

# Unreal

Henk Venter, Wilhelm Ogterop

*Building an RPG with Unreal* Steve Santello, Alan R. Stagner, 2016-01-28 Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C++, Blueprints, and UMG to create a role playing game (RPG) efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective, step-by-step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG, you are this book's target reader. The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level. What You Will Learn Program gameplay elements in C++ in Unreal Create custom game data for entities such as players and enemies Create a turn-based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world, developers are looking for the best ways of creating games of any genre in the engine. This book will lay out the foundation of creating a turn-based RPG in Unreal Engine 4. The book starts by walking you through creating a turn-based battle system that can hold commands for party members and enemies. You'll get your hands dirty by creating NPCs such as shop owners, and important mechanics, that make up every RPG such as a currency system, inventory, dialogue, and character statistics. Although this book specifically focuses on the creation of a turn-based RPG, there are a variety of topics that can be utilized when creating many other types of genres. By the end of the book, you will be able to build upon core RPG framework elements to create your own game experience. Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG. By the end of the book, you will have considerably leveled up your ability to make your own game

*Unreal Engine 5 Character Creation, Animation, and Cinematics* Henk Venter, Wilhelm Ogterop, 2022-06-30 Get to grips with the base workflow and create your own cinematic scenes in UE5 by learning to develop the main elements, animate, and combine them into a complete rendered movie scene with the help of key images printed in color Key Features Perform your entire rigging and animation workflow inside Unreal Engine 5 using Control Rig tools Create hand-keyed animations and clean up motion capture natively in Unreal Engine Learn the basics of creating 3D assets and customizing a MetaHuman for your movie needs Book Description Unreal Engine 5 (UE5) offers beginners and seasoned professionals the ability to create detailed movie scenes with realistic human characters using MetaHuman and combine it with custom props and environments. It also comes with built-in industry standard animation tools to develop such scenes in a fraction of the time compared to old methods. This book takes you through the entire 3D movie production pipeline using free (open - source) software. By following the step-by-step, beginner-friendly tutorials in this book, you'll learn how to create your own custom 3D assets in Blender and texture these 3D assets in Quixel Mixer. Next, you'll take these completed 3D assets into Unreal Engine 5 and use them to build a virtual 3D movie set for your 3D movie. You'll also populate your 3D movie set by using Quixel MegaScans assets and create and customize your own photorealistic human character using MetaHuman Creator and UE5. As you advance, you'll discover how to rig, skin, and animate these 3D assets and characters using Blender and UE5's new Control Rig. Finally, you'll explore the process of setting up your movie cameras and animation sequences and rendering your 3D movie using UE5's Sequencer. By the end of this Unreal Engine book, you'll have learned how to combine different elements in UE5 to make your own movies and cinematics. What you will learn Create, customize, and use a MetaHuman in a cinematic scene in UE5 Model and texture custom 3D assets for your movie using Blender and Quixel Mixer Use Nanite with Quixel Megascans assets to build 3D movie sets Rig and animate characters and 3D assets inside UE5 using Control Rig tools Combine your 3D assets in Sequencer, include the final effects, and render out a high-quality movie scene Light your 3D movie set using Lumen lighting in UE5 Who this book is for This book is for beginners to Unreal Engine or 3D animation and art in general who want to learn the entire process of creating 3D movies with Unreal Engine 5. Experienced 3D artists and animators new to UE5 will also find this book invaluable as it covers cutting-edge techniques for making real-time 3D movies using Unreal Engine, Blender, Quixel Mixer, and Quixel Bridge. Although prior experience with 3D software is not necessary, it will be helpful in understanding the concepts more easily.

**Unreal Engine 4 Game Development Quick Start Guide** Rachel Cordone, 2019-05-31 Learn how to use Unreal Engine 4 by building 3D and multiplayer games using Blueprints Key Features Learn the fundamentals of Unreal Engine such as project templates, Blueprints, and C++ Learn to design games; use UMG to create menus and HUDs, and replication to create multiplayer games Build dynamic game elements using Animation Blueprints and Behavior Trees Book Description Unreal Engine is a popular game engine for developers to build high-end 2D and 3D games. This book is a practical guide, starting off by quickly introducing you to the Unreal Engine 4 (UE4) ecosystem. You will learn how to create Blueprints and C++ code to define your game's functionality. You will be familiarized with the core systems of UE4 such as UMG, Animation Blueprints, and Behavior Trees. You will also learn how to use replication to create multiplayer games. By the end of this book, you will have a broad, solid knowledge base to expand upon on your journey with UE4. What you will learn Use project templates to give your game a head start Create custom Blueprints and C++ classes and extend from Epic's base classes Use UMG to create menus and HUDs for your game Create more dynamic characters using Animation Blueprints Learn how to create complex AI with Behavior Trees Use replication to create multiplayer games Optimize, test, and deploy a UE4 project Who this book is for Readers who already have some game development experience and Unity users who would like to try UE4 will all benefit from this book. Knowledge of basic Object-Oriented Programming topics such as variables, functions, and classes is assumed.

