

# 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