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BA COMPUTER GAMES DESIGN

# ENVIRONMENT DESIGN

Importing Content into Unreal Engine 4



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Importing Content into Unreal Engine 4

- **Importing Assets (Static Meshes)**
  - Importing a Static Mesh into UE4
  - Importing Textures
  - Creating and Assigning Materials



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Importing Content into Unreal Engine 4

## Importing Content into UE4

### Importing Static Meshes (Props)



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## Importing a Static Mesh into UE4

Download the following files from the **Environment Design Resources** section on Moodle:



ELD\_dodge\_van\_TRI.fbx



ELD\_street\_light\_TRI.fbx

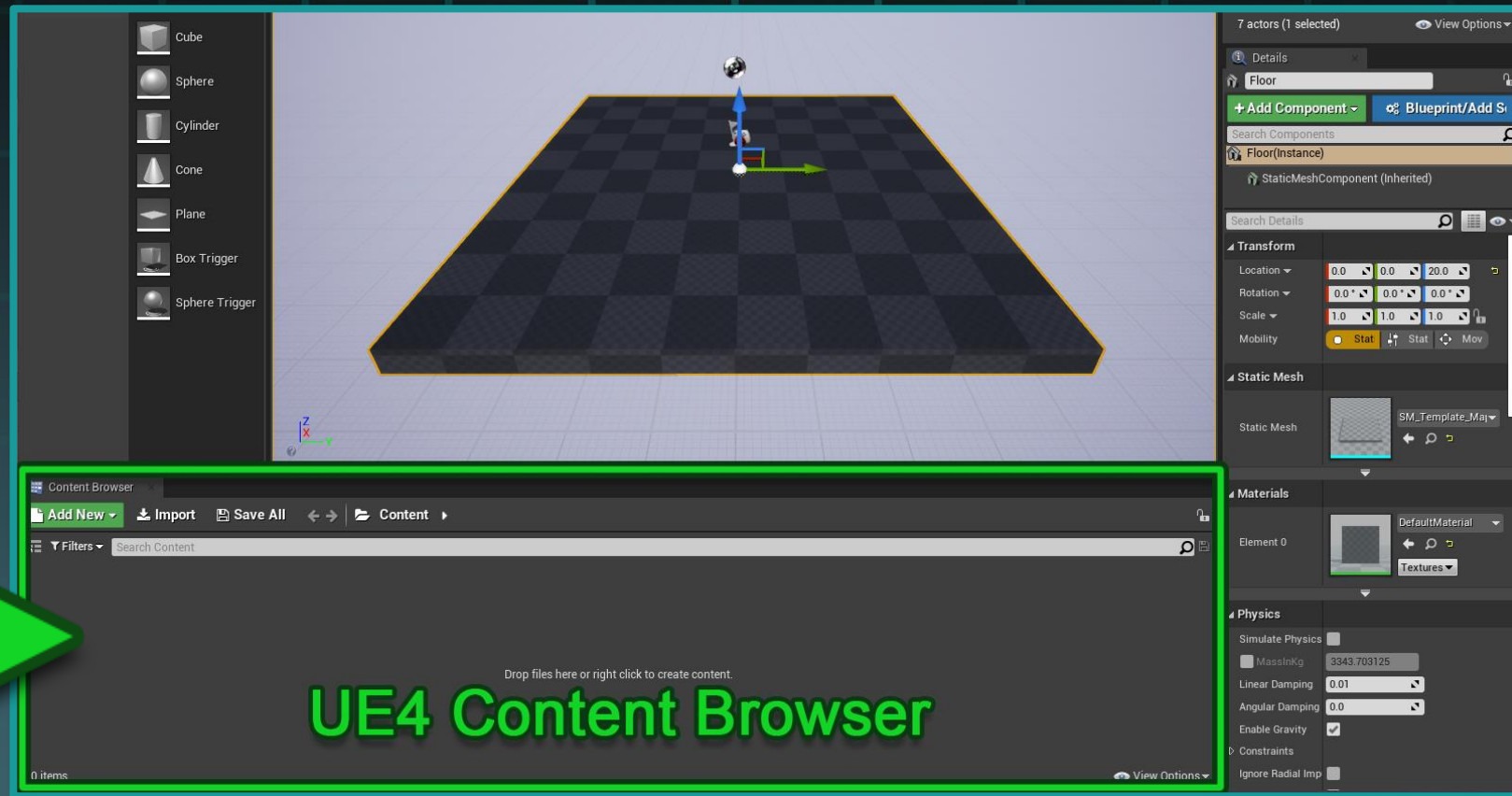


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## Importing a Static Mesh into UE4

Imported meshes will be visible in the **Content Browser** in UE4.



