

How to install an Unreal Engine Template

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Overview

The process of installing a template is extremely simple.

You simply need to drag it into the

Templates folder of your Unreal Engine version.

Blueprint versions of templates aren't necessarily bound to a specific Unreal Engine version as long as the nodes are compatible and you should be able to use all of my templates with UE5.1 and above!

Locating the folder

The default location for this is different for windows and mac.

Windows:

| C:\Program Files\Epic Games\UE_[version]\Templates

Mac:

| /Users/Shared/Epic Games/UE_[version]/Templates

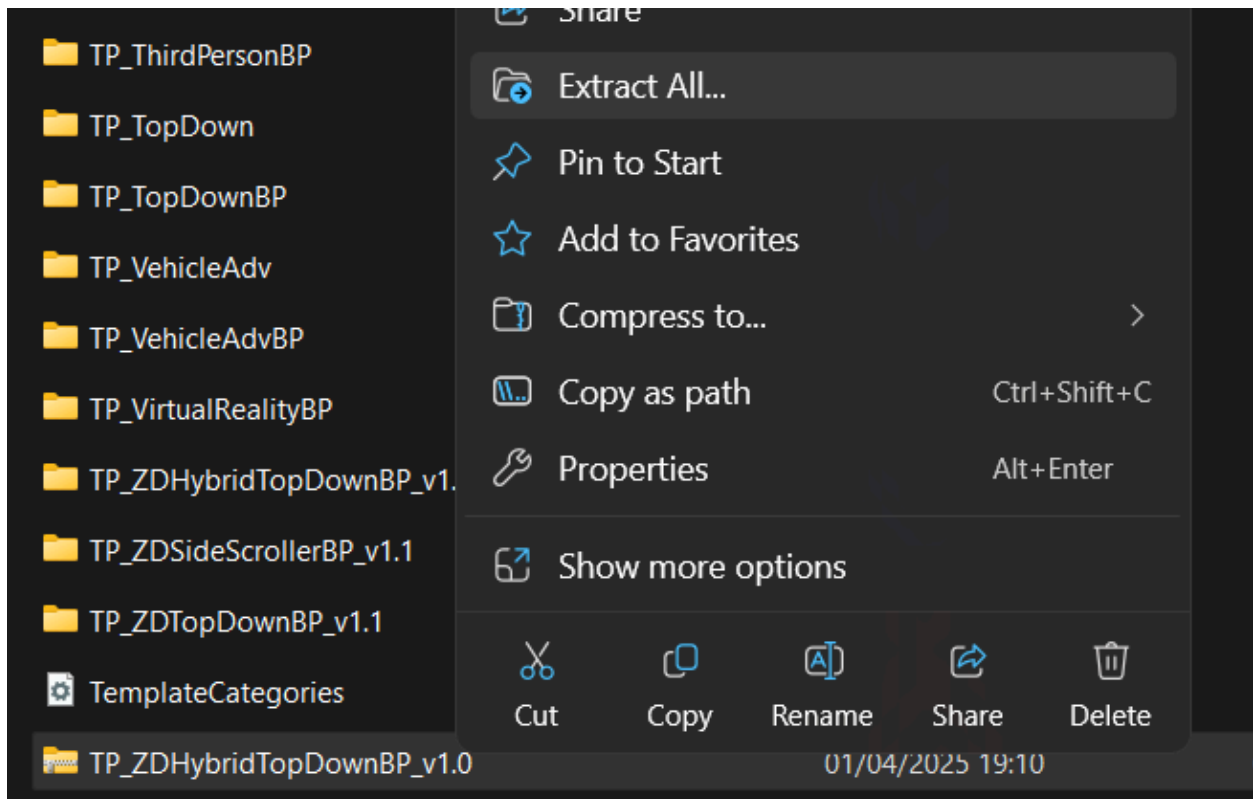
C:\Program Files\Epic Games\UE_5.2\Templates					
	Name	Date modified	Type	Size	
	Media	6/7/2023 10:26	File folder		
	TemplateResources	6/7/2023 10:26	File folder		
	TP_2DSideScrollerBP	8/5/2023 20:29	File folder		
	TP_AEC_ArchvisBP	6/7/2023 10:26	File folder		
	TP_AEC_BlankBP	6/7/2023 10:26	File folder		
	TP_AEC_CollabBP	6/7/2023 10:26	File folder		

Dropping the files

Once you've located this folder simply need to drag the template archive you downloaded in here.

Here you need to make sure to **unzip** the archive and turn it into a regular folder, otherwise it won't be recognized.

To do this, right click the archive and 'Extract All' to use the default unzip method that comes with your operating system, but you could also use winrar or 7zip.

