



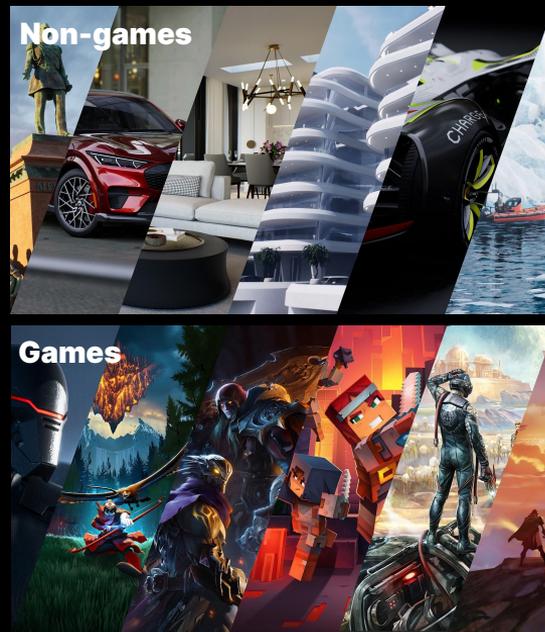
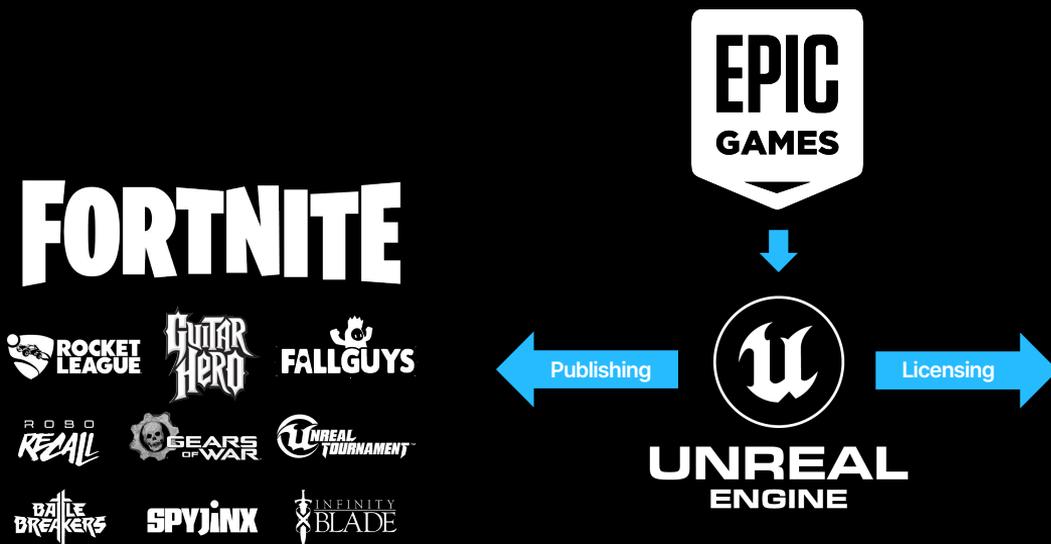
Representing All Students in the Digital World

with MetaHuman Creator

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What does Epic Games do?



Representation:

what does it mean and why does it matter

**When students see
representations of
themselves, it **shapes**
how they **imagine** their
place in the world now
and in the **future** .**

 Laura Thomas, Edutopia

**U.S. population is nearly
40 percent non-white**

 2018 U.S. Census Bureau estimate

**the U.S. will not have
one racial or ethnic
majority group by 2055**

**“When you have never
seen yourself in books
or movies or music, the
first time you do is
stunning.”**

 Alex Laughlin, Washington Post

**“If you see people who
look like you and act like
you and speak like you
and come from the same
place you come from ..it
serves as an
inspiration ”**

 HS Student, South Mountain HS, AZ

**“Representation isn’t
just about seeing
yourself in art or culture
— it’s about feeling
connected to and seen
as part of a larger
community ”**