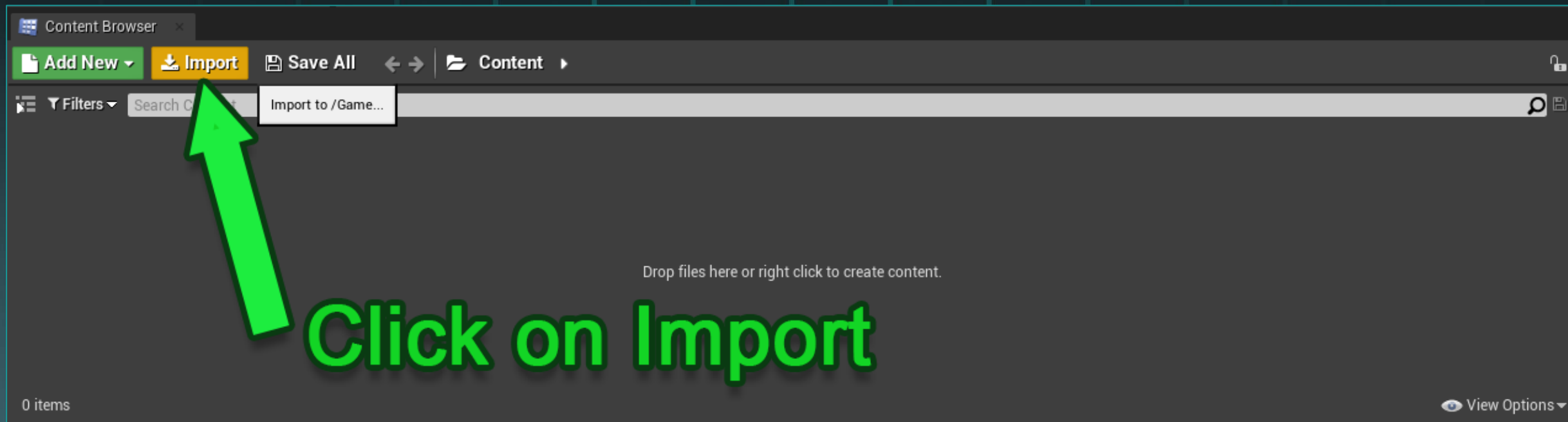


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Importing Content into Unreal Engine 4

## Importing a Static Mesh into UE4

In the **Content Browser**, select **Import**.





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Importing Content into Unreal Engine 4

## Importing a Static Mesh into UE4

Locate your files as you would with most import processes.

**NOTE:** You will need to import **FBX files**, not Maya files!





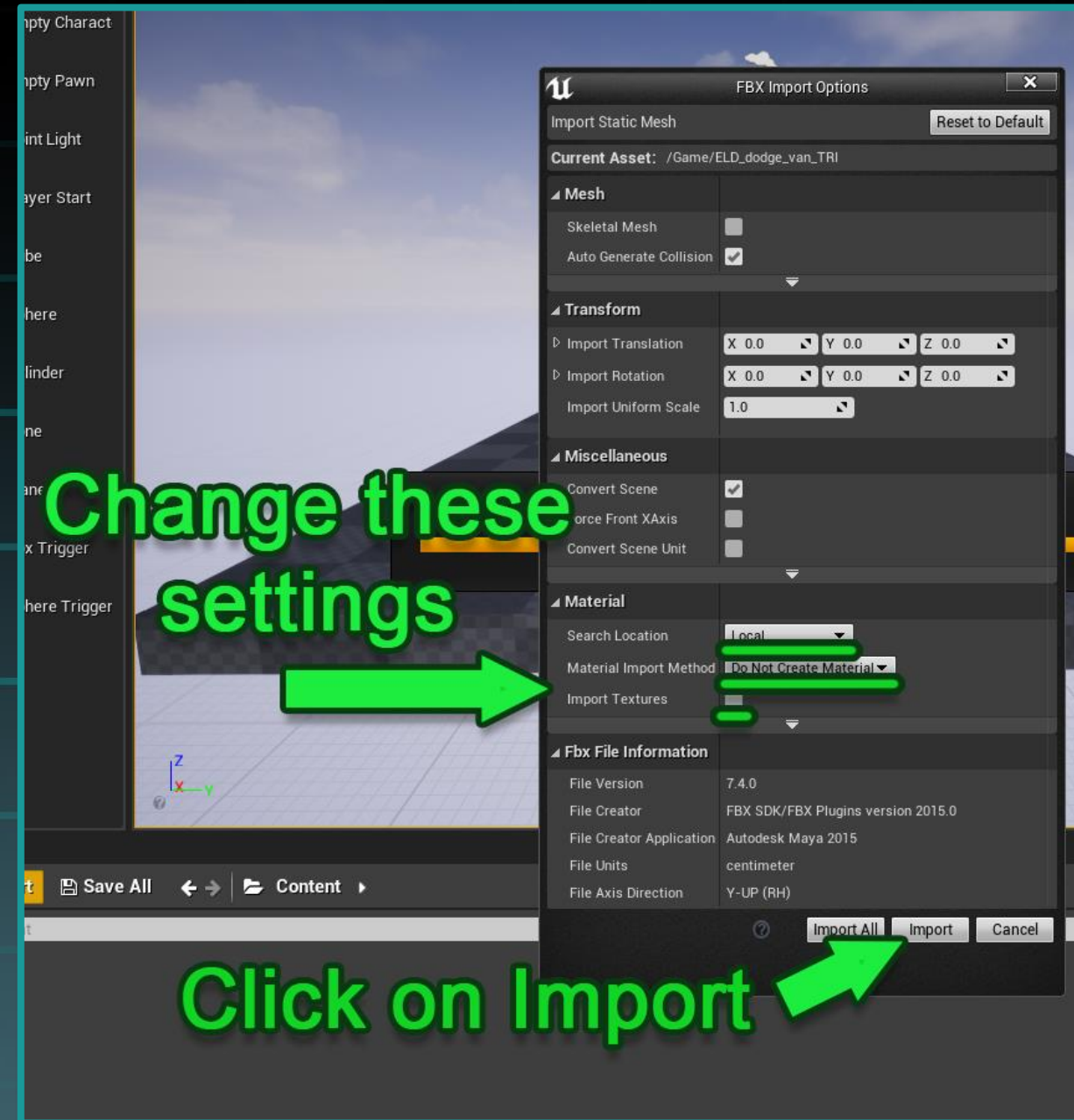
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## Importing Content into Unreal Engine 4

