

Tesla plans to update graphics in his cars using the Unreal Engine engine. According to the Not a Tesla App, the hints were found in the new firmware 2025.20 for Tesla S and X models with AMD processors.

Now the visualization of Autopilot and Full Self-Driving systems in Tesla operates on the GODOT engine. The transition to Unreal Engine can make images more detailed. This technology is widely used in creating a video game, but in recent years, Epic Games has actively promotes it in the automotive industry.

If the information is confirmed, Tesla will join the growing list of automakers who are already using Unreal Engine, including Rivian, Ford, GMC, Volvo and Lotus.

Neither Tesla nor Epic Games has yet given official comments.