

Unreal

		UE4
-	-	-
	Component	Component
	GameObject	Actor , Pawn
	Prefab	Blueprint Class
UI	Hierachy Panel	World Outliner
	Inspector	Details Panel
	Project Browser	Content Browser
	Scene View	Viewport
	Mesh	Static Mesh
	Skinned Mesh	Skeletal Mesh
	Shader	Material , Material Editor
	Material	Material Instance
	Particle Effect	Effect, Particle, Cascade , ,
	Shuriken	Cascade
UI	UI	UMG(Unreal Motion Graphics)
	Animation	Skeletal Animation System
	Mecanim	Persona , Animation Blueprint
2D	Sprite Editor	Paper2D 2D
	C#	C++
	Scprit	Blueprint
	Raycast	Line Trace, Shape Trace ,
	Rigid Body	Collision, Physics ,
	iOS Player, Web Player	Platforms

- <https://docs.unrealengine.com/latest/KOR/GettingStarted/>

- OPEN
- OPEN

From:
<https://jace.link/> - **Various Ways**

Permanent link:
<https://jace.link/open/unreal>

Last update: **2020/06/02 09:25**

