

W hat's our goal?

 An understanding of the concept behind the in-editor modelling tool and where it might fit into you pipeline.

Practical knowledge of how to install and use the most common features.

Hand on experience completing a few tasks in editor rather than switching to external software.

Be able to use the modelling tools to quickly block out a level.

Training Outline

Understanding the tool - 0.5 hours

Installation and Usage
How assets are saved on disk
Understanding Polygroups

Exercises & examples - 1.5 hours

Exercise 1: Quick corrections

Exercise 2: Poly Editing

Exercise 3: Sculpting

Exercise 4: Modeling from path

Exercise 5: Blocking out

Example: Dynamic meshes

W hat is the In-Editor Modelling Tools

A set of tools that allow you to allow you to do modelling work without the need to leave Unreal engine and use external software.

Great for:

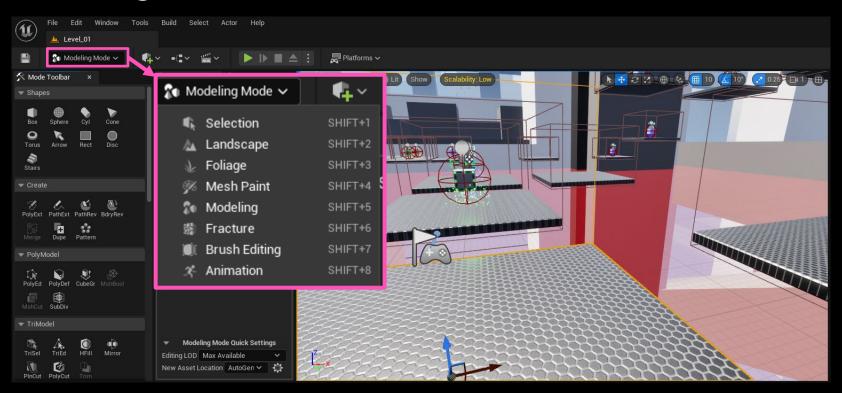
Blocking out levels
Editing present Static meshes
Correcting pivots / UVs

DCC Tools still do better:

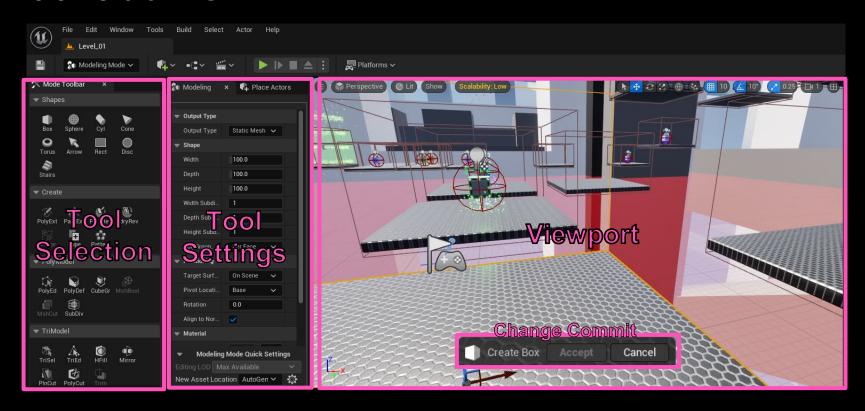
Skeletal meshes
Complicated asset creation



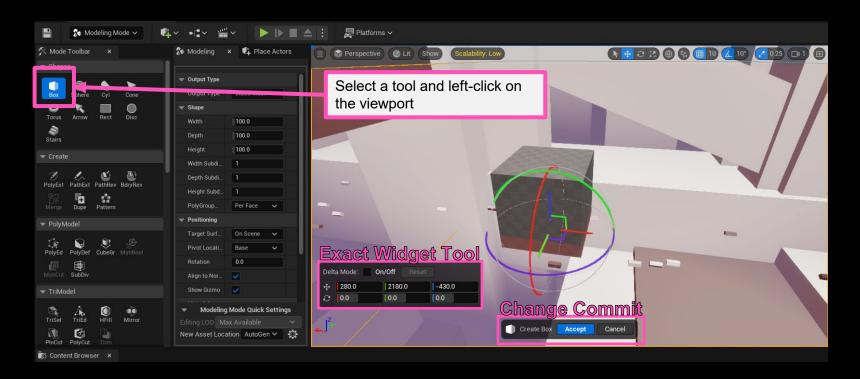
Modeling Mode



Tool Outline

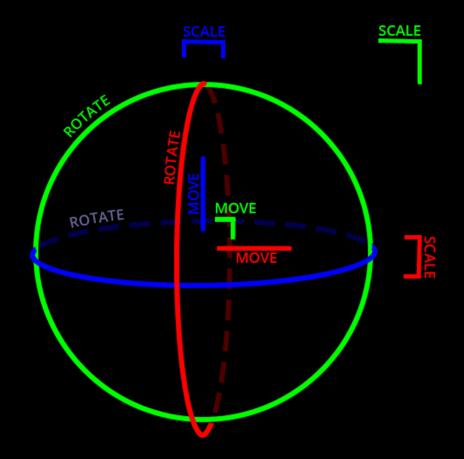


Tool Outline



W hat's our goal?