 Wendy Hsu, USC
ArtCenter College of Design

**Seeing ourselves in
media is **powerful** .**

**The ability to tell
authentic stories is
essential .**

**How can we create
opportunities for
students to feel **seen and
heard****

**Real Virtual Beauty
Training: diverse and
authentic character
design**





...one that looks like mine

REAL VIRTUAL BEAUTY TRAINING

Supported by Dove, the Centre for Appearance Research,
and Unreal Engine Education



Hosts of the Modules



Phillippa Diedrich



Raqi Syed

Real Virtual Beauty Modules



MetaHuman Creator

metahuman.unrealengine.com



HIGH FIDELITY

MetaHumans can run in real time on high-end PCs with RTX graphics cards, even at their highest quality with strand-based hair and ray tracing enabled.

INCREASED CUSTOMIZATION

Near-infinite variations of facial features and skin complexions, different choices for hair, eyes, make-up, and teeth.

RIGGED FOR ANIMATION

Facial and body rig, ready to animate in Unreal Engine, either keyed, or using a performance capture solution



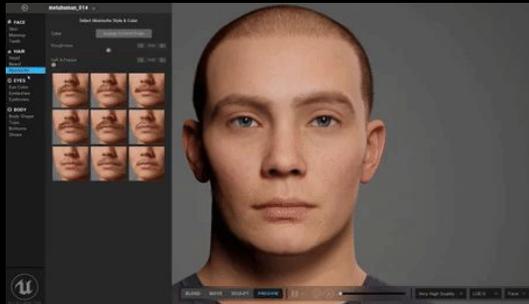
Overview

MetaHuman Product Suite

MetaHuman introduces a complete product suite empowering creation and animation of convincing human characters across platforms. Plug and play in Unreal Engine.

Create

Quickly and intuitively create convincing digital humans, fully rigged and ready to use.



Calibrate

Update MetaHuman's facial rig (likeness, scale, head position) or adjust it to the custom body.



Animate

Reproduce facial performances as high-fidelity animation on any MetaHuman.



