Advances in Computer Science and Information Technology (ACSIT)

p-ISSN: 2393-9907; e-ISSN: 2393-9915; Volume 3, Issue 3; April-June, 2016, pp. 225-225

© Krishi Sanskriti Publications

http://www.krishisanskriti.org/Publication.html

## **Advancement and Capabilities of Unreal Engine: The Next Generation of Graphics**

## Palash Jain

M.Tech Student, R.N. Modi Engineering College Kota(Rajasthan) 7737513026 E-mail: palashjain52@gmail.com

**Abstract**—According to the market research firm Super Data, as of May 2015, the global games market was worth USD 74.2 billion. The share of video games in the entertainment market grew from 5% in 1985 to 13% in 2015, becoming the third-largest market segment behind broadcast and cable television. This paper explains unreal engine 4 the next gen gaming engine its capabilities and advancement along with High dynamic range rendering in gaming and a short description about need of gaming in Indian market.