*A Rhetoric of the Unreal* Christine Brooke-Rose, 1981-10-15 This 1981 book is a study of wide range of fiction, from short stories to tales of horror, from fairy-tales and romances to science fiction, to which the rather loose term 'fantastic' has been applied. Cutting across this wide field, Professor Brooke-Rose examines in a clear and precise way the essential differences between these types of narrative against the background of realistic fiction. In doing so, she employs many of the methods of modern literary theory from Russian formalism to structuralism, while at the same time bringing to these approaches a sharp critical intuition and sound common sense of her own. The range of texts considered is broad: from Poe and James to Tolkien; from Flann O'Brien to the American postmodernism. This book should prove a source of stimulation to all teachers and students of modern literary theory and genre, as well as those interested in 'fantastic' literature.

**Unreal Engine Game Development Cookbook** John P. Doran, 2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content, levels, light scenes, and materials, and work with Blueprints and C++ scripting An intermediate, fast-paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals. Working knowledge of C++ is required. What You Will Learn Discover editor functionalities for an in-depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features, such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints, Unreal's visual scripting system Set up a development environment and develop custom functionality with C++ for your games Create healthbars and main menus with animations using Slate, Unreal's UI solution, through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games. It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on. You can focus on the individual complexities of game development such as animation and rendering. This book takes you on a journey to jumpstart your game design efforts. You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used, with numerous references for further study. You will start by getting acquainted with Unreal Engine 4 and building out levels for your game. This will be followed by recipes to help you create environments, place meshes, and implement your characters. You will then learn to work with lights, camera, and shadows to include special effects in your game. Moving on, you'll learn Blueprint scripting and C++ programming to enable you to achieve trigger effects and add simple functionalities. By the end of the book, you will see how to create a healthbar and main menu, and then get your game ready to be deployed and published. Style and approach This book offers detailed, easy-to-follow recipes that will help you master a wide range of Unreal Engine 4's features. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative

approaches and research materials so you can learn even more.

**Unreal Game Development** Ashish Amresh,Alex Okita,2010-08-03 Using Unreal Engine 3, the authors teach aspiring game makers the fundamentals of designing a computer game. The only prerequisite is a basic working knowledge of computers and a desire to build an original game. To get the most out of the book, the authors recommend gathering up some friends and working through the book together as a team and with time limits, mimicking the key elements of real world commercial game development. This book mirrors the curriculum used at CampGame, a six week summer program organized for high school students at The New York University and Arizona State University that has been running successfully for over five years. Students enter with no prior knowledge of game making whatsoever, and through the course of six intensive weeks, they finish as teams of budding game developers who have already completed fully functional games with their own designs, code, and art. Unreal® is a registered trademark of Epic Games, Inc. Copyright in the Unreal Development Kit, Unreal Tournament, and Unreal Engine 3 is owned by Epic Games. Content of those programs included in screen shots in this book is copyrighted by Epic Games and used with the permission of Epic Games.

**Unreal Engine 4 Game Development Essentials** Satheesh PV,2016-02-25 Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

**Unreal Development Kit Game Programming with Unrealscript** Rachel Cordone,2011-12-15 This is a practical hands-on book with clear instructions and lot of code examples. It takes a simple approach, guiding you through different architectural topics using realistic sample projects.