### Importing a Static Mesh into UE4

In the FBX Import options, **change** Material Import Method to 'Do Not Create New Material' and uncheck **Import Textures**.

You will be setting these up later on.





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## Importing a Static Mesh into UE4

You may get this error—but it is okay to carry on if you do.



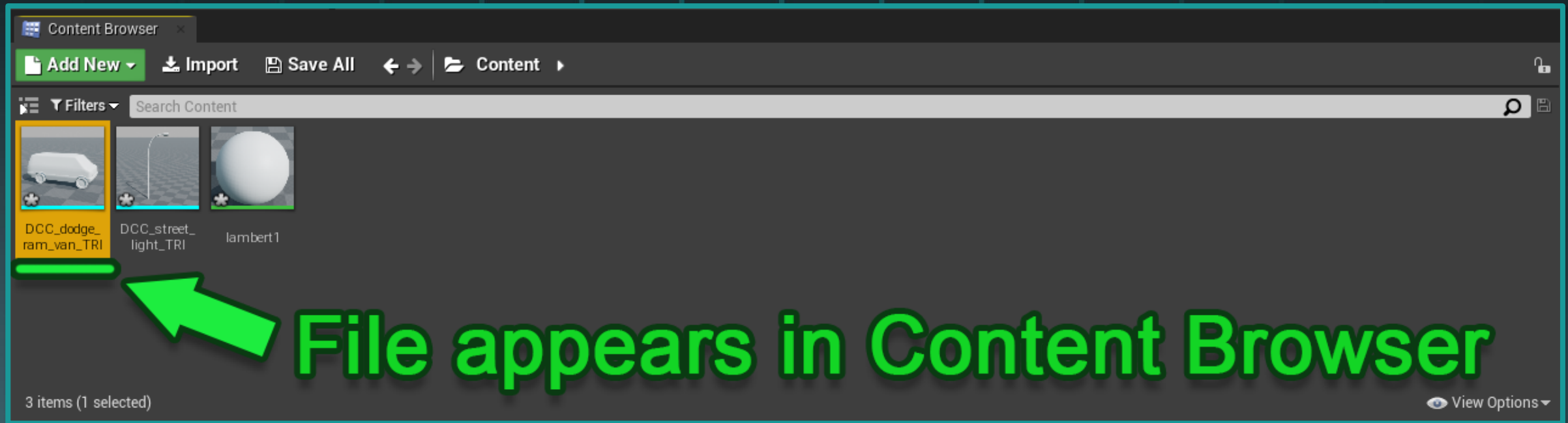


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## Importing a Static Mesh into UE4

Your selected asset should now be visible in the Content Browser.



