

Shading & Materials for Unreal Engine

Course Description:

The course focuses on shading elements and material creation for Games on Unreal Engine. Students will learn topics including creating modules for Games, advanced texturing, shading and lighting in Unreal engine.

Course Prerequisite

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

Course Duration 10 Classes

Course Contents

Class 1-2

- Advanced modeling concepts

Class 3

- Intro to Environment art as a concept
- Ue4 UI introduction
- References management tools

Class 4

- Unreal Blocking out and modularity
- Introduction to tillable texture
- Substance designer intro

Class 5

- Procedural materials

Class 6

- Procedural materials
- Material rendering

Class 7

- Introduction to unique texturing
- Prop modeling

Class 8

- Prop texturing
- Prop rendering

Class 9

- Intro ue4 shader editor
- Common nodes
- Using textures

Class 10

- Material instance
- Material function
- Master material

Grading

Student needs at least 80% grade to pass the course

Attendance: 10%

Class exercises: 10%

Assignments: 80%

Attendance Policy

- Student missing more than 2 classes will be failing the course