**NIUE RENDER KIT – Concrete Gallery**
**User Guide**


Version 1.3

## Content

## 1. Introduction

**NIUE – Concrete Gallery 01** is a complete Unreal Engine project designed for fast, high-quality product visualization.
This project is **not a traditional environment asset**. It is a production-ready visualization studio where lighting, cameras, sequencers, and render **settings are fully preconfigured**.

At **NIUE** we focus on building production-ready tools for Unreal Engine. If this asset is useful in your workflow, a positive review on FAB is the best way to support future development. We genuinely appreciate it.

## 2. System Requirements & Compatibility

- Unreal Engine version: 5.5 and above
- Recommended GPU: RTX-class GPU for Path Tracing
- Lumen works on a wide range of modern GPUs

Path Tracing render presets are more demanding and intended for final-quality output.

## 3. How This Project Is Designed to Be Used

This project is designed to minimize setup time and maximize consistency.
The intended workflow is:
- Place your product
- Choose size
- Choose lighting
- Render

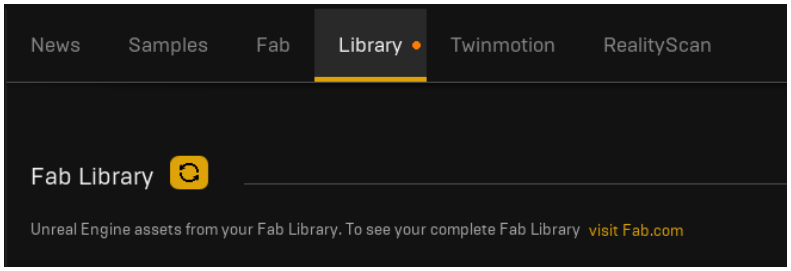
The default setup is optimized for speed and reliability, although you are free to customize everything, as all files in this project can be used as templates. Advanced users may:
- Duplicate sequencers

- Modify render presets
- Create custom shots

This will not break the original setup as long as changes are made on top of copied files.

## 4. Project Setup

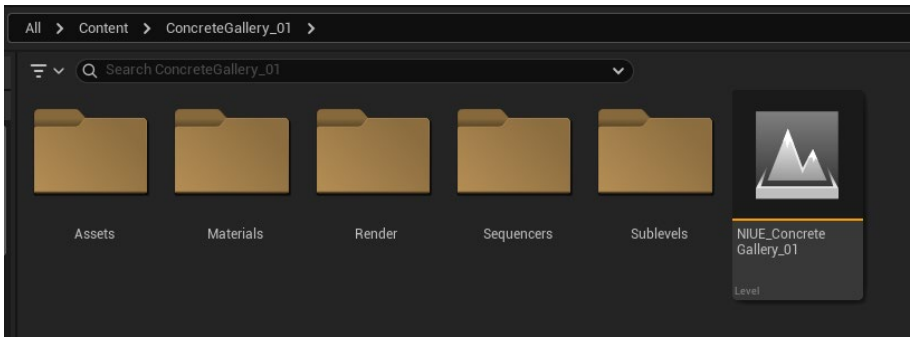
This asset is delivered as a full Unreal Engine project.
- You must create a new project from this package
- This asset cannot be added to an existing project
- Open the project directly after download





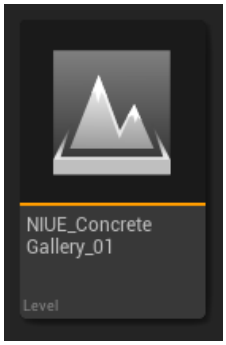
### 4.1. Project Structure Overview

All content is contained inside one main folder: **ConcreteGallery_01**
Subfolders:
- Assets
- Materials
- Render
- Sequencers
- Sublevels



## 4.2 Placing Your Product

Open the level: NIUE_ConcreteGallery_01
This is the primary working level for all standard workflows.




In the World Outliner you will find an empty blueprint instance named:
**PLACE_PRODUCT_HERE.** Drag your product mesh or Blueprint into this actor.

### 4.2.1 Automatic Product Centering (Blueprint Tool)

The **PLACE_PRODUCT_HERE** actor is implemented as a Blueprint designed to simplify and standardize product placement.

To use it:

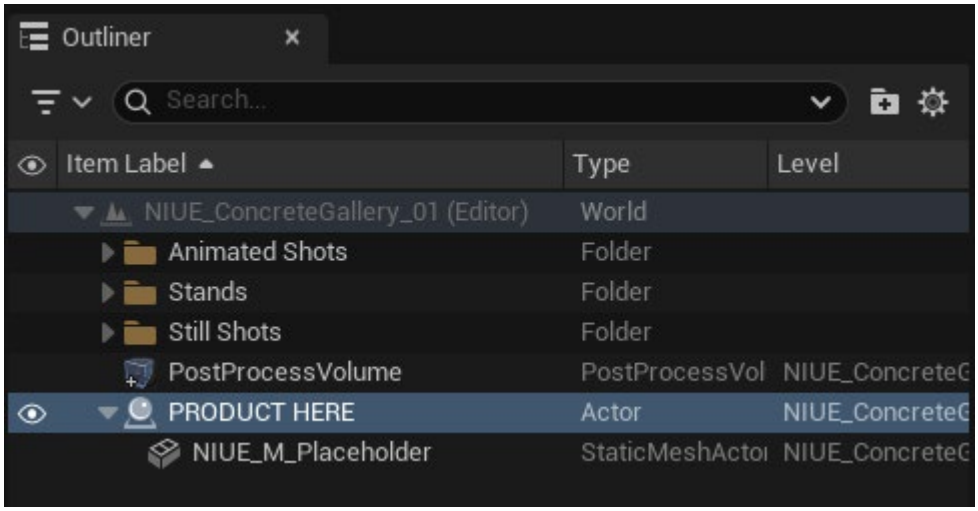
1. Drag your product mesh or Blueprint into the level
2. In the World Outliner, make your product a child of the PLACE_PRODUCT_HERE Blueprint Instance
3. Select the PLACE_PRODUCT_HERE Blueprint instance
4. In the Details panel, and click Center Product

The **Center Product function** automatically calculates the product's bounding box and repositions it so that it is correctly centered according to NIUE's placement standard.

This process does not depend on the original pivot point of the mesh, which may vary depending on how the asset was modeled.

**Pivot Point Recommendation:** All shots, camera framing, and default product placement are designed assuming the product mesh has its **pivot point centered on the bottom of its bounding box**. This ensures correct alignment with the floor and consistent framing across all shots.

**Important:**
- The product must be at (0,0,0) inside the actor
- Adjust the transform **of your mesh**, not the PRODUCT HERE actor.



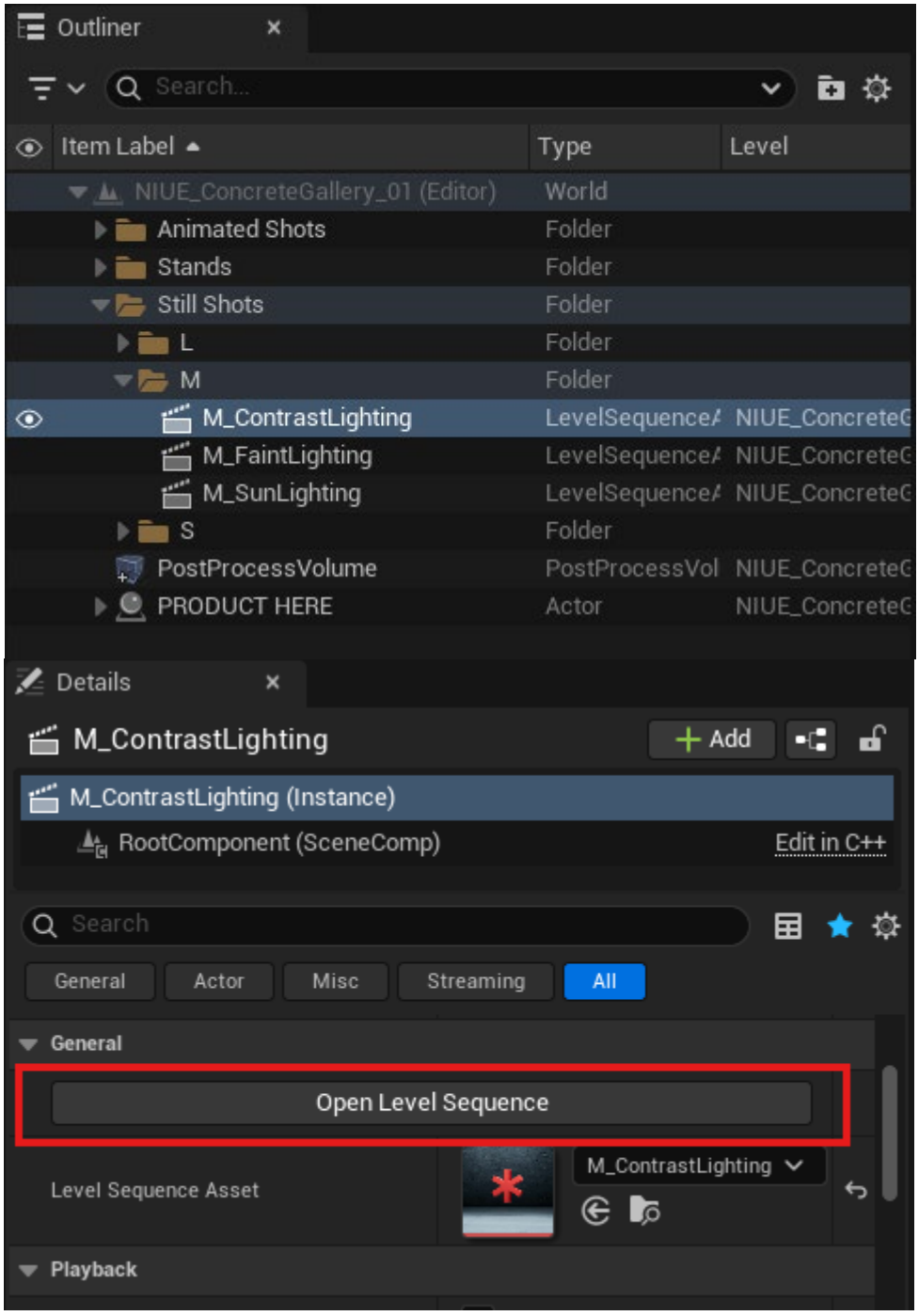

## 4.3 Sequencer System Overview

Sequencers are organized for clarity and speed: **Animated** or **Stills**
Each category is divided by product size: **S / M / L**. Choose the size that best matches your product.