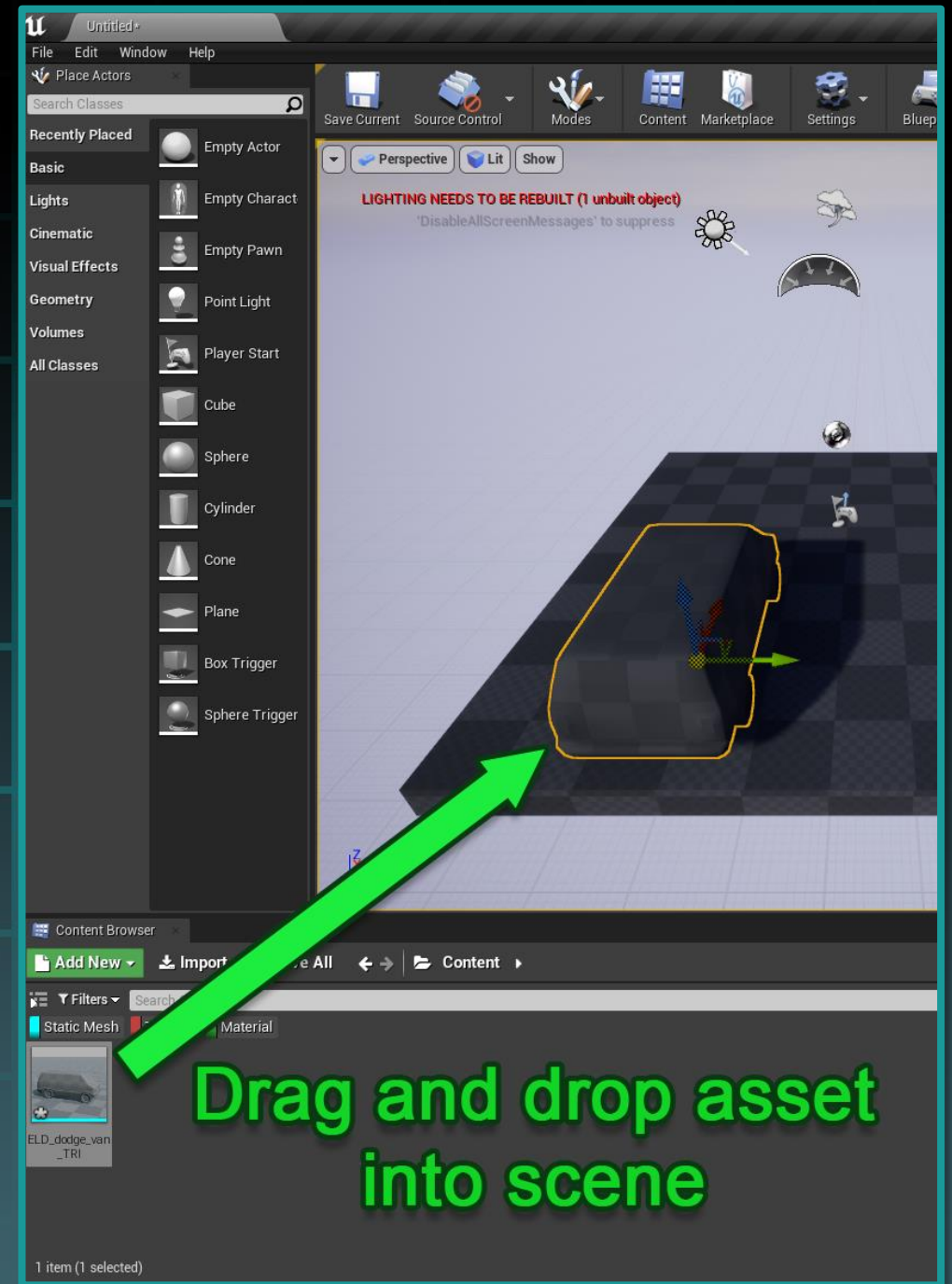


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## Importing Content into Unreal Engine 4

### Importing a Static Mesh into UE4

**NOTE:** Objects do not appear in scene unless you drag them into the viewport!





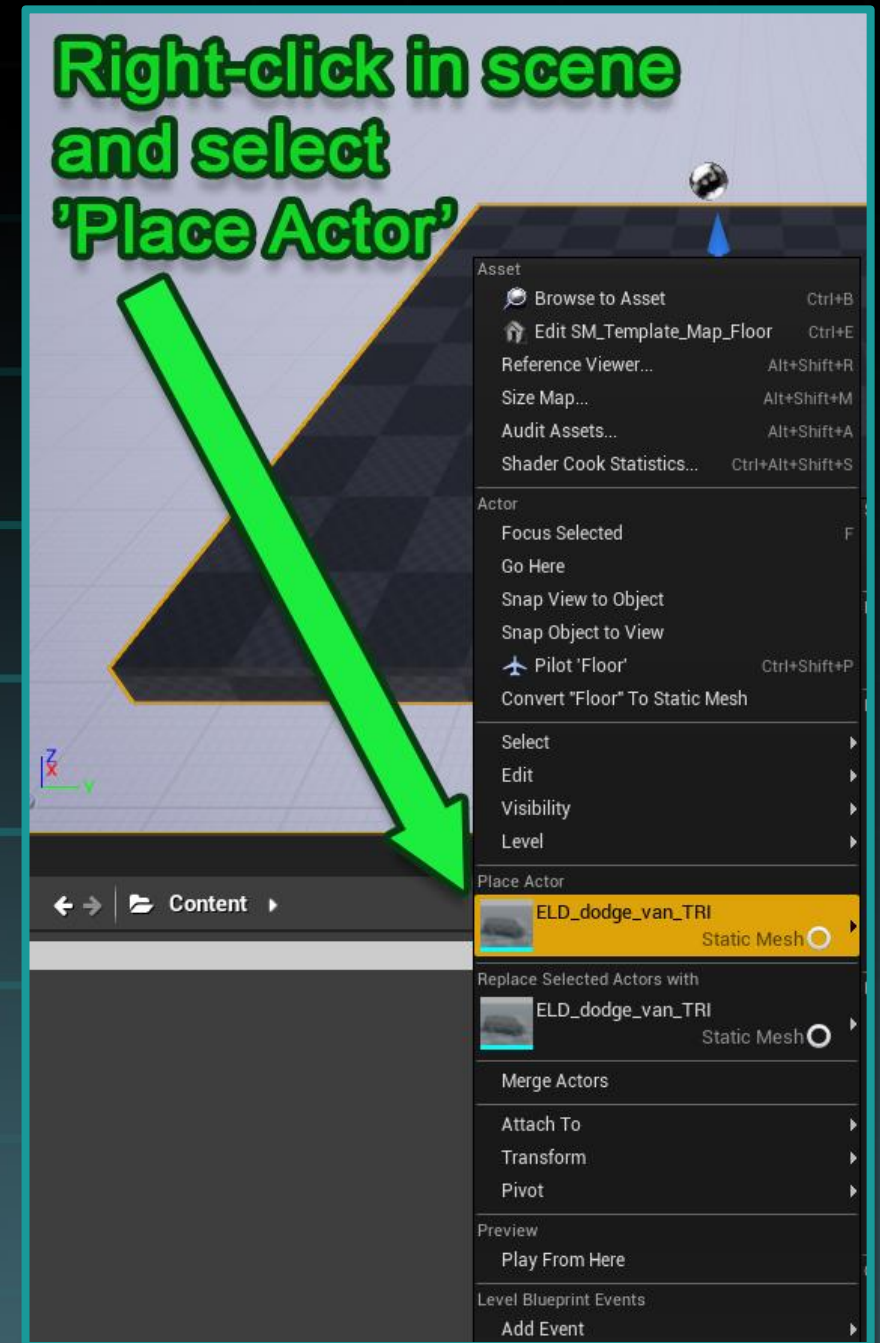
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## Importing a Static Mesh into UE4

