

Game Engines

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Katedra aplikovanej informatiky

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<http://www.agentspace.org/ge>

Unreal

- **Profesionálnejšie prostredie**
 - **Kvalitnejšie assety**
 - **O niečo málo aj kvalitnejší rendering**
 - **Ale len za poplatok**
 - **Musíme sa registrovať**
 - **Dokážu s ním pracovať aj tí, čo nevedia programovať**
 - **Užívateľ má veľa hotového, ale musí sa tomu prispôbiť**
 - **Je nevyhnutné mať poriadny hardware, na slabšom nemá zmysel Unreal ani spustiť**

Unreal

- **Prostredie s prísnejšou licenciou**
- **Unity je free do 100000 USD obratu ročne**
- **Unreal je free len pre non-comercial use**

Unreal

- Unreal má prepracovanejší Hub než Unity, ktoré ho donedávna nemalo vôbec

The screenshot shows the Epic Games Store interface. On the left is a navigation sidebar with icons and labels for Home, Store, Library, Friends, Unreal Engine, Downloads, and Settings. The top right features a search bar. The main content area is dominated by a large red promotional banner for 'THE GAME AWARDS SALE'. The banner includes the text: 'SALE ENDS DECEMBER 12 AT 3:30PM PT', 'The biggest night in games is back!', and 'Check out these deals on nominees and winners from past and present'. A 'SAVE NOW' button is positioned at the bottom of the banner. To the right of the banner is a vertical list of game titles with their respective cover art: Cyberpunk 2077, The Game Awards Sale | Up to 70% Discount, Rocket League, Immortals Fenyx Rising, Warframe, and Fortnite. A 'VIEW MORE' button is located at the bottom right of the interface.

Unreal

- **Nie len herný engine**



Games

Start your game development journey with one of our key classes, levels, and examples.



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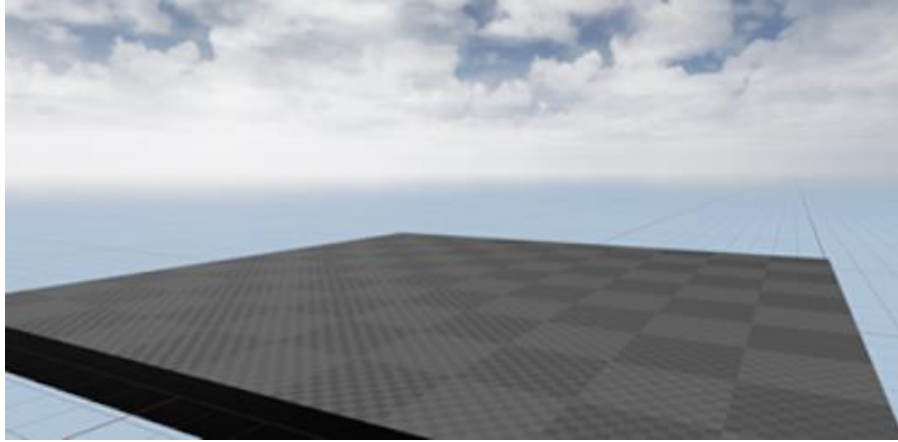
Find templates for multi-user design reviews, photobooth studio environments, and product configurators.

Unreal

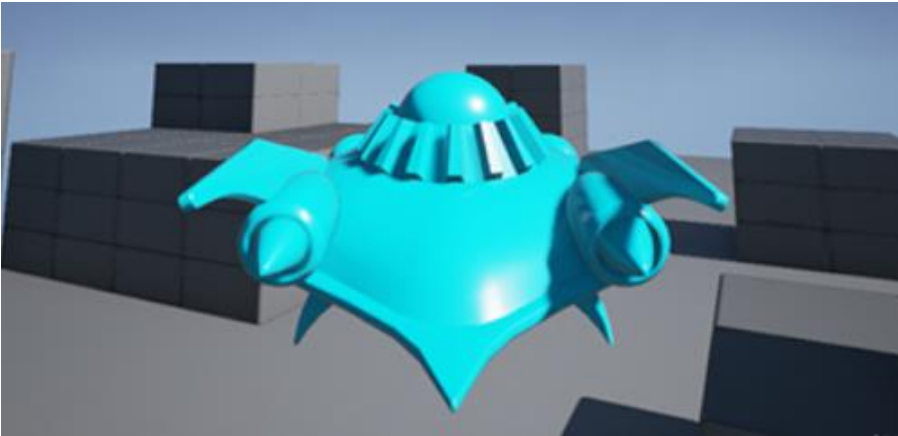
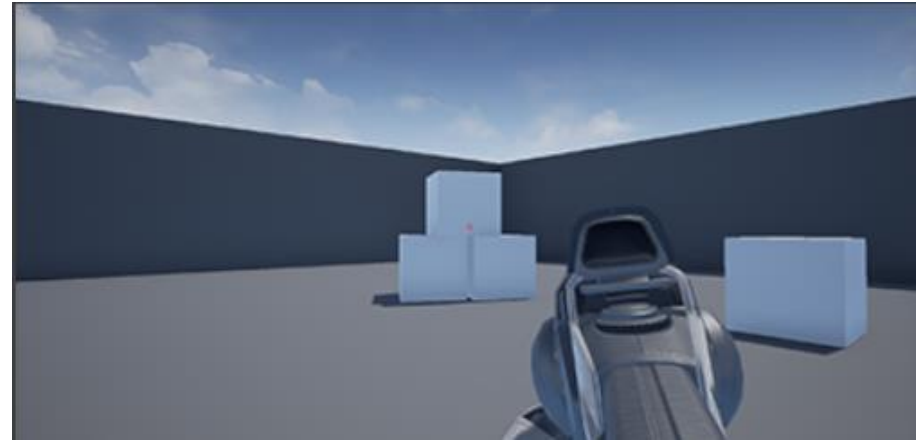
- Nezačína sa na zelenej lúke, ale developer si musí zvolit' typ hry (template)



