

Unreal Engine Training for Architecture and Design

Introduction to Unreal Engine Training

- Using templates
- User interface
- Project management
- Object manipulation

Creating an Unreal Engine Project

- Importing content from various sources
- Datasmith
- Object management
- Terrain and vegetation
- Modeling
- Lighting
- Creating different types of lights
- Creating outdoor lighting: day/night

Unreal Engine Materials and Textures

- Material Editor
- Material Instances
- Creating various PBR materials (metal, wood, concrete, glass, plastic, water, etc.)
- Material Functions

Unreal Engine Animation

- Level Sequence
- Keyframe animation
- Physics and dynamics

Unreal Engine Rendering and Animation Production

- High-resolution image rendering
- Animated video rendering

Unreal Engine Interactivity

- Introduction to Blueprints
- Compiling an interactive project