



OFFICIAL MEDIA + EDITORIAL MATERIALS

PRESS KIT

MASTER EDITION // JULY 2026

NES Unreal Overlay is a real-time Unreal Engine visualization system that transforms classic NES games into immersive 3D environments while preserving the original gameplay.

STATUS

IN ACTIVE DEVELOPMENT

ENGINE

UNREAL ENGINE 5

PLATFORM

WINDOWS PC

CREATED BY

WAYNE LEGGETT JR.

wayne_lives@yahoo.com

Classic gameplay. Modern visuals.

01 // PROJECT



PROJECT SNAPSHOT

SHOWCASE EXAMPLE

CLASSIC GAMEPLAY, MODERN VISUALS.

ORIGINAL NES

NES UNREAL OVERLAY

FAITHFUL TO THE ORIGINAL

MODERN LIGHTING & MATERIALS

ENHANCED DETAIL & DEPTH

BUILT FOR UNREAL ENGINE

NES Unreal Overlay is a real-time Unreal Engine visualization system that transforms classic NES games into immersive 3D environments while preserving the original gameplay.

STATUS In Active Development	ENGINE Unreal Engine 5
PLATFORM Windows PC	CATEGORY Real-Time Visualization System

PRESS KIT INCLUDES

Press release / ready-to-use copy / technical facts / high-resolution media / approved credit

02 // PRESS COPY



READY-TO-USE COPY

Approved language for listings, articles, video descriptions, and editorial coverage.

ONE-SENTENCE DESCRIPTION

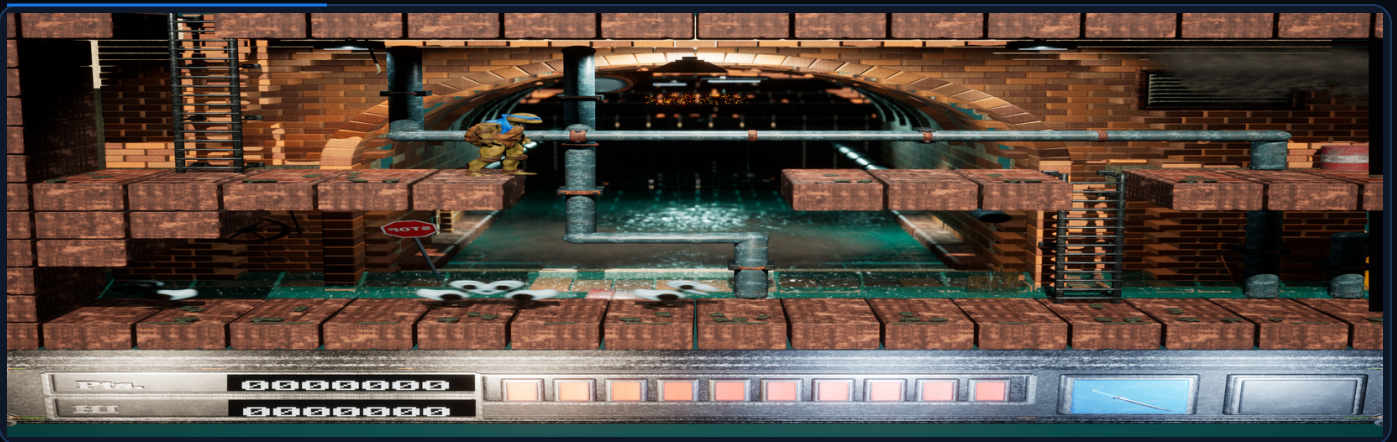
NES Unreal Overlay is a real-time Unreal Engine visualization system that transforms classic NES games into immersive 3D environments while preserving the original gameplay.

SHORT DESCRIPTION

NES Unreal Overlay is a real-time Unreal Engine visualization system that transforms classic NES games into immersive 3D environments while preserving the original gameplay.

Rather than modifying the original game itself, the system interprets gameplay information and recreates the experience through a modern Unreal Engine presentation. Players continue enjoying the classic mechanics they know while seeing those adventures brought to life with dynamic lighting, detailed environments, cinematic effects, and modern rendering techniques.

