Neural Network Engine

A collection of topics related to using artificial intelligence through Unreal Engine's neural network engine.

> ⚠ Learn to use this **Beta** feature, but use caution when shipping with it.

The **Neural Network Engine (NNE)** provides a common API to access different neural network runtimes, and to evaluate neural networks without the need of runtime specific coding. NNE has various uses that can be applied to real-time inference to augment a game with artificial intelligence (AI) and to implement editor-based features as asset operations, queries, and artist-assisting tools.

Getting Started

Neural Network Engine Overview

An overview of Unreal Engine's neural network engine.

Neural Network Engine Quick Start

A guide to start using Unreal Engine's neural network engine in your own projects.

Additional Topics

How to Use the ML Deformer

Train machine learning mesh deformation models for skinned characters using the ML Deformer.

Machine Learning Cloth Simulation Overview

Overview of Machine Learning Cloth Simulation in Unreal Engine.

Additional Resources

- [Introduction to Artificial Intelligence Learning Agents](#)