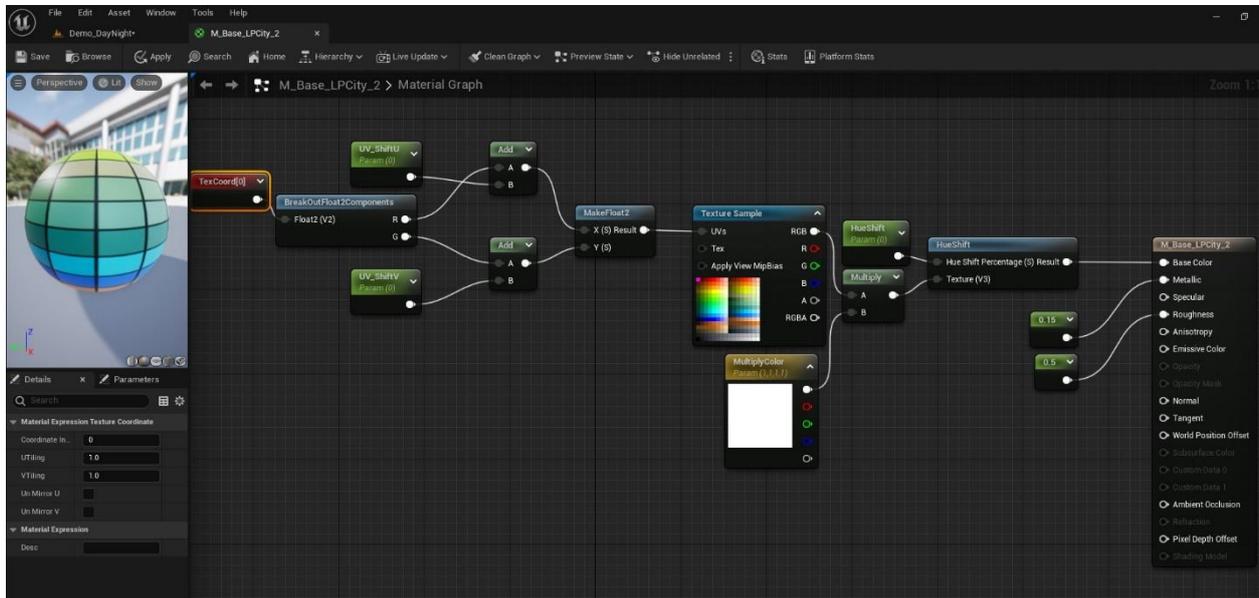


# **How to Change Texture or Color in DrCG Low Poly City**

## 1) Method I: Create a New Material

First, you can make a copy of M\_Base\_LPCity Material and open it with the material editor. You can add some parameters to change texture colors or tweak it. here is an example:



### UV shift in each direction

First, I add a *TexCoord* to modify Texture UV, break it (because it is a 2d vector, one for U and one for V), and then Add them with a value that read from a parameter. (I named them UV\_Shift). Then Make a float from the numbers and connect it to UVs input of our Texture sample.

### Multiply output with a color

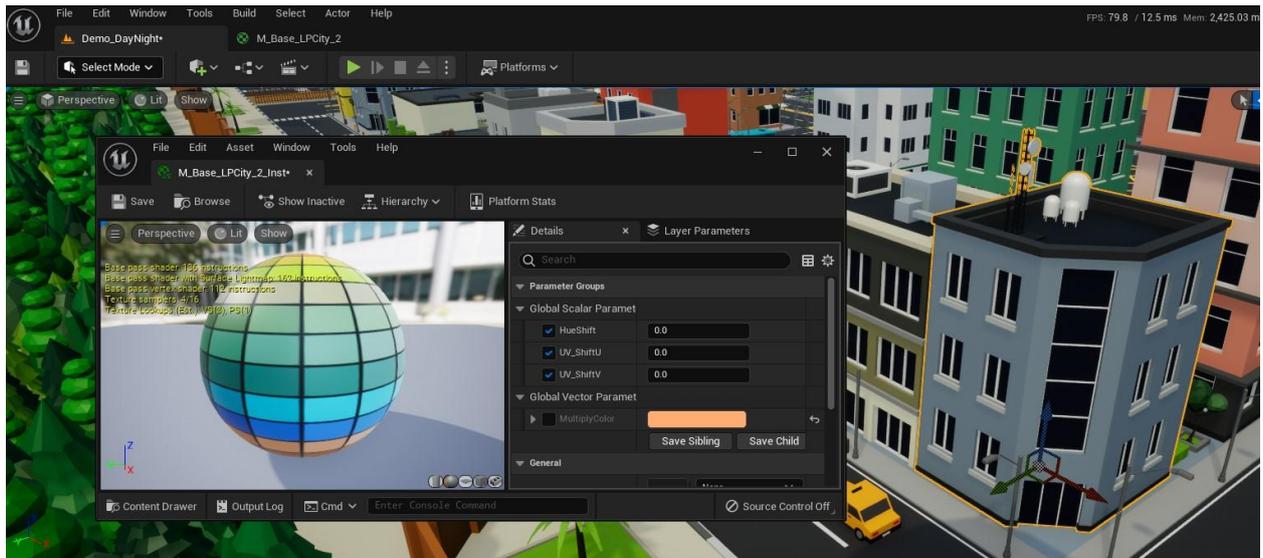
If you are familiar with the Multiply filter in photoshop you can easily understand what happens here

