</code>	World-space progress bar: segmented fill with a moving...	3
<code>M_Game_RarityGlow</code>	Loot rarity glow: set Rarity 0-5 (Common, Uncommon, Rare.	6
<code>M_Game_ShieldBubble</code>	Protective shield bubble: fresnel shell.	3
<code>M_Game_SpawnIn</code>	Spawn-in / build effect: the object materializes from the...	3
<code>M_Game_StormWall</code>	Storm wall: towering bands of churning energy with a bright...	3
<code>M_Game_Teleporter</code>	Teleporter pad: counter-rotating segmented rings.	3
<code>M_Game_WaypointBeam</code>	Waypoint / objective beam: tall glowing gradient with rising...	3



BOOST ARROWS



Boost Arrows: flat panel and shader ball

Speed-boost strip: chevrons racing along the surface (U direction) between glowing rails.

MaterialFX/Gameplay/M_Game_BoostArrows Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
ArrowCount	4	1 to 20	02 Pattern	Number of arrow chevrons along the pad.
Speed	1	-4 to 4	03 Animation	Animation speed.
ChevronSlant	0.5	-2 to 2	02 Pattern	How sharply the chevrons point (slant of each arrow arm).
ArrowWidth	0.35	0.05 to 0.9	02 Pattern	Thickness of each chevron.
ArrowColor	(1, 0.8, 0.05, 1)	-	01 Color	Colour of the boost arrows.
BaseColor	(0.02, 0.02, 0.03, 1)	-	01 Color	Main surface color.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_BoostArrows_Yellow, MI_Game_BoostArrows_Cyan, MI_Game_BoostArrows_Magenta

CAPTURE ZONE



Capture Zone: flat panel and shader ball

Capture point: radial progress ring in team color, rotating dashes and a pulsing inner field.

MaterialFX/Gameplay/M_Game_CaptureZone Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
AutoFillSpeed	0.15	0 to 2	03 Animation	Automatic fill speed in cycles per second.
Progress	0.65	0 to 1	02 Pattern	Capture progress 0-1 (fraction of the ring that is filled).
TeamColor	(0.1, 0.55, 1, 1)	-	01 Color	Colour of the zone: ring, fill and glow.
RingRadius	0.86	0.2 to 0.95	02 Pattern	Radius of the progress ring (0-1 of the tile).
RingWidth	0.07	0.01 to 0.3	02 Pattern	Thickness of the progress ring.
FieldPulseSpeed	0.5	0 to 3	03 Animation	Speed of the pulsing rings inside the zone, in cycles per second.
FieldStrength	1	0 to 5	04 Glow	Brightness multiplier of the zone floor glow and pulse rings inside the ring.
Glow	2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_CaptureZone_Blue , MI_Game_CaptureZone_Red , MI_Game_CaptureZone_Contested

COOLDOWN



Cooldown: flat panel and shader ball

Ability cooldown dial: radial wipe that refills clockwise with a bright leading edge and a ready flash.

MaterialFX/Gameplay/M_Game_Cooldown Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
AutoSpeed	0.25	0 to 2	03 Animation	Automatic charge speed in cycles per second.
Charge	0.6	0 to 1	02 Pattern	Charge amount 0-1 (fraction of the dial that is filled; a flash plays at 1).
HoleSize	0	0 to 0.85	02 Pattern	Radius of the empty centre hole (0 = full disc).
DialColor	(0.1, 0.6, 1, 1)	-	01 Color	Colour of the cooldown dial.
RimWidth	0.03	0 to 0.1	02 Pattern	Thickness of the outer rim line.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_Cooldown_Blue , MI_Game_Cooldown_Orange , MI_Game_Cooldown_Green

DAMAGE ZONE



Damage Zone: flat panel and shader ball

Damage zone floor: pulsing hex grid with warning sweeps.

MaterialFX/Gameplay/M_Game_DamageZone Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
HexScale	8	1 to 40	02 Pattern	Number of hexagon cells per tile.
PulseRate	1.2	0 to 5	03 Animation	How fast the pulse repeats.
ZoneColor	(1, 0.08, 0.03, 1)	-	01 Color	Colour of the danger zone: fill, edge and glow.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_DamageZone_Red , MI_Game_DamageZone_Poison , MI_Game_DamageZone_Electric

HAZARD STRIPES



Hazard Stripes: flat panel and shader ball

Animated hazard stripes with a warning blink.

MaterialFX/Gameplay/M_Game_HazardStripes Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Stripes	6	1 to 40	02 Pattern	Number of diagonal hazard stripes across the tile.
Speed	0.3	-4 to 4	03 Animation	Animation speed.
ColorA	(1, 0.75, 0, 1)	-	01 Color	Colour of the first stripe (warning yellow by default).
ColorB	(0.02, 0.02, 0.02, 1)	-	01 Color	Colour of the second stripe (near black by default).
BlinkRate	1	0 to 5	03 Animation	Warning blink frequency in cycles per second.
BlinkGlow	1.2	0 to 50	04 Glow	Glow multiplier of the yellow stripes during the blink-on phase.

Instances: MI_Game_HazardStripes_Caution, MI_Game_HazardStripes_Danger, MI_Game_HazardStripes_Static

HIT FLASH



Hit Flash: flat panel and shader ball

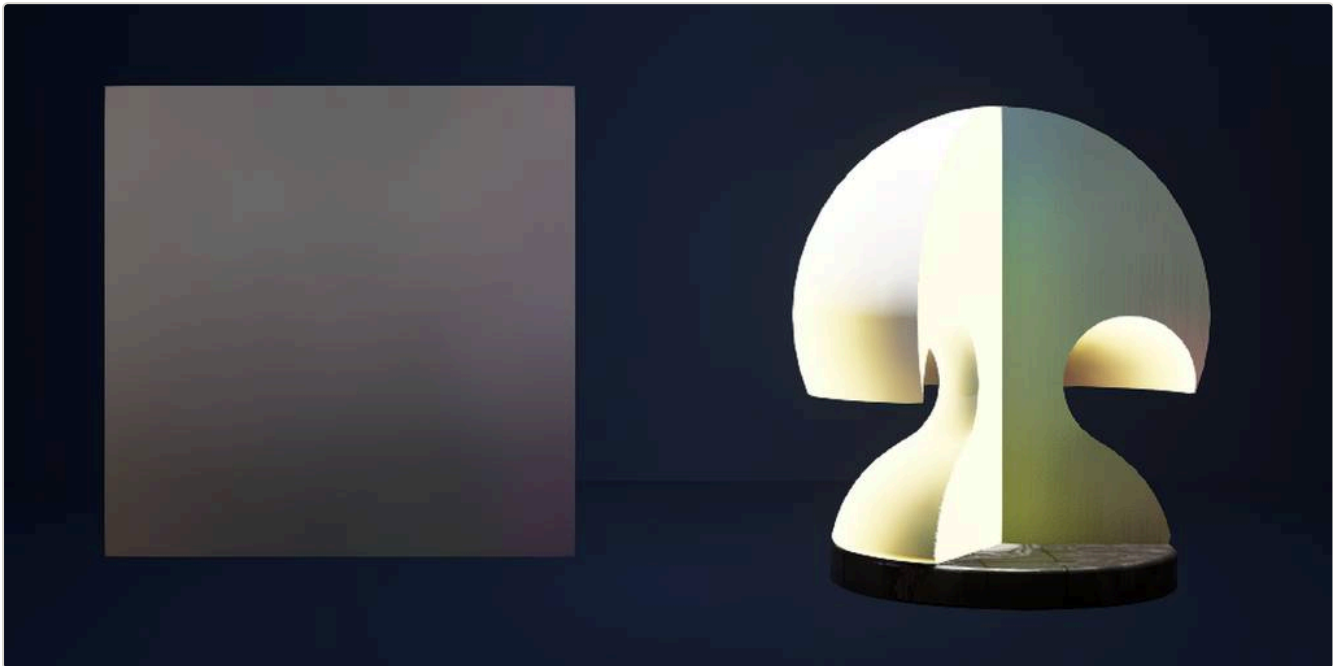
Damage flash: drive Flash Amount (0-1) from gameplay, or set Auto Rate to preview a hit-and-fade loop.

MaterialFX/Gameplay/MI_Game_HitFlash Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
AutoRate	1	0 to 5	03 Animation	Automatic flash rate in flashes per second (decaying white flash).
FlashAmount	0	0 to 1	02 Pattern	Manual flash amount 0-1 (drive this from Verse for a hit flash).
FlashColor	(1, 1, 1, 1)	-	01 Color	Colour of the flash when the mesh is hit.
BaseColor	(0.4, 0.4, 0.42, 1)	-	01 Color	Main surface color.
Glow	4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_HitFlash_White, MI_Game_HitFlash_Red, MI_Game_HitFlash_Heal

INTERACT PULSE



Interact Pulse: flat panel and shader ball

Interactive highlight: a breathing rim glow that says "use me".

MaterialFX/Gameplay/M_Game_InteractPulse Surface / Opaque / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
RimPower	2	0.5 to 8	04 Glow	How tight the edge glow is (higher = thinner rim).
PulseRate	1	0 to 5	03 Animation	How fast the pulse repeats.
BaseColor	(0.45, 0.45, 0.47, 1)	-	01 Color	Main surface color.
HighlightColor	(1, 0.75, 0.15, 1)	-	01 Color	Colour of the pulsing edge glow that marks the object as interactive.
Glow	3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_InteractPulse_Gold , MI_Game_InteractPulse_Cyan , MI_Game_InteractPulse_Green

JUMP PAD



Jump Pad: flat panel and shader ball

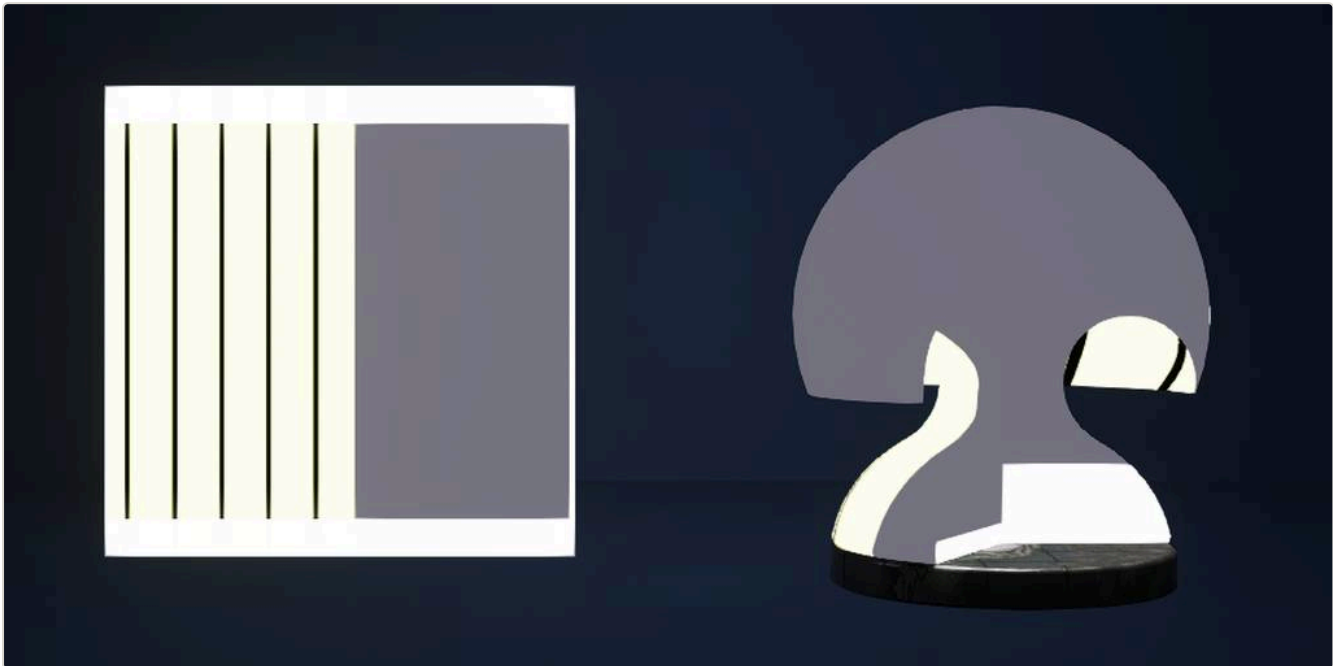
Jump pad: energy rings bursting outward from the center over a glowing core.

MaterialFX/Gameplay/M_Game_JumpPad Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
RingCount	4	1 to 12	02 Pattern	Number of expanding rings on the pad.
Speed	0.8	-4 to 4	03 Animation	Animation speed.
PadColor	(0.3, 1, 0.2, 1)	-	01 Color	Colour of the pad glow and chevrons.
BaseColor	(0.03, 0.03, 0.04, 1)	-	01 Color	Main surface color.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_JumpPad_Green , MI_Game_JumpPad_Blue , MI_Game_JumpPad_Hot

PROGRESS BAR



Progress Bar: flat panel and shader ball

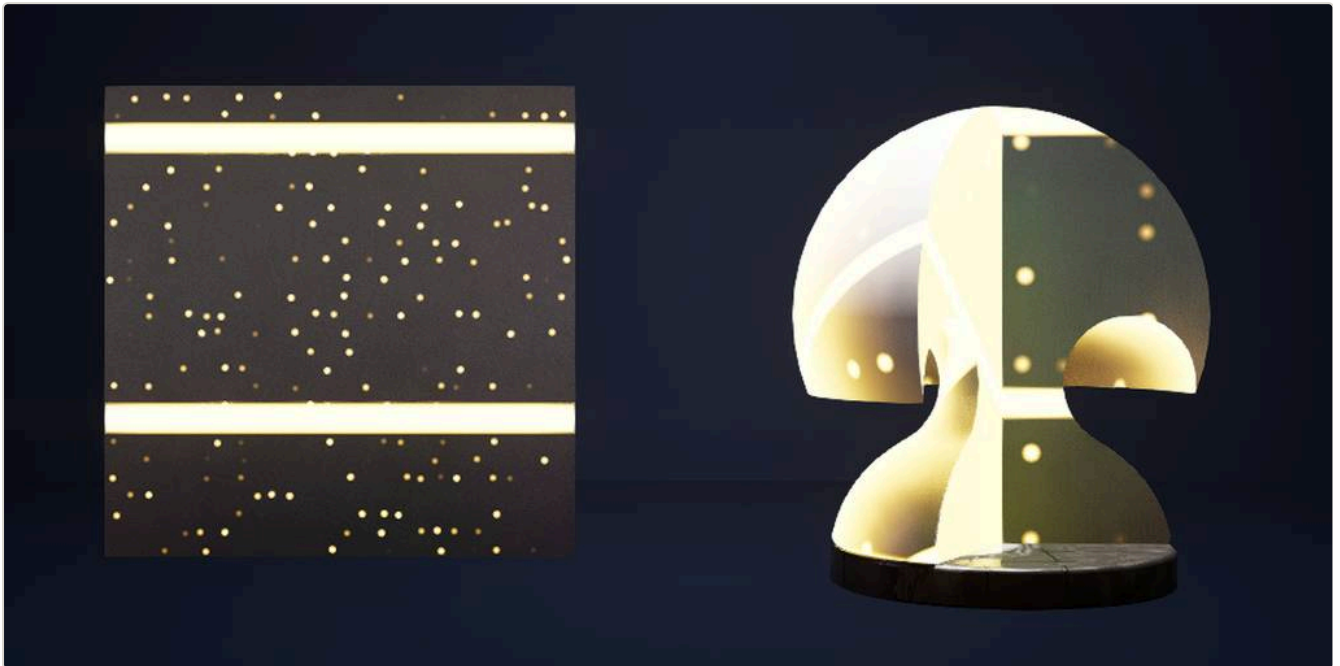
World-space progress bar: segmented fill with a moving shimmer and start-to-end color gradient.

MaterialFX/Gameplay/M_Game_ProgressBar Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
AutoFillSpeed	0.1	0 to 2	03 Animation	Automatic fill speed in cycles per second.
Fill	0.7	0 to 1	02 Pattern	How full the bar is, 0-1 (the start colour fades to the end colour as it fills).
Segments	10	1 to 50	02 Pattern	Number of repeated slices/segments.
StartColor	(1, 0.15, 0.1, 1)	-	01 Color	Colour of the bar when it is empty; blends toward EndColor as it fills.
EndColor	(0.2, 1, 0.3, 1)	-	01 Color	Colour of the bar when it is full.
EmptyColor	(0.04, 0.04, 0.05, 1)	-	01 Color	Colour of the unfilled part of the bar.
Glow	1.3	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_ProgressBar_Health , MI_Game_ProgressBar_Shield , MI_Game_ProgressBar_XP

RARITY GLOW



Rarity Glow: flat panel and shader ball

Loot rarity glow: set Rarity 0-5 (Common, Uncommon, Rare, Epic, Legendary, Mythic).

MaterialFX/Gameplay/M_Game_RarityGlow Surface / Opaque / Lit (default lit) Instances 6

Field	Default	Range	Group	What it does
Rarity	4	0 to 5	02 Pattern	Rarity tier 0-5 that picks the glow colour: 0 grey, 1 green, 2 blue, 3 purple, 4 orange, 5 gold.
RimPower	2.5	0.5 to 8	04 Glow	How tight the edge glow is (higher = thinner rim).
SweepSize	250	20 to 3000	02 Pattern	World distance (UE units) over which the shine sweep travels (tier 3 and above).
SweepSpeed	0.35	-4 to 4	03 Animation	Speed of the shine sweep in cycles per second.
SparkleDensity	26	4 to 100	02 Pattern	Density of the sparkle points (tier 4 and above).
BaseColor	(0.35, 0.35, 0.37, 1)	-	01 Color	Main surface color.
Metallic	0.6	0 to 1	02 Pattern	Metallic look amount.
Roughness	0.35	0 to 1	02 Pattern	Surface roughness (0 = mirror).

1 more parameter in the instance's Details panel. **Instances:** MI_Game_RarityGlow_Common , MI_Game_RarityGlow_Uncommon , MI_Game_RarityGlow_Rare , MI_Game_RarityGlow_Epic and 2 more

SHIELD BUBBLE



Shield Bubble: flat panel and shader ball

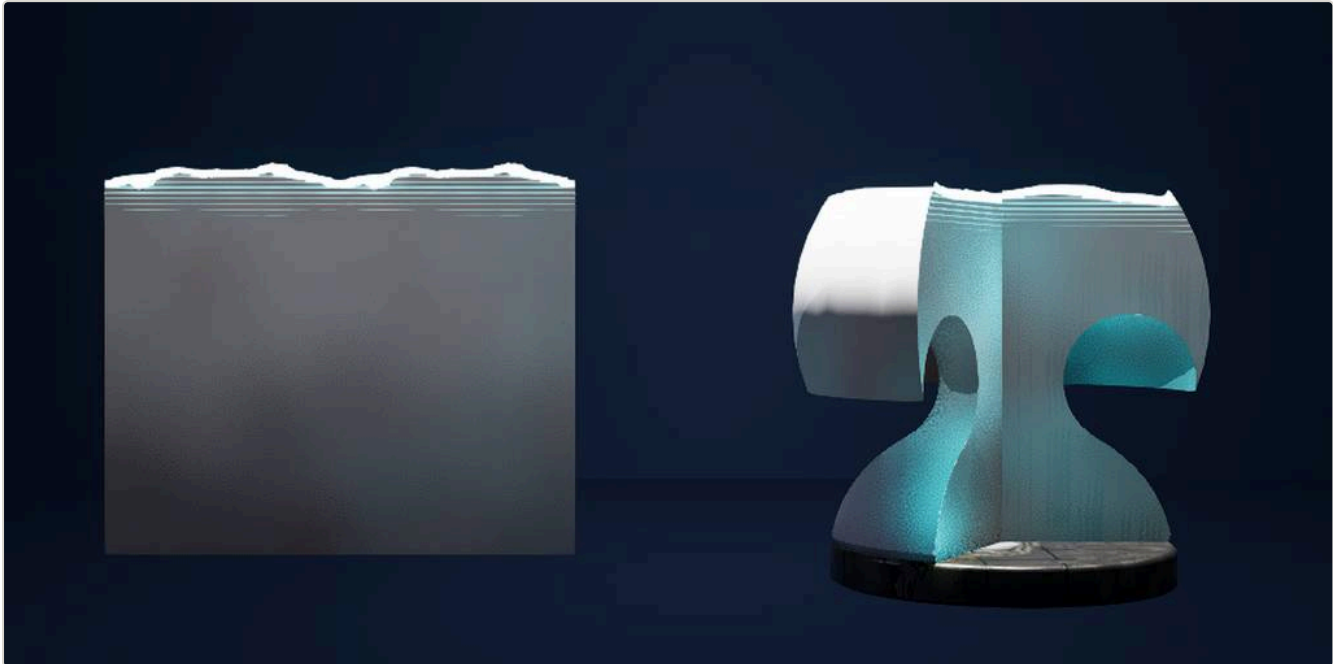
Protective shield bubble: fresnel shell, rolling hex shimmer and repeating hit ripples.

