

INTRODUCTION TO VIDEO GAME DEVELOPMENT



**UNREAL
ENGINE**



SATURDAYS

APRIL 11, 18 AND 25

11:00 AM - 1:00 PM

In this class, you will get a high-level overview of modern video game development. You will also learn the basics of the cutting-edge Unreal Engine 5.

**(Program for patrons 15 and up.
Registration is required)**

SCAN TO REGISTER

(SSF Library Events)



South San Francisco Main Library
Digital Media Lab
901 Civic Campus Way
(650) 829-3860



ABOUT THE INSTRUCTOR

CHRISTIAN CHANG IS A 3D MODELER AND LEVEL DESIGNER WITH 23 YEARS OF PROFESSIONAL VIDEO GAME DEVELOPMENT EXPERIENCE. HE HAS TAUGHT AT THE ACADEMY OF ART UNIVERSITY AND PUBLISHED A BOOK ON 3D MODELING.



Please call (650) 829-3860 at least 10 days prior to request sign language or other accommodation. This event will be held in an indoor space at our library. Capacity limits may apply.