

## Blended Intensive Programme

University	Studia wyższe w Warszawie
Contact information	Bartlomiej.Solarz-Niesluchowski@wit.edu.pl
Title of the BIP	Everything You Always Wanted to Know About Unreal Engine * But Were Afraid to Ask (practical workshop)
Physical component	2024-09-02 - 2024-09-06
Virtual component	30/08/2024
Country	Poland
City	Warsaw
Suplimentary information	<p>The goals of the program are to familiarize participants with 3D virtual world technology (Unreal Engine) in a specific application such as graphics. The topic of the program is poorly known (especially by graphic designers and it developers). Applications of those technology is in gaming industry, theaters (scenography) and film, TV and commercial (virtual studio). There is a lack of knowledge about basic usage and advenced features like programming in Unreal Engine. Using the program, we want to convey the knowledge about current state of knowledge 3D virtual world technology (Unreal Engine).</p> <p>Thanks to the Erasmus+ meeting, we will be able to exchange our experiences related to the topic of the meeting, which will allow for a rapid increase in knowledge on this topic.</p> <p>The program will involve various methods of delivering and discovering information and knowledge. There will be workshop, presentations, and lectures. Learners will be work on computers divided by groups based on current competencies. Outcomes: Formulating an informed and comprehensive view on the use of new technologies in art and IT.</p> <p>Virtual component description: Online meetings with all the participants in order to present the general framework of the program and of the theoretical basis, and also to deliver the necessary preparatory materials and bibliography.</p> <p>Summary: Workshoip will be about creating 3D Worlds in Unreal Engine - workshop on computers - two groups one basics of Unreal Engine second advanced Unreal Engine (e.g. programming) - Unreal Engine it is framework for creating 3D worlds - aplications are gaming industry, scenography in theaters, TV/film/commercial studios, interior design and architecture visualisation - we need total min. 20 students from 3 different countries + any number of teacher We provide "entertainment" program (sighseeing Warsaw + visit in Veles Productions where you will see application of Unreal Engine in commercial world) and some lunches.</p>
Accomodation	cost 20-25EUR/person night
How to apply	Students must apply for the internal Erasmus+ selection at their sending institutions. Sending institution must nominate to us the selected students.
Deadline	14.06.2024