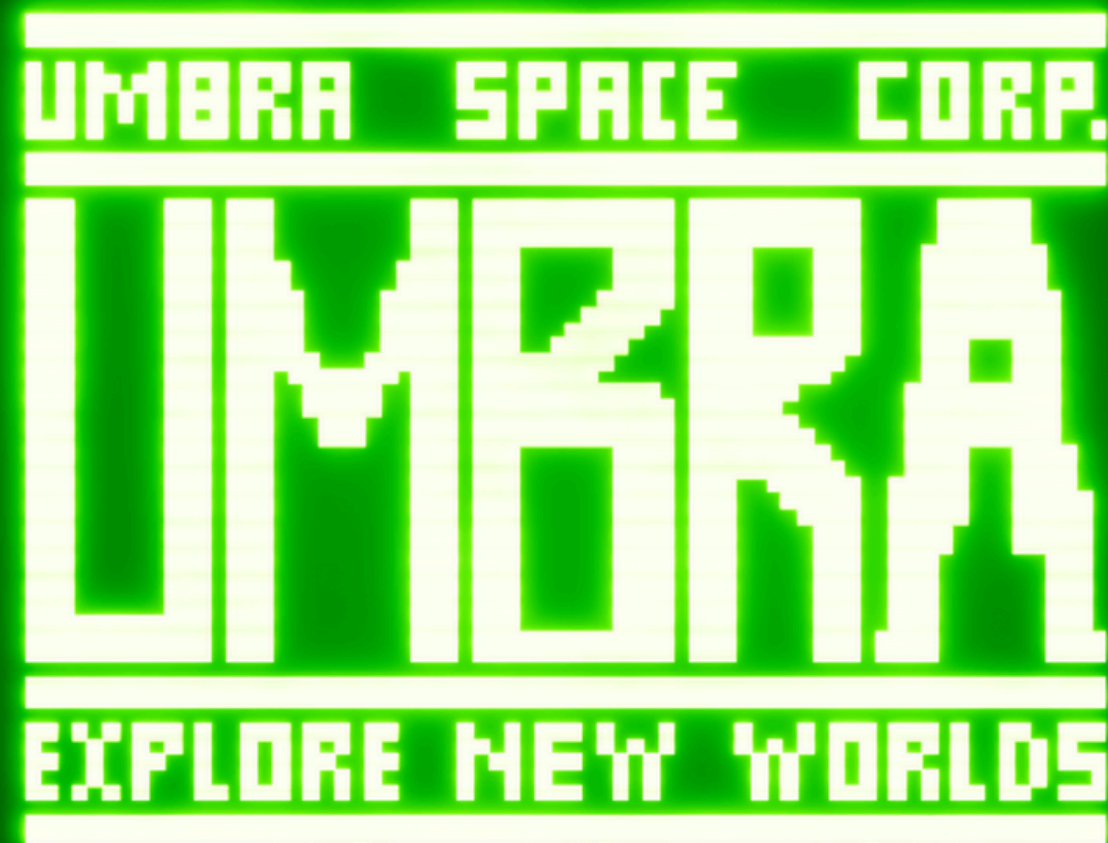


# Arbeiten mit der Unreal Engine

**Wie haben wir Umbra erstellt**

**Art**



**Sound**

**Technik**

**Source Control**

# **Erste Stunden in Unreal**



# **Source Control**

**Perforce - Helix Core**

Industrie-Standard

**Subversion (SVN)**

alternative zu Perforce

**Git-Hub**

Bekannteste Versionskontrolle, für Unreal nicht  
besonders geeignet

# Source Control



**nicht Source Control**

**Daten des Servers/Host eingeben**

A screenshot of the 'Revision Control Login' dialog box. It contains the following fields and controls:

