

# Foundational Knowledge

Read about the essential concepts of working in Unreal Engine 5, and familiarize yourself with the Unreal Engine learning ecosystem.



**Unreal Engine 5** is a real-time 3D engine designed to create cutting-edge games, real-time visualizations, and immersive interactive experiences. Before you can start developing with Unreal Engine 5, you should spend some time getting to know the fundamental tools and concepts that you will be working with.

Refer to the pages below to learn more.



## Unreal Editor Interface

Overview of the key elements of the Unreal Editor interface



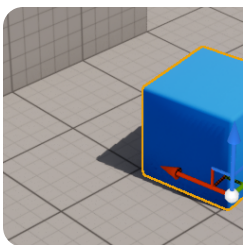
## Unreal Engine Terminology

Covers the most commonly used terms when working with Unreal Engine.



## Tools and Editors

An overview of the different types of Editors contained within Unreal Engine 5.



## Coordinate System and Spaces

Introduction to the coordinate system and different coordinate spaces.



## Onboarding Guide for Games Licensees

Steps to getting started with Unreal Engine.



## Onboarding Guide for Non-Games Licensees

Steps to getting started with Unreal Engine.



## Directory Structure

Overview of the directories that make up the engine and game projects.



## Mathematical Foundations

Learn about the mathematical foundations of Unreal Engine structures and operations.