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BA COMPUTER GAMES DESIGN

ENVIRONMENT DESIGN

Creating an Unreal Engine 4 (UE4) Project



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Creating an Unreal Engine 4 Project

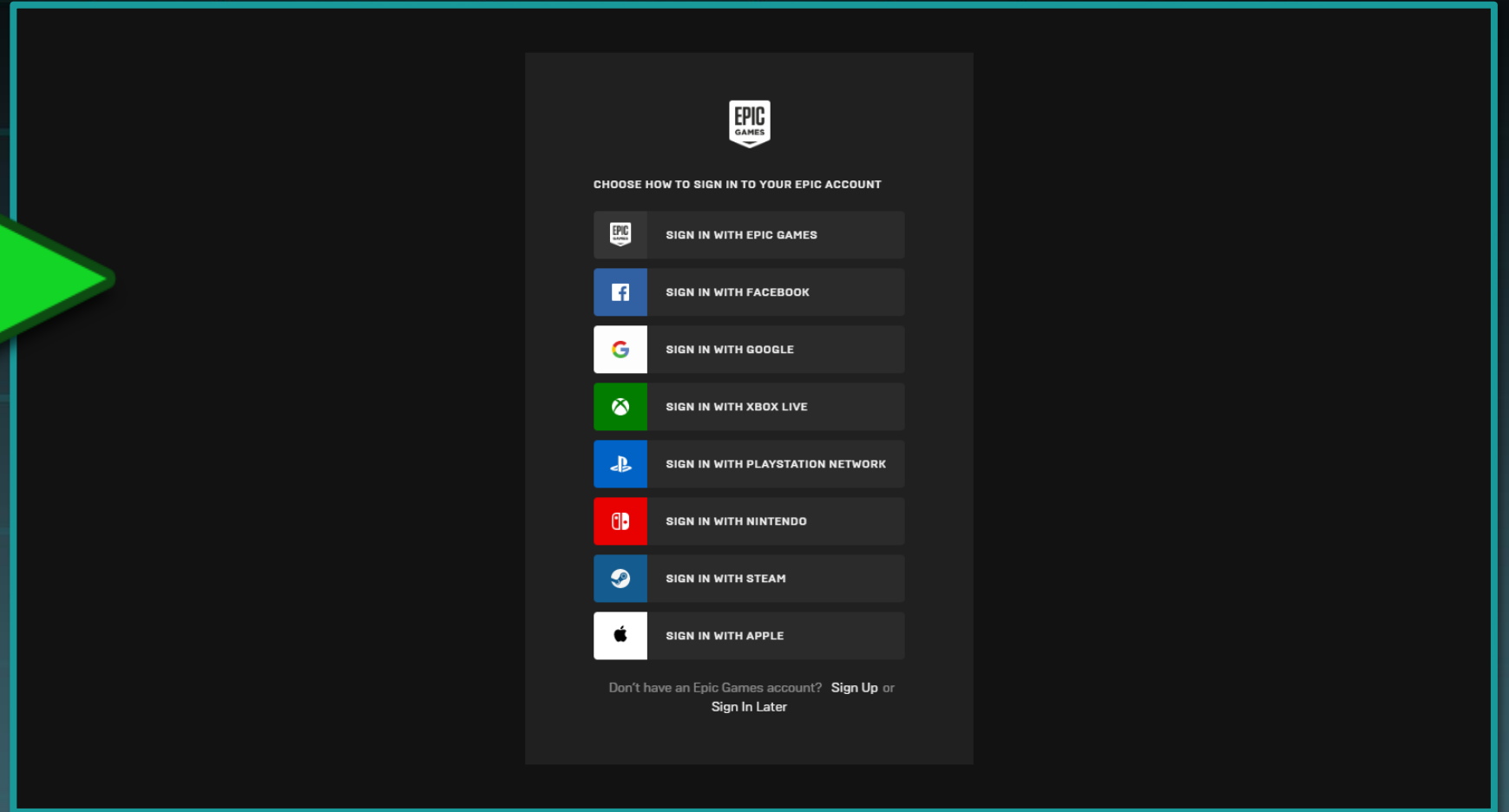
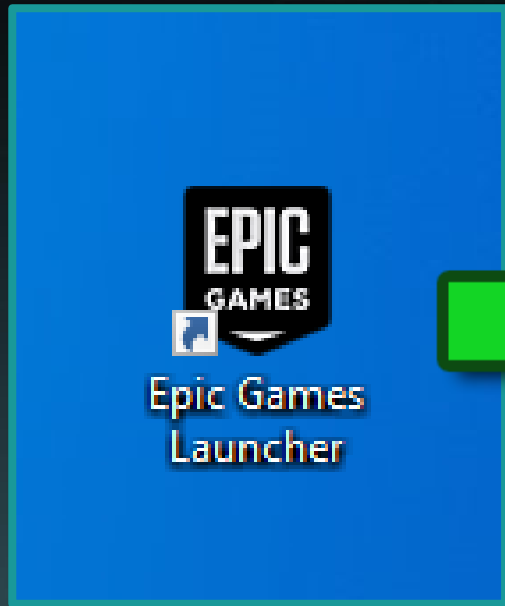
- **Unreal Engine 4**
 - Start Your Engines...
 - Creating a UE4 Project
 - UE4 In-engine Overview



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Creating an Unreal Engine 4 Project

Start Your Engines...





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Start Your Engines...

Sign in (or sign up) to your account.

You'll need an **Epic account** for all engine-based work on this course.

