

---

# **SciFi Hull Materials**

**Mark Kingsnorth**

**Nov 15, 2022**



## CONTENTS:

<b>1</b>	<b>Installation</b>	<b>5</b>
<b>2</b>	<b>Behemoth</b>	<b>9</b>
2.1	Behemoth Inputs . . . . .	11
2.2	Behemoth Outputs . . . . .	11
<b>3</b>	<b>Borg</b>	<b>13</b>
3.1	Borg Inputs . . . . .	15
3.2	Borg Outputs . . . . .	15
<b>4</b>	<b>Donnager</b>	<b>17</b>
4.1	Edward Israel Inputs . . . . .	19
4.2	Edward Israel Outputs . . . . .	19
<b>5</b>	<b>Edward Israel</b>	<b>21</b>
5.1	Edward Israel Inputs . . . . .	23
5.2	Edward Israel Outputs . . . . .	24
<b>6</b>	<b>Medina</b>	<b>25</b>
6.1	Medina Inputs . . . . .	27
6.2	Medina Outputs . . . . .	27
<b>7</b>	<b>Nauvoo</b>	<b>29</b>
7.1	Nauvoo Inputs . . . . .	31
7.2	Nauvoo Outputs . . . . .	31
<b>8</b>	<b>Odyssey</b>	<b>33</b>
8.1	Odyssey Inputs . . . . .	35
8.2	Odyssey Outputs . . . . .	35
<b>9</b>	<b>Sonny</b>	<b>37</b>
9.1	Sonny Inputs . . . . .	39
9.2	Sonny Outputs . . . . .	39
<b>10</b>	<b>Starfleet Windows</b>	<b>41</b>
10.1	Aztec Node Group Inputs . . . . .	43
10.2	Window Pattern Inputs . . . . .	43
10.3	Starfleet Windows Outputs . . . . .	44
<b>11</b>	<b>Starfleet</b>	<b>47</b>
11.1	Starfleet Inputs . . . . .	49

11.2	Starfleet Outputs . . . . .	50
<b>12</b>	<b>Sulaco</b>	<b>53</b>
12.1	Sulaco Inputs . . . . .	55
12.2	Sulaco Outputs . . . . .	56
<b>13</b>	<b>Tron</b>	<b>57</b>
13.1	Tron Inputs . . . . .	60
13.2	Tron Outputs . . . . .	61



Get these Sci-Fi hull materials .



---

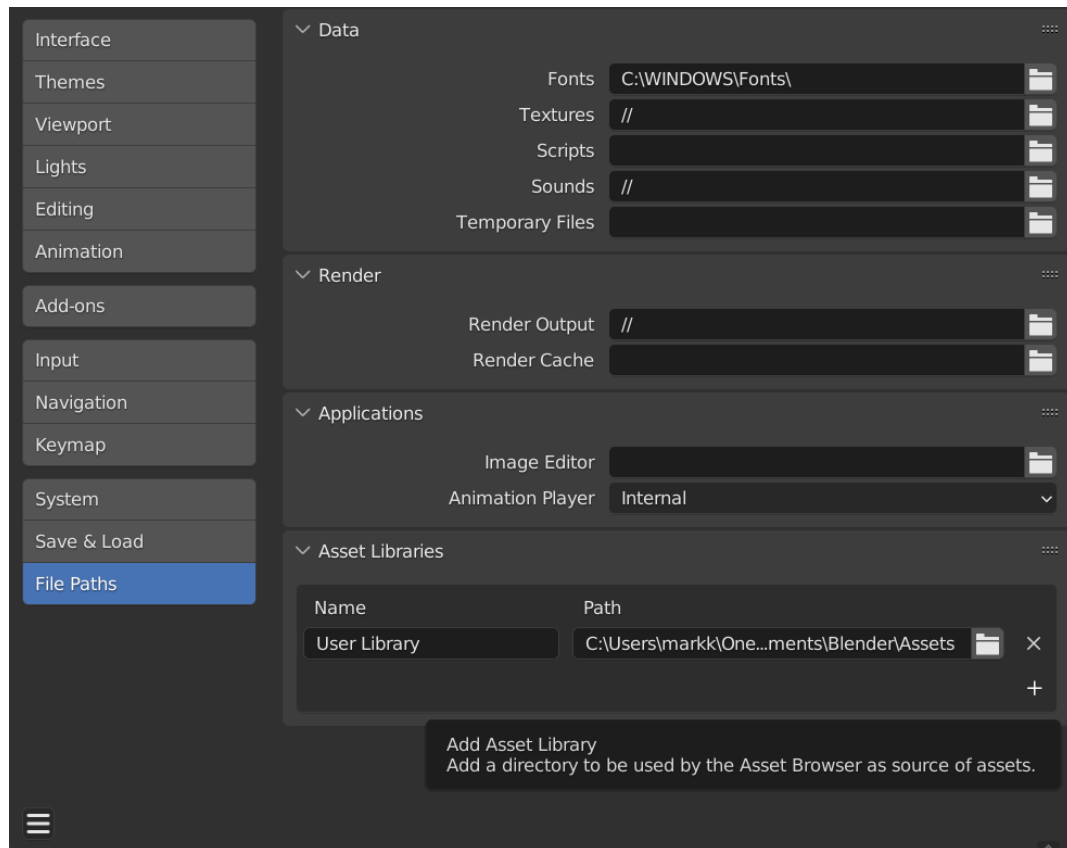
**Note:** Mainly compatable with Cycles. See each material section.

---

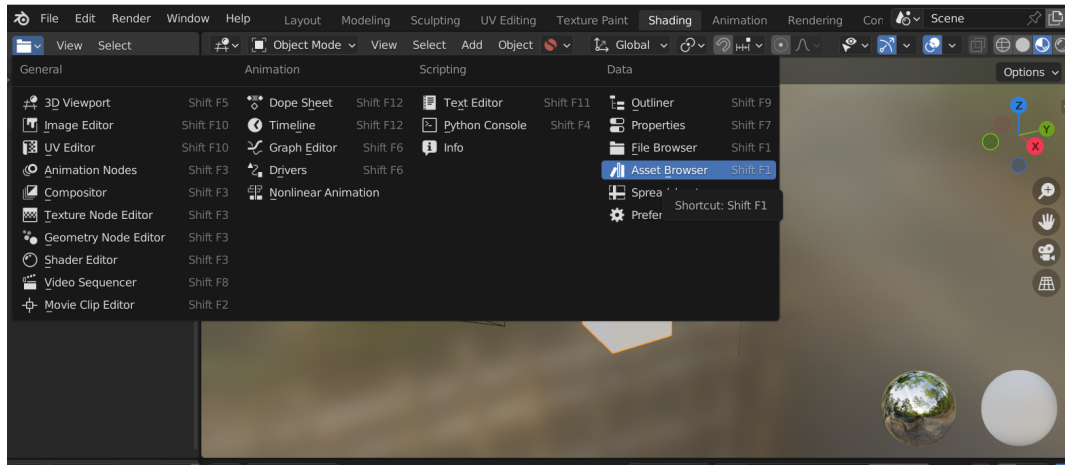


## INSTALLATION

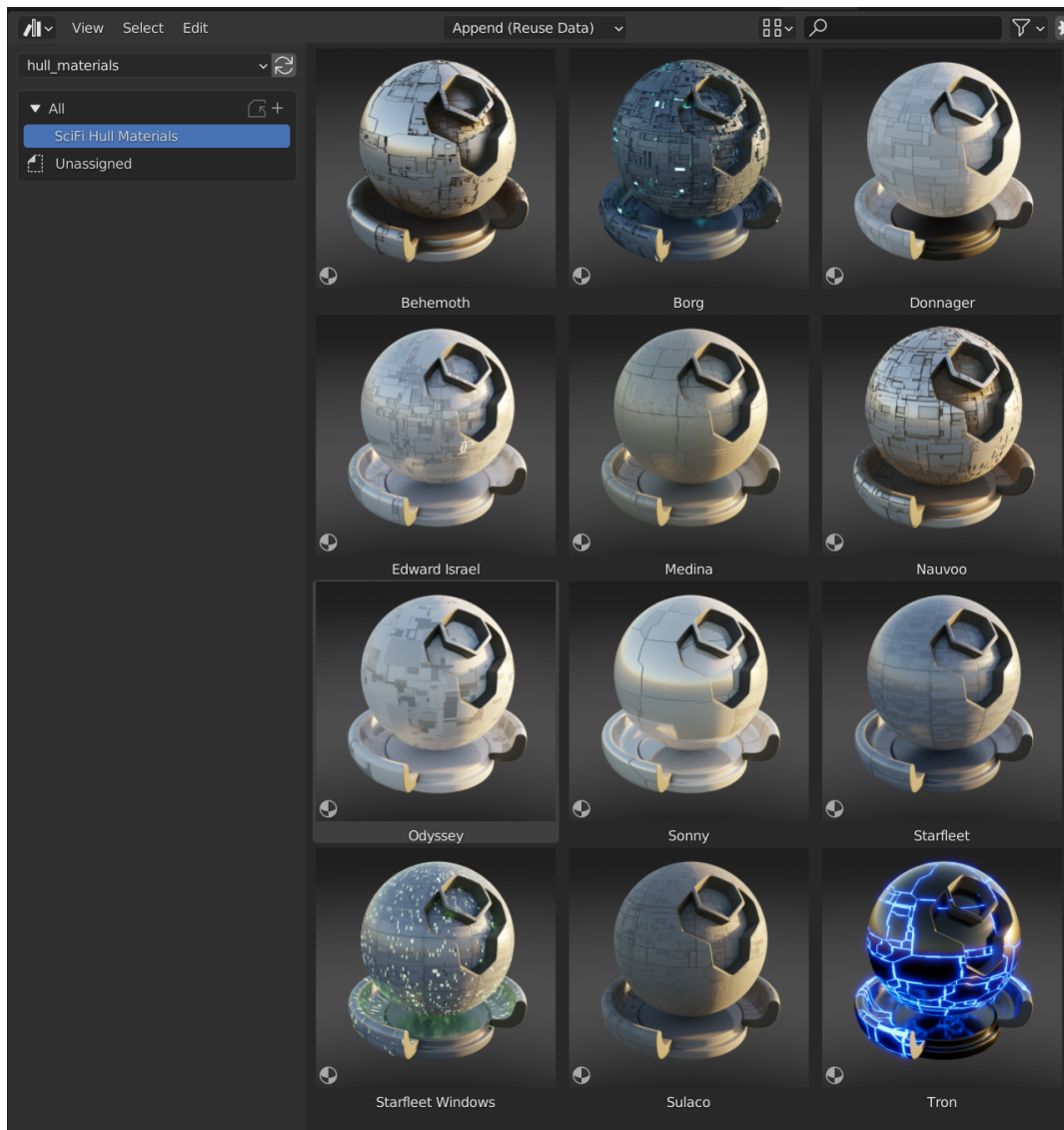
1. Go to *Edit -> Preferences*.
2. Select the *File Paths* tab on the left if it is not already.
3. Under *Asset Libraries*, click the + button.



4. Select the directory you have saved the *scifi\_hull\_materials.asset\_library.blend* file containing the materials.
5. Click *Add Asset Library*.
6. Go to the shading tab and change the *File Browser* to the *Asset Browser* view.



7. Press the *T* key to open the asset folder tab on the left. Switch from *Current File* to the *Sci Fi Hull Materials* library.



There are many tutorials on using the asset browser, such as this one:

If you have any issues do not hesitate to get in touch via [info@configure.net](mailto:info@configure.net).

