Individual Entry Course

Duration	4 hours
Learner Level	Beginner
Industry Focus	Architecture, Automotive, Digital Media, Film&TV, Games, Training

Description

This course offers an introduction to the Unreal Engine, tailored to your needs.
Based on your individual areas of interest, we help you dive into the Unreal Engine and answer specific questions.
In a preliminary dialogue via email and/or Zoom Call, the specific needs are defined. The training covers the desired topics.
The wide range of topics includes content creation and integration, sequencers, blueprints, coding and much more.
Also, we offer orientation for the further personal learning path, either on your own or with support from Echtzeit Training, as desired.

Prerequisites   None

Outcomes

The learning outcomes of this lecture are:
- Introduction to 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