### Hue shift

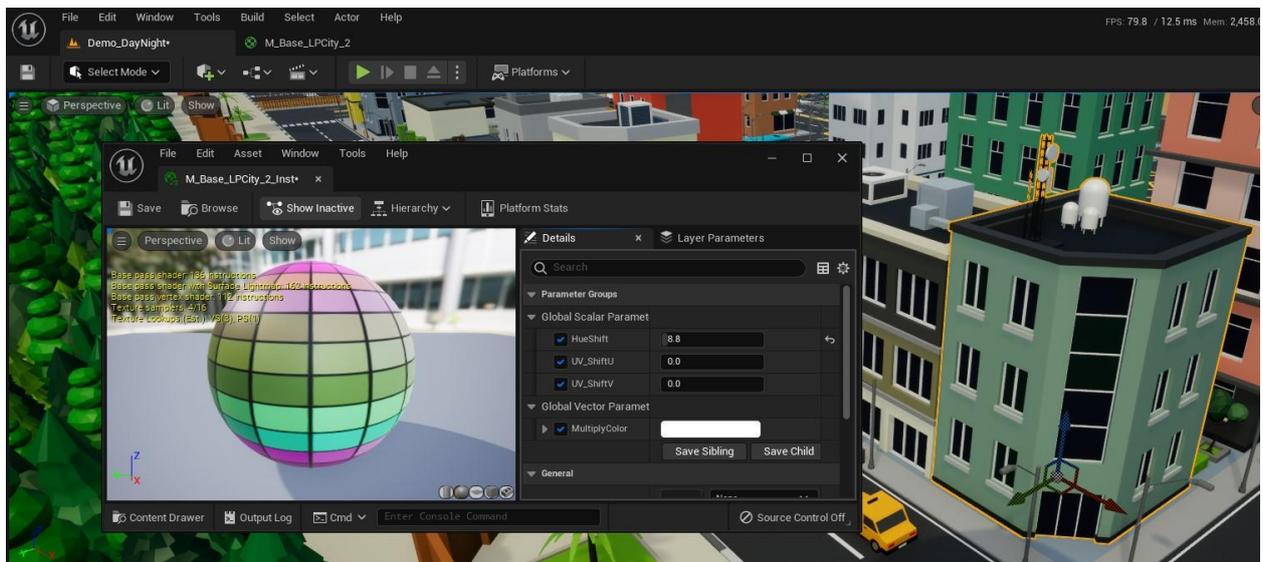
The final tweak that I added in this sample is Hue Shift Material Function, which shifts hue by a percent that is read from a parameter named Hue Shift.

You can add what you want in the new material, then create a Material Instance from it and change the values to see the result