Sign in to
your account →

The image shows the Epic Games login and sign-up interface. At the top is the Epic Games logo. Below it is the heading "SIGN IN WITH AN EPIC GAMES ACCOUNT". There are two input fields: "Email Address" and "Password". Below the password field are checkboxes for "Remember me" and a link for "Forgot Your Password". A "LOG IN NOW" button is below these. At the bottom, there is a link for "Privacy Policy", a question "Don't have an Epic Games account?", and two links: "Sign Up" and "Sign In Later". A link "Back to all sign up options" is at the very bottom.

← Sign up if you
don't have one

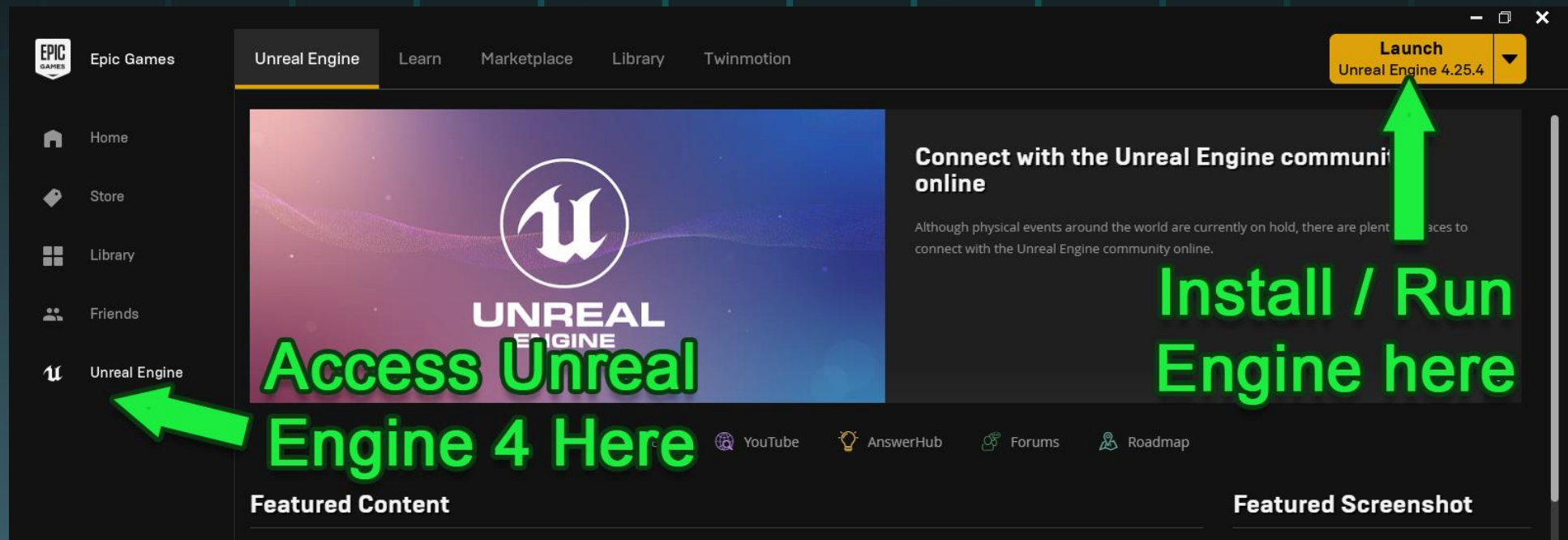


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Start Your Engines...

Location of UE4 on the Epic Games Launcher



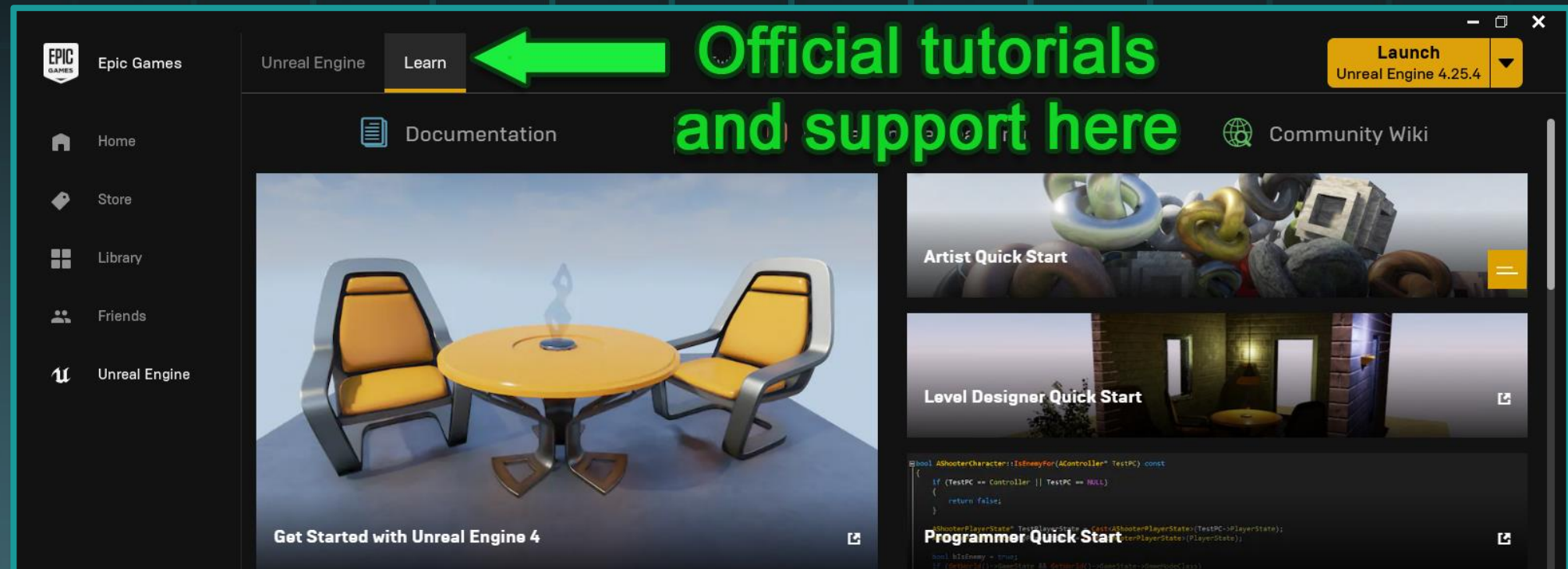


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Start Your Engines...

