

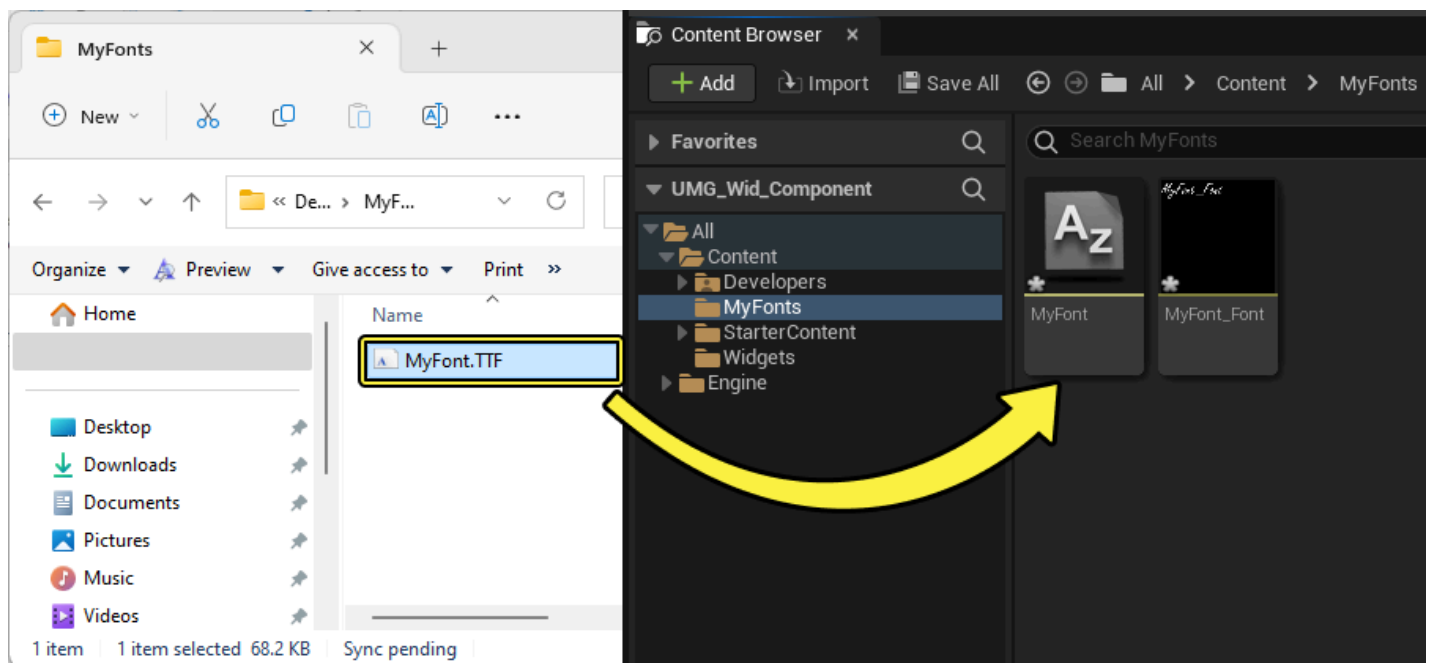
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Importing Fonts

Explains how to import your Font assets for use in your project.



In this guide, you'll learn how to import your own Font files into **Unreal Engine**.



When you start to import your Fonts, you can choose between several methods and choose the method that best fits your workflow. The available methods you can use to import are:

- Using the Content Browser's Import button
- Drag-and-drop method into the Content Browser

- Using the Font Editor

You also have the choice between **TrueType Font** (**TTF**) and **OpenType Font** (**OTF**) files when importing your fonts. Choose the import method and font type that best fits your needs.

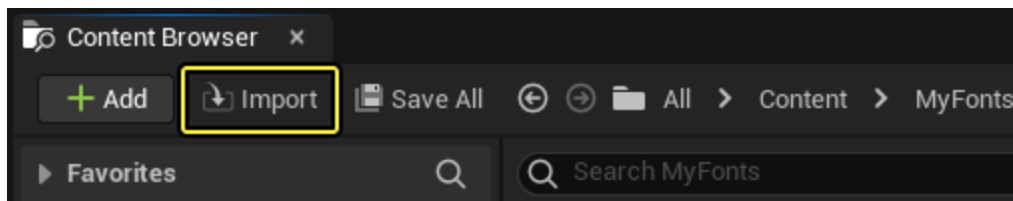


For this how-to guide, we are using the **Blank Template** project, using no **Starter Content**, with default **Target Hardware** and **Project Settings**.

