

Course Code: **M447**

# Virtual Reality for Architecture Visualisations with Unreal Engine

**Funding Available:** HRDF

## COURSE INFORMATION

**Sessions**  
2 days**Duration**  
15 hrs**Level**  
Beginner**Assessment**  
NA

### VENUE

**Kuala Lumpur:** G-3A-02, Suite Pejabat Korporat, KL Gateway, No 2, Jalan kerinchi, Gerbang kernichi Lestari, 59200 Kuala Lumpur, Malaysia**Penang:** Jalan Sungai Dua, 11700 Penang, Malaysia.

## WHAT'S THIS COURSE ABOUT

### Day 1

#### Topic 1: Setting up 3ds Max

File/system unit scale

Preparing your scripts

Vray-standard Material converter

Ts Tools

Steamroller

Editing TS\_TOOLS

#### Topic 2: Getting 3ds max model ready for unreal engine

Materials name

Mesh name

Ensure system unit scale is in cm

Convert Vray Materials to standard\*

Ungrouping and removing lights/camera

Removing backface cull

Steamroller Script

Ts tools export to FBX

FBX Settings

TS tools copy...

## COURSE FEE

Full Fee RM 2,000.00

## CERTIFICATION

- **Certificate of Completion from Tertiary Courses** - Upon meeting at least 75% attendance and passing the assessment(s), participants will receive a Certificate of Completion from Tertiary Courses.

## REGISTRATION

<https://www.tertiarycourses.com.my/virtual-reality-unreal-engine-training.html>



SCAN TO REGISTER

## SUPPORT

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