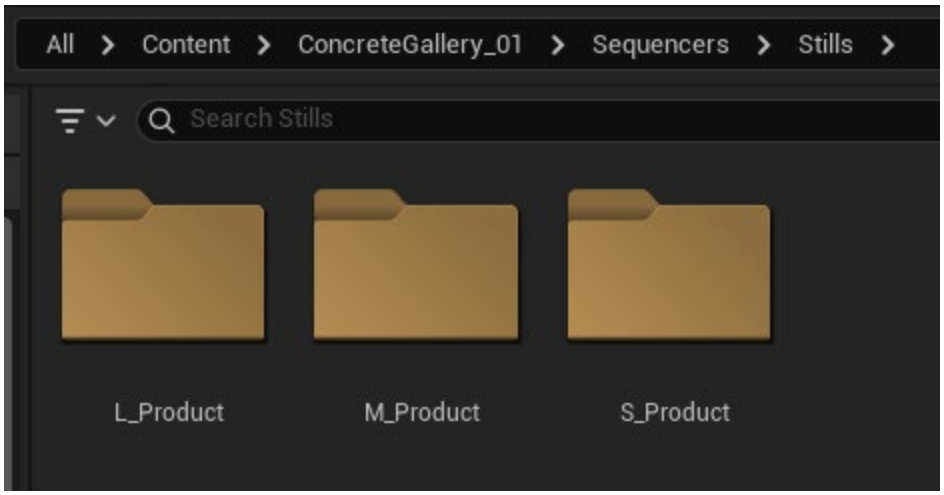
Each size includes:
- Custom camera framing
- Optimized lighting distances
- Shot composition tuned for scale

For faster and clearer access, all main Sequencers are intentionally placed directly in the World Outliner of the main level. This allows you to:

- Select a Sequencer immediately
- Open it directly from the Details panel
- Avoid navigating deep folder structures when working on shots

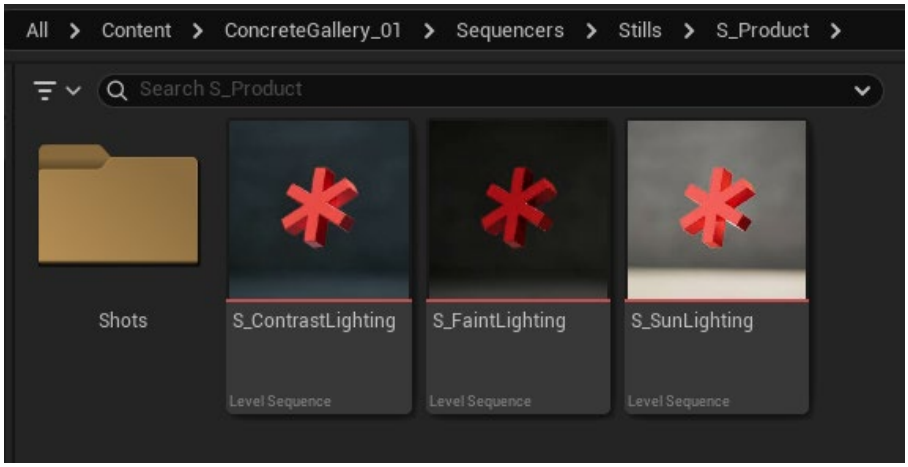



* **Alternative access method:** All Sequencers, and other files, are also available through the Content Browser, following the full folder structure of the project.




## 4.4. Choosing Lighting Mood

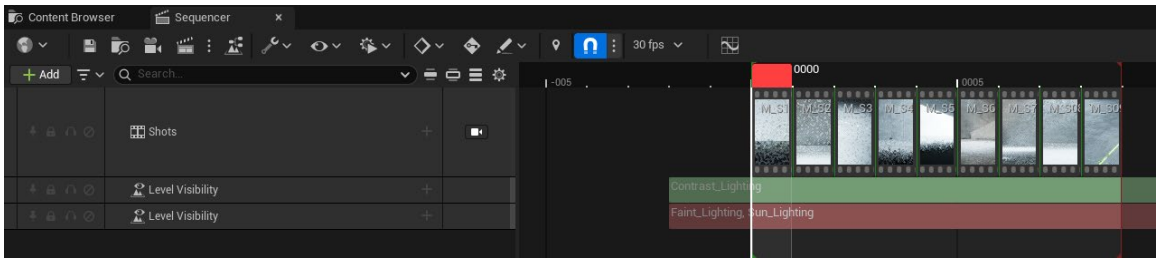
Each size includes three lighting moods: **Contrast/Faint/Sun Lighting**
Lighting is controlled via sublevels and sequencers.



