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Game Development and Simulation with Unreal Technology

Alireza Tavakkoli

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Game Development and Simulation with Unreal Technology explores the use of Unreal Engine 4 (UE4) for the development of real-time digital interactive contents to be used in computerized games or simulations. The engine is considered in three main iterations: from the basic use of the engine to build games and simulation content out of the box, to intermediate design of interactive content by building on the pre-supplied contents from the base engine, and through advanced implementations geared toward a comprehensive understanding of the power of the Unreal Engine.

This is one of the first books on developing interactive content for games, entertainment, and simulation to cover the newly released UE4. Industry-level game concepts in level design, coding, and programming, networking, and multiplayer concepts are covered.

The book presents beginner- through advanced-level concepts in designing and developing games with the Unreal Engine 4. It includes small/mid-scale projects developed as concept examples throughout the book, which can be used in more comprehensive and entertaining interactive computer simulations and games.

The book is organized into three parts. Part 1 covers the basics of the unreal engine, including an overview of each subcomponent of the engine, an overview of the UE4 project templates, and the main features each provides. Part 2 delves into more advanced topics in the new UE4 material pipeline, including layered materials and different shading models. Part 3 walks you through the steps of building your own games with UE4. It also provides advanced coverage of Blueprint systems in UE4.

Each chapter includes do-it-yourself extensions to the concept modules presented to solidify your understanding of the concepts and techniques. Exercises and summaries are also included at the end of each chapter to help take your understanding of Unreal Engine 4 to the next level.

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