

CMPPM 164 F2019

Game Engines

Homework 1

A. Install Unreal

- Register an account with Unreal: <https://www.unrealengine.com/en-US/>
- Download and install the latest version of Unreal Engine (4.23) on your computer. The lab computers are also equipped with Unreal. We'll know more information about lab access by next week.

B. What's new in Unreal?

- Choose at least 30 minutes of videos to watch from Unreal's YouTube channel (<https://www.youtube.com/user/UnrealDevelopmentKit/>). Specifically, choose content from one or more of the following channels:

SIGGRAPH 2019

https://www.youtube.com/playlist?list=PLZlv_N0_O1gZi090h4tekyFq1zGYhI2N

Unreal Fest Europe 2019

https://www.youtube.com/playlist?list=PLZlv_N0_O1gbmtS-hQFAVEF_zBOJPCaaX

E3 2019

https://www.youtube.com/playlist?list=PLZlv_N0_O1gbXbfy-qGxLXiNVAavrna_f

GDC 2019

https://www.youtube.com/playlist?list=PLZlv_N0_O1gYrzs-nfTzsrJq4sQPIAiqb

- Write a few paragraphs summarizing the content of what you watched. What was interesting about it? Was there anything that you would like to learn more about? Don't worry if you don't understand all of the concepts described in the video. In fact, make sure to write down terms or concepts that you don't understand. In class next Monday you will be asked to share your summaries and your list of concepts.

C. Getting started with Unreal

- By Monday of Week 3, make sure you have gone through all modules of:

Getting Started in Unreal Engine

<https://learn.unrealengine.com/home/LearningPath/90588>

Introducing the Principles of Real-Time Rendering

<https://learn.unrealengine.com/home/LearningPath/90589>