MaterialFX/Gameplay/M_Game_ShieldBubble Surface / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
RimPower	2.5	0.5 to 8	04 Glow	How tight the edge glow is (higher = thinner rim).
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
HexScale	12	2 to 60	02 Pattern	Number of hexagon cells per tile.
Speed	0.5	-4 to 4	03 Animation	Animation speed.
ShieldColor	(0.2, 0.6, 1, 1)	-	01 Color	Colour of the shield bubble: rim, hex pattern and hit ripples.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_ShieldBubble_Blue , MI_Game_ShieldBubble_Gold , MI_Game_ShieldBubble_Purple

SPAWN IN



Spawn In: flat panel and shader ball

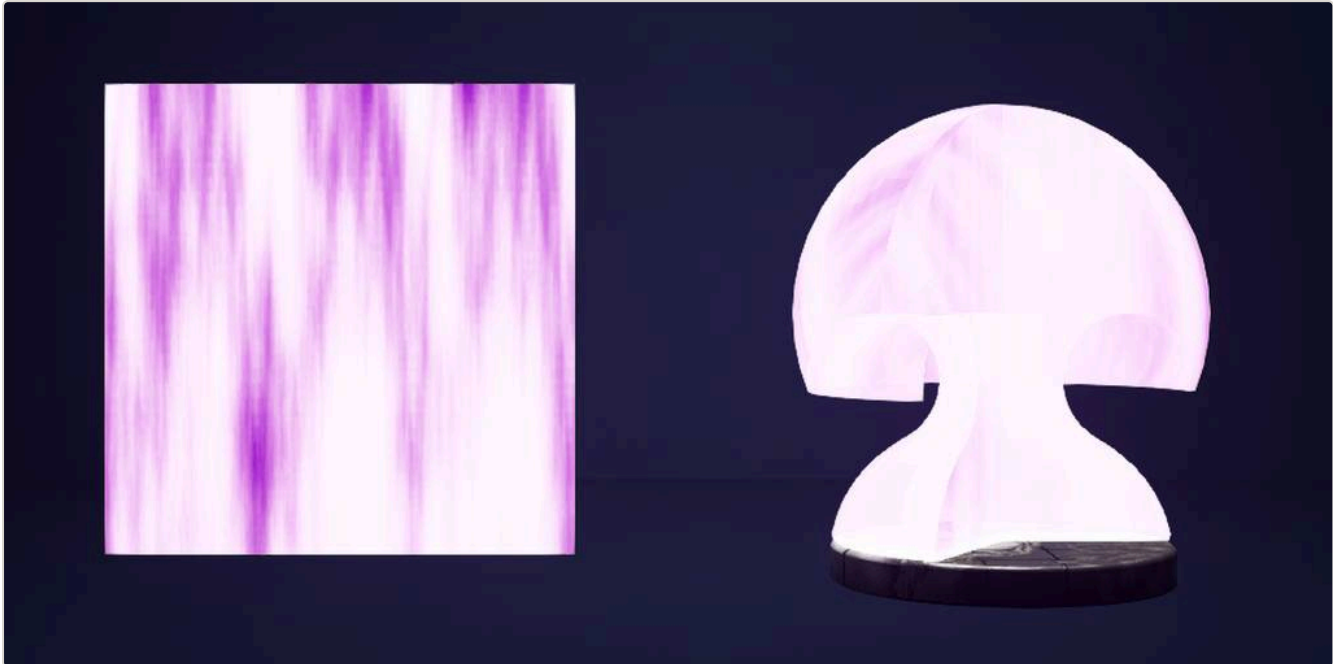
Spawn-in / build effect: the object materializes from the bottom up behind a glowing scan edge.

MaterialFX/Gameplay/M_Game_SpawnIn Surface / Masked / Lit (default lit) Instances 3

Field	Default	Range	Group	What it does
ObjectHeight	200	10 to 2000	02 Pattern	Height (UE units) of the object over which the build-in front travels from bottom to top.
EdgeNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
AutoSpeed	0.25	0 to 2	03 Animation	Automatic build-in speed in cycles per second.
BuildAmount	0.6	0 to 1	02 Pattern	How far up the object the spawn-in has progressed, 0-1 (0 = invisible, 1 = fully built).
EdgeNoiseAmount	0.08	0 to 0.5	02 Pattern	How much noise roughens the height of the build-in front.
BaseColor	(0.5, 0.5, 0.52, 1)	-	01 Color	Main surface color.
EdgeColor	(0.1, 0.8, 1, 1)	-	01 Color	Colour of the glowing edge and grid where the object appears.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_SpawnIn_Cyan , MI_Game_SpawnIn_Gold , MI_Game_SpawnIn_Red

STORM WALL



Storm Wall: flat panel and shader ball

Storm wall: towering bands of churning energy with a bright ground line.

MaterialFX/Gameplay/M_Game_StormWall Surface / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.06	-4 to 4	03 Animation	Animation speed.
StormNoise	T_MFX_Noise_Packed_B	-	05 Textures	Texture slot: swap in your own texture.
StreakNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
StormDark	(0.15, 0, 0.35, 1)	-	01 Color	Colour of the dark, quiet parts of the storm wall.
StormBright	(0.75, 0.3, 1, 1)	-	01 Color	Colour of the bright, energetic parts of the storm wall.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).
Opacity	0.55	0 to 1	02 Pattern	Base opacity of the storm wall (it is modulated by the storm noise and brightened near geometry).

Instances: MI_Game_StormWall_Classic , MI_Game_StormWall_Inferno , MI_Game_StormWall_Toxic

TELEPORTER



Teleporter: flat panel and shader ball

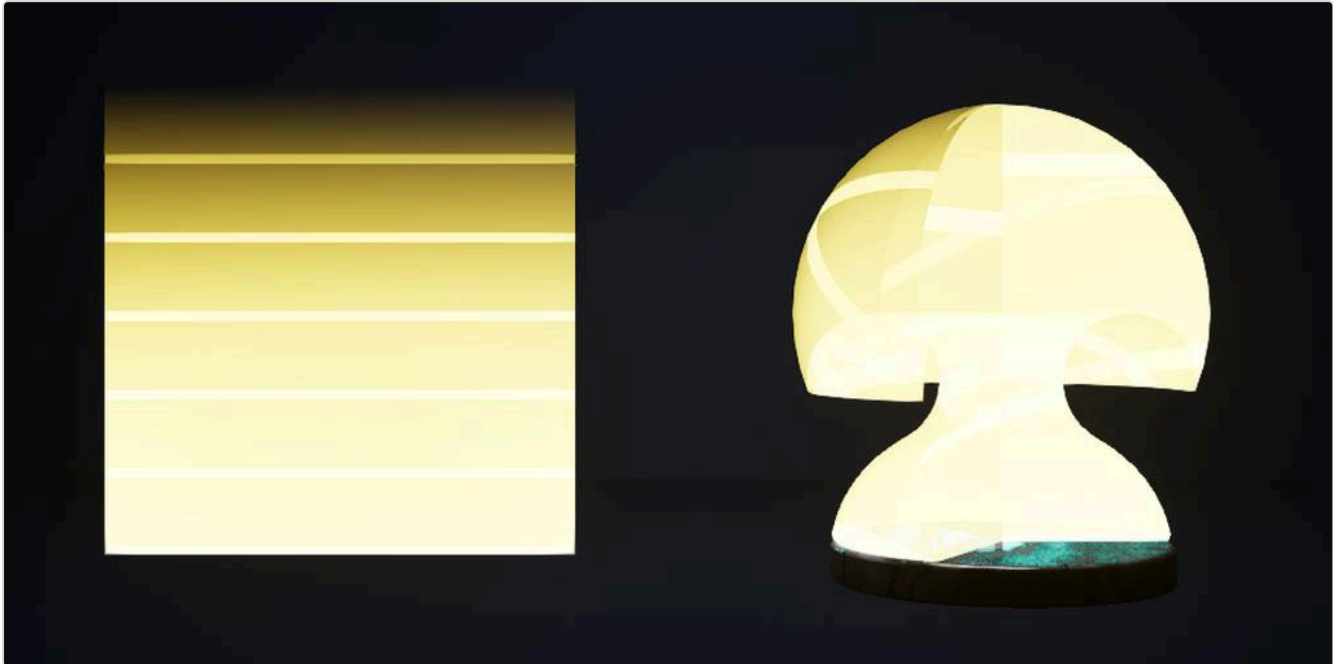
Teleporter pad: counter-rotating segmented rings, a swirling core and a rising pulse.

MaterialFX/Gameplay/M_Game_Teleporter Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.15	-4 to 4	03 Animation	Animation speed.
CoreNoise	T_MFX_Noise_Packed_A	-	05 Textures	Texture slot: swap in your own texture.
RingColor	(0.1, 0.85, 1, 1)	-	01 Color	Colour of the outer rings of the teleporter.
CoreColor	(0.7, 1, 1, 1)	-	01 Color	Colour of the bright core in the middle.
BaseColor	(0.02, 0.025, 0.03, 1)	-	01 Color	Main surface color.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_Teleporter_Cyan , MI_Game_Teleporter_Purple , MI_Game_Teleporter_Orange

WAYPOINT BEAM



Waypoint Beam: flat panel and shader ball

Waypoint / objective beam: tall glowing gradient with rising rings.

MaterialFX/Gameplay/M_Game_WaypointBeam Surface / Additive / Unlit Instances 3

Field	Default	Range	Group	What it does
HeightFalloff	1.5	0.2 to 6	02 Pattern	Exponent of the fade toward the top of the beam.
RingCount	6	1 to 30	02 Pattern	Number of rings travelling up the beam.
Speed	0.5	-4 to 4	03 Animation	Animation speed.
EdgeSoftness	1.5	0.3 to 6	02 Pattern	Falloff of the beam edge (MF_Rim power); the core is the inverse of the rim.
BeamColor	(1, 0.75, 0.15, 1)	-	01 Color	Colour of the beam, its core and the rings travelling up it.
CoreStrength	0.5	0 to 3	04 Glow	Brightness multiplier of the beam core.
RingStrength	1.2	0 to 5	04 Glow	Brightness multiplier of the travelling rings.
Glow	2.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Game_WaypointBeam_Gold , MI_Game_WaypointBeam_Blue , MI_Game_WaypointBeam_Green

SCREENS & RETRO

CRT, VHS, LED, synthwave, plasma and 8-bit looks.

12 masters, 36 instances. Folder `MaterialFX/Retro/` (instances in `MaterialFX/Retro/Instances/`). Uses 6 material functions and 5 textures from `MaterialFX/Functions` and `MaterialFX/Textures` .

Domain	Blend	Shading	Sides	Masters
Surface	Opaque	Unlit	one-sided	12

NOTE: Screen looks (CRT, VHS, LED) work best on flat planes; mesh UVs set the scanline layout.

Note: AI disclosure: Muse (AI) textures used by this bundle (3 of its 5 textures): Galaxy, Nebula, StainedGlass.

MASTERS IN SCREENS & RETRO

Master	Looks like	Instances
<code>M_Retro_CRT</code>	CRT monitor: curved glass, RGB phosphor triads, scanlines.	3
<code>M_Retro_Equalizer</code>	Audio equalizer bars bouncing to an invisible beat.	3
<code>M_Retro_GameBoy</code>	Handheld LCD look: any texture pixelated and crushed to four...	3
<code>M_Retro_Halftone</code>	Comic halftone: any texture rendered as rotated ink dots that...	3
<code>M_Retro_LEDMatrix</code>	LED billboard: any texture rendered as round LEDs.	3
<code>M_Retro_MarqueeLights</code>	Marquee bulb wall: warm bulbs chasing in diagonal waves.	3
<code>M_Retro_PixelFire</code>	8-bit pixel fire: chunky quantized flames with a stepped...	3
<code>M_Retro_PixelStars</code>	8-bit starfield: blocky stars scrolling in three parallax...	3
<code>M_Retro_Plasma</code>	Classic demoscene plasma: overlapping sine fields with a...	3
<code>M_Retro_SynthwaveSun</code>	Synthwave poster in one material.	3
<code>M_Retro_TVStatic</code>	Analog TV static: per-frame noise snow.	3
<code>M_Retro_VHS</code>	VHS tape playback: tracking bars, chroma bleed.	3

// 08 - RETRO12 MATERIALS

SCREENS & RETRO

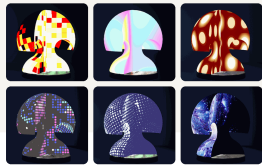
CRT, VHS, LED, synthwave, plasma and 8-bit looks.

HOW TO PLACE AND TWEAK

- 1 Drag an `ML_` instance from `MaterialFX/Retro/Instances` onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change `Slow`, `Speed`, `Tiling` and `Tint`.
- 3 Make your own variant: right-click a master and choose `Create Material Instance`.

WHAT TO COPY

`MaterialFX/Retro` (12 masters, 36 instances)
`MaterialFX/Functions` and `MaterialFX/Textures` (shared; see guide)
Right-click the folders and use `Migrate` so references follow.



GSS MATERIALFX

GRAPHIC SURFER STUDIO

CRT



CRT: flat panel and shader ball

CRT monitor: curved glass, RGB phosphor triads, scanlines, rolling bar and flicker over any texture.

MaterialFX/Retro/M_Retro_CRT Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Curvature	0.12	0 to 0.5	02 Pattern	Barrel distortion of the screen edges (how much the picture bulges like a curved CRT tube).
ScreenTexture	T_MFX_Galaxy	-	05 Textures	Texture slot: swap in your own texture.
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
ScreenLines	240	40 to 1000	02 Pattern	Number of scanlines down the screen; it also sets the density of the RGB phosphor mask.
Glow	1.4	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_CRT_Galaxy , MI_Retro_CRT_StainedGlass , MI_Retro_CRT_Amber

EQUALIZER



Equalizer: flat panel and shader ball

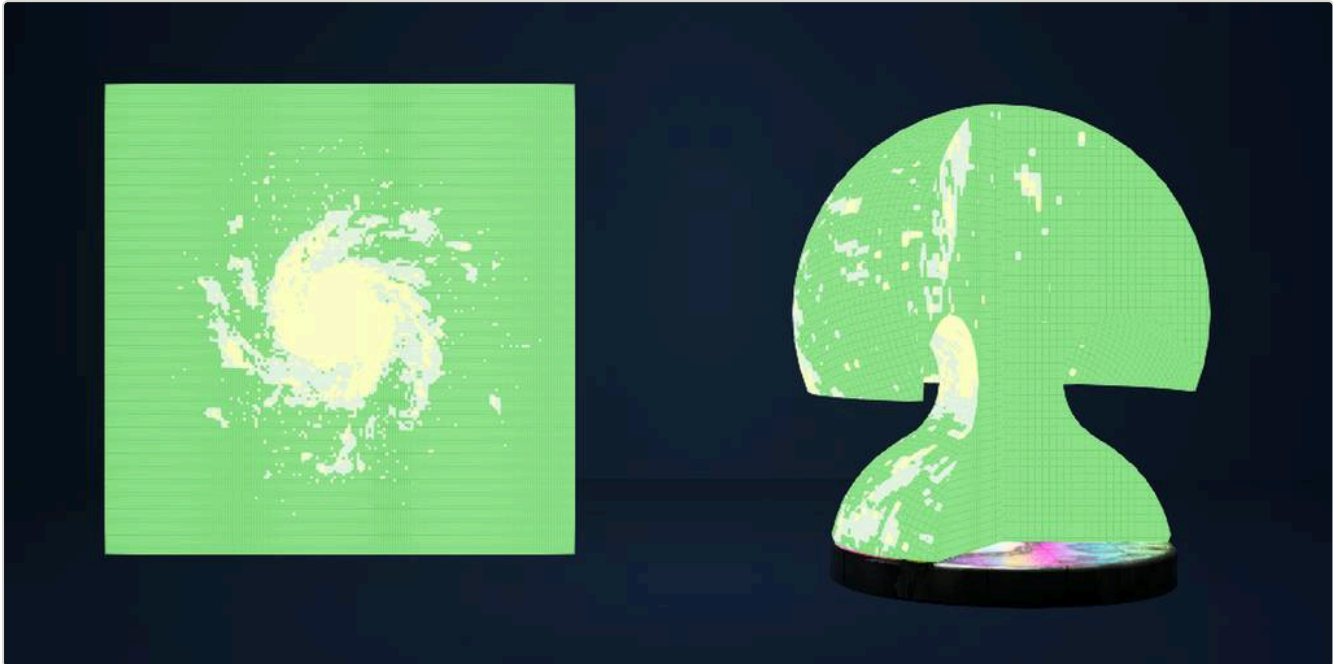
Audio equalizer bars bouncing to an invisible beat, segmented LEDs with peak caps.

MaterialFX/Retro/M_Retro_Equalizer Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Bars	16	4 to 64	02 Pattern	Number of equalizer bars across the surface.
BeatRate	4	0.5 to 20	03 Animation	How many times per second the bar heights jump to new random targets (blended smoothly between).
Segments	20	4 to 60	02 Pattern	Number of repeated slices/segments.
LowColor	(0.1, 1, 0.2, 1)	-	01 Color	Colour of the bottom of the bars (blends through MidColor to HighColor toward the top).
MidColor	(1, 0.9, 0.1, 1)	-	01 Color	Colour of the middle of each bar; sits between LowColor and HighColor.
HighColor	(1, 0.1, 0.05, 1)	-	01 Color	Colour of the top of the bars.
Glow	1.6	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_Equalizer_Classic , MI_Retro_Equalizer_Neon , MI_Retro_Equalizer_Mono

GAME BOY



Game Boy: flat panel and shader ball

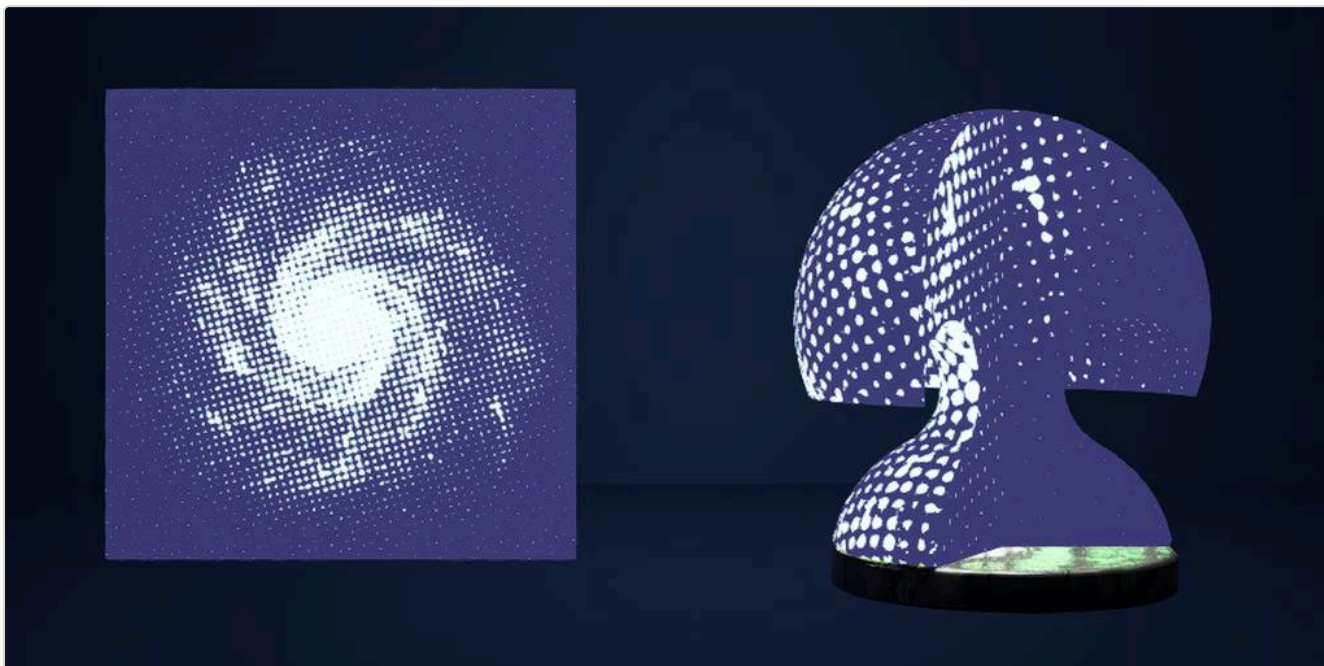
Handheld LCD look: any texture pixelated and crushed to four shades of green with a pixel grid.

MaterialFX/Retro/M_Retro_GameBoy Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
PixelsX	160	16 to 512	02 Pattern	Horizontal resolution of the pixel grid (160 matches the original handheld).
PixelsY	144	16 to 512	02 Pattern	Vertical resolution of the pixel grid (144 matches the original handheld).
ScreenTexture	T_MFX_Galaxy	-	05 Textures	Texture slot: swap in your own texture.
Contrast	1.6	0.2 to 4	02 Pattern	Multiplier on the image brightness before it is quantized into the four green shades.
Shade0	(0.06, 0.22, 0.06, 1)	-	01 Color	Darkest of the four screen shades.
Shade1	(0.19, 0.38, 0.19, 1)	-	01 Color	Second darkest screen shade.
Shade2	(0.55, 0.67, 0.06, 1)	-	01 Color	Second lightest screen shade.
Shade3	(0.61, 0.74, 0.06, 1)	-	01 Color	Lightest screen shade.

1 more parameter in the instance's Details panel. **Instances:** MI_Retro_GameBoy_Classic , MI_Retro_GameBoy_Pocket , MI_Retro_GameBoy_Nebula

HALFTONE



Halftone: flat panel and shader ball

Comic halftone: any texture rendered as rotated ink dots that scale with brightness.