Up-to-date **tutorials and information** can be found under the 'Learn' tab – don't forget this as these can be really helpful!





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Creating an Unreal Engine 4 Project

Unreal Engine 4: **Creating an UE4 Project**

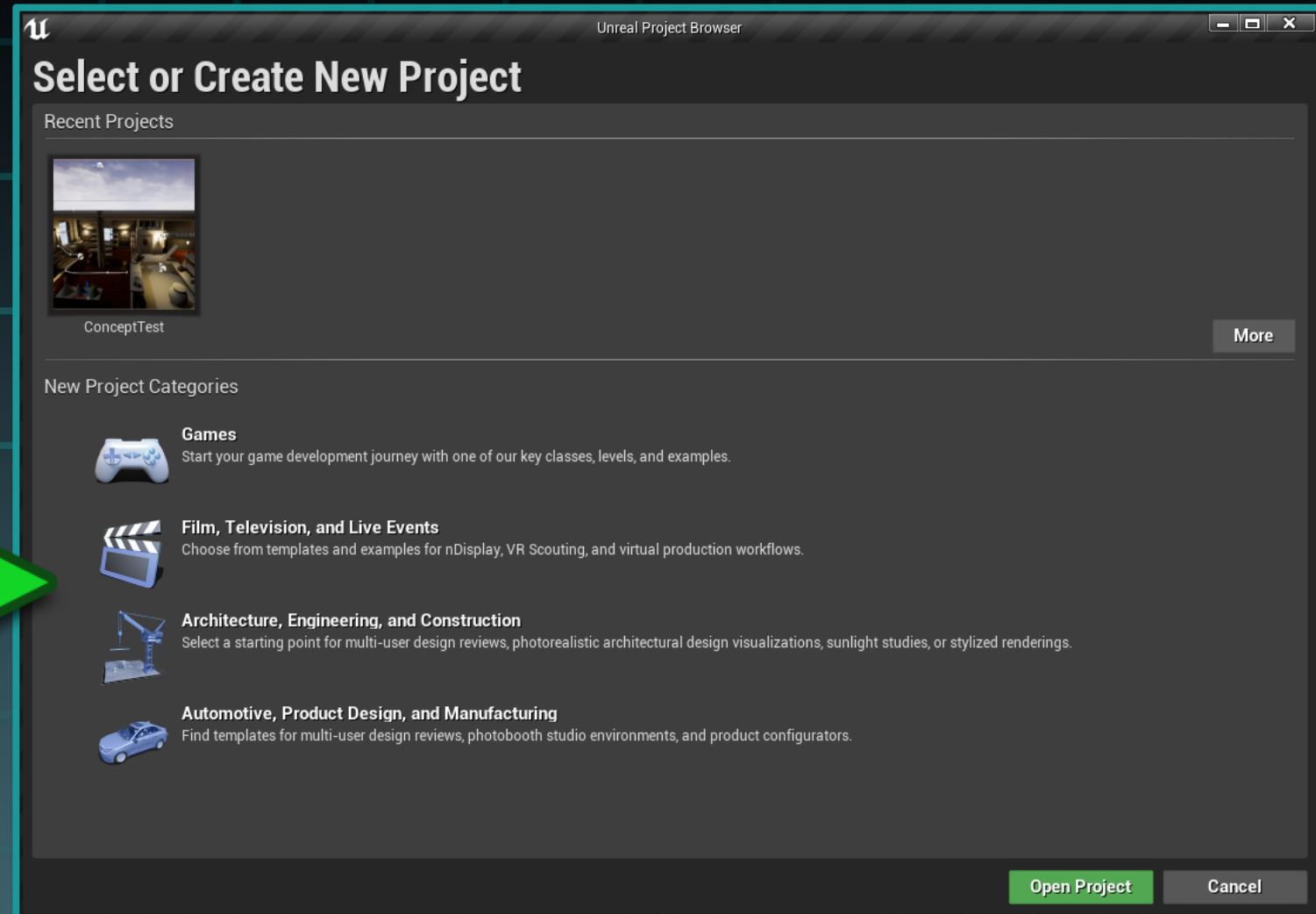
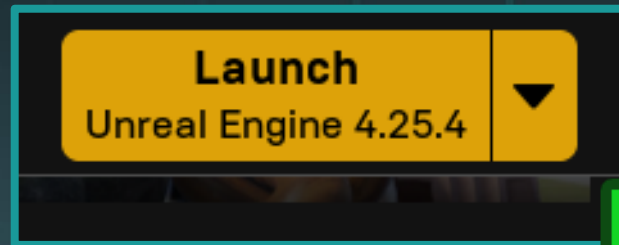


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Creating an Unreal Engine 4 Project

Creating an UE4 Project

Launching the engine will bring up this menu.





