

Interest

I'm most excited about the use of VR to walk a client through a design, especially adding elements that make the experience immersive. I would want to know how to program openable doors and usable light switches within unreal. Taking that a step further I want to know how to use custom door shapes, light switch covers to do this rather than just the standard.

Some examples from Elden Ring of course:



Operable door



Usable Lights