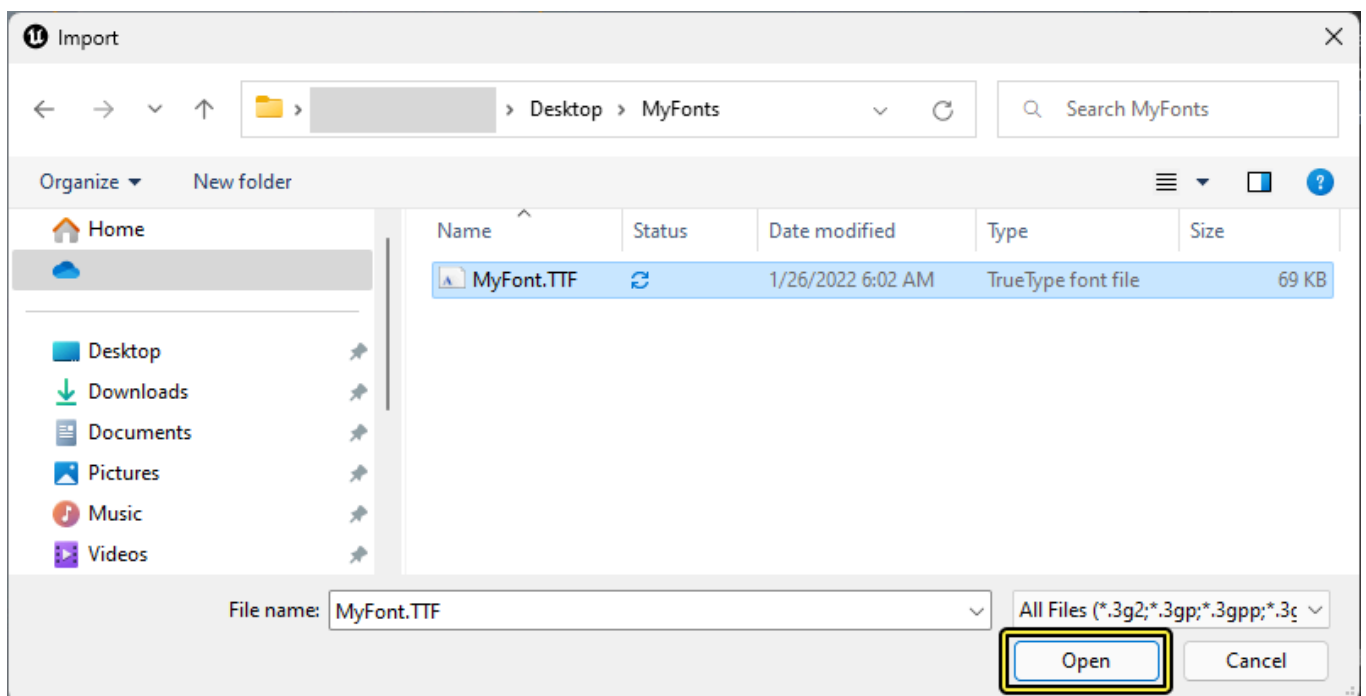
Using the Content Browser

You can use the Content Browser's **Import** button to select your **TTF** or **OTF** font file.

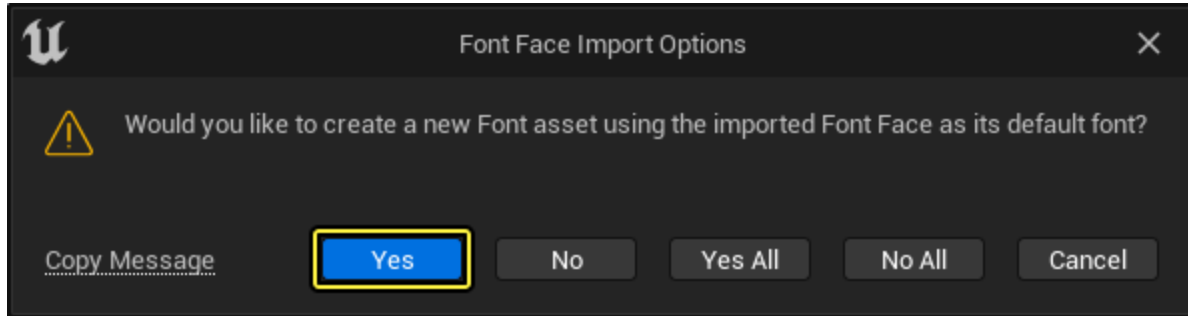
1. In the Content Browser, click the **Import** button.



