

# Unreal Engine 4 Elemental

## CONTACT

**Paul Oliver**

*Epic Games, Inc.*

paul.oliver@epicgames.com

United States



Developed by Epic Games, Elemental is the first real-time demonstration showcasing its next-generation Unreal Engine 4 technology. The demo presents rendering features utilizing DirectX 11 hardware. It takes per-pixel deferred shading to the next level: energy-conserving specular highlights from area lights and shadowed reflections from emissive materials creating area lights with shadowing, dynamic global illumination that affects both opaque and translucent materials, glossy surfaces that feature accurate reflections, subsurface scattering, and deferred decals. All lighting is complemented by the new GPU-accelerated particle simulation and the new post-processing pipeline.