September – December 2022

FAQs

Learning for Tomorrow – EMEA Initiative 2022

Here we answer all frequently asked questions

What is the intiative about?

The "Learning for Tomorrow - EMEA Initiative 2022" is a free, 5-day power workshop focused on teaching the basics of Unreal Engine animation tools. This workshop will take place weekly from September to December 2022. In project-based learning sessions, you will always get here live a unique learning package from INCAS Training, the world's first Unreal Authorized Premier Training Partner. The "Learning for Tomorrow - EMEA Initiative 2022" was developed together with the Unreal Engine team and is aimed at animators and digital content creatives in Europe, Middle East or Africa (EMEA) who want to reach a new level in their business or career with real-time animation - a skill that is becoming more important every day. The number of seats for participants is 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 and hands-on exercises. This is a live online

training in small learning groups with up to 20 participants. This means that you always have the opportunity to ask questions interactively during the course and to exchange ideas with the other participants. Parallel to the training, an exchange takes place via a dedicated Discord channel, which enables an intensive exchange with like-minded people during and after the training.

When will the Learning for Tomorrow - EMEA Initiative 2022 take place?

This power workshop lasts over 5 days, i.e. always a whole week from Monday 9.00 am to Friday 5.00 pm. It will take place every week from September to December 2022. You register in the first step on the website. After your registration, we ask you to fill out another form where 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 admitted.

We will then inform you of possible dates on which we still have free spots for you in the training weeks.

What are my learning goals in the workshop?

- - You'll get a solid knowledge base in the Unreal Engine with a focus on animation.
- - You will learn and understand the features of Unreal Engine 5.
- - You will be able to use the Unreal Engine animation tools.
- - You will master the layout, settings and rendering of a scene in Unreal Engine.
- - You will be able to embed and rig animation characters.
- - You'll learn to animate photorealistic digital humans using the MetaHuman framework.
- - You will 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 course schedule?

Introduction

- Unreal Editor UI / Structure
- Viewport Navigation
- Entities / Actors, Components, Systems
- Basics of a real-time engine

World Building

- Environment design in the Unreal Engine
- Using the Content Browser
- Landscape Tools
- Quixel Bridge
- Water Tools

Materials

- PBR Workflow
- Working with Materials and Shaders in UE5
- Learning how to use the Node-based Material Editor
- Creating a simple shader

Lighting

- Lumen
- Lighting types in UE5
- Post Process Volume

Sequencer

- Use of Cinematic Viewport
- Level Sequences, Actor Sequences, and Levelstreaming
- Using the cinematic tools in Unreal Engine 5

Animation

- Skeletal Meshes Basics
- Animation Basics
- Importing Mocap Data

Blueprints

- What is a Visual Scripting Language?
- Introduction Blueprint Classes
- Simple Blueprints for Workflow Optimization

Control Rig

- Control Rig for animating a metahuman
- Animate non-human objects

Animation Blueprints

- Using Animation Blueprints
- Creating and using blendspaces

Take Recorder

- Using Take Recorder wisely

Niagara

- Niagara Fundamentals (Emitter, System, Modules)
- Niagara vs. Cascade
- Practical exercises on different scenarios.

Do I automatically receive a participant seat after my registration?

No. After your registration, 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. Students, for example, will not be admitted.

When will I know in which week I can participate?

Due to the large number of registrations, it can take up to two weeks before we assign you a place in a particular calendar week. If you do not have time in the week scheduled for you, please let us know immediately so we can offer you a new week. The last week of training ends on December 23, 2022.

Is there any cost for me to participate?

No. Participation in the "Learning for Tomorrow - EMEA Initiative 2022" is completely free of charge.

What happens after my registration?

After your registration for the "Learning for Tomorrow - EMEA Initiative 2022" 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 besides the Unreal Engine on my PC?

We use ZOOM and recommend you to install ZOOM. Participation in our Unreal Engine community is also a great added value. This communication takes place in Discord. If you don't have a Discord account yet, please create one.

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 Europe, Middle East or Africa (EMEA), can I still register?

No. The "Learning for Tomorrow – EMEA Initiative 2022" 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 be made available to participants at the end of the workshop.

How is the target group defined?

The Learning for Tomorrow - EMEA Initiative 2022 is aimed at educators, trainers, instructors, animation professionals, freelancers and adult professionals currently working with 3D digital content creation (DCC) tools. Unfortunately, students cannot attend.

What are the professional admission requirements?

No experience with UE is required. Attendees are expected to demonstrate a solid understanding of current 3D computer graphics software technologies (e.g. Maya, 3ds Max, Houdini, Blender, Cinema 4D, etc.) and standard DCC production workflows. If admitted to the event, we expect attendance on all five days.

What hardware and software do I need to participate?

To participate in the "Learning for Tomorrow - EMEA Initiative 2022", you need a powerful PC and a high-performance Internet connection. Additionally a headset (audio), a webcam (video) and two monitors with (at least) HD resolution.

We recommend as hardware specification:

- 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.

Can I only attend the days I am interested in?

Epic Games and INCAS Training must give preference to those who wish to commit to the spirit of the entire course. Only those who attend each day will receive a certificate and the coveted completion badge, proving your successful participation in the Learning for Tomorrow - EMEA Initiative 2022.

What is the community in Discord referred to here?

There is a community of many hundreds of Unreal Engine 5 enthusiasts that has formed over the year that we would like you to join. Here you will find like-minded people to talk to, invitations to guest lectures, short training sessions on dedicated current topics and much more.