**Learning Unreal Engine Game Development** Joanna Lee,2016-02-29 A step-by-step guide that paves the way for developing fantastic games with Unreal Engine 4 About This Book Learn about game development and the building blocks that go into creating a game A simple tutorial for beginners to get acquainted with the Unreal Engine architecture Learn about the features and functionalities of Unreal Engine 4 and how to use them to create your own games Who This Book Is For If you are new to game development and want to learn how games are created using Unreal Engine 4, this book is the right choice for you. You do not need prior game development experience, but it is expected that you have played games before. Knowledge of C++ would prove to be useful. What You Will Learn Learn what a game engine is, the history of Unreal Engine, and how game studios create games Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Understand the basic structures of objects in a game, such as the differences between BSP and static meshes Make objects interactive using level blueprints Learn more about computer graphics rendering; how materials and light are rendered in your game Get acquainted with the Material Editor to create materials and use different types of lights in the game levels Utilize the various editors, tools, and features such as UI, the particle system, audio, terrain manipulation, and cinematics in Unreal Engine 4 to create game levels In Detail Unreal Engine 4 is a powerful game development engine that provides rich functionalities to create 2D and 3D games across multiple platforms. Many people know what a game is and they play games every day, but how many of them know how to create a game? Unreal Engine technology powers hundreds of games, and thousands of individuals have built careers and companies around skills developed using this engine. Learning Unreal Engine 4 Game Development starts with small, simple game ideas and playable projects that you can actually finish. The book first teaches you the basics of using Unreal Engine to create a simple game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. The complexity will increase over the chapters and the examples chosen will help you learn a wide variety of game development techniques. This book aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this book, you'll have learnt about the entire Unreal suite and know how to successfully create fun, simple games. Style and approach This book explains in detail what goes into the development of a game, provides hands-on examples that you can follow to create the different components of a game, and provides sufficient background/theory to equip you with a solid foundation for creating your own games.

**Game Development Projects with Unreal Engine** Hammad Fozi,Gonçalo Marques,David Pereira,Devin Sherry,2020-11-27 Learn the tools and techniques of game design using a project-based approach with Unreal Engine 4 and C++ Key FeaturesKickstart your career or dive into a new hobby by exploring game design with UE4 and C++Learn the techniques needed to prototype and develop your own ideasReinforce your skills with project-based learning by building a series of games from scratchBook Description Game development can be both a creatively fulfilling hobby and a full-time career path. It's also an exciting way to improve your C++ skills and apply them in engaging and challenging projects. Game Development Projects with Unreal Engine starts with the basic skills you'll need to get started as a game developer. The fundamentals of game design will be explained clearly and demonstrated practically with realistic exercises. You'll then apply what you've learned with challenging activities. The book starts with an introduction to the Unreal Editor and key concepts such as actors, blueprints, animations, inheritance, and player input. You'll then move on to the first of three projects: building a dodgeball game. In this project, you'll explore line traces, collisions, projectiles, user interface, and sound effects, combining these concepts to showcase your new skills. You'll then move on to the second project; a side-scroller game, where you'll implement concepts including animation blending, enemy AI, spawning objects, and collectibles. The final project is an FPS game, where you will cover the key concepts behind creating a multiplayer environment. By the end of this Unreal Engine 4 game development book, you'll have the confidence and knowledge to get started on your own creative UE4 projects and bring your ideas to life. What you will learnCreate a fully-functional third-person character and enemiesBuild navigation with keyboard, mouse, gamepad, and touch controlsProgram logic and game mechanics with collision and particle effectsExplore AI for games with Blackboards and Behavior TreesBuild character animations with Animation Blueprints and MontagesTest your game for mobile devices using mobile previewAdd polish to your game with visual and sound effectsMaster the fundamentals of game UI design using a heads-up displayWho this book is for This book is suitable for anyone who wants to get started using UE4 for game development. It will also be useful for anyone who has used Unreal Engine before and wants to consolidate, improve and apply their skills. To grasp the concepts explained in this book better, you must have prior knowledge of the basics of C++ and understand variables, functions, classes, polymorphism, and pointers. For full compatibility with the IDE used in this book, a Windows system is recommended.

**Unreal Engine C++ the Ultimate Developer's Handbook** Stephen Ulibarri,2020-06-07 Prepare for Unreal Engine 5! Learn the fundamentals of the C++ programming language as well as Unreal Engine's code base for creating and packaging a complete hack and slash action game. Implement combat, AI and Behavior Trees, animation, gameplay mechanics, interfaces and delegates, collision and physics, ray casting, game saving, menu and HUD creation via UMG, and much more.

**Feeling Unreal** Daphne Simeon,Jeffrey Abugel,2008-11-07 Feeling Unreal is the first book to reveal what depersonalization disorder is all about.

This important volume explores not only depersonalization, but the philosophical and literary implications of selflessness as well, while providing the latest research, possible treatments, and strategies for living and thriving when life seems 'unreal.' For those who still believe that such experiences are still a part of something else, that depersonalization is just a symptom and not a disorder in its own right, *Feeling Unreal* presents compelling evidence to the contrary. This book provides long-awaited answers for people suffering from depersonalization disorder and their loved ones, for mental health professionals, and for all students of the condition, while serving as a wake up call to the medical community at large.

