



Unreal Engine 4 for Design Visualization: Developing Stunning Interactive Visualizations, Animations, and Renderings (Paperback)

By Tom Shannon

Pearson Education (US), United States, 2017. Paperback. Condition: New. Language: English. Brand New Book. Unreal Engine was first created for gaming, but it has gone viral amongst multiple non-game communities that are blown away by its capabilities for real-time interactive visualization. However, Unreal Engine 4 (UE4) visualization for architecture, science, and engineering requires skills that most users don t have, and is based on very different assumptions from videogaming. Unreal Engine 4 for Design Visualization is the first UE4 development guide written for non-gaming professionals and artists, bringing together all the knowledge they need to leverage UE4 s immense power. World-class UE4 expert Thomas B. Shannon first introduces Unreal Engine 4 s components and technical concepts, giving you a strong foundation for all that comes next. Next, he mentors you through the entire process of building outstanding visualization content for your environment, audiences, and customers -- all with realistic, carefully documented, start-to-finish example projects. Reflecting the questions most often asked about visualization with UE4, Shannon addresses issues ranging from data import and processing to lighting, advanced materials, and rendering. Throughout, all content is written from the perspective of visualization users in architecture, engineering, or science, not gaming. All sample...



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