

Sydney Fleming

Senior Project

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My project is an animated User interface in unreal engine five. The point of my project is to explore past paths that I have taken as well as take that experience into areas that I have never explored before. This project is the first time that I have worked in Unreal Engine. It seemed like a great way to challenge myself and learn something new, as well as produce something that I could use as a portfolio piece. In the realm of design, having skills in any game engine is going to propel you in terms of visibility

Throughout my process, I worked with adobe suite and Unreal engine. Within the adobe suite, I used Photoshop to create the flow of my work. I used Photoshop as well as Illustrator to create the assets that I would use in my project. Even if the game does not have a specified name or genre to it other than a first-person shooter. There still needed characters to use within the interface. I sketched and designed my own characters. Drawing them in my style along with specific descriptions of their playstyle and strengths. I ended up with nine different heroes with different strengths and weaknesses. Before I could even touch Unreal Engine, I needed to learn its capabilities and what my limitations would be going into it. I created my basic wireframe of how the project would flow. Once I fixed all the tweaks I could then start working on implementing my design in Unreal Engine.

I then learned the basics of blueprinting within Unreal Engine. Taking the Online production course offered at UT, made this part entirely more understandable. Blueprinting is the embedding of code without the need to hardcode it manually. However, this process still requires that you have a firm grasp of the subject to succeed. You still need logical tools such as for loops, parent classes, and child classes as well as inheritance.

Adding button functionality was an important aspect of making sure the user interface worked like it needed to. Each of the blueprint widgets are created separately and then added to a game level. In order to activate another level it needs to be triggered by an event from the previous level. So to create a proper flow, I place widgets on several different levels each coming after the other triggered by previous events.

Once I was able to get a handle on the process of blueprinting, I managed to turn my design into a working user face. My assets were adding to the engine rather intuitively, I only had to drop them into the engine. Now it was time to learn the animation controls.

Understanding the animation timeline in Unreal Engine 5 is much like understanding a general keyframe animation timeline, only with more steps. Once understood, I managed to create animations that mend and go well together as well as adding movement to the project.