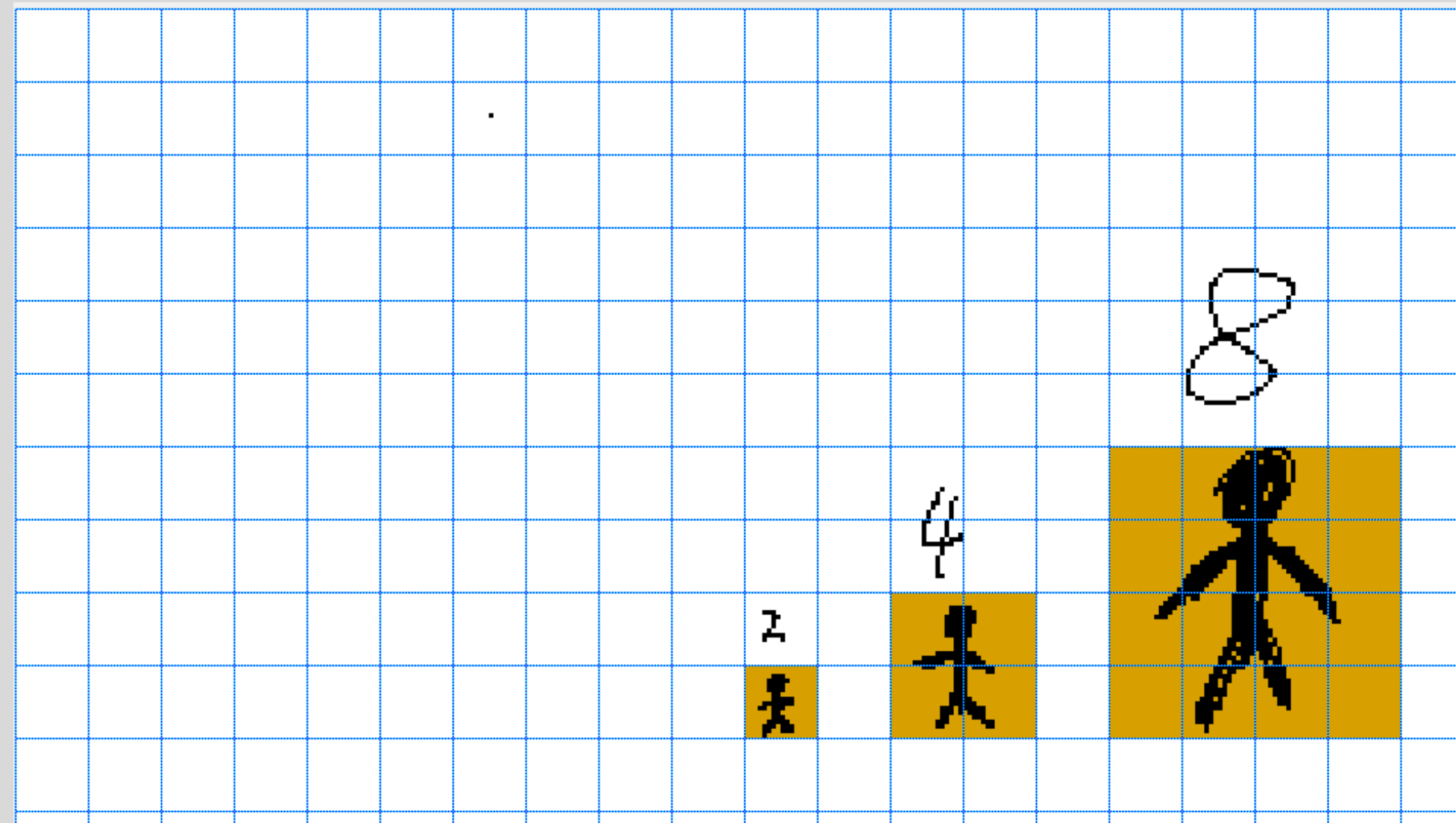
- Provider:** A dropdown menu with 'Perforce' selected.
- Use P4 Config:** An unchecked checkbox.
- Server:** An empty text input field.
- User Name:** A text input field containing 'UnrealProjektsHNU'.
- Workspace:** An empty text input field.
- Available Workspaces:** A dropdown menu.
- Revision Control Log:** A section header with a right-pointing triangle icon.
- Buttons:** 'Accept Settings' (blue) and 'Disable Revision Control' (grey).