MaterialFX/Retro/M_Retro_Halftone Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
ScreenTexture	T_MFX_Galaxy	-	05 Textures	Texture slot: swap in your own texture.
ScreenAngle	0.04	0 to 0.25	02 Pattern	Rotation of the dot grid, in turns (0.04 is about 14 degrees; 0.125 is 45 degrees).
DotFrequency	60	10 to 300	02 Pattern	Number of dots per tile across the image.
Contrast	1.5	0.2 to 4	02 Pattern	Multiplier on the image brightness before it sets the dot size.
PaperColor	(0.02, 0.02, 0.05, 1)	-	01 Color	Colour behind the dots.
InkColor	(0.3, 0.8, 1, 1)	-	01 Color	Colour of the halftone dots.
Glow	1.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_Halftone_Galaxy , MI_Retro_Halftone_PopArt , MI_Retro_Halftone_Newsprint

LED MATRIX



LED Matrix: flat panel and shader ball

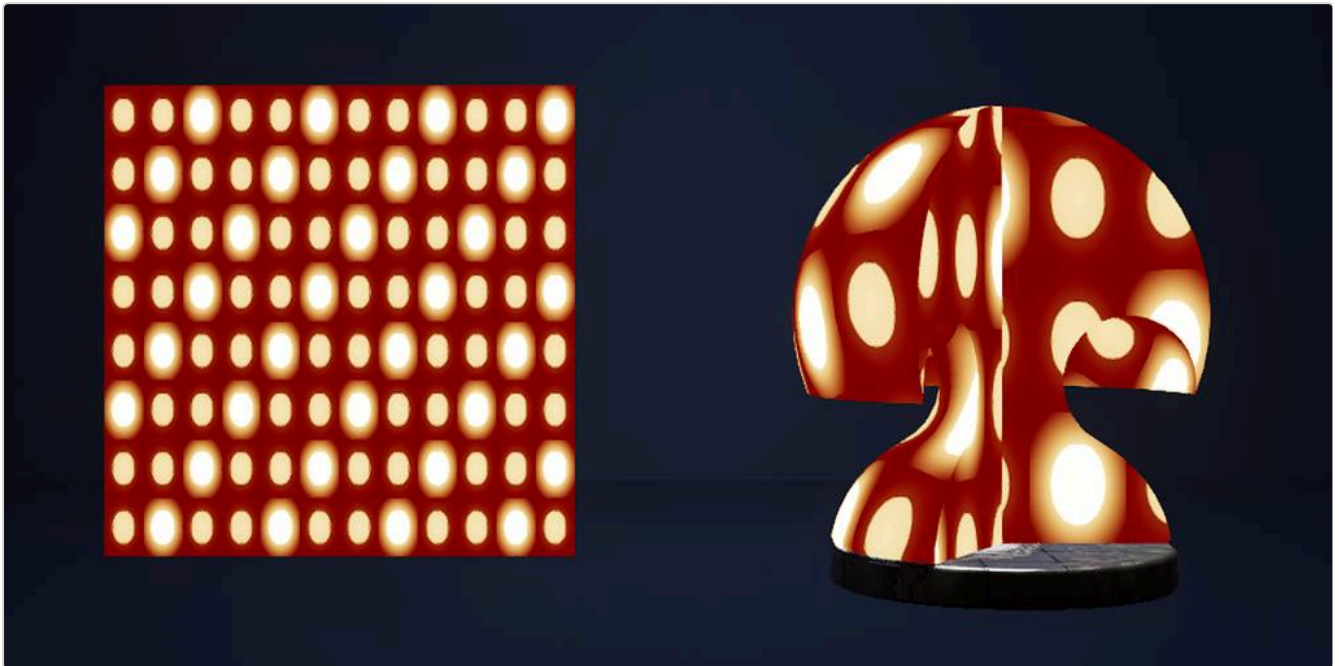
LED billboard: any texture rendered as round LEDs, scrolling sideways with stepped brightness.

MaterialFX/Retro/M_Retro_LEDMatrix Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
LEDColumns	64	8 to 256	02 Pattern	Number of LED dots across the panel.
LEDRows	64	8 to 256	02 Pattern	Number of LED dots down the panel.
Speed	0.05	-4 to 4	03 Animation	Animation speed.
ScreenTexture	T_MFX_Nebula	-	05 Textures	Texture slot: swap in your own texture.
Monochrome	0	0 to 1	01 Color	Colour drain 0-1 (0 = full colour, 1 = grey picture before the Tint).
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
LEDSize	0.38	0.1 to 0.5	02 Pattern	Radius of each round LED within its cell (larger = less gap between LEDs).

1 more parameter in the instance's Details panel. **Instances:** MI_Retro_LEDMatrix_Nebula , MI_Retro_LEDMatrix_Galaxy , MI_Retro_LEDMatrix_Mono

MARQUEE LIGHTS



Marquee Lights: flat panel and shader ball

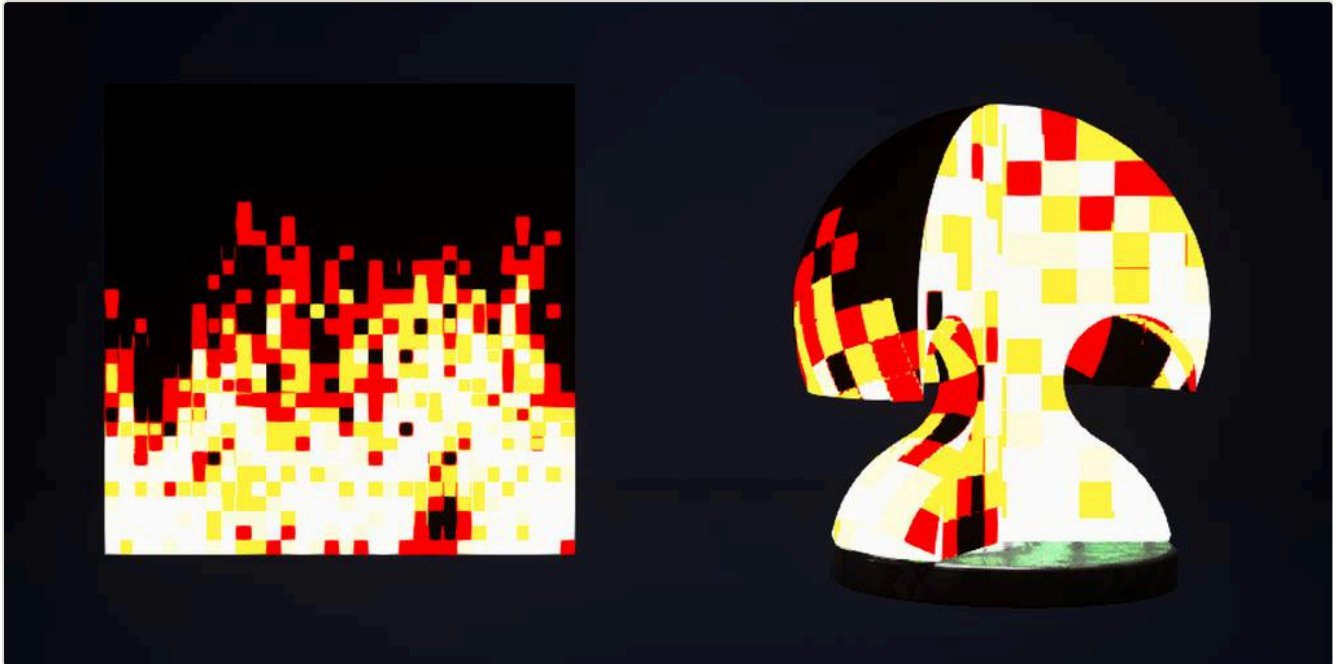
Marquee bulb wall: warm bulbs chasing in diagonal waves, with glow halos.

MaterialFX/Retro/M_Retro_MarqueeLights Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
BulbsX	12	2 to 64	02 Pattern	Number of bulbs across.
BulbsY	8	2 to 64	02 Pattern	Number of bulbs up.
Speed	0.8	-4 to 4	03 Animation	Animation speed.
BulbColor	(1, 0.75, 0.3, 1)	-	01 Color	Colour of the lit marquee bulbs and their halo.
Rainbow	False	-	Switches	Static switch.
OffBrightness	0.08	0 to 1	04 Glow	Brightness 0-1 of bulbs in the off phase of the chase animation.
PanelColor	(0.05, 0, 0, 1)	-	01 Color	Colour of the panel behind the bulbs.

1 more parameter in the instance's Details panel. **Instances:** MI_Retro_MarqueeLights_Warm , MI_Retro_MarqueeLights_Rainbow , MI_Retro_MarqueeLights_Ice

PIXEL FIRE



Pixel Fire: flat panel and shader ball

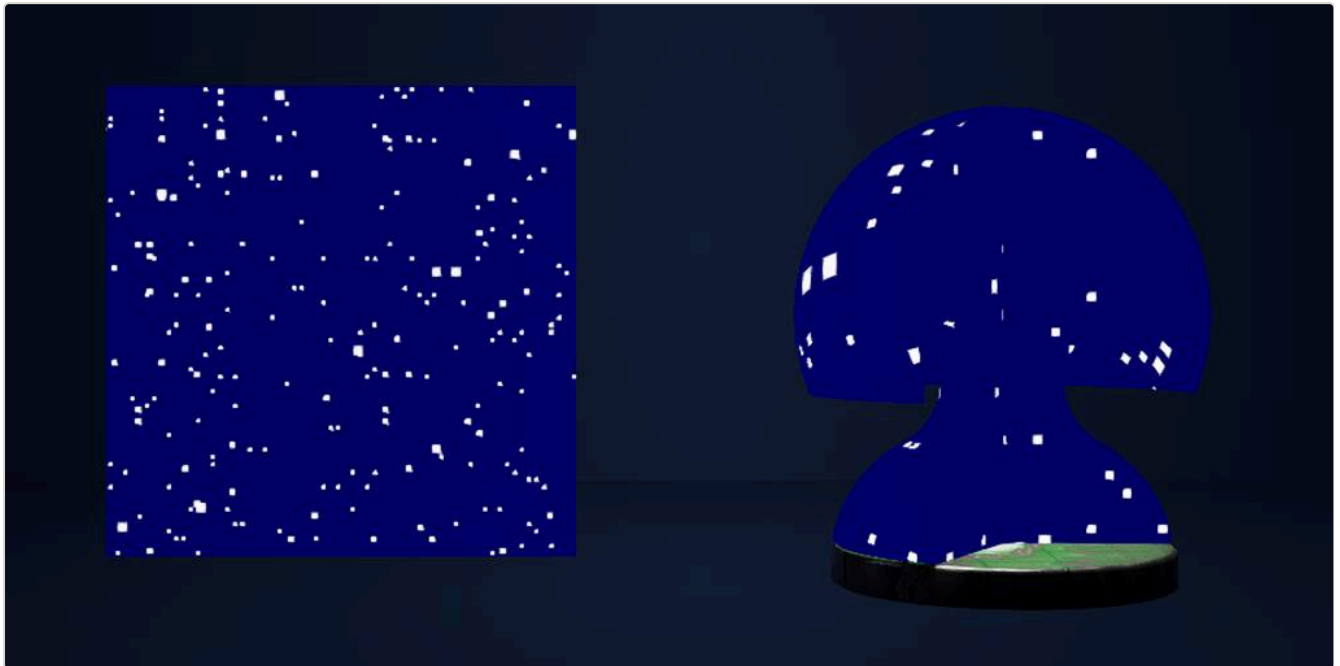
8-bit pixel fire: chunky quantized flames with a stepped retro palette.

MaterialFX/Retro/M_Retro_PixelFire Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Pixels	32	8 to 128	02 Pattern	Resolution of the pixel grid (blocks across and up).
Speed	0.6	-4 to 4	03 Animation	Animation speed.
FireNoise	T_MFX_Noise_Pack_d_A	-	05 Textures	Texture slot: swap in your own texture.
FireNoise2	T_MFX_Noise_Pack_d_B	-	05 Textures	Texture slot: swap in your own texture.
Color1	(0.4, 0, 0, 1)	-	01 Color	Colour of the coolest, darkest fire pixels.
Color2	(1, 0.3, 0, 1)	-	01 Color	Colour of the middle fire pixels.
Color3	(1, 0.85, 0.2, 1)	-	01 Color	Colour of the hottest, brightest fire pixels.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_PixelFire_Classic , MI_Retro_PixelFire_Blue , MI_Retro_PixelFire_Ghost

PIXEL STARS



Pixel Stars: flat panel and shader ball

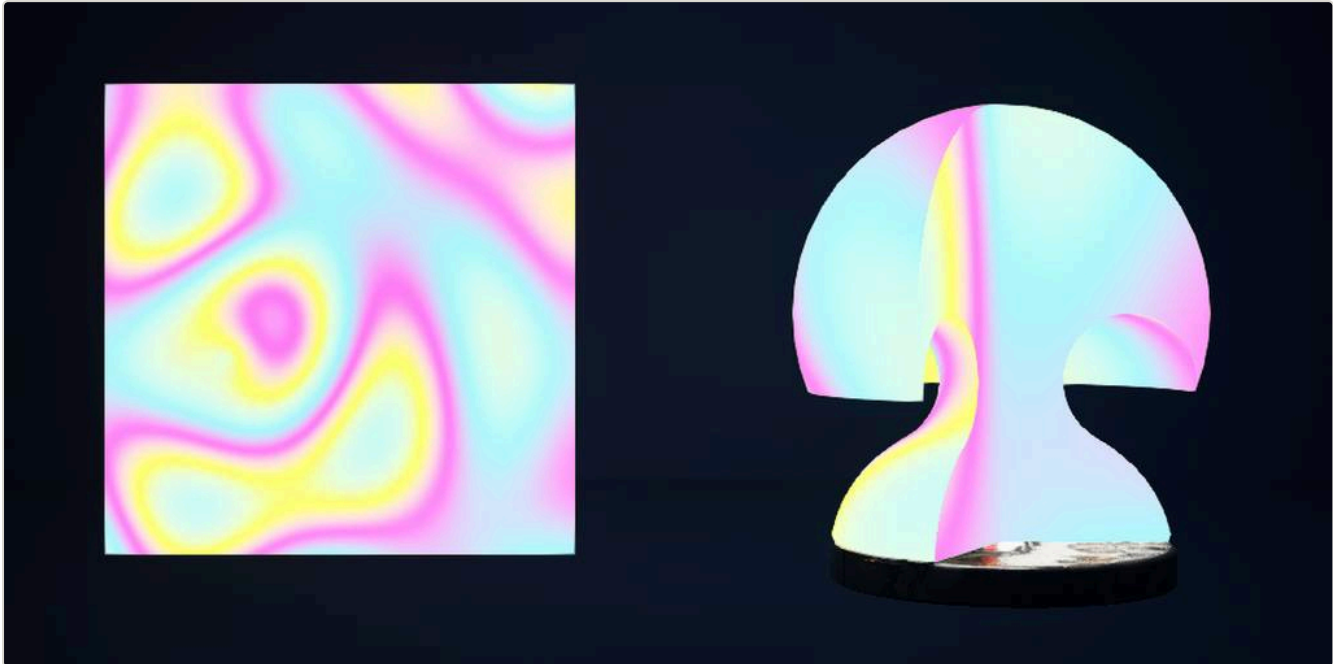
8-bit starfield: blocky stars scrolling in three parallax speeds, with twinkle.

MaterialFX/Retro/M_Retro_PixelStars Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.1	-4 to 4	03 Animation	Animation speed.
Background	(0, 0, 0.03, 1)	-	01 Color	Colour of the pixel sky behind the stars.
StarColor	(1, 1, 1, 1)	-	01 Color	Colour of the pixel stars.
StarDensity	1	0.25 to 4	02 Pattern	Scales the grid density of all three star layers.
StarAmount	0.03	0 to 0.3	02 Pattern	Fraction of grid cells that hold a star (0-0.3).
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_PixelStars_Classic , MI_Retro_PixelStars_Warp , MI_Retro_PixelStars_Purple

PLASMA



Plasma: flat panel and shader ball

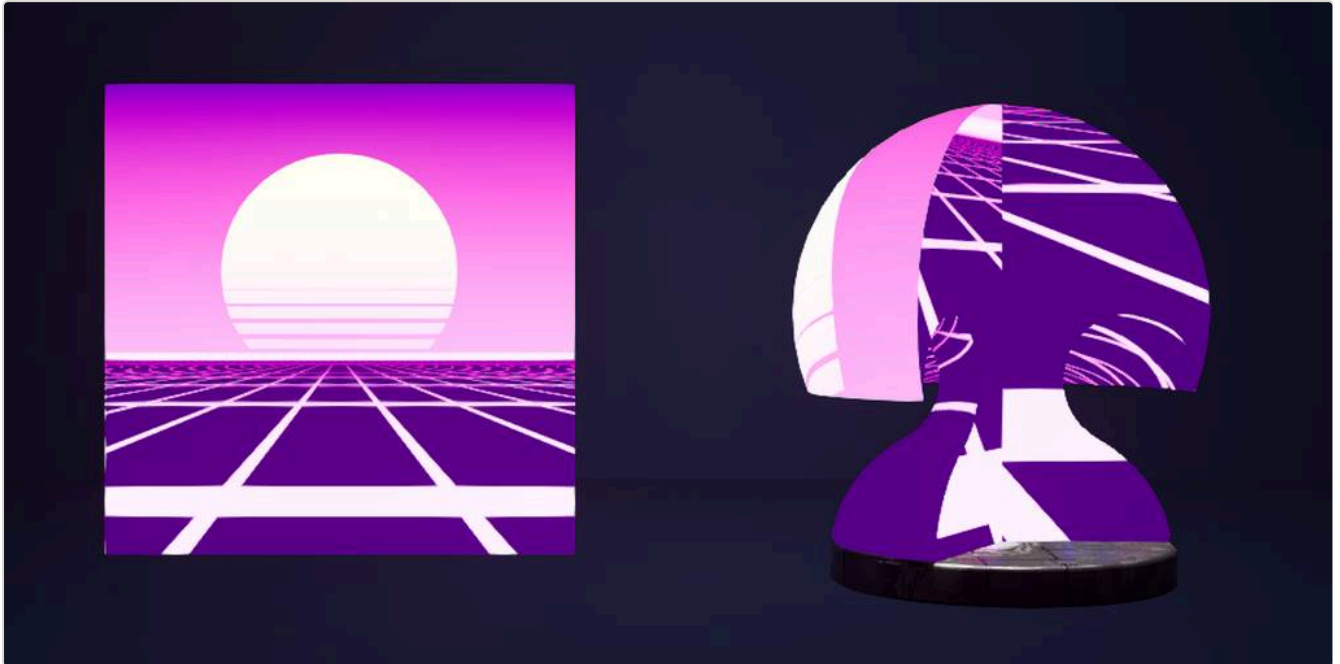
Classic demoscene plasma: overlapping sine fields with a cycling color palette.

MaterialFX/Retro/M_Retro_Plasma Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
Speed	0.15	-4 to 4	03 Animation	Animation speed.
PaletteCycle	0.1	-2 to 2	03 Animation	Speed at which the palette colours cycle, in cycles per second.
PaletteC	(1, 1, 1)	-	01 Color	Cosine palette frequency (C): how many colour cycles appear across the plasma.
PaletteD	(0, 0.33, 0.67, 1)	-	01 Color	Cosine palette phase (D): shifts which colours appear.
Glow	1.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_Plasma_Rainbow , MI_Retro_Plasma_Lava , MI_Retro_Plasma_Ocean

SYNTHWAVE SUN



Synthwave Sun: flat panel and shader ball

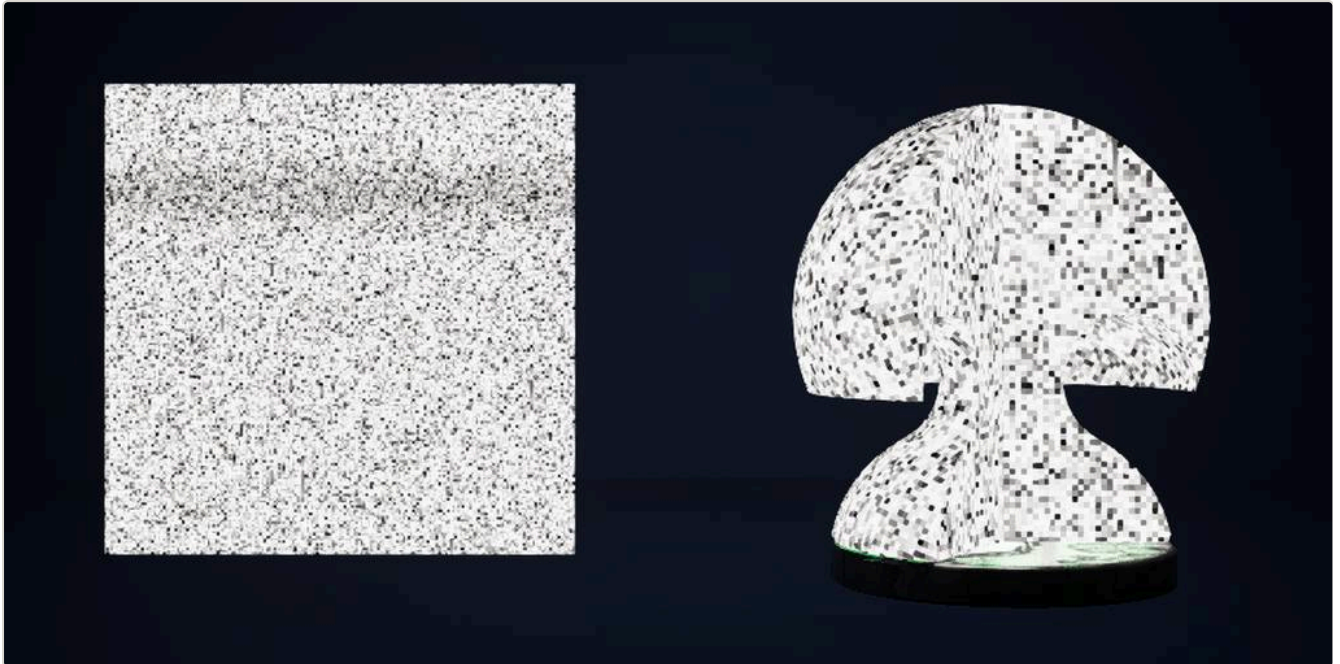
Synthwave poster in one material: striped setting sun over an endless scrolling neon grid.

MaterialFX/Retro/M_Retro_SynthwaveSun Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Horizon	0.58	0.2 to 0.9	02 Pattern	Vertical position of the horizon line in the tile (0-1 of the height).
SkyTop	(0.05, 0, 0.15, 1)	-	01 Color	Colour of the sky at the top; fades to SkyBottom toward the horizon.
SkyBottom	(0.6, 0.05, 0.4, 1)	-	01 Color	Colour of the sky at the horizon.
SunTop	(1, 0.85, 0.2, 1)	-	01 Color	Colour of the top of the sun; fades to SunBottom.
SunBottom	(1, 0.1, 0.45, 1)	-	01 Color	Colour of the bottom of the sun.
Speed	0.5	-4 to 4	03 Animation	Animation speed.
GroundColor	(0.03, 0, 0.06, 1)	-	01 Color	Colour of the ground plane under the grid.
GridColor	(1, 0.1, 0.8, 1)	-	01 Color	Colour of the ground grid and the horizon glow line.

