

Final Example Project Installation Instructions

The final example project file contains the entire Unreal Engine project that we create by the end of this book, with all the 3D assets, animations, backgrounds, and final movie setup. You can explore this project as an example.

Here is how you install it:

1. Make sure you have **downloaded** and **installed Unreal engine 5** from the website using their installation instructions. <https://www.unrealengine.com/en-US>
2. Click on the following GitHub link <https://github.com/PacktPublishing/Unreal-Engine-5-Character-Creation-Animation-and-Cinematics/blob/main/FullFinalUE5Project/readme.md>
3. Since the file is too big for Github, you will need to click on the 'you can download it from **here**' in the readme file that opened when you clicked the link in **step 2** (see **Figure 1**).

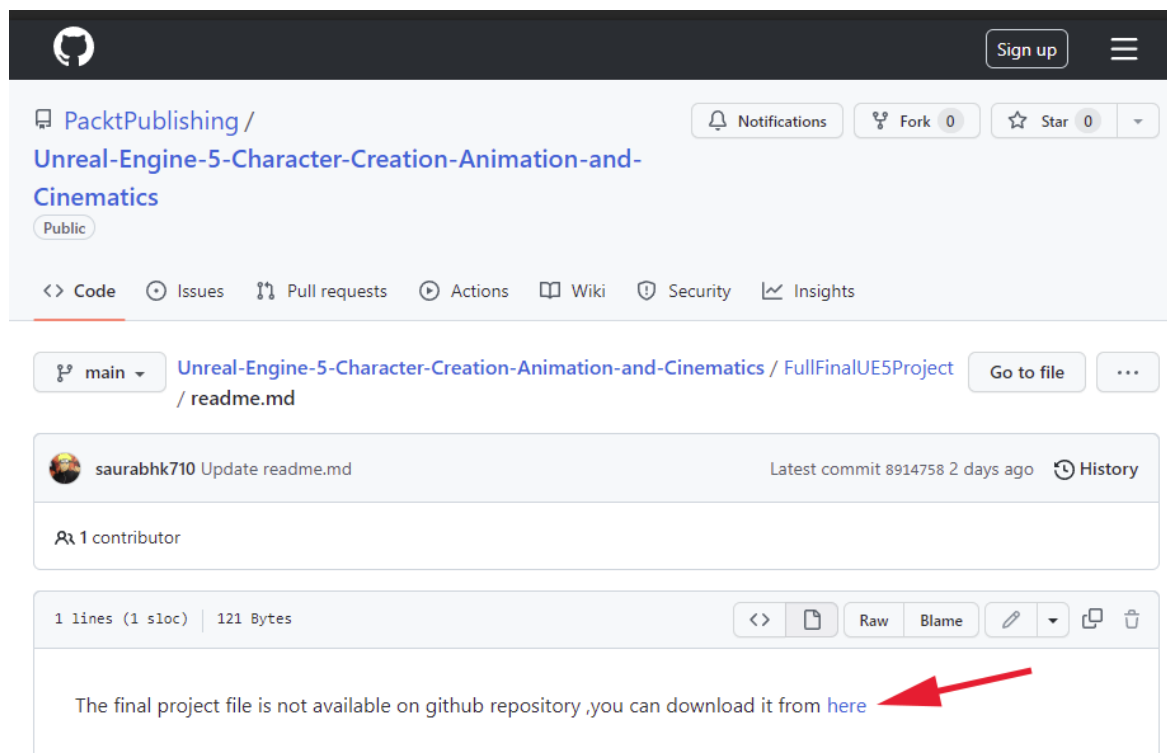



Figure 1

A **compressed zip** file containing the project and all its folders will download to your default download folder.

4. If you don't have a **good tool to unzip files** I recommend **downloading** and **installing 7-Zip** from this [link](#). For Windows 10, download the 64-bit version as seen in **Figure 2**.