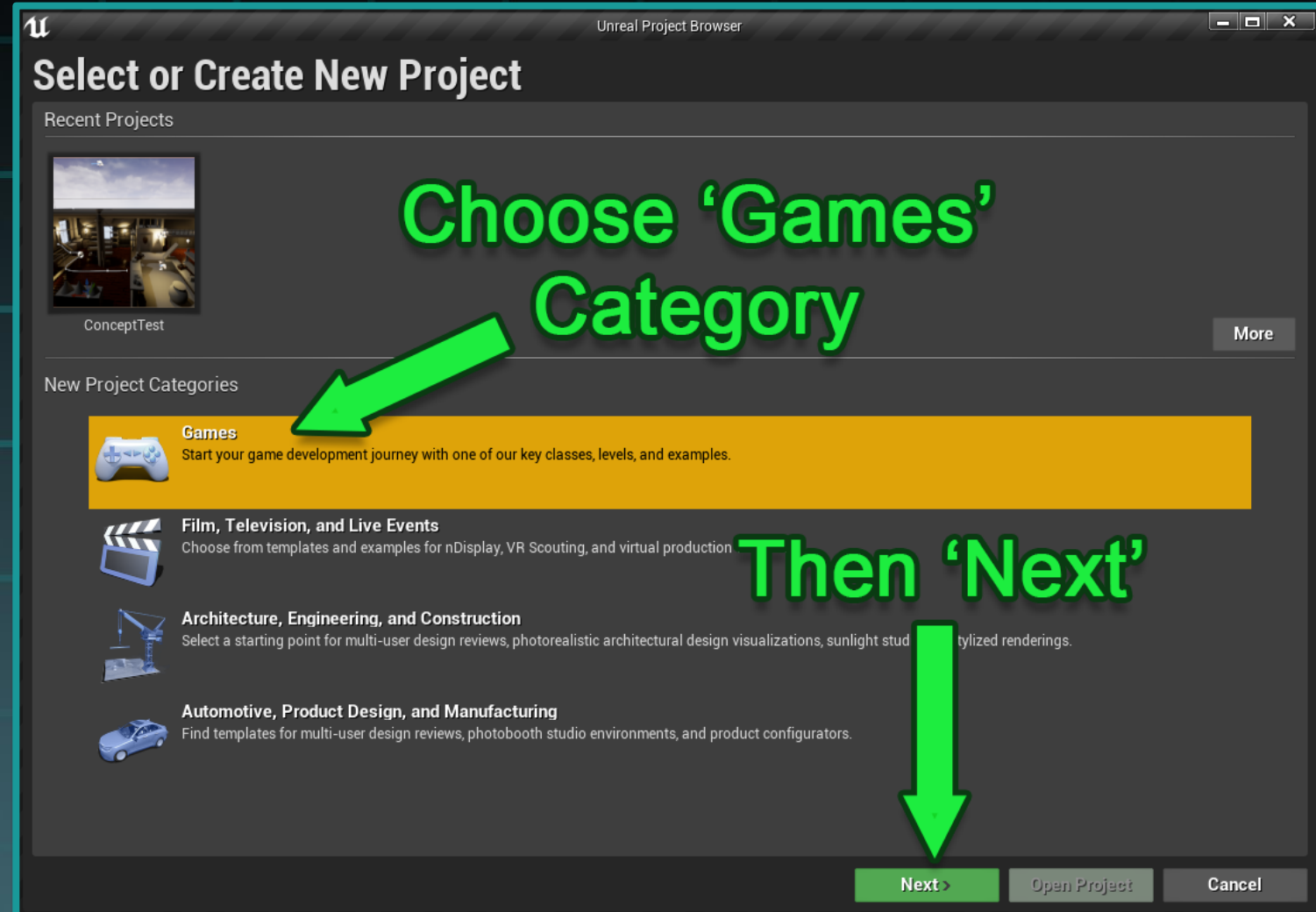
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Creating an Unreal Engine 4 Project

Creating an UE4 Project

- Choose 'Games'
- Then 'Next'

For existing projects, select one of the Recent Projects and then **Open Project**.





