
3D Modelling with Unreal Engine

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I. Introduction

1.1 Context and Motivation

1.2 Motivation

1.3 Objectives

1.4 Thesis structures

II. Exhaustive - System Analysis

2.1 Problem Statement

2.2 System Analysis

2.2.1 System Requirement - Supplementary specification

a. Objectives

b. Scope

c. Reliability

d. Performance

e. Supportability

f. Design constrains

2.3 Use-case model

2.3.1 Use-case model

2.3.2 Use-case model description

a. Actor -> User group

b. User-group

2.4 Software Architecture

2.4.1 System Architecture

2.4.2 System Architecture description

III. Material - Program - Methodology

3.1 External Program

3.1.1 3Ds Max

3.1.2 Sketchup

3.1.3 Unreal Engine

3.2 Material

3.2.1 Direct X

3.2.2 A dedicated graphic card

3.3 Methodology