1 more parameter in the instance's Details panel. **Instances:** MI_Retro_SynthwaveSun_Classic , MI_Retro_SynthwaveSun_Miami , MI_Retro_SynthwaveSun_Toxic

TV STATIC



TV Static: flat panel and shader ball

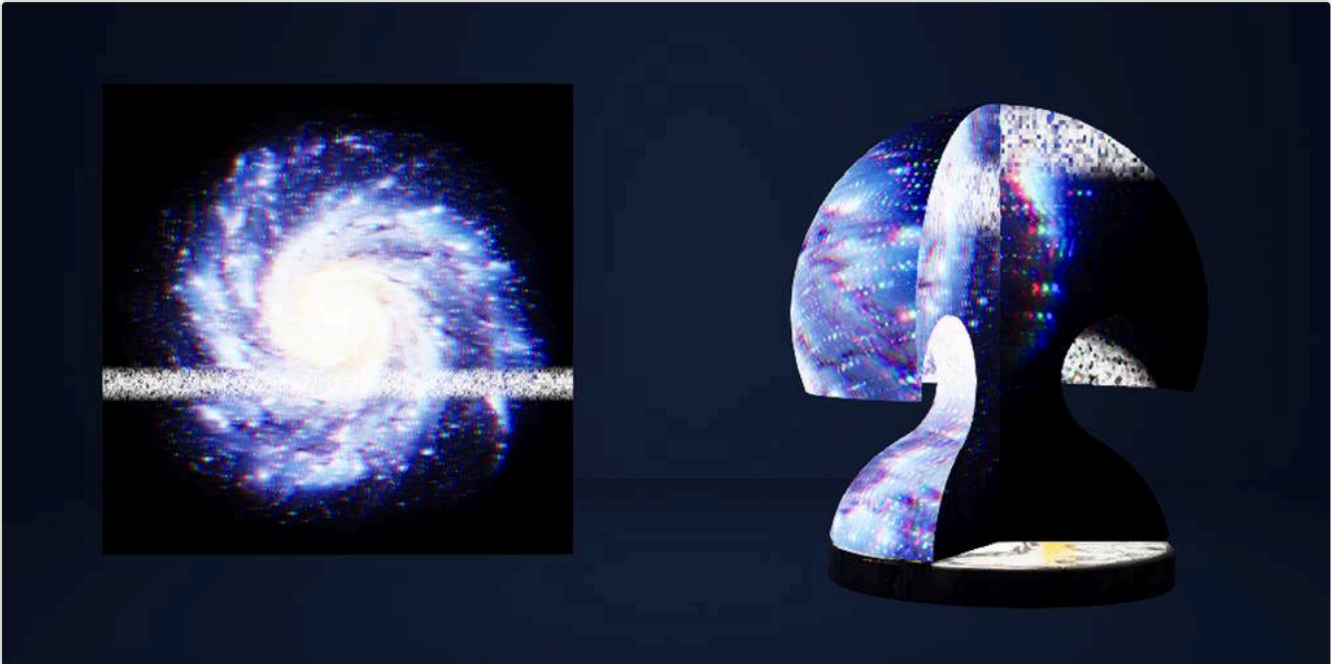
Analog TV static: per-frame noise snow, rolling dark band and optional color noise.

MaterialFX/Retro/M_Retro_TVStatic Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
NoiseResolution	200	20 to 800	02 Pattern	Number of noise cells per tile.
FrameRate	30	1 to 60	03 Animation	How many times per second the static pattern changes.
ColorNoise	False	-	Switches	Static switch.
RollStrength	0.5	0 to 1	02 Pattern	How much the slowly rolling dark band darkens the picture (0 = none).
Tint	(1, 1, 1)	-	01 Color	Color multiplied over the result.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_TVStatic_BlackWhite , MI_Retro_TVStatic_Color , MI_Retro_TVStatic_Haunted

VHS



VHS: flat panel and shader ball

VHS tape playback: tracking bars, chroma bleed, wobbling lines and tape noise over any texture.

MaterialFX/Retro/M_Retro_VHS Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
Wobble	0.003	0 to 0.03	03 Animation	Amount of wobble/distortion.
TrackingNoise	0.6	0 to 1	03 Animation	Strength 0-1 of the horizontal jitter inside the rolling tracking-error band.
ChromaShift	0.008	0 to 0.05	02 Pattern	Horizontal offset (in UV) between the red and blue channels, giving the VHS colour fringing.
ScreenTexture	T_MFX_Galaxy	-	05 Textures	Texture slot: swap in your own texture.
TapeNoise	0.1	0 to 1	03 Animation	Amount 0-1 of grain noise multiplied over the picture.
Washout	0.15	0 to 1	01 Color	Colour drain 0-1 (desaturation of the tape look).
Glow	1.2	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

Instances: MI_Retro_VHS_Galaxy , MI_Retro_VHS_Nebula , MI_Retro_VHS_Worn

TOON & MATCAP

Adjustable cel, hatching, halftone, watercolor and matcap shading that follows the level sun.

9 masters, 36 instances. Folder `MaterialFX/Toon/` (instances in `MaterialFX/Toon/Instances/`). Uses 2 material functions and 16 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
Surface	Masked	Unlit	two-sided	1
Surface	Opaque	Unlit	one-sided	8

NOTE: Toon shading follows the level sun (SkyAtmosphereLightDirection) automatically when UseSunDirection is on.

Note: AI disclosure: Muse (AI) textures used by this bundle (14 of its 16 textures): Matcap_Chrome, Matcap_Clay, Matcap_Copper, Matcap_Crystal.

// 09 - TOON

9 MATERIALS

TOON & MATCAP

Adjustable cel, hatching, halftone, watercolor and matcap shading that follows the level sun.

HOW TO PLACE AND TWEAK

- 1 Drag an HL instance from MaterialFX/Toon/Instances onto a mesh in the level, or into its Material slot.
- 2 In the instance's Details change Brightness, BaseColor, InkWidth and InkColor.
- 3 Make your own variant: right-click a master and choose Create Material Instance.

WHAT TO COPY

MaterialFX/Toon (8 masters, 36 instances)
MaterialFX/Functions and MaterialFX/Textures (shared; see guide)

Right-click the folders and use Migrate so references follow.

GSS MATERIALFX

GRAPHIC SURFER STUDIO

MASTERS IN TOON & MATCAP

Master	Looks like	Instances
M_Toon_AnimeHair	Anime hair / glossy toon shading.	3
M_Toon_DualMatcap	Two matcaps blended by view angle: e.g.	7
M_Toon_Gooch	Gooch cool-to-warm illustration shading with ink outlines.	3
M_Toon_HalftoneShade	Comic-book shading: shadows are printed as halftone dots that...	3
M_Toon_Hatching	Pen-and-ink crosshatching: shadows are drawn with layered...	3
M_Toon_MatcapRamp	Any matcap turned into a toon: matcap brightness is cut into...	6
M_Toon_Outline	Inverted-hull ink outline: put it on a duplicate of the mesh...	3
M_Toon_Ramp	Fully adjustable cel shader: 3-color light ramp with movable...	5
M_Toon_Watercolor	Watercolor paint: soft washes, darker pigment pooling at the...	3

ANIME HAIR



Anime Hair: on a shader ball

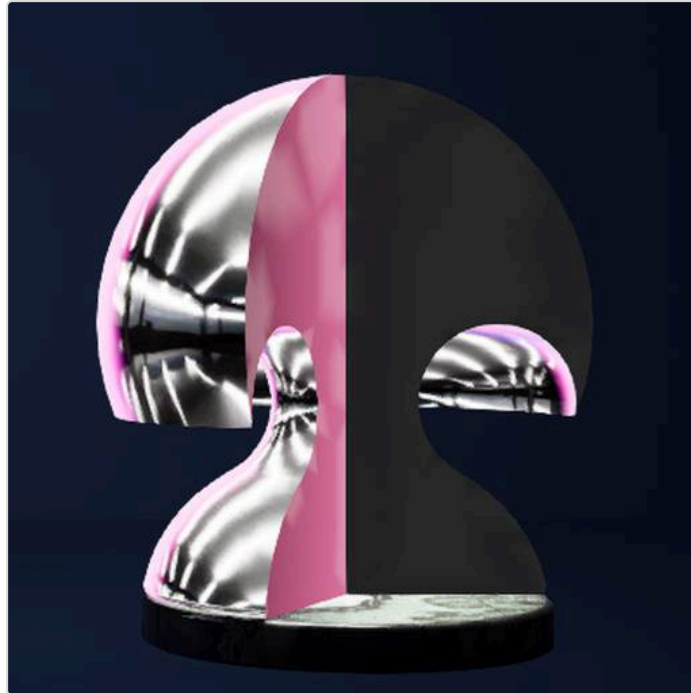
Anime hair / glossy toon shading: two-tone cel base with a sliding anisotropic highlight band and rim.

MaterialFX/Toon/M_Toony_AnimeHair Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
LightDirection	(0.5, -0.4, 0.75, 1)	-	06 Lighting	Direction the light comes from (used when UseSunDirection is off).
UseSunDirection	True	-	06 Lighting	On: shading follows the level sun automatically.
ShadowColor	(0.05, 0.05, 0.1, 1)	-	01 Color	Color of shadowed areas.
BaseColor	(0.2, 0.2, 0.3, 1)	-	01 Color	Main surface color.
HighlightPosition	0.35	0 to 1	02 Pattern	Vertical (UV V) position of the highlight band, 0-1.
StrandCount	18	1 to 80	02 Pattern	Number of sine wiggles across UV U that bend the highlight band (wobble amplitude 0.02).
HighlightWidth	0.04	0.005 to 0.2	02 Pattern	Thickness of the highlight band in UV V (radius of the anti-aliased band around the wiggling centre...
HighlightColor	(0.9, 0.9, 1, 1)	-	01 Color	Colour of the hair highlight band.

2 more parameters in the instance's Details panel. **Instances:** MI_Toony_AnimeHair_Black , MI_Toony_AnimeHair_Blonde , MI_Toony_AnimeHair_Pink

DUAL MATCAP



Dual Matcap: on a shader ball

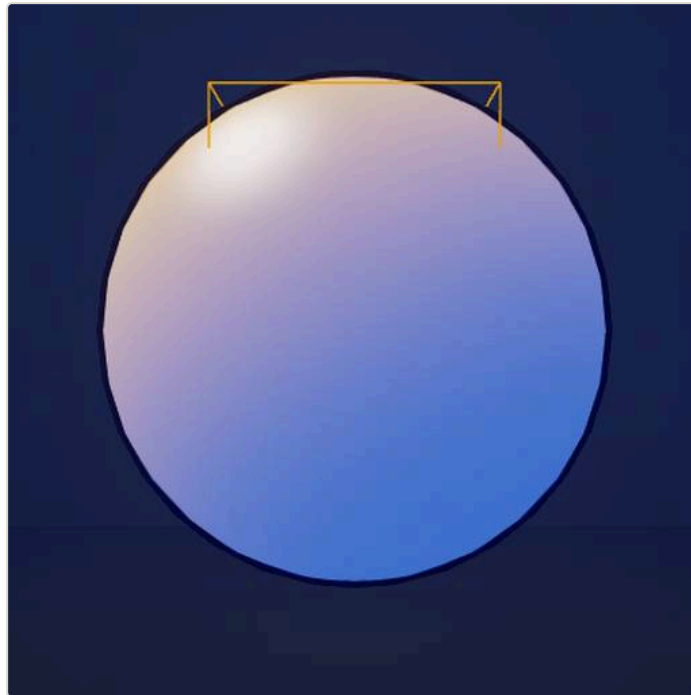
Two matcaps blended by view angle: e.g.

MaterialFX/Toon/M_Toon_DualMatcap Surface / Opaque / Unlit Instances 7

Field	Default	Range	Group	What it does
CoreMatcap	T_MFX_Matcap_Chrome	-	05 Textures	Texture slot: swap in your own texture.
CoreTint	(1, 1, 1)	-	01 Color	Multiplies the core matcap (the main body of the shading).
RimMatcap	T_MFX_Matcap_Pearl	-	05 Textures	Texture slot: swap in your own texture.
RimTint	(1, 0.4, 1)	-	01 Color	Multiplies the rim matcap that shows at the edges.
RimWidth	0.35	0 to 1	02 Pattern	Width of the zone at the silhouette where the Rim Matcap replaces the Core Matcap (smoothstep on 1).
PosterizeSteps	0	0 to 8	02 Pattern	Colour levels per channel for the toon posterize: $\text{floor}(\text{color} * \text{steps} + 0.5) / \text{steps}$.
Brightness	1	0 to 50	04 Glow	Overall brightness of the effect.

Instances: MI_Toon_DualMatcap_ChromeNeon , MI_Toon_DualMatcap_ClayGold , MI_Toon_DualMatcap_ToonPoster , MI_Toon_DualMatcap_ObsidianNeon and 3 more

GOOCH



Gooch: on a shader ball

Gooch cool-to-warm illustration shading with ink outlines: clean, readable, technical-art look.

MaterialFX/Toon/M_Toon_Gooch Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
LightDirection	(0.5, -0.4, 0.75, 1)	-	06 Lighting	Direction the light comes from (used when UseSunDirection is off).
UseSunDirection	True	-	06 Lighting	On: shading follows the level sun automatically.
CoolColor	(0.08, 0.15, 0.6, 1)	-	01 Color	Colour of the surfaces facing away from the light (cool tone of the Gooch shading).
WarmColor	(1, 0.62, 0.15, 1)	-	01 Color	Colour of the surfaces facing the light (warm tone of the Gooch shading).
BaseColor	(1, 1, 1, 1)	-	01 Color	Main surface color.
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
BaseTexture	T_MFX_StainedGlass	-	05 Textures	Texture slot: swap in your own texture.
UseBaseTexture	False	-	05 Textures	Static switch.

6 more parameters in the instance's Details panel. **Instances:** MI_Toon_Gooch_Classic , MI_Toon_Gooch_Sunset , MI_Toon_Gooch_Mint

HALFTONE SHADE



Halftone Shade: on a shader ball

Comic-book shading: shadows are printed as halftone dots that grow with darkness.

MaterialFX/Toon/M_Toon_HalftoneShade Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
LightDirection	(0.5, -0.4, 0.75, 1)	-	06 Lighting	Direction the light comes from (used when UseSunDirection is off).
UseSunDirection	True	-	06 Lighting	On: shading follows the level sun automatically.
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
DotFrequency	30	4 to 200	02 Pattern	Dots per tile: the (rotated) UV is multiplied by this before the dot grid is drawn.
ShadowStart	0.7	0 to 1	02 Pattern	Light level (N.L mapped to 0-1) below which halftone dots start to appear.
BaseColor	(1, 0.85, 0.2, 1)	-	01 Color	Main surface color.
BaseTexture	T_MFX_StainedGlass	-	05 Textures	Texture slot: swap in your own texture.
UseBaseTexture	False	-	05 Textures	Static switch.

5 more parameters in the instance's Details panel. **Instances:** MI_Toon_HalftoneShade_PopArt , MI_Toon_HalftoneShade_Noir , MI_Toon_HalftoneShade_Retro

HATCHING



Hatching: on a shader ball

Pen-and-ink crosshatching: shadows are drawn with layered hatch lines that thicken as light falls off.

MaterialFX/Toon/M_Toon_Hatching Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
LightDirection	(0.5, -0.4, 0.75, 1)	-	06 Lighting	Direction the light comes from (used when UseSunDirection is off).
UseSunDirection	True	-	06 Lighting	On: shading follows the level sun automatically.
Tiling	1	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
HatchDensity	40	4 to 200	02 Pattern	Hatch lines per UV unit (the tiled UV is multiplied by this).
LineWeight	0.35	0.05 to 0.9	02 Pattern	Base stroke thickness of the hatch lines; each of the three hatch layers scales it by how dark the...
PaperColor	(0.97, 0.96, 0.92, 1)	-	01 Color	Colour of the paper (the unshaded areas).
InkColor	(0.05, 0.05, 0.08, 1)	-	01 Color	Colour of the hatch strokes and (second parameter node with the same name, default 0.03, 0.02).
InkWidth	0.2	0 to 0.6	02 Pattern	Width of the dark silhouette ink zone: the result is darkened where N.V (surface facing the camera) is...

2 more parameters in the instance's Details panel. **Instances:** MI_Toon_Hatching_Ink , MI_Toon_Hatching_Sepia , MI_Toon_Hatching_Blueprint

MATCAP RAMP



Matcap Ramp: on a shader ball

Any matcap turned into a toon: matcap brightness is cut into 3 bands and recolored with your own shadow/mid/light colors.

MaterialFX/Toon/M_Toon_MatcapRamp Surface / Opaque / Unlit Instances 6

Field	Default	Range	Group	What it does
Matcap	T_MFX_Matcap_Toon	-	05 Textures	Texture slot: swap in your own texture.
BandSoftness	0.02	0.001 to 0.3	02 Pattern	Half-width of the smoothstep between the shadow, mid and light bands (in matcap luminance).
ShadowEdge	0.35	0 to 1	02 Pattern	Matcap luminance (0-1) where the Shadow colour changes to the Mid colour.
HighlightEdge	0.7	0 to 1	02 Pattern	Matcap luminance (0-1) where the Mid colour changes to the Light colour.
ShadowColor	(0.45, 0.12, 0.2, 1)	-	01 Color	Color of shadowed areas.
MidColor	(1, 0.45, 0.4, 1)	-	01 Color	Colour of the middle shading band; sits between ShadowColor and LightColor.
LightColor	(1, 0.9, 0.8, 1)	-	01 Color	Colour of the brightest shading band.
RimWidth	0.25	0 to 1	02 Pattern	Width of the rim band at the silhouette (smoothstep on 1 - N.V from 1 - RimWidth).

5 more parameters in the instance's Details panel. **Instances:** MI_Toon_MatcapRamp_Coral , MI_Toon_MatcapRamp_Mint , MI_Toon_MatcapRamp_Grape , MI_Toon_MatcapRamp_Steel and 2 more

OUTLINE



Outline: on a shader ball

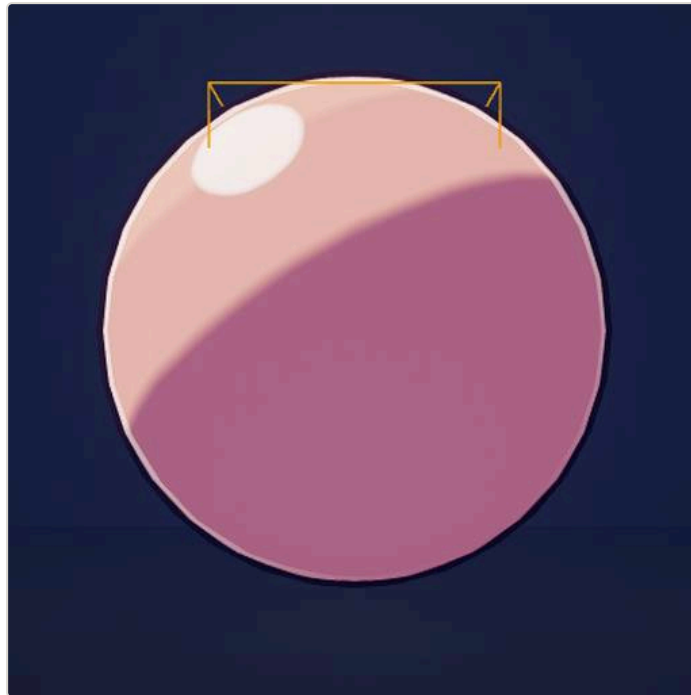
Inverted-hull ink outline: put it on a duplicate of the mesh in the same spot; only back faces render, pushed out by Push Out, giving bold cartoon outlines.

MaterialFX/Toon/M_Toon_Outline Surface / Masked / Unlit Instances 3

Field	Default	Range	Group	What it does
OutlineColor	(0.02, 0.02, 0.03, 1)	-	01 Color	Color of the outline.
Glow	1	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).
PushOut	2	0 to 30	02 Pattern	Distance the back-face hull is pushed outward along the vertex normal (world position offset = normal x...

Instances: MI_Toon_Outline_Black , MI_Toon_Outline_White , MI_Toon_Outline_Neon

RAMP



Ramp: on a shader ball

Fully adjustable cel shader: 3-color light ramp with movable band edges and softness, hard specular, rim light and ink edges.

MaterialFX/Toon/M_Toon_Ramp Surface / Opaque / Unlit Instances 5

Field	Default	Range	Group	What it does
LightDirection	(0.5, -0.4, 0.75, 1)	-	06 Lighting	Direction the light comes from (used when UseSunDirection is off).
UseSunDirection	True	-	06 Lighting	On: shading follows the level sun automatically.
BandSoftness	0.02	0.001 to 0.3	02 Pattern	Half-width of the smoothstep between shadow, mid and light bands (on N.L).
ShadowEdge	0.5	0 to 1	02 Pattern	N.L light level (0-1, half-Lambert) where Shadow colour changes to Mid colour.
HighlightEdge	0.75	0 to 1	02 Pattern	N.L light level (0-1) where Mid colour changes to Light colour.
ShadowColor	(0.35, 0.3, 0.55, 1)	-	01 Color	Color of shadowed areas.
MidColor	(0.85, 0.82, 0.9, 1)	-	01 Color	Colour of the middle shading band; sits between ShadowColor and LightColor.
LightColor	(1, 1, 1, 1)	-	01 Color	Colour of the brightest shading band.

13 more parameters in the instance's Details panel. **Instances:** MI_Toon_Ramp_Classic , MI_Toon_Ramp_Anime , MI_Toon_Ramp_Comic , MI_Toon_Ramp_Pastel and 1 more

WATERCOLOR



Watercolor: on a shader ball

Watercolor paint: soft washes, darker pigment pooling at the edges, paper grain and gently bleeding color.

