Magic Hands

MATERIAL TRANSITION

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CONCEPT

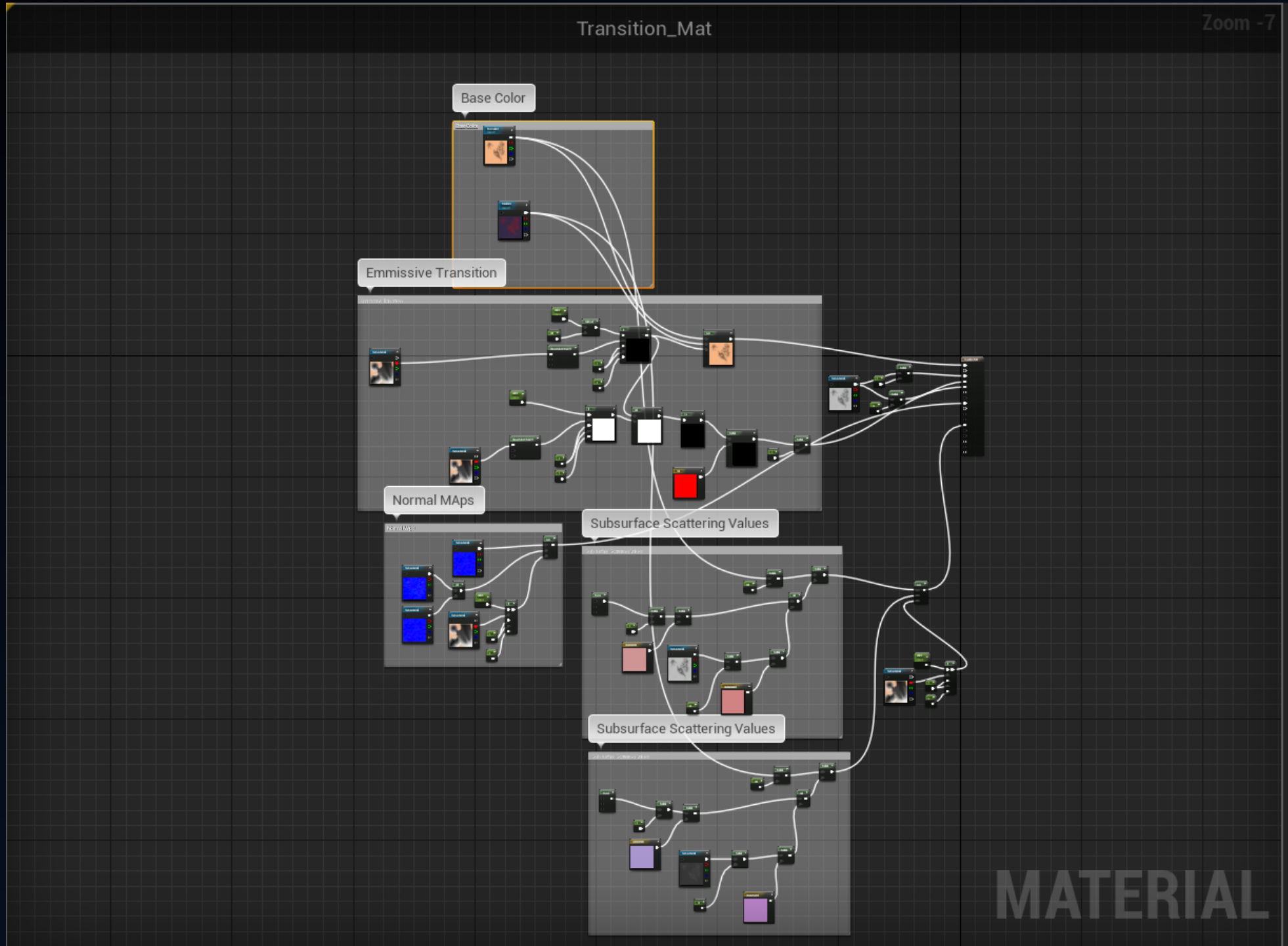
When the character in the game activates a spell, such as a fireball, the human skin texture covering the character will peel away and be replaced with an obviously unnatural shade of purple/blue. As the skin peels away, the tattoos will also change from black to red and rise out of the character’s skin, revealing that they are actually a part of him, rather than merely inked on. It will be visually obvious that the tattoos are the source of the character’s magic.