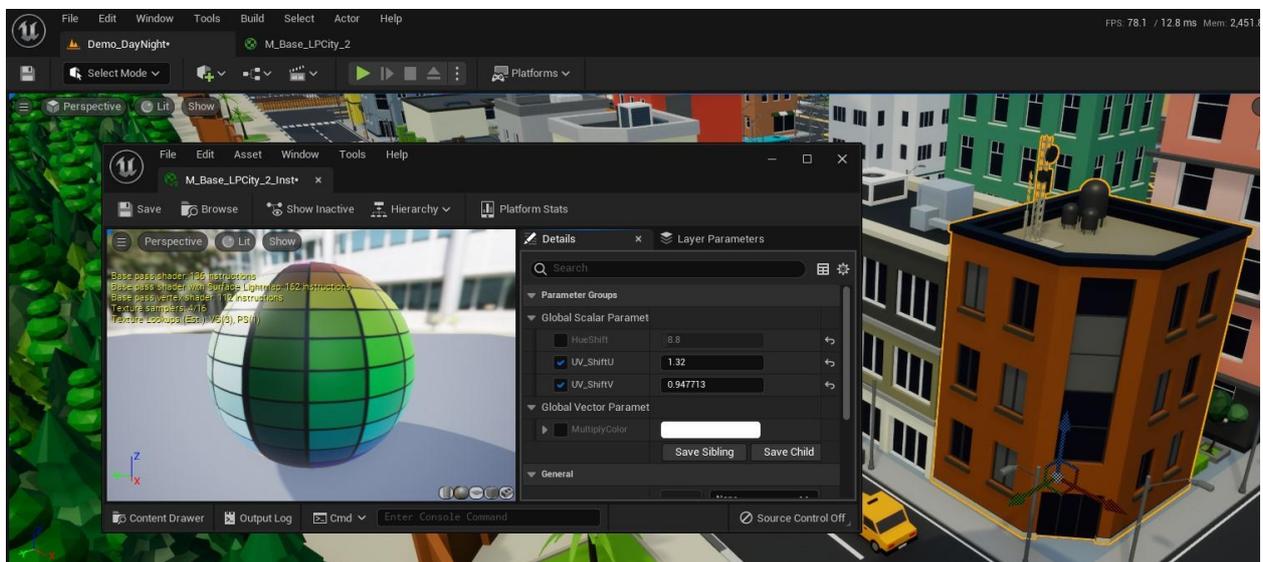
### Normal Texture



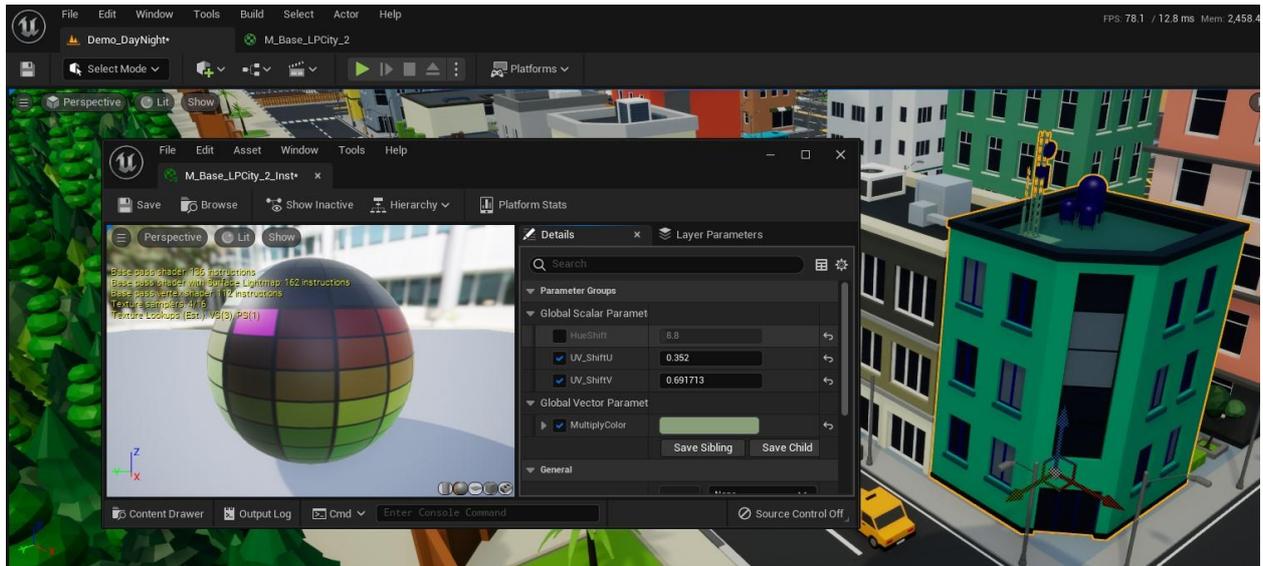
### Some Hue Shift



### Some UV Shift



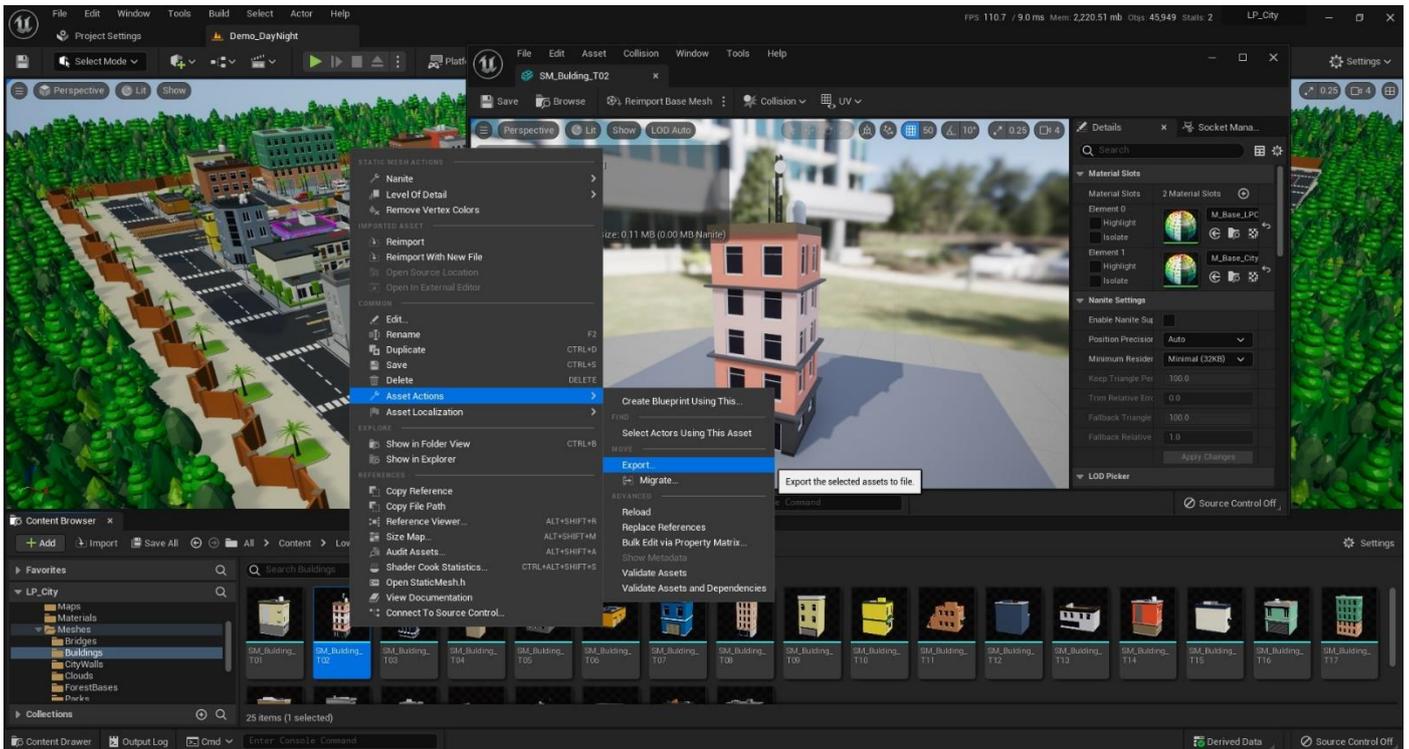
# UV Shift and Multiply Color



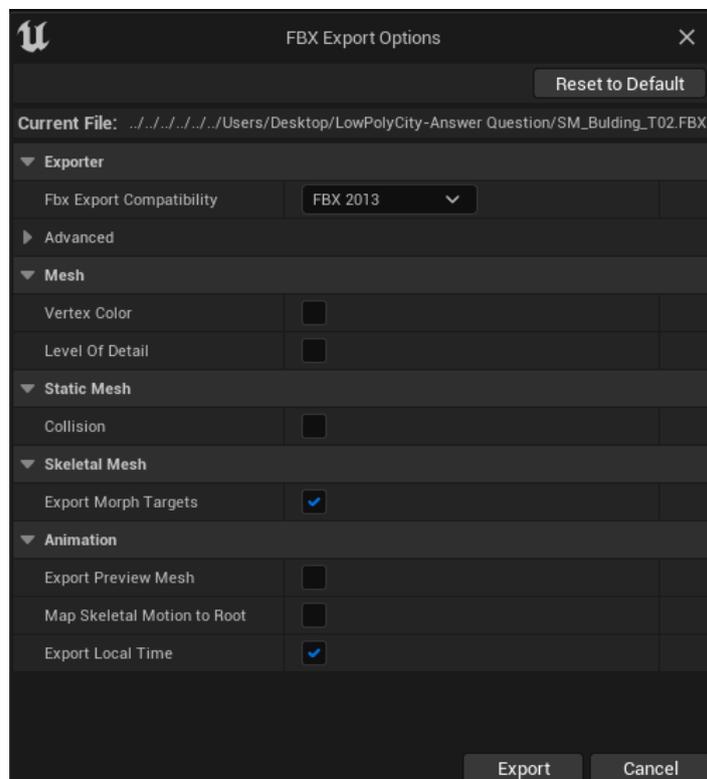
## 2) Method two: Export to the blender and unwrap again

In this method, you must be familiar with modeling software like blender. To do this you must export the model.