***The Unreal and the Real: Selected Stories Volume One*** Ursula K. Le Guin, 2012-11-27 Praise for Ursula K. Le Guin's short story collections: It is the author's more serious work that displays her talents best. . . . [A] classy and valuable collection.—Publishers Weekly A master of the craft.—Neil Gaiman *The Unreal and the Real* is a two-volume selection of Ursula K. Le Guin's best stories. It is a much-anticipated event and there is no doubt it will delight, amuse, and provoke. *Where on Earth* explores Le Guin's satirical, risky, political, and experimental earthbound stories. Ursula K. Le Guin has received the PEN-Malamud and National Book Awards, among others. She lives in Portland, Oregon.

***Keeping It Unreal*** Darieck Scott, 2022-01-18 Explores Black representation in fantasy genres and comic books Characters like Black Panther, Storm, Luke Cage, Miles Morales, and Black Lightning are part of a growing cohort of black superheroes on TV and in film. Though comic books are often derided as naïve and childish, these larger-than-life superheroes demonstrate how this genre can serve as the catalyst for engaging the Black radical imagination. *Keeping It Unreal: Comics and Black Queer Fantasy* is an exploration of how fantasies of Black power and triumph fashion theoretical, political, and aesthetic challenges to—and respite from—white supremacy and anti-Blackness. It examines representations of Blackness in fantasy-infused genres: superhero comic books, erotic comics, fantasy and science-fiction genre literature, as well as contemporary literary “realist” fiction centering fantastic conceits. Darieck Scott offers a rich meditation on the relationship between fantasy and reality, and between the imagination and being, as he weaves his personal recollections of his encounters with superhero comics with interpretive readings of figures like the Black Panther and Blade, as well as theorists such as Frantz Fanon, Eve Sedgwick, Leo Bersani, Saidiya Hartman, and Gore Vidal. *Keeping It Unreal* represents an in-depth theoretical consideration of the intersections of superhero comics, Blackness, and queerness, and draws on a variety of fields of inquiry. Reading new life into Afrofuturist traditions and fantasy genres, Darieck Scott seeks to rescue the role of fantasy and the fantastic to challenge, revoke, and expand our assumptions about what is normal, real, and markedly human.

***Virtual Filmmaking with Unreal Engine 5*** Hussin Khan, 2024-02-16 Discover the power of storytelling with Unreal Engine 5's real-time technology, exploring storyboarding, character creation, world building, animating using sequencers, and much more Key Features Harness Unreal Engine's real-time technology to create limitless, high-fidelity content Generate and animate near-photorealistic actors using the innovative MetaHuman technology Build expansive worlds with Nanite and Lumen Global Illumination and Reflections technology Purchase of the print or Kindle book includes a free PDF eBook Book Description *Virtual Filmmaking with Unreal Engine 5* is the first Unreal Engine book to guide you through the complete process of virtual film production. Encompassing the full spectrum of filmmaking, this book demonstrates the use of an industry-standard tool used by studios such as Disney, ILM, DNEG, and Framestore. Walking through the process systematically, you'll first collect references and create a simple storyboard to plan your shots. Then you'll begin to create virtual environments, importing 3D models and adding materials and textures to create photorealistic, dynamic worlds. After that, you'll learn how to create actors using highly customizable MetaHumans, understanding how to import, re-target, and animate them. Finally, you'll bring it all together with cinematic lighting and camera animation before exporting your film. By the end of this book, you'll have honed your skills, discovered new tools for your toolkit, and gained the confidence to work on your virtual film projects in Unreal Engine 5, leveraging Quixel Megascans, Lumen, Nanite, and MetaHuman technology. What you will learn Grasp the principles of photography and the art of storytelling Collect references and create storyboards Discover Unreal Engine's hidden features and useful keyboard shortcuts Explore the capabilities of Quixel Megascans, Lumen, Nanite, and MetaHumans Adopt cinematic techniques to achieve professional-looking shots Creatively apply Lumen Global Illumination and Reflections techniques Use multiple virtual cameras and apply post-production techniques Implement best practices for optimization, post processing, and rendering Who this book is for Whether you're a beginner or intermediate filmmaker, 3D artist, animator, visual effects artist, or virtual production professional with just basic knowledge of the Unreal Engine, this book is designed to help you enter the world of virtual films and animations. While prior experience with the Unreal Engine would be beneficial, a deep working knowledge is not essential, as the book introduces the relevant tools and features needed throughout the activities.

***Unreal Engine 4 Virtual Reality Projects*** Kevin Mack, Robert Ruud, 2019-04-30 The key problem with VR development is understanding how to set up a project and running it on your desktop or mobile VR device. With this book, you will not only learn the specifics of virtual reality development in Unreal but also build immersive and fun VR projects that can be experienced on your VR devices.

