IGDV Individual Learning Plan:

Unreal Development

# Project Overview:

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

* Audio implementation,
* Visual effects (Volumetric fog)
* Cinematic cutscenes using sequencer
* Lighting
* UI

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, and I haven’t explored the unreal engine as much.

# 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.

# Tasks:

Task outline for the project

# Plan for the project: