VisionXR93

Unreal Engine Proficiency Course

Welcome to the exciting world of Unreal Engine!

Unreal Engine stands at the forefront of cutting-edge technology in the realm of game development, architectural visualization, virtual reality, and beyond. Developed by Epic Games, Unreal Engine has revolutionized the way we create immersive digital experiences.

In this comprehensive course, we'll embark on a journey through the fundamentals of Unreal Engine, equipping you with the knowledge and skills to bring your creative vision to life. Whether you're an experienced developer or a newcomer eager to dive into the world of Metaverse design, this course is tailored to meet your needs.

So, whether you dream of developing the next blockbuster game or creating immersive virtual worlds, join us as we delve into the limitless potential of Unreal Engine. Let's unleash your imagination and bring your ideas to life!

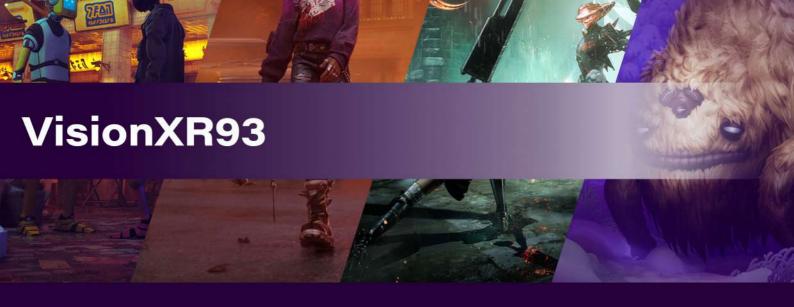Are you ready to embark on this exciting journey? Let's dive in!

Course Mode :	online
Delivery Type :	Course will be conducted on Zoom/Google Meet/Webex
Duration :	30 to 40 Hour's (4 to 5 Hour's per Week)
Language :	Both (Hindi and English)
Price :	Get Price on Request

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Course Overview

Throughout this course, participants will gain an in-depth understanding of Unreal Engine 5 and its wide range of features, tools, and workflows. Through a combination of theoretical instruction and practical application, they will develop the competencies needed to create their own immersive applications and interactive experiences within the Unreal Engine environment.
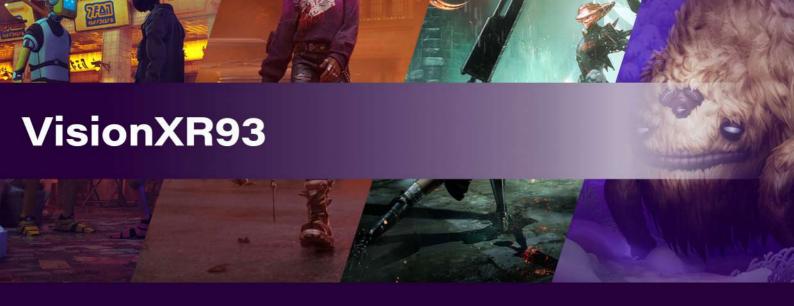
During the course, participants will engage in a series of practical exercises and projects, providing them with hands-on experience in effectively using the Unreal Editor. They will learn the intricacies of working with assets and materials, master the art of environment creation, and harness the power of lighting and post-processing effects to enhance visual fidelity.

Additionally, participants will delve into gameplay mechanics, using blueprints to bring their creative visions to life with interactive elements and dynamic gameplay systems. They will explore advanced techniques for importing assets from various digital content creation (DCC) tools, ensuring seamless integration of external assets into their projects.

There will also be an emphasis on collaboration, as participants learn to work effectively in a team environment using Unreal Engine 5's multi-user editing tools. This collaborative approach will enable them to streamline development processes and increase productivity while maintaining project integrity.

Furthermore, participants will gain proficiency in using sequencers for cinematic and animation creation, adding another dimension to their projects and allowing for compelling narratives and visual storytelling.

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What will be Covered?

- Introduction to UE 5.0
- Explore the UE Interface
- Basic Layout & Controls
- Environment Lights
- Basic and Advance Materials
- Basic to Advance Landscape
- Water System
- Quixel's Bridge
- Foliage
- Introduction Modelling Tools
- Type of Lights
- Introduction to Blueprint part 1
- Advance to Blueprint with example
- Level Building in UE 5
- Post Processing
- Assets Importing
- Sequence in Unreal Engine
- Introduction of Widgets
- Introduction to Metaverse
- Type of Reality (AR/VR/MR/XR)
- Introduction Web 3.0
- How to Develop Metaverse Project