# Art

## Erstellung

480 x 270

320 x 180



<https://www.spritters-resource.com>

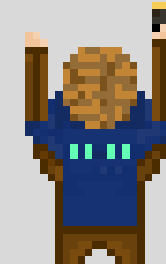
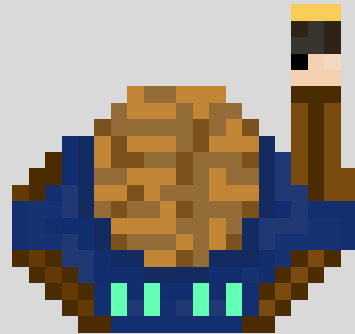
**PNG !**

# Art

## Implementieren

## Spritesheet

## Sprites

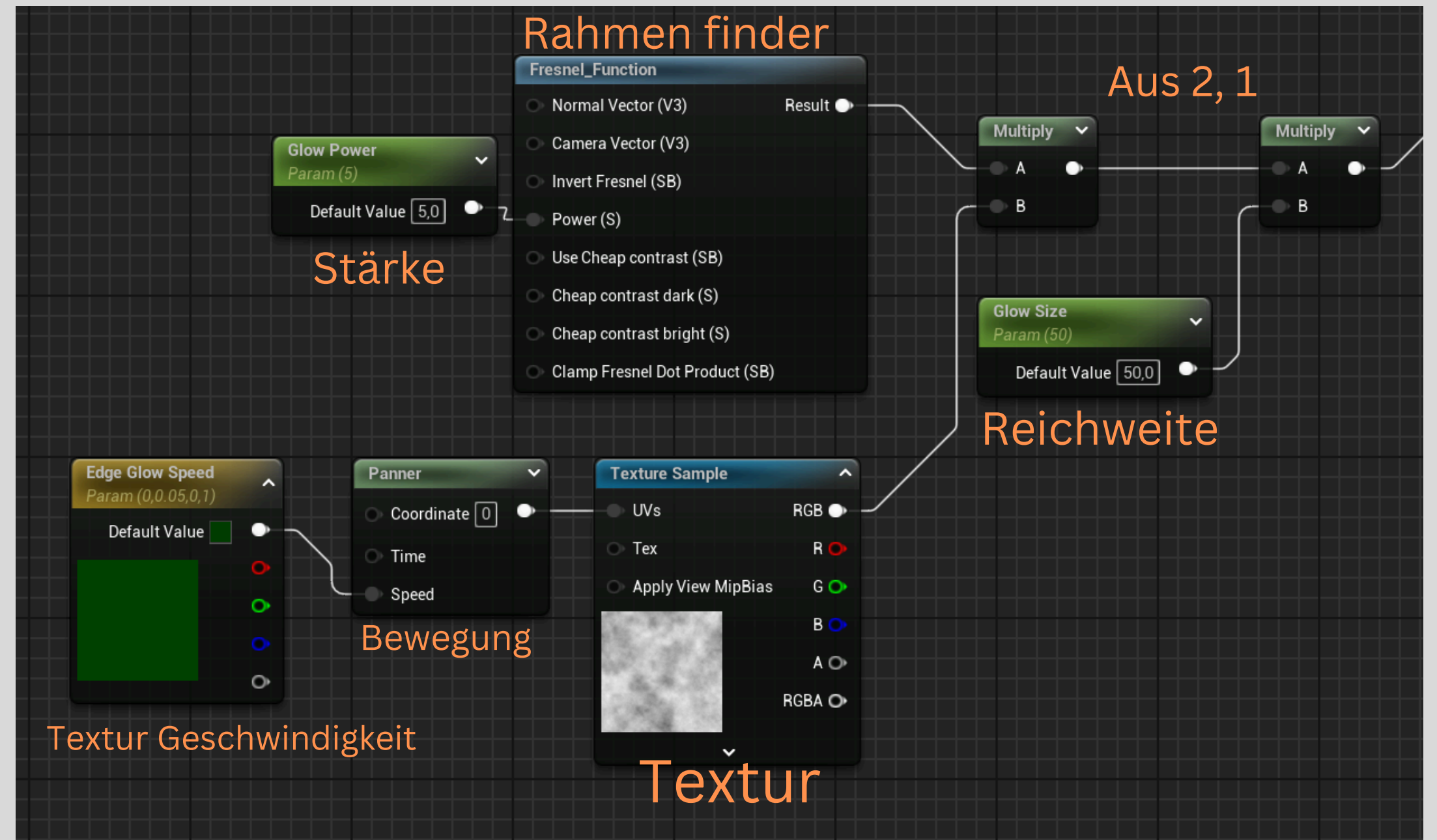
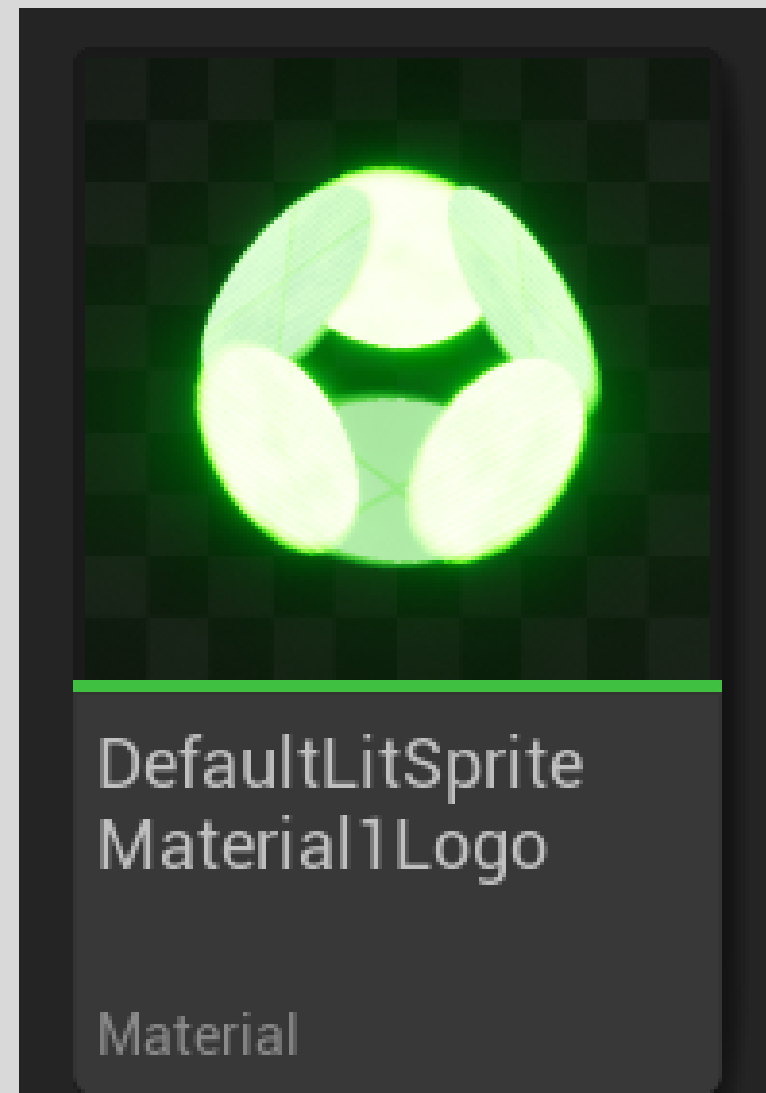
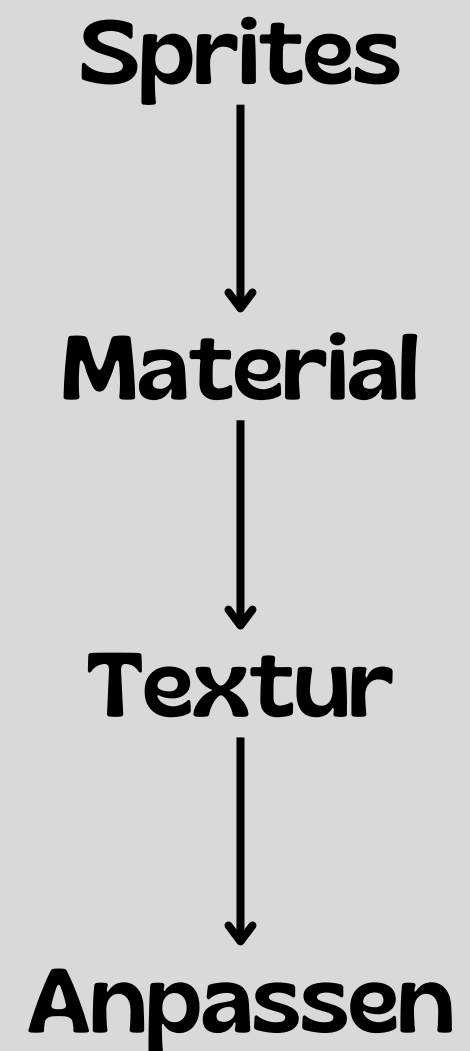


