



Unreal Engine Program

Create Real-Time Worlds with Cinematic Precision

Unreal Engine is one of the most powerful and widely-used **real-time 3D engines** in the world, enabling the creation of **photorealistic visuals, immersive simulations, and high-fidelity interactive environments**.

At **Certed Technologies**, our **Unreal Engine Program** is built to help learners **master Unreal Engine fundamentals, blueprint scripting, and level design**, preparing them for careers across gaming, virtual production, digital twins, simulations, and more.



Why Unreal Engine? Why Now?

Unreal Engine is not just for games—it powers **Hollywood films, metaverse platforms, architecture visualizations, and next-gen virtual training tools**.

Known for its **superior graphics, powerful rendering engine, and visual scripting system (Blueprints)**, Unreal is used by global companies including Epic Games, NASA, Audi, Disney, and architectural giants.

Unreal is the future of real-time 3D. Whether you aim to build realistic game worlds or cinematic simulations—this is the tool you need.



Learn from Unreal & Real-Time 3D Experts

This program is delivered by Unreal Engine developers and designers who've worked in gaming, VFX, and real-time 3D industries. You'll gain hands-on experience building environments, scripting interactions, and publishing real-time applications.



Program Highlights

Feature	Description
Duration	6 Months / 450 Hours
Delivery Mode	Hybrid (Online + Offline)

Tools & Platforms	Unreal Engine 5, Blueprints, C++, Quixel, Megascans
Project Work	5+ Interactive Projects + 1 Capstone Scene
Certifications	Industry-Recognized + Unreal Engine Badge
Career Support	Portfolio Building, Resume Review, GitHub & Interview Help

What You'll Learn

Build real-time, interactive 3D experiences using Unreal Engine's tools, systems, and workflows—with a strong orientation toward career prospects in immersive industries.

Module 1: Getting Started with Unreal Engine

- Installation & Editor Setup
- Unreal UI Overview, Asset Management
- Project Creation & Level Design Basics

Module 2: Blueprints Visual Scripting

- Event-Driven Scripting Without Code
- Variables, Functions, Inputs, Game Flow
- Building Interactivity: Movement, Triggers, Doors

Module 3: World Building & Level Design

- Terrain Tools, Foliage, Meshes, Materials
- Lighting & Atmospheric Effects
- Navigation Meshes, Post-Processing

Module 4: Game Systems & Interactions

- UI Development (UMG)
- Sound, Particle Systems, and Physics
- Save Systems, Health Bars, Animation Blueprints

Module 5: C++ with Unreal (Optional Track)

- Classes, Actors, Components
- Game Loops, Ticking, Delegates
- Integrating C++ with Blueprints

Module 6: Packaging & Optimization

- Build for Windows, Android, WebGL (optional)
- LODs, Baking Lights, Performance Metrics
- Using Quixel Megascans for Photorealism

Module 7: Capstone Project

- Build a Complete Real-Time Scene
- Combine Level Design, Blueprints, Animation & Effects
- Deploy and Host on GitHub or Portfolio Website

Who Should Enroll?

This program is ideal for:

- CS, IT, and Animation students
- Aspiring Unreal Engine Developers

- 3D Artists & Technical Designers
 - XR and Simulation Enthusiasts
 - Anyone seeking a career in game engines or immersive experiences
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Career Prospects

Proficiency in Unreal opens doors to roles in:

- Unreal Engine Developer
- Real-Time 3D Artist
- Technical Artist (Unreal)
- Virtual Production Assistant
- Simulation Developer
- Interactive Media Creator

Industries Hiring Unreal Talent:

Gaming | Film & VFX | Architecture | Automotive | Defense | AR/VR | Metaverse Platforms

Tools & Technologies Covered

Unreal Engine 5 | Blueprints | C++ | Quixel Megascans | Unreal Marketplace | GitHub | Blender |
UMG | Niagara FX | MetaHuman (Optional)

Sample Project Ideas

- Interactive Architectural Walkthrough

- Realistic Forest Exploration Simulation
 - AI-Driven Third Person Controller
 - Immersive Virtual Showroom
 - Cinematic Real-Time Cutscape Environment
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Certification

Receive a **Joint Certificate** from Certed Technologies and Industry Mentors, and earn a **Proficiency Badge in Unreal Engine**, validating your real-time content development skills.

What Makes This Course Unique?

- ✓ Blueprint + C++ Flexibility
 - ✓ Real-World Scenes and Cinematic Projects
 - ✓ Cross-Industry Use Cases: Games, XR, Simulation
 - ✓ Lifetime Access to Assets, Templates & Scripts
 - ✓ Interview, Portfolio & Career Support
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Upcoming Batch

Batch Start Date	Mode	Status
15 July 2025	Online	Open
22 July 2025	Offline	Few Seats Left
05 August 2025	Hybrid	Open

Custom Unreal Engine Training for Corporates

 Empower Teams with Real-Time 3D & Unreal Skills

We offer **custom Unreal Engine training programs** for organizations looking to build internal capabilities in **simulation, virtual walkthroughs, AR/VR, and immersive content creation**.

What We Customize:


- Unreal for Architecture, Automotive & XR
 - Blueprint-Only Tracks for Non-Coders
 - C++ Programming Tracks for Developers
 - Real-Time Production Workflows for Training/Simulation
 - Custom Use Case Projects with Certification
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Ideal for Teams In:

- Digital Product Design & Visualization
 - XR & Simulation Labs
 - Film/VFX and Virtual Production Studios
 - Real Estate Tech & Industrial Applications
 - Corporate Training and Innovation Units
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Talk to an Advisor


 Email: support@certedtechnologies.com

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Ready to Master Unreal Engine?

“Unreal Engine isn’t just for games—it’s a gateway to building the real-time digital world of tomorrow.”

[ [Enroll Now](#)]

[ [Request a Callback](#)]

? Frequently Asked Questions (FAQs)

- 1. Is this course for game developers only?**
No. Unreal Engine is used in architecture, automotive, training, and VFX industries as well.
 - 2. Do I need coding skills to get started?**
No. The program starts with Blueprints, a no-code scripting system.
 - 3. Will I learn C++ in this course?**
Yes, optionally. We include a C++ track for those who want to go deeper.
 - 4. Can I publish my work?**
Yes. You'll export and deploy your scenes and host your projects on GitHub or other platforms.
 - 5. Do I get certification?**
Yes. You'll receive a recognized certificate and Unreal Engine Proficiency Badge.
 - 6. Is the program beginner-friendly?**
Absolutely. We start with fundamentals and guide you step-by-step.
 - 7. Are real projects included?**
Yes. You'll work on multiple scenes and a final capstone with interactive logic and visuals.
 - 8. Is this course useful for AR/VR developers?**
Yes. Unreal is widely used in XR—this course builds foundational knowledge.
 - 9. Do you offer lifetime access?**
Yes. You get lifetime access to learning materials and resources.
 - 10. Can you provide corporate training?**
Yes. We offer fully customizable corporate workshops with certification and mentoring.
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