

# Researching Unreal Brief

The aim of this mini-project is to see how features of the Unreal-4 engine can be used or abused in somewhat unusual contexts.

Here are some suggestions. I do not expect the use of C++. For this mini-project the use of Blueprints is fine. The suggestions are in the order I would like them attempted.

## **Particle System. Can it interact with the wind-turbine model?**

Put a particle system into the existing level with the wind turbine we used in class.

- Can you get the particles to interact with the wind turbine?
- Can you get the particles to make the wind turbine move?
  - You may ask me to tweak the C++ code to allow the turbine to rotate freely
  - If so, how can you simulate winds of different speeds using particles.

## **Rendering graphics on game objects (e.g., static meshes)**

- How to render in-game text onto an object
- How to render an image from an in-game camera on an object?

## **Simulation of a river flowing down a hill onto a plain**

- Create a terrain with a hill and a plain with a channel for water to flow
- Can you simulate the river flowing down this channel?