## Skalieren

<https://yal.cc/r/19/upscale/>

# Art

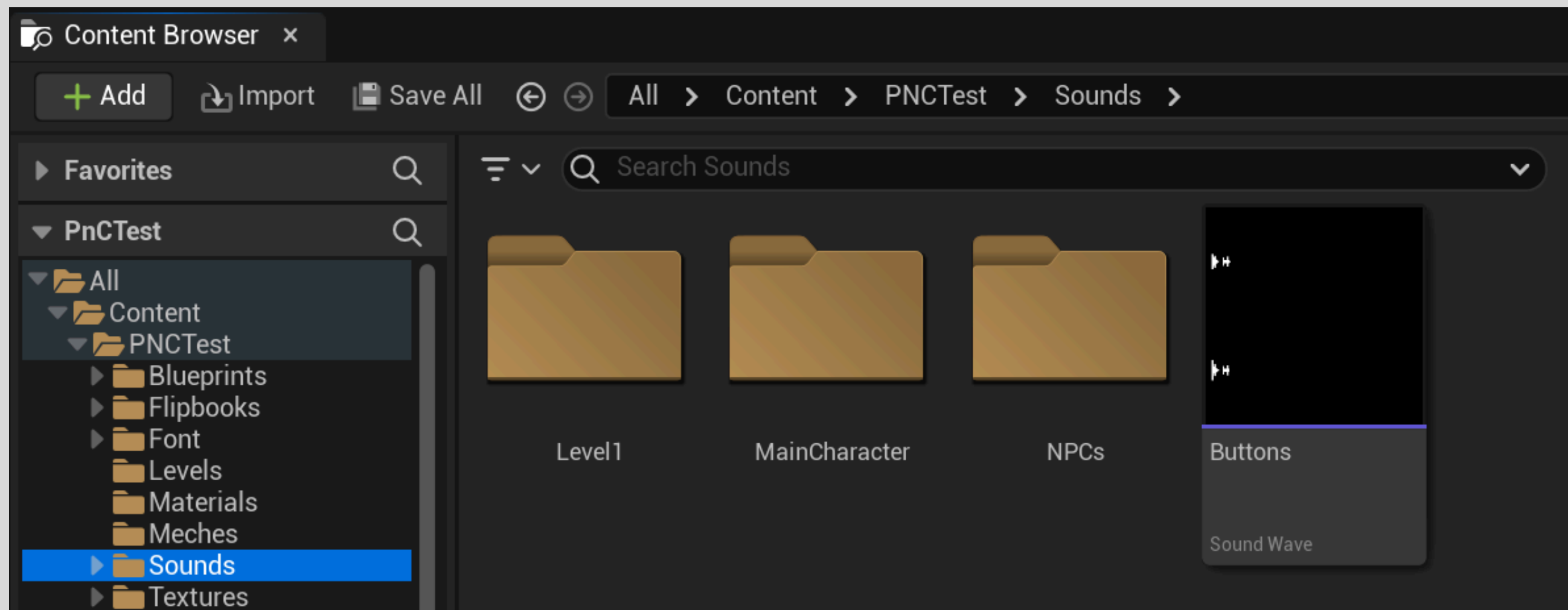