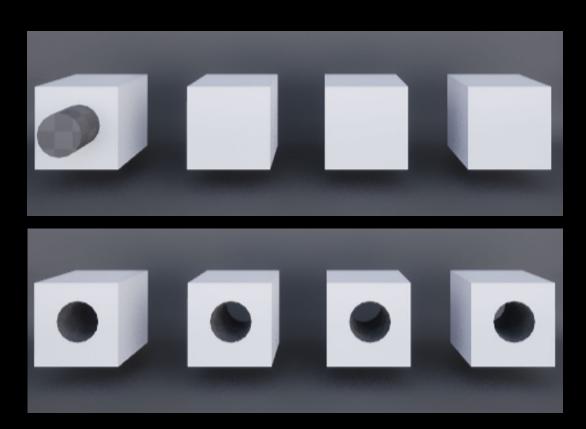
The modeling tool uses a widget that combine the move, rotate and scale into a singular tool.



Saving Work

When committing changes, the tool saves models as static meshes.

Be cautious to avoid overwriting; there's an option to overwrite or save as a new mesh.





Saving Work

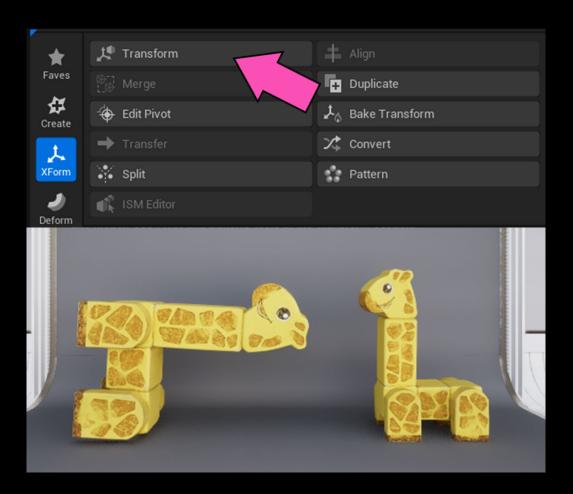
When committing changes, the tool saves models as static meshes.

Be cautious to avoid overwriting; there's an option to overwrite or save as a new mesh.

Step 1: Correct models transform

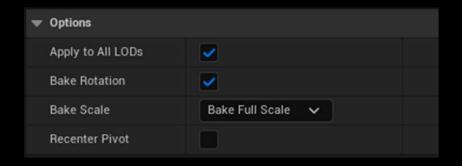
To correct a model's default transform, start by selecting the "Xfrom" section.

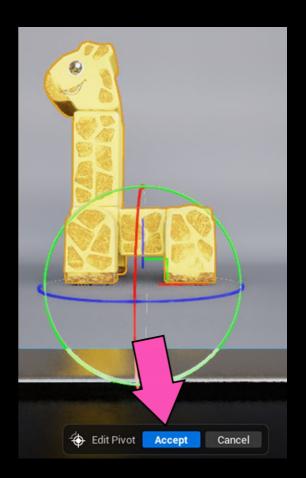
Then, click on the "Bake Transform" tool.



Step 1: Correct models transform

Ensure the model is the desired size and rotation before clicking accept.

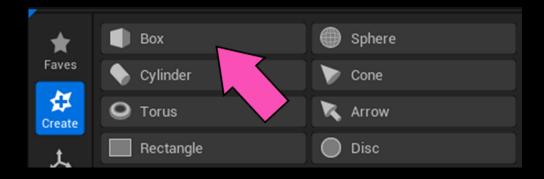


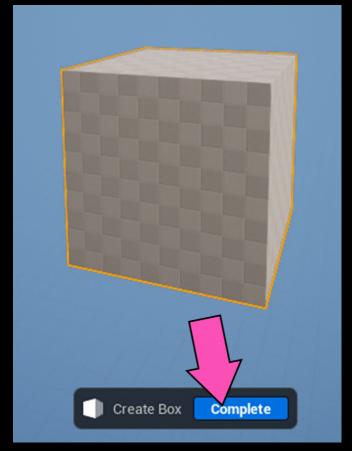




Step 1: Add a Cube

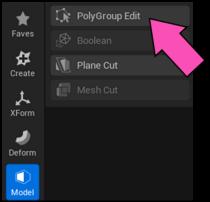
Create a cube by selecting the box in the create section and using the default values.