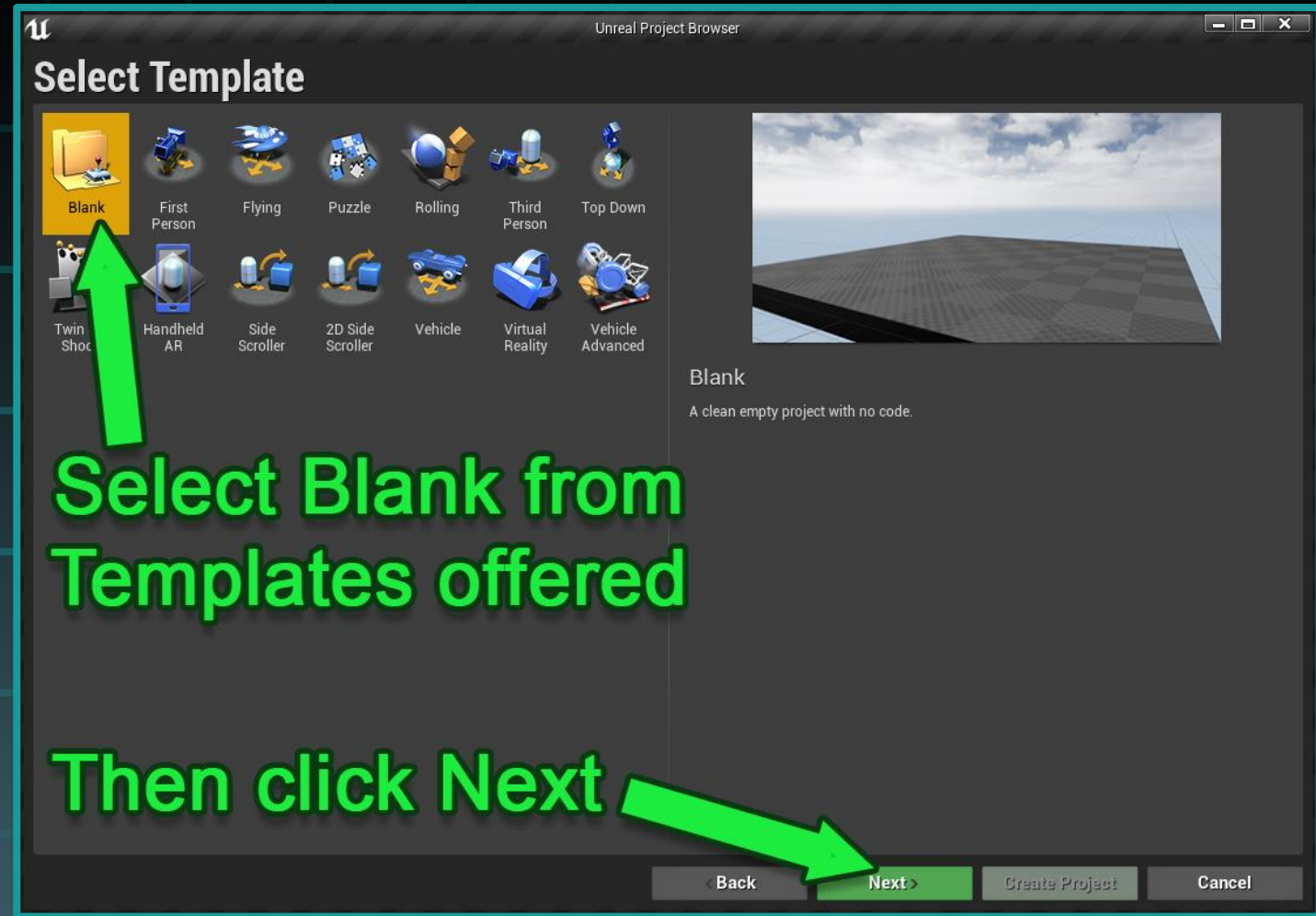
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Creating an Unreal Engine 4 Project

Creating an UE4 Project

When asked to select a template, choose '**Blank**' and then click on '**next**'.

This will give us a basic, **empty project** in which we will build our diorama.





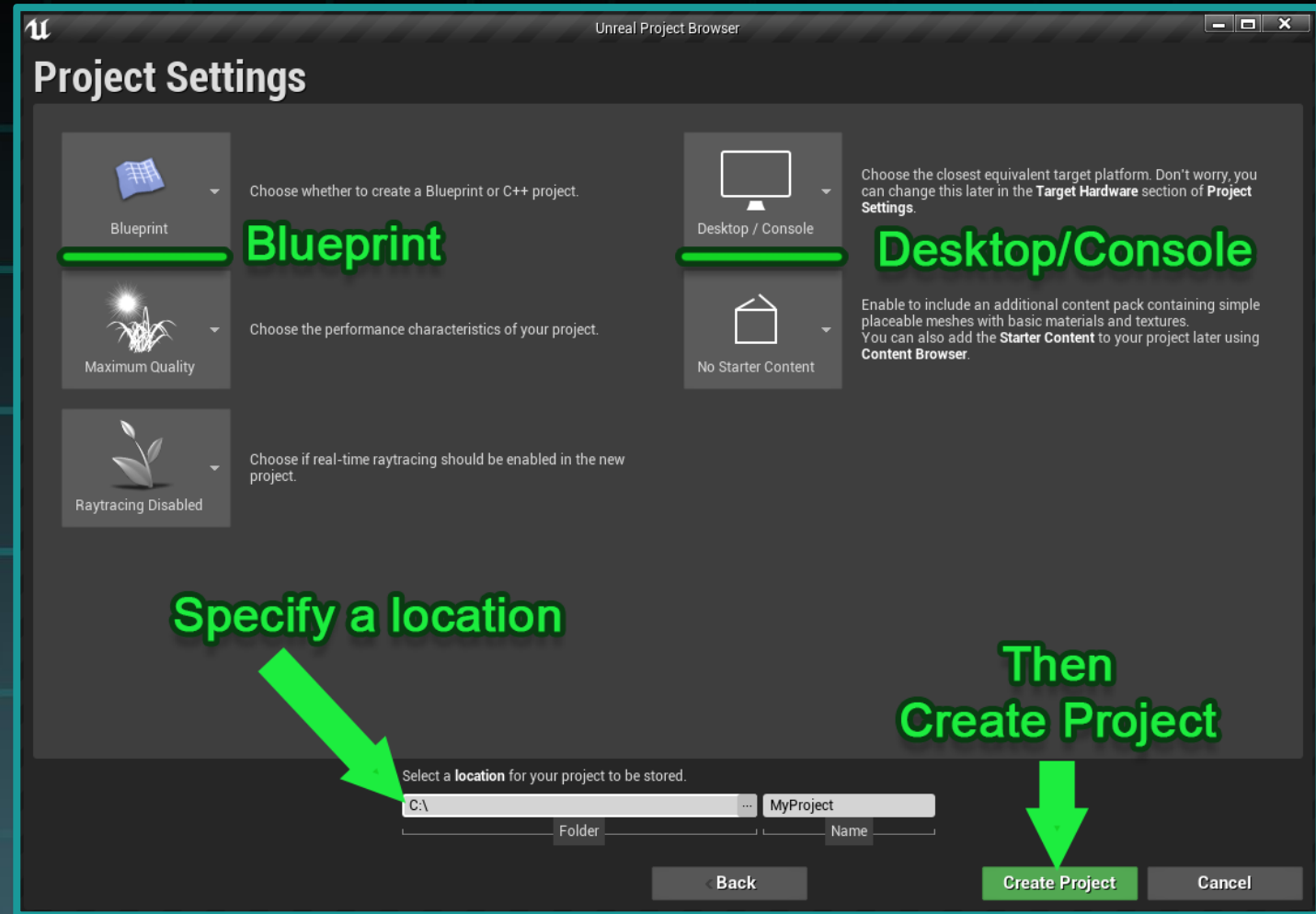
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Creating an Unreal Engine 4 Project

Creating an UE4 Project

The following screen will provide several options.

