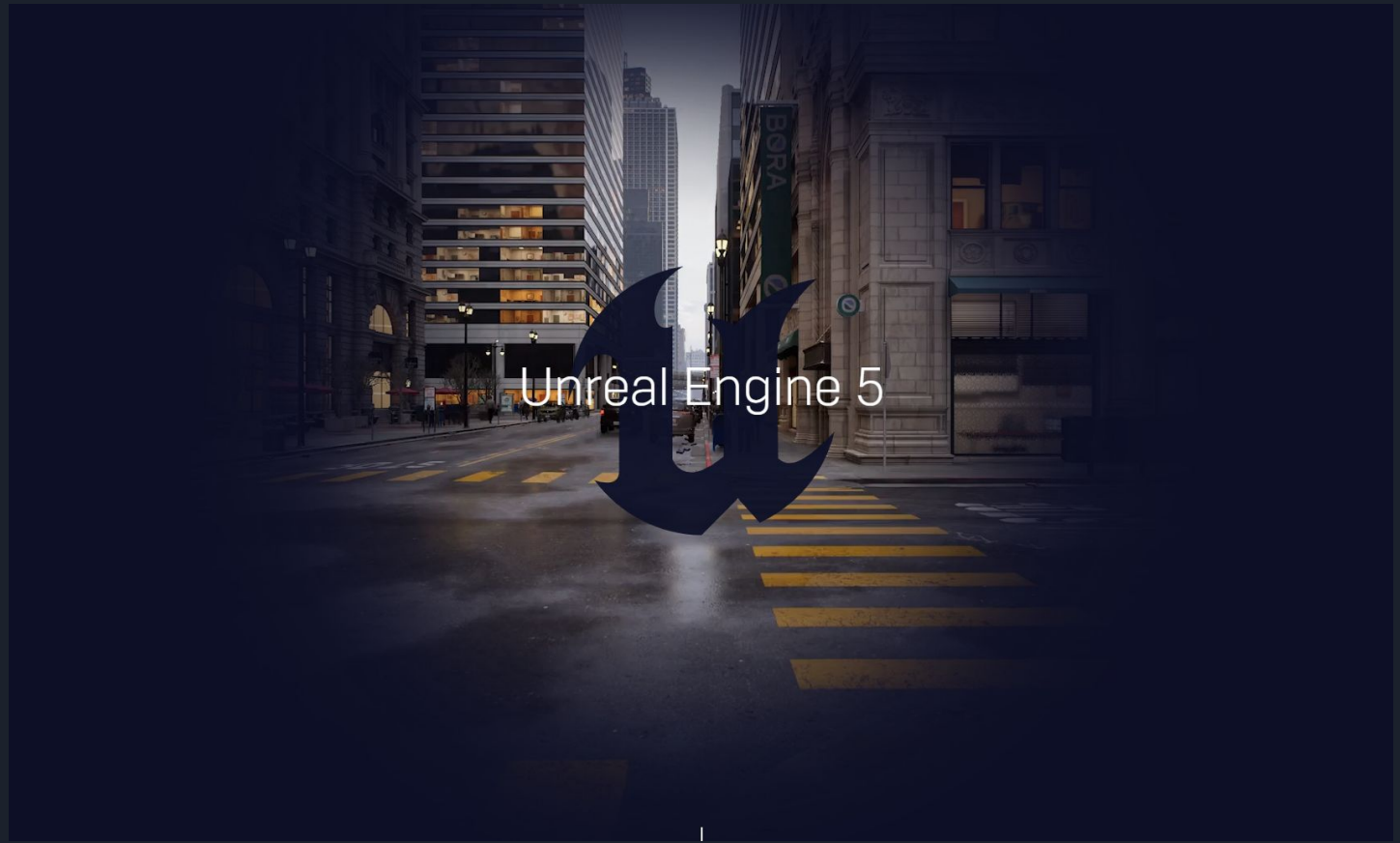
Examples Slides

For use with: https://openworldgame.io

Slide 1



Slide 2

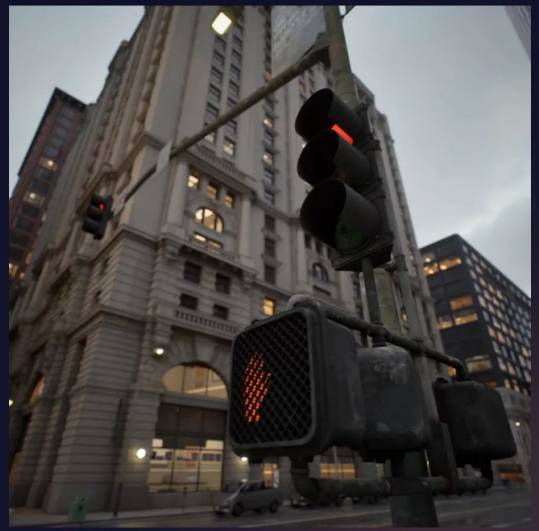
Slide 3 - 01 Overview

01 OVERVIEW

The world's most open and advanced real-time 3D creation tool

Build bigger worlds

Think big, really big. Unreal Engine 5 provides the tools and assets you need to create truly expansive worlds for your players, participants, and stakeholders to explore, using content that scales.



