

Module Game Developing

**Additional Module for the Internships in Informatics, IT/TEL & Computer,
Economy, Logistics & Trade, Business & Sale**

Learning Outcomes

- The toolsets and geometry tools of Unreal Engine
 - How to investigate static meshes and materials
 - How to light an environment
 - How to deal with post processing
 - How to use sequencer
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Focal Points and Tasks

- Develop a basic game environment in 2D/3D
 - Develop a video presentation
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Learning outcomes common to all VITALIS Internships

- All internships according to the Dual vocational training in Germany and the principles of ECVET
- Our internships take place in small groups under the guidance of qualified and experienced staff
The internships are scaleable - depending to the knowledge of participants from different classes
- According to the length of stay the internships can be customised and combined
- Our internships can be funded by Erasmus programme - open for all member states of the European Union

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