Immersive 3D Solutions for Interactive Kiosks and Digital Signage

Unreal Engine

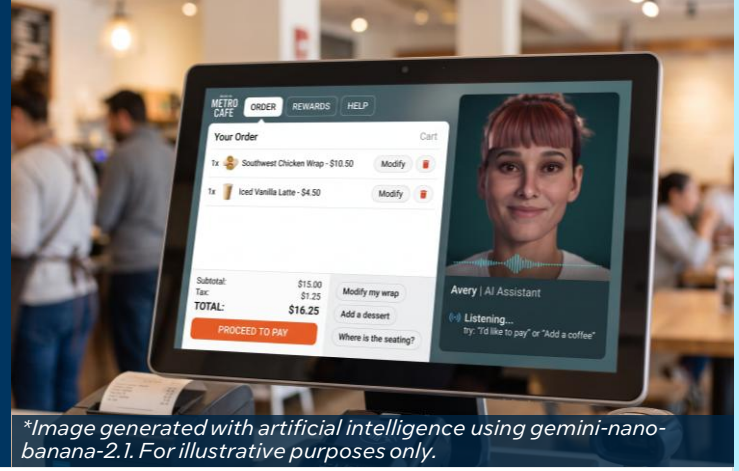

**Image generated with artificial intelligence using gemini-nano-banana-2.1. For illustrative purposes only.*

*Epic Games' Unreal Engine enables retailers to transform kiosks, POS systems and in-store displays into **immersive, game-quality 3D customer experiences.***

Unreal Engine is Epic Games' real-time 3D creation tool for building interactive experiences on retail and self-service endpoints, including kiosks, self-checkout, point of sale, digital signage and in-store displays. Quick-service restaurants can offer 3D menus and ordering flows that show items as they're customized, and retailers can run product configurators and attract-loop content that reacts to customers. Developers can also add MetaHuman digital humans, driven by a conversational AI pipeline, to assist customers.

Experiences run locally at the edge on Intel® hardware, helping deliver responsive interactions with reduced dependence on cloud connectivity. Unreal Engine is optimized for Intel® Core™ Ultra processors and Intel® Arc™ graphics and leverages the OpenVINO™ toolkit to accelerate AI-powered customer experiences at the edge.

intel ai
Intel® AI Edge Applications

Key Intel-Enabled Features

Real-Time 3D at Edge

Low Latency AI

Privacy at the Edge

Integrated GPU AI

- Intel® Arc™ graphics deliver smooth, game-quality 3D rendering for kiosks, POS systems and digital signage.
- OpenVINO™ toolkit accelerates AI inference in Unreal Engine across Intel® CPU, GPU and NPU for fast responses.
- Intel® Core™ Ultra processors enable on-device AI processing, helping keep customer interactions and data local.
- Intel® oneAPI toolkit and Intel® Deep Learning Boost help optimize AI and 3D workloads running together on Intel® Core™ Ultra processors.

By leveraging Intel® technologies, retailers can transform static kiosk and POS screens into engaging customer experiences while reducing the cost and complexity of cloud-dependent content.

Ordering Guidance:

- Unreal Engine I Licensing

Country/Geo: Worldwide

Edge Verticals: Enterprise

Edge Use Cases: Digital Concierge; Guided Selling; Interactive Signage

Learn more:

- Unreal Engine Website

Notices & Disclaimers:
Intel technologies may require enabled hardware, software or service activation. // No product or component can be absolutely secure. // Your costs and results may vary. // Intel Statement on Product Usage: Intel is committed to respecting human rights and avoiding causing or contributing to adverse impacts on human rights. See Intel's Global Human Rights Principles. Intel's products and software are intended only to be used in applications that do not cause or contribute to adverse impacts on human rights. © Intel Corporation, Intel, the Intel logo, Intel Core, and other Intel marks are trademarks of Intel Corporation or its subsidiaries. Other names and brands may be claimed as property of others.