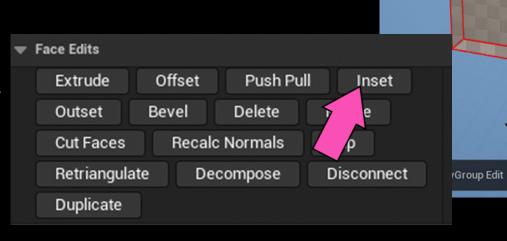




Step 2: Inset the edges

In the modeling group, select "Polygroup Edit". With a face selected, use the "inset" tool to create a border.



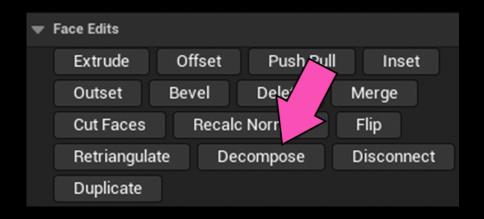


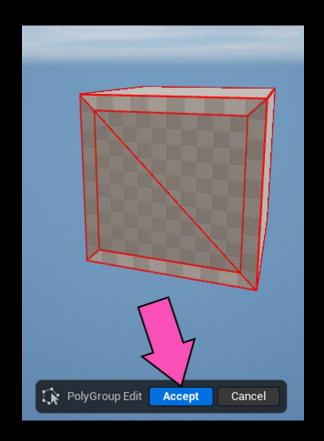
Accept

Cancel

Step 3: Decompose face

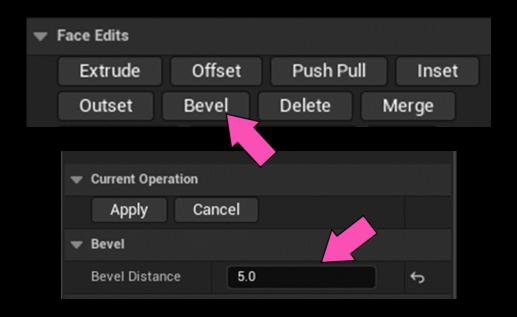
Please use the "decompose" tool to divide the internal face.

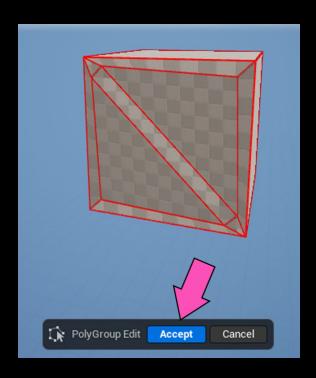




Step 4: Bevel middle edge

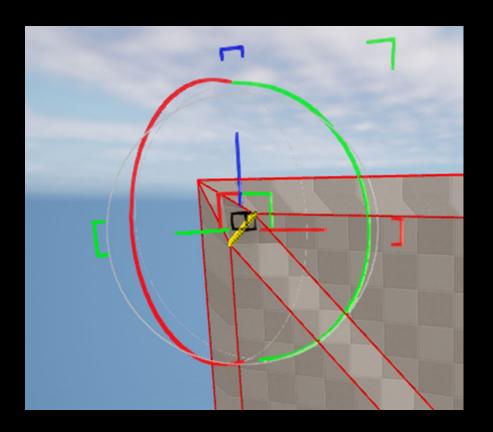
Now, select the internal edge and utilize the bevel tool to divide it into two edges.





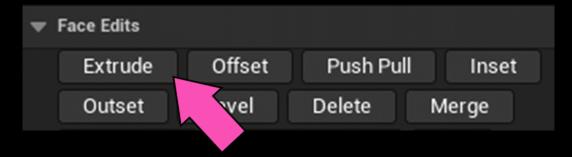
Step 5: Correct corners

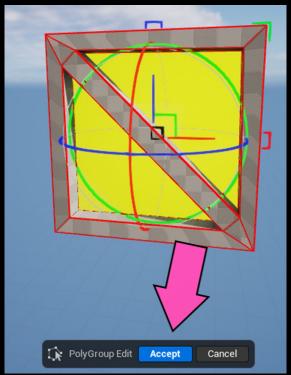
Now manually select the edges and vertices and move them around so that all the faces form evenly width rectangles.



