UNIVERSITÀ
DEGLI STUDI
DI PADOVA

UNREAL ENGINE

Mobile Programming and Multimedia

M.S. in Computer Science

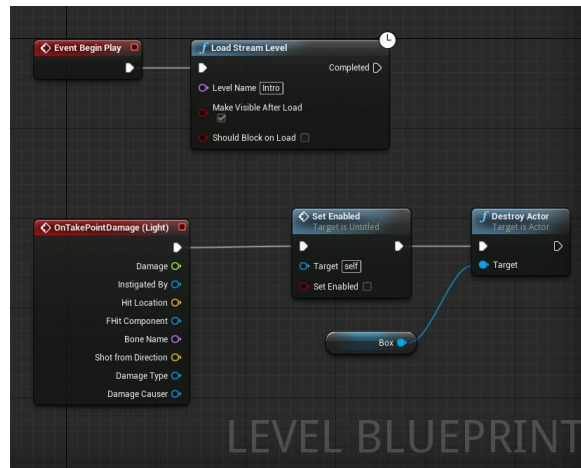Andrea Favero - Filippo Brugnolaro

UNREAL
ENGINE

Unreal Engine

- ❖ **2D/3D** game engine
- ❖ Developer: **Epic Games**
- ❖ Who use it: famous **AAA** game studios
- ❖ Costs: 5% of game's revenues if > 1M$, otherwise **free**
- ❖ License: **source-available**, **royalty** model for **commercial use**
- ❖ Supported platforms: Windows, Consoles, **iOS**, **Android**
- ❖ Languages: **C++, Blueprint**

Why did we choose it?

❖ Interested to know more about frameworks for video games

❖ **Cutting-edge technology**

❖ Great visual graphics and effects

Pros

➕ Performances

➕ Large Community
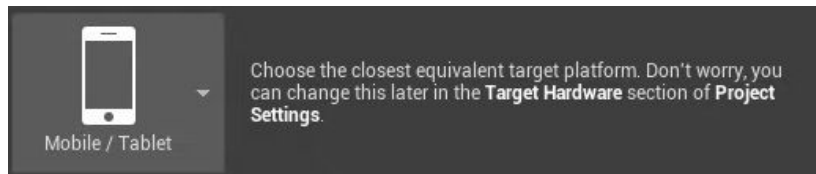
➕ Blueprint as alternative to C++

➕ Mobile Previewer

Cons

➖ Restricted number of assets

➖ Struggle with a lot of data

➖ Learning curve

Android Vulkan Preview

Desktop Shader Model 5 (SM5) Preview

Classification according to Raj & Tolety

❖ **Cross compiled** framework

❖ Blueprint-only's iOS projects can be built and tested even from a Windows machine

❖ iOS applications require Xcode to sign projects for shipping on the App Store

Choose the closest equivalent target platform. Don't worry, you can change this later in the **Target Hardware** section of **Project Settings**.

Mobile / Tablet

References

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