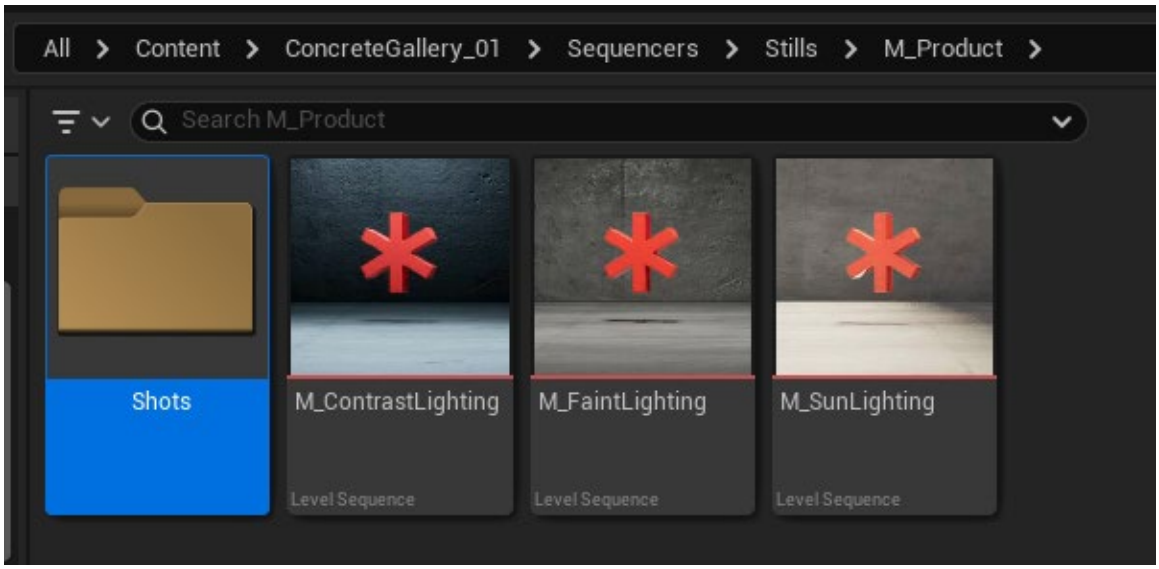

## 4.5. Working with Shots

**Light Sequencers** are designed as the main working sequencers. They provide fast access to all shot sub-sequencers, which contain cameras, visibility controls, and shot-specific settings. For most workflows, we recommend working directly from the Light Sequencers.

Each lighting sequencer contains all individual shots which are ready to render by default (1 frame per shot), although you may adjust render ranges to select specific shots

