USING THE TEXTURE BLEND MATERIAL

FOR UE4 / UE5

The texture blend relies on mesh vertex colors and it's easy to use Unreal's paint tool to paint the blends in-engine. For best results, use this with a mesh that has vertices evenly distributed across surfaces to paint at the level of detail needed. Have a look at the texture blend demo map to see how this technique is applied on a custom mesh.

We've already set up nine materials for each family of texture so it's ready to use out of the box, but if you want to make your own custom texture blend it's just a matter of creating a material instance of the master material "M_textureBlend" (found in /Materials/source folder), and assigning a new set of textures and corresponding normal maps in the parameters. The material also allows you to adjust tiling scale, normal map strength and material roughness.

The texture slot's label tells you which vertex color the texture will be related to. Also bear in mind that you don't actually need to fill all texture slots, but **if you aren't using normal maps you need to make sure "Enable Normals" is disabled.**

To paint the texture blends, simply assign your material to the target mesh, enable Unreal's paint tool (hotkey Shift+2) and make sure you are in the color paint mode. If the vertex colors on the mesh are fully black, you should see only the texture in the base slot. Now you can use the RGB sliders to select a color value and paint in a specific texture. To see the actual color values as you paint, in the paint view options select "RGB Channels" and use the unlit view in viewport. It can be handy to toggle this on and off as you work.

By using this texture blend material with our sets of ground textures you can easily break up the repetition, the result is subtle but effective:

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