



July 25 - August 19

## FAQs - Summer of Unreal 2022

Here we answer all frequently asked questions

### What is the Summer of Unreal all about?

The Summer of Unreal is a free, 4-week bootcamp focused on teaching the basics of Unreal Engine animation tools. This event takes place only once a year. Through project-based learning sessions and free hands-on work, you'll get a unique learning package from INCAS Training, the world's first Unreal Authorized Premier Training Partner. Developed in partnership with Unreal Engine, Summer of Unreal is aimed at animators and digital content creatives in Europe, Middle East or Africa (EMEA) who want to take their business or career to the next level with real-time animation – a skill that is becoming more important every day. Seats for attendees are limited. No Unreal Engine knowledge is assumed. We'll start with the basics and then work our way from setting up a project to using fully animated MetaHuman in the training sessions, hands-on exercises, and your own project work. You will work collaboratively and creatively with artists from all over EMEA to find new solutions, learn and develop yourself.

## From when to when will the Summer of Unreal take place this year?

The Summer of Unreal starts on Monday, July 25 at 9am with the first training: Introduction to the Unreal Engine and ends on Friday, August 19 at 1pm with the closing event. There will be a 90 minute introductory session on July 20.

## How many events does the Summer of Unreal include?

The time frame of 4 weeks includes the following components:

- 11 Topic-specific half-day training sessions with an exercise component
- 15 half-day mentoring sessions
- 8 insightful guest lectures
- 4 full-day project days
- 1 half-day final presentation day

## What are my learning goals in the Summer of Unreal?

- You will get a solid knowledge base for your future work with the Unreal Engine with a focus on animation.
- You will learn and understand the new features of Unreal Engine 5.
- You will master production-proven best practices to structure your own Unreal project.
- You'll be able to use the Unreal Engine animation tools.
- You are skilled in the layout, settings, and rendering of a scene in the Unreal Engine.
- You are able to embed and rig animation characters.
- You'll master the workflows for rendering a short film in real time.
- You will learn to animate photorealistic digital humans using the MetaHuman framework.
- You'll create a fictional environment (worldbuilding) using the Quixel Megascan 3D asset library.
- You understand the basics of the Niagara visual effects system for creating real-time particle effects.

## What is the weekly course schedule?

The courses always take place from 9:00 a.m. - 12:30 p.m. CEST, followed by a question and answer session of of 30 minutes.

### **Week 1** | July 25 – 29

- Mon - **Course: Introduction to the Unreal Engine 5**
- Tue - **Course: World Building: creation of environments and 3D scenes**
- Wed - **Course: Introduction to lighting**
- Thu - Guest speakers
- Fri - Project day

### **Week 2** | August 1 – 5

- Mon - **Course: Introduction to materials and surface shaders**
- Tue - **Course: Animate with the Unreal Engine**
- Wed - **Course: Use of the Sequencer and Movie Render Queue**
- Thu - Guest speakers
- Fri - Project day

### **Week 3** | August 8 – 12

- Mon - **Course: Blueprint Visual Scripting for Interactivity**
- Tue - **Course: Introduction to the use of the Control Rig**
- Wed - **Course: Animation Blueprints and working with the Take Recorder**
- Thu - Guest speakers
- Fr - Project day

### **Week 4** | August 15 – 19

- Mon - **Course: Animation Alembic Importing and Live link**
- Tue - **Course: Particle effects with Niagara**
- Wed - Guest speakers
- Thu - Project day
- Fri - Final event: Project presentation of the teams and award ceremony

From 2 pm – 6 pm daily comprehensive support takes place in Discord.

Team support in the project days takes place from 9 am – 4 pm.

## How is the target group defined?

The Summer of Unreal campaign is intended for Educators, Trainers, Instructors, Animation Professionals, Freelancers and early career adult Professionals that are currently working with 3D Digital Content Creation (DCC) tools. Unfortunately, students cannot participate.

## What are the professional admission requirements?

No experience with UE is required. Participants are expected to be able to demonstrate a solid understanding of contemporary 3D computer graphics software technologies (e.g. Maya, 3ds Max, Houdini, Blender, Cinema 4D, etc.) and standard DCC production workflows. If admitted to the course, we expect attendance for the entire 4 weeks, with a minimum of 80%.

## What hardware and software do I need to participate?

You need a powerful PC and a high-performance internet connection to participate in the Summer of Unreal. Additionally a headset (audio), a webcam (video) and two monitors with (at least) HD resolution.

We recommend as hardware specification for the Summer of Unreal:

- Windows 10 64-bit
- 16 GB RAM or more
- SSD with 500 GB free capacity
- NVIDIA GeForce RTX 2080 / AMD RX6800-XT or better
- CPU Six-Core (6C/12T) @ 3.4 GHz or better

Details and further help can be found at <https://docs.unrealengine.com/5.0/en-US/hardware-and-software-specifications-for-unreal-engine/>

We do not recommend the use of Macs.

## Once I register, will I automatically be a participant in Summer of Unreal 2022?

No. After your registration we ask you to fill out another form in which we need some data about you (e.g. your LinkedIn profile, industry, work experience). We will check this and confirm your registration if you meet the requirements and belong to the target group. Students, for example, will not be accepted.

## Are there any costs for me to participate?

No. Participation in the Summer of Unreal is completely free of charge. Note, however, that to participate you must have your own sufficiently sized gaming PC (which can be costly).

## What happens after my registration?

After your registration for the Summer of Unreal you will receive an automatic email confirming the receipt of your data. Afterwards we ask you to fill out another form in which we need some information about you (e.g. your LinkedIn profile, industry, work experience). We will check this and confirm your registration if you meet the requirements and belong to the target group. After that you will receive all further information and your personal access to the community in Discord.

## What software do I need on my PC?

You need Unreal Engine 5. We use ZOOM and recommend that you install ZOOM. Most of the communication takes place in Discord. If you don't have a Discord account yet, please create one. The use of both tools is mandatory for the participation in Summer of Unreal.

## Can I participate only on the days I am interested?

Epic Games and INCAS Training must give preference to those who are willing to commit to the spirit of the entire course. Only those who achieve more than 80% attendance will receive a certificate and the coveted graduation badge, proving your successful participation in the Summer of Unreal. Continuity is also important within project teams. Your absence could hinder your team members.

## What happens if I miss a day?

The Summer of Unreal thrives on the community and on everyone sticking with it on a regular basis. If you miss a day or two, it's no big deal. Usually you can catch up on missed training sessions as a recorded video. But: If you miss more than 20% of the sessions, we can't give you a certificate of successful participation or the coveted completion badge.

## How do teams and teamwork function in joint project implementation?

The participants will be divided into groups of about 20 people for the realization of their own (first) Unreal project and assigned to their own mentor. This mentor will introduce you to the still secret Summer of Unreal project and will support you and everyone in the group to the best of his or her ability in the project implementation. In the last week, all teams internally select their best result to present it to the jury and all other participants on the last day. Maybe to get a place on the winner's podium.

## Do I need to have worked with the Unreal Engine before?

This is not necessary. However, you must have experience with the basics of 3D DCC software, graphics editing or animation.

## I live outside EMEA, can I still register?

No. Summer of Unreal is limited to participants who are citizens of and currently reside in an EMEA state.

## Are the trainings recorded?

We will provide you with the relevant and knowledge transferring parts as a video recording. What is recorded live will only be made available to course participants for a limited time after the end of the Summer of Unreal. We do not market or sell recorded material. It is there to help participants catch up or review parts of the course to improve their learning.