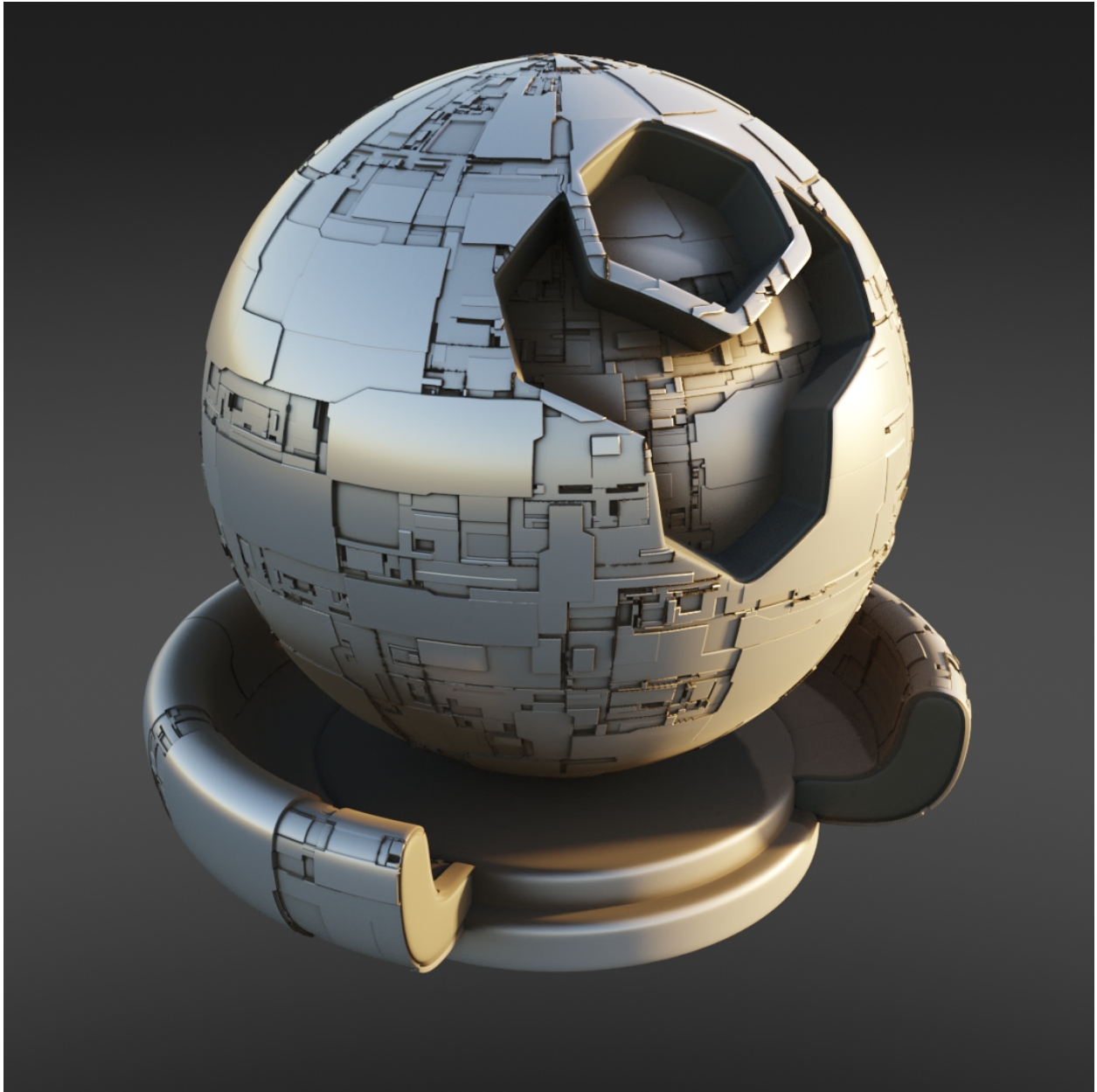


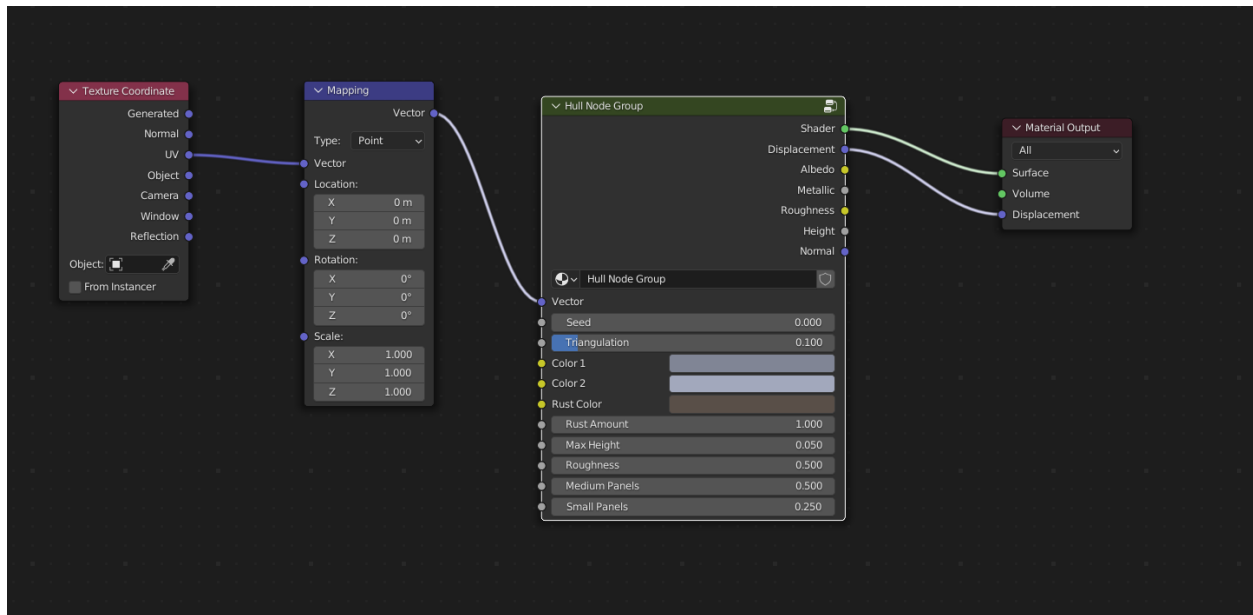


## BEHEMOTH

- **Cycles:** Recommended with Displacement
- **EEVEE:** Compatible without Displacement

A variation of big, medium and small sized panels with optional displacement and wear.





## 2.1 Behemoth Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Triangulation:** The amount of triangulation in the pattern.
- **Color1:** First color variation for panels.
- **Color2:** Second color variation for panels.
- **Rust Color:** The color of the rust around the edges.
- **Rust Amount:** The amount of wear for rust introduced into the pattern.
- **Max Height:** The Maximum height of the panels.
- **Roughness:** The amount of roughness in the texture.
- **Medium Panels:** The amount of medium sized panels.
- **Small Panels:** The amount of small sized panels.

## 2.2 Behemoth Outputs

- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.

- **Normal:** The normal map used for the bump map.

---

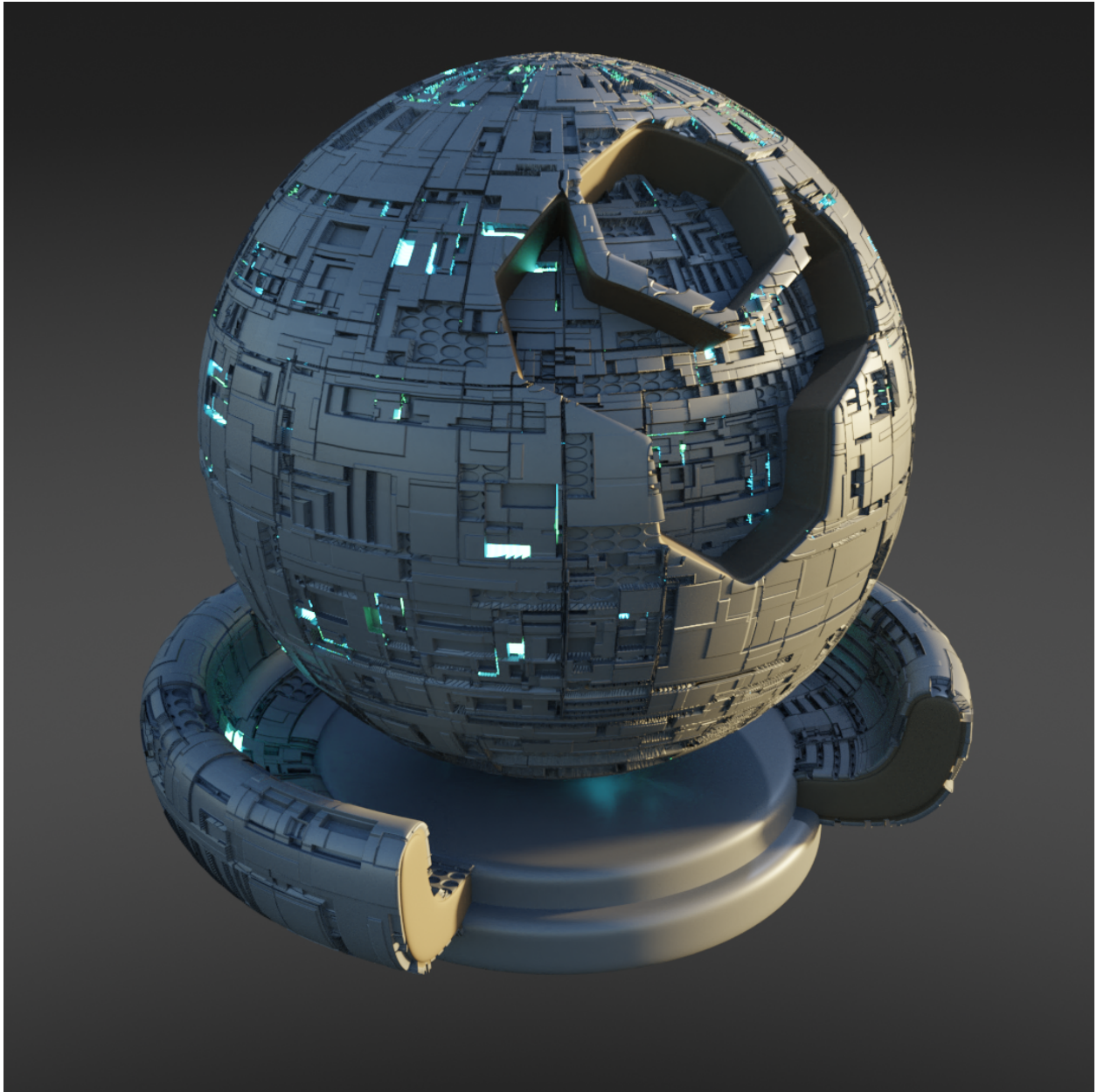
## CHAPTER THREE

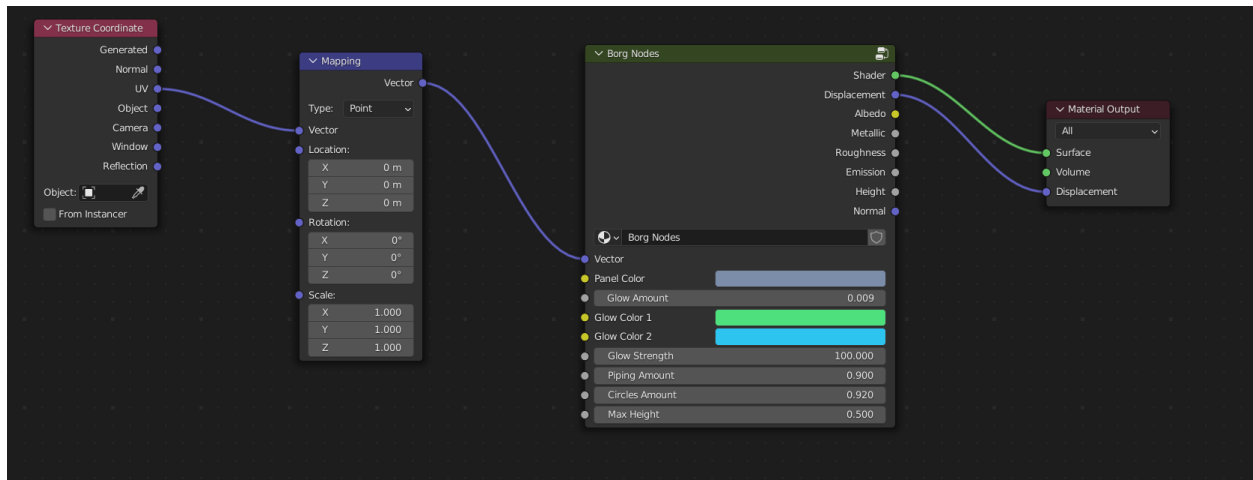
---

### BORG

- **Cycles:** Recommended with displacement
- **EEVEEE:** Not Recommended

A multilayered panel and greebled material with glowing elements.