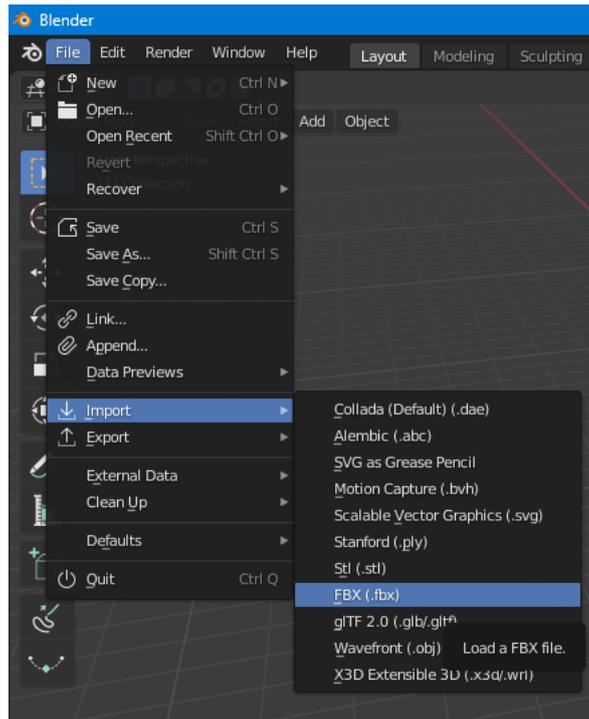
In the content browser right click on the asset and from Asset Actions menu select Export...



Choose a location and save the FBX file. Note that you must uncheck the *Collision*.



Then open blender and import the FBX file that you exported earlier. From the *File* menu, go to the *Import* menu and click on *FBX*

