

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 3

<https://docs.unrealengine.com/latest/INT/Engine/QuickStart/6/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 2.

Your goal in this tutorial is to design a level similar to the images in Figures 1 and 2.



Figure 1: Example of Level Exterior Created in Unreal Engine 4



Figure 2: Example of Level Interior Created in Unreal Engine 4

Objectives

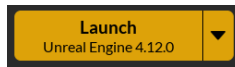
After going through this tutorial, developers will know the following:

- 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. It should be listed as similar to “Your First name Initial_Your Last Name_LevelDesignerQS” (ex. **N_Pant_LevelDesignQS**). **Your project title cannot be longer than 20 characters.**

Section 6-Running the Build Process

4. Using the LDQST, navigate to section **6 - Running the Build Process**.

<https://docs.unrealengine.com/latest/INT/Engine/QuickStart/6/index.html>

5. Edit your project, or level, by beginning step 1.

6. Complete step 2 of the LDQST (see Figure 3). You will need to click BUILD (Figure 4) to see the Production Quality and remove the “preview” text.

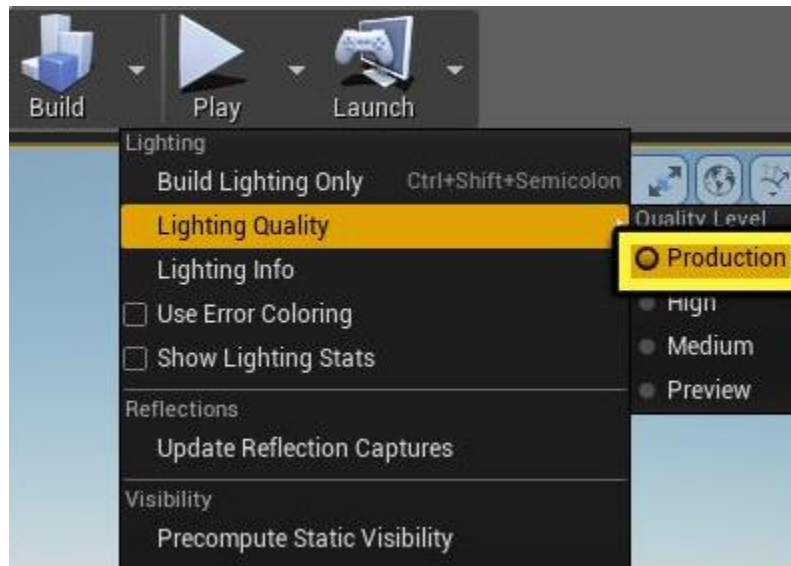


Figure 3: Complete Step 2 of the LDQST

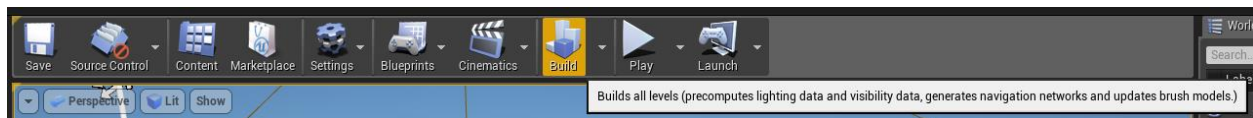


Figure 4: Build your Level

Once you click BUILD (Figure 4), you will see the Build Progress Window in the lower right corner from step 3 of the LDQST.

What specific changes occurred in your level after the build?

7. Complete step 7 of the LDQST. After you click PLAY, you will need to push the “Esc” key to exit flying and return back to editing.

8. Read the [End Result](#) and then move on to section 7 of the LDQST.

Section 7-On Your Own!

9. Without yet editing your scene, read through all of section 7 of the LDQST. You don’t need to click and then read each link; just familiarize yourself with what is expected within the section.

10. Complete section 7 of the LDQST before you research additional specifics from the hyperlinks.

11. Take at least 4 screen shots displaying different areas and actors of your level. Include them in your “Questions and Screenshots for LDQST” handout from the previous tutorials.

12. Create a detailed outline along with your images explaining how your virtual history museum will look using the Unreal Engine 4. Make sure that you use proper video game development terminology and make connections

between your knowledge of Women's History and the project. You will use this outline as a starting point to move forward and create an original level on your own. It must be easy to visualize your level based off of your outline.

END TUTORIAL Part 3 after section 7-On Your Own! of the LDQST.