## Implementieren



# SOUND/AUDIO

## Ordnerstruktur

### WAV-Dateien

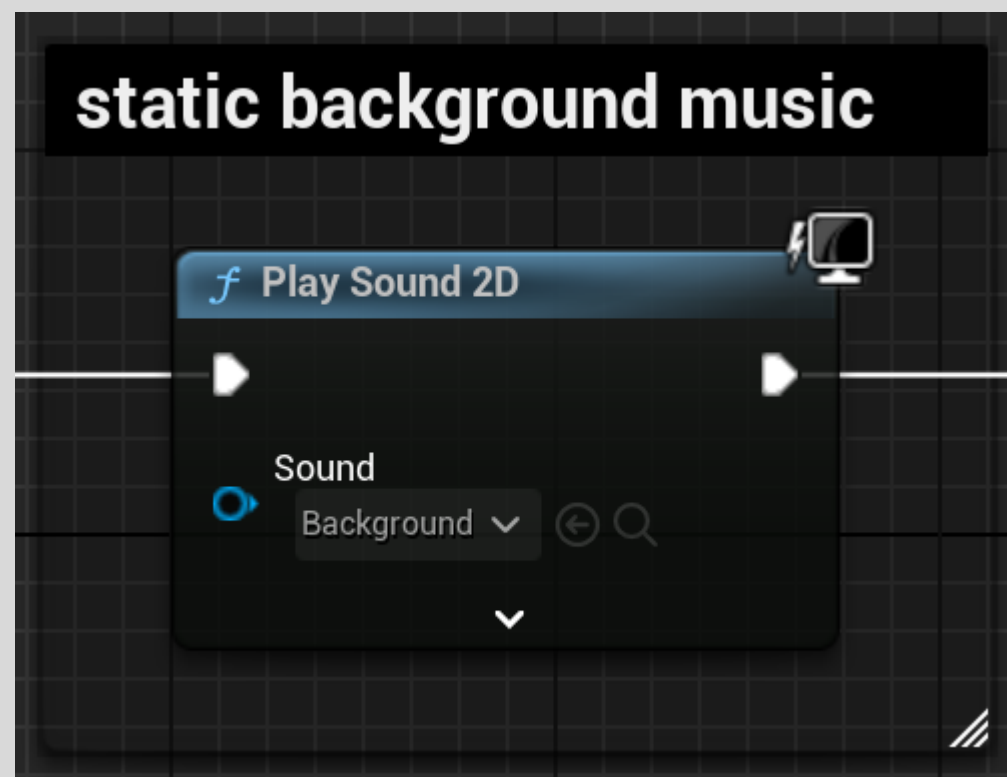