Choose 'Blueprint' in the top-left and 'Desktop/Console' in the top right.





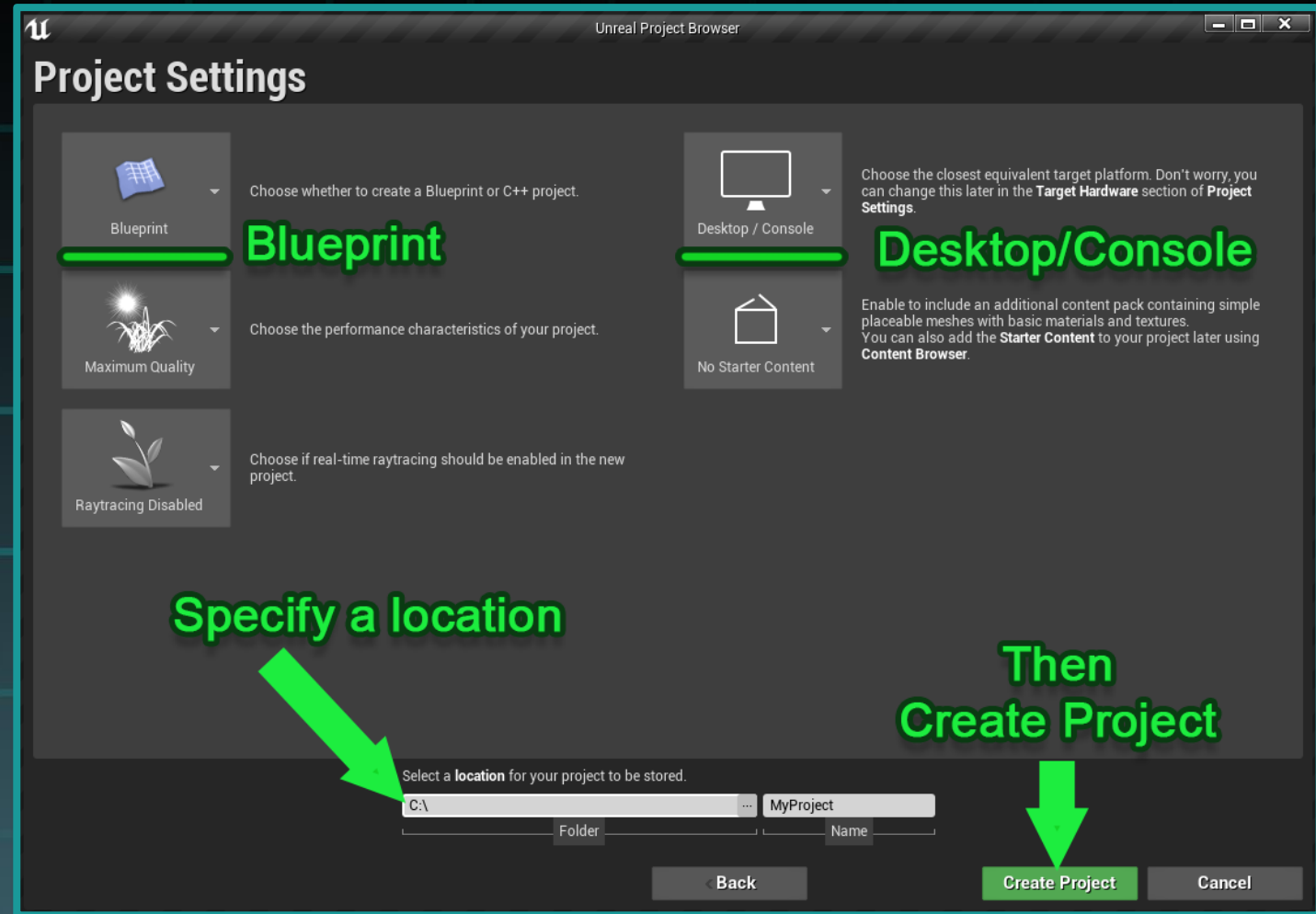
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Creating an Unreal Engine 4 Project

Creating an UE4 Project

Specify where you want your project to be saved and what it will be called.

Then click on 'Create Project' to create it.

