

Name:

Date:

Period:

American History Grade 9

GETTING STARTED: Follow along in this handout while you complete the tutorial from the link below. Go slow. You will be using what you learn to create your own level. Save often, but only once you understand the steps to progress in the tutorial. Disclaimer: All images were created by the teacher and screenshot from Unreal Engine 4.

Unreal Engine Tutorial: Level Designer Quick Start Part 2

<https://docs.unrealengine.com/latest/INT/Engine/QuickStart/5/index.html>

Questions to help you practice can be found in red text. These questions should be answered in the “Questions and Screenshots for LDQST” handout.

NOTE: “Ctrl + z” on your keyboard is used to undue your previous action. When in doubt, use the undue command to return to a familiar direction.

This tutorial is a continuation from Part 1.

Your goal in this tutorial is to design a level similar to the image in Figure 1 below:



Figure 1: Example Level Created in Unreal Engine 4

Objectives

After completing this tutorial, developers will know the following:

- How to navigate viewports.
- How to create a new level.
- How to place and edit actors in levels.**
- How to build and run levels.



1. Open the Epic Games launcher:



2. Click Launch to begin your level design:

3. Instead of creating a New Project, select your previous project (Figure 2). It should be listed as something similar to “Your First Name Initial_Your Last Name_LevelDesignerQS” (ex. **N_Pant_LevelDesignQS**) Your project title cannot be longer than 20 characters.

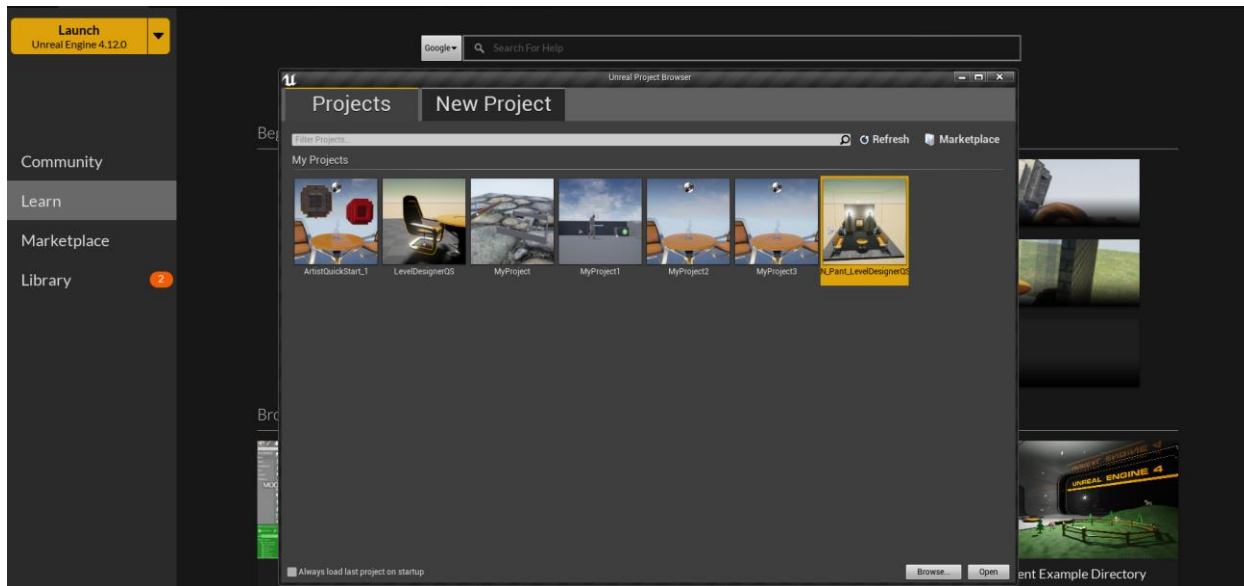


Figure 2: Project Files Created in Unreal Engine 4

4. Once you open your project (Figure 3), you may need to then open your level in order to continue working from where you left off.



Figure 3: Project Open Screen

5. Open your level from **FILE** on the Menu Bar (see Figure 4). Then, select the level you want to edit (see Figure 5).

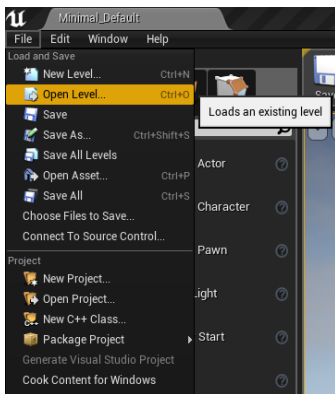


Figure 4: Open Level from FILE

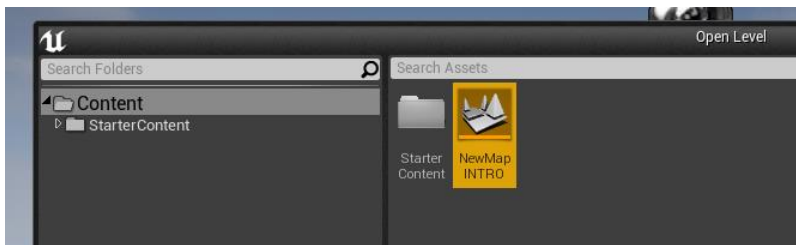


Figure 5: Select Level

NOTE: Your old level inside your new project should look something like Figure 6 below.



Figure 6: Old Level in New Project

Section 5-Editing Placed Actors

6. Using the LDQST, navigate to section [5 - Editing Placed Actors](https://docs.unrealengine.com/latest/INT/Engine/QuickStart/5/index.html) and read the beginning paragraph. <https://docs.unrealengine.com/latest/INT/Engine/QuickStart/5/index.html> 7. Edit your project, or level, by beginning step 1 of section 5 (see Figure 7).

Steps

1. Select the **Directional Light Actor** by **Left-clicking** on it in the Viewport.

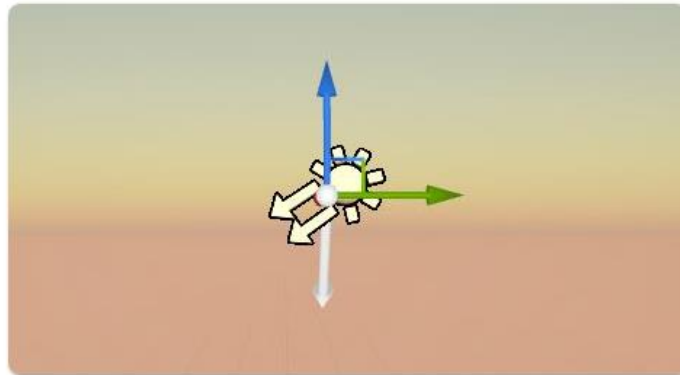


Figure 7: Step 1 of Section 5 in the LDQST

8. Complete step 2 of the LDQST. You may need to click the “Show Advanced” arrow button (Figure 8) to enable “Atmospheric Sun Light” (Figure 9).

