




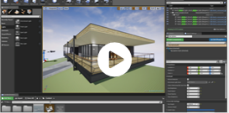




INDUSTRIES

Architecture	Industrial Design	Game Development	Media and Entertainment
			
28 classes 0 learning extras	19 classes 2 learning extras	14 classes 0 learning extras	16 classes 3 learning extras

GETTING STARTED

			
UUV Mapping for Architects UUV Mapping for Architects is a course that has been designed to help you quickly get up and running with UUV Mapping process, and to understand how i...	SketchUp to Unreal Fundamentals Daniel Brown, proprietor and presenter at SketchUpTrainer.com walks you through the steps of leveraging your SketchUp designs in Unreal Engine. Daniel...	Blueprint Essential Concepts Wes Bunn introduces us to the essentials of the Blueprint Visual Scripting system. We'll dive into what Blueprints are and what you can expect when wo...	Lighting Basics for Architectural Projects Lighting in Unreal Engine will affect every aspect of your project's success, from realism to exposure to performance. In this session, Joel Bradley w...

The Client

Epic Games is one of leading video game developers and publishers in the world. Epic Games also provides video game software tools that are used by other video game manufacturing companies to help them develop video games. These tools include the Unreal Engine, which is used to create the world-wide video game sensation, Fortnite.

Objectives

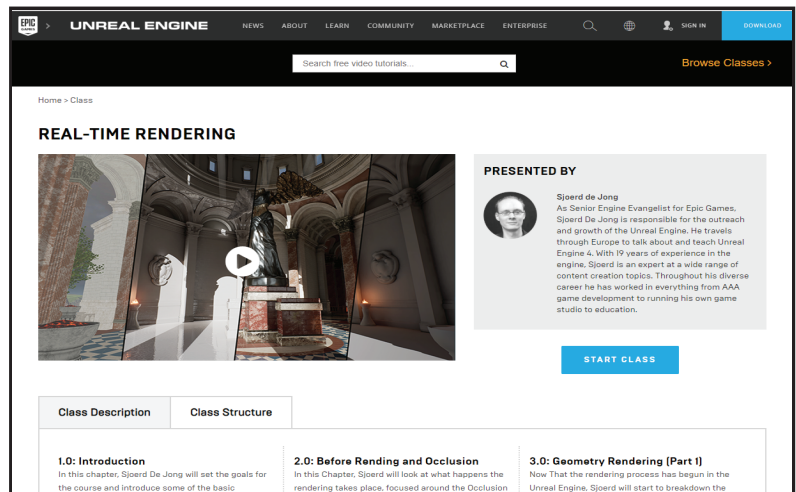
Epic Games has a need to continually educate their customers and individual software developers on how to build video games and other applications using their technology. This education is meant to increase adoption and use of the Unreal Engine.

The Project

Epic Games engaged BlueBolt to create the Unreal Engine Online Learning platform, a custom Learning Management System (LMS) to educate on their software tools. This system allows for tracking where an individual user is within a particular track or class (series of videos). The system has individualized learning paths according to user industry, user role, workflow, and engine concept. All videos and classes are categorized by level of expertise and type of video. Videos are also grouped together into series called classes that are organized in chronological order.

The services provided by BlueBolt:

- Strategy (User Experience Design – UX)
- Design (Creative Design)
- Technology (CMS Implementation)
- Support (Maintenance, Training)
- Enterprise Search



The Solution

The Unreal Engine Online Learning platform was built using the DNN Evoq CMS. BlueBolt used the Liquid Content functionality within Evoq to accomplish the user interface for adding videos and providing categorization. Several webpages were developed as Single Page Applications (SPA). The use of the SPA technique within a large portion of the project ensures that usability was optimized and provides a better overall user experience.