

Certificate of participation

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took part from 05.06.2023 to 07.06.2023 in the training course

Unreal Engine for Remote Visualization and Machine Learning

given by Dirk Helmrich (Jülich Supercomputing Centre) as part of the training programme of Forschungszentrum Jülich.

Contents

This course gave an in-depth training to using Unreal Engine as a data generator – by gaining measurements from virtual worlds. Using the ground truth data generated with a realistic rendering engine, projects gain more robust AI pipelines, insight into AI performance on quantifiable data, as well as measurements from virtual scenes with environmental conditions that can be manipulated. At the end of the course, participants had setup their own pipeline with UE and a simple ML workflow in one of the leading supercomputing centres.

The topics covered included:

- Visualization pipelines with Unreal Engine
- Using Pixel Streaming for Remote Visualization
- Building an AI/ML pipeline from WebRTC

The course consisted of 12 lectures (12 hours).

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