Step 6: Extrude

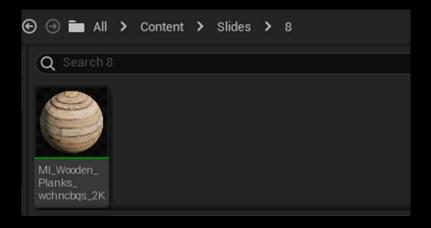
Select the two triangular faces, then use the extrude tool to push them backward inside the cube.





Step 7: Apply material

Apply the Wooden Planks material to the cube.

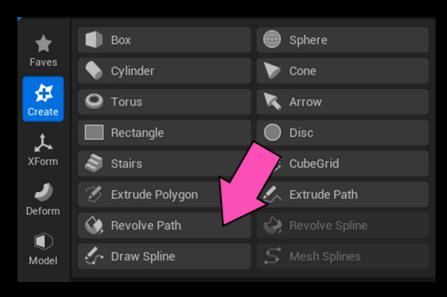


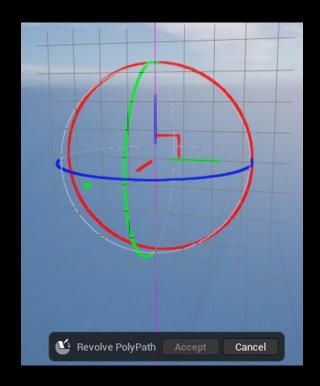




Step 1: Create Model

Select the revolve path in the create section. Position the grid somewhere you can work on it.





Step 1: Create Model

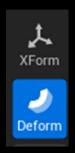
Draw a cross section of a glass on the grid.

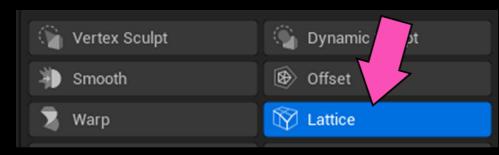
Once happy double click on the path and it will create a model.

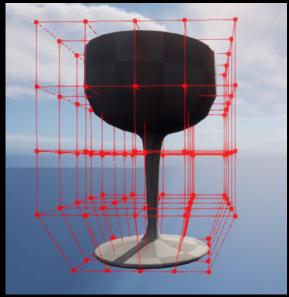


Step 2: Correct proportions

Use the Lattice tool in the deform section to correct the proportions if necessary.

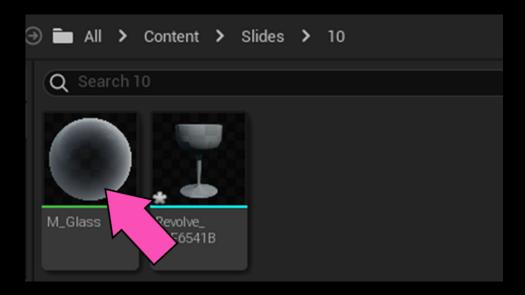






Step 3: Apply material

Apply the material M_Glass to the model to finish it off.

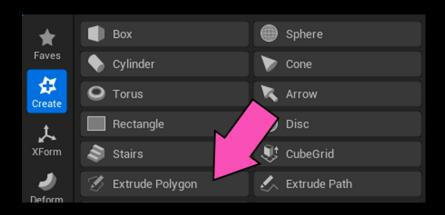


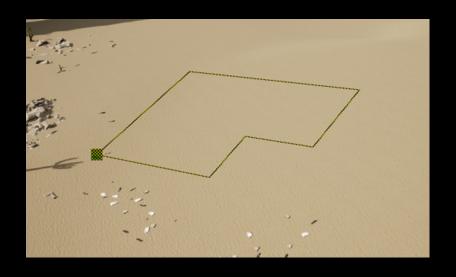




Step 1: Create general blocks

Select the Extrude Polygon tool in the Create section. You can now draw a building shape on the floor and pull up to create a model.

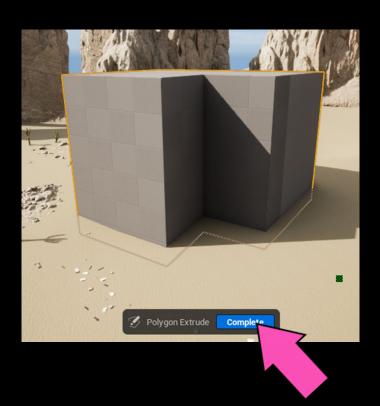




Step 1: Create general blocks

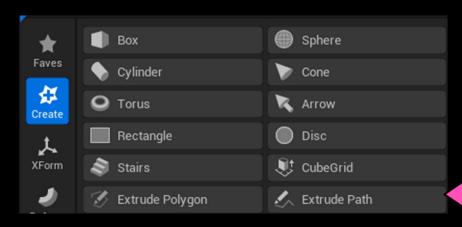
Confirm and drag up the building until you get it to the height you are happy with.