### 3.1 Borg Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Panel Color:** Color of the panels.
- **Glow Amount:** The amount of glowing details.
- **Glow Color 1:** First color variance of glow.
- **Glow Color 2:** Second color variance of glow.
- **Glow Strength:** Strenght of glow effect.
- **Piping Amount:** Amount of piping.
- **Circles Amount:** Amount of circular details.
- **Max Height:** Maximum Height for the displacement effect.

### 3.2 Borg Outputs

- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Emission:** Emission light map.
- **Height:** The height map used for control of mixing in the Emission shader.
- **Normal:** The normal map used for the bump map.

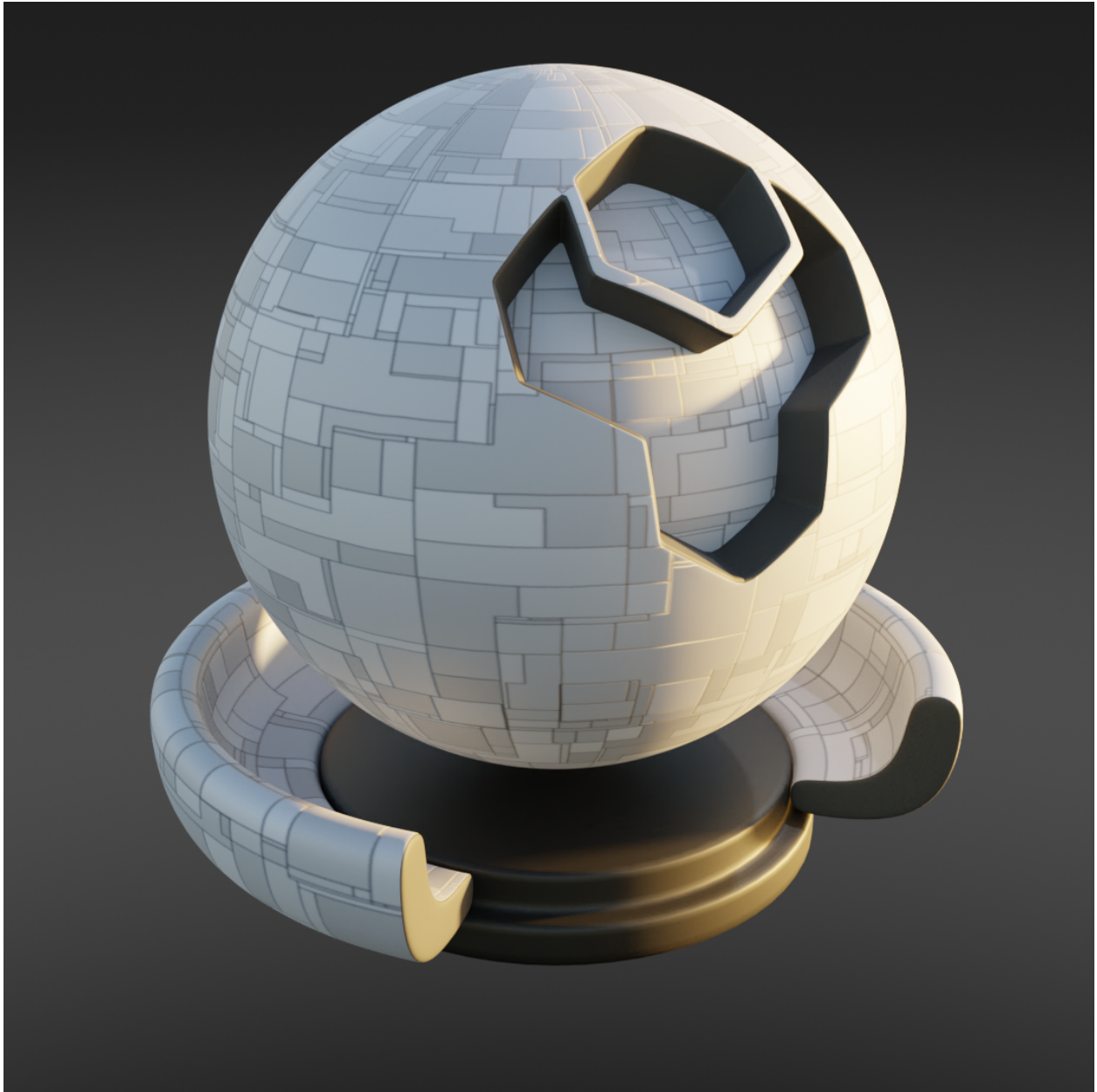


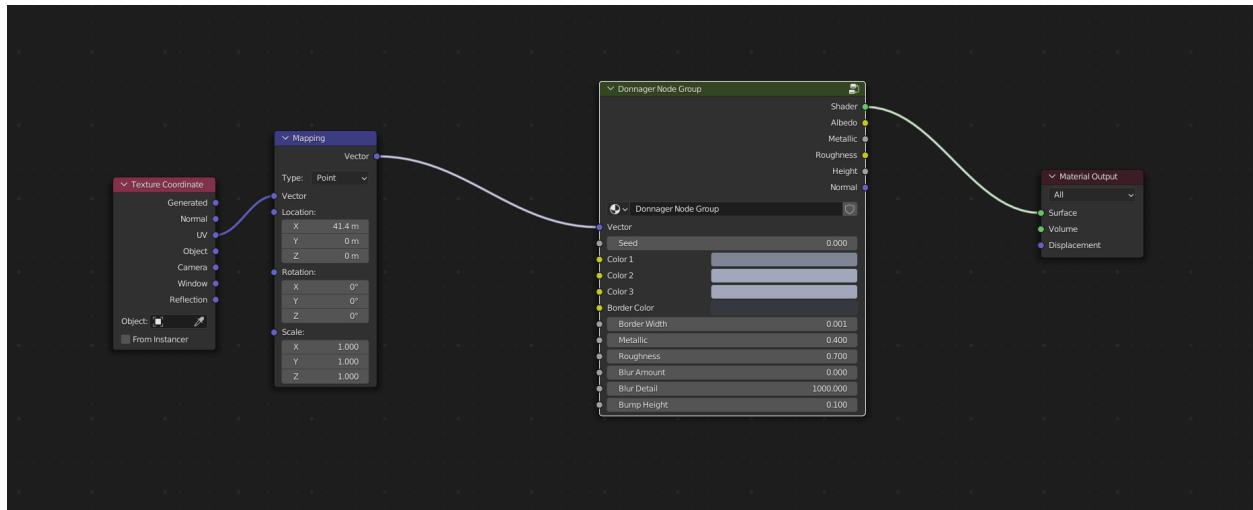


**DONNAGER**

- **Cycles:** Recommended
- **EEVEE:** Compatible

Square overlapping panels.





## 4.1 Edward Israel Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Color 1:** First color variation for panels.
- **Color 2:** Second color variation for panels.
- **Color 3:** Third color variation for panels.
- **Border Color:** Border Color of seams.
- **Border Width:** Width of norder seams.
- **Metallic:** The amount of roughness in the texture.
- **Roughness:** The amount of roughness in the texture.
- **Blur Amount:** Amount of noise introduced to blue the texture. Best for Cycles. Set to zero for EEVEE.
- **Blur Detail:** The size of the noise used for the blur effect.
- **Bump Height:** The Maximum height of the panels.

## 4.2 Edward Israel Outputs

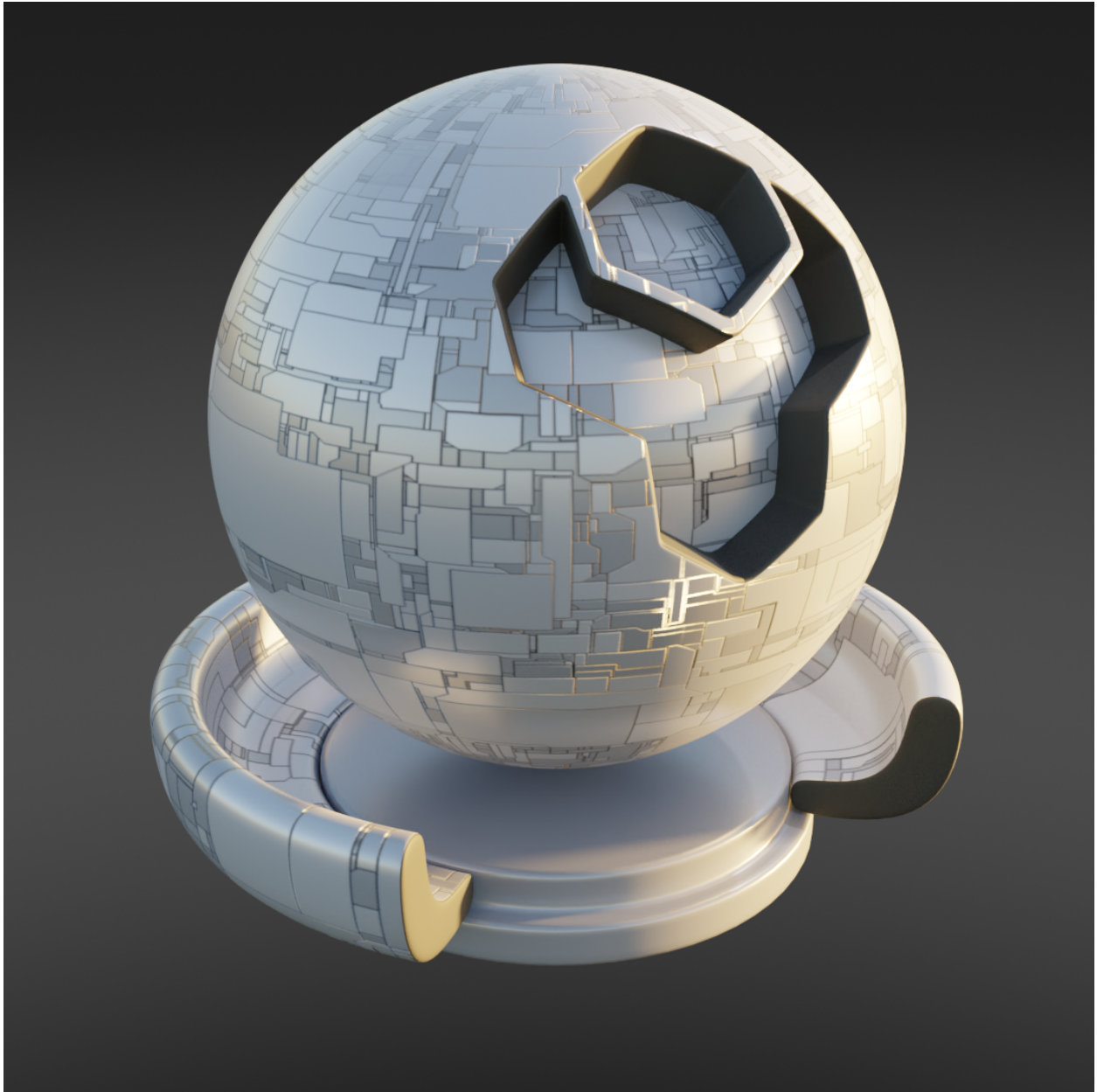
- **Shader:** The overall material shader output.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.
- **Normal:** The normal map used for the bump map.

