Unreal Engine 5

CPE Weekly Tech Talk\
10th September 2021
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Tech demo

https://youtu.be/wq0JC7Cs0Vg

New features

- Lumen
 - Real-time dynamic lighting (using ray-tracing)
- Nanite
 - Unlimited polygons on scene (using SSD I/O speed)
- Adaptive animations
 - Animations adaption to complex physics

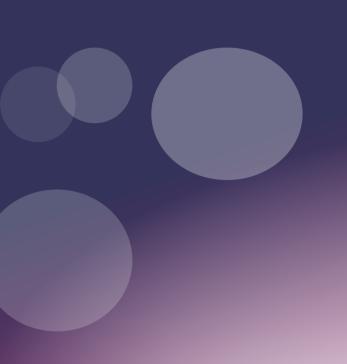
References

Official page

https://www.unrealengine.com/

Tech blog

https://www.unrealengine.com/en-US/tech-blog/next-gen-gaming-tech-s-take-on-gaming-s-future



Thank you!