MetaHuman Creator Demo

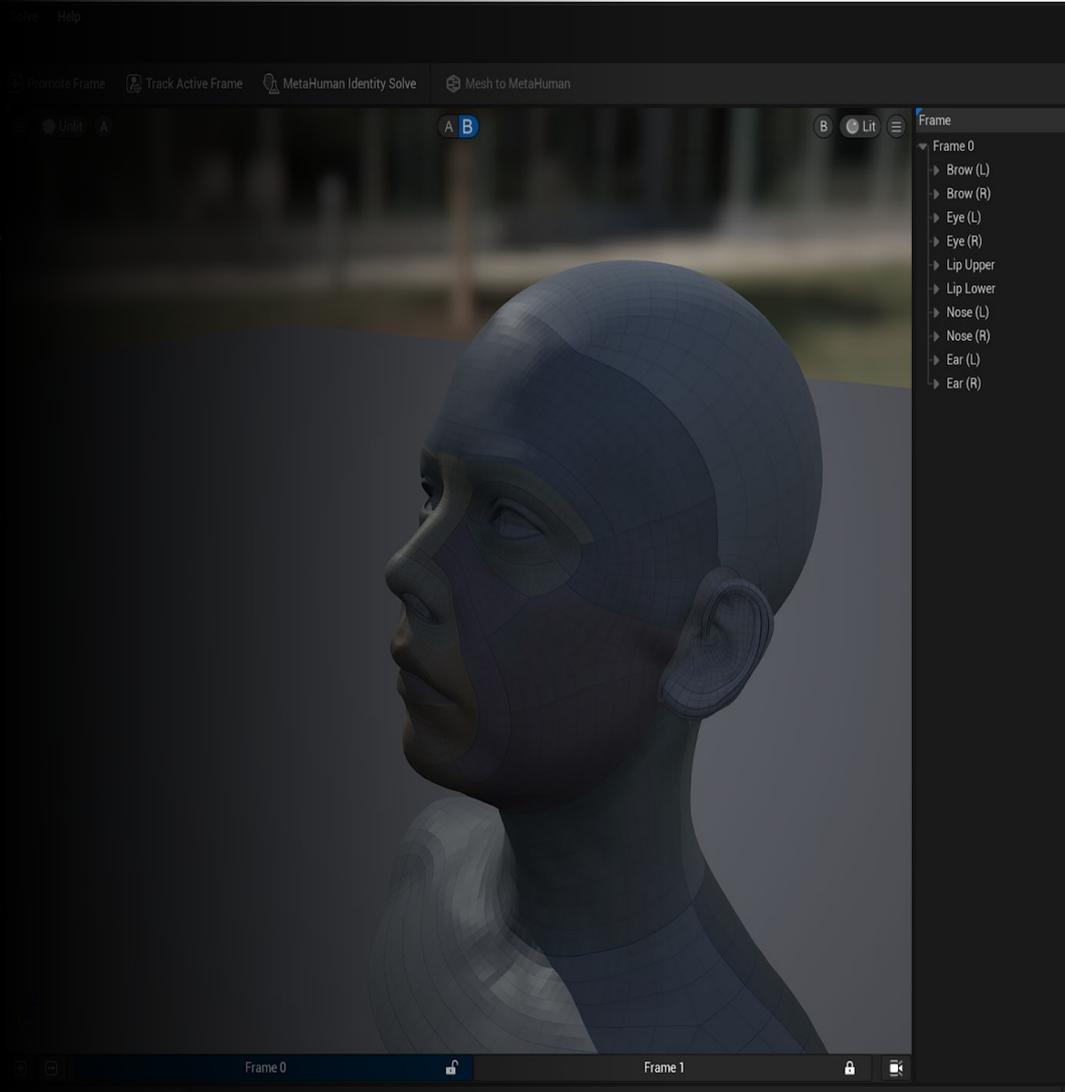
metahuman.unrealengine.com

Mesh to MetaHuman

- UE5 Plugin where you can use your own facial scans to create a customizable mesh to use in your MetaHuman creator pipeline
- Same suite of face, skin and hair tools (including sculpting and blending) can be applied to this customized mesh
- MetaHumans are stored in Quixel bridge for import into Unreal Engine

MetaHuman Creator

- Browser-based online character creation tool
- Free to use, login with Epic Games account
- MetaHumans are stored in Quixel bridge for import into Unreal Engine



Polycam

The Polycam app is a very simple, beginner-friendly facial scan method. Easy to download, scan takes approx. 2 minutes to capture and 5 minutes to render. The scan requires clean-up in Blender (approx. 10 minutes).

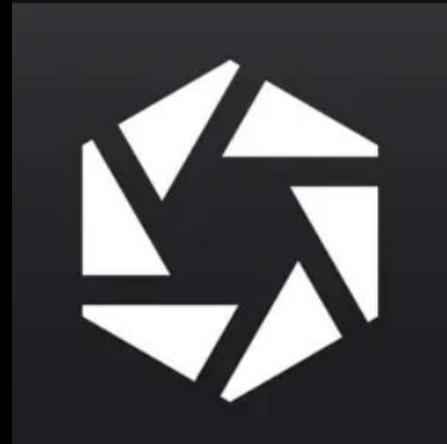
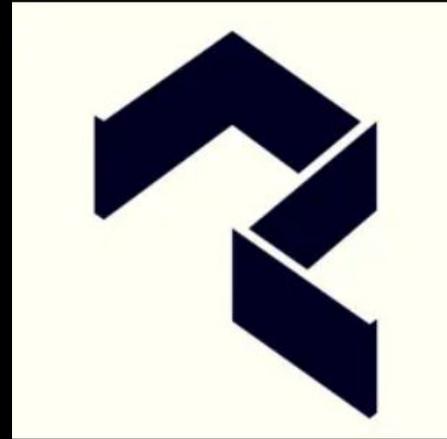
You will need

- Any smartphone (Android or iPhone)
- Polycam mobile app (available for free on Google Play or Apple Store)
- Polycam account (free version works just fine, no need to license)



Polycam, Reality Scan

- Download (Android or iPhone)
- Create an account if you want to save
- Permissions: Allow Polycam
- How to Guide
- Start scanning!