← → ↻ 🏠 7-zip.org/download.html



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Download 7-Zip 21.07 (2021-12-26):

Link	Type	System	Description
Download	.exe	64-bit Windows x64	7-Zip for Windows
Download	.exe	32-bit Windows x86	
Download	.exe	64-bit Windows arm64	
Download	.msi	64-bit Windows x64	(alternative MSI installer) 7-Zip for 64-bit Windows
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Download	.7z	any / Windows	LZMA SDK: (C, C++, C#, Java)
Download	.exe	Windows	7zr.exe (x86) : 7-Zip console executable

Figure 2

5. **Navigate** to the downloaded project zip file and then **cut** it and then **paste** it into your Unreal Engine projects folder. This is normally the **This PC/Documents/Unreal Projects** folder. In my case it is **C:\Users\Wilhelm\Documents\Unreal Projects**. Yours will be different depending on your Windows username.
6. Select and **right click** on the zip file and select **Extract to** **"FinalSceneChapter20_FullUE5\"** as shown in **Figure 3**.

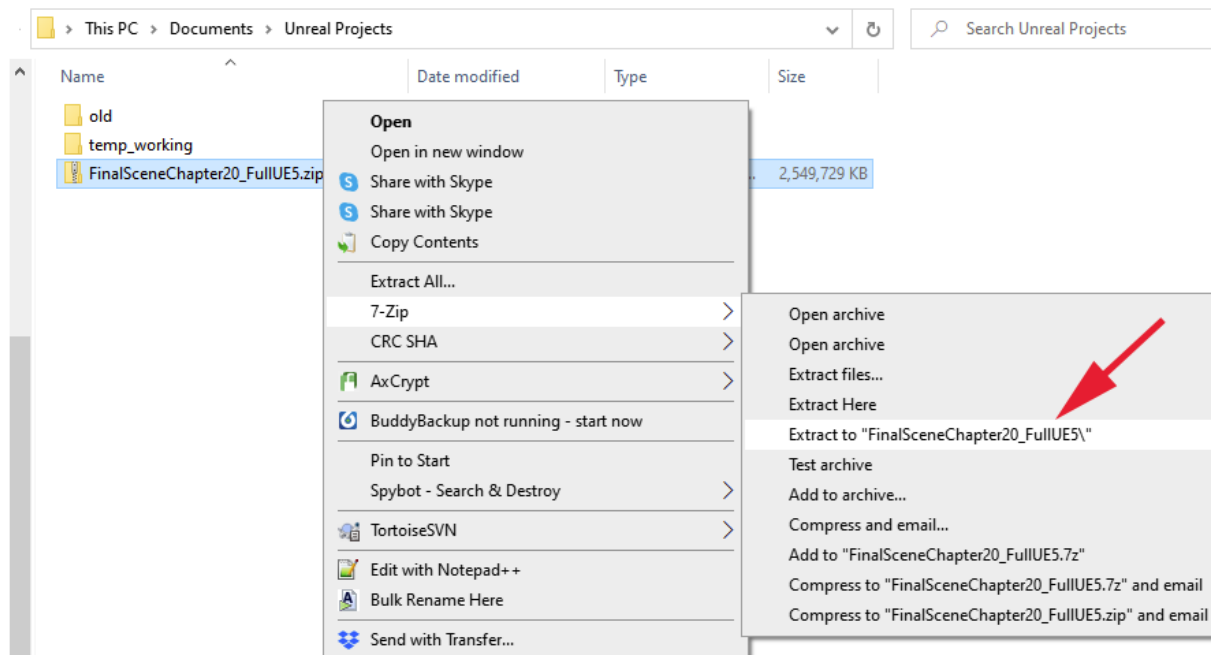


Figure 3

This will **extract** the project to its relevant folders inside the **Unreal Projects** folder.

7. **Launch** Unreal Engine 5 and the project should be available to **Open** as seen in **Figure 4**.

