



Filmmaking with Unreal and Live Link

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SECTION 01

01 The Basics Of Unreal:

- **Installing Unreal** (1:08) - going through the steps of installing the Unreal Engine.
- **The Epic Launcher** (4:21) - covering all the sections such as the Marketplace and the Library.
- **Projects in Unreal** (3:53) - covering the creation of Unreal Projects and explains their organization and purpose.
- **The Unreal Interface** (9:19) - discussing all the major areas you need to know to complete your projects.
- **Unreal Navigation** (9:54) - covering how to navigate in the Game Editor viewport.

02 Importing Objects Into Unreal:

- **Static Mesh Actors** (7:04) - covering objects that don't move in your scenes, which are called Static Mesh Actor.
- **Skeletal Meshes Actors** (5:18) - covering characters and any other object that uses a skeletal system to move on screen.
- **Migrating Assets** (3:57) - covering how to transfer any object between projects

03 Texturing And Materials:

- **Master Materials** (11:48) - Master Materials are a core principal in Unreal, and we will cover the creation of a Master Materials and why they are so important to you as a creator.
- **Instance Materials** (14:51) - Instance Materials are created from Master Materials, and we will show their proper uses and how to make sure they are convenient to use.

04 Cinematic Lighting:

- **Lights and Building** (13:42) - covering all the lights available in Unreal, and also how to build your projects so you have the fastest version of your scenes for rendering.
 - **Optimizing and Stats** (9:54) - covering how to optimize your projects and how to see statistics that may show you areas that are slowing down your scenes.
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SECTION 02

01 Editing & Camera Movement:

- **Setting Up Our Set** (6:56) - taking an existing Unreal scene and converting it to use as our film set.
- **The Sequencer: Shot 01** (9:46) - covering the Sequencer in Unreal, and finishing by animating the camera.
- **The Sequencer: Shot 02** (13:00) - creating our second shot in Sequencer with a different camera move.
- **The Sequencer: Shot 03** (10:28) - creating our third and final camera move for our scene.
- **Post Process Volumes** (10:54) - allowing us to add visual effects to our shot.
- **LUTS and Color Grading** (4:44) - adjusting the colors in our sequence to suit the mood we wish to convey.
- **Volumetric Lighting** (6:06) - allowing us to add sunbeams into our shot.
- **Depth of Field** (4:28) - allowing us to show lens focus just like a real camera, which adds realism to our shot.
- **Cut and Shot Tracks** (4:25) - combining our three shots and discuss the difference between Cut and Shot Tracks.

- **Cine Camera and DOF** (13:09) - in-depth discussion on Unreal's Cine Camera and Depth of Field. This is Unreal's movie camera for films.
- **Fixing An Unreal Bug** (2:18) - discussing a bug that can occur when you save you Map/Scene under a different name.

02 Showcase:

- **Set Preparation 01** (6:24) - how to modify and use an existing Unreal scene for your own purposes for a film.
- **Set Preparation 02** (6:40) - adding lighting for our sun and build the lighting.
- **Set Preparation 03** (7:43) - adding Fog And Exponential Height Fog to establish a mood.
- **Set Preparation 04** (12:05) - adjusting settings on the Post Process Volume and add a LUT for Color Grading; all of this refines the mood we are trying to establish.
- **Set Preparation 05** (11:29) - showing how to import a character from CC3 into Unreal to check our film set's lighting.
- **Export All** (7:35) - showing how we can export the film set as an FBX file; then using 3DXchange to set it up for importing into iClone.