ASSET SHEET

Arm models with subsurface scattering.

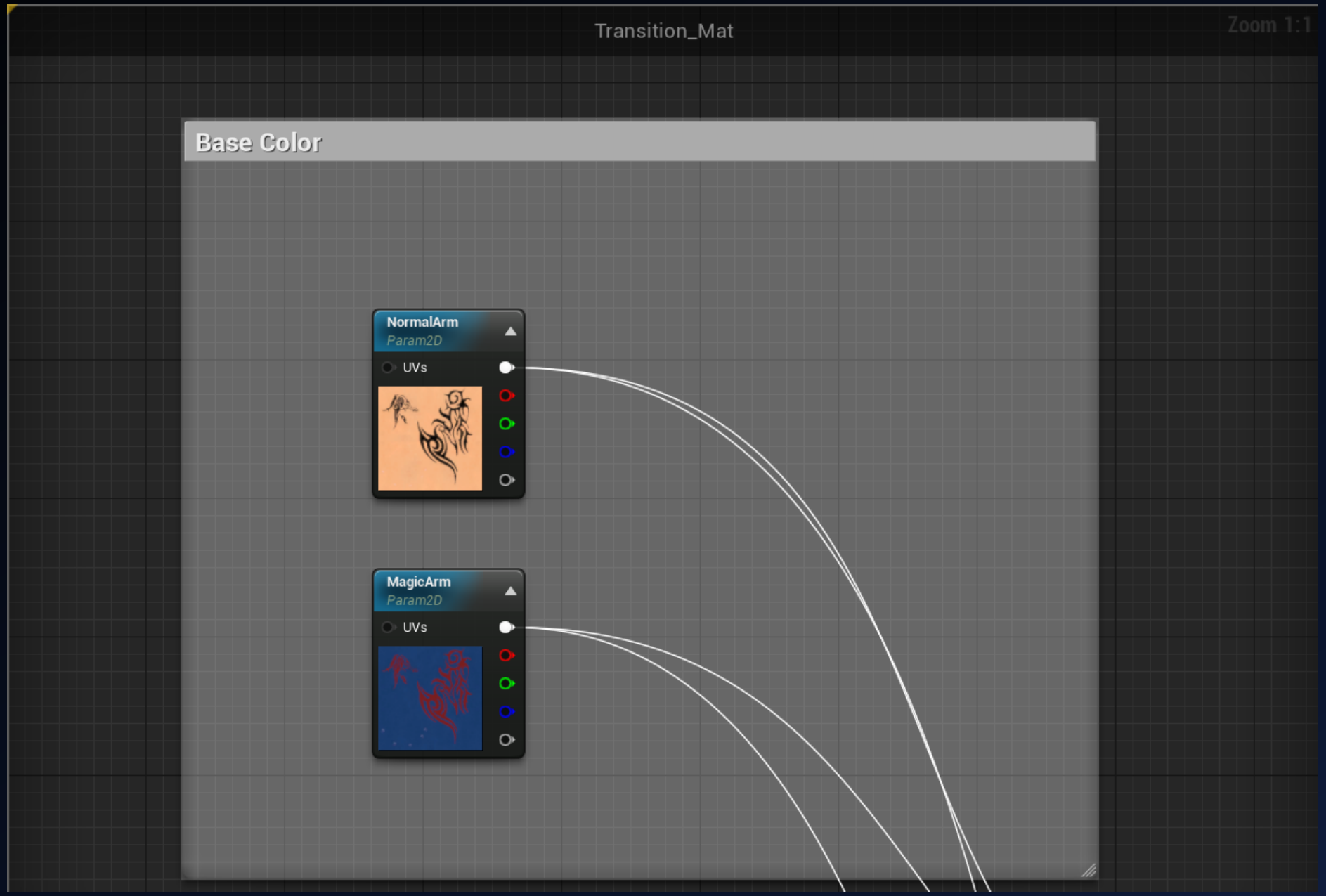
SHADER

- This shader allows the arm to transition from normal to magic smoothly in real-time.