Create

My MetaHumans



Current Version

Legacy MetaHumans

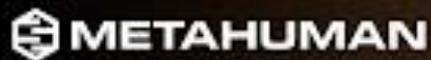
Search



Upgrade All

Upgrade Selected to Active Version





Mesh to MetaHuman

Video demo

NEW RELEASE BRINGS
MESH TO METAHUMAN
AND MORE



MetaHuman Animator



**Introducing
MetaHuman
Animator**



Live Link Face

Capture performances on iPhone then applies its own processing to create high-fidelity facial animation for MetaHumans

iOS app captures raw video and depth data,
Directly from your device into Unreal Engine
for use with the MetaHuman plugin

Facial animation created with MetaHuman Animator can be applied to any MetaHuman character, in just a few clicks

Requires an iPhone (12 or above), desktop PC running Windows 10/11, and MetaHuman Plugin for Unreal Engine.



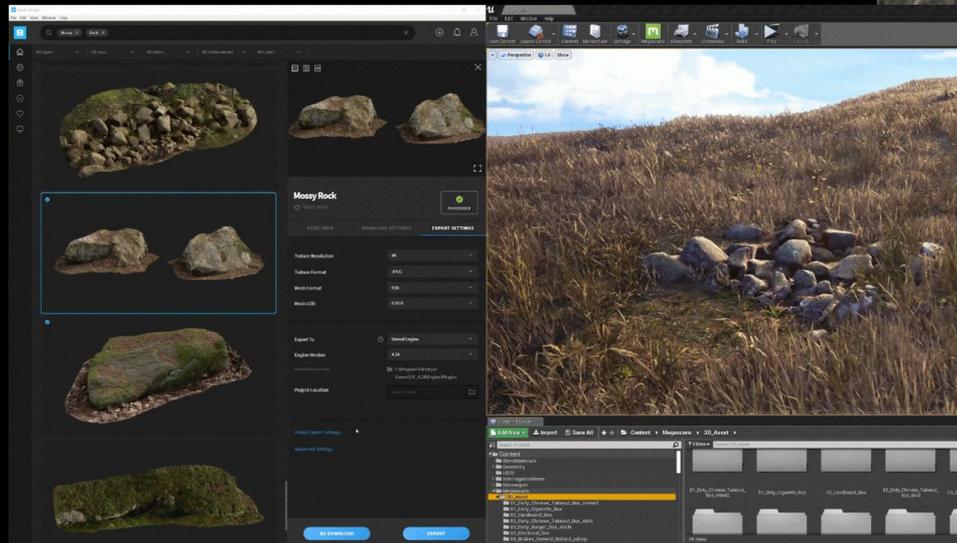
Blue Dot: A 3Lateral Showcase of MetaHuman Animator



Photogrammetry

Overview

Reality Scan + Free Assets



Accessible, instantly applicable



We taught an exciting day of [#Interactive3D](#) [#PD](#) at [@BrowardSTEM](#). Showing how to convert real world objects into 3D assets. Endless uses in education and engaging students! So much fun!!! Who wants in?



You and 8 others



Erik "River" Leitner
[@Professor_Erik](#)

