



UNREAL
ENGINE

for Architectural Visualization

Introduction

- Install Unreal Engine 5
- Unreal Engine Interface

- Setting up Unreal Engine Project
- Preparing 3dsmax Project for Unreal / Optimizing
- Importing Project from 3dsmax to Unreal
- Adjusting basic project Settings

Materials

- Material Editor Interface
- Working with Nodes
- Instance Material power
- Adding Textures
- Working with PBR materials
- Adding Reflections Refractions

Lighting

- Working with Lumen Settings
- Sun Light and IES lights
- Exporting Image

Interactivity

- Basics of Blueprint
- Blueprint Interface
- Understanding Levels
- Setting up Object Collisions
- Interaction with Objects

Animations

- Making Animations and Path Controls
- Packaging of Project
- Adding detailing to Project
- Tips n tricks