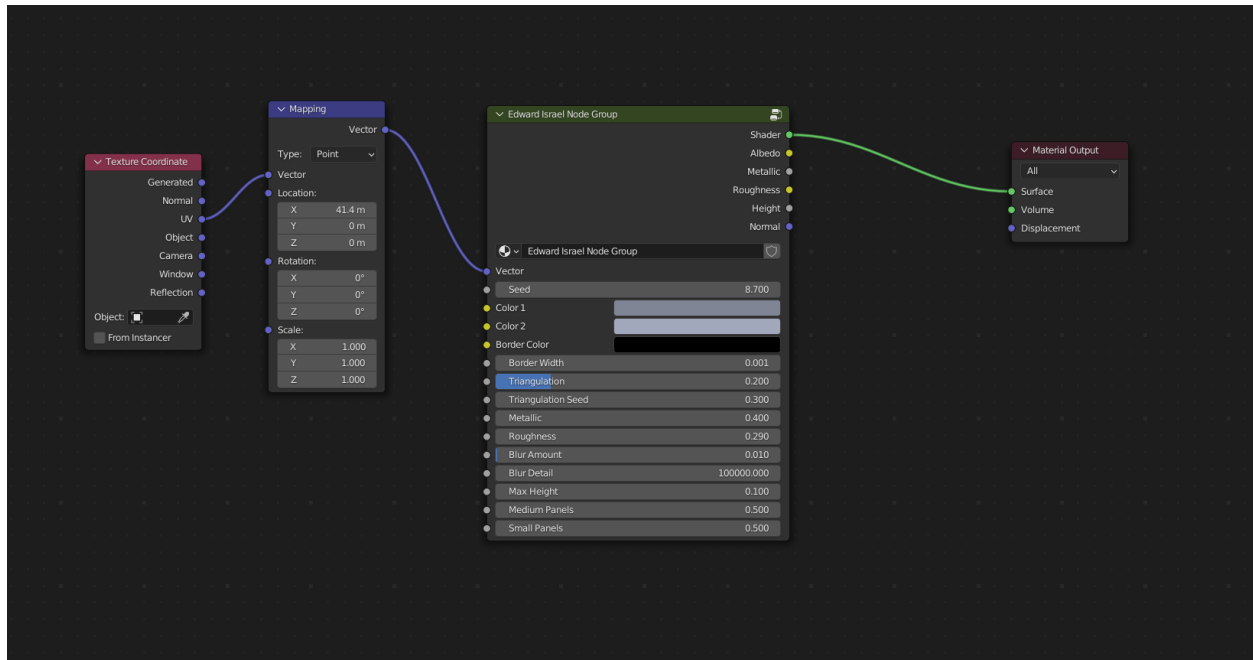


**EDWARD ISRAEL**

- **Cycles:** Recommended
- **EEVEE:** NOT COMPATABLE

Overlapping Panels with optional seams and triangulation.





## 5.1 Edward Israel Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Color 1:** First color variation for panels.
- **Color 2:** Second color variation for panels.
- **Border Color:** Border Color of seams.
- **Border Width:** Width of norder seams.
- **Triangulation:** The amount of triangulation in the pattern.
- **Triangulation Seed:** The randomness of the triangulation pattern.
- **Metallic:** The amount of roughness in the texture.
- **Roughness:** The amount of roughness in the texture.
- **Blur Amount:** Amount of noise introduced to blue the texture. Best for Cycles. Set to zero for EEVEE.
- **Blur Detail:** The size of the noise used for the blur effect.
- **Max Height:** The Maximum height of the panels.
- **Medium Panels:** The amount of medium sized panels.
- **Small Panels:** The amount of small sized panels.

## 5.2 Edward Israel Outputs

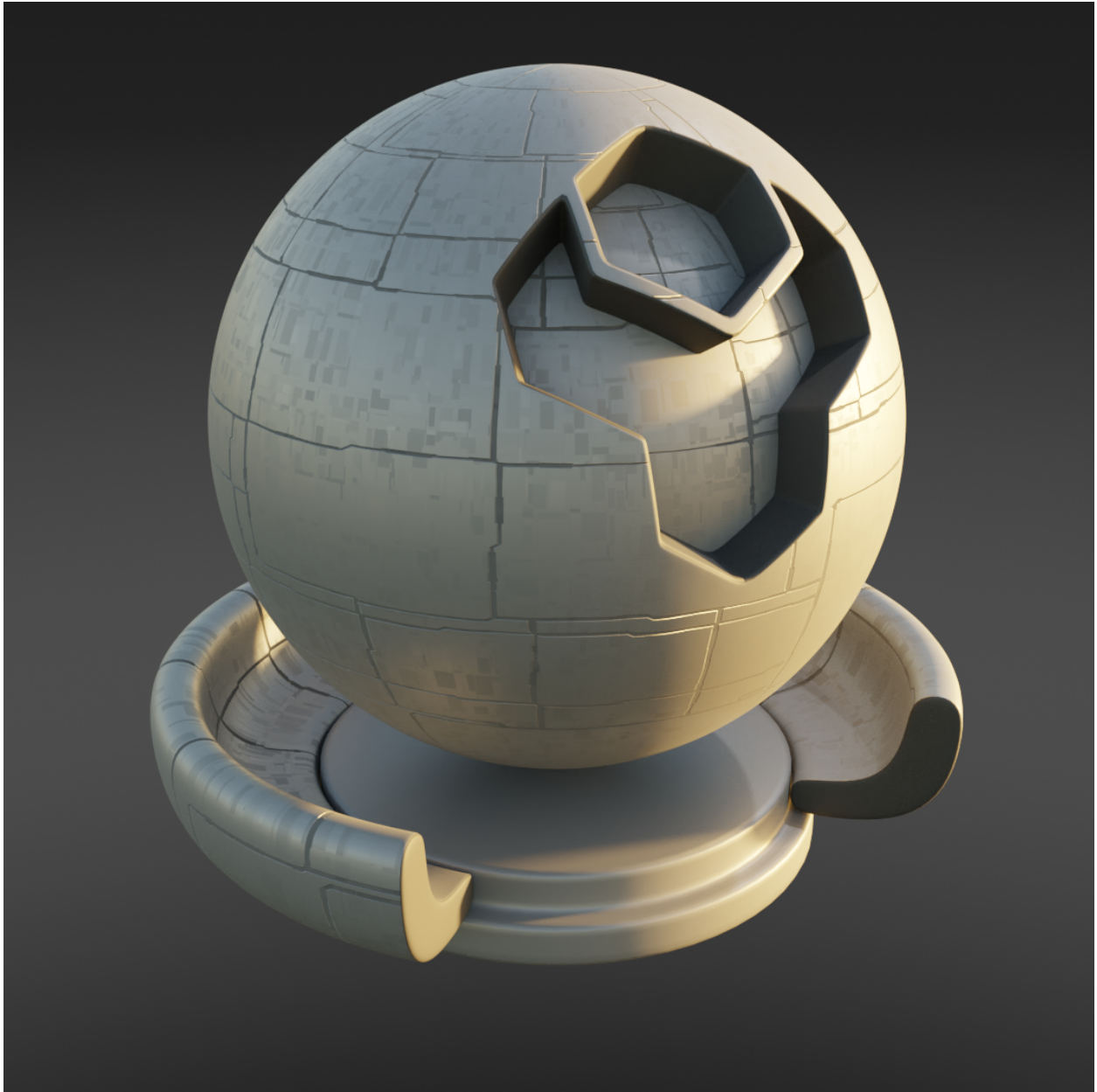
- **Shader:** The overall material shader output.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.
- **Normal:** The normal map used for the bump map.

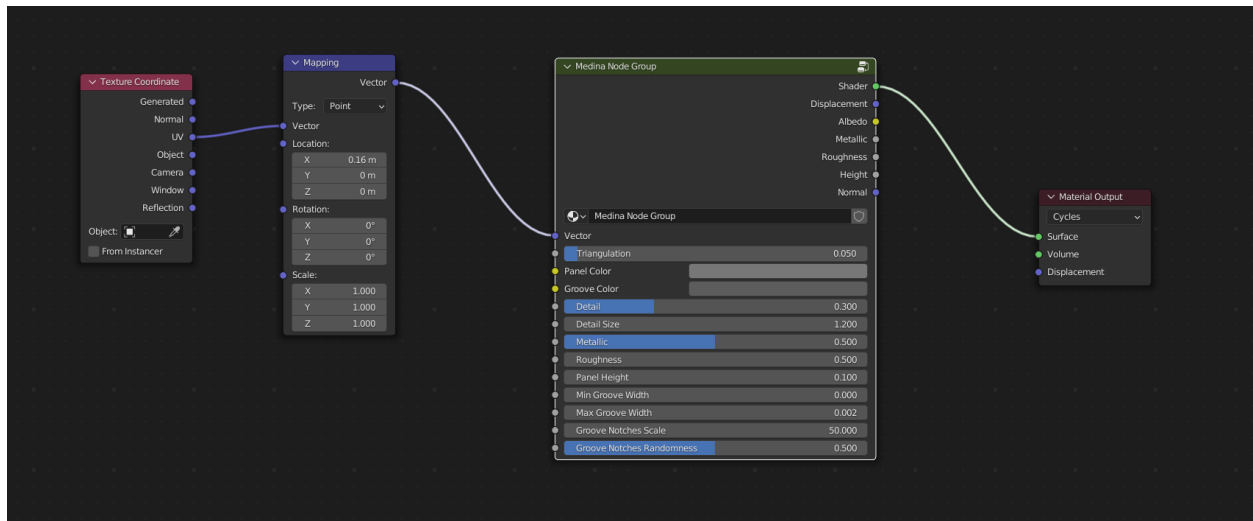


**MEDINA**

- **Cycles:** Recommended
- **EEVEE:** NOT COMPATABLE

Panels with notched grooves.





## 6.1 Medina Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Triangulation:** The amount of triangulation in the pattern.
- **Panel Color:** Color of the panels.
- **Groove Color:** Color of the grooves.
- **Detail:** The amount of smaller panel detailing.
- **Detail Size:** The size of the panel detailing.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Panel Height:** The height of the panels.
- **Min Groove Width:** The minimum width of the blocked goove pattern.
- **Max Groove Width:** The minimum width of the blocked goove pattern.
- **Groove Notches Scale:** Size of the noise controlling the notches.
- **Groove Notches Randomness:** Random element of the noise controlling the notches.

## 6.2 Medina Outputs

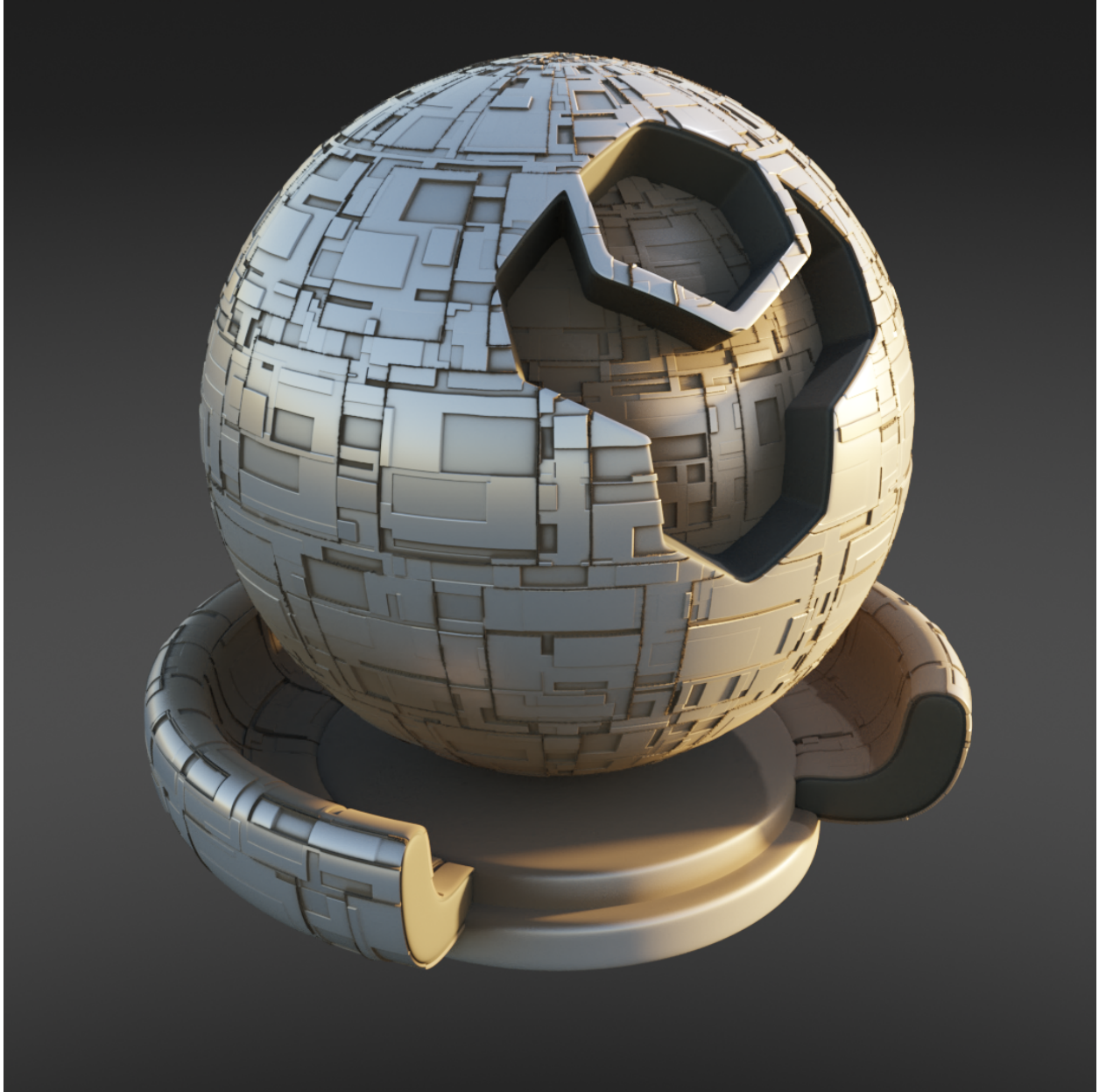
- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map used for control of mixing in the Emission shader.