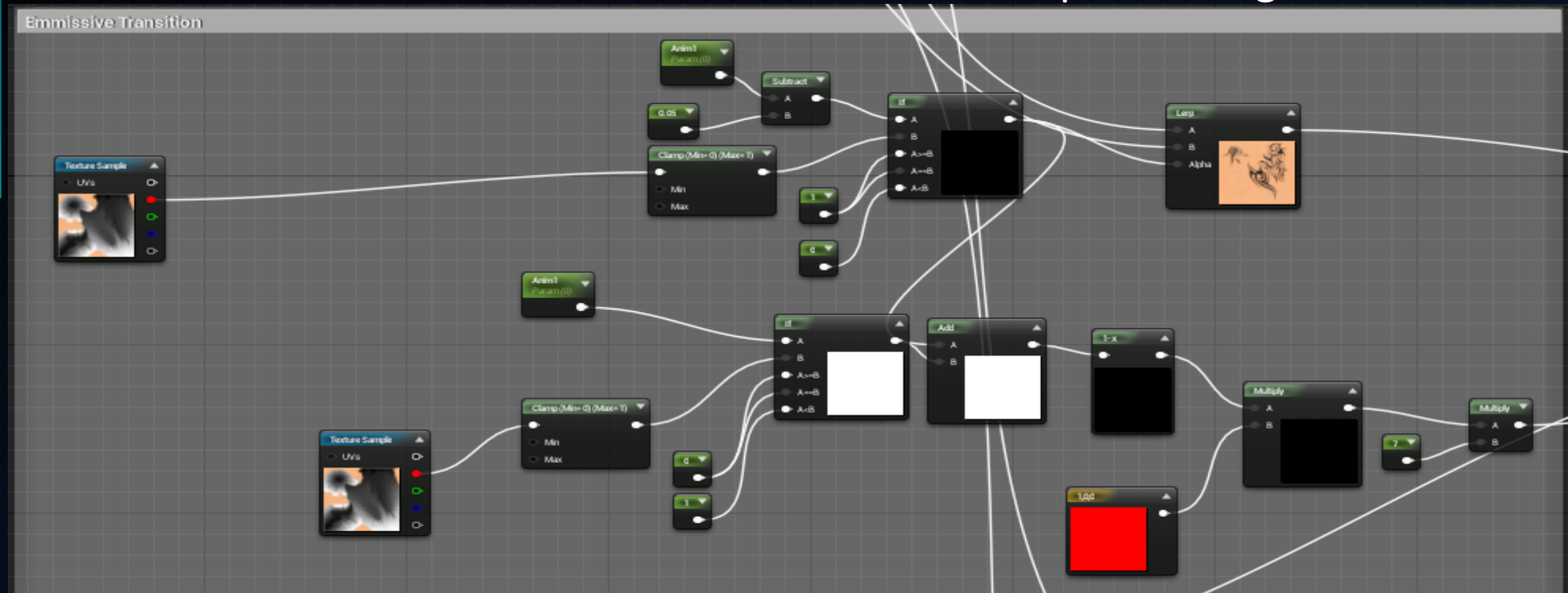
Diffuse Maps

First, simply place both of the diffuse maps into the material.