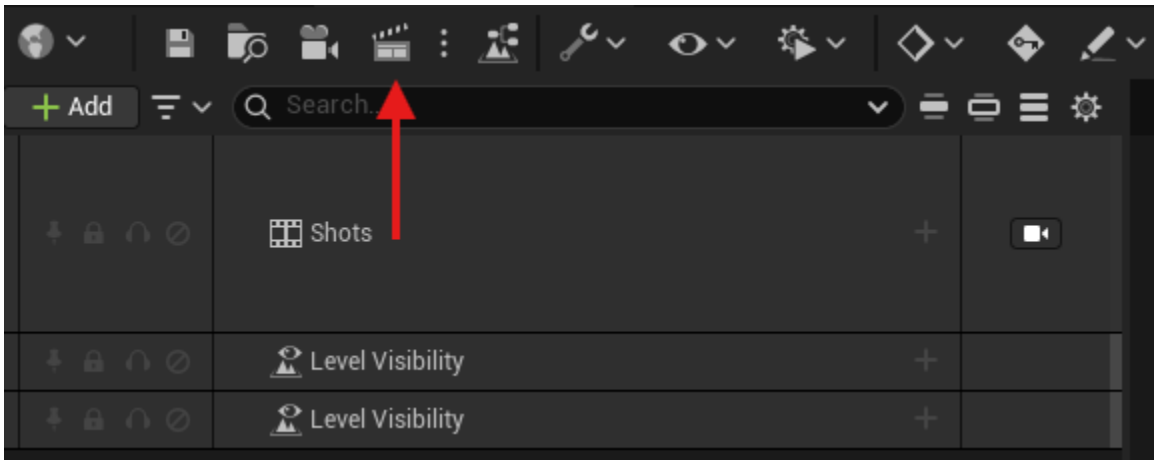


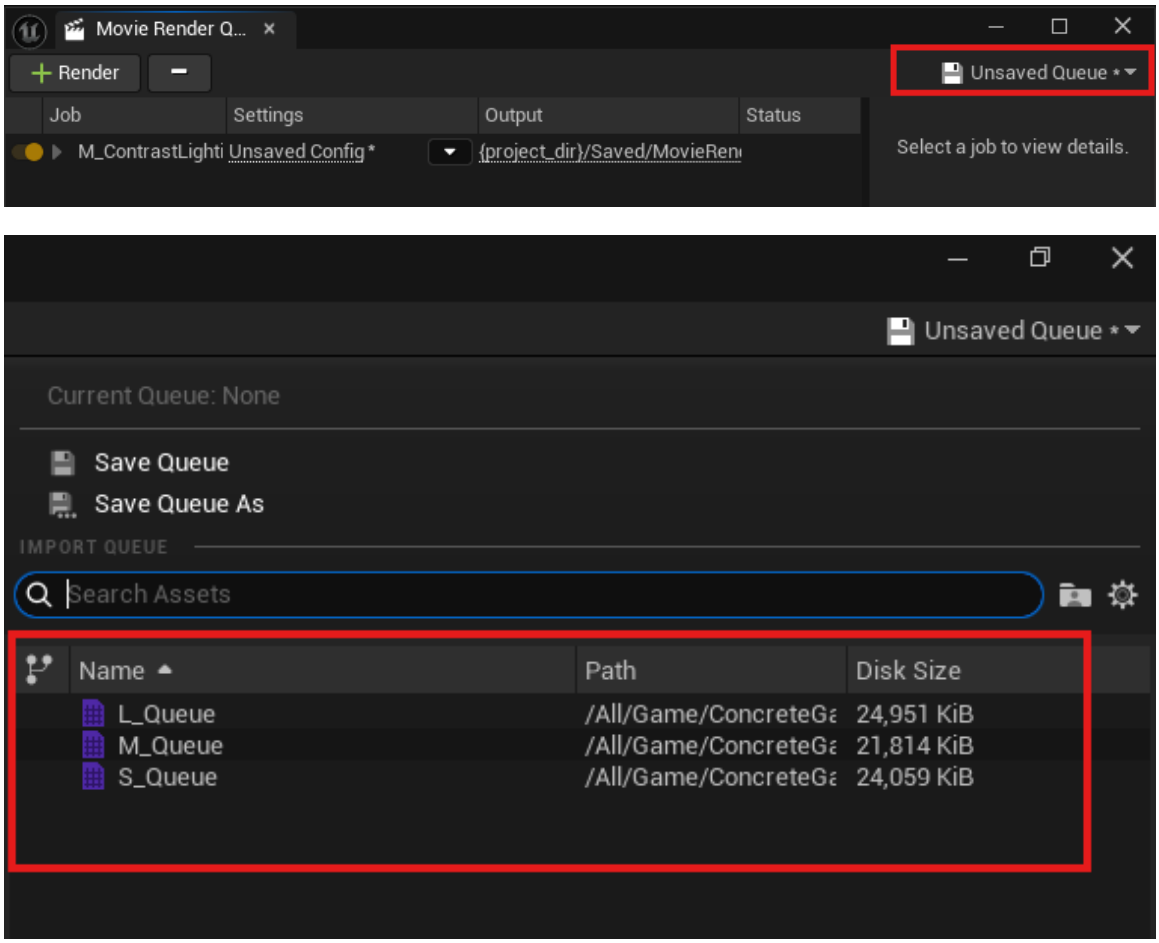

Individual shots are also available in the Content Browser Sequencer directory.



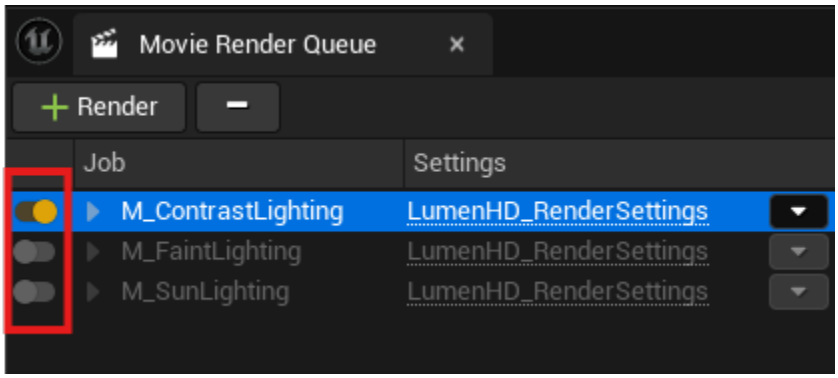

## 4.6. Rendering with Movie Render Queue

Click the Render button inside the Sequencer to open Movie Render Queue.
Load the provided Queue presets from the top-right menu. These presets will automatically load all shots from your selected product sized queue (including all three types of lighting sequencers to the queue).



