Individual Advanced Course

Duration	4 hours
Learner Level	Intermediate to Professional
Industry Focus	Architecture, Automotive, Digital Media, Film&TV, Games, Training
Description	This course supports the target-oriented development of your skills within the Unreal Engine. Depending on your needs, we support you with a specific use case or the general deepening of your skills with the objective of a well-founded and practice-oriented understanding of the Unreal Engine. The specific needs are defined in a preliminary dialogue via email and/or zoom call. Within the course we also offer subsidiary orientation for the further personal learning path, either on your own or with support from Echtzeit Training, as desired.
Prerequisites	First contact and/or previous experience with the Unreal Engine
Outcomes	The learning outcomes of this lecture are: - Strengthen your own skills with the Unreal Engine - Answering individual questions - Understanding areas of application and technical possibilities - Integration into the individual production pipeline - If desired, outlook and definition of the further learning path