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Titolo	An Introduction to Unreal Engine 4 // Andrew Sanders
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ISBN	1-4987-6542-4 1-315-38255-5 1-4987-6510-6
Descrizione fisica	1 online resource (270 pages) : color illustrations
Disciplina	794.8/1526
Soggetti	Video games - Programming UnrealScript (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	1. Project type selection and start-up -- 2. An overview of the level design process - 3. Blocking your first level -- 4. Finishing the blocking of your level -- 5. Exploring blueprints -- 6. Materials -- 7. Lighting concepts -- 8. Blueprint animation -- 9. Populating your level -- 10. Particle systems -- 11. Advanced blueprint techniques -- 12. Working with landscapes.