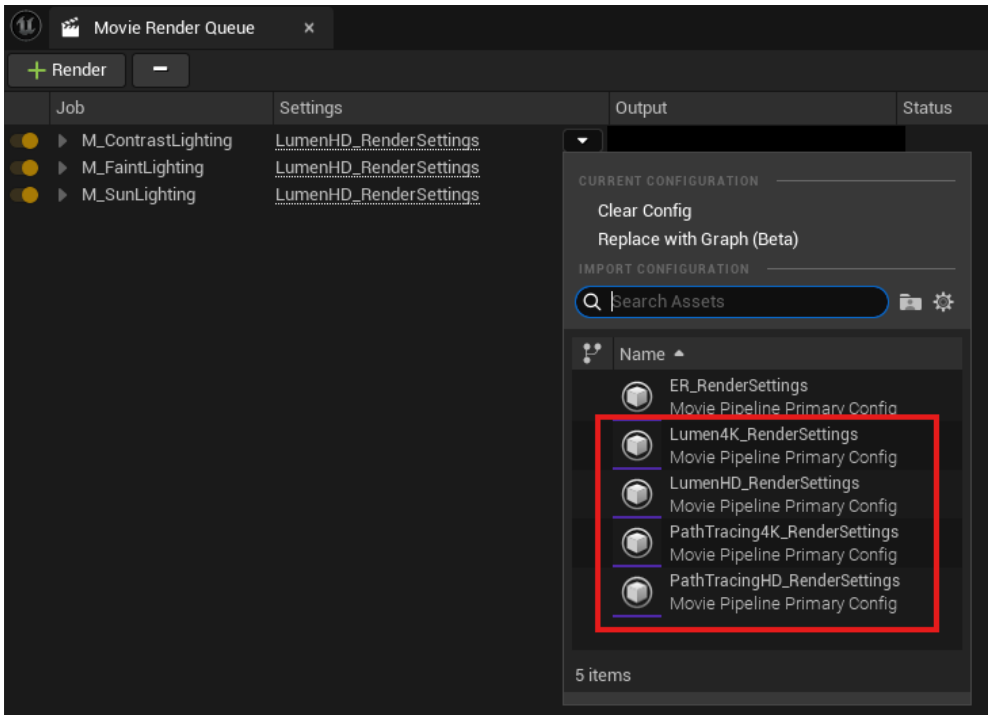



Size Queue presets load all three lighting Sequencers by default. Disable any Sequencer you don't want to render before starting the render.

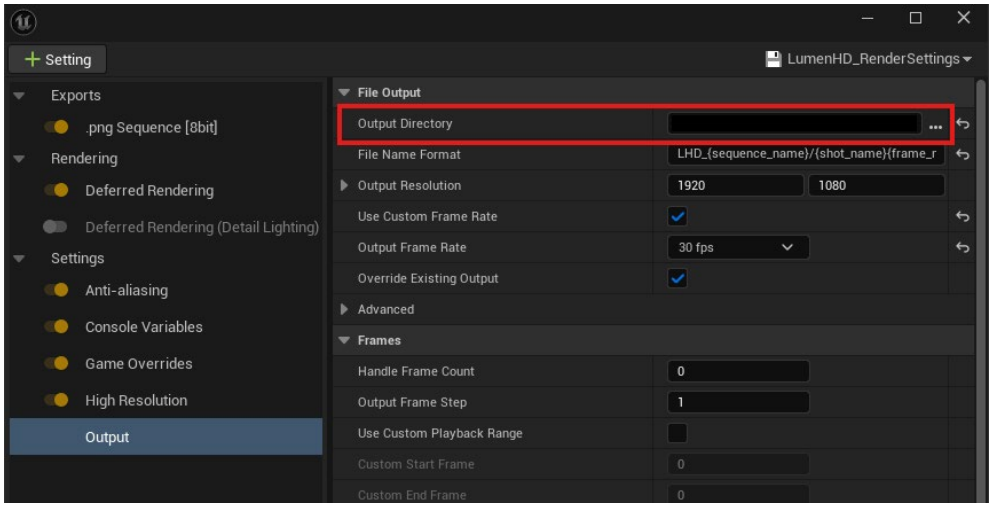



## 4.7. Render Config Presets (Render Settings)

Choose between one of the four optimized render configs included:
- Lumen HD
- Lumen 4K
- Path Tracing HD
- Path Tracing 4K




**IMPORTANT:** We recommend reviewing the **output settings**, including file naming and output directory, before rendering.



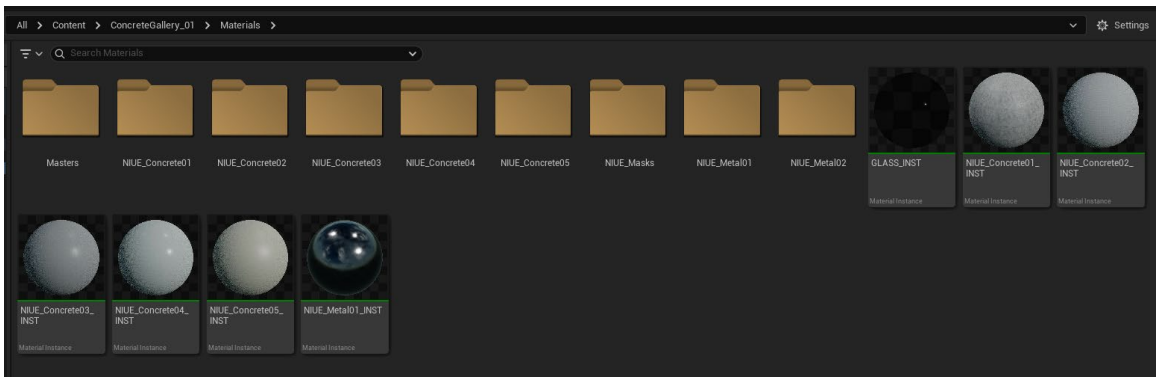
# 5. Materials & Stands

## 5.1 Materials

The Materials folder contains:
- Master materials
- 4K Material textures
- Ready-to-use material instances

Material instances are designed for drag-and-drop usage.