Blank



First Person

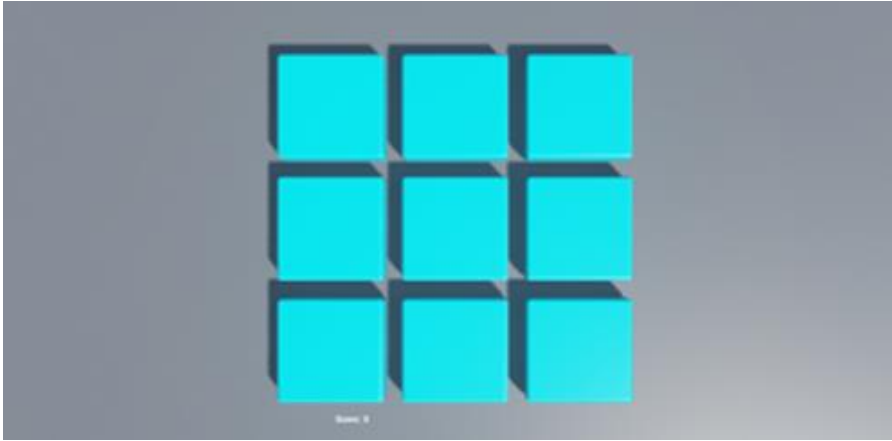


Flying

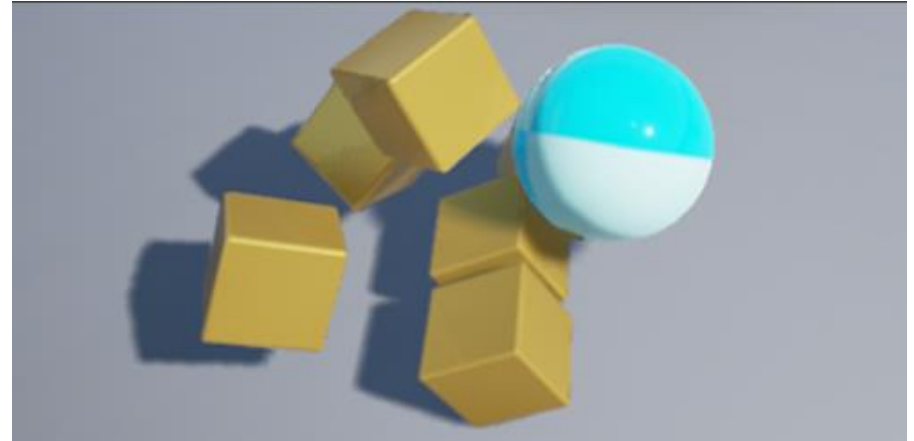


Handheld

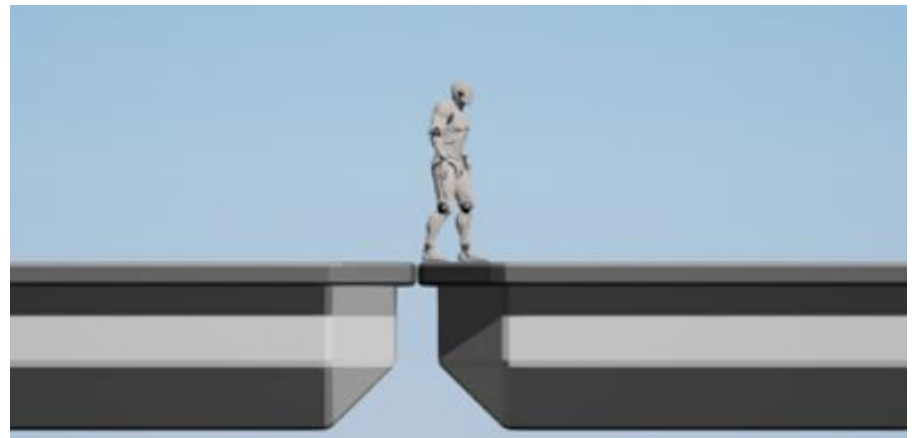
Puzzle



Rolling