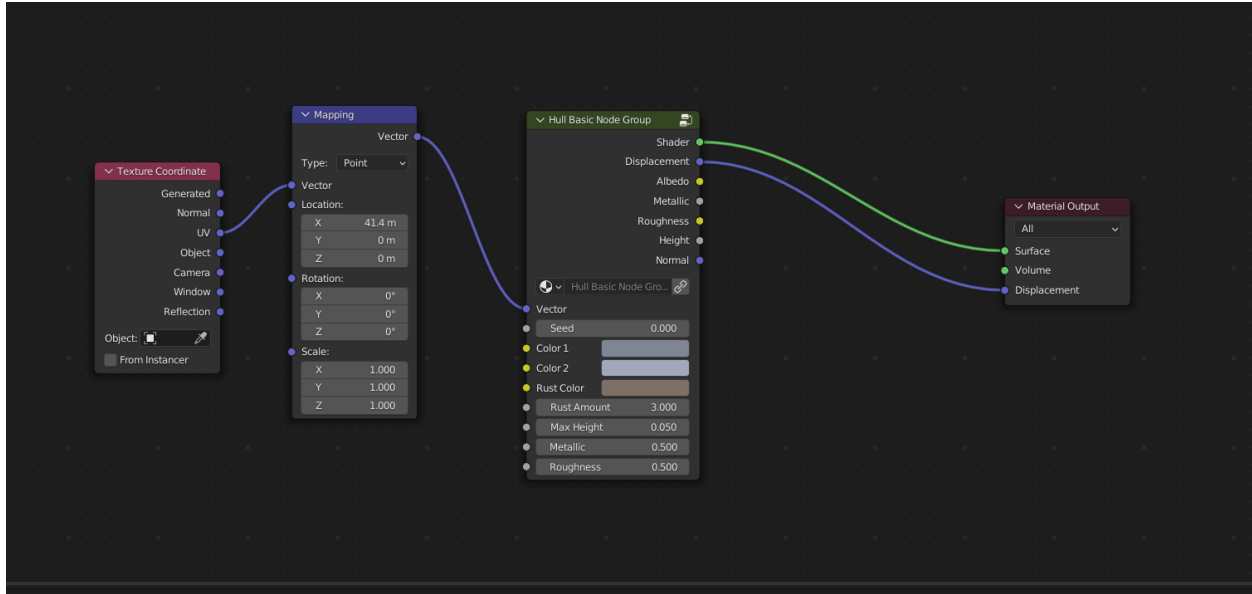
- **Normal:** The normal map used for the bump map.

## NAUVOO

- **Cycles:** Recommended with Displacement
- **EEVEE:** Compatible without Displacement

Random panels with displacement and wear.





## 7.1 Nauvoo Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Color1:** First color variation for panels.
- **Color2:** Second color variation for panels.
- **Rust Color:** The color of the rust around the edges.
- **Rust Amount:** The amount of wear for rust introduced into the pattern.
- **Max Height:** The Maximum height of the panels.
- **Metallic:** The amount of roughness in the texture.
- **Roughness:** The amount of roughness in the texture.

## 7.2 Nauvoo Outputs

- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.
- **Normal:** The normal map used for the bump map.

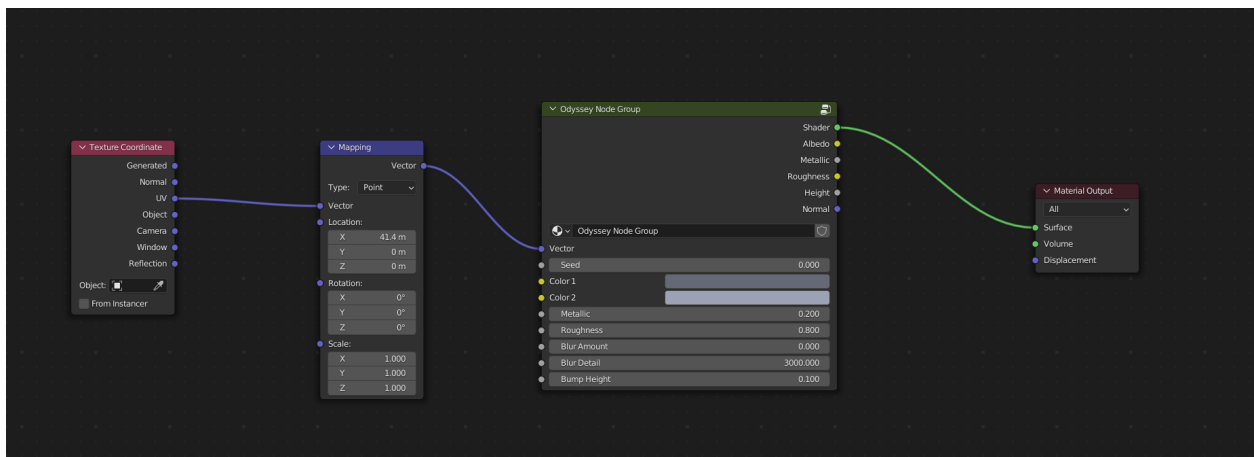
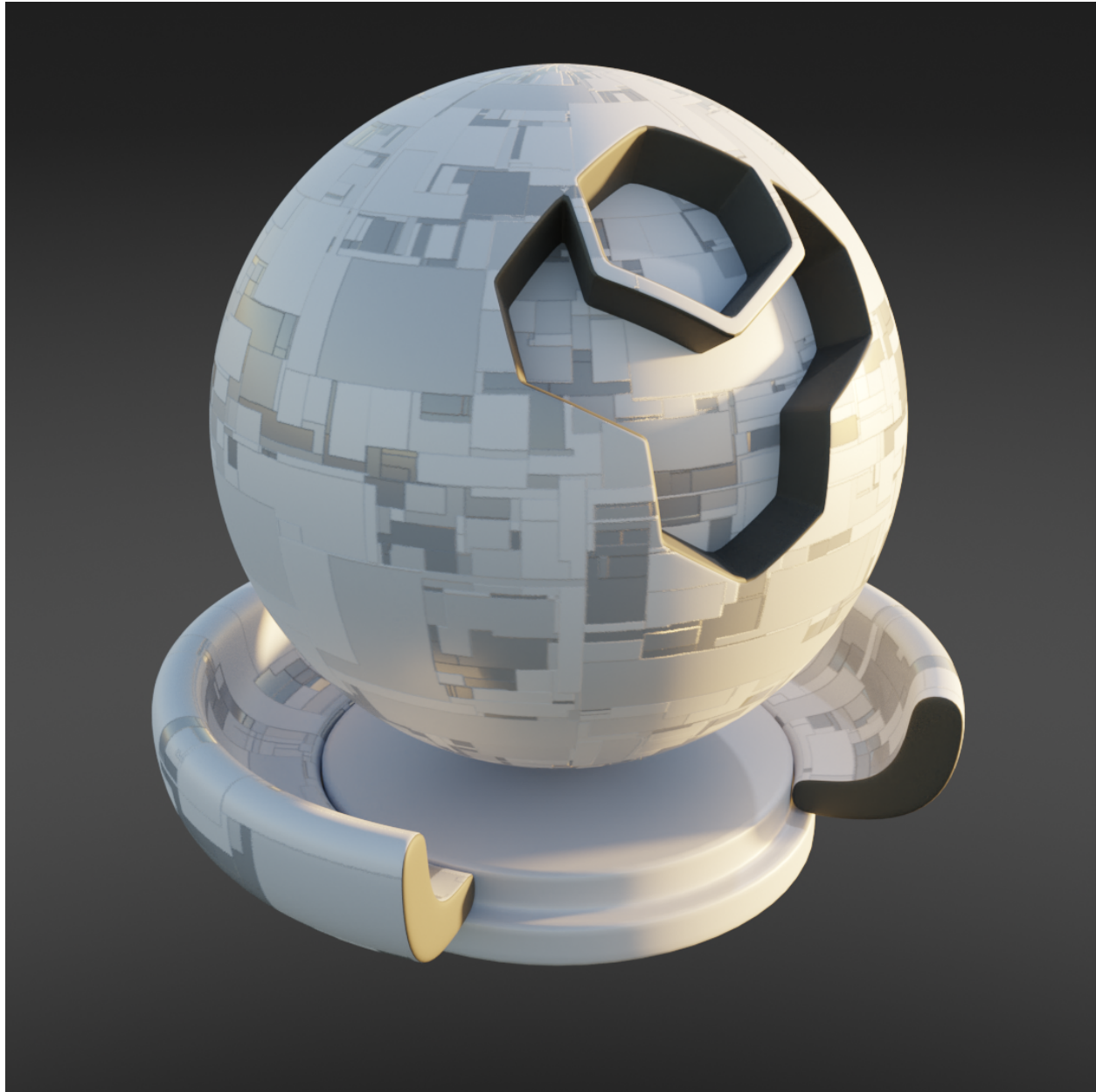




## ODYSSEY

- **Cycles:** Recommended
- **EEVEE:** Compatible with *Blur Amount* set to zero

A straightforward variation of different sized panels.



## 8.1 Odyssey Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Color1:** First color variation for panels.
- **Color2:** Second color variation for panels.
- **Metallic:** Amount of metalness for the material shader.
- **Specular:** Specular Level for the material shader.
- **Blur Amount:** Amount of noise introduced to blue the texture. Best for Cycles. Set to zero for EEVEE.
- **Blur Detail:** The size of the noise used for the blur effect.
- **Bump Height:** The maximum height for the bump map effect.