Leverage game-changing fidelity

Bring incredibly immersive and realistic interactive experiences to life with groundbreaking features like Nanite and Lumen that provide a generational leap in visual fidelity, and enable worlds to be fully dynamic.

Slide 4 - 01 Overview

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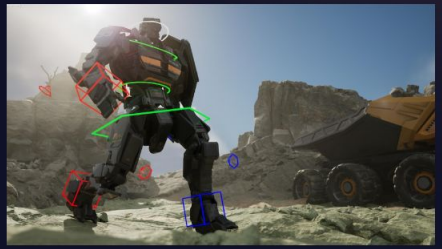
Explore by industry

- Games
- Film & television
- Architecture
- Automotive & transportation
- Broadcast & live events
- Simulation
- More



Animate and model in context

Artist-friendly animation authoring, rigging, retargeting, and runtime tools—together with a continually expanding modeling toolset—reduce iteration and eliminate round-tripping, speeding up the creative process.

Slide 5 - 02 Key Features

02 KEY FEATURES

Everything included out of the box

No matter which industry you're in, Unreal Engine 5 includes all the tools you need to deliver stunning real-time content and experiences, with no hidden extras.

SEE ALL FEATURES | SEE WHAT'S NEW

NANITE & VIRTUAL SHADOW MAPS

Massively detailed worlds

Create games and worlds with massive amounts of geometric detail with Nanite, a virtualized micropolygon geometry system, and Virtual Shadow Maps.

Directly import and replicate multi-million-polygon meshes while maintaining a real-time frame rate—even at 60 fps—without any noticeable loss of fidelity.

These systems intelligently stream and process only the detail you can perceive, largely removing poly count and draw call constraints.

Slide 6 - 03 Samples Projects

03 SAMPLE PROJECTS

Free UE5-ready sample projects

To help you explore all the new features in Unreal Engine 5, we're offering two free sample projects for you to download. And for hundreds more free and paid UE5-compatible products, visit the Unreal Marketplace.

Stack'O'Bot

Stack'O'Bot is a small sandbox project that shows all the new features of Unreal Engine 5 in a practical vertical slice. Paired with our learning path content that guides you through each facet of the project, this demo has everything a new developer needs to get started, while also providing a handy toolbox for more experienced indies to sink their teeth into.

DOWNLOAD NOW

Lyra Starter Game

Lyra Starter Game is a sample gameplay project built alongside Unreal Engine 5 development to serve as an excellent starting point for creating new games for more advanced developers, as well as a hands-on learning resource. We plan to continue to upgrade this living project with future releases to demonstrate our latest best practices.

