IGDV Individual Learning Plan:

Unreal Development

# Project Overview:

In this project I will increase and improve my knowledge of the unreal engine, the elements I will be exploring, and implementing are as followed;

Audio implementation:

The first aspect of audio I will be exploring will be implementing ambient and environmental sound effect and game music. I will demonstrate different types of sound and how different attenuation shapes effect the way the sound works. I will also be exploring volume and reverb for sounds, and ways to trigger these sounds.

The second aspect of audio is dialogue, I will be exploring how to add timed dialogue as well as triggered dialogue.

* Visual effects (Volumetric fog)
* Cinematic cutscenes using sequencer
* Lighting

The reasoning behind this project is to increase my development skills in unreal engine. My primary game engine over the past 3 years has been heavily Unity.

# Objective:

The main objective of the project is to create a scene/level to showcase the elements discussed above, I’ll explore and demonstrate these techniques in depth.

# Plan for the project:

The plan for the project is to take each of the elements stated above and