Currently in development, NES Unreal Overlay is designed to celebrate the legacy of the Nintendo Entertainment System while exploring new ways to experience classic games through contemporary technology.



ENHANCED VISUALIZATION

High-resolution image included in 03_Screenshots

02 // PRESS COPY



LONG PRESS DESCRIPTION

Extended background copy for feature articles, creator profiles, and project pages.

NES Unreal Overlay is a real-time Unreal Engine visualization system that transforms classic NES games into immersive 3D environments while preserving the original gameplay.

Designed as both a technical showcase and a tribute to one of gaming's most influential consoles, the project bridges classic 8-bit gameplay with modern real-time rendering. Rather than replacing or rewriting the original games, NES Unreal Overlay interprets gameplay information and recreates the action inside Unreal Engine, allowing players to experience familiar adventures through fully realized 3D environments, dynamic lighting, cinematic camera work, modern visual effects, and high-fidelity assets.

The goal of the project is to honor the creativity of the Nintendo Entertainment System while exploring how classic gameplay can be presented through contemporary rendering technology. Every visual enhancement is intended to complement the original experience, preserving the gameplay that players remember while presenting those worlds from an entirely new perspective.

Currently in development, NES Unreal Overlay represents an ongoing exploration of retro gaming, real-time graphics, and modern game-engine technology. The project continues to evolve with new rendering techniques, expanded visual systems, and additional features that further connect the timeless design of classic NES games with the capabilities of Unreal Engine.

PRESERVE

The original gameplay, recognizable structure, and classic mechanics remain central.

PRESENT

Modern 3D environments, lighting, materials, effects, and cinematic framing reshape the view.

EXPAND

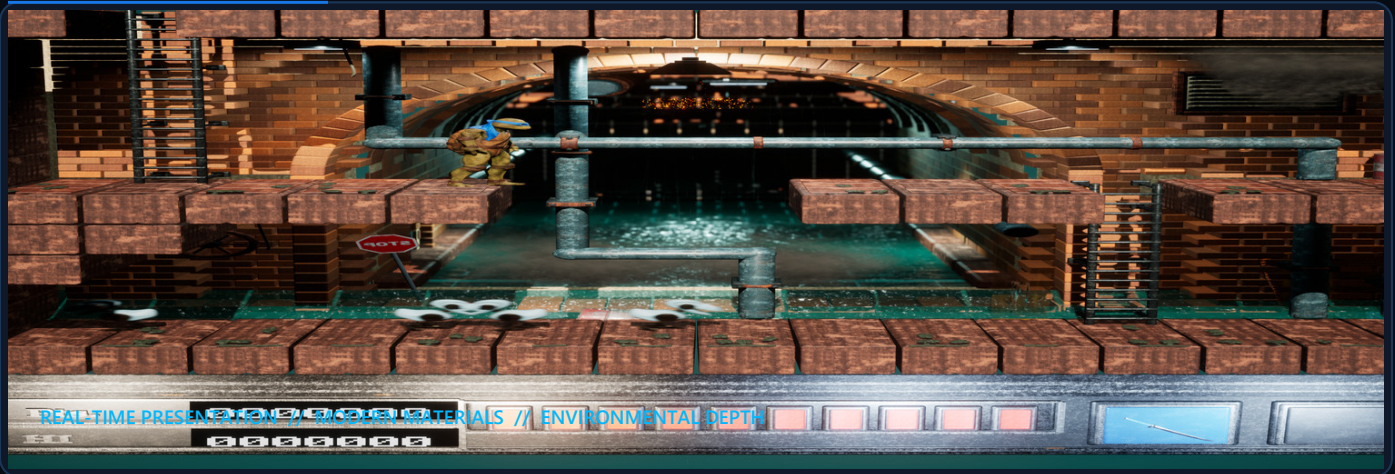
An evolving creator workflow and rendering pipeline support future visualization systems.

03 // CAPABILITIES



FEATURE SET

A concise overview of the project's current visualization and creator-focused capabilities.



- Real-time Unreal Engine visualization of classic NES gameplay.

- Preserves the original gameplay while presenting it through modern 3D environments.

- Dynamic lighting and shadows powered by Unreal Engine.

- Cinematic visual effects designed to enhance classic game worlds.

- Modern environmental rendering inspired by the original NES levels.

- Real-time synchronization between gameplay and Unreal Engine visuals.

- Creator tools for replacing sprites, tiles, and world assets with custom 3D content.

- Expandable rendering pipeline designed for future visual enhancements.

- Built to celebrate the legacy of the Nintendo Entertainment System through contemporary rendering technology.

- Currently in active development with additional rendering features and creator tools planned.

Current development focus: expanded rendering, refined creator tools, usability, and additional workflows.



CREATOR PREVIEW

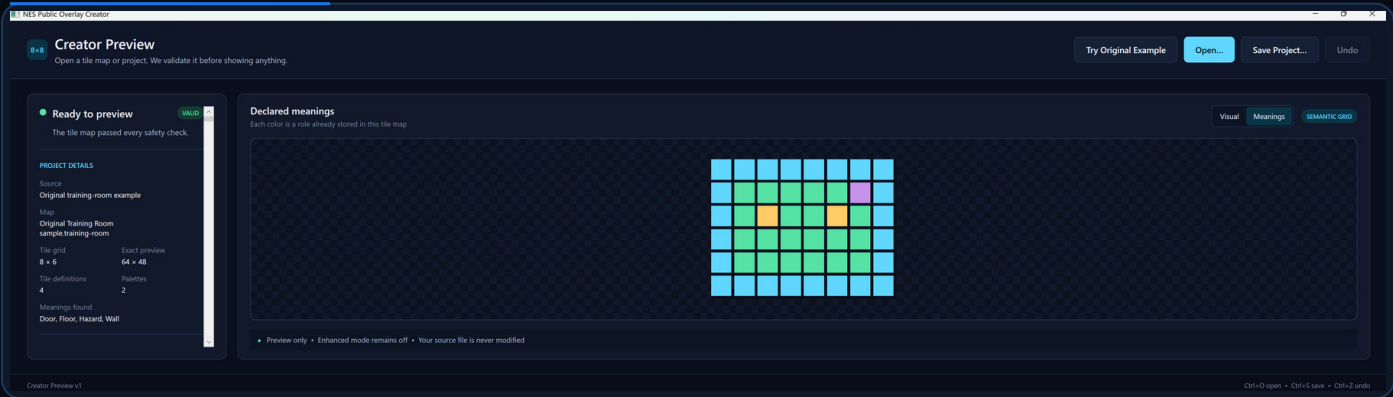
Validation and visualization views translate imported tile-map information into readable project data.

The project also includes a Creator Preview interface designed to validate imported tile-map and project information before displaying it. Its Exact Visual View provides a pixel-for-pixel preview of source data, while its Semantic Grid displays structural meanings such as walls, floors, doors, and hazards. These systems are intended to help translate classic level information into data that can support an enhanced Unreal Engine presentation while leaving the original source file unchanged.



CREATOR PREVIEW - EXACT VISUAL VIEW

The NES Unreal Overlay Creator Preview displays an exact pixel-for-pixel visualization of an imported tile map after the project passes its validation and safety checks. The interface also presents source information, tile-grid dimensions, palette data, and detected gameplay meanings without modifying the original source file.



CREATOR PREVIEW - SEMANTIC GRID

The semantic-grid view shows how tile-map colors are interpreted as gameplay meanings already stored within the project. In this example, the Creator Preview identifies structural roles including walls, floors, doors, and hazards, helping translate classic level data into information that can drive an enhanced Unreal Engine presentation.

SOURCE FILES REMAIN UNCHANGED



TECHNICAL FACT SHEET

Quick-reference project information for editors, producers, and technical audiences.