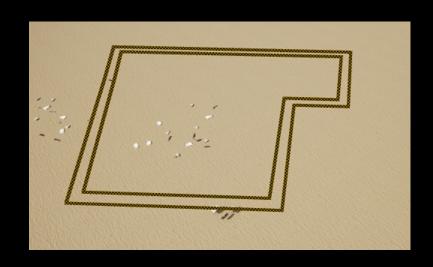
Do this a couple more time into create some background buildings.



Step 2: Create detailed building

Now let's try using the Extrude Path tool in the Create section. Pull it up in the same way to create a model.





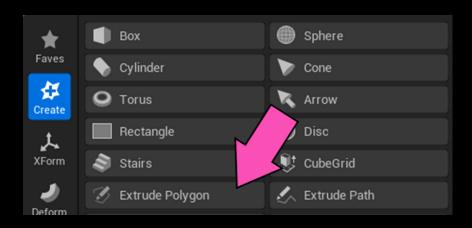
Step 2: Create detailed building

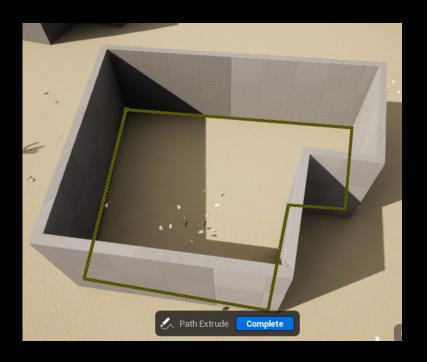
Drag up to create the outer wall for the building.



Step 2: Create detailed building

You can now use the Extrude Polygon tool again to create floors and roof.





Step 2: Create detailed building

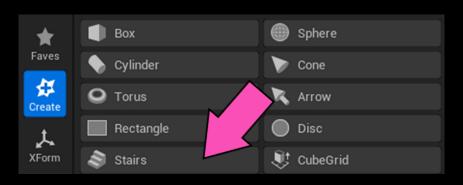
Scale and duplicate the models to create the rood and any floor you want in

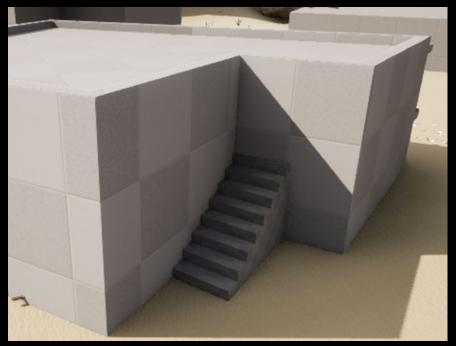
the model.



Step 2: Create detailed building

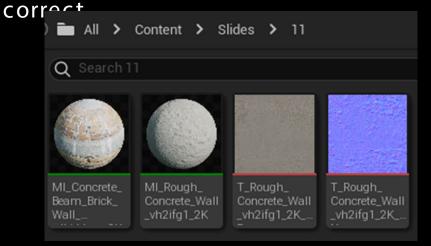
Please use the Stair tool in the Create section to add stairs to the building.





Step 2: Create detailed building

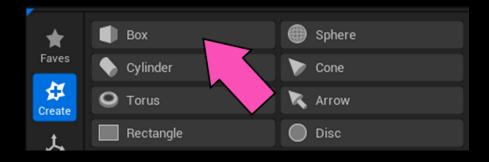
Apply some materials to the models and use the Transform UVs tool to make the material looks

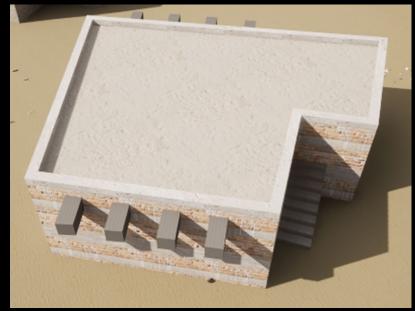




Step 2: Create detailed building

Using the Box tool create a cutter to use make some windows.





Step 2: Create detailed building

Select the house and then the cutters. Then, choose the Boolean tool in the model section. This will enable you to create holes for windows.

You can also use cubes to create customized holes for doors.



