

SEMESTER: 04

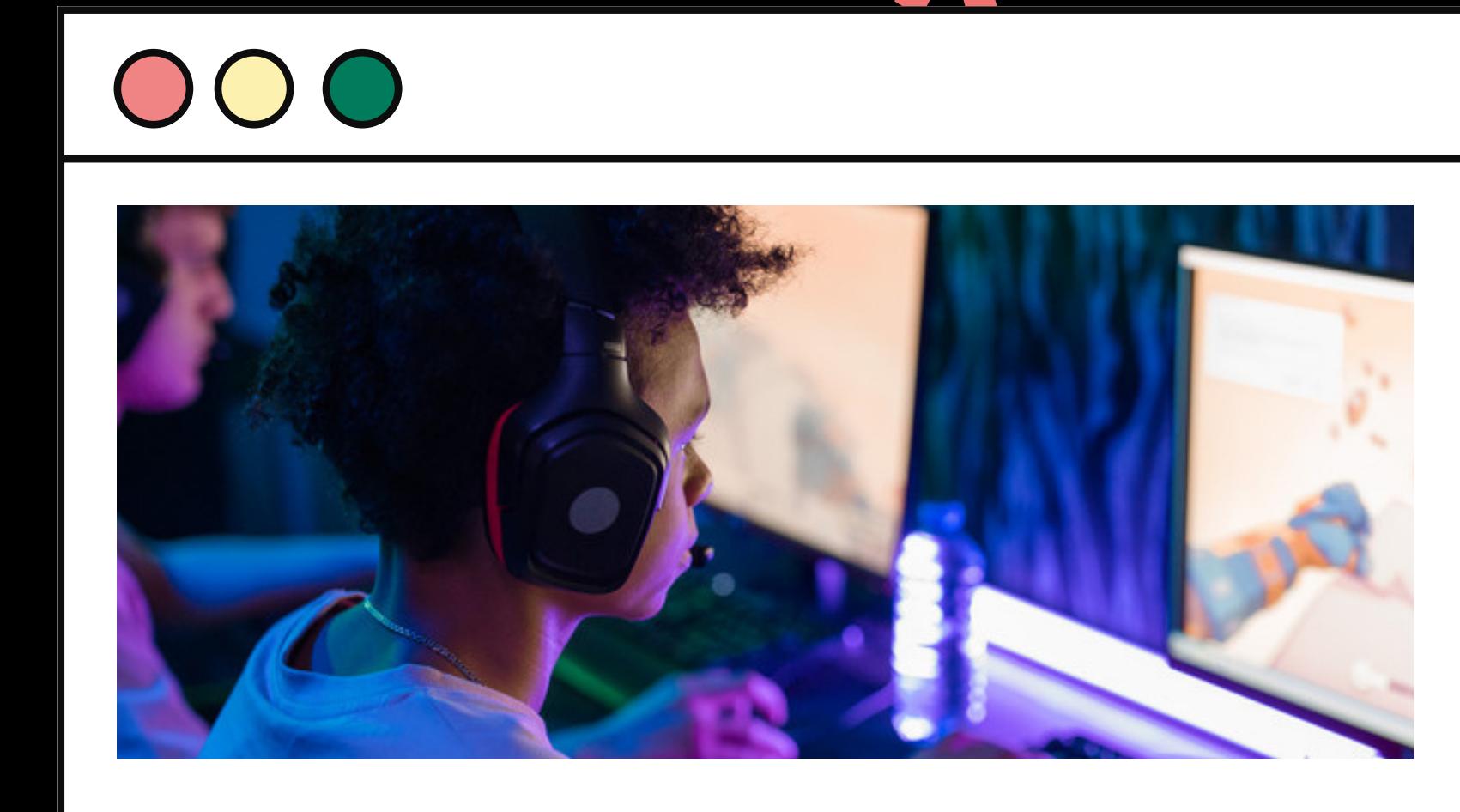
UNREAL TO REAL

Real_life



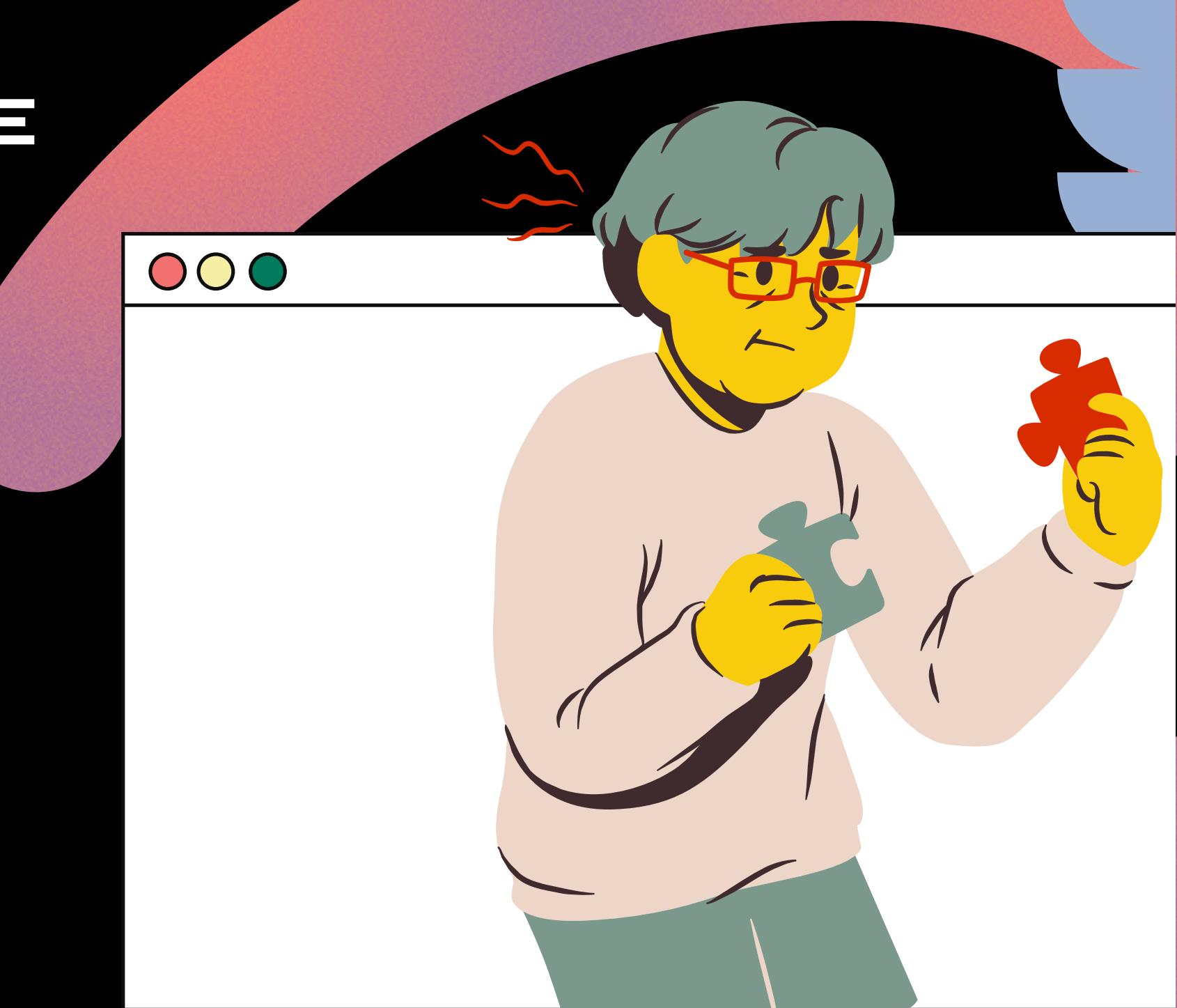
WHAT IS REALLIFE

- We are creating a gaming platform you can play dynamically and realistic views
- Our motive is to change a game experience in ethical way