***Beginning Unreal Game Development*** David Nixon, 2020-02-14 Get started creating video games using Unreal Engine 4 (UE4) and learning the fundamentals of game development. Through hands-on, step-by-step tutorials, you will learn to design engaging environments and a build solid foundation for more complex games. Discover how to utilize the 3D game design software behind the development of immensely popular games for PC, console, and mobile. *Beginning Unreal Game Development* steers you through the fundamentals of game development with UE4 to design environments that both engage the player and are aesthetically pleasing. Author David Nixon shows you how to script logic, define behaviors, store data, and create characters. You will learn to create user interfaces, such as menus, load screens, and head-up displays (HUDs), and manipulate audio to add music, sound effects, and dialogue to your game. The book covers level editors, actor types, blueprints, character creation and control, and much more. Throughout the book, you'll put theory into practice and create an actual game using a series of step-by-step tutorials. With a clear, step-by-step approach, *Beginning Unreal Game Development* builds up your knowledge of Unreal Engine 4 so you can start creating and deploying your own 3D video games in no time. What You Will Learn Learn the fundamentals of game design Understand how to use Unreal Engine 4 Design amazing levels for your characters to play in Script logic to control the behavior of the world you create Who This Book Is For This book is for beginners with no prior game design or programming experience. It is also intended for video game enthusiasts who are brand-new to the world of game development and want to learn how to design a game from scratch using UE4.

***Mastering Unreal Technology, Volume I*** Jason Busby, Zak Parrish, Jeff Wilson, 2009-07-21 *Mastering Unreal Technology, Volume I: Introduction to Level Design with Unreal Engine 3* is your start-to-finish guide to modding and level design with the world's hottest new gaming engine: Unreal Engine 3. Here's everything you need to know to jumpstart your skills and create stunning new content and games for consoles and PCs alike! Your authors aren't just the world's #1 Unreal game development trainers: They've even built the training modules that shipped with Unreal Tournament 3: Limited Collector's Edition. Now, working with the full cooperation of Unreal Engine 3's creators, Epic Games, they introduce every facet of game development—from simple level creation to materials, lighting, and terrain...even advanced level optimization and streaming! Packed with tips, hands-on tutorials, and expert techniques, *Mastering Unreal Technology, Volume I* is all you need to create levels that look spectacular and work brilliantly...levels that gamers just can't stop playing! You'll find expert tips on Understanding the game development process from start to finish Planning projects for greater efficiency, faster delivery, and better quality Crafting worlds with stunning beauty and clarity Bringing amazing realism to characters, objects, and props Making the most of Unreal Engine 3's massively upgraded lighting system Scripting complex gameplay quickly and easily with Unreal Kismet Building animated game assets with Unreal Matinee Testing game performance during live gameplay Optimizing levels by improving the interaction between lights and surfaces Using advanced level streaming to create vast, rich, highly playable levels Winner of the Front Line Award for best game development book of 2009!

***Game Development and Simulation with Unreal Technology, Second Edition*** Alireza Tavakkoli, 2018-12-17 Dr. Alireza Tavakkoli's *Game Development and Simulation with Unreal Technology* covers the latest version of Unreal Technology. Since the 1990s Epic Games, Inc. has been leading the revolution of gaming graphics and Artificial Intelligence. Now, unreal technology is one of the most potent and prominent engines that is currently used in games. Its influence can be spotted in classic triple A titles like, Fortnite, Gears of War 2, Borderlands 2, and XCOM: Enemy Unknown. Tavakkoli goes into detail concerning the creation of game level designs, blueprint coding, shader programing, as well as artificial

intelligence concepts to help readers in creating their own games. Game Development also includes a number of practice friendly extensions and concept modules to help solidify the reader’s understanding of concepts and techniques. The book is divided into three sections that act as building blocks in order to facilitate the comprehension of the material. Key Features: Provides beginner level through advanced concepts in blueprint programming with the Unreal Engine 4.18 Hundreds of small/mid-scale projects developed as concept examples throughout the book which can be utilized in more comprehensive entertaining interactive computer simulations and games Chapter exercises will take the readers’ understanding of Unreal Engine to the next level.

**Game Development and Simulation with Unreal Technology** Alireza Tavakkoli,2015-08-18 Game Development and Simulation with Unreal Technology explores the use of Unreal Engine 4 (UE4) for the development of real-time digital interactive contents to be used in computerized games or simulations. The engine is considered in three main iterations: from the basic use of the engine to build games and simulation content out of the box, to i

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