MaterialFX/Toon/M_Toon_Watercolor Surface / Opaque / Unlit Instances 3

Field	Default	Range	Group	What it does
LightDirection	(0.5, -0.4, 0.75, 1)	-	06 Lighting	Direction the light comes from (used when UseSunDirection is off).
UseSunDirection	True	-	06 Lighting	On: shading follows the level sun automatically.
Tiling	2	0.1 to 16	02 Pattern	How many times the pattern repeats across the surface (UV scale).
PaperNoise	T_MFX_Noise_Pack_d_B	-	05 Textures	Texture slot: swap in your own texture.
Speed	0.01	-4 to 4	03 Animation	Animation speed.
BleedNoise	T_MFX_Noise_Pack_d_A	-	05 Textures	Texture slot: swap in your own texture.
Bleed	0.35	0 to 1	02 Pattern	How strongly the slowly drifting Bleed Noise shifts the wash threshold: light level + (noise.
EdgePooling	2	0.5 to 8	02 Pattern	Exponent on $(1 - N.V)$ for the darker Pool Color at silhouettes.

4 more parameters in the instance's Details panel. **Instances:** MI_Toon_Watercolor_Spring , MI_Toon_Watercolor_Ocean , MI_Toon_Watercolor_Autumn

POST PROCESS

Full-screen effects for post process volumes: sonar, outlines, thermal, underwater, glitch and more.

20 masters, 67 instances. Folder `MaterialFX/PostProcess/` (instances in `MaterialFX/PostProcess/Instances/`). Uses 4 material functions and 8 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
PostProcess	n/a (post process)	Unlit	one-sided	20

NOTE: Post-process materials do nothing on a mesh.

Note: Three masters (PP_DamageVignette, PP_FrostEdges, PP_PoisonDrunk) each reference their own Material Parameter Collection asset by path) so a Level...

Note: Post-process materials are not the same as UI overlays: on mobile, use the UI overlay masters (UI bundle) if post-process is unavailable.

Note: AI disclosure: Muse (AI) textures used by this bundle (3 of its 8 textures): Caustics, Glyphs, Lightning.



MASTERS IN POST PROCESS

Master	Looks like	Instances
PP_CRTScreen	Play the whole game through an old CRT: curved glass.	3
PP_DamageVignette	Pain: a heartbeat throbs through the screen (lub-dub squeeze...	5
PP_Dither1Bit	One-bit dithered look (ordered Bayer dither) in two colors.	3
PP_FrostEdges	Frozen lens: crystal ice grows in from the screen borders.	4
PP_Glitch	Digital glitch: tearing bands, RGB split and dropout blocks...	3
PP_GradientMap	Gradient map / tritone grade: remaps brightness to three...	4
PP_Kaleidoscope	Kaleidoscope vision: the whole screen mirrored into rotating...	3
PP_LensRain	Rain on the lens: water drops bead up around the edges of the...	3
PP_MatrixVision	Code vision: the world is redrawn as glowing glyphs whose...	3
PP_NightVision	Night-vision goggles: amplified green image, sensor noise.	3
PP_Pixelate	Pixel-art camera: chunky screen pixels with optional color...	3
PP_PoisonDrunk	Poisoned / dizzy vision: wobbling double image.	4
PP_Posterize	Posterize: flatten the image into bold color bands with...	3
PP_Sketch	Pencil sketch world: ink outlines and crosshatching driven by...	3
PP_SonarScan	Sonar / scanner pulse: a ring of light expands from the...	3
PP_SpeedLines	Anime speed lines streaming in from the screen edges.	3
PP_StylizedFog	Stylized volumetric-look fog: distance fog that starts past...	4
PP_Thermal	Thermal camera: heat palette from brightness (and optionally...	3
PP_ToonOutline	Comic cel-shade for the whole world.	4
PP_Underwater	Underwater: wavy refraction, depth-based water color.	3

CRT SCREEN



CRT Screen: flat panel, sphere and cube

Play the whole game through an old CRT: curved glass, scanlines, phosphor mask and vignette.

MaterialFX/PostProcess/PP_CRTScreen PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
Curvature	0.1	0 to 0.5	02 Pattern	Barrel distortion of the screen edges (curved CRT tube look).
ScanlineStrength	0.35	0 to 1	02 Pattern	Darkness of the scanlines, 0-1.
Brightness	1.15	0.5 to 3	01 Color	Overall brightness of the effect.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_CRTScreen_Classic , MI_PP_CRTScreen_Flat , MI_PP_CRTScreen_Arcade

DAMAGE VIGNETTE



Damage Vignette: flat panel, sphere and cube

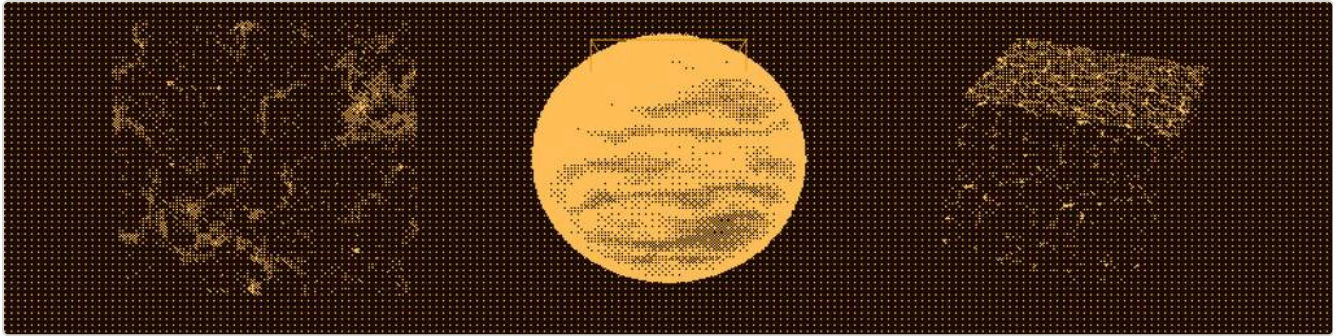
Pain: a heartbeat throbs through the screen (lub-dub squeeze + red split), veins crawl in from darkening, desaturated edges.

MaterialFX/PostProcess/PP_DamageVignette PostProcess / n/a / Unlit Instances 5

Field	Default	Range	Group	What it does
Vignette	1	0 to 1	02 Pattern	Strength of the screen-edge effect, 0-1 (animate this or the volume Blend Weight to fade in).
SequencerDriven	1	0 to 1	02 Pattern	On: the effect is driven by a Level Sequence MPC track.
Pain	0.7	0 to 1	02 Pattern	Pain level 0-1 that scales the heartbeat pulse, the closing tunnel and the colour drain.
HeartRate	1.3	0.2 to 4	03 Animation	Heartbeats per second (each beat is a strong pulse followed by a softer one).
Throb	0.018	0 to 0.08	03 Animation	How much the image squeezes toward the centre on each beat.
Split	0.012	0 to 0.05	03 Animation	Red/blue channel split on each beat (screen offset).
Softness	0.6	0.05 to 1	02 Pattern	Softness of the tunnel-vision edge (width of the transition from clear to dark).
Desaturate	0.6	0 to 1	01 Color	How much color is drained.

7 more parameters in the instance's Details panel. **Instances:** MI_PP_DamageVignette_Hurt , MI_PP_DamageVignette_Critical , MI_PP_DamageVignette_Heal , MI_PP_DamageVignette_Shield and 1 more

DITHER1 BIT



Dither1 Bit: flat panel, sphere and cube

One-bit dithered look (ordered Bayer dither) in two colors – think classic adventure-game screens.

MaterialFX/PostProcess/PP_Dither1Bit PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
PixelScale	2	1 to 12	02 Pattern	Size of one dither pixel in screen pixels.
Contrast	1.4	0.2 to 4	01 Color	Contrast of the result.
Brightness	0	-1 to 1	01 Color	Offset (-1 to 1) added to the scene brightness before the 1-bit threshold.
DarkColor	(0.12, 0.05, 0.02, 1)	-	01 Color	Colour used for the dark dots of the dithered image.
LightColor	(1, 0.75, 0.35, 1)	-	01 Color	Colour used for the light dots of the dithered image.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_Dither1Bit_Amber, MI_PP_Dither1Bit_GameBoy, MI_PP_Dither1Bit_Paper

FROST EDGES



Frost Edges: flat panel, sphere and cube

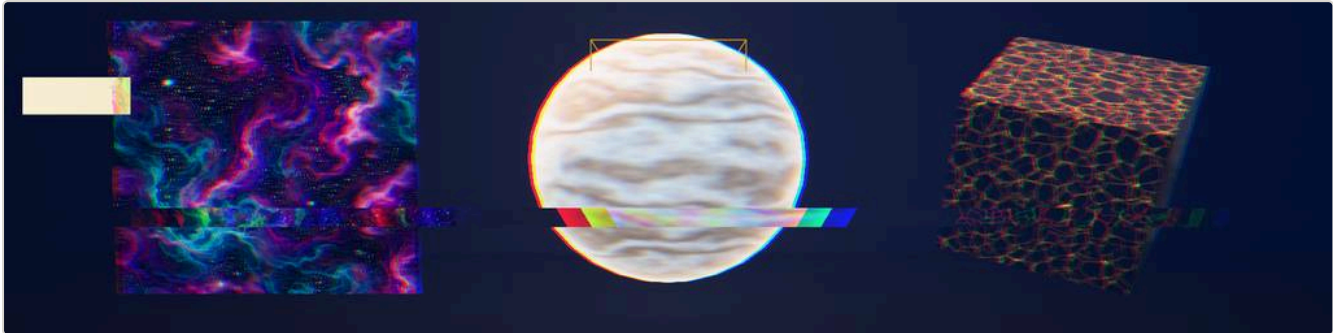
Frozen lens: crystal ice grows in from the screen borders, refracting the world through faceted shards that glint and twinkle; milky frost at the very edge.

MaterialFX/PostProcess/PP_FrostEdges PostProcess / n/a / Unlit Instances 4

Field	Default	Range	Group	What it does
FrostScale	2.4	0.2 to 8	02 Pattern	Size of the ice crystals (tiling of the crystal textures; higher = smaller crystals).
CrystalNormal	T_MFX_FrostCrystal_N	-	05 Textures	Texture slot: swap in your own texture.
CrystalMask	T_MFX_FrostCrystal_M	-	05 Textures	Texture slot: swap in your own texture.
Vignette	1	0 to 1	02 Pattern	Strength of the screen-edge effect, 0-1 (animate this or the volume Blend Weight to fade in).
SequencerDriven	1	0 to 1	02 Pattern	On: the effect is driven by a Level Sequence MPC track.
FrostAmount	0.6	0 to 1	02 Pattern	How far the ice grows in from the screen edges, 0-1 (up to 22 percent of the screen height).
Refraction	0.025	0 to 0.1	02 Pattern	How strongly the ice bends the image behind it.
MilkyBlur	0.006	0 to 0.03	02 Pattern	Blur radius of the frosted-glass look in thick ice.

6 more parameters in the instance's Details panel. **Instances:** MI_PP_FrostEdges_Frost , MI_PP_FrostEdges_Blizzard , MI_PP_FrostEdges_Crystal , MI_PP_FrostEdges_Cinematic

GLITCH



Glitch: flat panel, sphere and cube

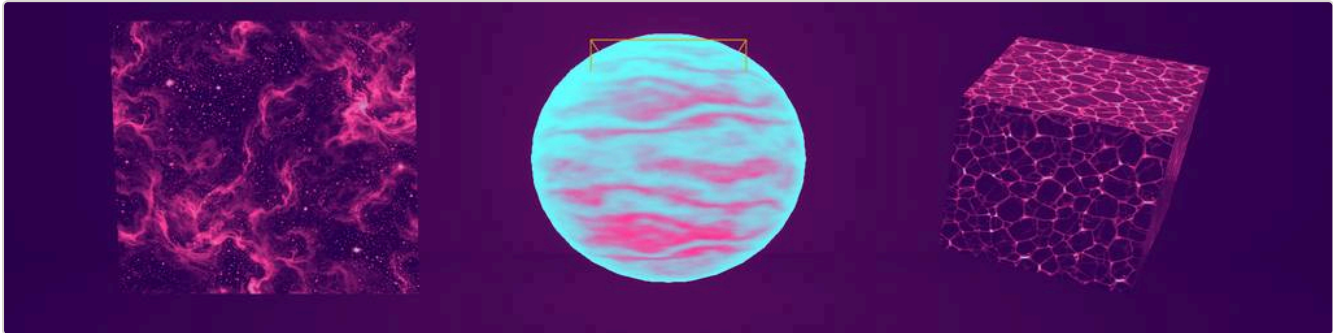
Digital glitch: tearing bands, RGB split and dropout blocks on the whole screen in random bursts.

MaterialFX/PostProcess/PP_Glitch PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
GlitchFPS	12	1 to 30	03 Animation	How many times per second the glitch pattern changes (stepped time).
GlitchIntensity	0.5	0 to 1	03 Animation	Strength 0-1 of the glitch: chance of a band tearing sideways.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_Glitch_Burst , MI_PP_Glitch_Heavy , MI_PP_Glitch_Subtle

GRADIENT MAP



Gradient Map: flat panel, sphere and cube

Gradient map / tritone grade: remaps brightness to three colors for instant mood.

MaterialFX/PostProcess/PP_GradientMap PostProcess / n/a / Unlit Instances 4

Field	Default	Range	Group	What it does
Contrast	1.1	0.2 to 3	01 Color	Contrast of the result.
ShadowColor	(0.15, 0, 0.3, 1)	-	01 Color	Color of shadowed areas.
MidColor	(1, 0.25, 0.6, 1)	-	01 Color	Colour the mid tones of the scene are mapped to (between ShadowColor and HighlightColor).
HighlightColor	(0.4, 1, 1, 1)	-	01 Color	Colour the brightest parts of the scene are mapped to.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_GradientMap_Vaporwave , MI_PP_GradientMap_Noir , MI_PP_GradientMap_Sepia , MI_PP_GradientMap_Toxic

KALEIDOSCOPE



Kaleidoscope: flat panel, sphere and cube

Kaleidoscope vision: the whole screen mirrored into rotating wedges.

MaterialFX/PostProcess/PP_Kaleidoscope PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
Segments	6	2 to 24	02 Pattern	Number of repeated slices/segments.
Speed	0.03	-4 to 4	03 Animation	Animation speed.
Zoom	1	0.2 to 4	02 Pattern	Scale of the image inside each mirror segment.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_Kaleidoscope_Six , MI_PP_Kaleidoscope_Twelve , MI_PP_Kaleidoscope_Still

LENS RAIN

NOTE: Post Process material: preview it in a Post Process Volume.

Rain on the lens: water drops bead up around the edges of the view, refract the world upside-down and slowly evaporate, while heavier drops run down the glass leaving wet trails.

MaterialFX/PostProcess/PP_LensRain PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
RainAmount	0.65	0 to 1	02 Pattern	How much rain is on the lens, 0-1 (fraction of droplets and running streaks that are present).
DropSize	1	0.3 to 3	02 Pattern	Scale of the droplets and of the running drops.
Evaporate	0.06	0 to 1	03 Animation	Speed at which droplets shrink away and respawn, in cycles per second.
DropsNormal	T_MFX_RainDrops_N	-	05 Textures	Texture slot: swap in your own texture.
DropsMask	T_MFX_RainDrops_M	-	05 Textures	Texture slot: swap in your own texture.
Runners	12	0 to 40	02 Pattern	Number of columns with a heavy drop sliding down.
RunSpeed	1	0 to 4	03 Animation	Multiplier on the sliding speed of the running drops.
ClearRadius	0.55	0 to 1.4	02 Pattern	Radius around the screen centre (0-1.4, where 1 touches the screen sides) that is kept free of drops.

6 more parameters in the instance's Details panel. **Instances:** MI_PP_LensRain_Drizzle , MI_PP_LensRain_Downpour , MI_PP_LensRain_Sticky

MATRIX VISION



Matrix Vision: flat panel, sphere and cube

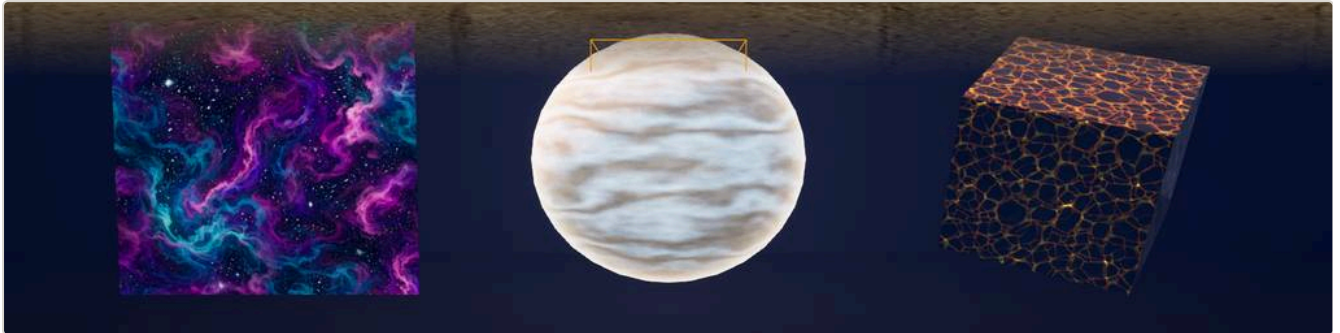
Code vision: the world is redrawn as glowing glyphs whose brightness follows the scene.

MaterialFX/PostProcess/PP_MatrixVision PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
CellSize	12	4 to 64	02 Pattern	Size of each glyph cell in screen pixels.
Gain	1.5	0.2 to 6	01 Color	Multiplier on the scene brightness that lights up the glyphs.
GlyphSheet	T_MFX_Glyphs	-	05 Textures	Texture slot: swap in your own texture.
GlyphColor	(0.2, 1, 0.35, 1)	-	01 Color	Colour of the falling glyphs.
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_MatrixVision_Green , MI_PP_MatrixVision_Amber , MI_PP_MatrixVision_Ice

NIGHT VISION



Night Vision: flat panel, sphere and cube

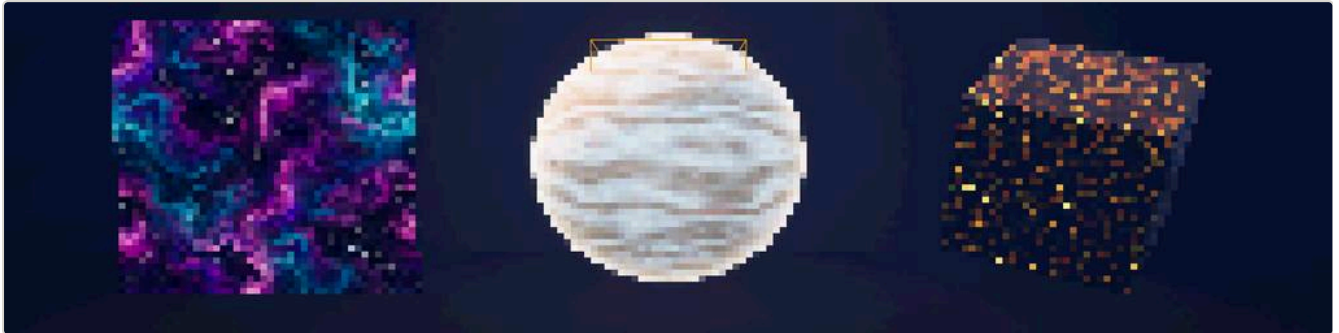
Night-vision goggles: amplified green image, sensor noise, scanlines and goggle vignette (optional binocular mask).

MaterialFX/PostProcess/PP_NightVision PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
Gain	3	0.5 to 20	01 Color	Brightness amplification of the scene before it is tinted (light-amplification gain).
Tint	(0.25, 1, 0.3, 1)	-	01 Color	Color multiplied over the result.
Noise	0.15	0 to 1	03 Animation	Amount of grain added to the image.
BinocularMask	False	-	Switches	Static switch.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_NightVision_Goggles , MI_PP_NightVision_Binocular , MI_PP_NightVision_Blue

PIXELATE



Pixelate: flat panel, sphere and cube

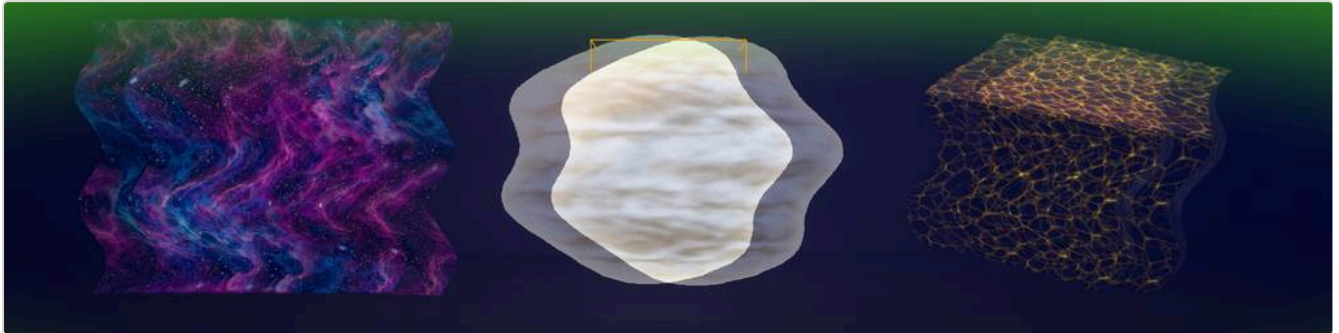
Pixel-art camera: chunky screen pixels with optional color reduction and pixel grid.

