Workshop Report
Introduction to Unreal Engine

Resource Persons: Trainers Mr. Kishore Seran and Mr. Sakthi Nadhan

Date: 06.02.2023 and 07.02.2023

Venue: KAUSHAL KENDRA Multimedia Lab, Loyola College, Chennai

Details of the Program : This course is intended for beginners and those looking for game design and development. During the above mentioned two days (06.02.2023 and 07.02.2023), intensive practice was given to students with Epic Games and Unreal Engine.

Training Team: Mr. Kishore Seran who is an authorized trainer of Unreal Engine and Mr. Sakthi Nadhan a trainer from Unreal Engine - Epic Games.

DAY 1 (Time: 12.00 p.m. - 01.30 p.m.)

On the first day after the introduction of the trainers, the students of 20 and 21 UAN were asked to login through the link to access Epic games software online. The students learned how to install and open the Unreal Engine through the Epic Games.

The trainers taught students about the user interface of epic games. Epic Games marketplace is used to buy assets and textures and it gives five free assets for a month. A few free sample projects are also available in Epic Games. It uses cloud storage to store all the assets and projects.

Unreal Engine is a core game engine and it uses the C++ language. Unreal Engine is a node based, real time rendering software, which gives various features free. The Engine version 5.1 has nanite and lumen which gives good quality graphics, and we can put large Billions of assets without any lag in performance.

The Unreal Engine documentation page provides all the information and updates about the engine. It even teaches all the shortcuts and ways to get doubts clarified. Unreal was used only as a gaming software but now it is also used in various industries like films, architecture, automotive and transportation, broadcast and live events, simulation, etc.

DAY 2 (Time: 10.00 a.m. - 01.30 p.m.)

On the second day of the workshop, the trainers gave a recap of the Epic Games and Unreal Engine interfaces. With the trainers' guidance, students learned to import props and assets from Quixel Bridge to create an environment.

The trainers presented the basics of how to create a game in an unreal engine. They taught the students how to use the tools. They also explained about the Quixel Bridge which gives free assets only for Unreal Engine.

In Unreal, we can create a game without any type of coding. They also showed how to make a simple animation with a mannequin and cube. The trainers demonstrated the creation a game sequence. They created a new level from the file menu, then took a cube from the content drawer that disappears when the mannequin touches it without coding.

After the demo session, the students were asked to create an environment using assets and props downloaded from the Quixel Bridge and submit the screenshot.

Conclusion

The workshop stimulated creativity in participants. The practical session gave confidence to the students to use Unreal. It is very useful for beginners to understand the Unreal Engine workspace. It was an effective workshop for students because they learned the basics of Unreal Engine.

Mr. Sakthi and Mr. Arun preparing for virtual machine

Hands on training in UNREAL with VM