



# Unreal Engine 5

CPE Weekly Tech Talk\  
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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!