MaterialFX/PostProcess/PP_Pixelate PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
PixelSize	8	1 to 64	02 Pattern	Size of each big pixel in screen pixels.
ColorLevels	32	2 to 64	02 Pattern	Colour levels per channel after pixelating (lower = more banding).
Grid	0	0 to 1	02 Pattern	Visibility 0-1 of dark grid lines between the big pixels.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_Pixelate_Chunky , MI_PP_Pixelate_Fine , MI_PP_Pixelate_Retro16

POISON DRUNK



Poison Drunk: flat panel, sphere and cube

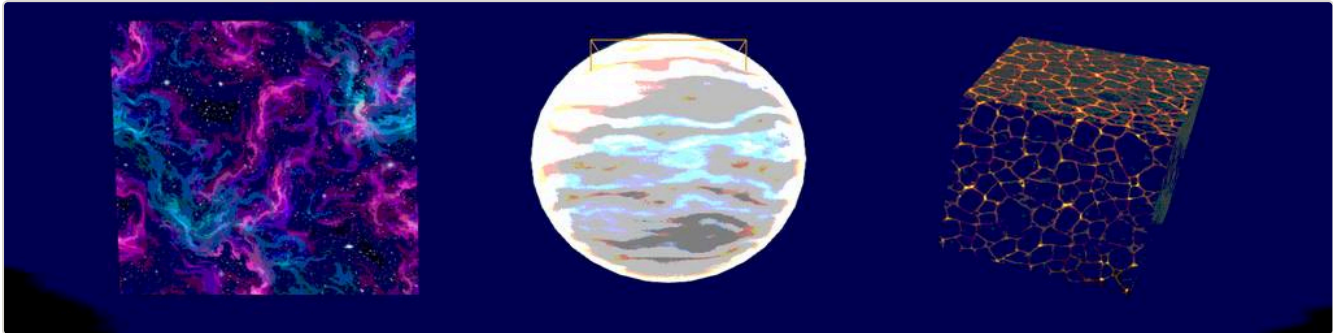
Poisoned / dizzy vision: wobbling double image, color drift and sickly edges closing in.

MaterialFX/PostProcess/PP_PoisonDrunk PostProcess / n/a / Unlit Instances 4

Field	Default	Range	Group	What it does
Speed	0.25	-4 to 4	03 Animation	Animation speed.
Vignette	1	0 to 1	02 Pattern	Strength of the screen-edge effect, 0-1 (animate this or the volume Blend Weight to fade in).
SequencerDriven	1	0 to 1	02 Pattern	On: the effect is driven by a Level Sequence MPC track.
Wobble	0.006	0 to 0.05	03 Animation	Amount of wobble/distortion.
DoubleVision	0.012	0 to 0.08	03 Animation	Distance between the two overlaid images (screen offset), scaled by Vignette.
HueDrift	0.08	0 to 0.5	03 Animation	How far the colours swing around the hue wheel back and forth, scaled by Vignette.
EdgeColor	(0.3, 0.9, 0.1, 1)	-	01 Color	Colour of the sickly tint blended in toward the screen edges.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_PoisonDrunk_Poison , MI_PP_PoisonDrunk_Drunk , MI_PP_PoisonDrunk_Psychic , MI_PP_PoisonDrunk_Cinematic

POSTERIZE



Posterize: flat panel, sphere and cube

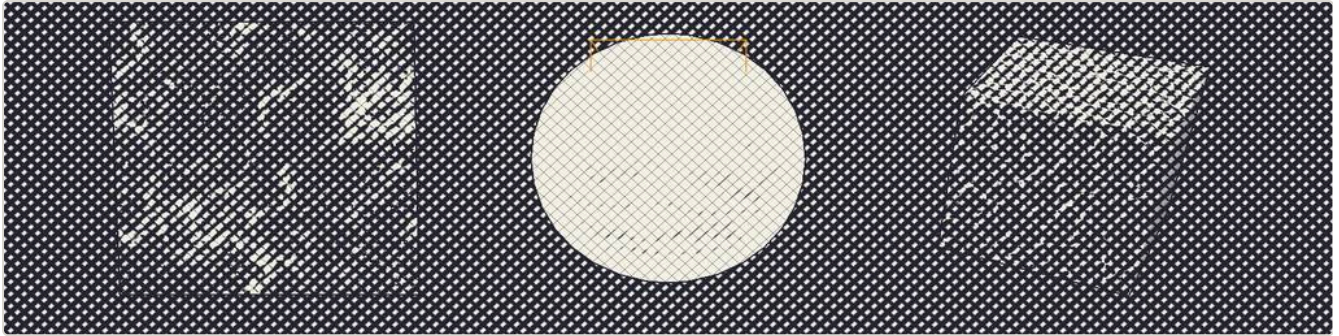
Posterize: flatten the image into bold color bands with saturation and contrast control.

MaterialFX/PostProcess/PP_Posterize PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
Contrast	1.1	0.2 to 3	01 Color	Contrast of the result.
Steps	4	2 to 16	02 Pattern	Number of colour levels per channel.
Saturation	1.3	0 to 3	01 Color	Colour saturation after posterizing: 1 = unchanged, above 1 = boosted, 0 = grey.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_Posterize_Bands , MI_PP_Posterize_Pop , MI_PP_Posterize_Muted

SKETCH



Sketch: flat panel, sphere and cube

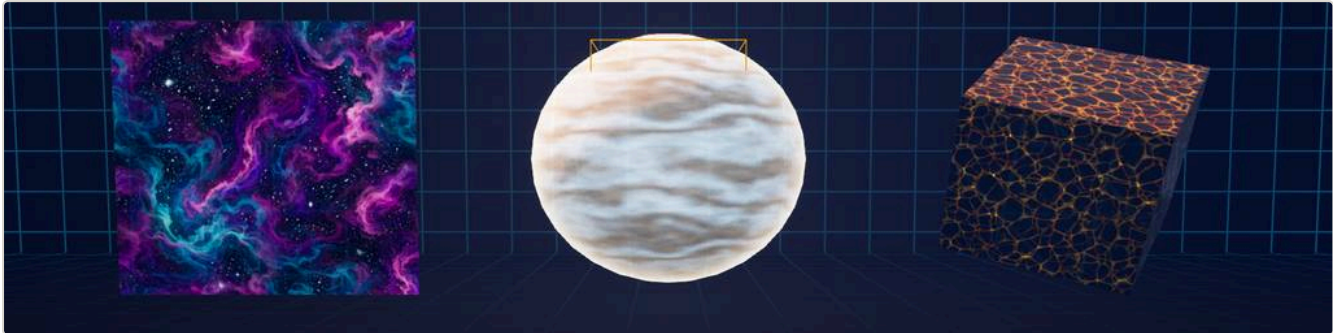
Pencil sketch world: ink outlines and crosshatching driven by scene brightness, on paper.

MaterialFX/PostProcess/PP_Sketch PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
HatchDensity	1	0.2 to 4	02 Pattern	Density of the hatch lines.
EdgeSensitivity	2	0.1 to 20	02 Pattern	Depth-difference threshold for outlines.
PaperColor	(0.96, 0.95, 0.9, 1)	-	01 Color	Colour of the paper (the lit areas of the scene); blends toward InkColor where the pencil lines are.
InkColor	(0.15, 0.15, 0.2, 1)	-	01 Color	Color of the ink/line work.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_Sketch_Pencil , MI_PP_Sketch_Blueprint , MI_PP_Sketch_Charcoal

SONAR SCAN



Sonar Scan: flat panel, sphere and cube

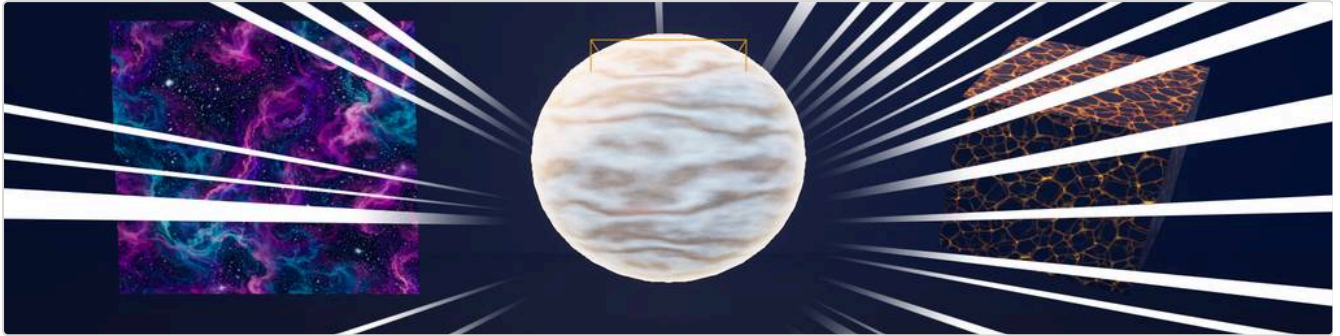
Sonar / scanner pulse: a ring of light expands from the camera across the world, revealing a grid as it passes.

MaterialFX/PostProcess/PP_SonarScan PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.3	-4 to 4	03 Animation	Animation speed.
Range	4000	200 to 50000	02 Pattern	World distance (UE units) the sonar ring travels from the camera in one pulse.
RingWidth	60	2 to 1000	02 Pattern	Thickness of the sonar ring in world units.
TrailLength	600	10 to 10000	02 Pattern	World distance (UE units) behind the ring over which the afterglow fades out.
GridSize	100	5 to 2000	02 Pattern	World-space spacing (UE units) of the 3D grid that is revealed behind the ring.
PulseColor	(0.1, 0.9, 1, 1)	-	01 Color	Colour of the expanding sonar pulse ring.
DarkenBehind	0.3	0 to 1	02 Pattern	How much the scene is darkened inside the trail behind the ring (0 = not at all, 1 = fully).
Glow	1.5	0 to 50	04 Glow	Brightness multiplier of the emissive light (higher = brighter, more bloom).

1 more parameter in the instance's Details panel. **Instances:** MI_PP_SonarScan_Cyan , MI_PP_SonarScan_Orange , MI_PP_SonarScan_Red

SPEED LINES



Speed Lines: flat panel, sphere and cube

Anime speed lines streaming in from the screen edges.

MaterialFX/PostProcess/PP_SpeedLines PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
LineCount	80	10 to 400	02 Pattern	Number of radial speed lines around the screen.
LineFPS	15	1 to 30	03 Animation	How many times per second the lines re-roll (stepped time).
LineAmount	0.45	0 to 1	02 Pattern	Fraction 0-1 of the lines that are drawn at any moment.
InnerRadius	0.3	0 to 1	02 Pattern	Radius of the clear centre (lines fade in beyond it).
LineColor	(1, 1, 1)	-	01 Color	Colour of the speed lines.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_PP_SpeedLines_White , MI_PP_SpeedLines_Black , MI_PP_SpeedLines_Fire

STYLIZED FOG



Stylized Fog: flat panel, sphere and cube

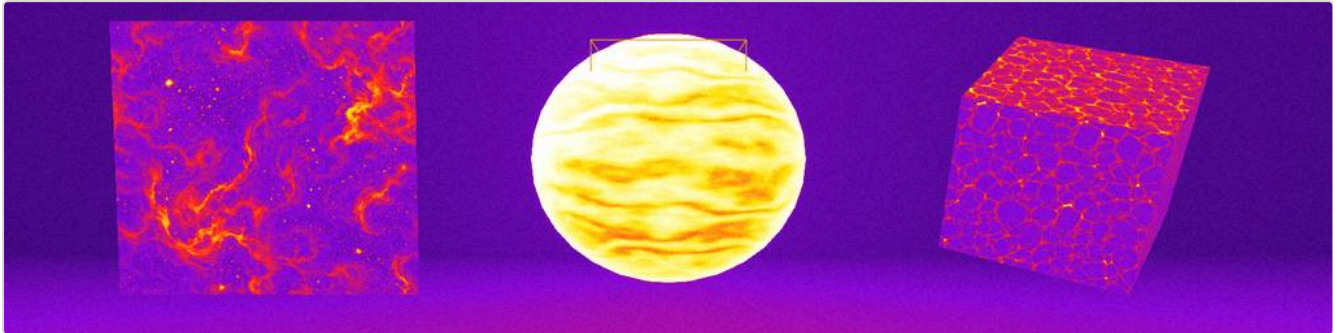
Stylized volumetric-look fog: distance fog that starts past Start Distance, ground mist below Fog Height, wind-blown wisps with real depth.

MaterialFX/PostProcess/PP_StylizedFog PostProcess / n/a / Unlit Instances 4

Field	Default	Range	Group	What it does
MaxDistance	30000	500 to 200000	02 Pattern	Depth clamp (UE units) beyond which distance fog stops growing.
StartDistance	60	0 to 5000	02 Pattern	Distance (UE units) from the camera where fog starts.
Density	0.0012	0 to 0.01	02 Pattern	Thickness of the distance fog (exponent per UE unit past StartDistance).
FogHeight	160	-5000 to 20000	02 Pattern	World height (UE units, Z) below which ground mist forms.
HeightFalloff	220	1 to 20000	02 Pattern	Vertical distance (UE units) over which the ground mist fades out around FogHeight.
GroundMist	0.85	0 to 1	02 Pattern	Strength 0-1 of the ground mist.
WispScale	900	50 to 10000	03 Animation	World size (UE units) of the drifting mist wisps.
WindSpeed	0.02	-1 to 1	03 Animation	Speed and direction the wisps drift (negative reverses).

13 more parameters in the instance's Details panel. **Instances:** MI_PP_StylizedFog_Dawn , MI_PP_StylizedFog_Toxic , MI_PP_StylizedFog_Alien , MI_PP_StylizedFog_Storm

THERMAL



Thermal: flat panel, sphere and cube

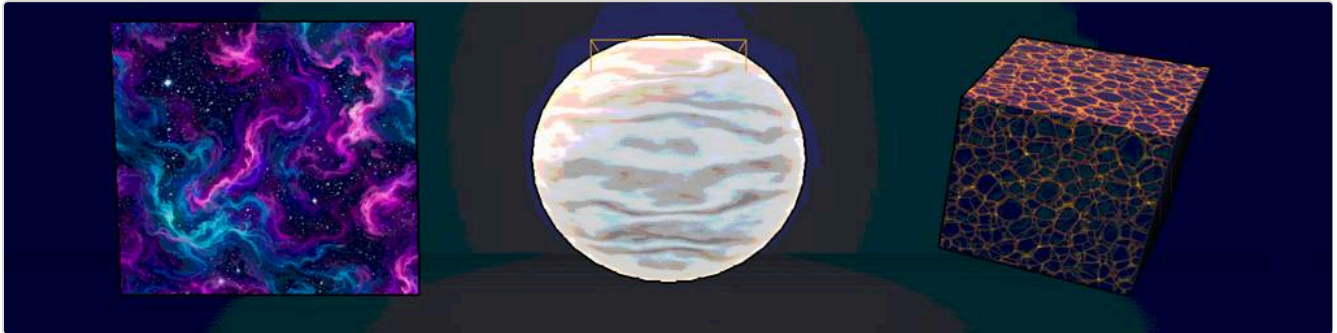
Thermal camera: heat palette from brightness (and optionally closeness), with sensor grain.

MaterialFX/PostProcess/PP_Thermal PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
HeatRange	3000	100 to 50000	02 Pattern	Distance (UE units) at which depth contributes no heat; closer objects read hotter.
DepthHeat	0.3	0 to 1	02 Pattern	Blend 0-1 between scene brightness (0) and closeness (1) as the heat value.
Gain	1.2	0.2 to 4	01 Color	Multiplier on the heat value before it picks a colour on the cold-to-hot ramp.
ColdColor	(0, 0, 0.2, 1)	-	01 Color	Colour of the coldest areas (darkest parts of the scene).
CoolColor	(0.5, 0, 0.8, 1)	-	01 Color	Colour of cool areas; the first step up from ColdColor.
WarmColor	(1, 0.1, 0.1, 1)	-	01 Color	Colour of warm areas, the step before the hottest.
HotColor	(1, 0.85, 0, 1)	-	01 Color	Colour of the hottest areas (brightest parts of the scene).
Grain	0.08	0 to 0.5	03 Animation	Amount of sensor noise added to the image.

1 more parameter in the instance's Details panel. **Instances:** MI_PP_Thermal_Classic , MI_PP_Thermal_Predator , MI_PP_Thermal_WhiteHot

TOON OUTLINE



Toon Outline: flat panel, sphere and cube

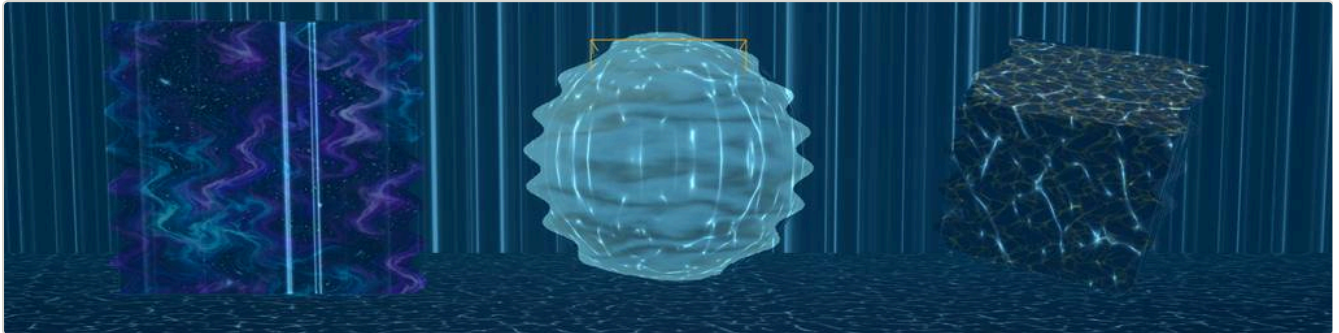
Comic cel-shade for the whole world: hand-inked outlines from depth and colour edges (with line boil), 3-tone cel lighting that keeps every hue, tinted shadows and halftone dots.

MaterialFX/PostProcess/PP_ToonOutline PostProcess / n/a / Unlit Instances 4

Field	Default	Range	Group	What it does
BoilFPS	4	0 to 12	03 Animation	How many times per second the ink lines re-jitter (hand-drawn boil).
BoilNoise	T_MFX_Noise_Pack_d_A	-	05 Textures	Texture slot: swap in your own texture.
Boil	1	0 to 4	03 Animation	Size of that jitter (screen offset up to 0.0025 x Boil).
OutlineThickness	1.6	0.5 to 6	02 Pattern	Line thickness in pixels (multiplier on the edge-sampling offset).
EdgeSensitivity	2	0.1 to 20	02 Pattern	Depth-difference threshold for outlines.
ColorEdgeThreshold	0.15	0 to 1	02 Pattern	Brightness difference needed before an inner colour edge is drawn.
ColorEdges	0.7	0 to 1	02 Pattern	Strength 0-1 of the inner lines found from brightness changes (0 = depth outlines only).
ShadowThreshold	0.2	0 to 1	02 Pattern	Scene brightness below which pixels take the flat shadow tone.

11 more parameters in the instance's Details panel. **Instances:** MI_PP_ToonOutline_Classic , MI_PP_ToonOutline_Comic , MI_PP_ToonOutline_Manga , MI_PP_ToonOutline_WhiteInk

UNDERWATER



Underwater: flat panel, sphere and cube

Underwater: wavy refraction, depth-based water color, and caustics dancing on every surface.

MaterialFX/PostProcess/PP_Underwater PostProcess / n/a / Unlit Instances 3

Field	Default	Range	Group	What it does
Speed	0.3	-4 to 4	03 Animation	Animation speed.
Wobble	0.004	0 to 0.03	03 Animation	Amount of wobble/distortion.
FogDistance	2500	50 to 50000	02 Pattern	Depth (UE units) at which the water fog reaches about 63 percent: fog = $1 - \exp(-\text{depth} / \text{FogDistance})$.
CausticSize	400	20 to 5000	02 Pattern	World size (UE units) of the caustic light pattern.
Caustics	T_MFX_Caustics	-	05 Textures	Texture slot: swap in your own texture.
CausticStrength	0.6	0 to 4	04 Glow	Brightness of the caustic light on nearby surfaces.
Tint	(0.6, 0.9, 1, 1)	-	01 Color	Color multiplied over the result.
WaterColor	(0, 0.25, 0.35, 1)	-	01 Color	Colour of the water fog that the scene fades into with distance.

1 more parameter in the instance's Details panel. **Instances:** MI_PP_Underwater_Tropical , MI_PP_Underwater_Deep , MI_PP_Underwater_Swamp

UI & HUD

Widget materials driven from Verse: bars, meters, cooldowns, crosshair, compass, frames, plus mobile-safe screen overlays.

21 masters, 69 instances. Folder `MaterialFX/UI/` (instances in `MaterialFX/UI/Instances/`). Uses 5 material functions and 5 textures from `MaterialFX/Functions` and `MaterialFX/Textures`.

Domain	Blend	Shading	Sides	Masters
UI	Translucent	Unlit	one-sided	21

NOTE: UI masters need a widget to show them.

Note: Each master has a generated Verse class named after the asset (e.g.

Note: 11 of the 21 UI masters (AmmoPips, Banner, Compass, Cooldown, Crosshair, DamageDirection, HealthBar, Radar, RadialMeter, ShieldBar.

Note: AI disclosure: Muse (AI) textures used by this bundle (1 of its 5 textures): Lightning.

// 11 - UI & HUD
21 MATERIALS

UI & HUD

Widget materials driven from Verse: bars, meters, cooldowns, crosshair, compass, frames, plus mobile-safe screen overlays.

HOW TO PLACE AND TWEAK

- 1 Drag an `HL_UI_` instance from `MaterialFX/UI/Instances` into a widget image brush.
- 2 In the instance's Details change Aspect, Brightness, OutlineColor and Intensity.
- 3 Make your own variant: right-click a master and choose `Create Material Instance`.