## 8.2 Odyssey Outputs

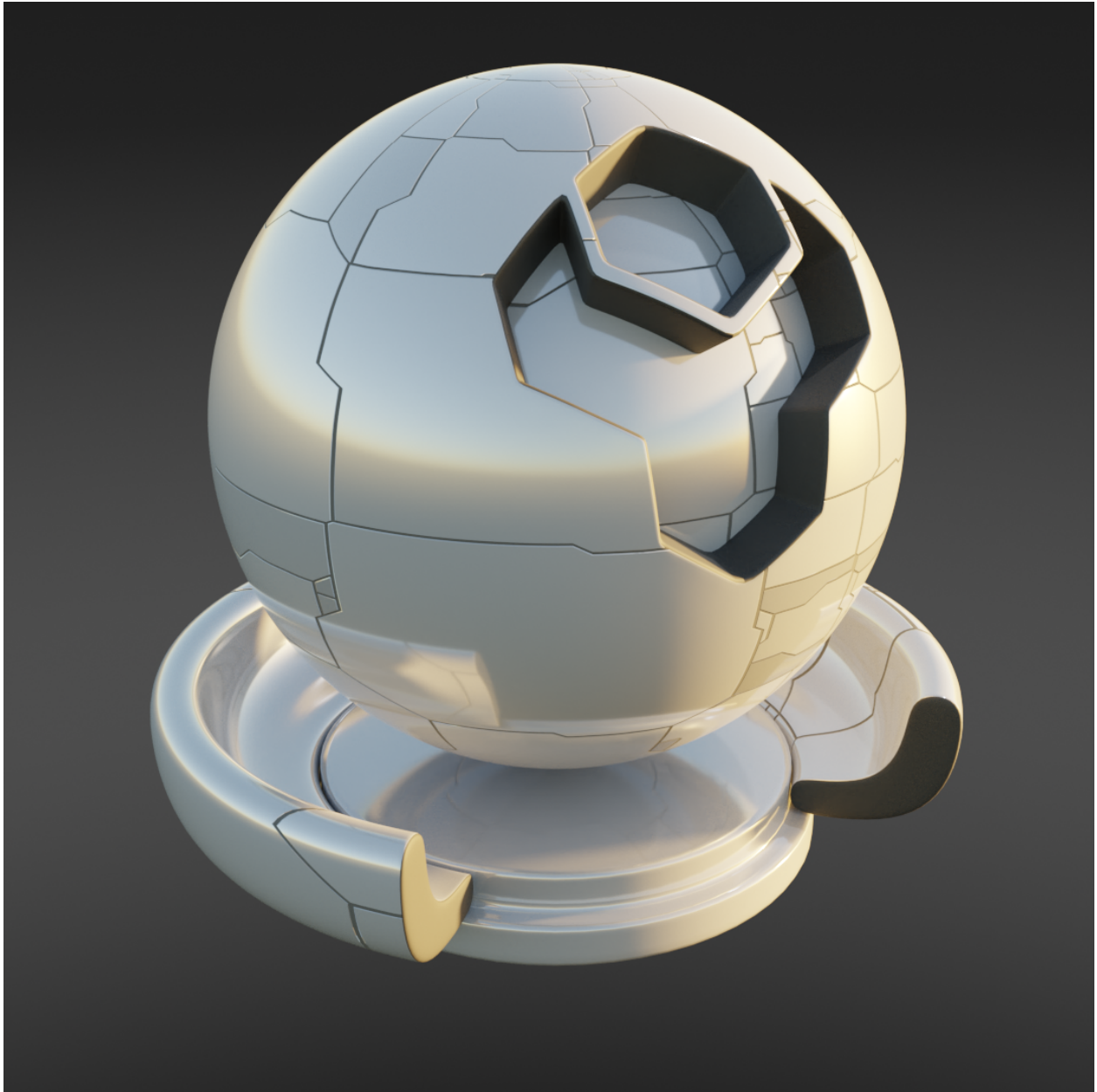
- **Shader:** The overall material shader output.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.
- **Normal:** The normal map used for the bump map.

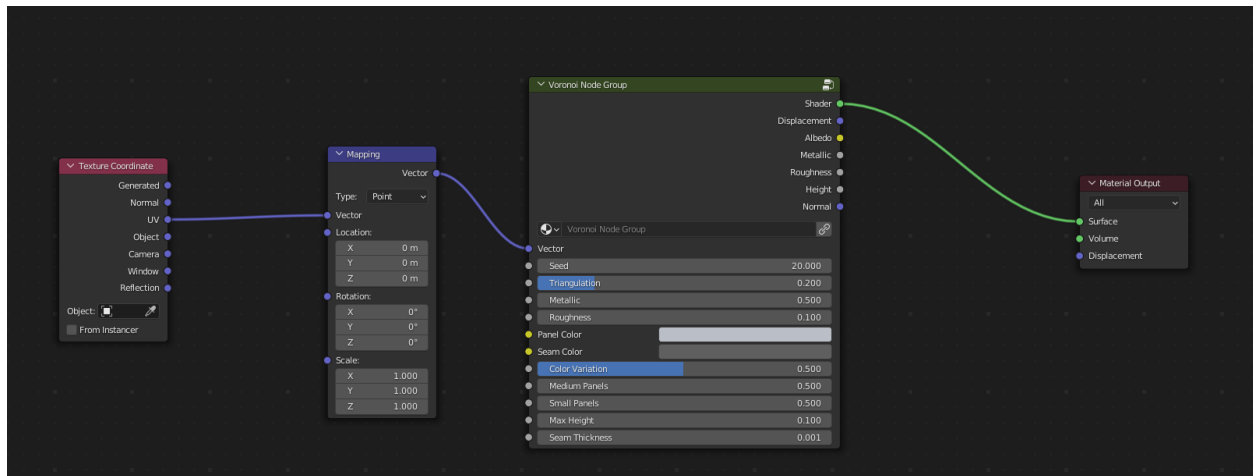


**SONNY**

- **Cycles:** Recommended
- **EEVEE:** Compatible

Panels with optional seam borders and triangulation.





## 9.1 Sonny Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Triangulation:** The amount of triangulation in the pattern.
- **Metallic:** The amount of roughness in the texture.
- **Roughness:** The amount of roughness in the texture.
- **Panel Color:** Main color for panels.
- **Seam Color:** Color of the seams between the panels.
- **Color Variation:** The amount of variation in the main color.
- **Medium Panels:** The amount of medium sized panels.
- **Small Panels:** The amount of small sized panels.
- **Max Height:** The Maximum height of the panels.
- **Seam Thickness:** The thickness of the seams between the panels.

## 9.2 Sonny Outputs

- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.
- **Normal:** The normal map used for the bump map.

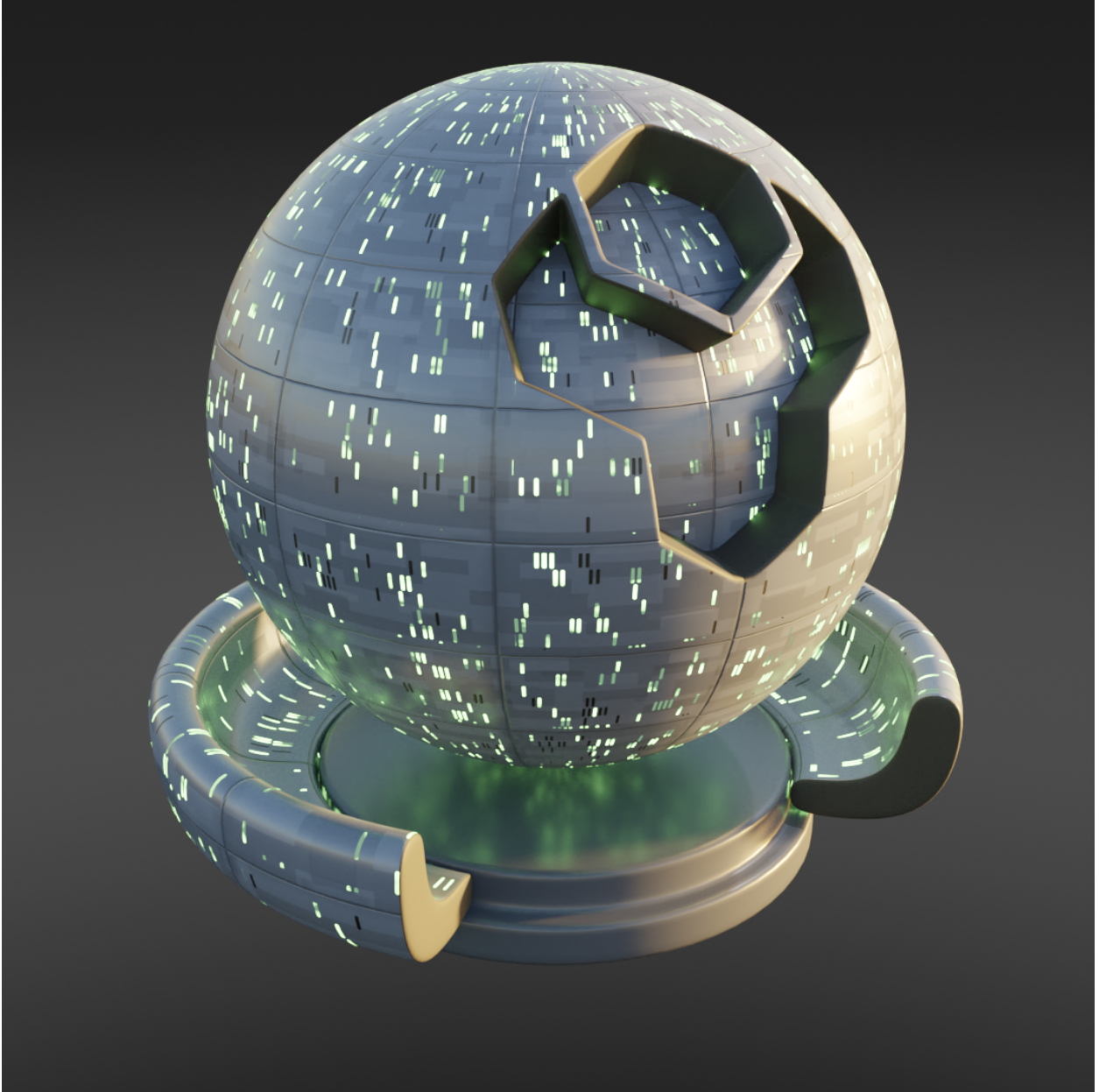




## STARFLEET WINDOWS

- **Cycles:** Recommended
- **EEVEE:** Compatible

As with the Starfleet Material but with an added Window material.



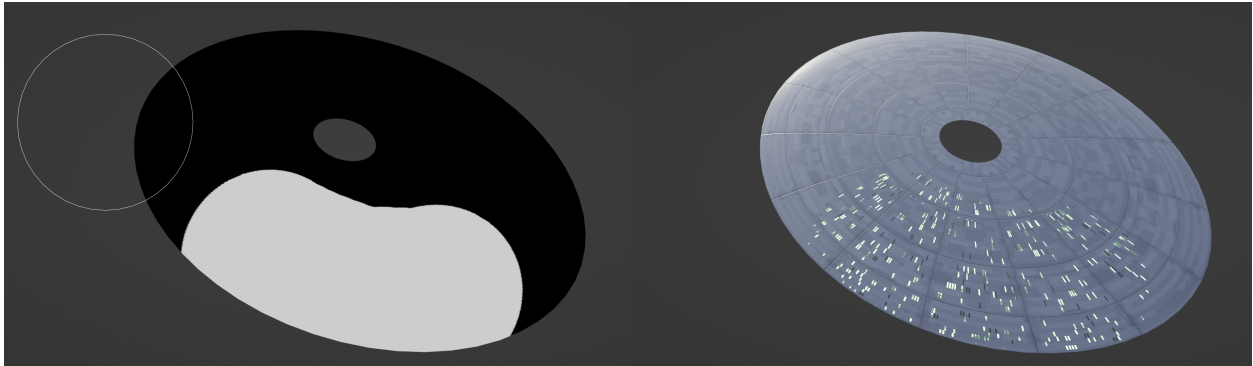


## 10.3 Starfleet Windows Outputs

- **Shader:** The overall material shader output.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map used for control of mixing in the Emission shader.
- **Normal:** The normal map used for the bump map.
- **Window Mask:** Mask for the window pattern.
- **Windows On Mask:** Mask for the windows that are switched on.
- **Windows Off Mask:** Mask for the windows that are switched off.

---

**Tip:** Controlling the window pattern



By feeding a black/white image or texture mask into the *Windows Y/N* input of the Aztec Node Group, you can control where the windows are placed.

