

GFA 3310: Introduction to Unreal Engine

6 Credit Hours

Prerequisite: GFA 1040

Students will have the opportunity to create either their own game or a mock virtual production environment. Every class will also include a series of smaller in-class projects to provide students with additional practice using the different systems and editors within Unreal Engine. Topics include, but are not limited to, gameplay scripting, building levels/sets, cinematics, realtime vfx, optimization, user interfaces, and animation. Upon completion of this course, students will understand the processes and life cycles involved within both industries, be able to analyze games and film from a technical standpoint, and create their own games and sets within Unreal Engine.

Notes: This course is managed through the cooperative academic agreement known as the Georgia Film Academy.