

California State University San Bernardino
School of Computer Science and Engineering

CSE 482 Senior Project Presentation

Date

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Time

1:30 PM

Place

JB 359

Title

Level Creation with Unreal Engine 4

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Abstract

I will present a map I made using Unreal Engine 4. Unreal Engine 4 is one of the cutting-edge game engines with its own powerful level design tools. It has the capability to build a dynamic and beautiful world with a realistic lighting system. The landscape of the map is based on the actual landform of CSUSB, and a building that resembles Jack Brown Hall. This is simply just a map so there won't be any NPC or any AI involved, but there will be some simple scripting for environmental movement such as door opening. The map will still have a lot of room to be expanded and improved. If needed, it can be imported to different types of games or platforms in the future.