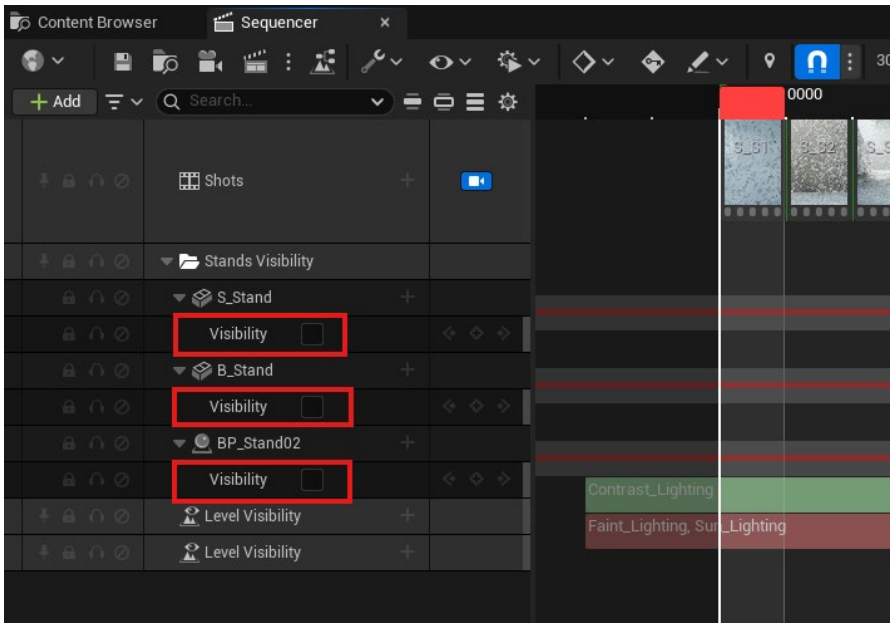
Apart from the already assigned materials, the project includes 4 different concrete material instances located in the Materials folder.




Optional display stands are included in the Extras sublevel.
- Enable Extras to use stands
- Position your product accordingly

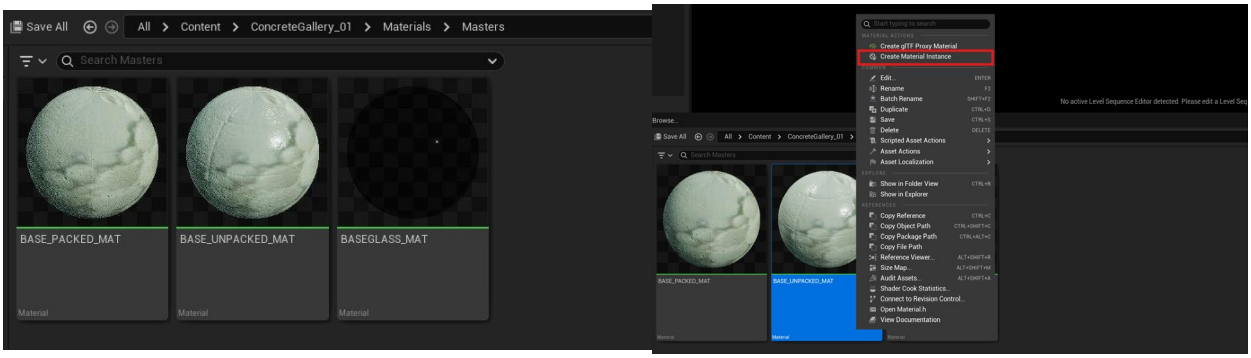
Stands are intended to be used only with **Small (S) product shots**, and only in specific shots where they enhance the composition. These are located in a **dedicated sublevel** and are **hidden in game by default.**

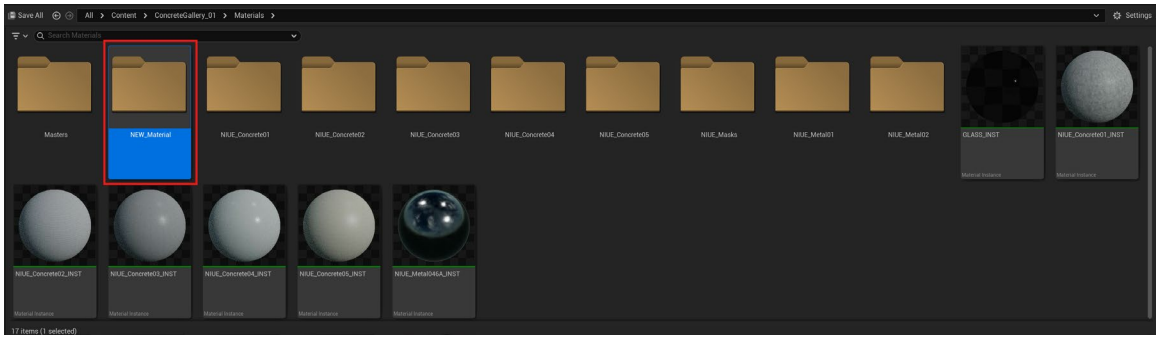
**Visibility** of the stands is controlled directly from the **Light Sequencers**. Inside each Light Sequencer, you will find a **visibility toggle folder** that allows you to enable or disable the stands depending on the shot you are rendering.



