

Module 1

Introduction To Unreal Engine

Creating Unreal Projects, Editor overview, Placing Actors, Content Browser & Source Panel, Plugins and Marketplace assets

Module 2

Introduction To Level Design

create a new level, different import types of assets, migrate content from the project, create a Landscape level, foliage tool.

Module 3

Materials and Lighting

Material properties, Light Mobility, Types of Light, Light Quality, Type of Reflections, Volumetric Fog.

Module 4

Volumes

Postprocess Volumes, Trigger Volumes, Blocking Volumes, Physics Volume, Audio Volume

Module 5

Game VFX & Particles

Niagara System and Niagara Emitter, material for the particle system

STUDY
REFE
EARN RE