WHAT TO COPY

MaterialFX/UI (21 masters, 69 instances)
MaterialFX/Functions and MaterialFX/Textures (shared; see index)

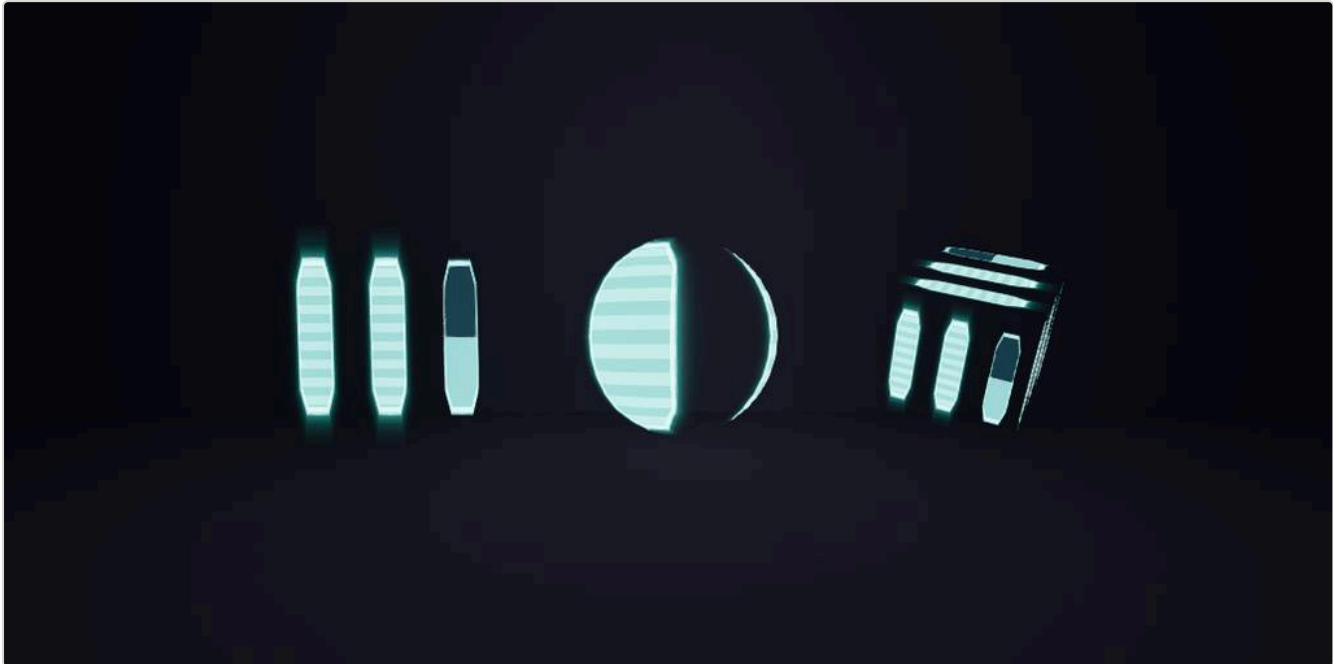
Right-click the folders and use `Migrate` so references follow.

GSS MATERIALFX

MASTERS IN UI & HUD

Master	Looks like	Instances
UI_AmmoPips	Charges / ammo row in three styles (holo cells).	3
UI_Banner	Banner background in three styles (holo slab / skewed esports...	3
UI_Button	Button background: rounded gradient plate with a light...	4
UI_Compass	Compass strip in three styles: scrolls with Heading (0-1 =...	3
UI_Cooldown	Sprint + item cluster in three styles.	3
UI_Crosshair	Dynamic crosshair in three styles.	3
UI_DamageDirection	Full-screen damage direction indicator in three styles...	3
UI_HealthBar	Health bar in three styles (SciFi holo / Clean esports / ...	3
UI_HoloPanel	Sci-fi HUD panel background: translucent glass with grid.	3
UI_Overlay_Frost	Frozen-lens overlay (mobile-safe twin of PP_FrostEdges).	3
UI_Overlay_HelmetHUD	Full-screen helmet / visor overlay: scanlines, edge vignette.	3
UI_Overlay_LowHealth	Pain overlay (mobile-safe twin of PP_DamageVignette).	3
UI_Overlay_Poison	Poison overlay (mobile-safe twin of PP_PoisonDrunk).	3
UI_Overlay_SpeedLines	Full-screen anime speed lines from the edges.	3
UI_Overlay_Transition	Screen transitions: Progress 0 (clear) to 1 (covered).	5
UI_Radar	Radar in three styles - no map needed, works on any island.	3
UI_RadialMeter	Radial meter (stamina / charge / timer) in three styles.	3
UI_RarityFrame	Item tile frame: rarity-colored border and backdrop (Rarity...	6
UI_ShieldBar	Shield bar in three styles: flowing hex cells (SciFi).	3
UI_Spinner	Loading spinner: rotating arc segments with a fading comet...	3
UI_XPBar	Experience bar in three styles with rolling stripes and a...	3

AMMO PIPS



Ammo Pips: UI widget material in a widget, flat, sphere and cube

Charges / ammo row in three styles (holo cells, slanted esports bars, toon candies).

MaterialFX/UI/UI_AmmoPips UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
MaxPips	3	1 to 30	02 Pattern	Total number of pips shown (1-30).
Count	2	0 to 30	02 Pattern	Number of pips that are lit (current ammo).
Recharge	0.5	0 to 1	02 Pattern	Fill 0-1 of the next pip that is recharging.
Aspect	4	0.2 to 20	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
LitColor	(0.3, 1, 0.95, 1)	-	01 Color	Colour of the pips that are lit (ammo left).
EmptyColor	(0.08, 0.2, 0.25, 1)	-	01 Color	Colour of the pips that are used up.
PipWidth	0.32	0.05 to 0.5	02 Pattern	Width of each pip cell (SciFi/Clean looks).
OutlineColor	(0.06, 0.02, 0.12, 1)	-	01 Color	Color of the outline.

3 more parameters in the instance's Details panel. **Instances:** MI_UI_AmmoPips_SciFi , MI_UI_AmmoPips_Clean , MI_UI_AmmoPips_Toon

BANNER

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Banner background in three styles (holo slab / skewed esports bars / toon ribbon).

MaterialFX/UI/UI_Banner UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	6	1 to 20	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Reveal	1	0 to 1	03 Animation	Wipe-in progress 0-1: the banner opens from the centre outward (a flash plays during the wipe).
BannerColor	(0.02, 0.1, 0.14, 1)	-	01 Color	Colour of the banner body.
AccentColor	(0.3, 1, 0.95, 1)	-	01 Color	Colour of the banner accent lines and trim.
OutlineColor	(0.06, 0.02, 0.12, 1)	-	01 Color	Color of the outline.
StyleClean	False	-	00 Style	Static switch: swaps in the Clean (esports-style) look.
StyleToon	False	-	00 Style	Static switch: swaps in the stylized Toon look.

Instances: MI_UI_Banner_SciFi , MI_UI_Banner_Clean , MI_UI_Banner_Toon

BUTTON

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Button background: rounded gradient plate with a light flowing around the border.

MaterialFX/UI/UI_Button UI / Translucent / Unlit Instances 4

Field	Default	Range	Group	What it does
Aspect	3.5	0.2 to 20	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Roundness	0.5	0 to 0.5	02 Pattern	Corner rounding of the widget shape.
Hover	0	0 to 1	02 Pattern	Hover highlight amount 0-1 (brightens the body and the travelling border light).
Pressed	0	0 to 1	02 Pattern	Pressed amount 0-1 (darkens the body).
BottomColor	(0.05, 0.25, 0.7, 1)	-	01 Color	Colour at the bottom of the button; the gradient runs up to TopColor.
TopColor	(0.3, 0.65, 1, 1)	-	01 Color	Colour at the top of the button.
BorderWidth	0.06	0.005 to 0.3	02 Pattern	Thickness of the button border.
Speed	0.35	-4 to 4	03 Animation	Animation speed.

2 more parameters in the instance's Details panel. **Instances:** MI_UI_Button_Blue , MI_UI_Button_Gold , MI_UI_Button_Danger , MI_UI_Button_Hovered

COMPASS

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

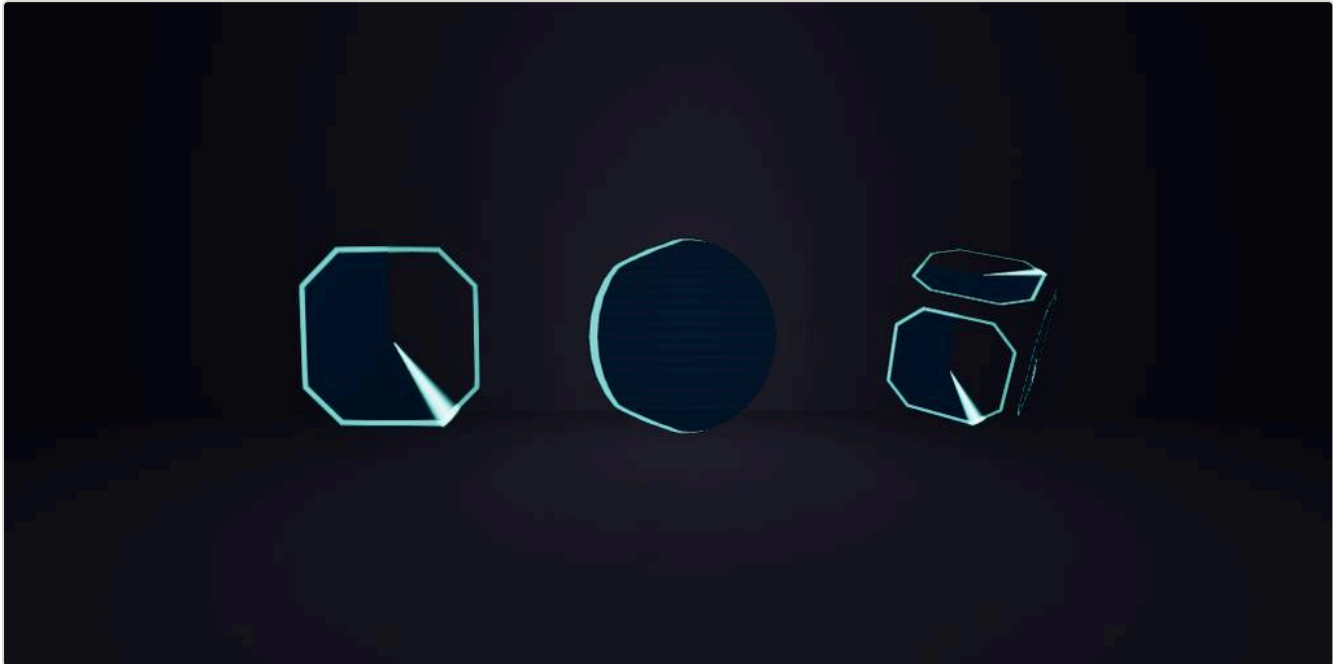
Compass strip in three styles: scrolls with Heading (0-1 = full turn); cardinal ticks, a north marker and an optional objective marker at TargetHeading.

MaterialFX/UI/UI_Compass UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	9	1 to 20	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Heading	0	0 to 1	02 Pattern	Player facing direction in turns (0-1, 0 = north); scrolls the strip.
VisibleArc	0.35	0.05 to 1	02 Pattern	Fraction of the full 360 degrees visible across the strip width (0.35 = about 126 degrees).
TickColor	(0.45, 1, 0.95, 1)	-	01 Color	Colour of the compass tick marks.
MarkerColor	(1, 0.6, 0.15, 1)	-	01 Color	Colour of the map markers shown on the compass.
NorthColor	(1, 0.25, 0.2, 1)	-	01 Color	Colour of the north mark.
TargetHeading	0.3	0 to 1	02 Pattern	Bearing of the objective marker in turns (0-1, 0 = north).
ShowTarget	1	0 to 1	02 Pattern	Objective marker visibility, 0-1 (0 hides it; the marker is also hidden when it is outside the visible...

4 more parameters in the instance's Details panel. **Instances:** MI_UI_Compass_SciFi , MI_UI_Compass_Clean , MI_UI_Compass_Toon

COOLDOWN



Cooldown: UI widget material in a widget, flat, sphere and cube

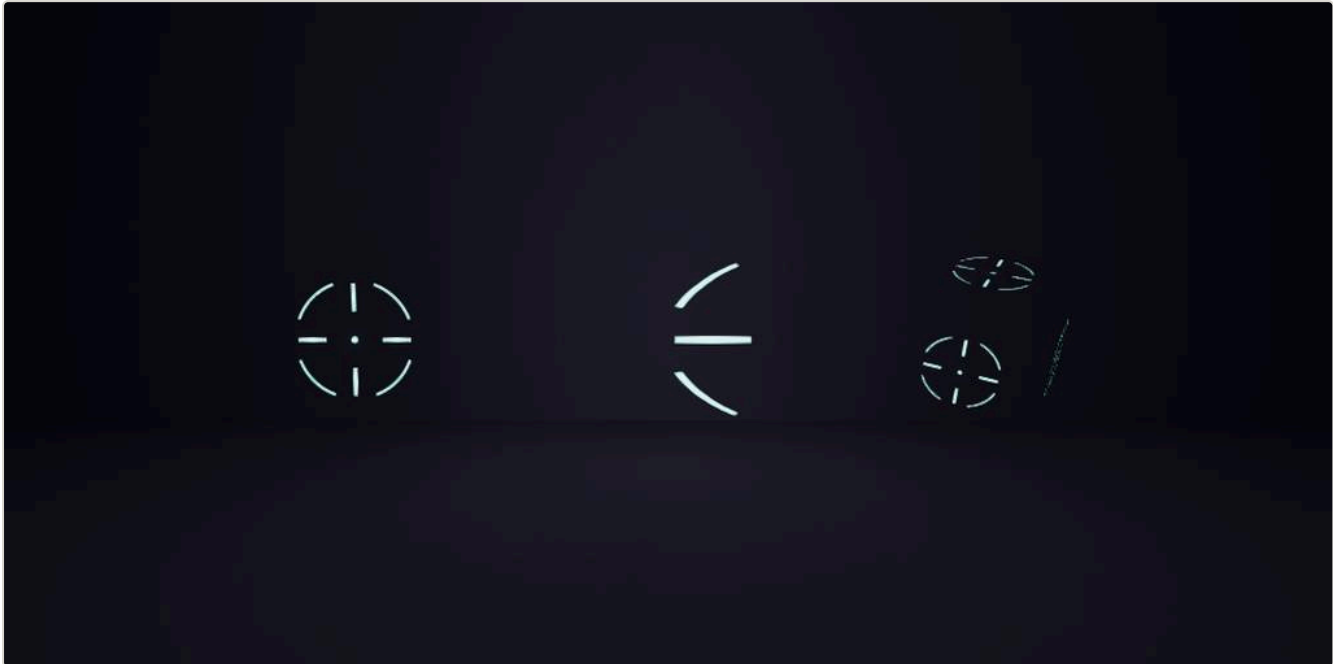
Sprint + item cluster in three styles, one outline language each: a sprint ring (Stamina; pulses while Sprinting).

MaterialFX/UI/UI_Cooldown UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	0.79	0.3 to 2	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
AutoAnimate	0	0 to 2	03 Animation	Above 0 the Stamina ring and the cooldown wipe animate by themselves (demo).
Stamina	0.7	0 to 1	02 Pattern	Sprint stamina ring fill, 0-1.
Sprinting	0	0 to 1	02 Pattern	Sprinting amount 0-1: makes the stamina ring brighter and pulsing while it is on.
LowThreshold	0.25	0 to 1	02 Pattern	Fill level below which the bar pulses as a low warning, 0-1.
Progress	1	0 to 1	02 Pattern	Ability cooldown wipe 0-1 on the item tile (0 = just used, 1 = ready; a ready flash plays at 1).
AccentColor	(0.3, 1, 0.92, 1)	-	01 Color	Colour of the accent edge of the cooldown wipe.
RingColor	(0.3, 1, 0.92, 1)	-	01 Color	Colour of the ring cooldown style.

11 more parameters in the instance's Details panel. **Instances:** MI_UI_Cooldown_SciFi , MI_UI_Cooldown_Clean , MI_UI_Cooldown_Toon

CROSSHAIR



Crosshair: UI widget material in a widget, flat, sphere and cube

Dynamic crosshair in three styles.

MaterialFX/UI/UI_Crosshair UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Spread	0.1	0 to 0.4	02 Pattern	Gap between the centre and the four ticks (weapon bloom).
Hit	0	0 to 1	03 Animation	Hit-marker amount 0-1: shows an X marker that pops outward as it rises (the toon ticks also bounce...
CrosshairColor	(0.4, 1, 0.95, 1)	-	01 Color	Colour of the crosshair.
HitColor	(1, 0.3, 0.3, 1)	-	01 Color	Colour the crosshair flashes on a hit marker.
OutlineColor	(0, 0, 0, 1)	-	01 Color	Color of the outline.
ToonInk	(0.06, 0.02, 0.12, 1)	-	01 Color	Colour of the outline in the Toon look.
StyleClean	False	-	00 Style	Static switch: swaps in the Clean (esports-style) look.
StyleToon	False	-	00 Style	Static switch: swaps in the stylized Toon look.

1 more parameter in the instance's Details panel. **Instances:** MI_UI_Crosshair_SciFi , MI_UI_Crosshair_Clean , MI_UI_Crosshair_Toon

DAMAGE DIRECTION

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

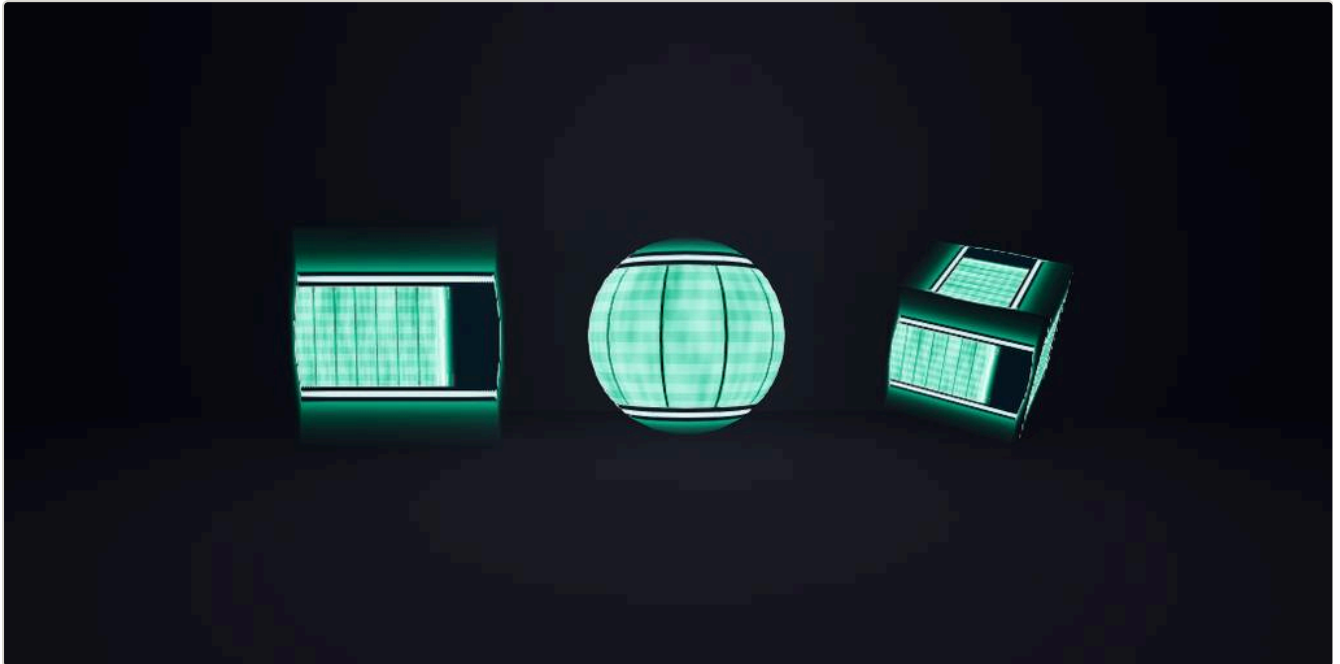
Full-screen damage direction indicator in three styles (energy arc / sharp esports wedge / toon splat).

MaterialFX/UI/UI_DamageDirection UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Angle	0.125	0 to 1	02 Pattern	Direction of the incoming damage in turns (0-1), measured clockwise from straight up (0 = ahead).
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).
Radius	0.55	0.1 to 1.5	02 Pattern	Distance of the indicator arc from the screen centre (0.1-1.5).
IndicatorColor	(1, 0.25, 0.1, 1)	-	01 Color	Colour of the damage direction indicator.
OutlineColor	(0.12, 0, 0.04, 1)	-	01 Color	Color of the outline.
StyleClean	False	-	00 Style	Static switch: swaps in the Clean (esports-style) look.
StyleToon	False	-	00 Style	Static switch: swaps in the stylized Toon look.

Instances: MI_UI_DamageDirection_SciFi , MI_UI_DamageDirection_Clean , MI_UI_DamageDirection_Toon

HEALTH BAR



Health Bar: UI widget material in a widget, flat, sphere and cube

Health bar in three styles (SciFi holo / Clean esports / Toon).

MaterialFX/UI/UI_HealthBar UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	9	1 to 30	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
AutoAnimate	0	0 to 2	03 Animation	Above 0 the widget animates by itself (demo/preview); 0 = driven by your own values.
Fill	0.72	0 to 1	02 Pattern	How full the widget is, 0-1.
Trail	0	0 to 1	02 Pattern	Lagging trail value (shows a delayed drain/fill), 0-1.
Hit	0	0 to 1	03 Animation	Flash amount for a hit/impact pulse, 0-1.
Segments	10	1 to 50	02 Pattern	Number of repeated slices/segments.
LowColor	(1, 0.08, 0.12, 1)	-	01 Color	Color at the low/empty end.
HighColor	(0.15, 1, 0.6, 1)	-	01 Color	Color at the high/full end.

9 more parameters in the instance's Details panel. **Instances:** MI_UI_HealthBar_SciFi , MI_UI_HealthBar_Clean , MI_UI_HealthBar_Toon

HOLO PANEL

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Sci-fi HUD panel background: translucent glass with grid, scanlines, corner brackets, edge glow and subtle flicker.

MaterialFX/UI/UI_HoloPanel UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.6	0.2 to 20	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Roundness	0.06	0 to 0.5	02 Pattern	Corner rounding of the panel.
PanelColor	(0.1, 0.8, 1, 1)	-	01 Color	Colour of the holographic panel: edge, scanlines and glow.
GridCells	16	2 to 80	02 Pattern	Number of grid cells across the panel in each direction.
Flicker	0.1	0 to 1	03 Animation	Depth 0-1 of the random brightness flicker (12 steps per second).
Brightness	1.3	0 to 50	04 Glow	Overall brightness of the effect.
GlassOpacity	0.35	0 to 1	02 Pattern	Opacity of the glass body of the panel, 0-1 (grid, edge and brackets add on top).