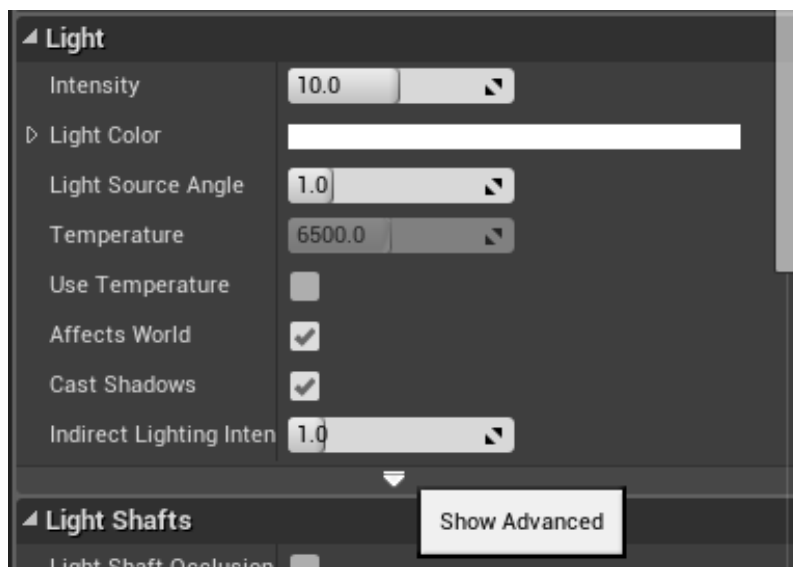


Figure 8: Show Advanced Arrow Button

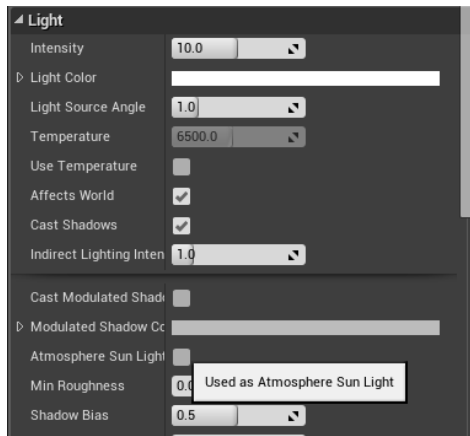


Figure 9: Atmospheric Sun Light

9. Once you enable “Atmospheric Sun Light,” practice using the ROTATE tool on the Directional Light Actor (see Figure 10). It may take some getting used to in order to understand the relationship between the mouse and the ROTATE tool arcs.



Figure 10: Rotate Tool on the Directional Light Actor

How does the Directional Light Actor affect the design of the level?

10. Complete steps 1 and 2 of the LDQST.

11. To better see what materials you are selecting, try opening up the MATERIALS content from the Content Browser panel (see Figure 11). Select your actor (see Figure 12). Then, simply drag the material to the actor to edit it. **Don't be nervous if you accidentally open up the blueprint visual script window (see Figure 13)...just close the pop-up window. We will learn about blueprints later 😊

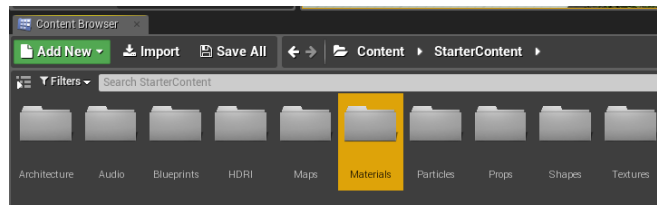


Figure 11: Content Browser Panel



Figure 12: Selected Material in the Content Browser Panel

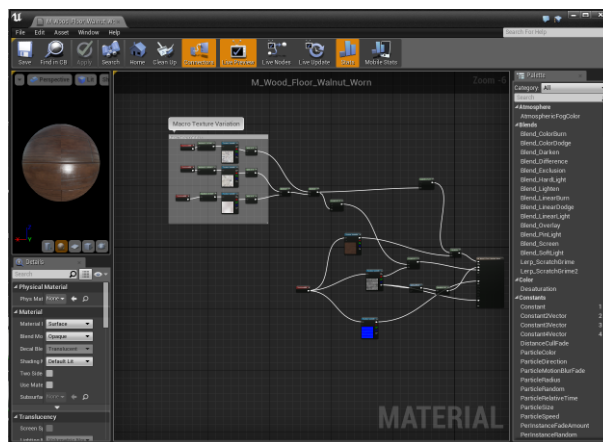


Figure 13: Blueprint for Wood Material

12. Continue updating your level. Be sure to experiment with changing light, as that can be tricky but adds an interesting element. We will continue to learn about changing properties, such as the material or color of the chairs, when we learn about blueprints. Blueprints can get complicated. We must focus on other things first.

13. Copy and paste a screen shot or snip image of your scene so far to your Word document from the previous tutorial (see Figure 14 for an example). This time, also provide a paragraph explaining the following:

1. something that you learned about using Unreal
2. what your favorite part of Unreal has been so far
3. how you see using it in your project.



Figure 14: Teacher's Level Example

END TUTORIAL Part 2 after section 5-Editing Placed Actors of the LDQST.