

## *Unreal Engine Basics and Content Integration*

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**Duration** 4 hours

**Learner Level** Beginner

**Industry Focus** Architecture, Automotive, Digital Media, Film&TV, Games, Training

**Description** This course introduces the Unreal Engine technology and its use. For a successful first step into working with the Unreal Engine, the installation, the user interface and the import of your own content will be covered.

**Prerequisites** Basic 3d modeling

**Outcomes** The learning outcomes of this lecture are:

- Access to the Unreal Engine
- Creating projects
- Navigating the engine
- How to use the user interface
- Basic functions of the engine
- Importing 3d geometry
- Creating materials
- Rendering screenshots

**Details** This lesson teaches the basic skills for using the Unreal Engine. In addition to installing the engine, creating, opening, and saving projects, this includes understanding the user interface and the essential functions of the engine. Also integrating your own content and creating and assigning materials will be highlighted.

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