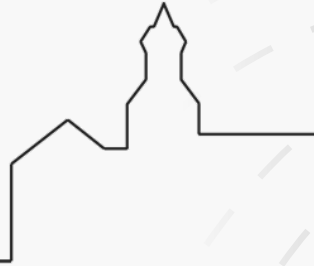


Vitalis GMBH

Game Developing



Internship

For students learning:

IT

Designers

Game developers



Learning outcomes

- Participants will learn the toolsets and geometry tools of Unreal Engine
- Participants will learn how to investigate static meshes and materials
- Participants will learn how to light an environment
- Participants will learn how to deal with post processing
- Participants will learn how to use sequencer

For Further Inquiries

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