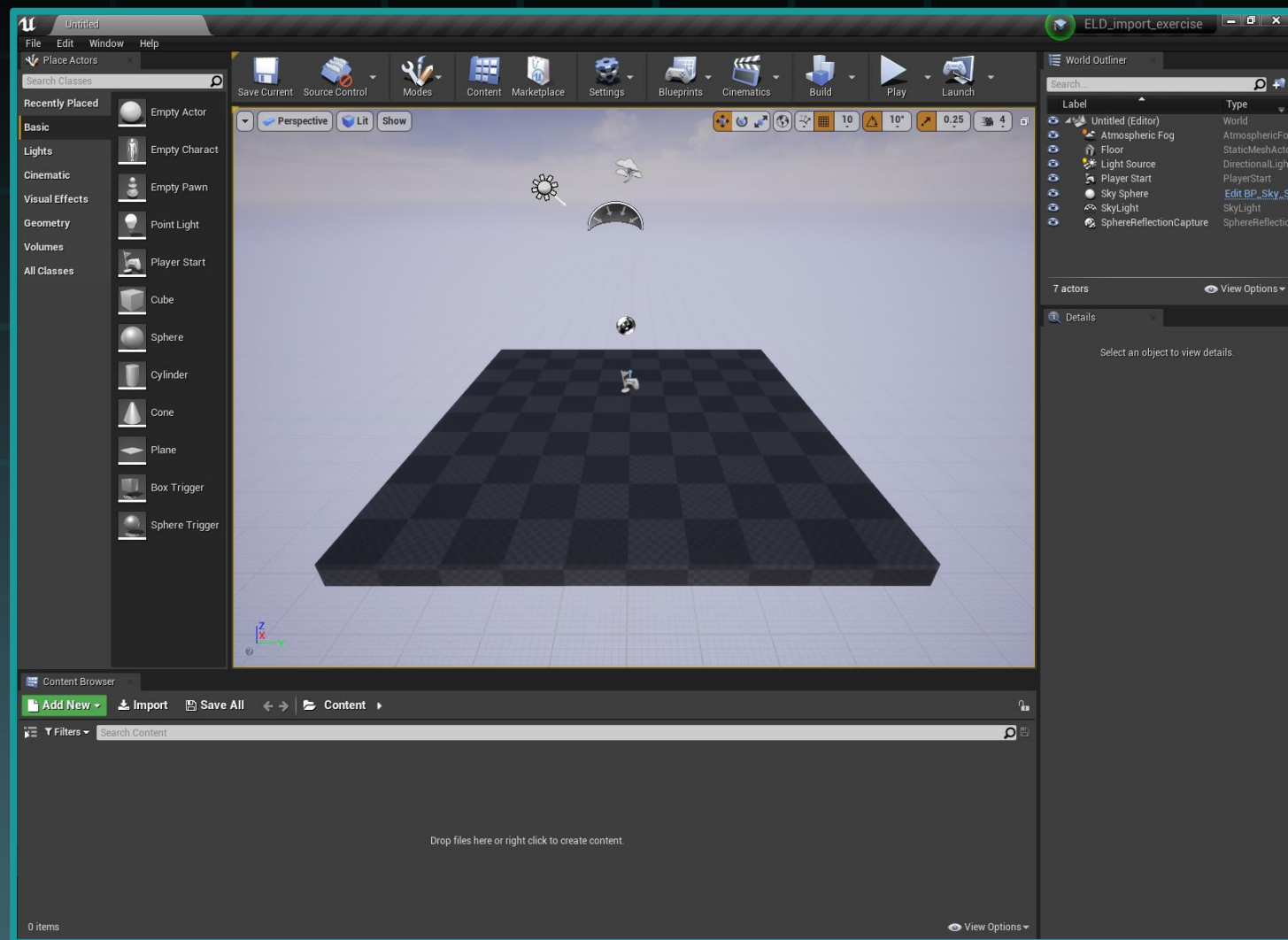




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Creating an Unreal Engine 4 Project