Alternatively, you can **right-click anywhere in your scene** and drop in a mesh from the Content Browser (providing the mesh is currently selected).

This can be done by selecting **Place Actor** in the menu that appears.



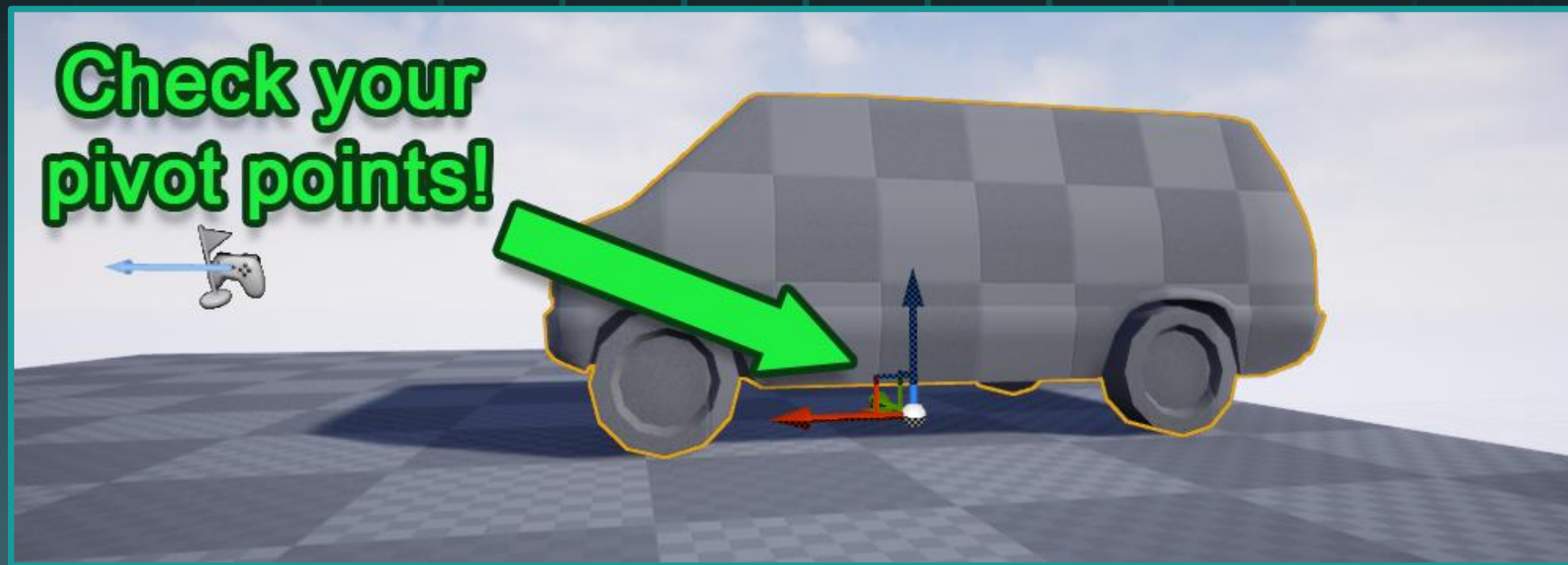


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### Importing a Static Mesh into UE4

Remember to **position your pivot point correctly in Maya** or you may have difficulty moving and rotating objects within UE4!





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Importing Content into Unreal Engine 4

## Importing a Static Mesh into UE4

**Example:** Asset placed in Game Level (no texture)





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Importing Content into Unreal Engine 4

# Importing Content into UE4

## Duplicating Static Meshes



### Duplicating Static Meshes

You may want to use the same static meshes repeatedly in your scenes or levels.