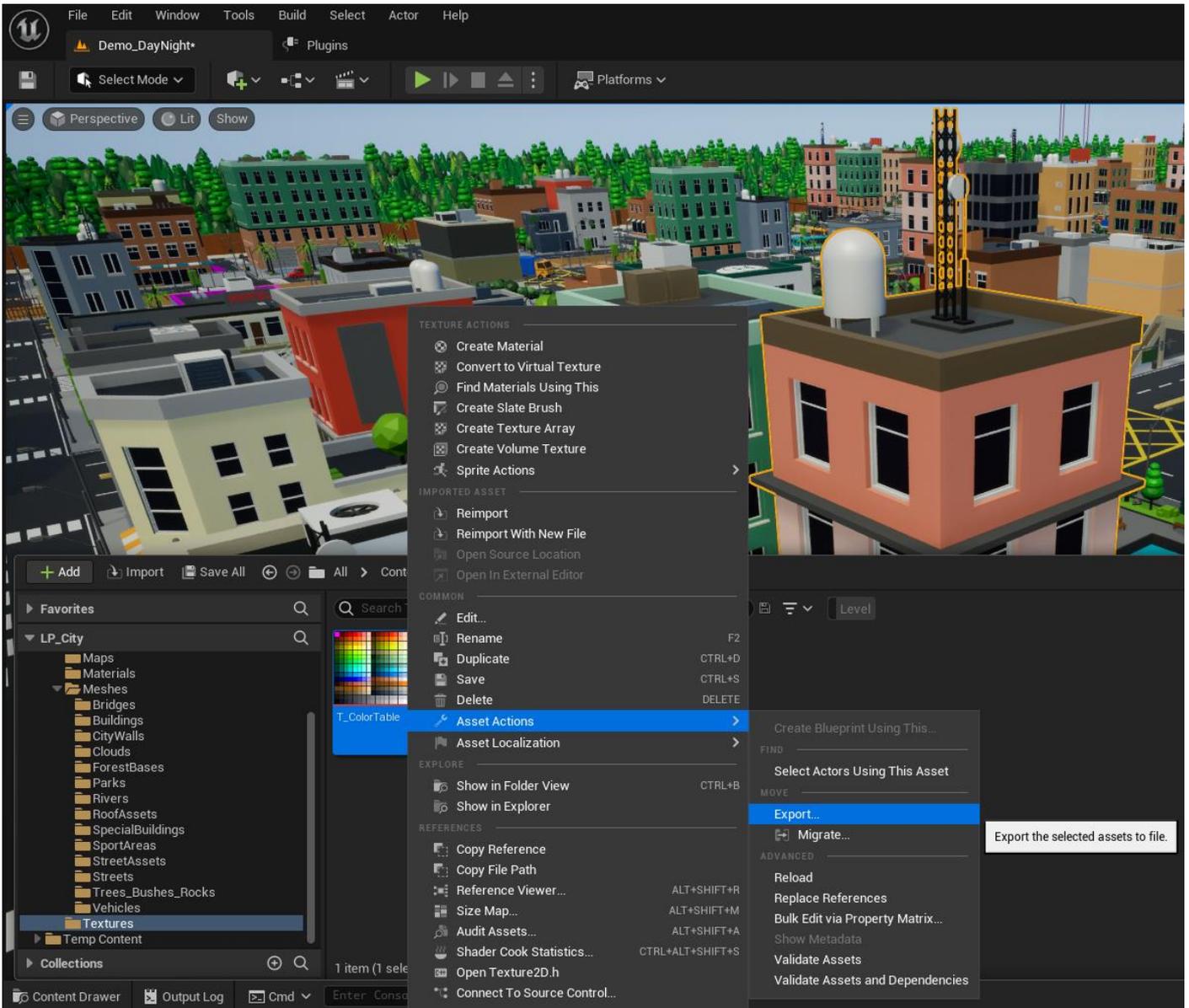


Go to *Shading* Tab and select object to show its material.

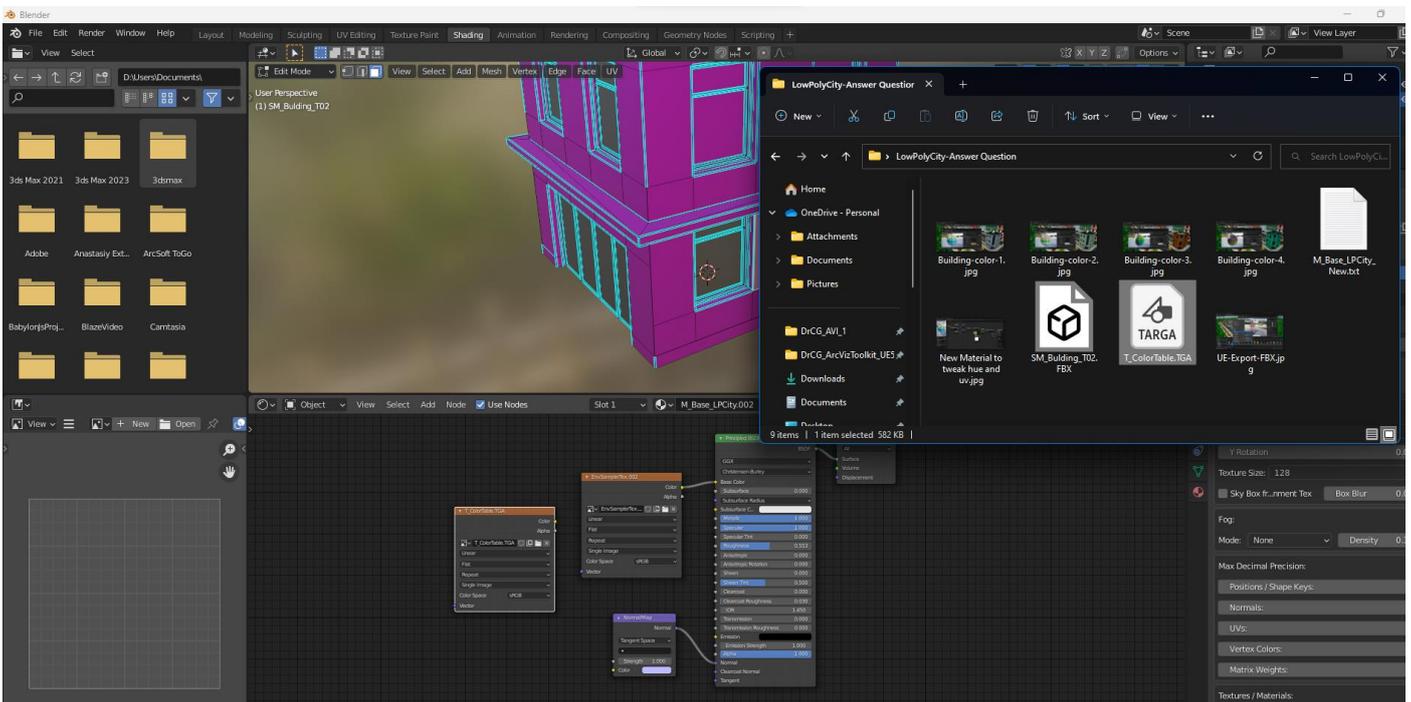
Note that When you export static mesh from unreal engine, the topology is converted to triangle, to make the faces quad do this:

- 1) Select the object
- 2) Press TAB key (go to edit mode) 
- 3) Press 3 key to activate face mode 
- 4) Press A key to select all faces
- 5) Press Alt + J to make selected face quad

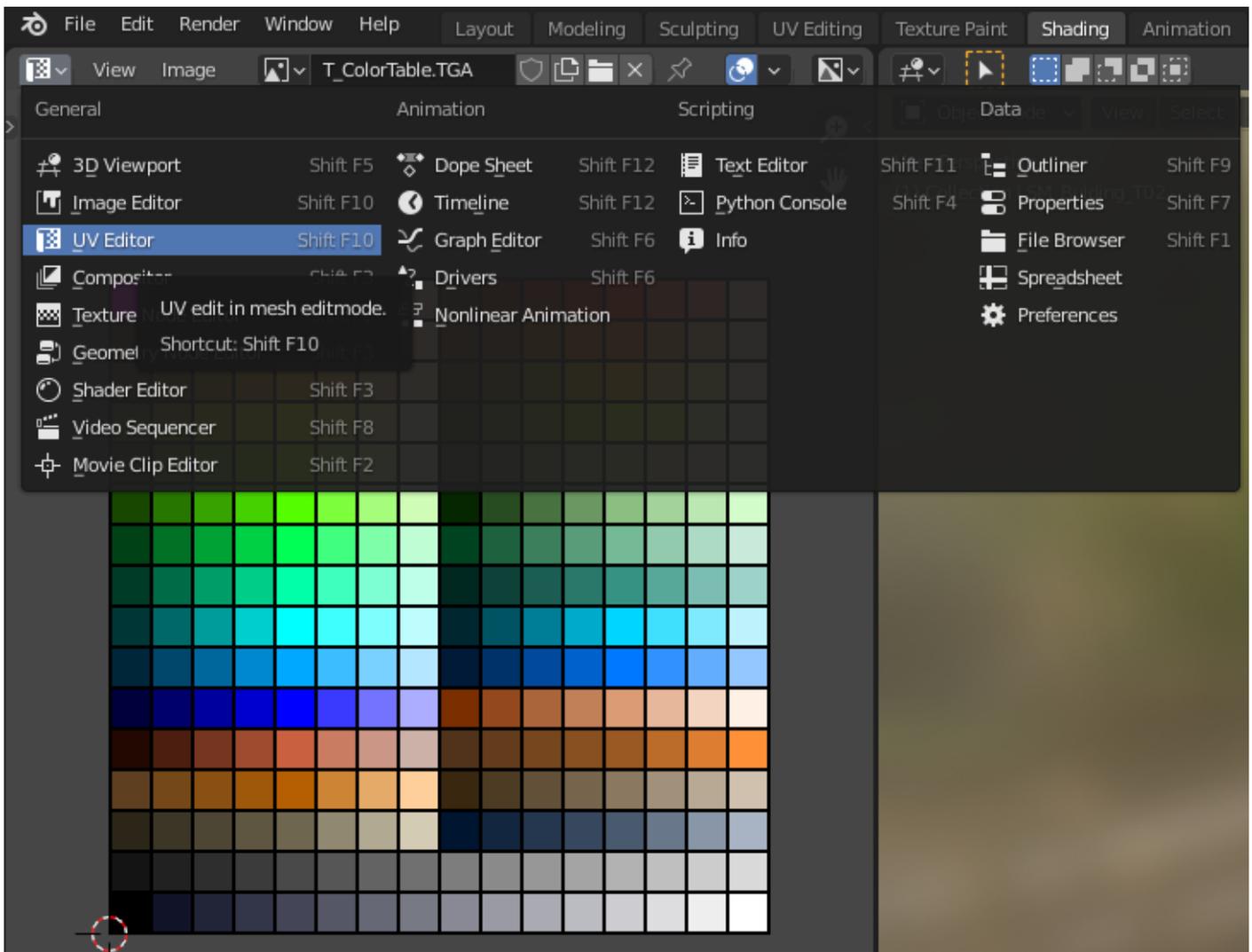
Now you must export the atlas texture from the unreal engine (do the same thing to export texture)



Drag and drop the exported textures to the blender material editor, and connect the pin to the base color