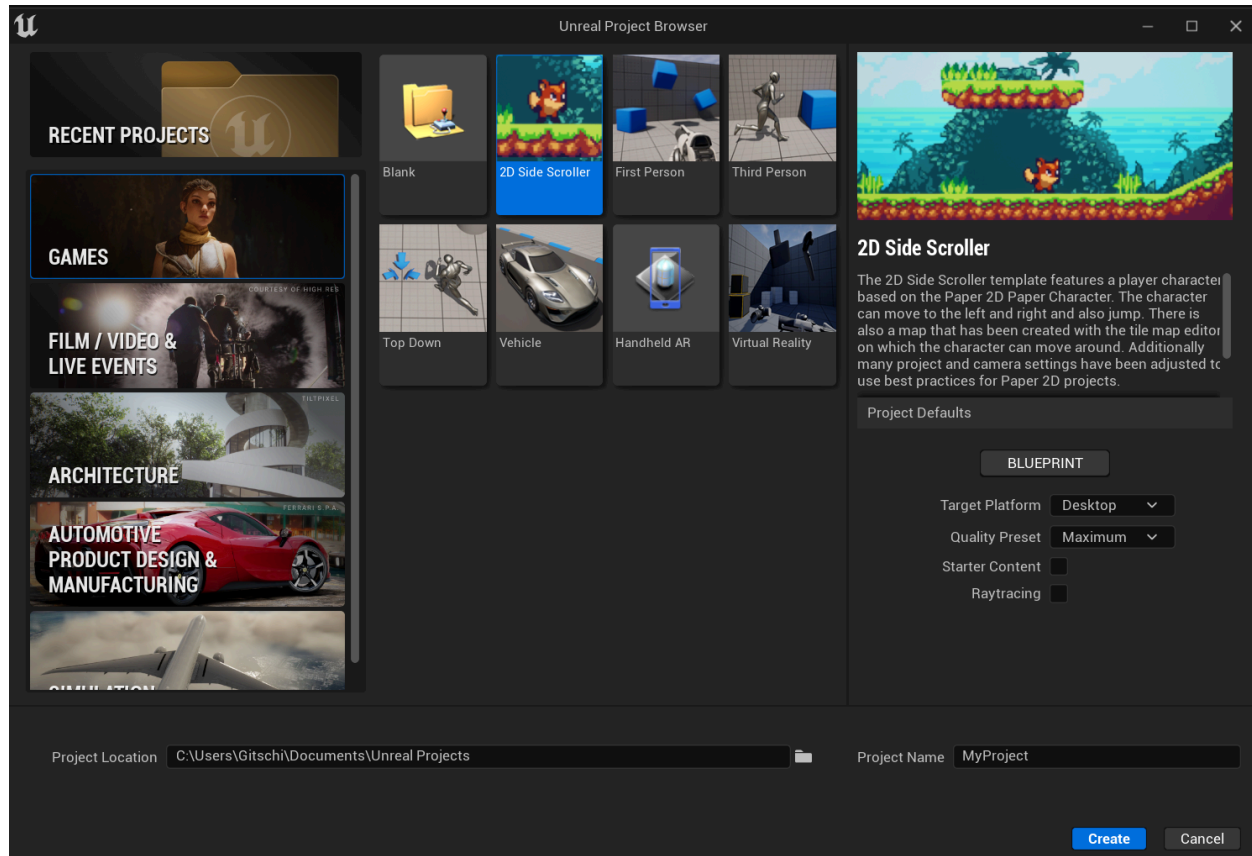


Now you can delete the zip archive and only keep the folder.

Creating a new project

After doing that and opening up the new project browser of your Unreal Engine version, the template should then show up.

To add the template to multiple versions of unreal engine, just follow the previous steps and copy-paste it into the Template folder of all of your compatible Unreal Engine versions.



PaperZD requirement

Some of the templates I provide rely on the free PaperZD plugin from fab.