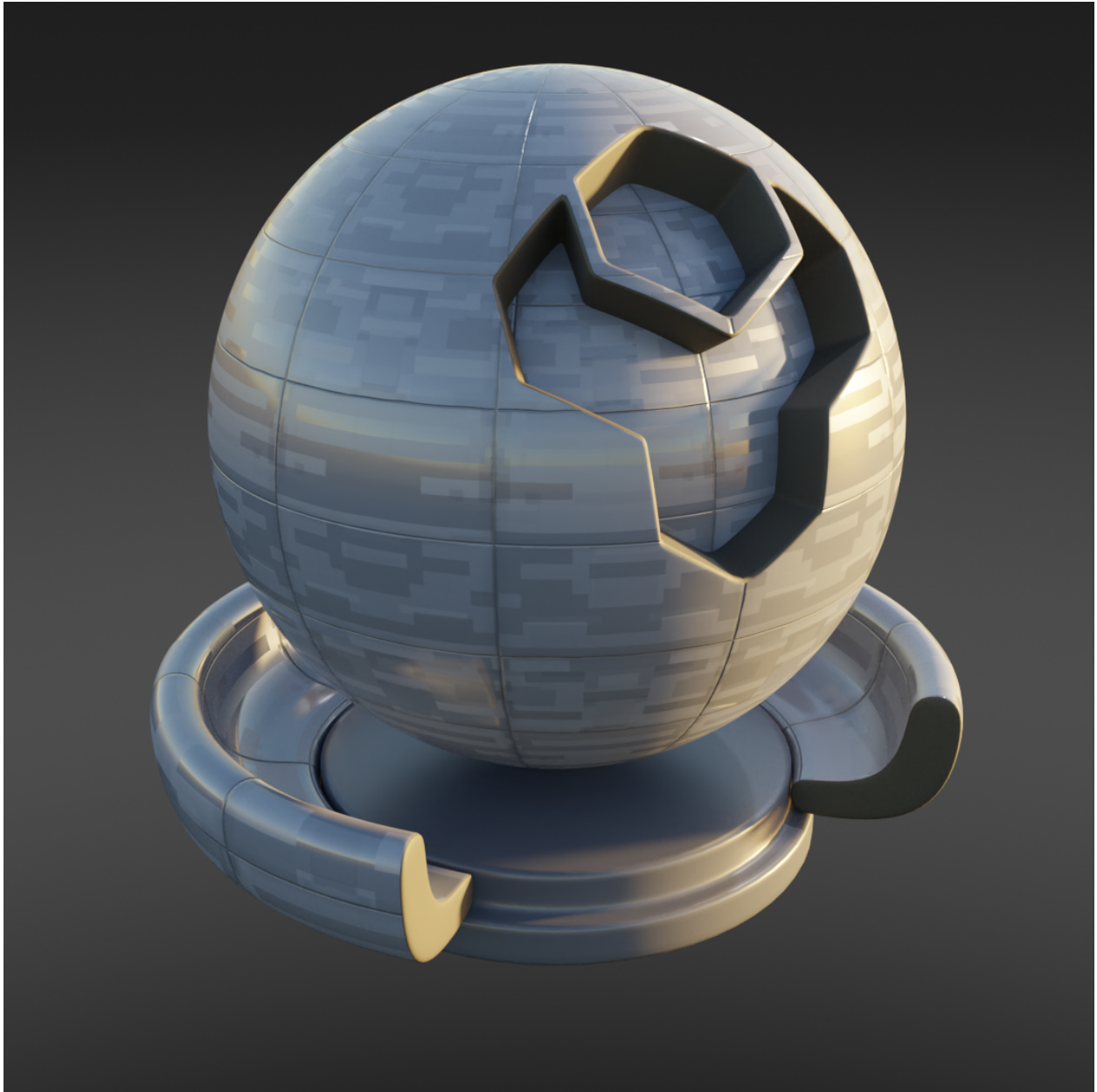




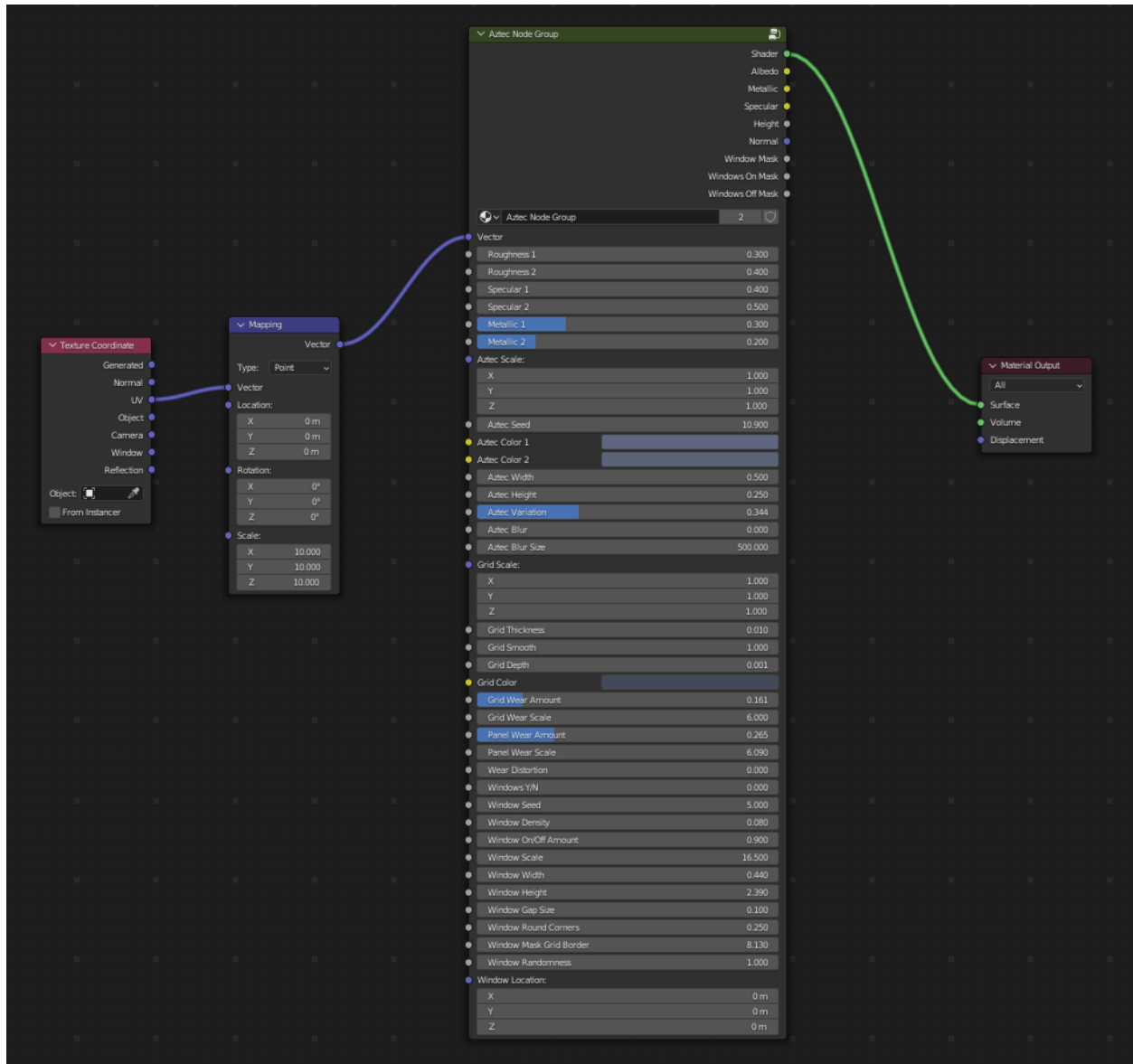
## STARFLEET

- **Cycles:** Recommended
- **EEVEE:** Compatible

A repeating Aztec texture with varied controls for the alternating parts of the pattern an optional grid overlay.







## 11.1 Starfleet Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Aztec Scale:** X/Y/Z scale for the Aztec pattern.
- **Aztec Seed:** Numeric seed value that controls the randomness of the aztec pattern.
- **Aztec Color 1:** The first color variation for the aztec pattern.
- **Aztec Color 2:** The second color variation for the aztec pattern.
- **Aztec Width:** The relative width of the aztec pattern rectangles.
- **Aztec Height:** The relative height of the aztec pattern rectangles.
- **Aztec Blur:** The amount of noise blur to apply to the pattern (recommended in Cycles).

- **Aztec Blur Size:** The size of the noise pattern used to blur the texture.
- **Roughness 1:** Roughness level for the one half of the aztec pattern.
- **Roughness 2:** Roughness level for the remaining half of the aztec pattern.
- **Specular 1:** Specular level for the one half of the aztec pattern.
- **Specular 2:** Specular level for the remaining half of the aztec pattern.
- **Metallic 1:** Metallic level for the one half of the aztec pattern.
- **Metallic 2:** Metallic level for the remaining half of the aztec pattern.
- **Grid Scale:** The X/Y/Z size of the grid overlayed onto the Aztec pattern.
- **Grid thickness:** The thickness of the grid pattern (zero for off).
- **Grid Wear Amount:** The amount of wear applied to the grid seams.
- **Grid Wear Scale:** The size of the noise effect applied to the Grid.
- **Panel Wear Amount:** The amount of wear seen on the panels.
- **Wear Distortion:** The distortion of the noise used for the wear pattern.
- 
- **Windows Y/N:** Whether to create a window map for this part of the texture. See Starfleet Windows.
- **Windows Seed:** Number to control the randomness of the window pattern.
- **Window Density:** Amount of windows to apply in the pattern.
- **Windows OnOff Amount:** Controls the ratio of “On” Windows to “Off” Windows.
- **Window Width:** Relative Width of the windows.
- **Window Height:** Relative Height of the windows.
- **Window Gap Size:** The size of the gaps between the windows.
- **Window Round Corners:** The roundness of the window corners.
- **Window Mask Grid Border:** Thickness of the grid mask that will stop windows from showing.
- **Window Randomness:** How random the window pattern is. Lower values will make the pattern more uniform.
- **Window Location:** Adjust the location of the windows relative to the rest of the pattern.

## 11.2 Starfleet Outputs

- **Shader:** The overall material shader output.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map used for control of mixing in the Emission shader.
- **Normal:** The normal map used for the bump map.
- **window Mask:** Mask for the window pattern.
- **Windows On Mask:** Mask for the windows that are switched on.

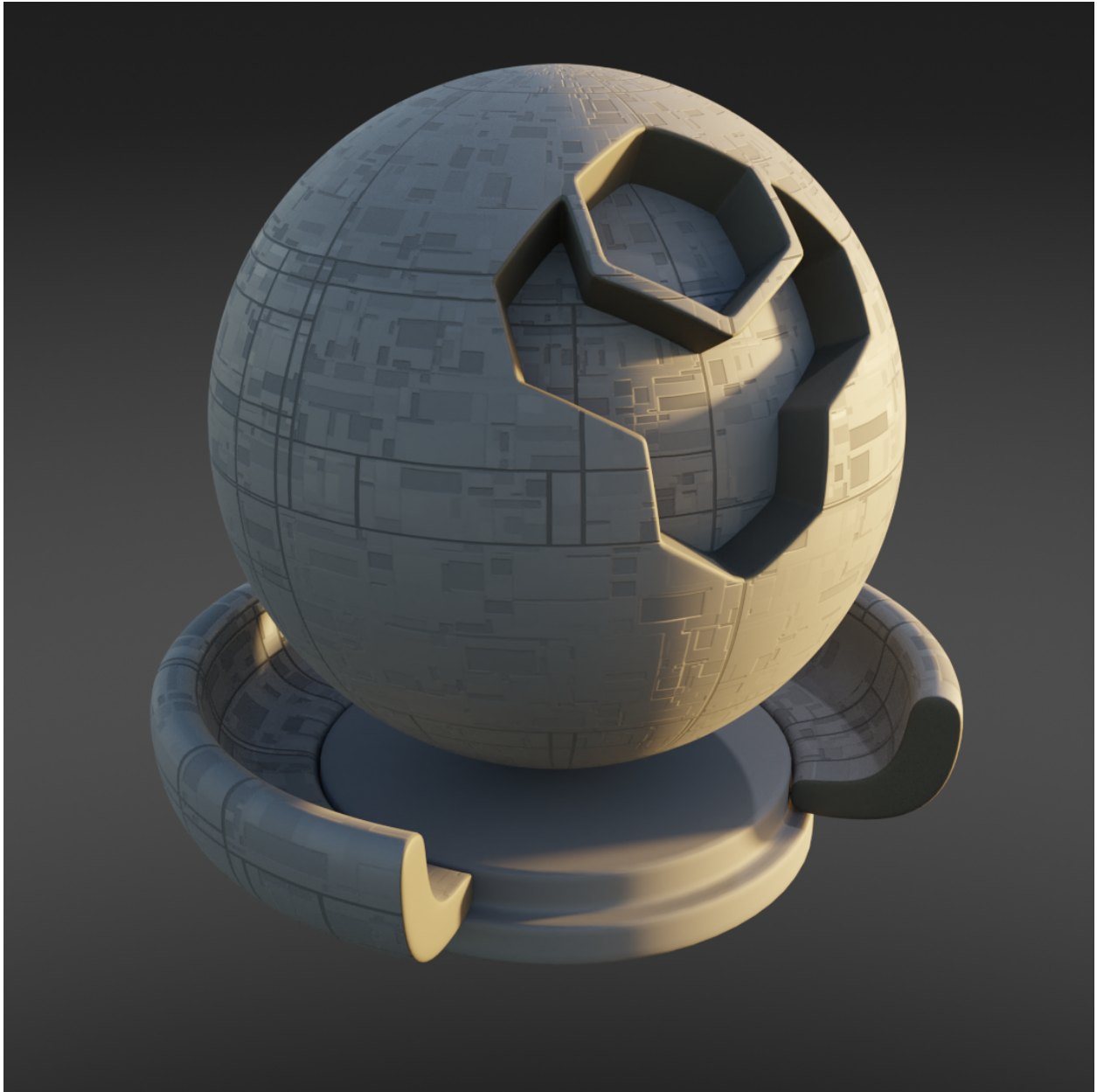
- **Windows Off Mask:** Mask for the windows that are switched off.

