

Below is a short list of visual scripting resources organized by engine. Please reach out with any contributions and we'll see if we can add them!

Godot

<https://www.youtube.com/watch?v=NpE1ig6NdcA>

<https://www.youtube.com/watch?v=LLoaUFK44fE>

<https://www.youtube.com/watch?v=LNpEtDSStgM>

Unity

Bolt:

<https://www.youtube.com/watch?v=aQceChK-kC4>

<https://www.youtube.com/watch?v=PPAtFO2EMak>

Unreal Engine 4 (UE4)

<https://www.unrealengine.com/en-US/onlinelearning-courses/generating-oddly-oscillating-globe-lenses-yourself>

<https://www.unrealengine.com/en-US/onlinelearning-courses/blueprint-kickstart?sessionInvalidated=true>

UPBGE (A FORK OF BLENDER'S GAME ENGINE WITH MANY OF THE FEATURES OF MODERN BLENDER)

<https://upbge.org/>

<https://www.youtube.com/watch?v=cBhEgQVpv2M>