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ENVIRONMENT DESIGN

Taking Screenshots in Unreal Engine 5



ENVIRONMENT DESIGN

Taking Screenshots in Unreal Engine 5

TAKING SCREENSHOTS IN UNREAL ENGINE 5

- Taking Screenshots: Process
- Viewport and Play In Editor (PIE)
- PIE Screenshots using Console Commands



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Taking Screenshots in Unreal Engine 5

Taking Screenshots in Unreal Engine 5

Taking Screenshots: Process



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TAKING SCREENSHOTS IN UNREAL ENGINE 5

As part of the assignment brief for this module you are required to submit **at least three screenshots** in Unreal Engine of your finished diorama.

This is a fairly simple process in Unreal Engine 5 (UE5) and will save time on rendering, as UE5 is a **real-time renderer**.



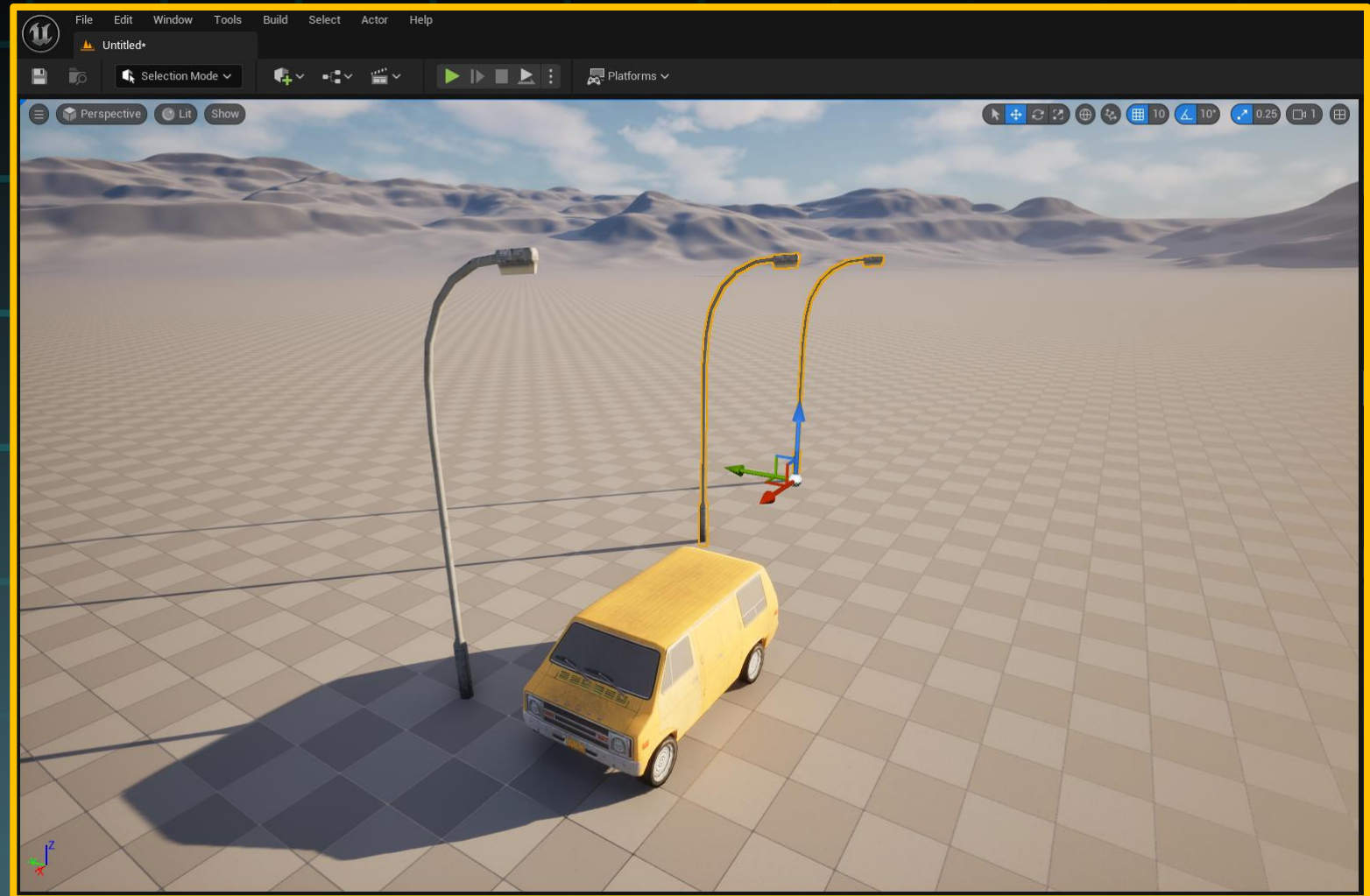
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Taking Screenshots in Unreal Engine 5

TAKING SCREENSHOTS IN UNREAL ENGINE 5

STEP 1

Open your **project scene** in UE5.





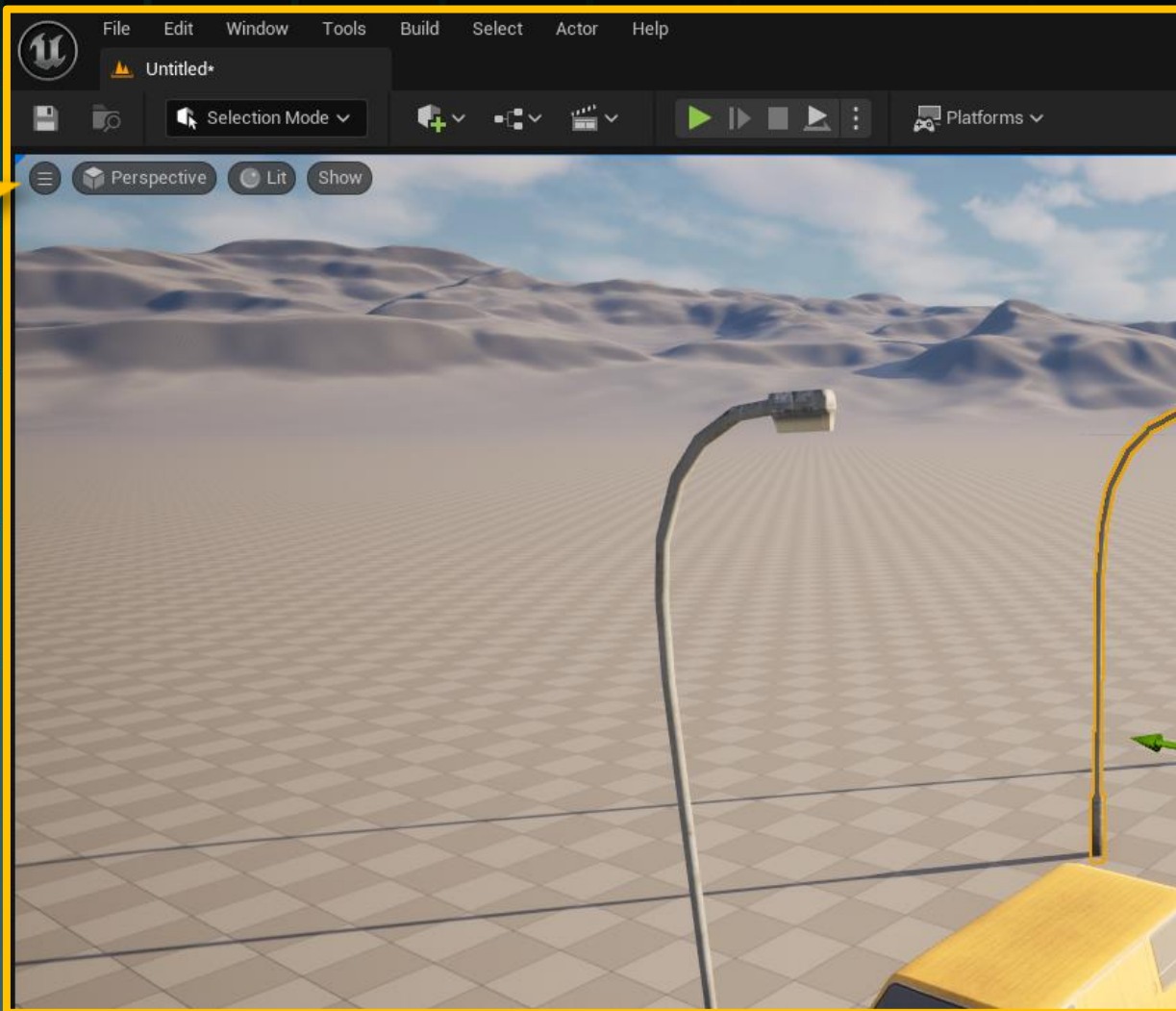
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STEP 2

Click on the **Viewport Options** in the main viewport in UE5.





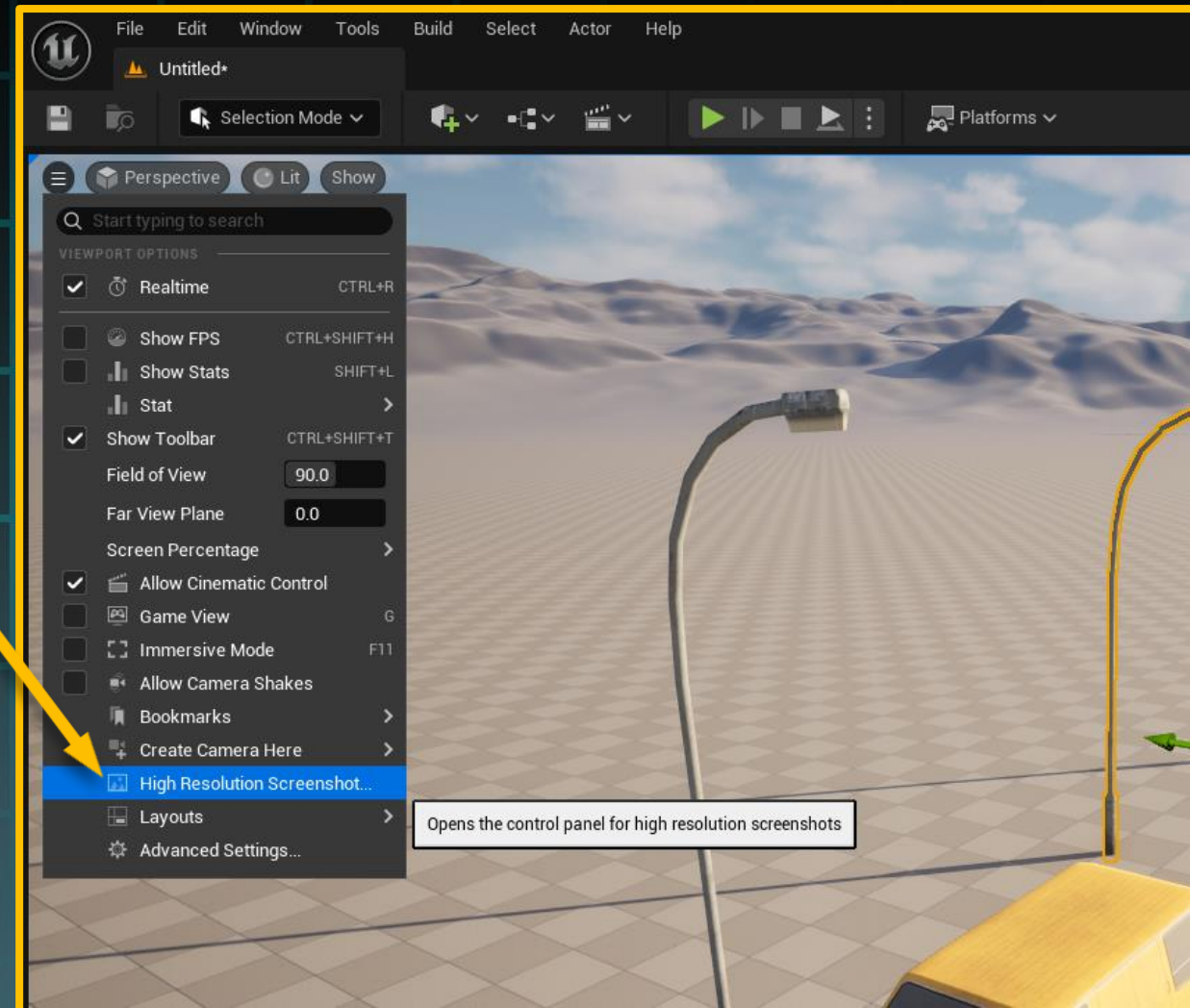
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TAKING SCREENSHOTS IN UNREAL ENGINE 5

STEP 3

Select '**High Resolution Screenshot**' from the options presented.





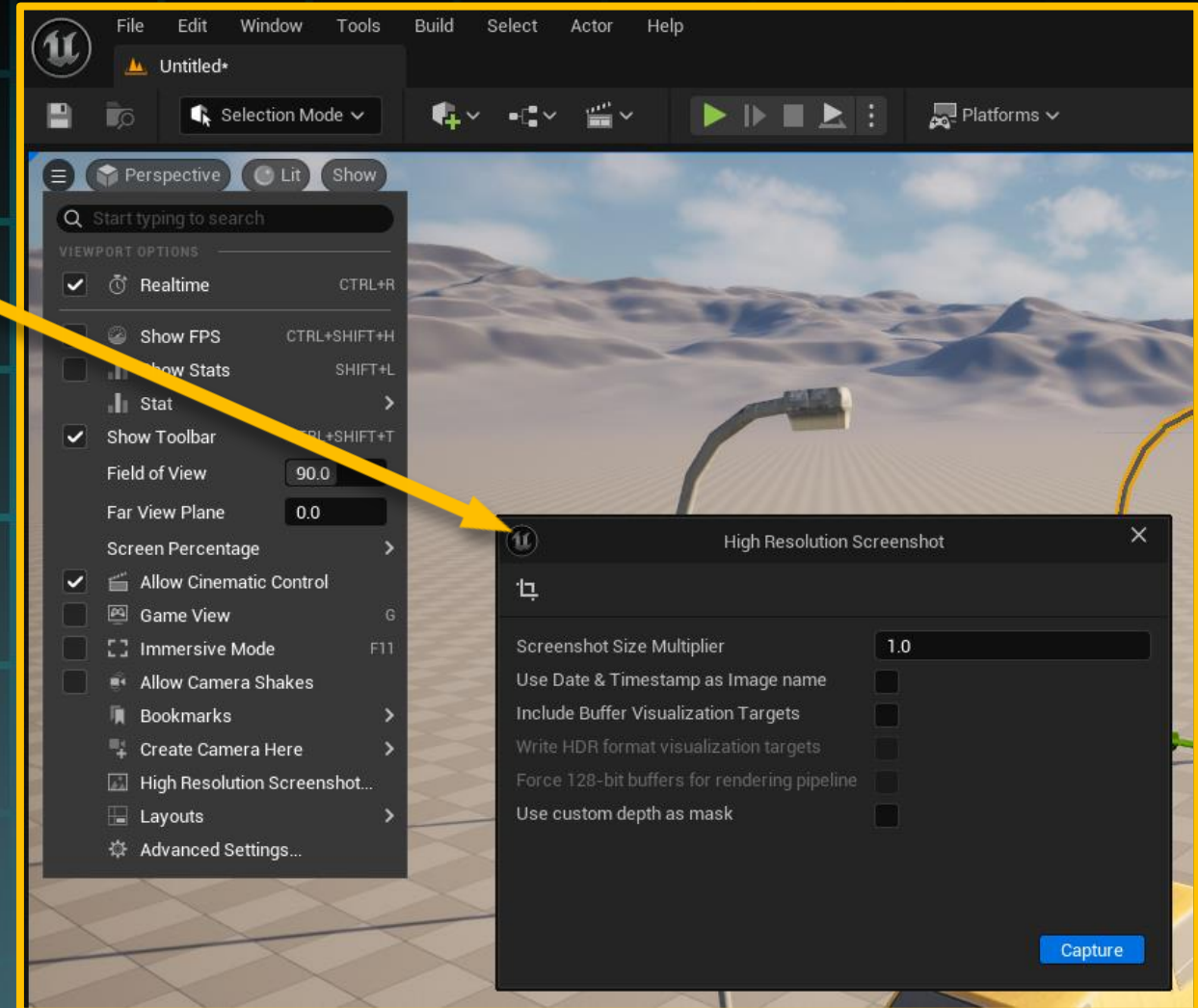
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STEP 4

The **High Resolution Screenshot menu** will appear on screen.





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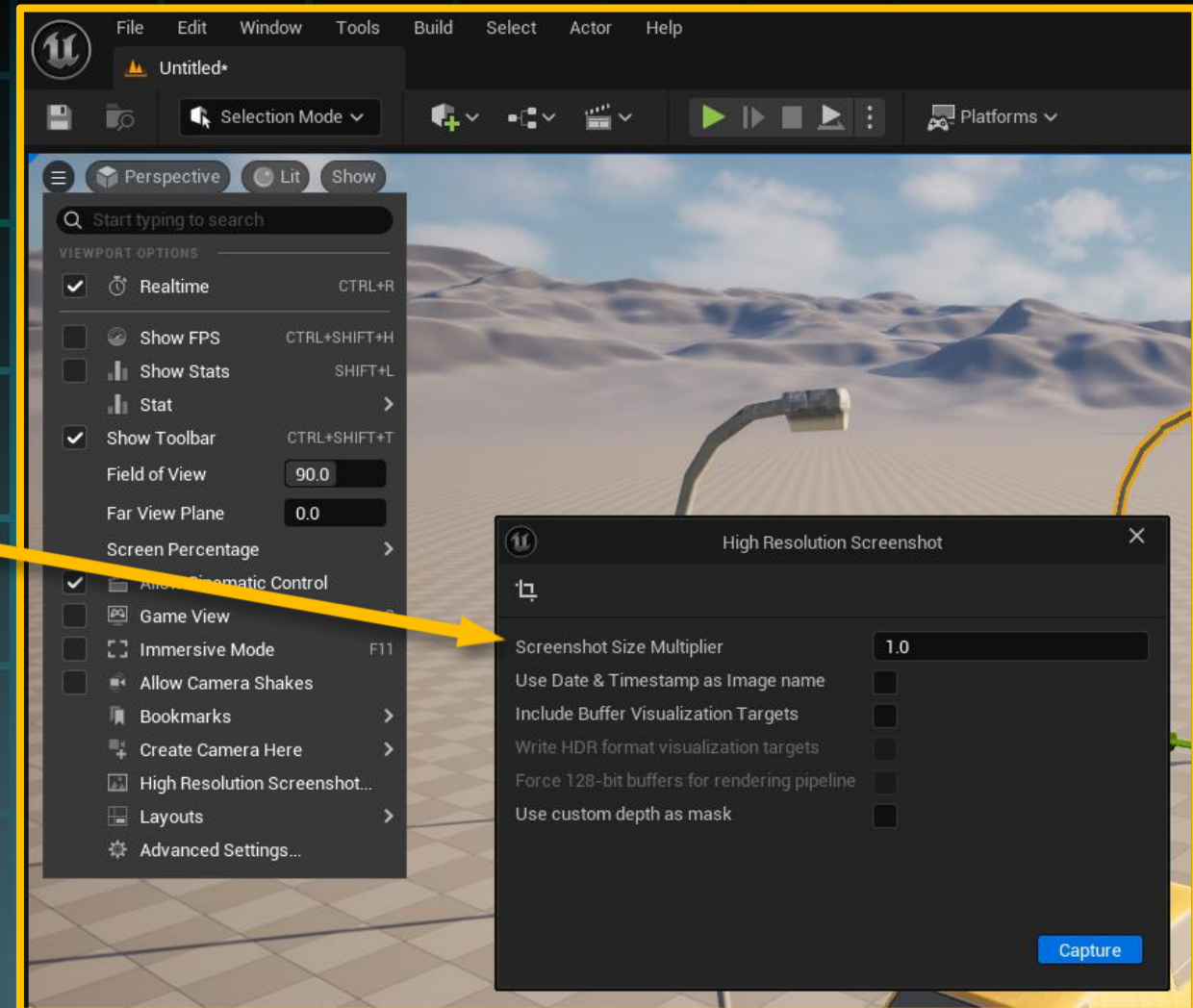
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TAKING SCREENSHOTS IN UNREAL ENGINE 5

STEP 4

The **High Resolution Screenshot menu** will appear on screen.

The **Screenshot Size Multiplier** will take a resolution up to 4x your screen size.





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Taking Screenshots in Unreal Engine 5

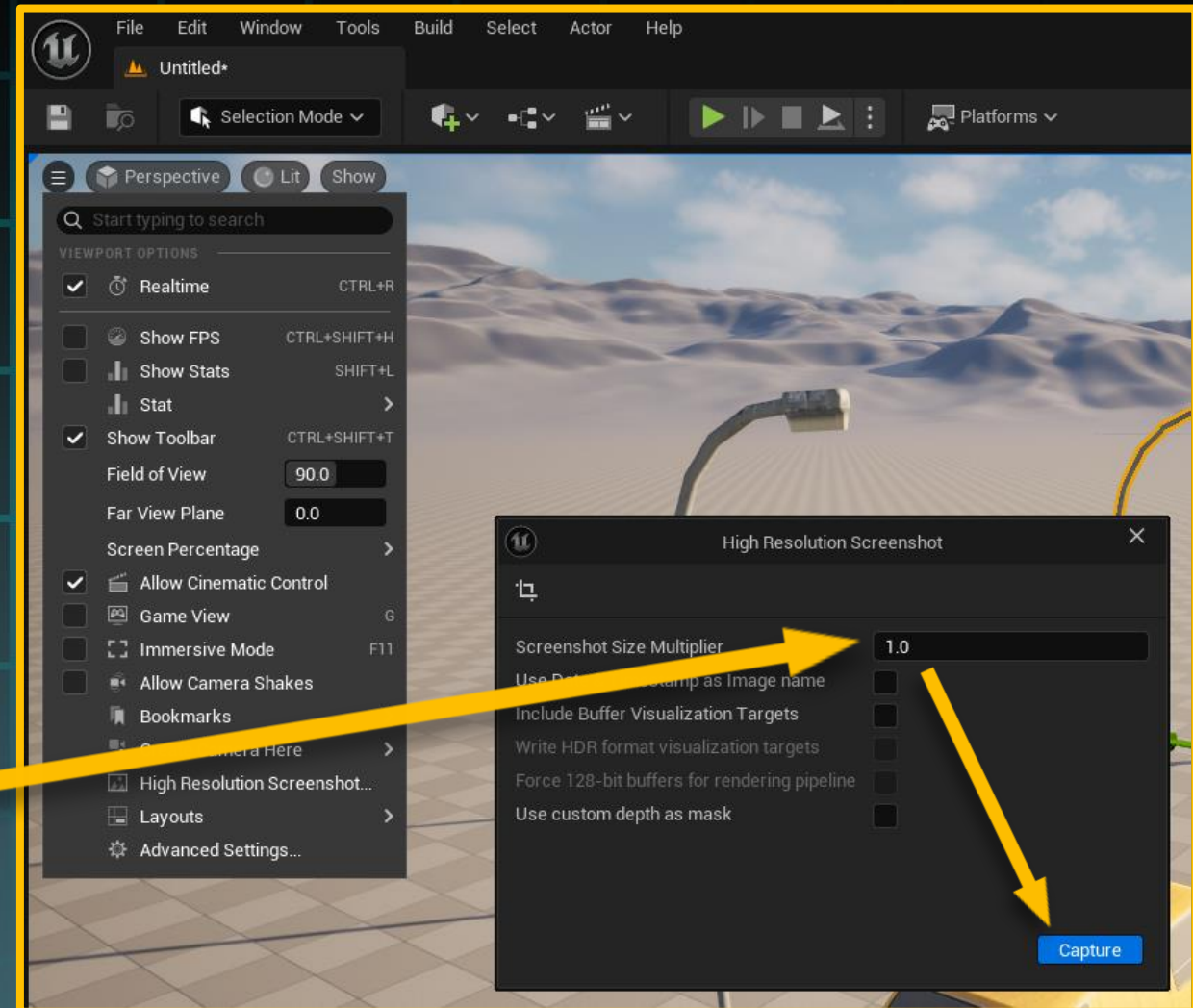
TAKING SCREENSHOTS IN UNREAL ENGINE 5

STEP 4

The **High Resolution Screenshot menu** will appear on screen.

The **Screenshot Size Multiplier** will take a resolution up to 4x your screen size.

Select a value between **1 and 4** (depending on the size you want) and then click on '**Capture**'.





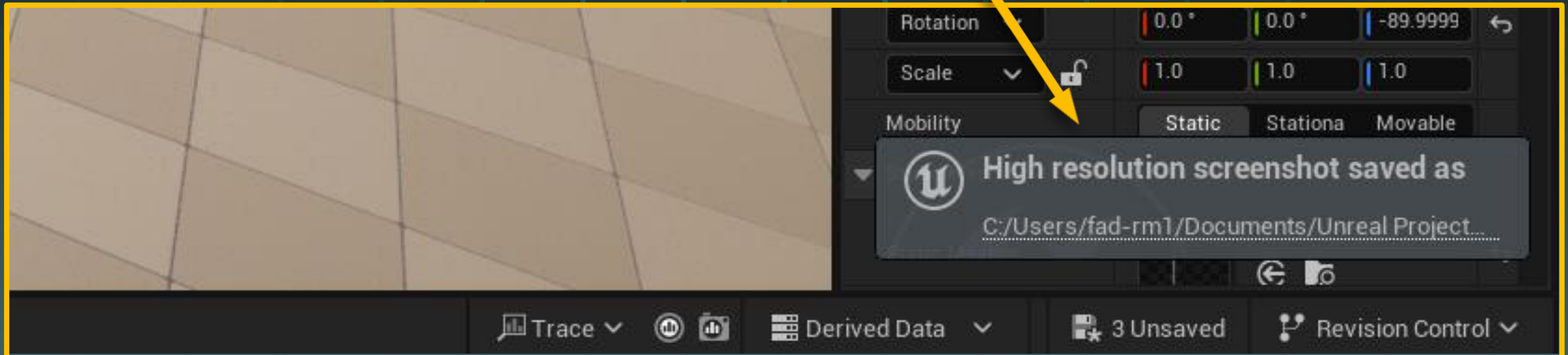
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STEP 4

A message in the **bottom-right** of your screen should inform you that a screenshot has been taken and provides a fast link to that location.





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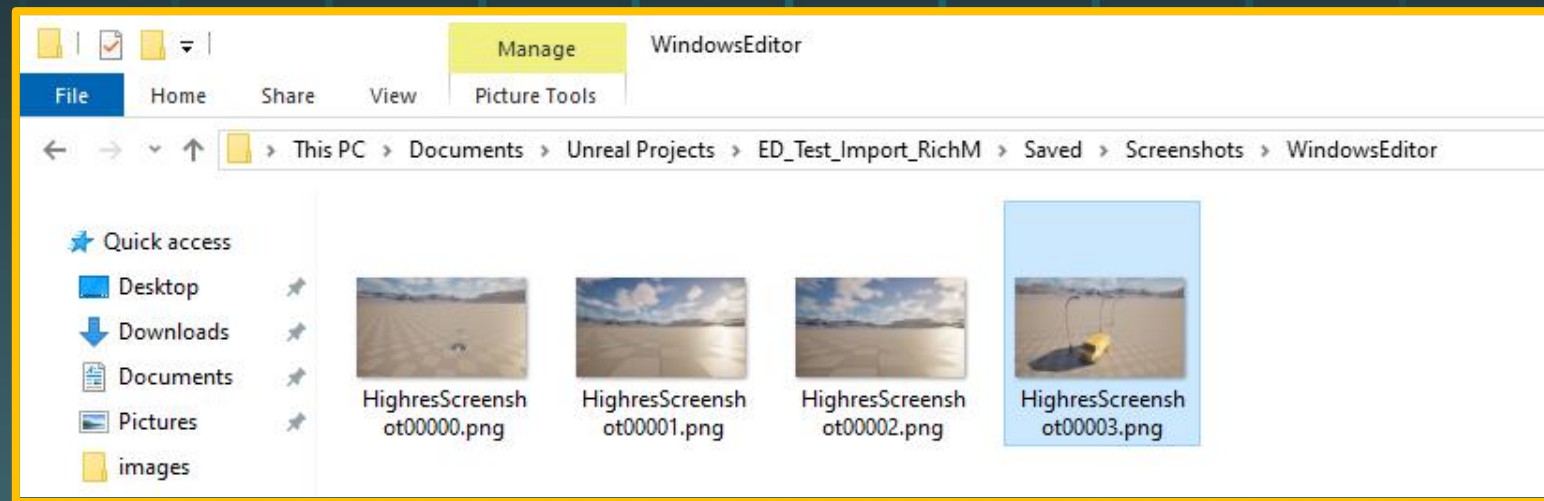
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TAKING SCREENSHOTS IN UNREAL ENGINE 5

STEP 5

UE5 will save a screenshot in your **UE5 Project folder structure**. This will typically be located here:

[Your project name] > Saved > Screenshots > WindowsEditor





TAKING SCREENSHOTS IN UNREAL ENGINE 5

STEP 5

In this instance, it will capture the **Viewport**, including icons for lights, actors and other entities.

To capture a 'clean' scene screenshot with just your lighting and assets showing, you will need to take a slightly different approach using the **Play In Editor (PIE)** mode.

This approach is covered later in these slides.



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Viewport and Play In Editor (PIE)



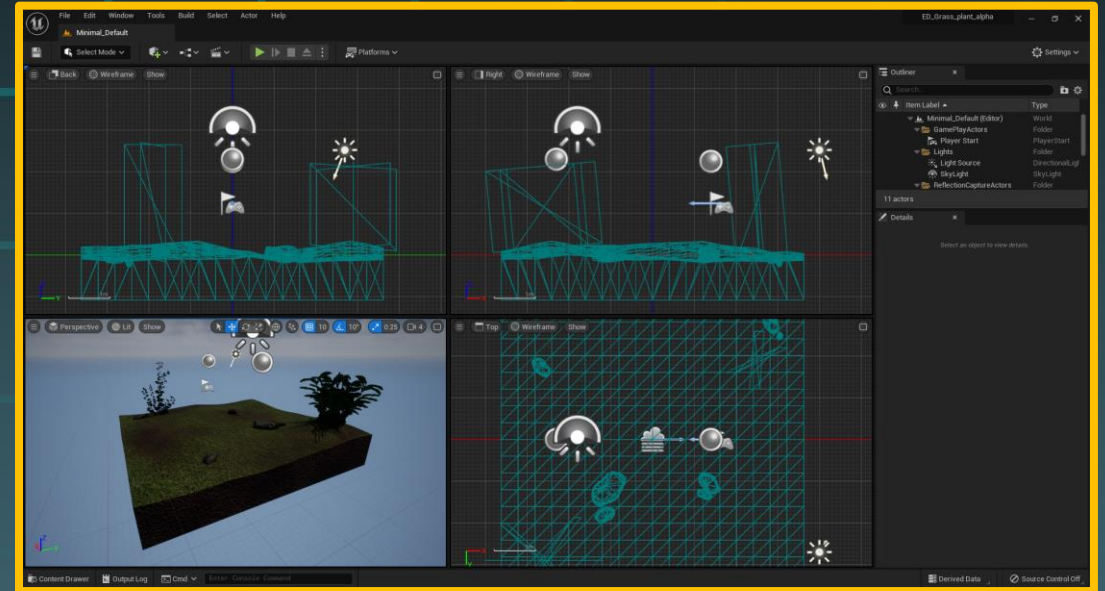
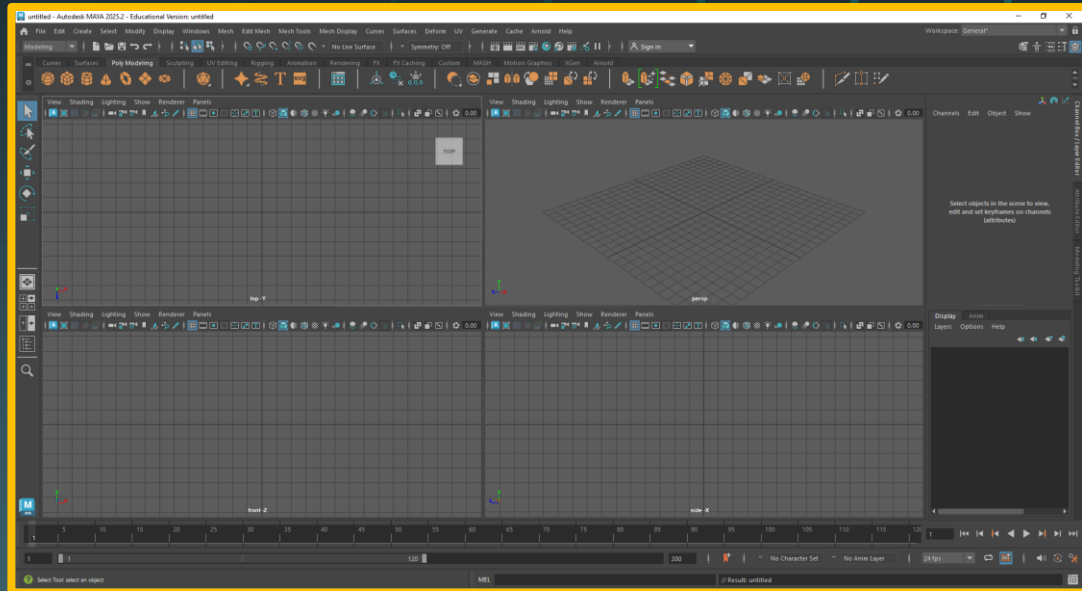
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VIEWPORT AND PLAY IN EDITOR (PIE)

Similar to Maya, Unreal Engine offers **a view of your project in 3D space** and orthographic views.

These are your **Viewports**.





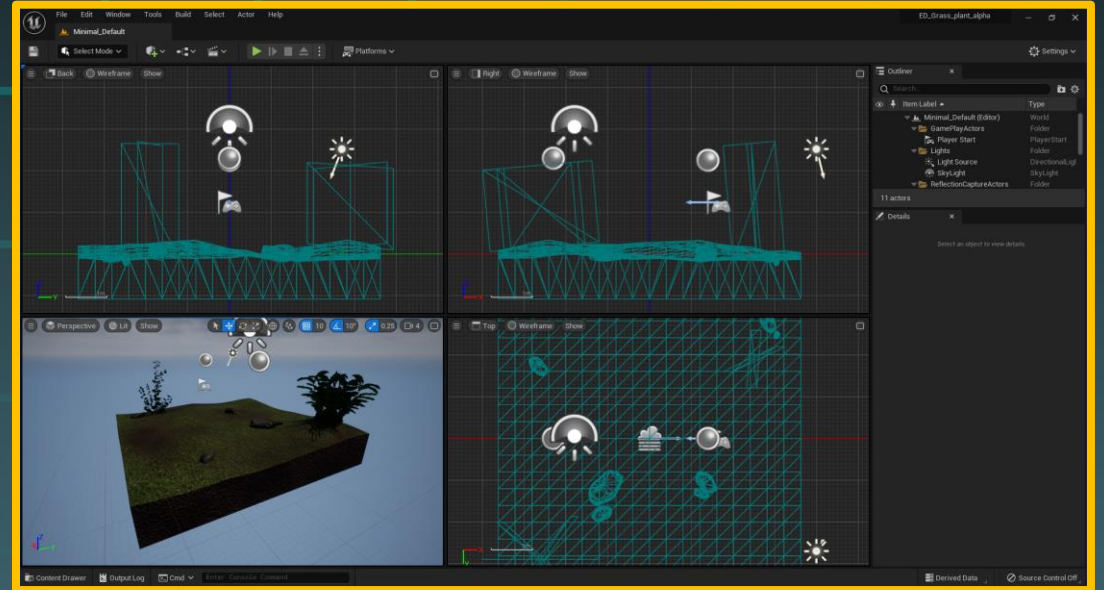
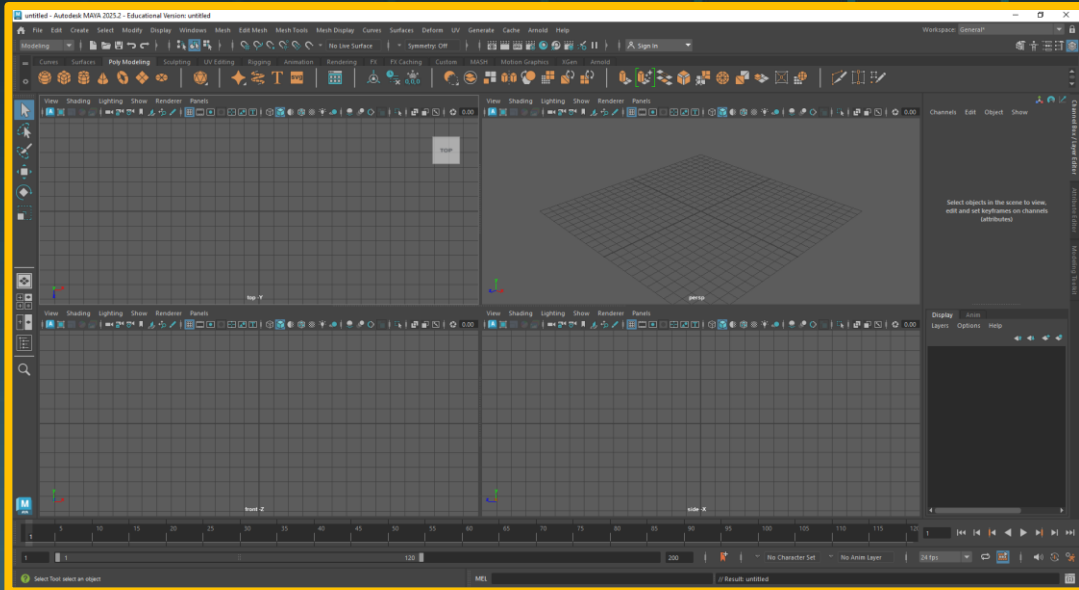
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VIEWPORT AND PLAY IN EDITOR (PIE)

Viewports allow you to **navigate your work area**, placing items and features and is an approximation of how your finished environment will look.

Shaders, lighting and materials have to be **compiled** for a finished effect.





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VIEWPORT AND PLAY IN EDITOR (PIE)

The **Play In Editor (PIE)** function allows you to 'run' your environment like a game, either by moving a camera or an avatar around your scene.

This mode is rendering your scene in **real-time**, allowing you to move around as you please. It is the closest you can get to the finished output before compiling a final build of a game or executable.

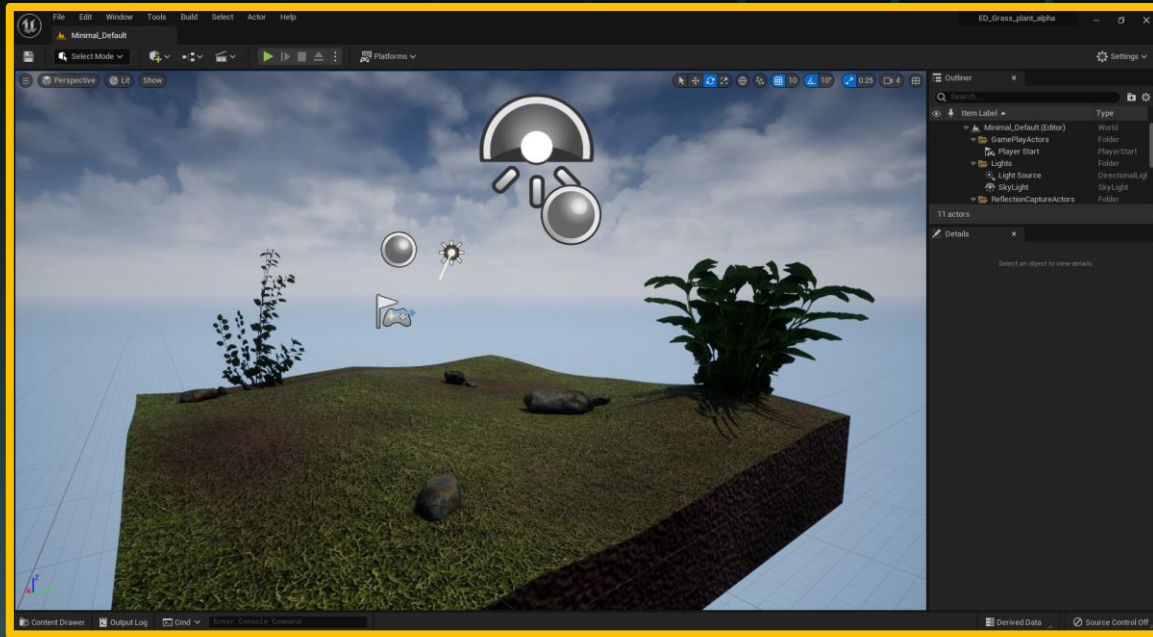
The assessment brief does not require you to do this, but we should use the PIE function in order to obtain high-resolution images that can be submitted for the project and/or used in a portfolio of your work.



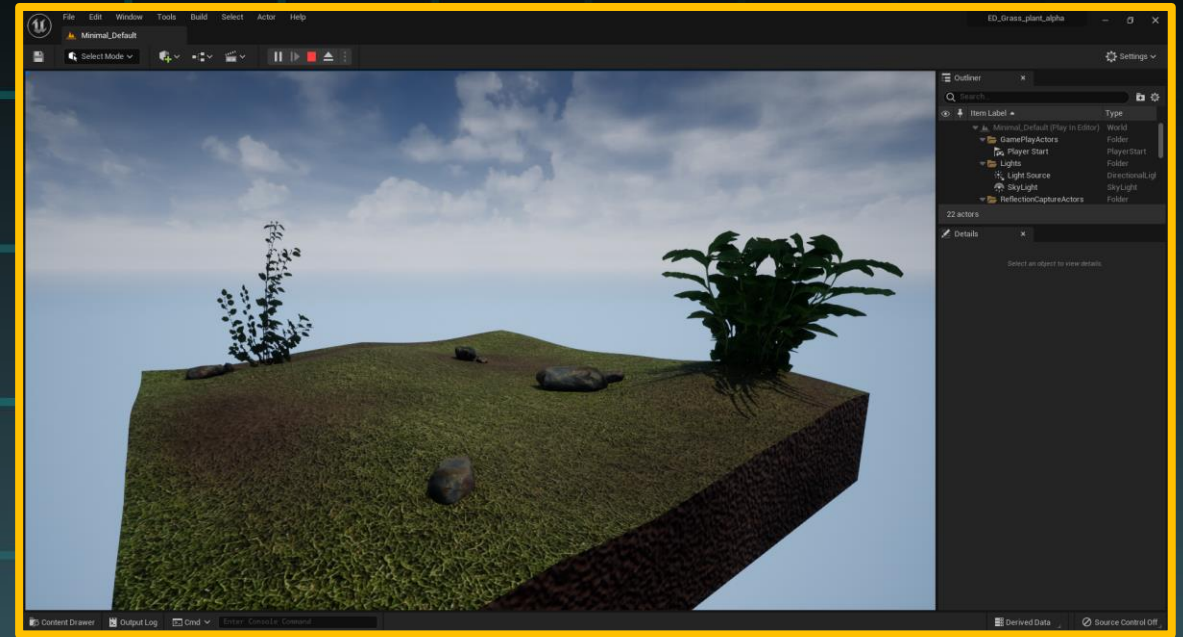
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VIEWPORT AND PLAY IN EDITOR (PIE)



Viewport



Play In Editor (PIE)



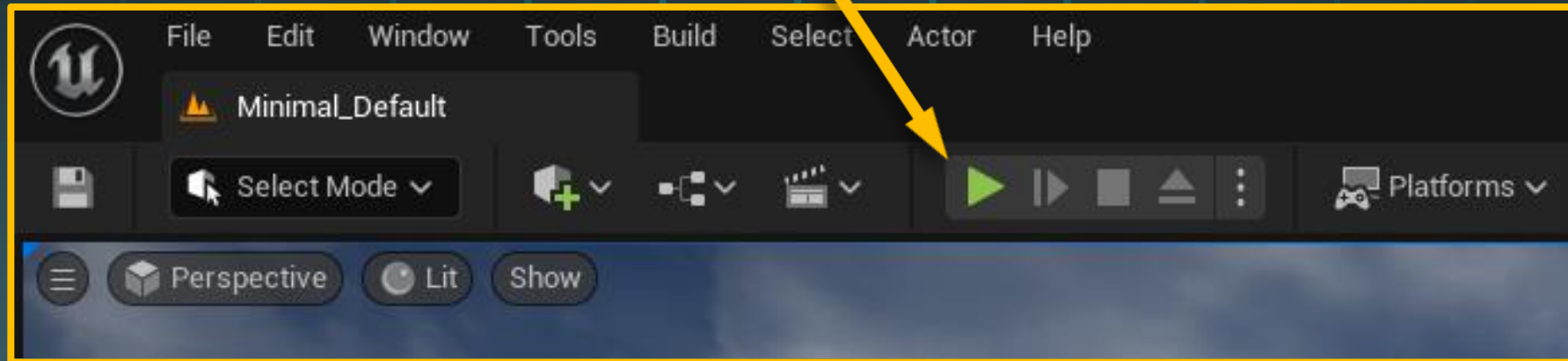
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VIEWPORT AND PLAY IN EDITOR (PIE)

To start the Play In Editor, look for the **'play' button** near the top of the UE5 interface.

Clicking on this will **open a new 'live' view** in which your scene will appear.



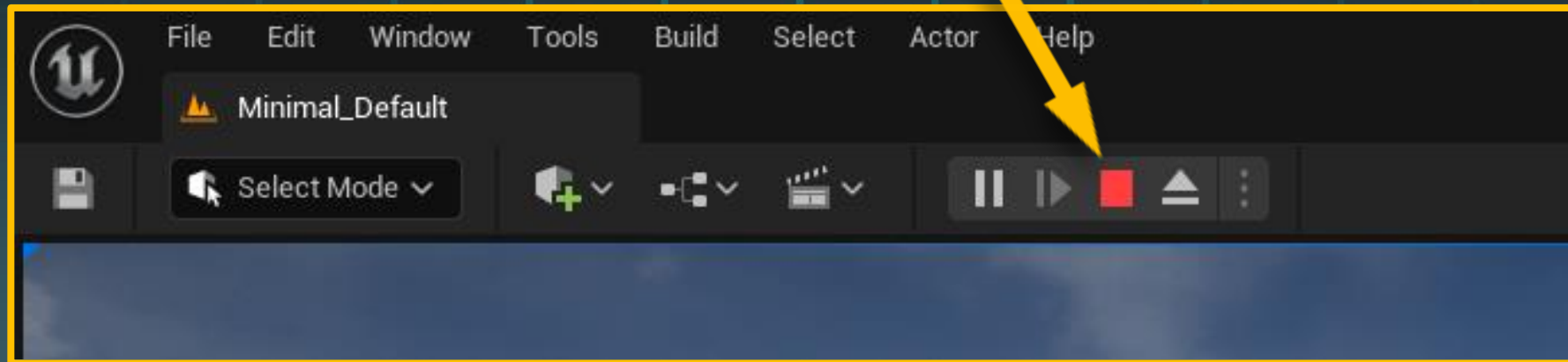


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VIEWPORT AND PLAY IN EDITOR (PIE)

To exit the PIE, **press the Stop button in Engine** or the **Escape Key** on your keyboard and you will be returned to the engine.





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PIE Screenshots Using Console Commands



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PIE SCREENSHOTS USING CONSOLE COMMANDS

In order to take screenshots using the PIE, we need to make use of **Console Commands**.

Fortunately this method is largely straightforward and produces a similar output to the **High Resolution Screenshot** menu.



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PIE SCREENSHOTS USING CONSOLE COMMANDS

STEP 1

Open the PIE (Play In Editor) from the UE5 interface.

This will bring your scene up in the **main viewport**.





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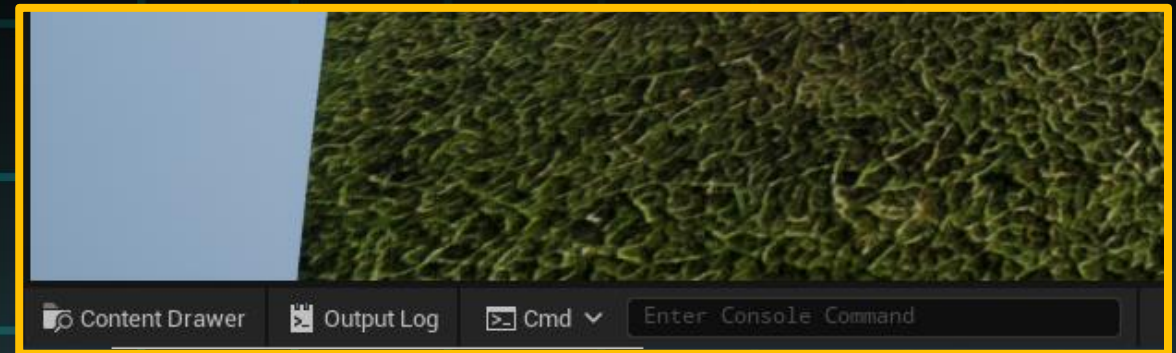
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PIE SCREENSHOTS USING CONSOLE COMMANDS

STEP 1

You may see along the bottom of the window an area that contains a field for **Console Commands** to be entered.

If not, press the **Tilde** () key. This is located next to the number keys on the **far-left side** of the keyboard.





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PIE SCREENSHOTS USING CONSOLE COMMANDS

STEP 2

The Console Command prompt will appear in the bottom left of the new screen.

To take a screenshot, position your camera using the usual controls (WASD and mouselook) and when you are happy, enter the following into the Command Prompt:

HighResShot #



(where '#' can be anywhere between 1-4 for quality and size)



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PIE SCREENSHOTS USING CONSOLE COMMANDS

STEP 1

In a similar fashion to the High Resolution Screenshot in your viewport, the Engine will **save whatever you can currently see** in the PIE window.

These files will typically be stored in the same location as before:

[Your project name] > Saved > Screenshots > WindowsEditor



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Taking Screenshots in Unreal Engine 5

PIE SCREENSHOTS USING CONSOLE COMMANDS

STEP 1

Try to get some **variation** in your screenshots.

You will want to capture the main focal point, some details in the scene, and an overall aesthetically pleasing shot showing off your whole diorama.

Avoid 'orthographic' style shots of front, side and top views - Try different angles and three-quarter views to enhance the work and to portray your diorama in as interesting a manner as possible!



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Bibliography



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Accessed 3 April 2025



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