

Real Time ArchViz with Unreal Engine 4 (2020)

- Developed a real-time 3D architectural visualization for a contractor using Unreal Engine 4.
- Modeled in Sketchup, textured in Blender and Substance Painter, baked lightmaps, and implemented navigation via Blueprints.
- Created a realistic, interactive demo of the house with high hardware requirements, demonstrating photorealism within engine constraints.
- Delivered a downloadable, high-quality, executable version with real-time lighting and walk-through controls (WASD + mouse).+
- Download the demo: [Download Executable](#)