

CTAN 499 Special Topics - **Realtime Animation**



REAL-TIME CINEMATIC ANIMATION // UNREAL ENGINE

Animate Cinematics in Unreal

- Layer based timeline like After Effects
- After Effects style artist friendly key-framing
- Preview camera animations in real-time
- Mix and blend character animation in real-time
- Easily export from Maya, Cinema 4D, or Houdini

Animate Characters

- Use the free on-line Service Mixamo to easily create, rig and animate characters
- Easily export characters and animation from Maya, Cinema 4D or Houdini

Artist Friendly Workflows

- Brush based tools - Artists can paint large environment easily
- Drag and drop 3d models placement
- Familiar 3D interaction - Move, Scale, Rotate
- Global sun system with real-time "Tim

Create Cinematic Environments

- Large library of free high quality assets from Megascans
- Real-time lighting interaction
- Global sun system with real-time "Time of Day"

Render Everything in Real-time

- Real-time rendering and lighting allows for artistic freedom



INSTRUCTOR // [Jordan Halsey](#)

WEBSITE // www.jordanhalsey.com

CLASS HOURS //

Lecture: Wed. 4-6:50pm

CLASS RESOURCES

UNREAL ENGINE - www.unrealengine.com
Real-time Game Engine.

MEGASCANS - quixel.com/megascans
Large collection of free Unreal textures, models and assets.

MIXAMO - www.mixamo.com
Online character generation, rigging and animation tool

UNREAL ENGINE MARKET PLACE - www.unrealengine.com/marketplace
Large collection of free and paid assets specifically made for use in Unreal Engine.