Once a mesh is in your scene you can duplicate it without having to go through the Content Browser.

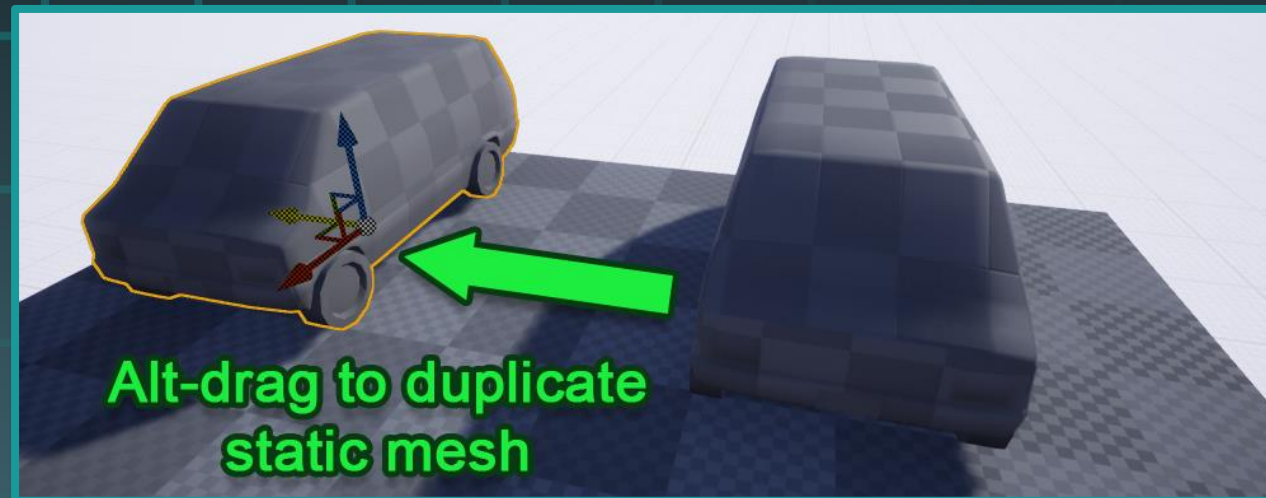
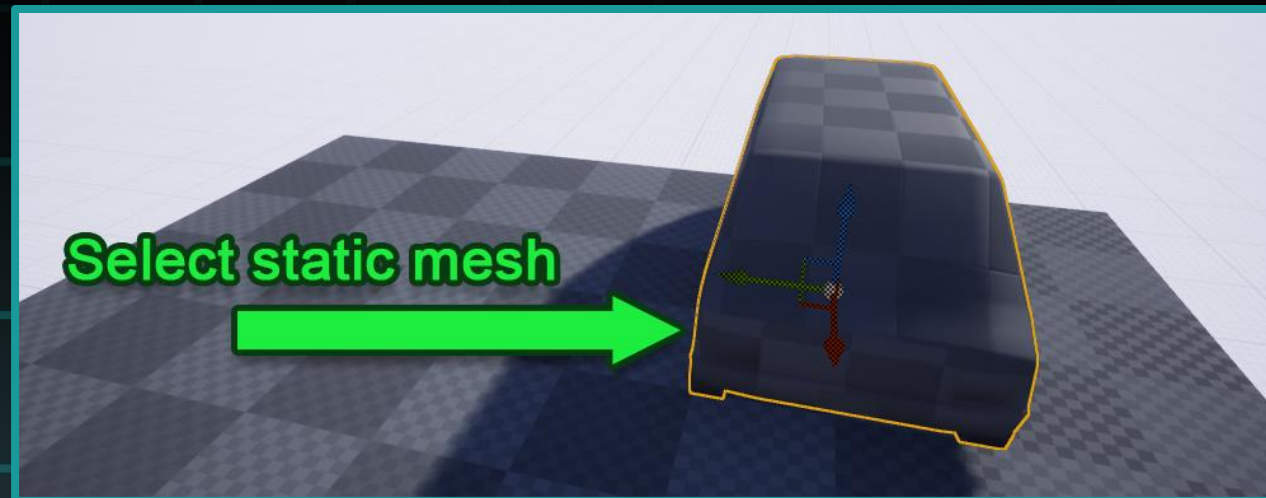
**NOTE:** This is probably easier to **do once a material has been applied** or you will have to assign the material to every instance of the model separately!