PROJECT NAME	NES Unreal Overlay
DEVELOPER	Wayne Leggett Jr.
PROJECT STATUS	In Active Development
ENGINE	Unreal Engine 5
CATEGORY	Real-Time Visualization System
PLATFORM	Windows PC (Development Platform)
CORE TECHNOLOGY	Real-time visualization pipeline that presents classic NES gameplay through Unreal Engine while preserving the original gameplay experience.
PRIMARY FEATURES	Real-time Unreal Engine visualization; modern 3D environments; dynamic lighting and rendering; cinematic visual presentation; creator-focused asset replacement workflow; expandable rendering pipeline.
TARGET AUDIENCE	Retro gaming enthusiasts; Unreal Engine developers; content creators; technical artists; game preservation enthusiasts.
OFFICIAL WEBSITE	Visit official website
PRESS CONTACT	Wayne Leggett Jr.
DEVELOPMENT STATUS	Actively under development with additional features, creator tools, and rendering improvements planned.
MEDIA ASSETS	Official trailer, gameplay demonstration, screenshots, logos, and press materials are included in this press kit.

MEDIA AVAILABLE

Reveal trailer / gameplay demo / 5 screenshots / logos / thumbnail

06 // PRESS RELEASE



FOR IMMEDIATE RELEASE

NES UNREAL OVERLAY BRINGS CLASSIC NES GAMEPLAY INTO MODERN UNREAL ENGINE ENVIRONMENTS

Independent developer Wayne Leggett Jr. reveals a real-time visualization system designed to preserve original gameplay while presenting classic game worlds through modern 3D rendering.

July 30, 2026 - Independent software developer Wayne Leggett Jr. has revealed NES Unreal Overlay, a real-time Unreal Engine visualization system that transforms classic NES gameplay into immersive 3D environments while preserving the original gameplay experience.

NES Unreal Overlay is designed to bridge the structure and mechanics of classic 8-bit games with modern real-time rendering technology. Rather than rewriting or replacing the original gameplay, the system interprets gameplay and level information and uses it to drive an enhanced presentation inside Unreal Engine.

The result allows familiar levels, characters, platforms, and gameplay events to remain recognizable while their surrounding worlds are presented with modern lighting, materials, environmental depth, visual effects, and detailed 3D scenery.

"NES games gave players entire worlds built from only a limited number of pixels," said Wayne Leggett Jr., creator of NES Unreal Overlay. "This project explores what those worlds can become when the original gameplay is preserved but the visual presentation is expanded through modern technology."

A current demonstration shows an original NES gameplay scene alongside its NES Unreal Overlay visualization. The enhanced version maintains the recognizable level layout, character position, platforms, ladders, pipes, enemies, and interface while presenting the environment as a detailed sewer constructed with layered brickwork, metal pipes, water, lighting, and atmospheric depth.

The project also includes a Creator Preview interface designed to validate imported tile-map and project information before displaying it. Its Exact Visual View provides a pixel-for-pixel preview of source data, while its Semantic Grid displays structural meanings such as walls, floors, doors, and hazards.

These systems are intended to help translate classic level information into data that can support an enhanced Unreal Engine presentation while leaving the original source file unchanged.

PRESS RELEASE CONTINUES

06 // PRESS RELEASE



CURRENT FEATURES + CONTACT

CURRENT NES UNREAL OVERLAY FEATURES

- Real-time Unreal Engine visualization of classic NES gameplay
- Preservation of original gameplay structure and mechanics
- Modern 3D environments inspired by original level layouts
- Dynamic lighting, materials, shadows, and visual effects
- Exact visual previews of imported tile-map information
- Semantic interpretation of walls, floors, doors, and hazards
- Creator-focused workflows for future custom visual replacements
- An expandable rendering pipeline for continued development

NES Unreal Overlay is currently in active development for Windows PC. Future development will focus on expanding its rendering capabilities, refining creator tools, improving usability, and supporting additional visualization workflows.

The project does not distribute game ROMs or copyrighted game assets. Users are expected to provide legally obtained game files where required. All third-party game names, characters, footage, trademarks, and intellectual property remain the property of their respective owners.

A reveal trailer, gameplay demonstration, screenshots, logos, project information, and additional media materials are available in the official NES Unreal Overlay press kit.

ABOUT NES UNREAL OVERLAY

NES Unreal Overlay is a real-time Unreal Engine visualization system created by independent developer Wayne Leggett Jr. The project explores how classic NES gameplay can be presented through modern 3D environments while preserving the mechanics and level structures that players remember.