Instances: MI_UI_HoloPanel_Cyan , MI_UI_HoloPanel_Amber , MI_UI_HoloPanel_Red

OVERLAY FROST

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Frozen-lens overlay (mobile-safe twin of PP_FrostEdges): faceted crystal ice grows in from the screen borders with glints, twinkling shards and a milky rim.

MaterialFX/UI/UI_Overlay_Frost UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
FrostScale	2.4	0.2 to 8	02 Pattern	Size of the ice crystals (tiling of the crystal textures; higher = smaller crystals).
CrystalNormal	T_MFX_FrostCrystal_N	-	05 Textures	Texture slot: swap in your own texture.
CrystalMask	T_MFX_FrostCrystal_M	-	05 Textures	Texture slot: swap in your own texture.
Amount	0.6	0 to 1	02 Pattern	How far the ice grows in from the screen edges, 0-1 (up to 22 percent of the screen height).
Glint	1.5	0 to 6	04 Glow	Brightness of the light catching the crystal facets.
Twinkle	0.35	0 to 3	03 Animation	Speed of the twinkling ice shards in cycles per second.
FrostColor	(0.85, 0.95, 1, 1)	-	01 Color	Colour of the frost crystals at the screen edges.

3 more parameters in the instance's Details panel. **Instances:** MI_UI_Overlay_Frost_Frost , MI_UI_Overlay_Frost_Heavy , MI_UI_Overlay_Frost_Crystal

OVERLAY HELMET HUD

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Full-screen helmet / visor overlay: scanlines, edge vignette, corner brackets and faint noise.

MaterialFX/UI/UI_Overlay_HelmetHUD UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
HUDColor	(0.2, 0.85, 1, 1)	-	01 Color	Colour of the helmet frame and HUD lines.
ScanlineCount	220	20 to 800	02 Pattern	Number of scanlines down the screen.
ScanlineStrength	0.08	0 to 0.5	02 Pattern	Opacity of the scanlines.
Noise	0.04	0 to 0.3	03 Animation	Amount of animated grain over the HUD.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_UI_Overlay_HelmetHUD_Cyan , MI_UI_Overlay_HelmetHUD_Amber , MI_UI_Overlay_HelmetHUD_Red

OVERLAY LOW HEALTH

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Pain overlay (mobile-safe twin of PP_DamageVignette): heartbeat lub-dub, red tunnel vision closing in with Pain, branching veins that flash red on each beat.

MaterialFX/UI/UI_Overlay_LowHealth UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).
Pain	0.7	0 to 1	02 Pattern	Pain level 0-1 that scales the heartbeat pulse and how far the red tunnel closes in.
HeartRate	1.3	0.2 to 4	03 Animation	Heartbeats per second (a strong pulse followed by a softer one).
OverlayColor	(0.75, 0, 0.02, 1)	-	01 Color	Colour of the low-health vignette (red by default).
VeinScale	1.6	0.3 to 6	02 Pattern	Size of the vein pattern at the screen edge (higher = more, smaller veins).
Veins	T_MFX_Lightning	-	05 Textures	Texture slot: swap in your own texture.
VeinAmount	1	0 to 2	02 Pattern	Visibility of the veins (0 = none).

1 more parameter in the instance's Details panel. **Instances:** MI_UI_Overlay_LowHealth_SciFi , MI_UI_Overlay_LowHealth_Clean , MI_UI_Overlay_LowHealth_Toon

OVERLAY POISON

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Poison overlay (mobile-safe twin of PP_PoisonDrunk): sickly edges that wobble and breathe, hue drifting between green and yellow, crawling veins and rising bubbles.

MaterialFX/UI/UI_Overlay_Poison UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Speed	0.25	-4 to 4	03 Animation	Animation speed.
OverlayColor	(0.3, 0.85, 0.08, 1)	-	01 Color	Colour of the poison vignette.
DriftColor	(0.75, 0.9, 0.1, 1)	-	01 Color	Second colour that drifts through the vignette.
Veins	T_MFX_Lightning	-	05 Textures	Texture slot: swap in your own texture.
ScreenTint	0.12	0 to 0.5	01 Color	Constant green tint alpha over the whole screen, 0-0.5, on top of the sick edge effect.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_UI_Overlay_Poison_Poison , MI_UI_Overlay_Poison_Curse , MI_UI_Overlay_Poison_Fire

OVERLAY SPEED LINES

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Full-screen anime speed lines from the edges.

MaterialFX/UI/UI_Overlay_SpeedLines UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
LineCount	90	10 to 400	02 Pattern	Number of radial speed lines around the screen.
LineFPS	15	1 to 30	03 Animation	How many times per second the lines re-roll (stepped time).
LineAmount	0.45	0 to 1	02 Pattern	Fraction 0-1 of the lines drawn at any moment.
InnerRadius	0.45	0 to 1.5	02 Pattern	Radius of the clear centre (lines fade in beyond it, in aspect-corrected screen units).
LineColor	(1, 1, 1)	-	01 Color	Colour of the speed lines.
Intensity	1	0 to 1	02 Pattern	Strength of the effect (0 = off).

Instances: MI_UI_Overlay_SpeedLines_White , MI_UI_Overlay_SpeedLines_Black , MI_UI_Overlay_SpeedLines_Electric

OVERLAY TRANSITION

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

Screen transitions: Progress 0 (clear) to 1 (covered).

MaterialFX/UI/UI_Overlay_Transition UI / Translucent / Unlit Instances 5

Field	Default	Range	Group	What it does
Aspect	1.78	0.2 to 4	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
AutoAnimate	0	0 to 2	03 Animation	Above 0 the widget animates by itself (demo/preview); 0 = driven by your own values.
Progress	0.5	0 to 1	02 Pattern	Progress amount, 0-1.
Style	0	0 to 3	02 Pattern	Transition shape: 0 = iris, 1 = diagonal wipe, 2 = hexagon reveal, 3 = dots (values are thresholds).
CellScale	12	2 to 60	02 Pattern	Number of hexagon / dot cells across (styles 2 and 3 only).
CoverColor	(0.02, 0.02, 0.04, 1)	-	01 Color	Colour of the screen cover that wipes in and out.

Instances: MI_UI_Overlay_Transition_Iris, MI_UI_Overlay_Transition_Wipe, MI_UI_Overlay_Transition_Hex, MI_UI_Overlay_Transition_Dots and 1 more

RADAR

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

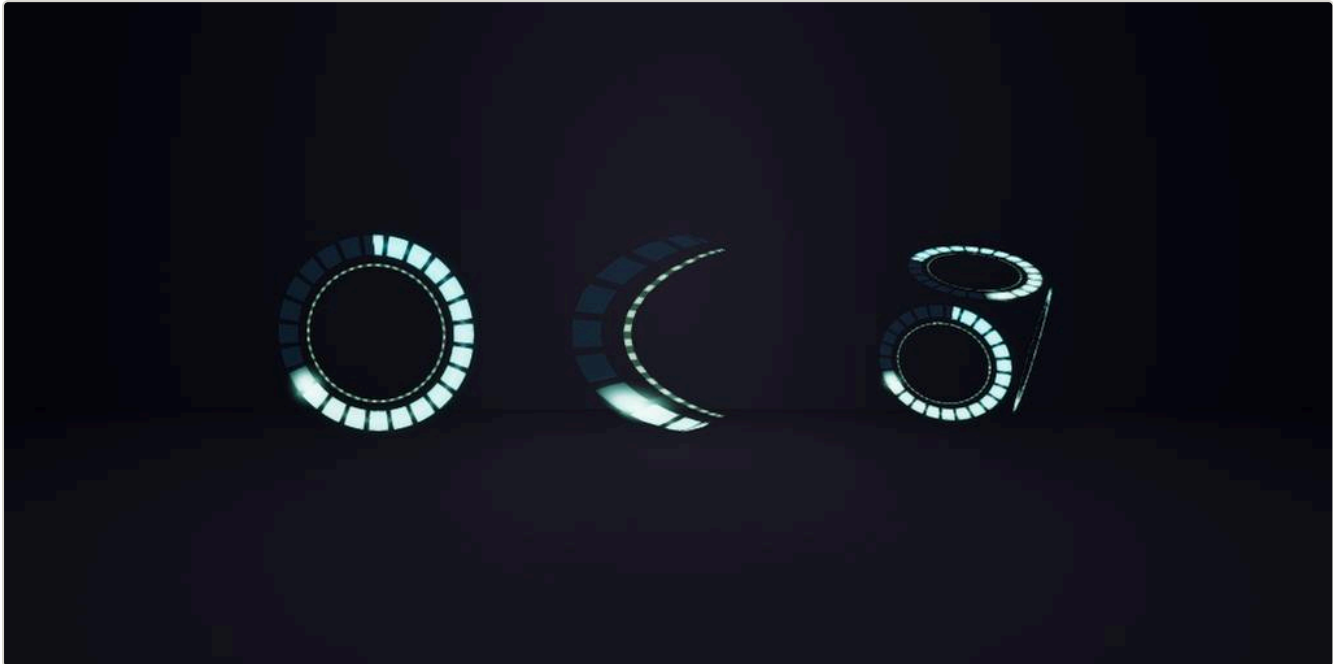
Radar in three styles – no map needed, works on any island: sweep, range rings, facing cone, north marker, an objective (TargetX / TargetY in radar space).

MaterialFX/UI/UI_Radar UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Heading	0	0 to 1	02 Pattern	Player facing direction in turns (0-1).
ScreenColor	(0.3, 1, 0.9, 1)	-	01 Color	Colour of the radar screen graphics (rings and sweep).
BlipColor	(1, 0.75, 0.2, 1)	-	01 Color	Colour of neutral blips.
HostileColor	(1, 0.16, 0.14, 1)	-	01 Color	Colour of hostile blips.
FriendlyColor	(0.25, 0.7, 1, 1)	-	01 Color	Colour of friendly blips.
Speed	0.3	-4 to 4	03 Animation	Animation speed.
TargetX	0.55	-10 to 10	02 Pattern	Objective position to the right (+) or left (-) of the player in radar units (the dot is clamped to the...
TargetY	0.6	-10 to 10	02 Pattern	Objective position ahead (+) or behind (-) the player in radar units.

23 more parameters in the instance's Details panel. **Instances:** MI_UI_Radar_SciFi , MI_UI_Radar_Clean , MI_UI_Radar_Toon

RADIAL METER



Radial Meter: UI widget material in a widget, flat, sphere and cube

Radial meter (stamina / charge / timer) in three styles: segmented holo ring, crisp esports arc or chunky toon donut.

MaterialFX/UI/UI_RadialMeter UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
AutoAnimate	0	0 to 2	03 Animation	Above 0 the widget animates by itself (demo/preview); 0 = driven by your own values.
Progress	0.65	0 to 1	02 Pattern	Progress amount, 0-1.
Segments	24	1 to 120	02 Pattern	Number of repeated slices/segments.
StartColor	(0.2, 0.9, 1, 1)	-	01 Color	Colour at the start of the ring; blends toward EndColor around it.
EndColor	(0.5, 1, 0.7, 1)	-	01 Color	Colour at the end of the ring.
TrackColor	(0.03, 0.06, 0.09, 1)	-	01 Color	Colour of the empty track behind the meter.
LowThreshold	0.2	0 to 1	02 Pattern	Fill level below which the bar pulses as a low warning, 0-1.
OutlineColor	(0.06, 0.02, 0.12, 1)	-	01 Color	Color of the outline.

3 more parameters in the instance's Details panel. **Instances:** MI_UI_RadialMeter_SciFi , MI_UI_RadialMeter_Clean , MI_UI_RadialMeter_Toon

RARITY FRAME

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

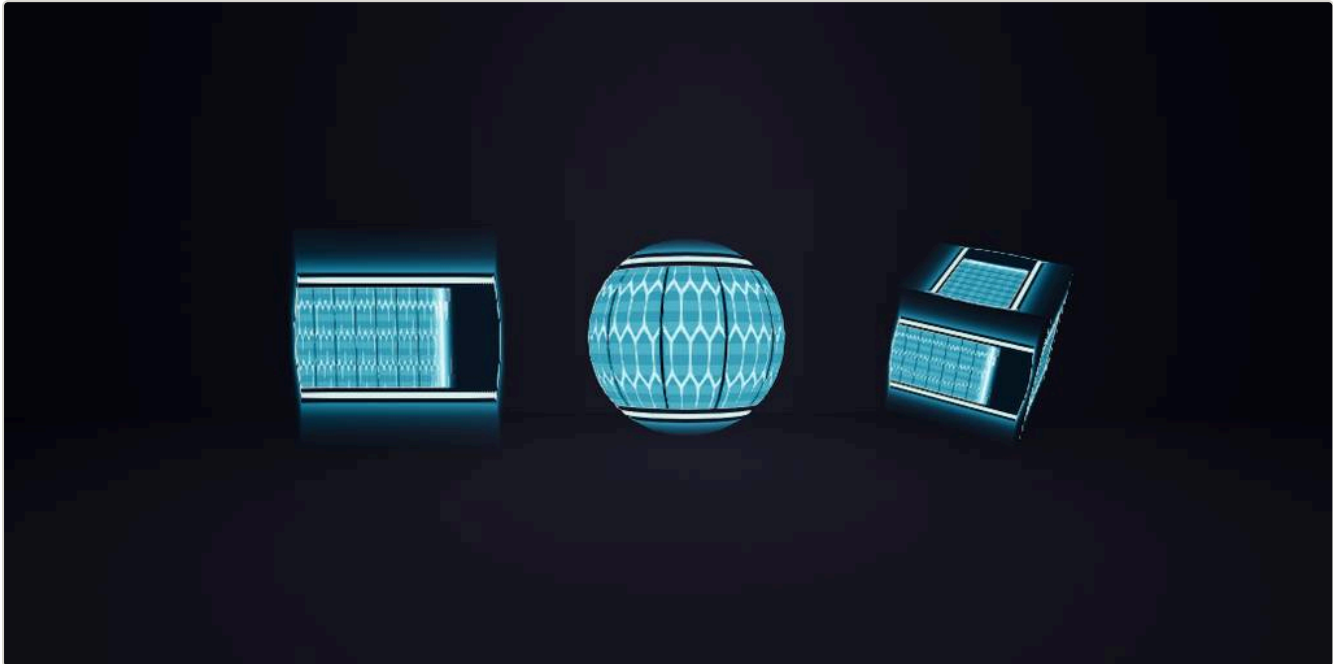
Item tile frame: rarity-colored border and backdrop (Rarity 0–5), shine sweep and corner sparkles on higher tiers.

MaterialFX/UI/UI_RarityFrame UI / Translucent / Unlit Instances 6

Field	Default	Range	Group	What it does
Aspect	1	0.2 to 20	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
Roundness	0.12	0 to 0.5	02 Pattern	Corner rounding of the widget shape.
Rarity	3	0 to 5	02 Pattern	Rarity tier that picks the frame color.
BorderWidth	0.06	0.005 to 0.3	02 Pattern	Thickness of the coloured frame border.
ShineSpeed	0.35	0 to 3	03 Animation	Speed of the shine sweep in cycles per second (visible from rarity 2 up).
Brightness	1	0 to 50	04 Glow	Overall brightness of the effect.
BackdropOpacity	0.85	0 to 1	02 Pattern	Opacity of the dark tinted backdrop inside the frame, 0–1 (the border itself is always opaque).

Instances: MI_UI_RarityFrame_Common , MI_UI_RarityFrame_Uncommon , MI_UI_RarityFrame_Rare , MI_UI_RarityFrame_Epic and 2 more

SHIELD BAR



Shield Bar: UI widget material in a widget, flat, sphere and cube

Shield bar in three styles: flowing hex cells (SciFi), hatched esports fill (Clean) or bubbly toon fill.

MaterialFX/UI/UI_ShieldBar UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	9	1 to 30	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
AutoAnimate	0	0 to 2	03 Animation	Above 0 the widget animates by itself (demo/preview); 0 = driven by your own values.
Fill	0.72	0 to 1	02 Pattern	How full the widget is, 0-1.
Trail	0	0 to 1	02 Pattern	Lagging trail value (shows a delayed drain/fill), 0-1.
Hit	0	0 to 1	03 Animation	Flash amount for a hit/impact pulse, 0-1.
Segments	10	1 to 50	02 Pattern	Number of repeated slices/segments.
HighColor	(0.2, 0.7, 1, 1)	-	01 Color	Color at the high/full end.
TrailColor	(1, 0.95, 0.85, 1)	-	01 Color	Colour of the lagging trail that shows chip damage.

8 more parameters in the instance's Details panel. **Instances:** MI_UI_ShieldBar_SciFi , MI_UI_ShieldBar_Clean , MI_UI_ShieldBar_Toon

SPINNER

NOTE: UI widget material: preview it in a widget (no usable picture of it on a mesh).

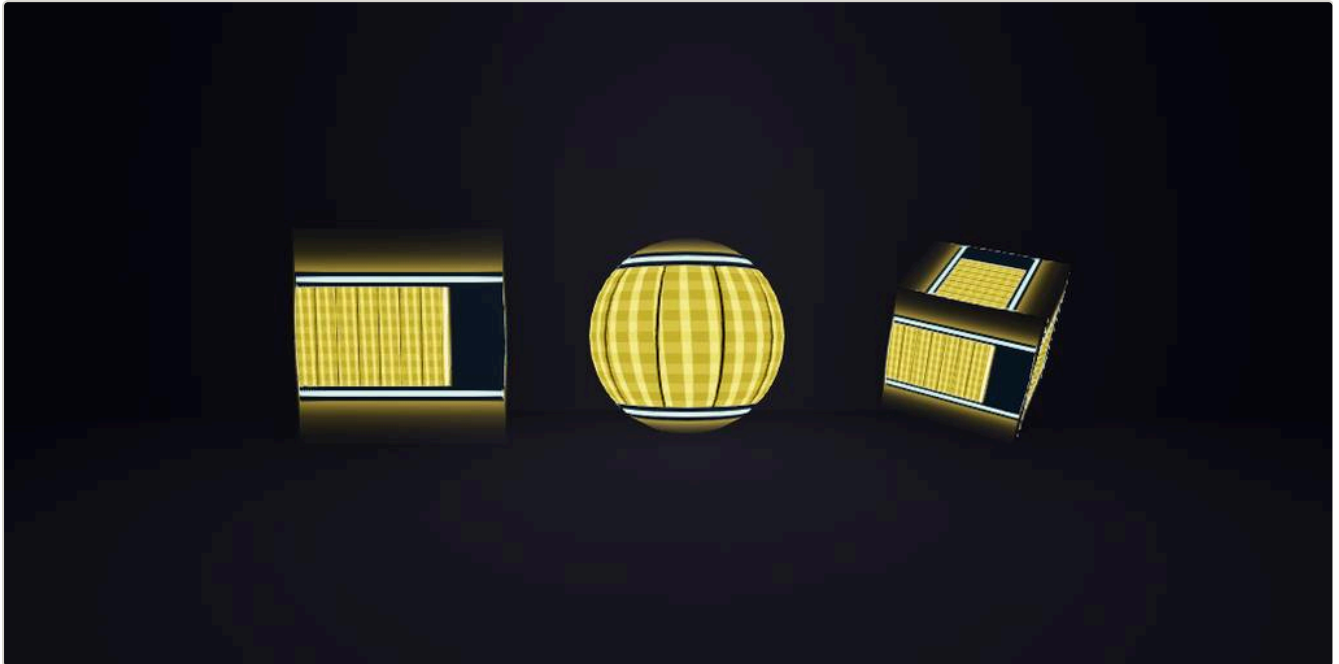
Loading spinner: rotating arc segments with a fading comet tail.

MaterialFX/UI/UI_Spinner UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Thickness	0.1	0.02 to 0.4	02 Pattern	Thickness of the spinner ring.
Arcs	1	1 to 6	02 Pattern	Number of comet arcs travelling around the ring.
Speed	0.8	-4 to 4	03 Animation	Animation speed.
TailSharpness	2	0.3 to 10	02 Pattern	Exponent on the arc tail fade.
Segments	1	1 to 40	02 Pattern	Number of dashes the ring is cut into (1 = solid ring).
SpinnerColor	(0.4, 0.85, 1, 1)	-	01 Color	Colour of the spinning arc.
Brightness	1.5	0 to 50	04 Glow	Overall brightness of the effect.

Instances: MI_UI_Spinner_Classic , MI_UI_Spinner_Dots , MI_UI_Spinner_Triple

XP BAR



XP Bar: UI widget material in a widget, flat, sphere and cube

Experience bar in three styles with rolling stripes and a glowing head.

MaterialFX/UI/UI_XPBar UI / Translucent / Unlit Instances 3

Field	Default	Range	Group	What it does
Aspect	20	1 to 30	02 Pattern	Width-to-height ratio of the widget shape, so circles stay round and bars stay straight at any size.
AutoAnimate	0	0 to 2	03 Animation	Above 0 the widget animates by itself (demo/preview); 0 = driven by your own values.
Fill	0.72	0 to 1	02 Pattern	How full the widget is, 0-1.
Trail	0	0 to 1	02 Pattern	Lagging trail value (shows a delayed drain/fill), 0-1.
Hit	0	0 to 1	03 Animation	Flash amount for a hit/impact pulse, 0-1.
LevelUp	0	0 to 1	03 Animation	Level-up flash amount 0-1: blends the whole bar toward white (same flash path as Hit).
Segments	10	1 to 50	02 Pattern	Number of repeated slices/segments.
HighColor	(1, 0.78, 0.15, 1)	-	01 Color	Color at the high/full end.

8 more parameters in the instance's Details panel. **Instances:** MI_UI_XPBar_SciFi , MI_UI_XPBar_Clean , MI_UI_XPBar_Toon



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