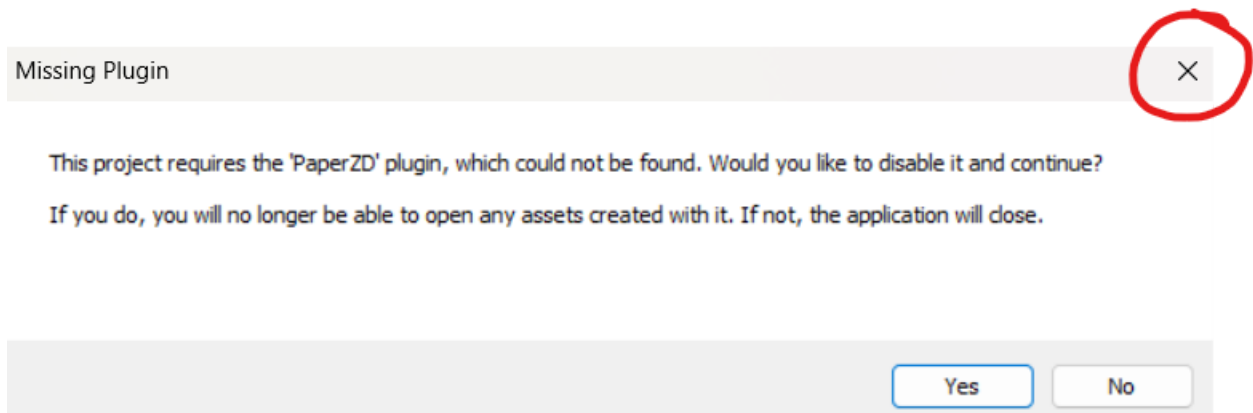
In case you're unfamiliar, it adds a lot of functionality and quality of life features to Paper 2D such as animation graphs, anim notifies and multi directional animations and it's highly likely that you want to use it for all of your games featuring sprites.

In order to prepare the PaperZD animation source and PaperZD animation blueprint for you to use, I had to create a dependency.

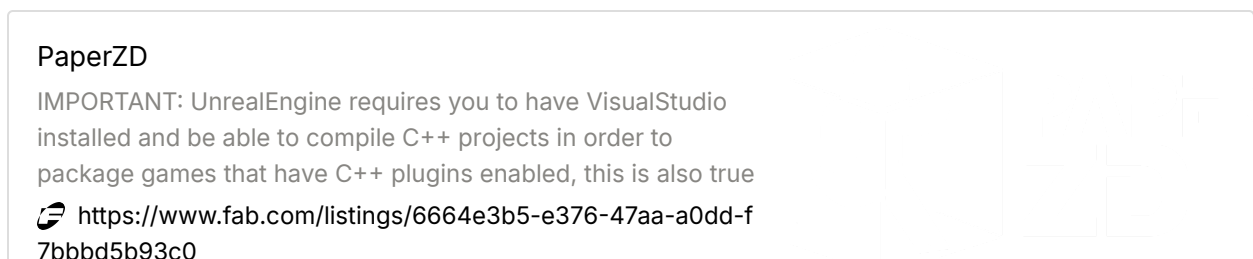
If you already have it installed for the Unreal Engine version where you use the template then there are no issues!

In case you don't have it you'll get this error message after creating a new project from the template.

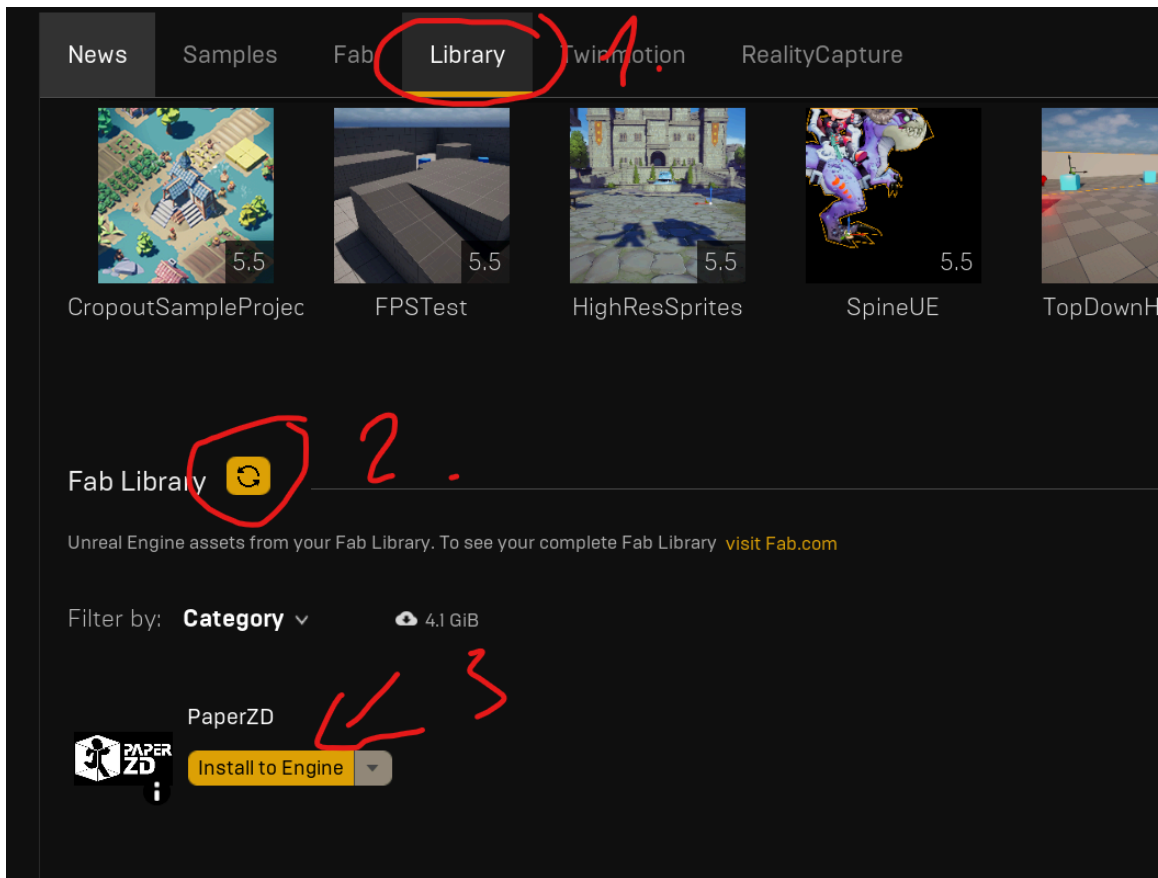
Just exit out for now



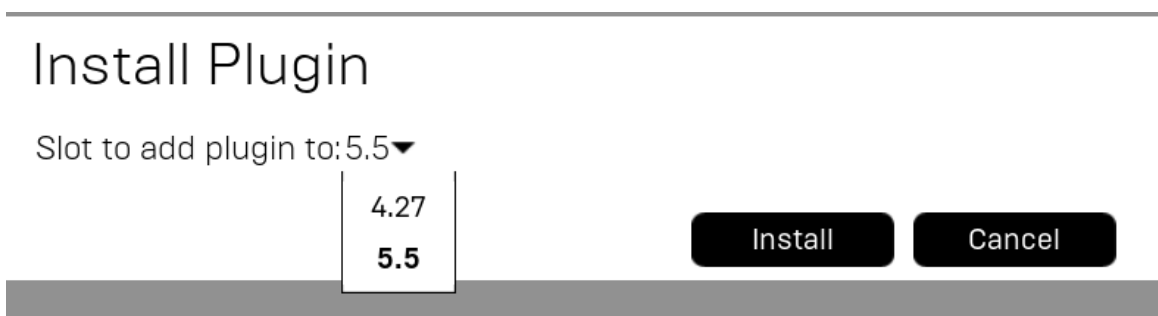
You then want to add PaperZD to your library on Fab.



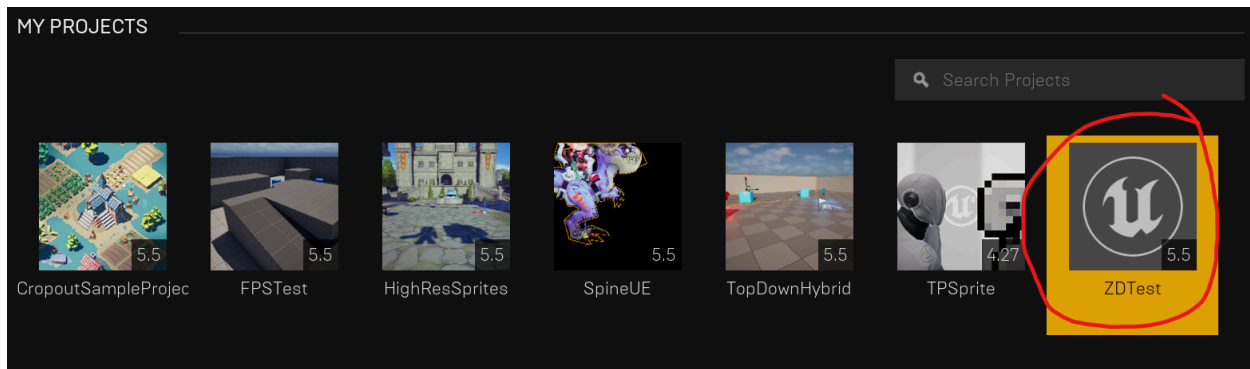
In the epic games launcher library make sure to refresh the fab library and then clickon 'Install to Engine' for PaperZD.



Select which version of Unreal Engine you're using.



And after it's done installing, just start up the project you created from the template.



What if the new template doesn't show up?

- The most likely cause is that you forgot to unzip the file you downloaded and it's not an actual folder, but a zip archive, so please unzip as explained above.
- The other possibility is that you have nested folders and Unreal is unable to recognize the plugin. It's important that after the Templates folder there is only one layer to reach the Unreal Engine Project file.