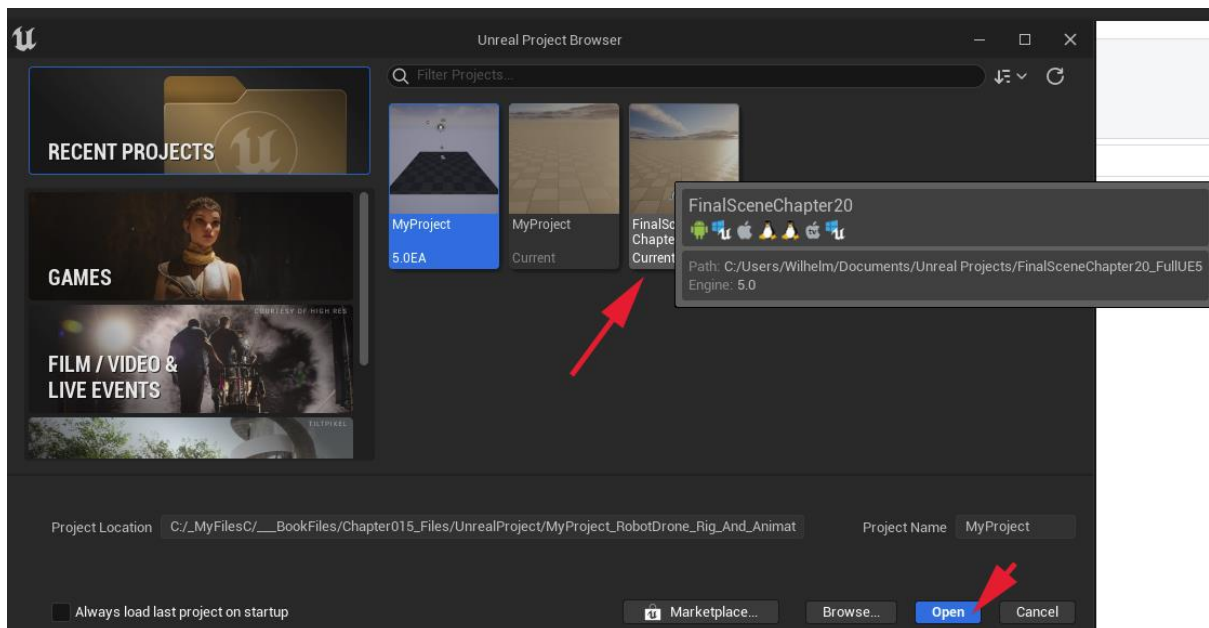


Figure 4

Note

You can extract this project anywhere on your computer, providing you have the available space. Unreal Engine creates this default Unreal Projects folder anyway, so it is just easier to use it. If you extract this project anywhere else, you can use the Browse button next to the Open button to

browse to its location. Then select the FinalSceneChapter20.uproject in the root of the folder structure to open the project as seen in Figure 5

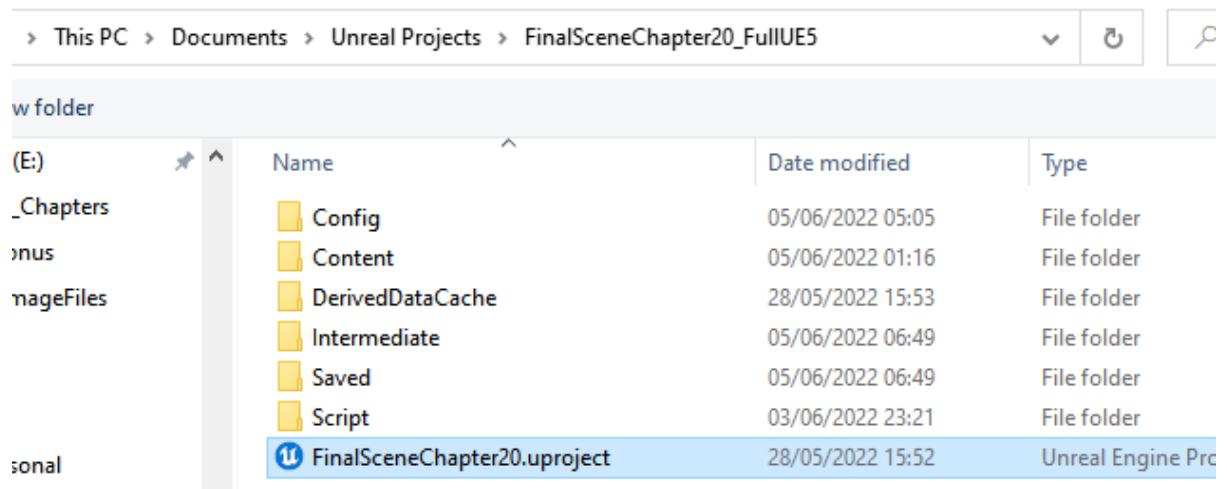


Figure 5

Congratulations, you have now downloaded and extracted the full final example project. You can now open it with UE5 and explore the content.