### Duplicating Static Meshes

To duplicate a Static Mesh:

- Select the mesh you wish to duplicate
- Alt-Drag a copy from the location of the original model



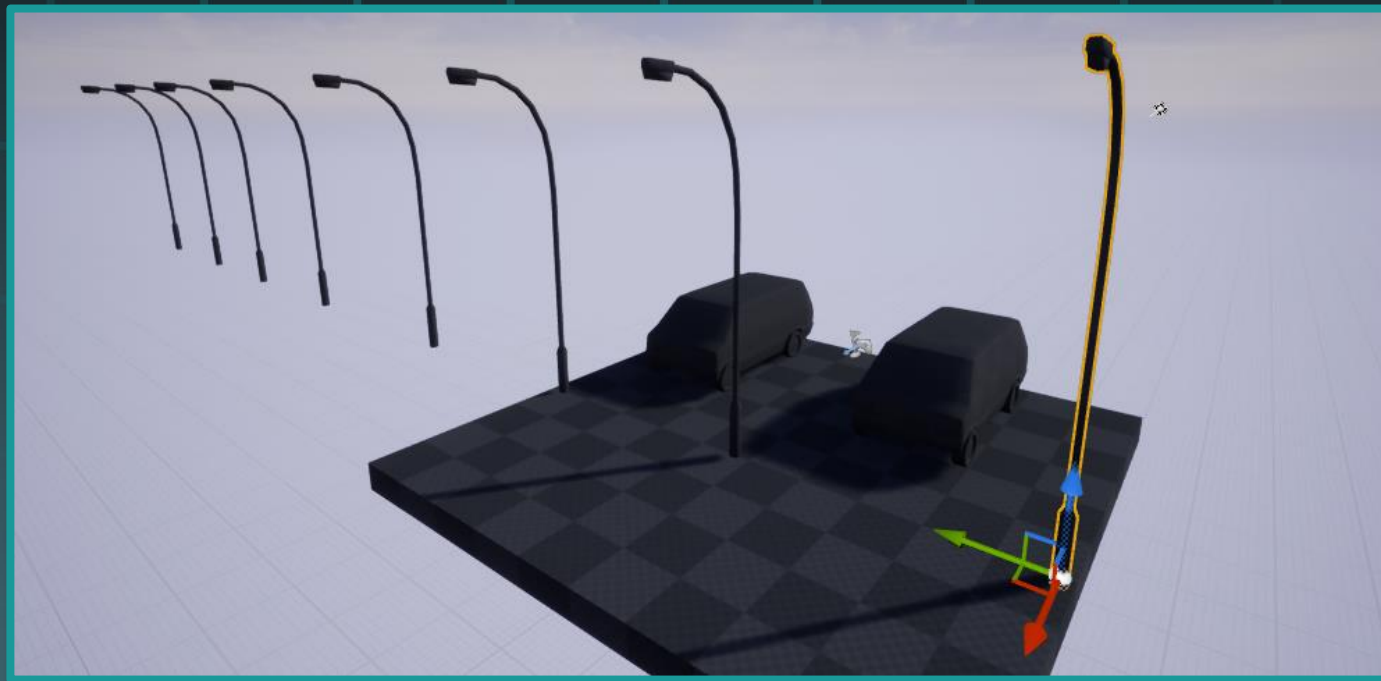


## ENVIRONMENT DESIGN

Importing Content into Unreal Engine 4

### Duplicating Static Meshes

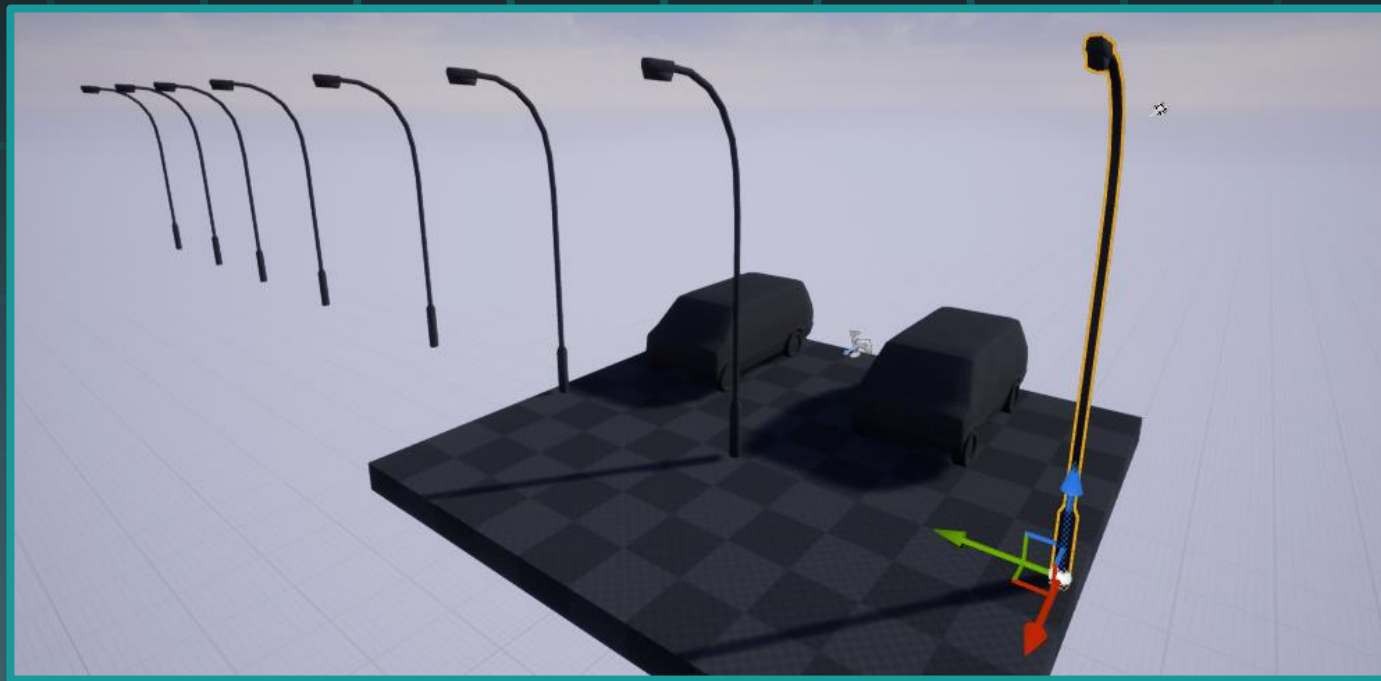
The model should now be successfully duplicated.





