

Intro to Unreal Engine 4

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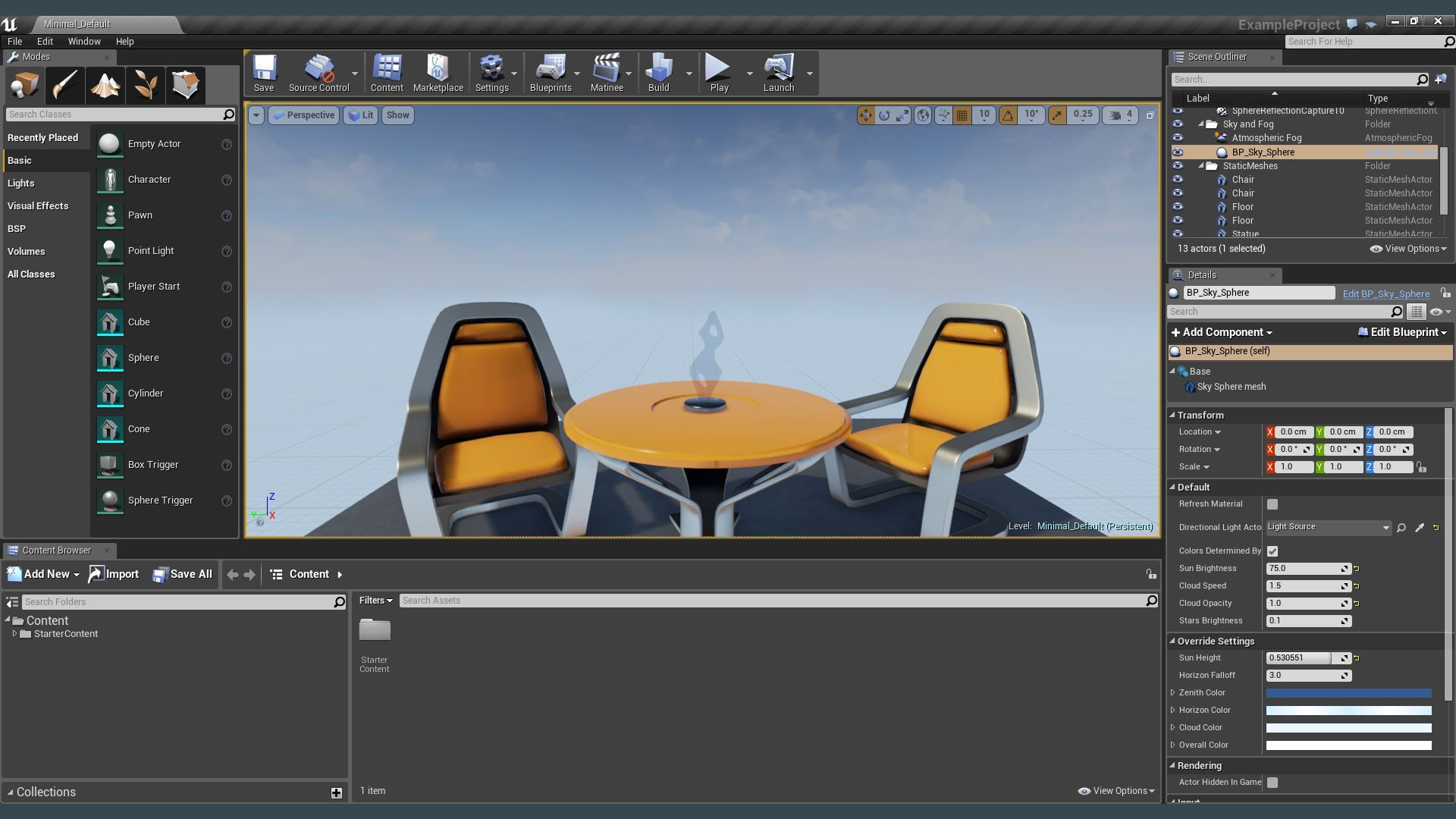
Electronic Armory

What











Why?

- Free to use and learn on
- Free up to \$3,000 per quarter (5% of gross after that)
- Engine source code is open source.
 - Look at and learn from the implementation of FString for example
 - When debugging, see where the code traverses to, or came from.
- Unreal Dev Grants from \$5,000-\$50,000 for innovative uses of UE4
- Free assets to actual games from Epic Games (Infinity Blade)
- Edit in VR

Unity vs. Unreal



- Free version but Unity splash
- \$35/month for basic
- 2D & 3D capabilities
- Visual programming addon
- C#



- Free to use, access to source code
- 5% on amount over \$3,000/quarter
- 2D & 3D capabilities
- Visual programming w/ Blueprints
- C++ and Blueprints

Supported Platforms

- Windows PC, PlayStation 4, Xbox One, Mac OS X, iOS, Android, VR (including but not limited to SteamVR/HTC Vive, Oculus Rift, PlayStation VR, Google VR/Daydream, OSVR and Samsung Gear VR), Linux, SteamOS, and HTML5.
- You can run the Unreal Engine Editor on Windows, OS X and Linux.

Resources

[Documentation](#)

[Unreal Engine News](#)

[Marketplace](#)

[Learning Portal](#)