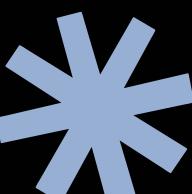
THE PROBLEMS DUE TO AGGRESSIVE GAMES:

- ✓ Aggressive impact on users
- ✓ Poor mental health
- ✓ negatively affect emotion
- ✓ Dopamine addiction
- ✓ impact on nervous system



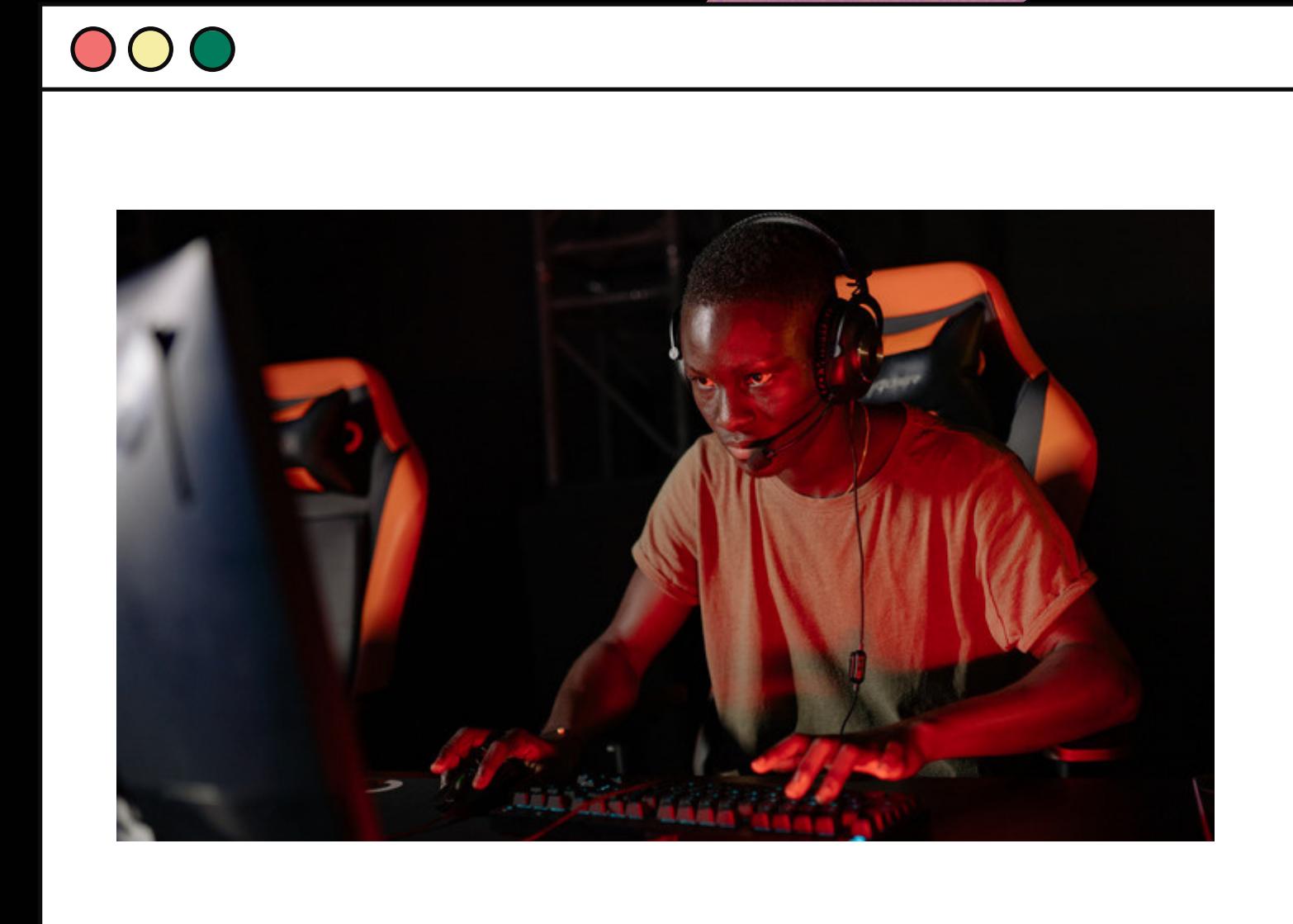
SOLUTION:

-  ✓ Feeling of being in control of yourself
-  ✓ Improve decision making
-  ✓ Life with peace and regulation
-  ✓ Teach good morals
-  ✓ improve life style



* FEATURES:

-  CRITICAL THINKING
-  GRAPHICS OF THE HIGHEST QUALITY
-  ATTRACTIVE VISUALS
-  INTERFACE WITH DYNAMICS
-  OBJECTS THAT ARE REALISTIC



* OPPORTUNITIES:

 Role-playing Game

 Rhythm Game

 Strategy Game





MODULE

1. Enhancing and making new house models.
2. Stairs collision with meta human
3. Learning about animation/holding and collecting object
4. Time animation in Unreal engine 5
5. World environment





Wall texture



Over more than 2000 shades and assets

Tables realistic texture





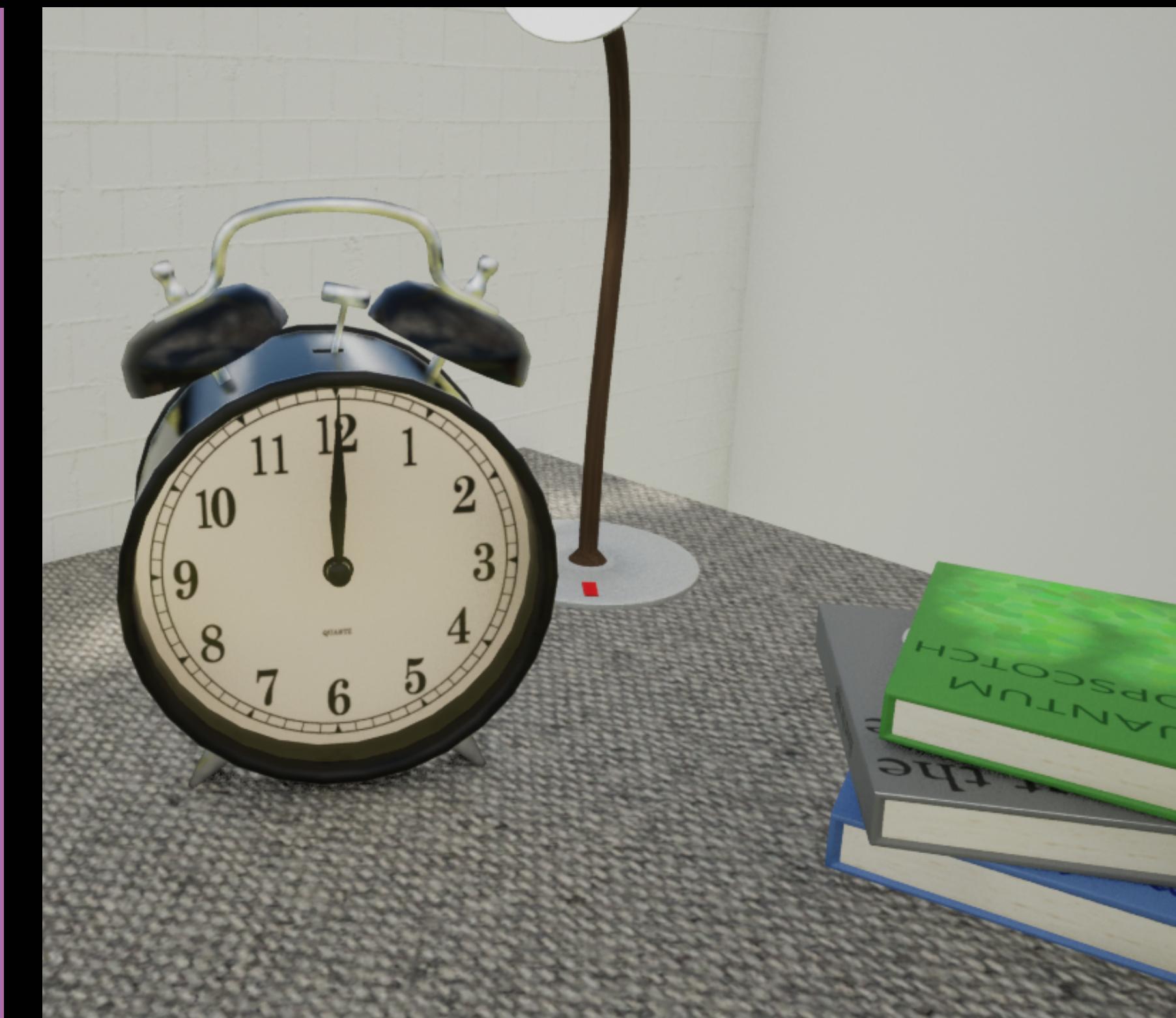
Enhanced bedrooms



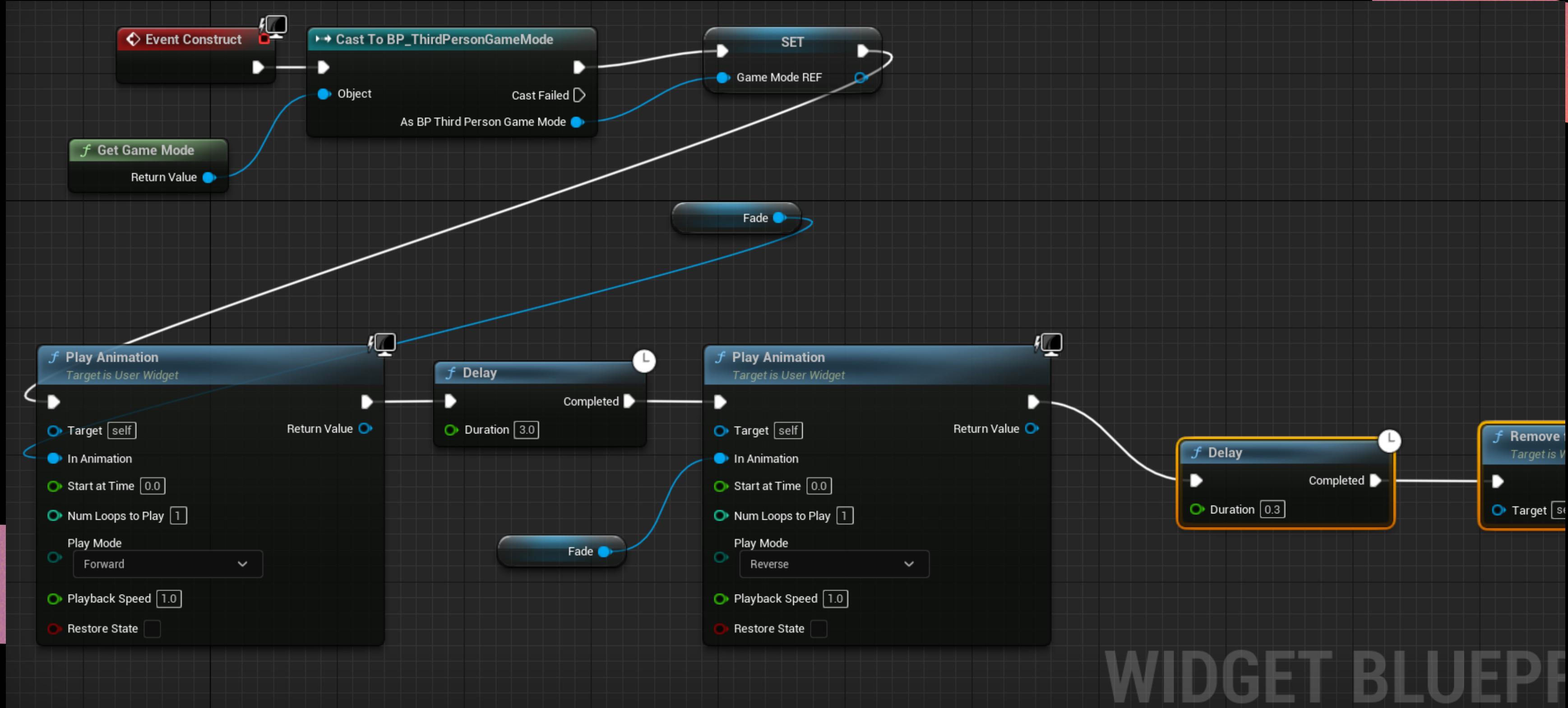
More unique hall texture



Wall and table clock

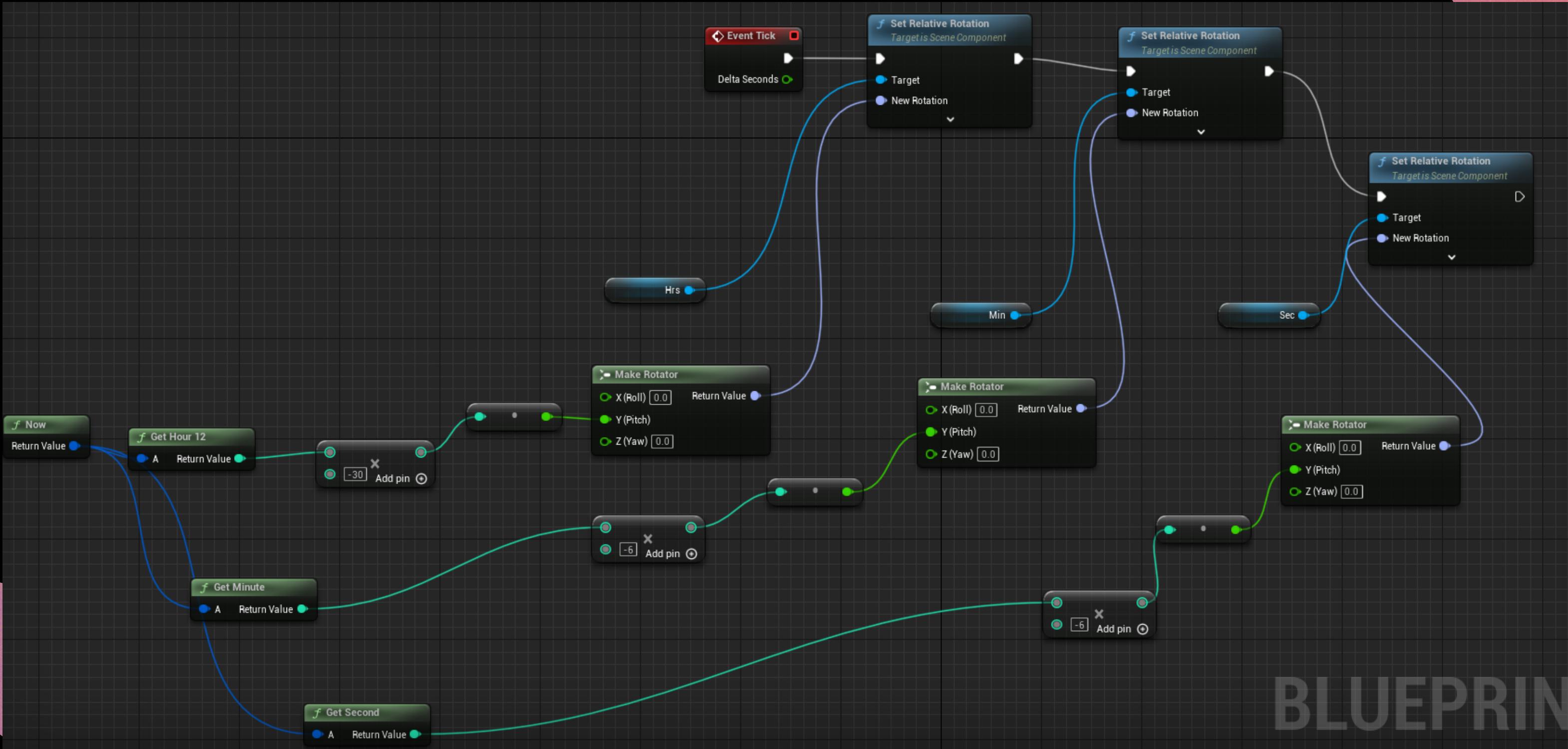


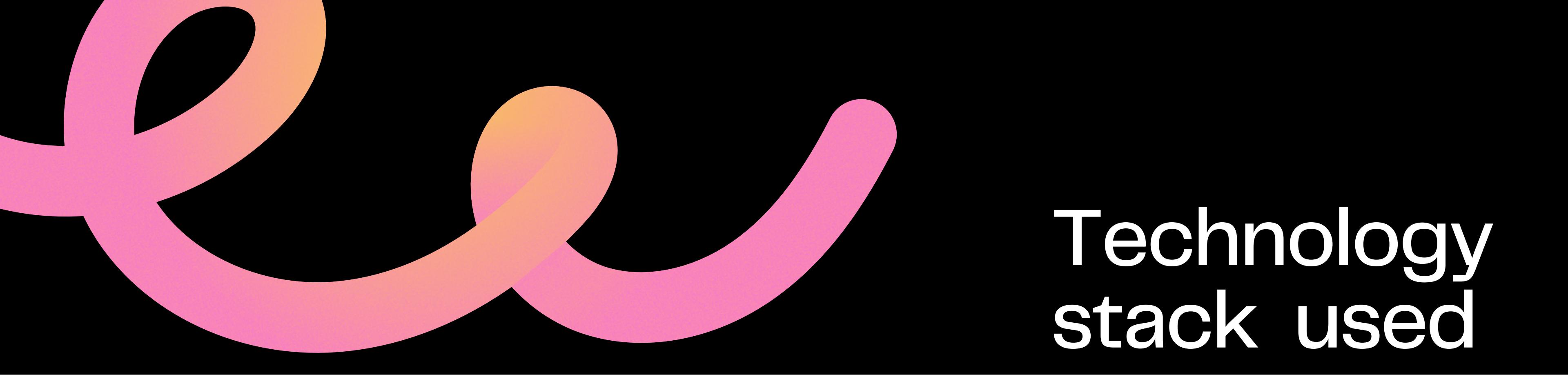
Learning about animation/holding and collecting object