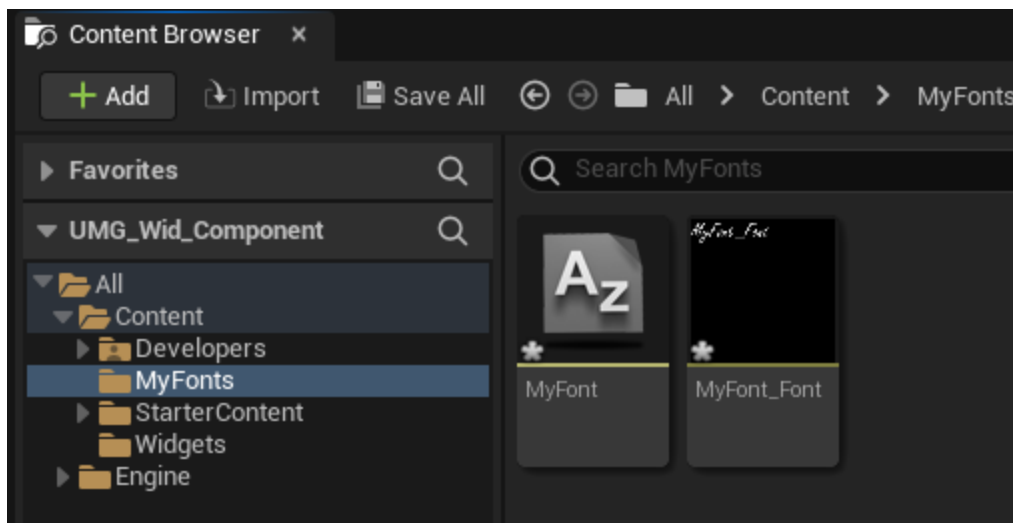
2. After the **Import** dialog window appears, navigate to the **TTF** or **OTF** font file you want to import and select it. Then, click **Open**.



3. After a moment, the **Font Face Import Options** dialog will appear. Select **Yes** from the options listed to create your Font Face asset and your Composite Font asset in your Content Browser.



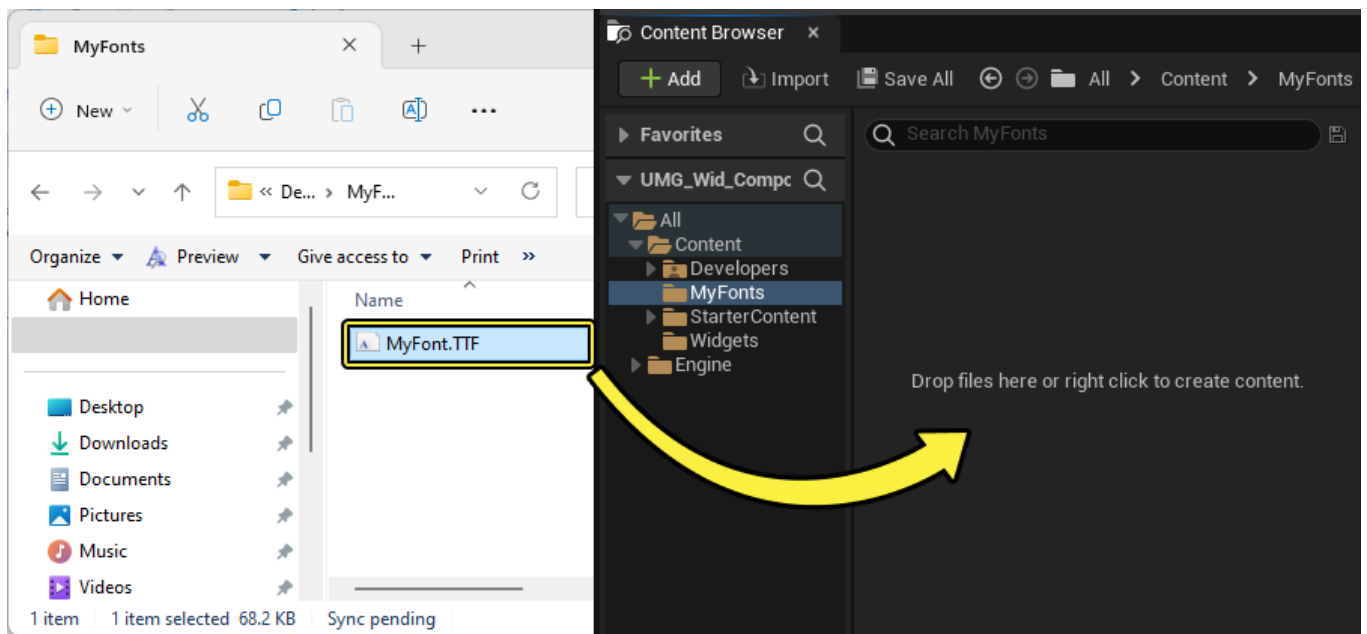
4. The Font Face asset can now be found in your folder hierarchy.