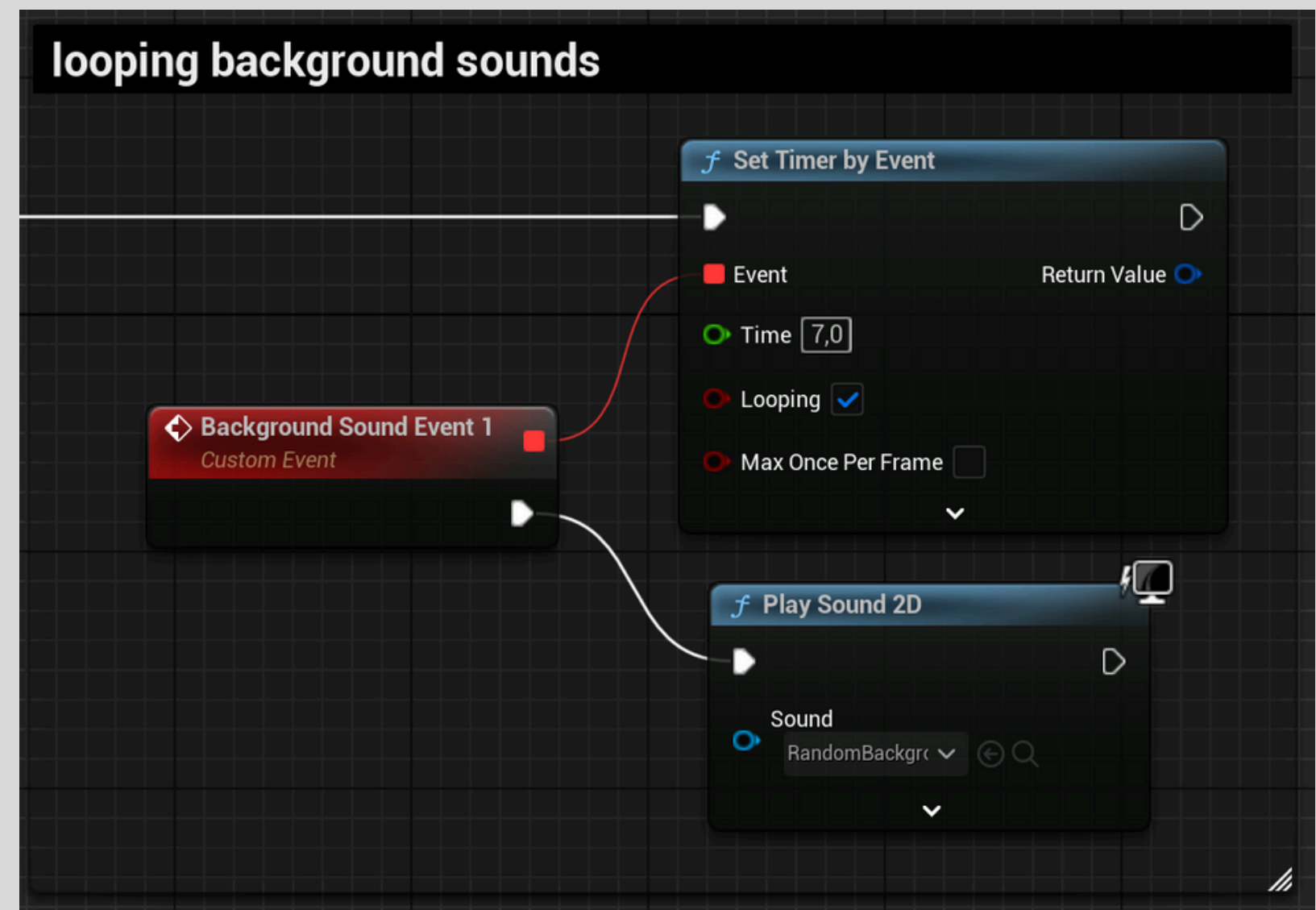
# SOUND/AUDIO

## Abspielen

### Single-Play