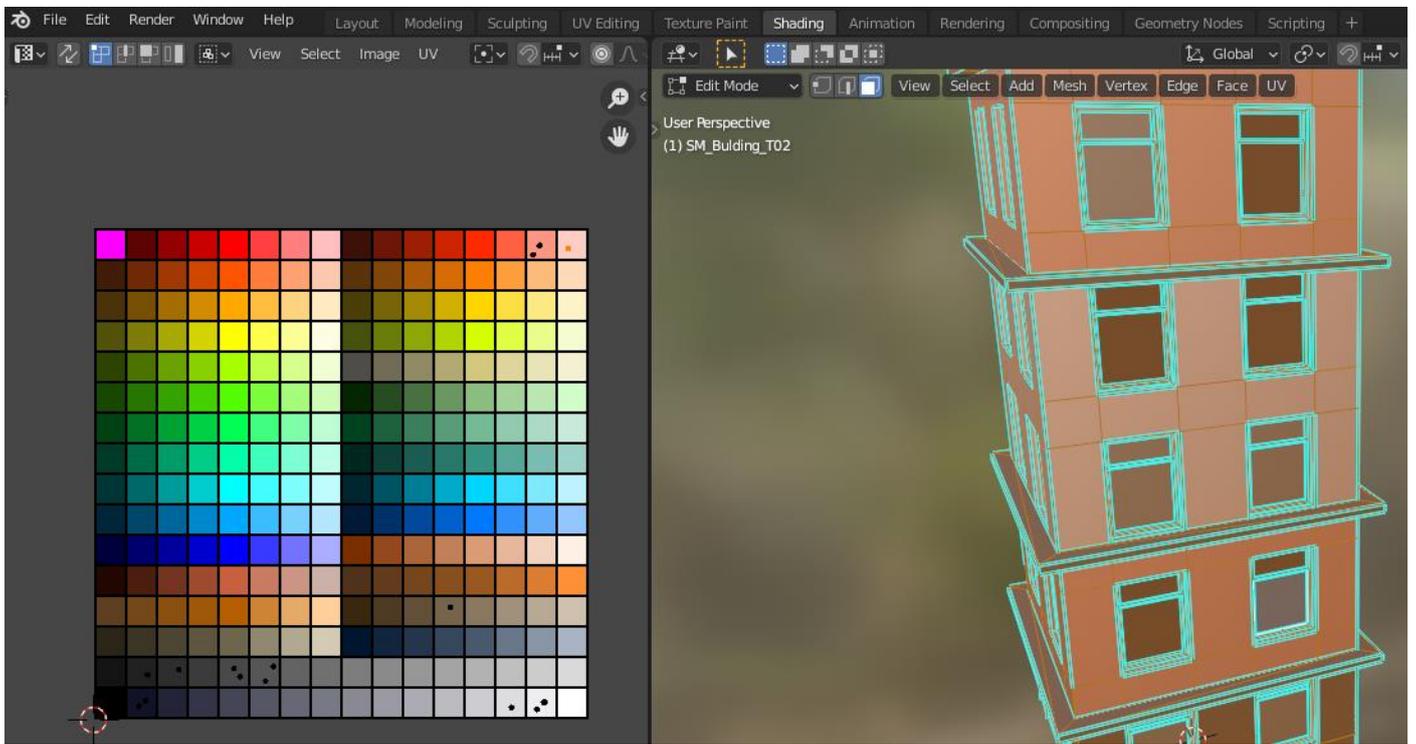
Then open the UV editor panel or go to UV Editing Tab (it's not different)



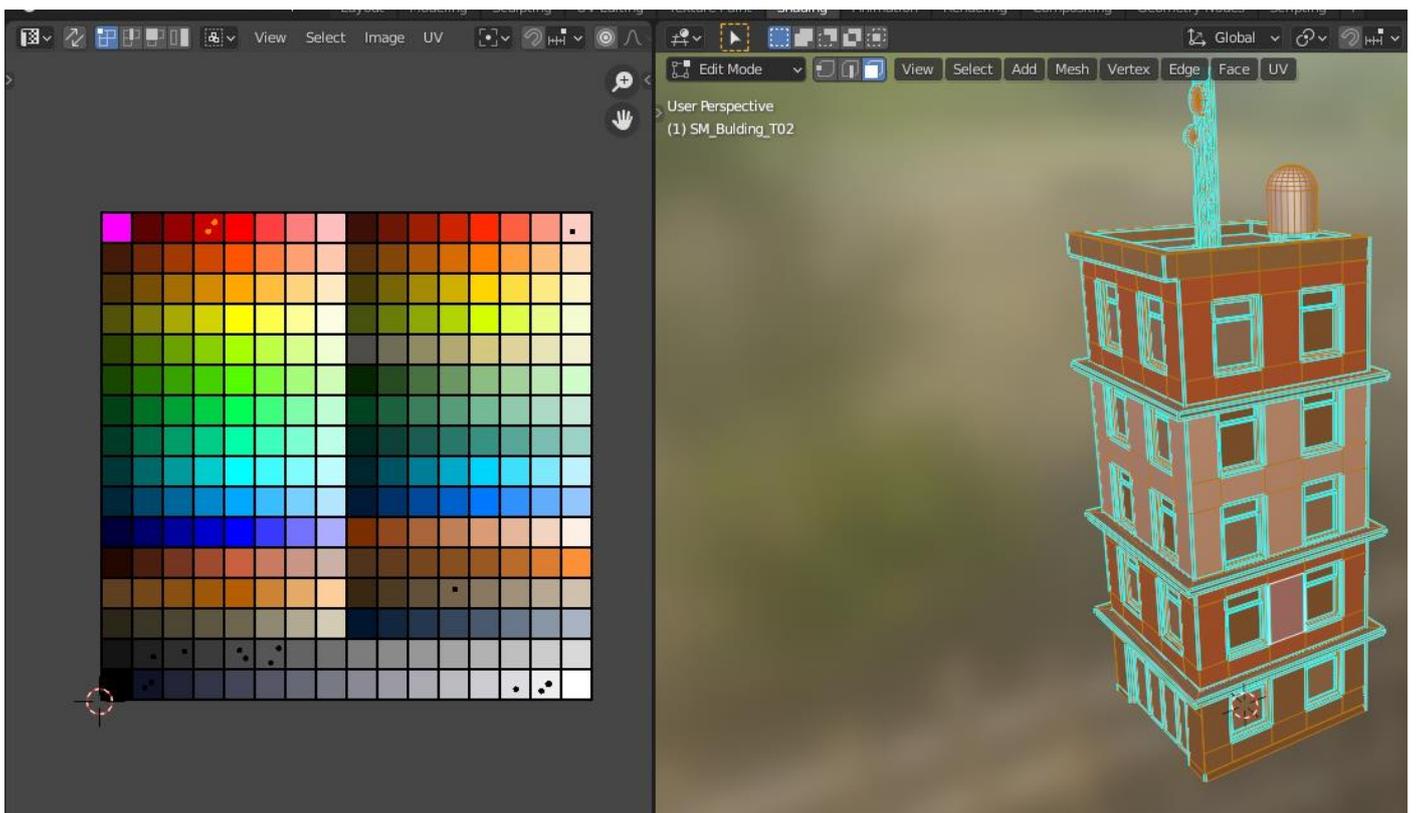
Then, when you select All Faces (by press the A key in the Edit Mode) you can see some small dots.

