

Game Environment Design: Cyberpunk Scenes with Unreal Engine

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Learn to create an actual-time cyberpunk setting to play a video game making use of digital tools to create mood levels, lighting, level art, and animation

Do you remember that brilliant concept you came up with for an online game? The founders of Leartes Studios, Oguzhan and Serdar are ready to assist you in bringing your idea to reality. Leartes Studios specializes in creating environments for video games using Unreal Engine 4. Clients include Marvel Studios, Activision, Epic Games, Ubisoft, Microsoft, and many more they have created seamless gaming environments for an array of games in the video genre.

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In this class, they will provide you with the steps to create a cyberpunk game by starting from scratch. Oguzhan and Serdar will guide you through the fundamentals of Unreal Engine, and show you how to create high-detail levels of art and captivating renders for animations. Are you ready to design your own cyberpunk-themed virtual world?

Who's it intended for?

This course is intended for anyone looking to learn how to utilize Unreal Engine or would like to learn more about the art of game design, environment design, and real-time virtual productions.

What do you need

A basic understanding of Unreal Engine is required.

To complete this course, you must have access to a computer running Unreal Engine, and an asset pack to aid in your design. On the forum of the course, you will find no-cost assets packs, or buy the same pack you use during the course.



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