

3D GAMES DEVELOPMENT

A FREE, 4 DAY TRAINING COURSE

JUNE 15TH, 16TH, 22ND, 23RD
(10AM - 2PM)

***NO EXPERIENCE NECESSARY**

AN INTRODUCTION TO UNREAL ENGINE

- "VIRTUAL PRODUCTION" IS A CORE ELEMENT OF THE FILM AND GAMING INDUSTRY
- JOB MARKETS WITH SKILLS AND INTERESTS IN THE 3D WORLD ARE IN HIGH DEMAND
- THIS IS TO INTRODUCE STUDENTS WITH NO BACKGROUND IN GAMES DEVELOPMENT
- ATTENDEES WILL BECOME FAMILIAR WITH THE END TO END PROCESS

SCAN HERE TO APPLY



OR VISIT:

WWW.ACHIEVEINBATHNES.CO.UK/3D-GAMES-DEVELOPMENT-COURSE

**Bath & North East
Somerset Council**

Improving People's Lives

3D GAMES DEVELOPMENT

COURSE OUTLINE:

AN INTRODUCTION TO UNREAL ENGINE

PART ONE

- INTRODUCTION TO UNREAL
- BUILDING YOUR FIRST LEVEL

PART TWO

- INTRODUCTION TO BLUEPRINTS
- USER INTERFACES WITH UMG

COACHES



MATT BANHAM

CTO & FOUNDER OF TEKTOWR



DAVID GOOD

SIMTWIN LEAD ENGINEER