These are the unwrap of the object. Each part determines a color.

You can select items in each color and press the G key to move it to another cell (by this you can change the color of that face)



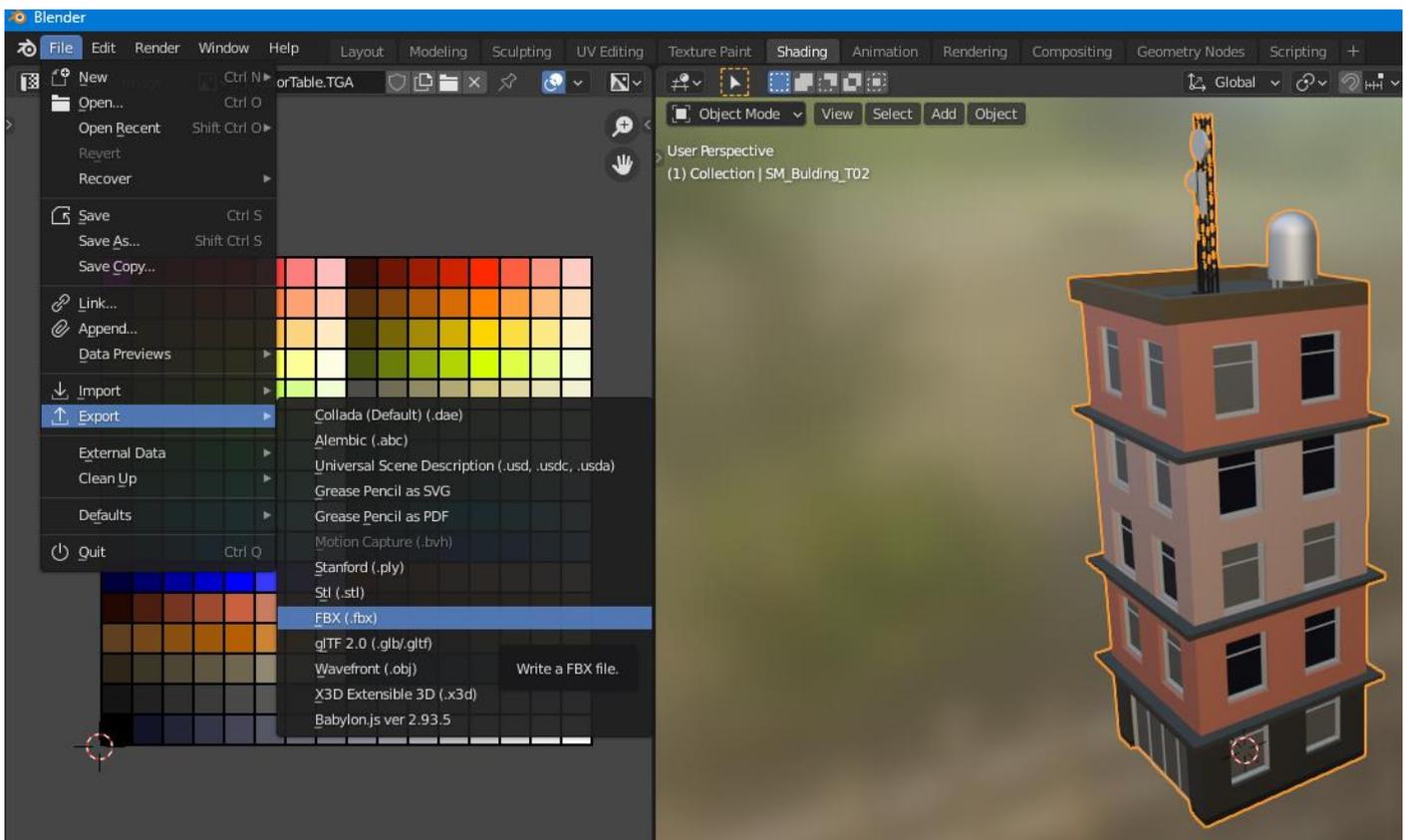
For example, I move the upper UVs to another cell



And this is the result



Then you must export the model (From File Menu Select Export and select FBX)



The final step is importing the new model to Unreal Engine. (you can replace the old model but I prefer to do not to do that)

Just drag the FBX file to the UE content browser and set its material

I hope this will help you

Ali Amanzadegan, Dr CG Studio