Side Scroller



2D Side Scroller

Thin Stick Shooter

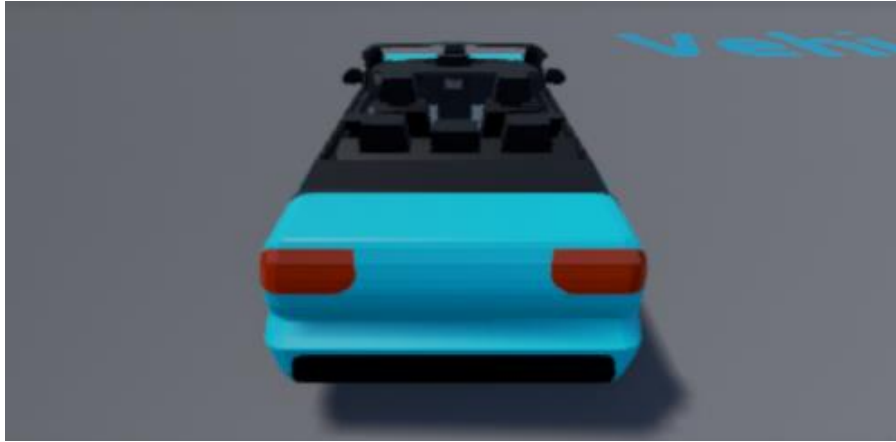


Third Person

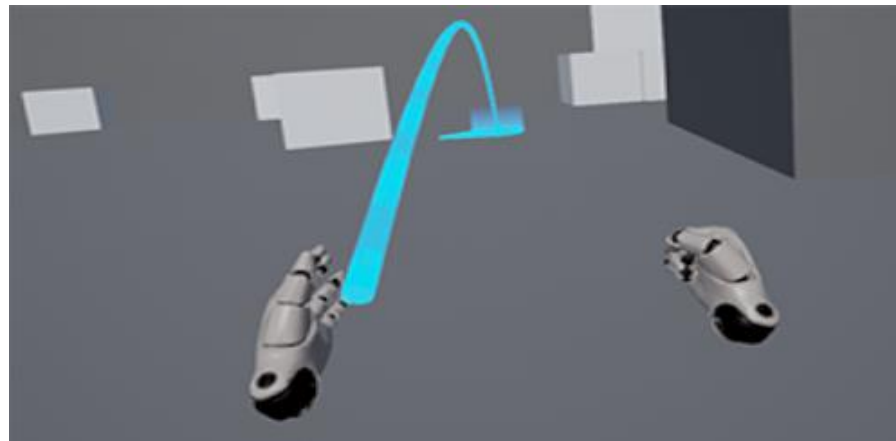
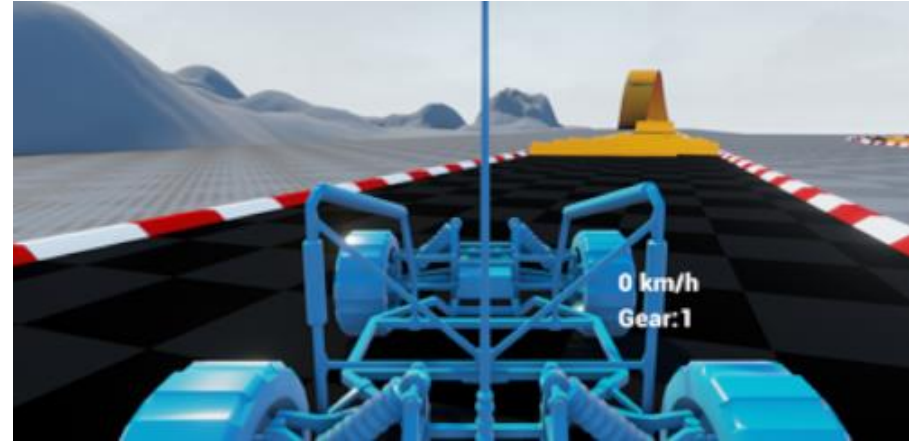