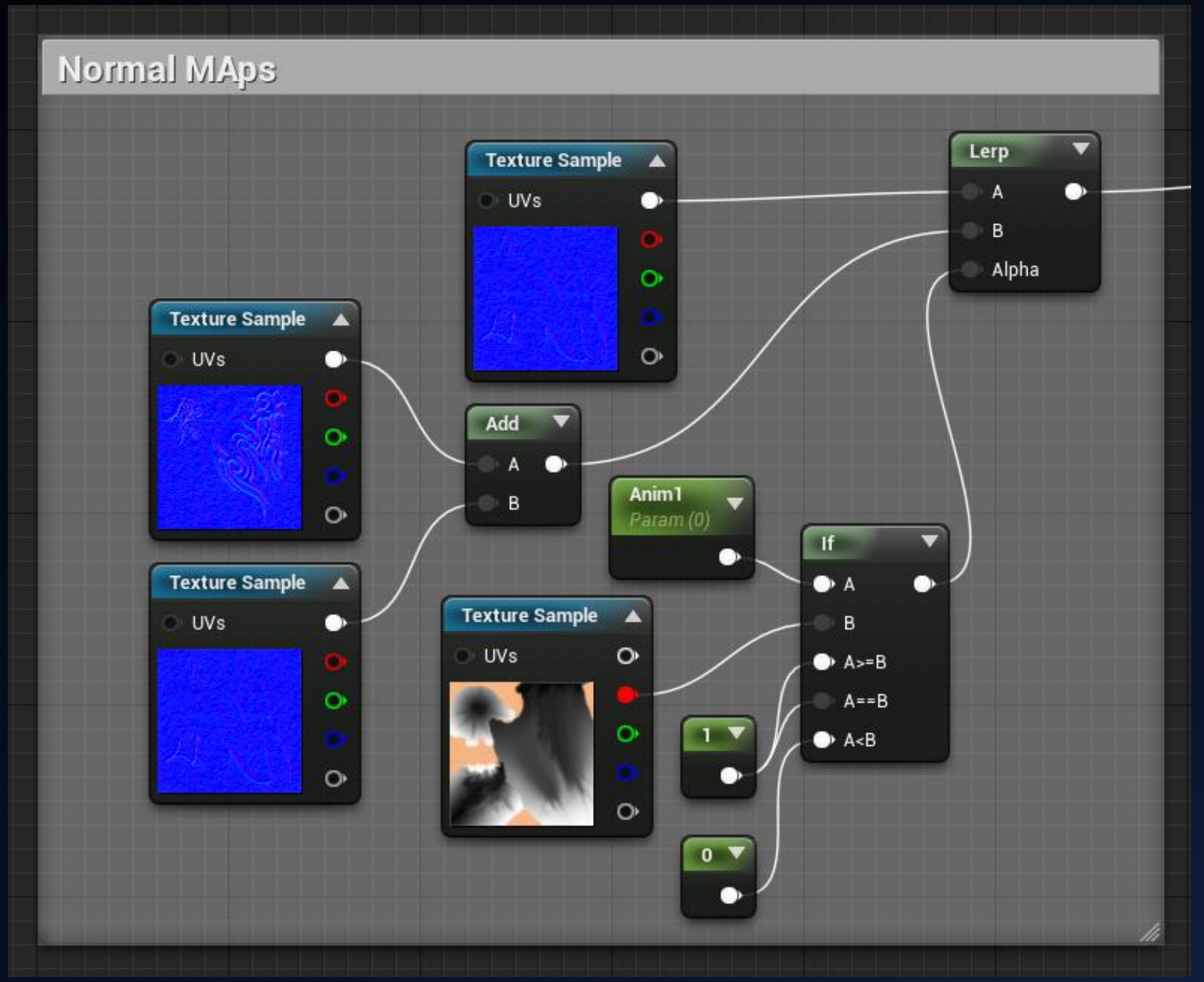
Transition Setup

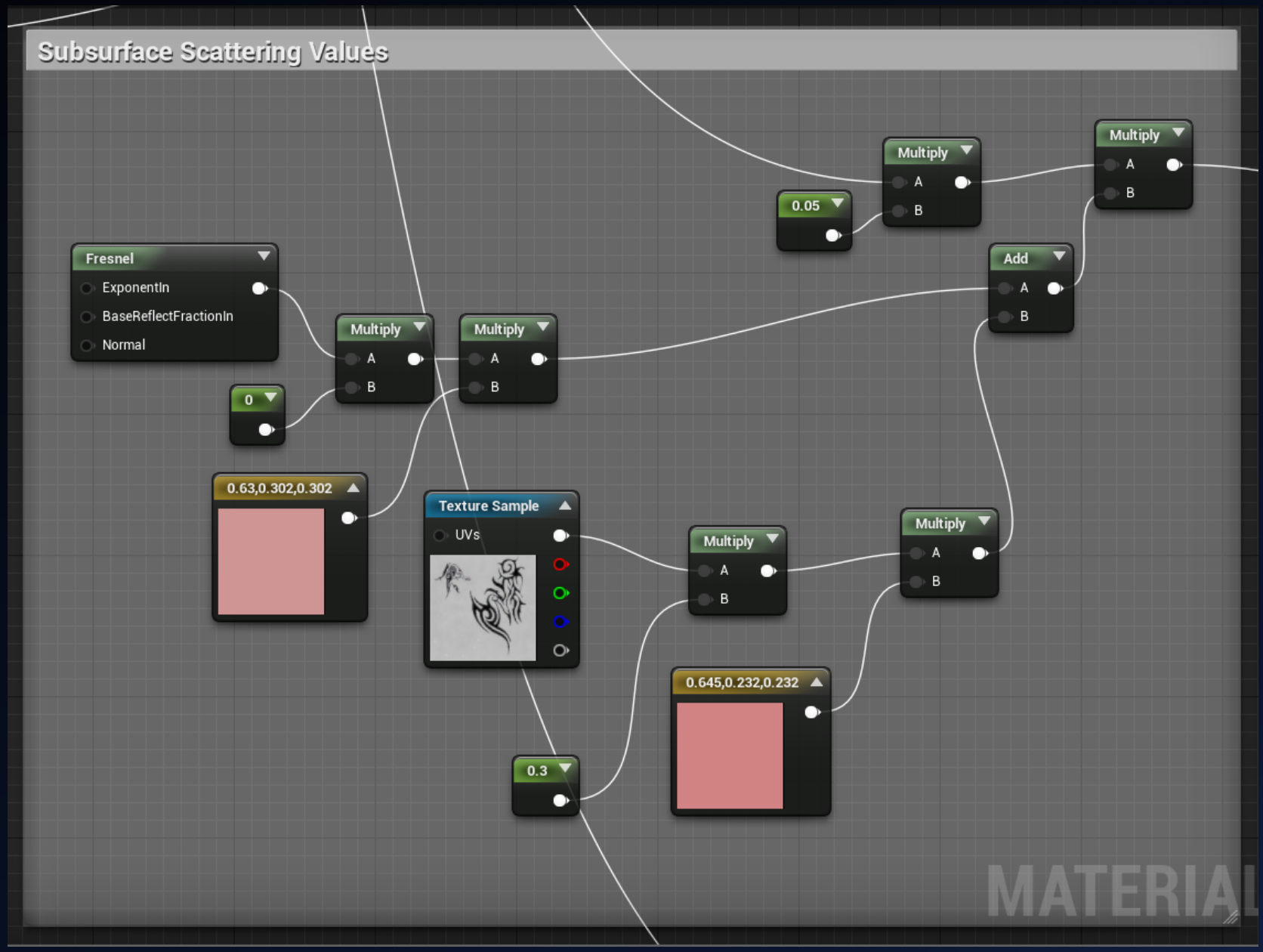
You will need to make a gradient map for the transition, with black being where the transition starts and white being where it ends. Create an animation parameter and combine it with the gradient map in an if statement. Multiply one of the two with a red color and lerp them together.



Normal Maps

The Normal maps need to transition as well, to raise the tattoos. Combine the gradient map with an animation parameter in an If statement, then lerp the statement together with the Normal maps.



Subsurface Scattering

Subsurface Scattering allows light to pass through the model, much like real skin. Multiply a Fresnel with a reddish, fleshlike color. Then, multiply the specular map with a slightly darker color and add them together.