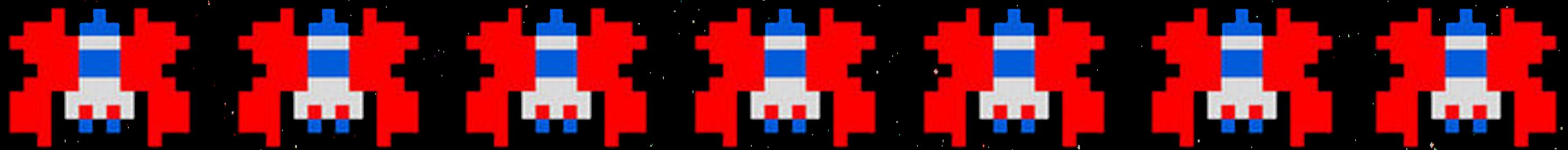


UNREAL ENGINE 4 STUDY



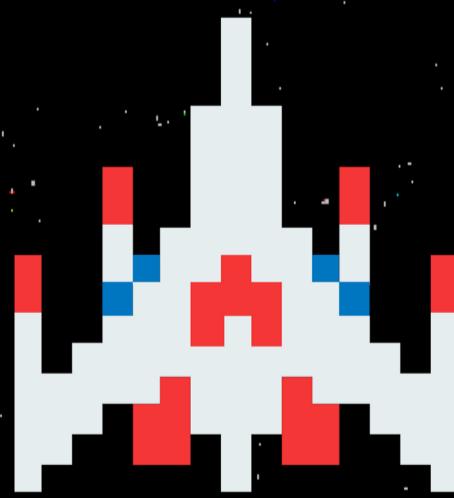
TERMS OF STUDY

LEARNING THE EDITOR
MATERIAL INTERGRATION
ACTORS & GEOMETRY
MATERIALS & SHADING
LIGHTING

C++ PROGRAMMING
COMPARATIVE STUDY
GAME DEVELOPMENT



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2015