Top Down

Vehicle



Vehicle Advanced



Virtual reality

Unreal

- **Programuje sa vizuálne (Blueprint)**
- **Prípadne sa dá aj v C++**

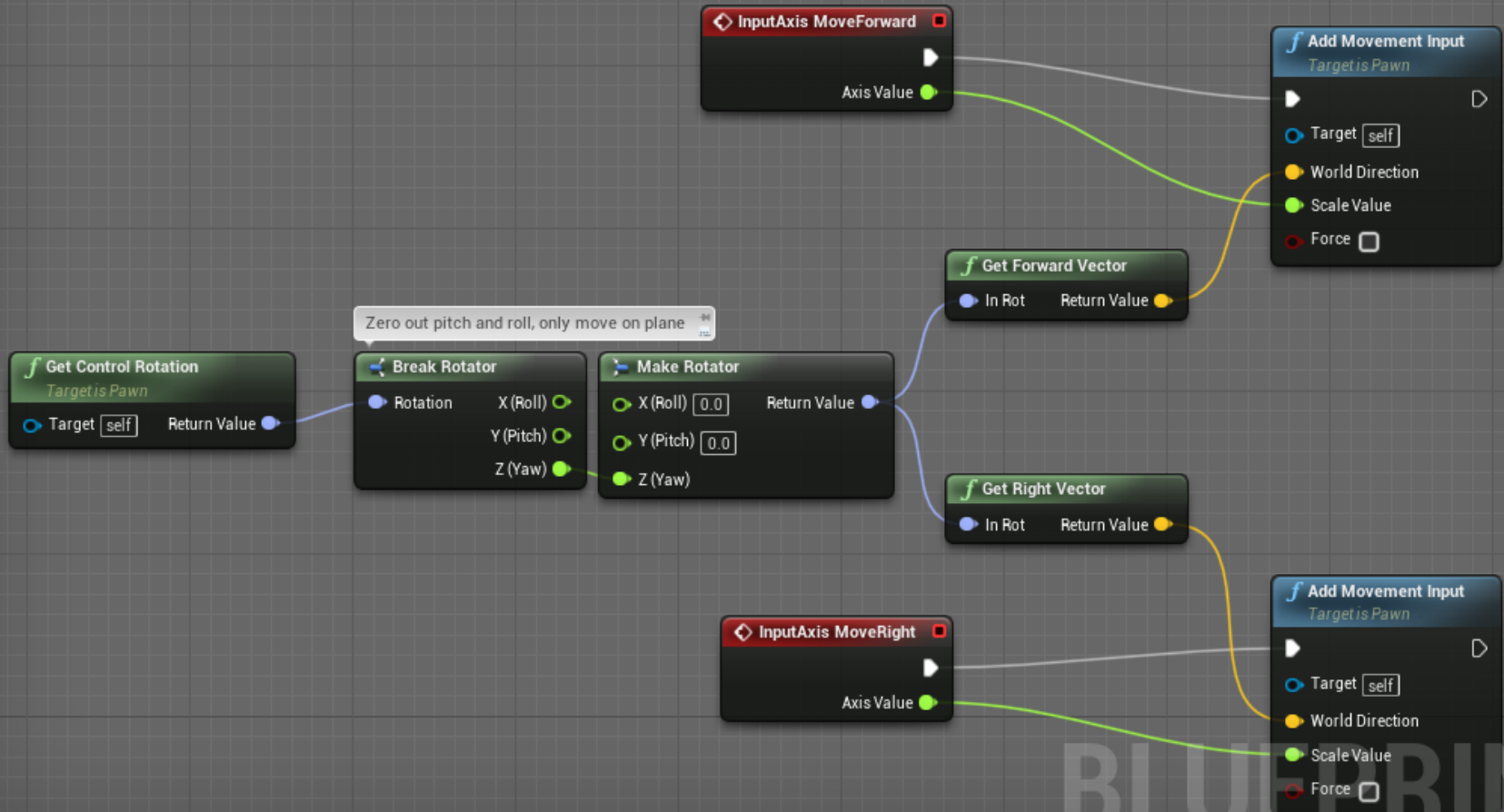
Input

The screenshot displays the Unreal Engine Project Settings window, specifically the Input section. The left sidebar contains a list of settings categories, with 'Input' selected. The main panel shows a search bar and a list of mappings for the 'MoveForward' action. The mappings are as follows:

Action	Input	Scale
Jump	W	1.0
	S	-1.0
MoveForward	Up	1.0
	Down	-1.0
	Gamepad Left Thumbstick Y-Axis	1.0
	Daydream (L) Trackpad Y	1.0
	Vive (L) Trackpad Y	1.0
	Mixed Reality (L) Thumbstick Y	1.0
	Oculus Go (L) Trackpad Y	1.0
	Oculus Touch (L) Thumbstick Y	1.0
	Valve Index (L) Thumbstick Y	1.0

Blueprint

Movement input



BLUEPRINT