Introduction to Unreal Engine for Science (ONLINE course)

Dienstag, 01. April 2025 bis Dienstag, 15. April 2025 | 10:00 Uhr bis 15:00 Uhr

Jülich Supercomputing Centre | 52425 Jülich, Wilhelm-Johnen-Straße

This course will take place as an online event on 3 successive Tuesdays. The link to the streaming platform will be provided to the registrants only. Contents: The Unreal Engine is one of the state-of-the-art 3D engines, which is mainly used for game development. In recent years, however, its use in industry and science has been steadily increasing, which is further supported by new features from the producer Epic Games. The course offered here gives a basic introduction to the major functions when using the Unreal Editor and Visual Studio, offers tips and tricks for scientific use and deepens the acquired knowledge by using and extending an example application. We will talk about the difference between Blueprints and C++ and when to use which one, but we will also focus on the use of third party tools and the different possibilities of code management. Roadmap and speakers: Introduction to Unreal Engine (UE) - Thomas George Programming with UE-Blueprints - Jonathan Windgassen Programming with C++ in UE - Dirk Baker Prerequisites: General programming skills Dedicated graphics card preferred, integrated graphics only sufficient for low workloads Installed and running version of Unreal Engine 5.5 Target audience: Scientists, developers, and students who want to gain knowledge in a high-fidelity rendering engine. This course is intended to give an introduction to techniques used in 3D development. Language: This course is taught in English. Duration: 12 hours over 3 Tuesdays Dates: Tuesday, 1 April 2025, 10:00-12:00 and 13:00-15:00 Tuesday, 8 April 2025, 10:00-12:00 and 13:00-15:00 Tuesday, 15 April 2025, 10:00-12:00 and 13:00-15:00 Venue: online Preparation: To be well prepared, we ask you to install the Unreal Engine 5.5.* and a C++ Development IDE such as Visual Studio 2022 upfront. Details are available on https://go.fzj.de/unrealcourse, where we are updating information as problems and questions arise. Number of Participants: minimum 5, maximum 50 Instructors: Thomas George, Jonathan Windgassen, Dirk Baker

Kartenreservierung: https://indico3-jsc.fz-juelich.de/event/223/

Veranstalter:
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https://fz-juelich.de/jsc

Weitere Informationen:
https://www.fz-juelich.de/en/ias/jsc/news/events/training-courses/2025/unreal-engine