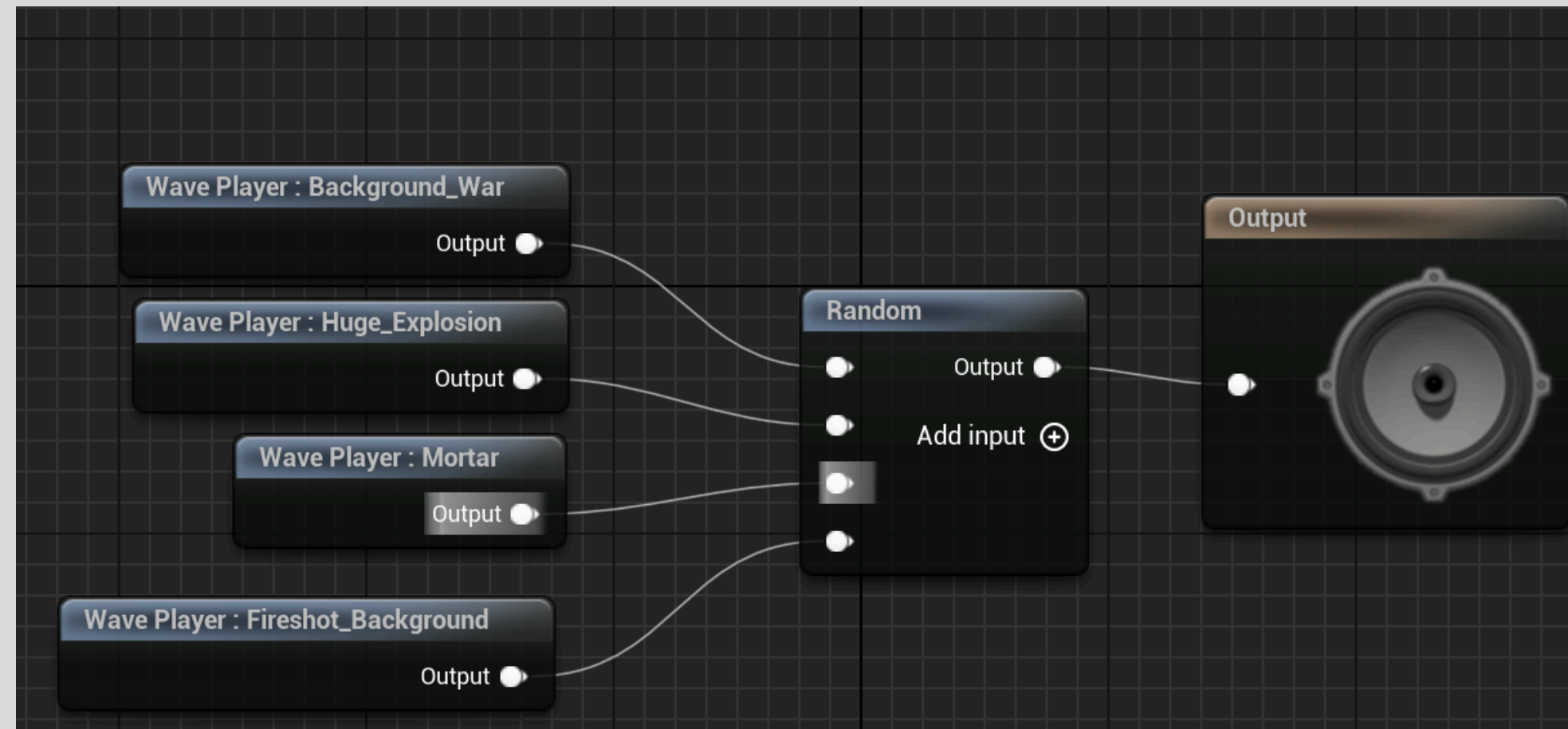
### Loop-Play



# SOUND/AUDIO

## Abspielen

## Sound-Cue



**Let's test it**