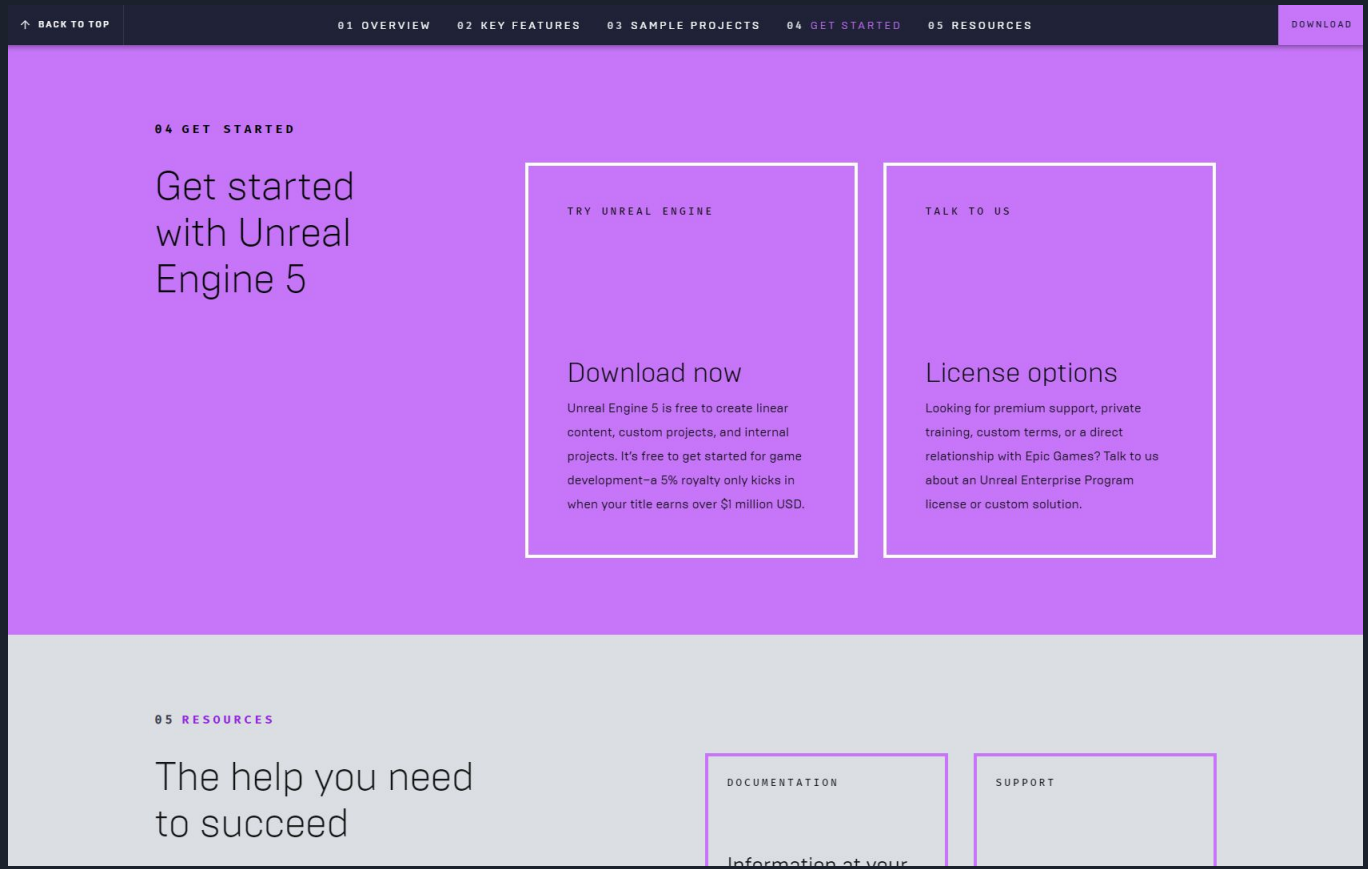
DOWNLOAD NOW

City Sample

The City Sample is a free downloadable sample project that reveals how the city scene from The Matrix Awakens: An Unreal Engine 5 Experience was built. The project—which consists of a complete city with buildings, vehicles, and crowds of MetaHuman characters—demonstrates how we used new and improved systems in Unreal Engine 5 to create the experience.

DOWNLOAD NOW

Slide 7 - 04 Get started



Slide 8 - 05 Resources

05 RESOURCES

The help you need to succeed

Whether you're just getting started and need some basic guidance, or you're a seasoned pro who's pushing Unreal Engine to its limits, there's a range of options to help you succeed.

DOCUMENTATION

Information at your fingertips

Access comprehensive documentation for everything that's new in Unreal Engine 5.

SUPPORT

Need a hand?

Explore options for both free community support and premium support with dedicated Epic staff.

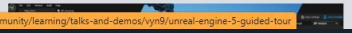
Unreal Engine 5 online learning

SEE ALL COURSES

Unreal Engine 5 Guided Tour

37 MINS

Haven't yet taken the plunge into UE5 and want to see some of what you're missing? In this video, we'll build a small scene from nothing, covering how the toolset fundamentals work together and sharing some useful tips and tricks along the way.



Your First Hour in Unreal

Slide 9 - 05 Resources

tips and tricks along the way.

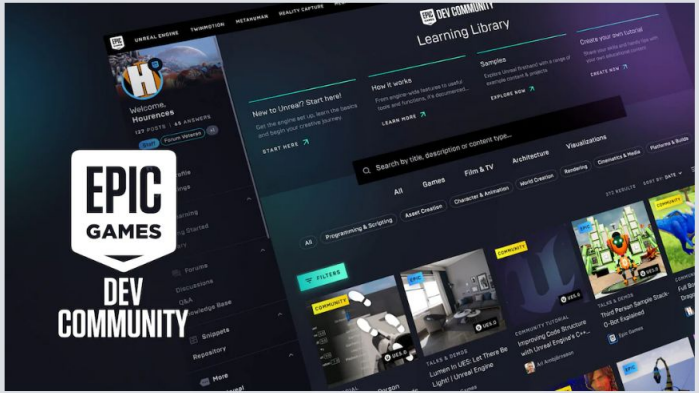
Your First Hour in Unreal Engine 5

58 MINS

This course will introduce you to Unreal Engine 5 and the editor used to work within it. We'll look at the Launcher, Editor, creating a basic level including lighting and level layout, and Blueprint visual scripting.

EPIC DEVELOPER COMMUNITY

Learn, discuss, share

Join our vibrant, friendly community of creators to ask and answer questions on the forums; show off your work and get inspiration from others; and access hundreds of hours of free online learning content.

VISIT THE COMMUNITY