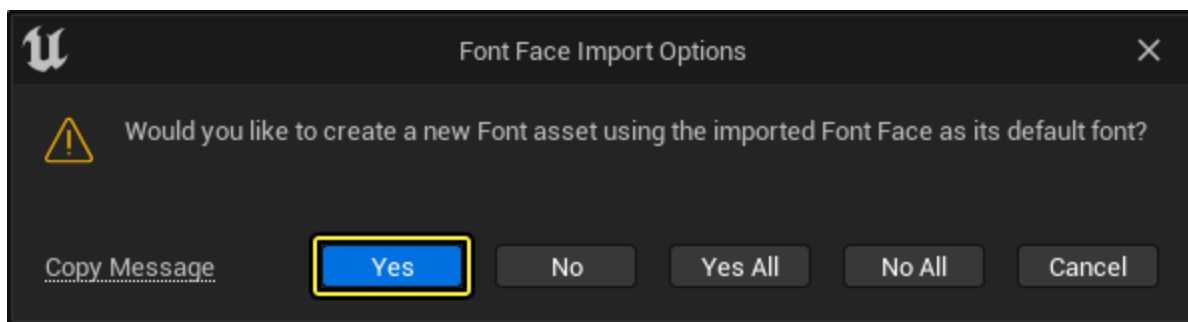
Using Drag-and-drop

You can **Drag-and-drop** a **TTF** or **OTF** file directly into the Content Browser to create your font assets.

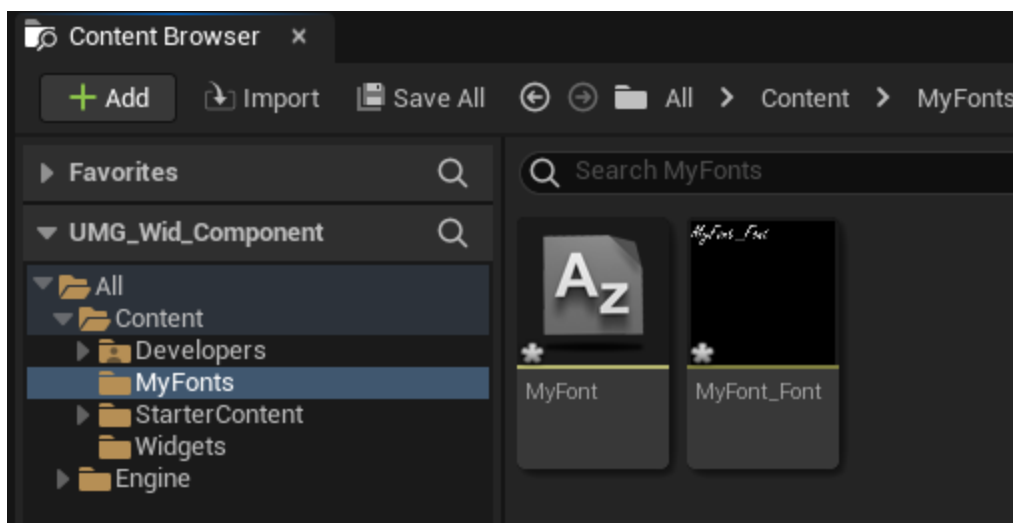
1. Navigate to the folder where you've stored your **TTF** or **OTF** file(s) in the **File Explorer**. Drag the file into the **Content Browser** to start the import process.



2. After a moment, the **Font Import Options** will appear. Select **Yes** from the options listed to create your Font Face asset and your Composite Font asset in your Content Browser.