WIDGET BLUEPRINT

Time animation in Unreal engine 5





Technology stack used

Unreal engine 4/5

Blender

Unity

3D Software

Project Status

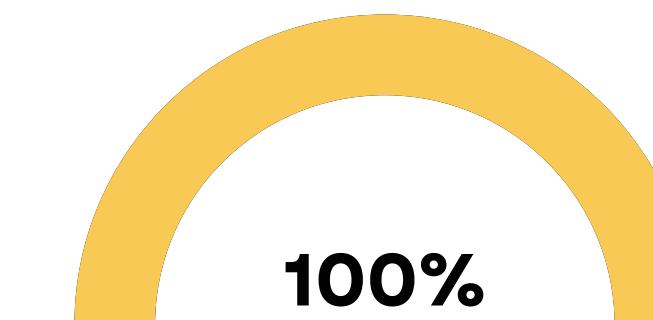
Semister 4



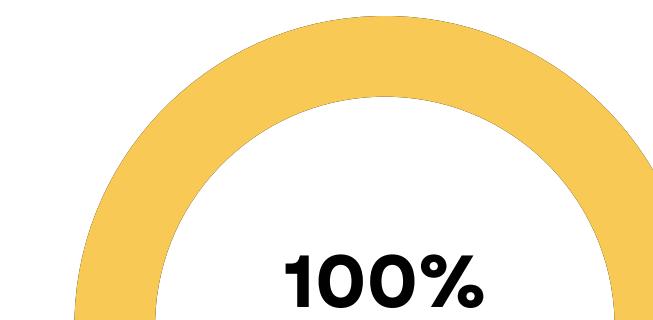
Module: 01



Module: 2



Module: 3



Module: 4