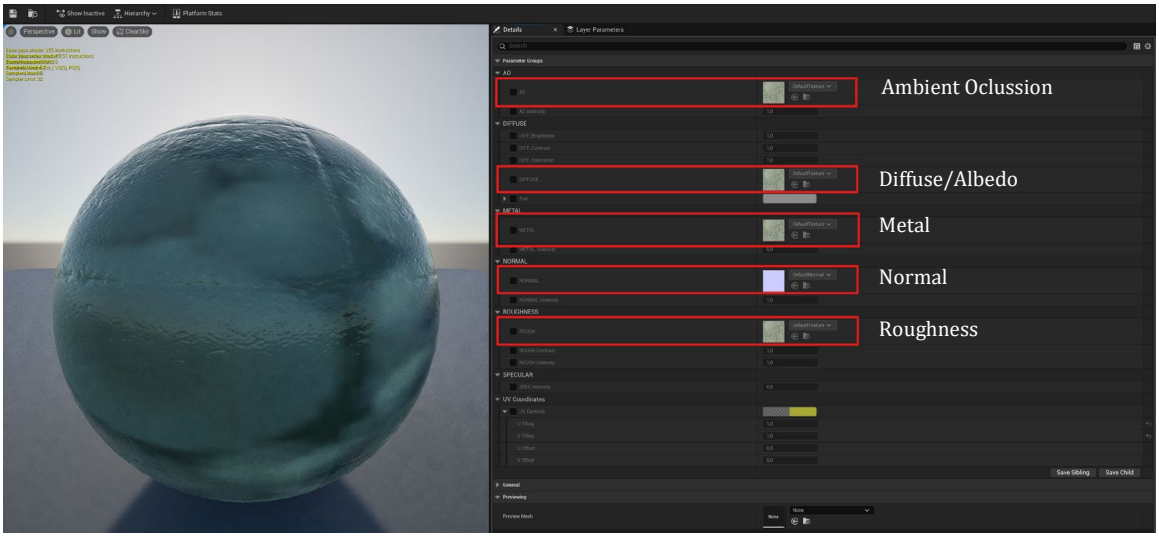

### 5.1.1 Custom Material Instances

The master materials are done in a way that lets you change the main project materials for your own.
- Create a folder where you want to import the texture maps
- Create a Material Instance and save it in your new folder



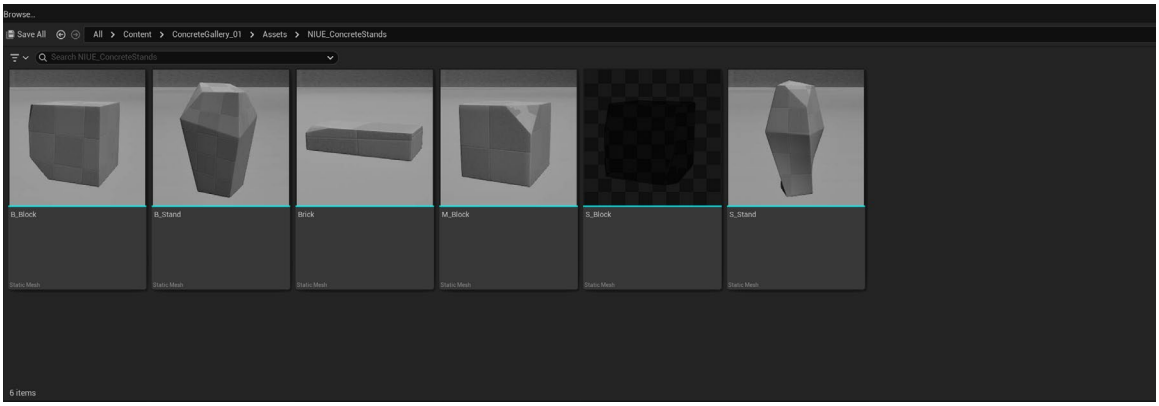
- The recommended master to instance from is the **BASE_UNPACKED_MAT**




- Add the texture maps to its respective texture slot and use the multiple parameters to tweak as seen fit.

## 5.2. Stands

The user also has different stands to use for **S** Sizes , multiple sized blocks are included for different uses.




### 5.2.1 Stand Visibility Control

Stands are located in a dedicated sublevel and are hidden in game by default.

Stands are intended to be used only with Small (S) product shots, and for that reason they are available exclusively inside the Small product Light Sequencers.

Stand visibility is controlled directly from the Light Sequencers using a dedicated Level Visibility track called “Stands Visibility”.

By default, this visibility track is set to Hidden.

To toggle stand visibility:

1. Open the desired Light Sequencer
2. Locate the Stands Visibility level visibility track
3. Right-click on the track
4. Go to Edit Section
5. Switch the level state between Visible and Hidden

This allows you to enable or disable the stands by lighting setup or shot, without manually managing levels or actors.

## 9. Support & Updates

For updates, documentation, and support, please refer to the NIUE product page on FAB or contact via mail to support@niuevisualstudio.com

Thank you for using NIUE tools.