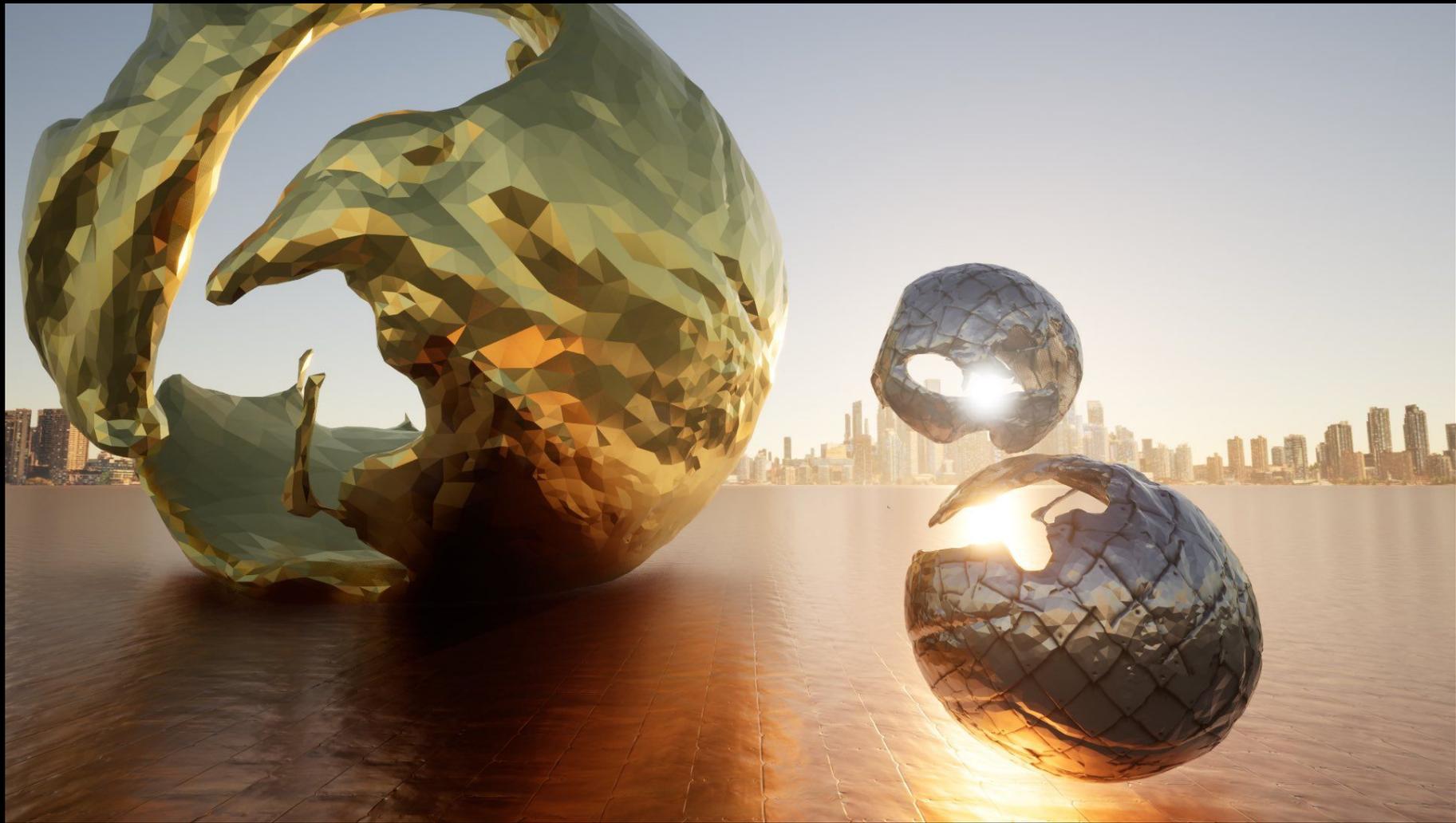
Amazing day with [@cleverlike](#) working with the teachers of [@browardschools](#) [@browardstem](#) creating incredible scenes using photogrammetry and Twinmotion. Bring the real world into the beyond.
[@BrianDickman](#) [@mr_isaacs](#)



Cleverlike Studios and 9 others

6:39 PM · Jan 21, 2023 · 1,802 Views







Twinmotion

Twinmotion
Trailer



TRAILER



Twinmotion

Overview

- Easy introduction to interactive 3D
- Drag and drop
- Photorealistic assets
- Storytelling
- Export video and interactive projects
- Twinmotion Cloud
- Professional presentation
- Industry standard



**“What our young people
see around them
positively or negatively
shapes their
expectations for
themselves and for each
other”**

Alex Laughlin, Washington Post

Education at Epic

The Epic Ecosystem- **FREE** for Education



Tools



Content



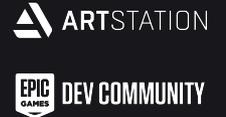
Services



Distribution



Communities



Thank you

Unreal EDU Survey:

**epicgames.questionpr
o.com/EpicEDU**