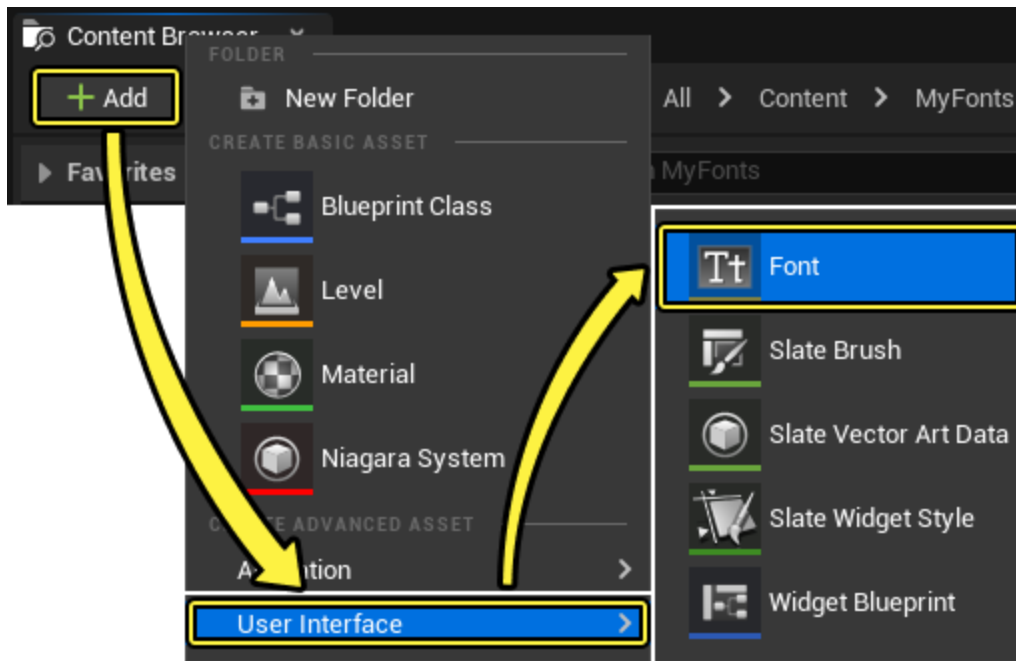
3. The Font Face asset can now be found in your folder hierarchy.



