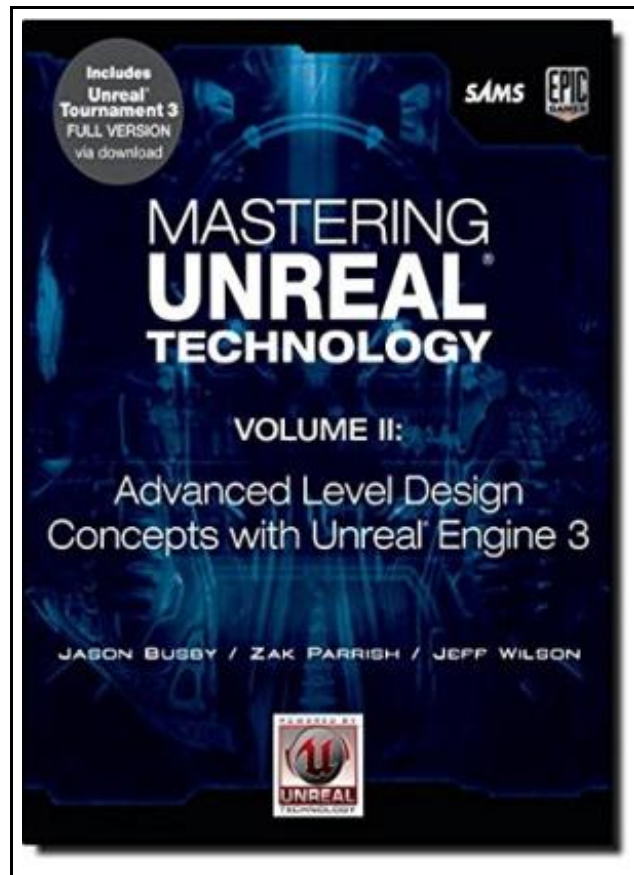


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- * Creating advanced materials that leverage the full power of UnrealEd s Material Editor
- * Bringing levels to life with objects affected by gravity, collisions, and player influence
- * Creating fire, smoke, sparks, and more with Unreal Engine 3 s particle effects system
- * Building custom user interfaces, including Heads-Up Displays (HUDs) that update constantly
- * Using SoundCues to mix, modulate, crossfade, and attenuate sounds
- * Generating real-time camera-based effects, including depth of field, motion blur, and color adjustment
- * Using post process effects to quickly transform a scene s look and feel without changing existing materials or textures
- * Animating characters and vehicles that move with unprecedented realism
- * Creating in-game cinematics that develop your characters and move your story forward.



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