

Unreal Engine for Environment

Course Description:

The course focuses on Creating 3D environments on Unreal Engine for cinematics and games purposes. Students will learn topics including landscape creation and texturing, raytracing, advanced lighting, cinematic camera, etc.

Course Prerequisite

3D Modeling and Texturing course *or* equivalent knowledge with the 3D basics

Course Duration 14 Classes

Course Contents

Class 1

- Introduction to both Unreal Engine 4 & 5.
- VFX Industry pipeline and workflows

Class 2

- GAEA & Landscape introductory “UI & Tools”
- The pipelines between other DCC’s

Class 3

- Creating your first landscape, the basics.

Class 4

- Advanced landscape creation techniques

Class 5

- Importing & exporting landscape
- Introduction for landscape texturing

Class 6

- Advanced landscape texturing

- A deep dive into UE4 & UE5
- More about UI

Class 7

- Raytracing [UE4] & Lumen [UE5]

Class 8

- Importing landscape into UE5

Class 9-10

- Landscape material – UE5

Class 11

- Layout techniques in UE5

Class 12

- Advanced lighting in UE5

Class 13

- Cinematic camera movements & sequences maneuvers in UE5

Class 14

- Exporting your cinematics

Grading

Attendance 10%

Class exercises 10%

Assignments 20%

Mini Project 20%

Final Project 40%

Attendance Policy

- Every class absence is 5% reduction in the final Grade.
- Student missing more than 2 classes will be failing the course