### Duplicating Static Meshes

This is particularly useful for repeating features of a level or if you want to use these props to represent future details in a **quick engine prototype**.





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Importing Content into Unreal Engine 4

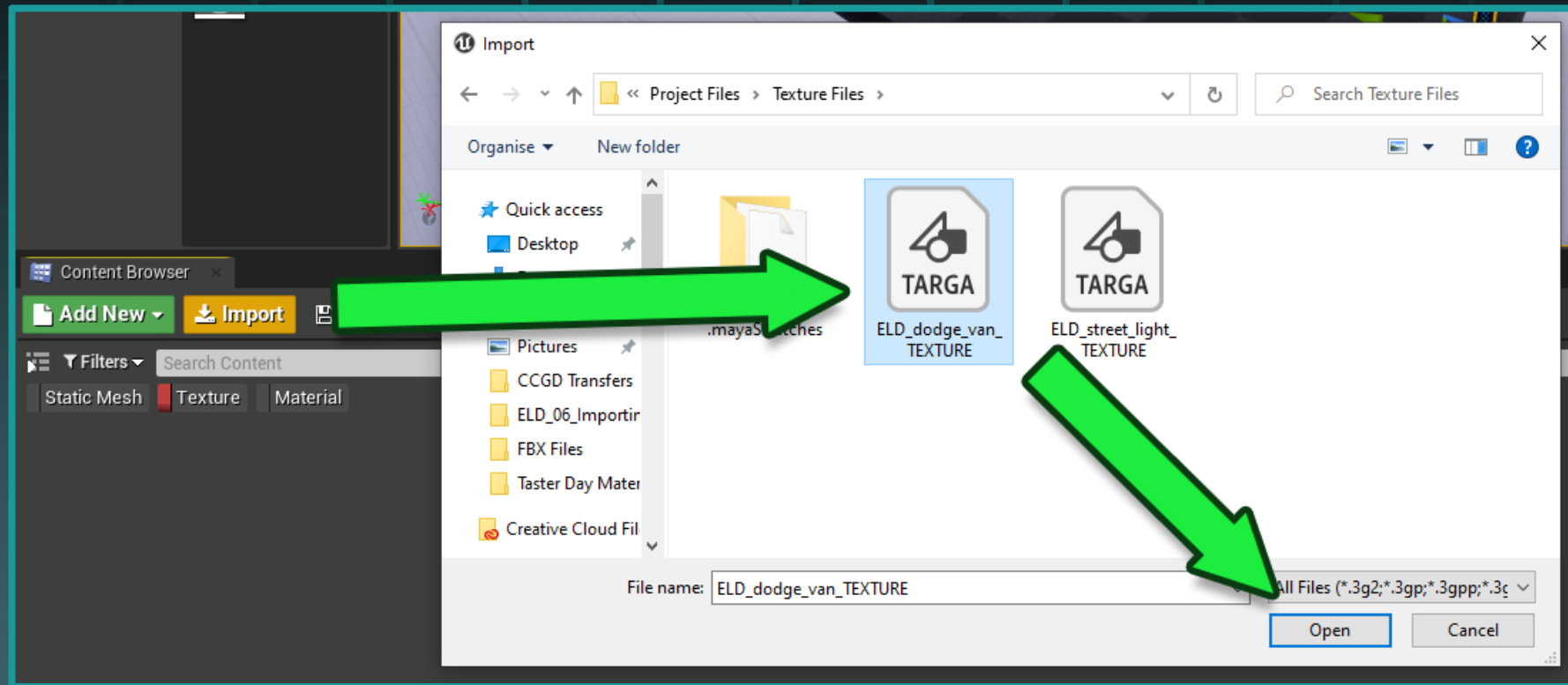
## Importing Content into UE4

### Importing Textures



### Importing Textures into UE4

Textures are imported in the same way as Static Meshes, via the **Content Browser**.





### Importing Textures into UE4

**NOTE:** Texture files have to be applied to **UE4 materials** before they can be applied to imported assets.

This is performed in a similar way to the creation of materials in Maya.

**Import Texture File → Create Material → Link texture to Material**



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**Remember:**

**SAVE YOUR WORK  
AND SAVE IT OFTEN!**



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