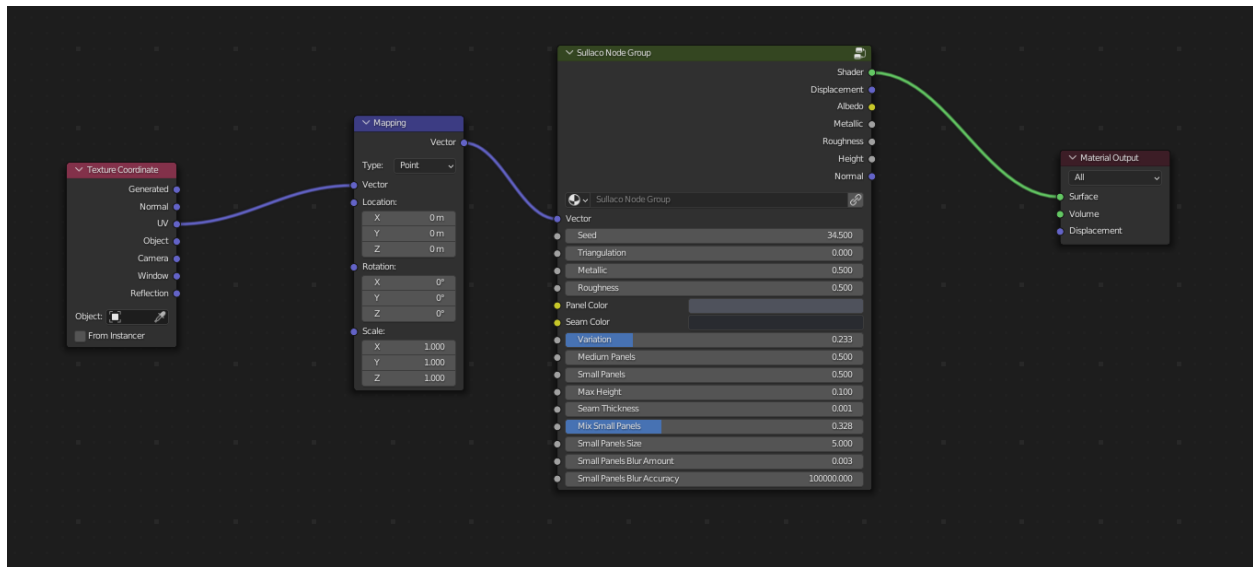


**SULACO**

- **Cycles:** Recommended
- **EEVEE:** Compatible

Uniform Panels with seams and optional small panel details.





## 12.1 Sulaco Inputs

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Triangulation:** The amount of triangulation in the pattern.
- **Metallic:** The amount of roughness in the texture.
- **Roughness:** The amount of roughness in the texture.
- **Panel Color:** Main color for panels.
- **Seam Color:** Color of the seams between the panels.
- **Color Variation:** The amount of variation in the main color.
- **Medium Panels:** The amount of medium sized panels.
- **Small Panels:** The amount of small sized panels.
- **Max Height:** The Maximum height of the panels.
- **Seam Thickness:** The thickness of the seams between the panels.
- **Mix Small Panels:** Amount of smaller panel detailing to mix into the main panels.
- **Small Panels size:** Size of small panels detailing.
- **Small Panels Blur Amount:** Amount of noise blur on small panel detailing.
- **Small Panel Blur Accuracy:** Level of noise blurring to apply.

## 12.2 Sulaco Outputs

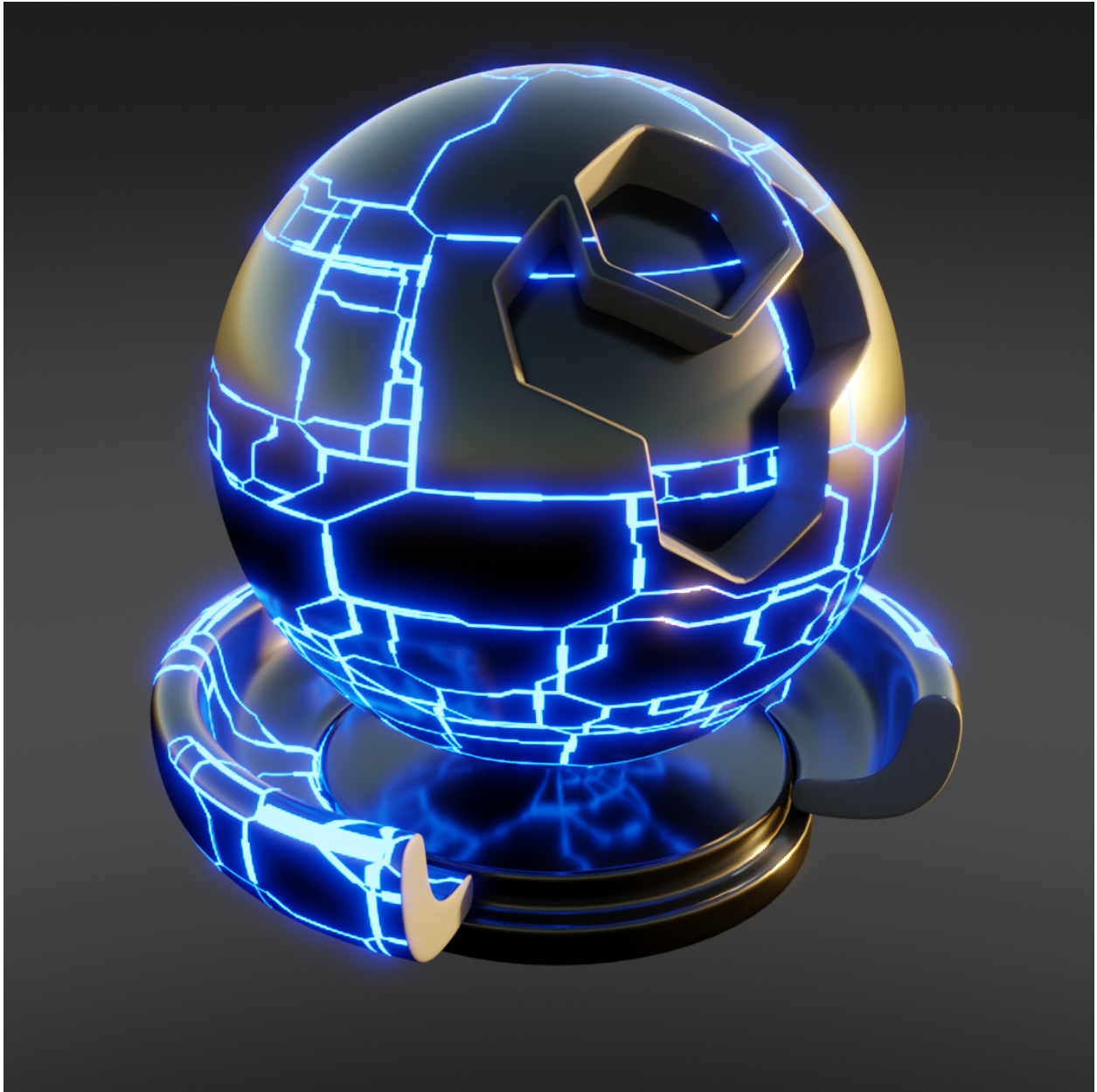
- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map, useful for displacement.
- **Normal:** The normal map used for the bump map.



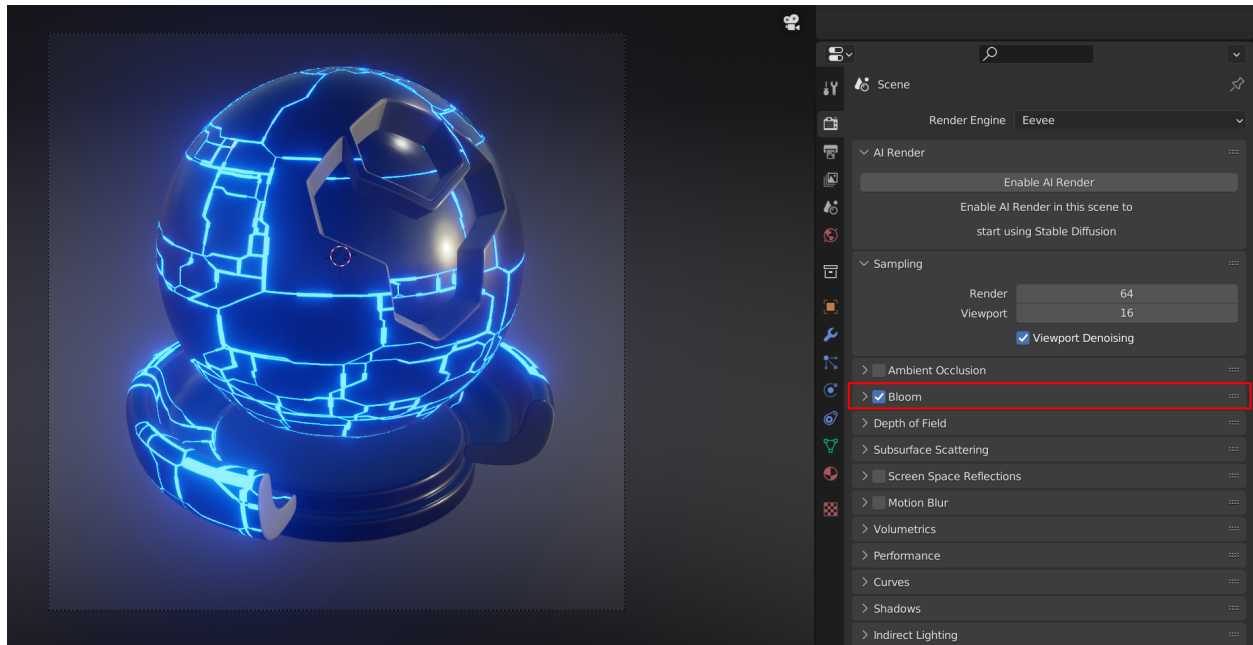
**TRON**

- **Cycles:** Recommended
- **EEVEE:** Compatible

Stylized Glowing Panels with variable border effect and bright seams.







## 13.1 Tron Inputs

### 13.1.1 Voronoi Node Group

- **Vector:** The UV Mapping Vector Input. A UV Map is recommended.
- **Seed:** Seed to set the random pattern.
- **Metallic:** The amount of roughness in the texture.
- **Roughness:** The amount of roughness in the texture.
- **Panel Color:** Color of the panels
- **Seam Color:** Color of the seams between the panels.
- **Color Variation:** Variation of panel color.
- **Medium Panels:** The amount of medium sized panels.
- **Small Panels:** The amount of small sized panels.
- **Max Height:** The Maximum height of the panels.

### 13.1.2 Control Border Thickness

Controlled by a Voronoi Noise node, this varies the thickness of the borders between the panels. Use the *Minimum Border Width* and *Maximum Border Width* parameters to change the thickness of the border variations.

### 13.1.3 Emission Node

This controls the strength of the glow.

## 13.2 Tron Outputs

- **Shader:** The overall material shader output.
- **Displacement:** The displacement normal map.
- **Albedo:** The diffuse color channel.
- **Metallic:** The metallic map.
- **Roughness:** The roughness map.
- **Height:** The height map used for control of mixing in the Emission shader.
- **Normal:** The normal map used for the bump map.