So, my presentation is about Unreal Engine 5. I know the task was to research probably somewhat more underground game engines but because I have just started to educate myself with UE5 and have something already done, I though why not.

What you see now is my infinity project that I will tell more about in a moment.

UE5 is pretty phenomenal game engine or media engine that you can even use to produce like movies and cinematics and such. It has something called Nanite virtualized geometry that can be used to create pretty detailed worlds and have very realistic lighting and shadows.

and with something called world partition you can create quite big and expansive open worlds without the need to worry about loading screens.

Epic Games also brings alot more to the table than just the engine as there are tons of different assets and something called megascans which means that they have actually scanned real life things such as nature and implemented those as an assets which is pretty cool. There is also a marketplace where you can buy assets made by other people like character designs.

Ok so what you can see here is small map I made using a software called Gaea, it is a map creation tool that i picked up from some map making youtube video, the map incomplete and it doesn’t have any functionality yet or any code implemented but it’s just to show that you can also import things to the engine quite easily. I found that gaea was quite easier for a beginner to sculp a map than it was with UE5.

So here the landmass and water has been made using gaea and all the trees and plants are made with UE5.

Everything i’ve done here is made using free assets and just by painting to the map floor which is quite easy in UE5 as you can like plant trees just by brushing. You can also choose a bunch of different assets with different densities and like paint everything in place in one go.

(And just like zooming in you can see the details of even free assets is quite nice, but i think the best stuff is behind a paywall.)

I think i’m not going to go any deeper than this as time is limited but I definitely continue to learn UE5 more in the future