Blank Project in UE4

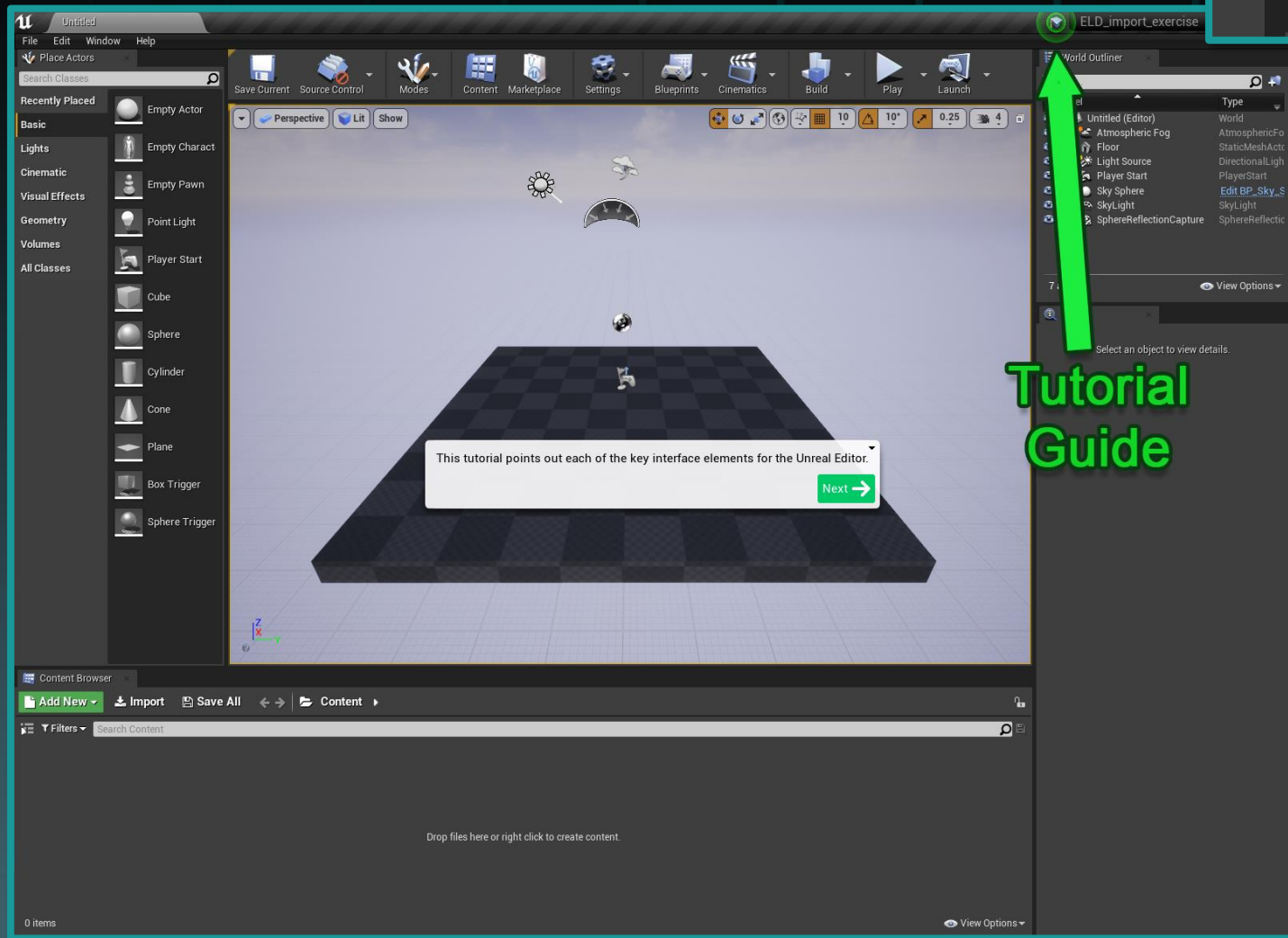




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UE4 in-engine Overview



Tutorial
Guide

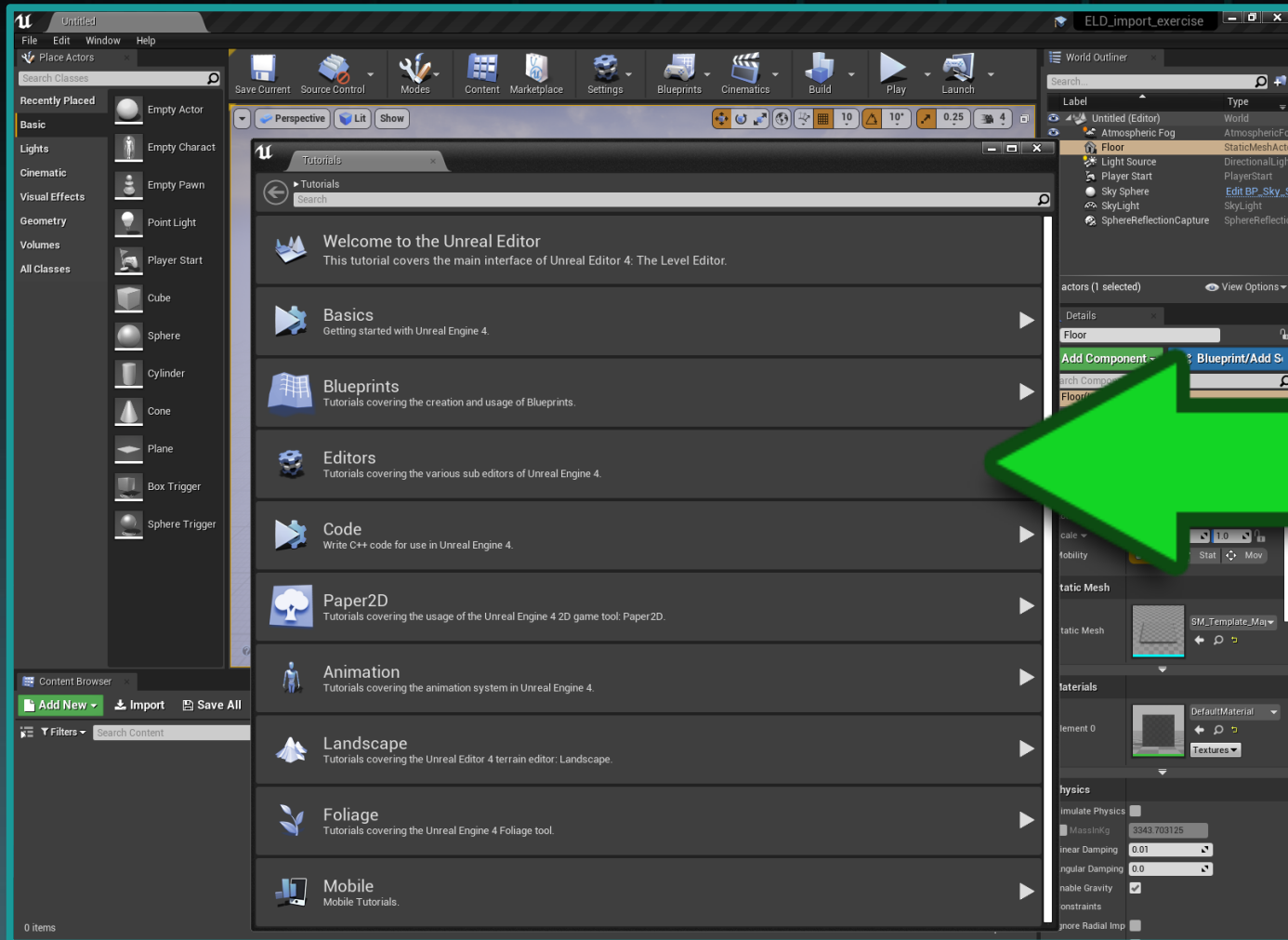
The **Mortar Board** icon gives access to UE4 tutorials and interface guide at any time.



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UE4 in-engine Overview



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Remember:

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



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