MEDIA CONTACT

SUGGESTED CREDIT

Wayne Leggett Jr.

wayne_lives@yahoo.comWebsite: [Visit official site](#)

NES Unreal Overlay / Wayne Leggett Jr.

Press kit: [Download PDF](#)



ORIGINAL + ENHANCED

Current approved screenshots replace the earlier trailer-frame sequence listed in the previous master.



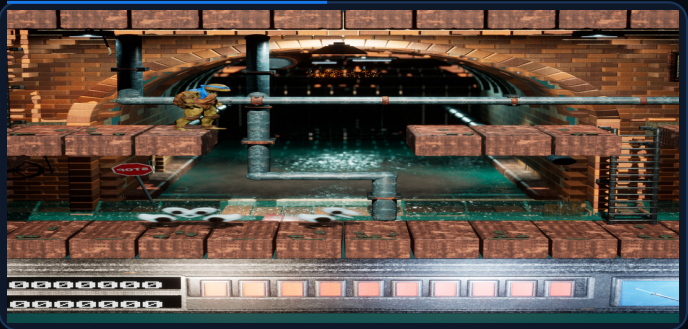
ORIGINAL NES VS. NES UNREAL OVERLAY

A side-by-side showcase comparing the original NES gameplay presentation with the same scene visualized through NES Unreal Overlay. The enhanced view preserves the original gameplay layout while introducing modern lighting, materials, environmental detail, and depth through Unreal Engine.



ORIGINAL NES GAMEPLAY REFERENCE

The original NES gameplay frame used as the visual and structural reference for the corresponding NES Unreal Overlay presentation. The original level layout, character position, platforms, ladders, pipes, enemies, and interface remain clearly identifiable in the enhanced visualization.



NES UNREAL OVERLAY - ENHANCED VISUALIZATION

A classic NES gameplay scene visualized through NES Unreal Overlay, featuring a reimagined sewer environment with modern materials, layered scenery, lighting, water effects, and increased environmental depth while maintaining the original gameplay structure.



DEVELOPER + MEDIA USE

Background, contact details, approved credit, and usage guidance.

WAYNE LEGGETT JR.

Wayne Leggett Jr. is an independent software developer with a passion for retro gaming, real-time graphics, and interactive technology. His work focuses on exploring new ways to experience classic games by combining modern game-engine capabilities with the gameplay that made those titles memorable.

He is the creator of NES Unreal Overlay, a real-time Unreal Engine visualization system designed to transform classic NES games into immersive 3D environments while preserving the original gameplay experience. Rather than replacing the games themselves, the project reimagines how they are presented, using contemporary rendering techniques to bring familiar worlds to life from an entirely new perspective.

Driven by a lifelong appreciation for the Nintendo Entertainment System and modern graphics technology, Wayne continues to develop NES Unreal Overlay as a long-term project dedicated to innovation, creativity, and respect for gaming history. His goal is to build a platform that inspires players, creators, and developers by demonstrating how classic gameplay and modern rendering can work together in ways that feel both familiar and new.

MEDIA CONTACT

Wayne Leggett Jr.

wayne_lives@yahoo.com

Website: [Visit official site](#)

Press kit: [Download PDF](#)

INCLUDED MEDIA

- Reveal trailer - 1080p
- Gameplay demonstration - 1080p
- Five approved high-resolution screenshots
- Primary, alternate, icon, and white logo treatments
- Press cover and trailer thumbnail

MEDIA + USAGE

NES Unreal Overlay is an independent project currently in active development. The project does not distribute game ROMs or copyrighted game assets. Users are expected to provide legally obtained game files where required. Third-party game names, footage, characters, trademarks, and other intellectual property shown in demonstration media remain the property of their respective owners. Their appearance is for demonstration, commentary, and editorial coverage of the NES Unreal Overlay technology. The included logos, screenshots, trailer, project descriptions, and developer biography may be used by journalists, reviewers, and content creators when covering NES Unreal Overlay. Suggested credit:

SUGGESTED CREDIT

NES Unreal Overlay / Wayne Leggett Jr.

GENERAL MEDIA CAPTION

NES Unreal Overlay is a real-time Unreal Engine visualization system that presents classic NES gameplay through modern 3D environments while preserving the original gameplay experience.