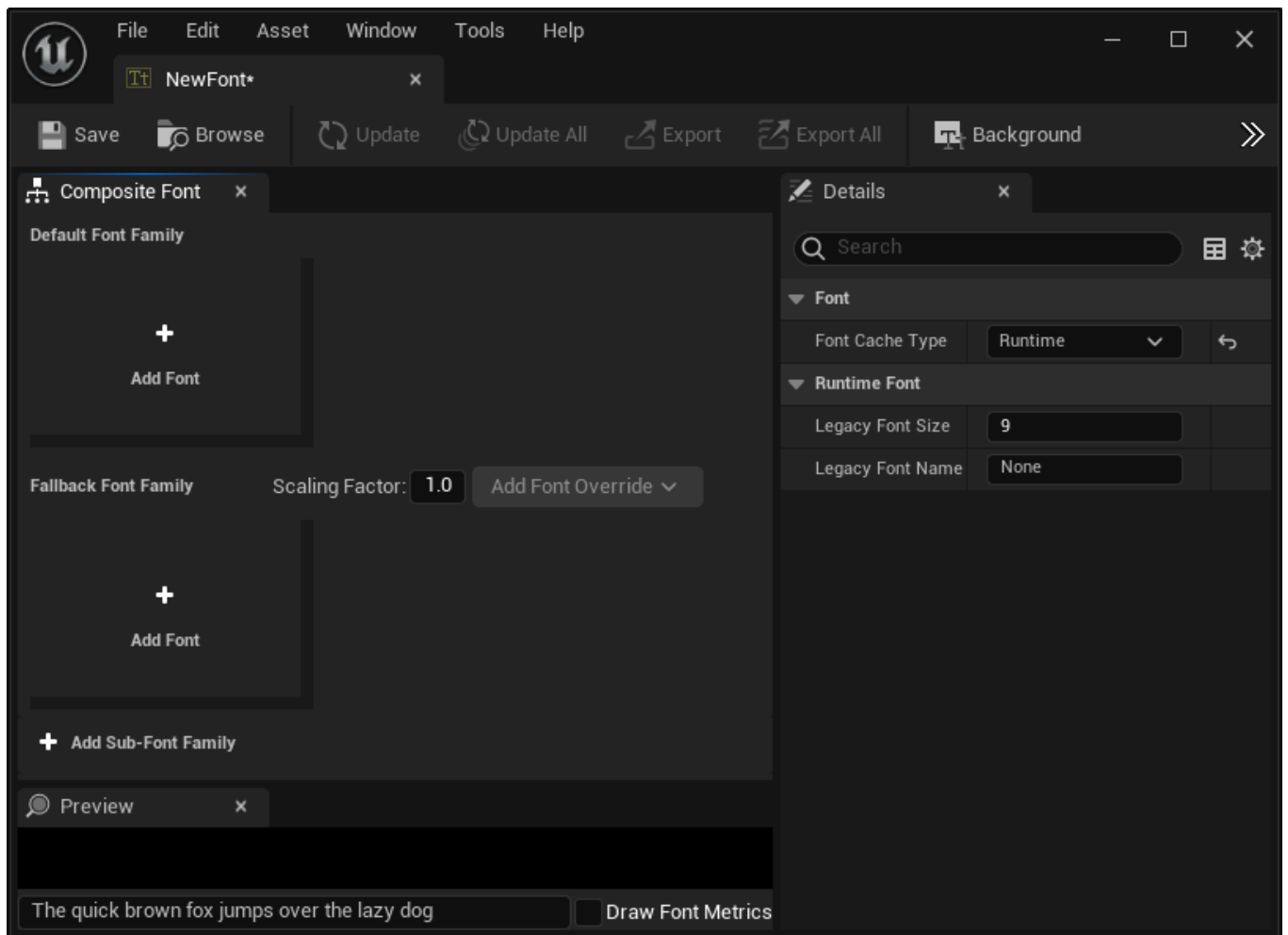
Using the Font Editor

You can import and create Font Face assets directly from the [Default Font Family](#) list in the **Font Editor** removing the need to import a font asset first then assign it.

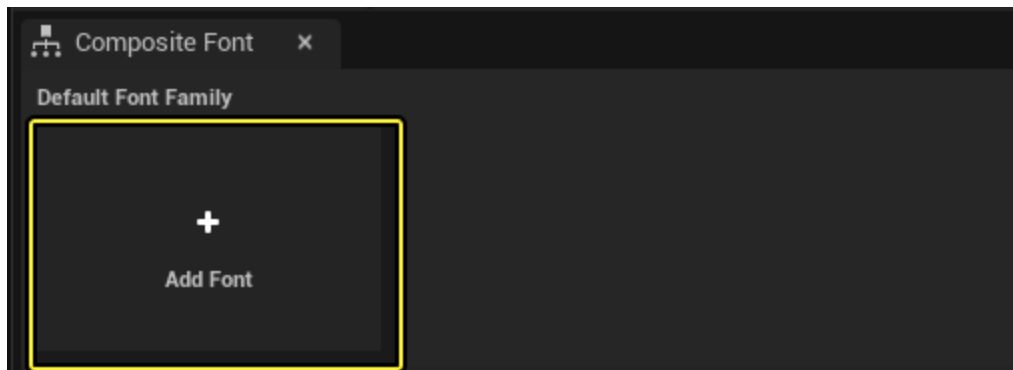
1. Open an existing **Font** asset or create a new one using the **+Add** button in the Content Browser.



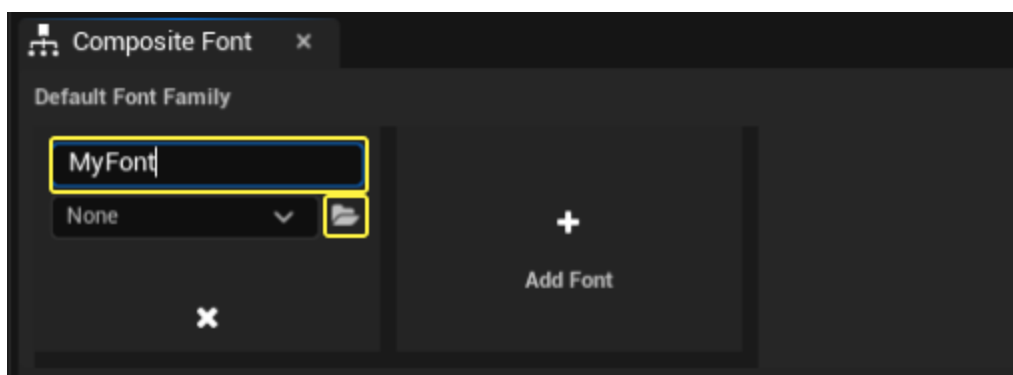
2. **Font Editor** window appears.



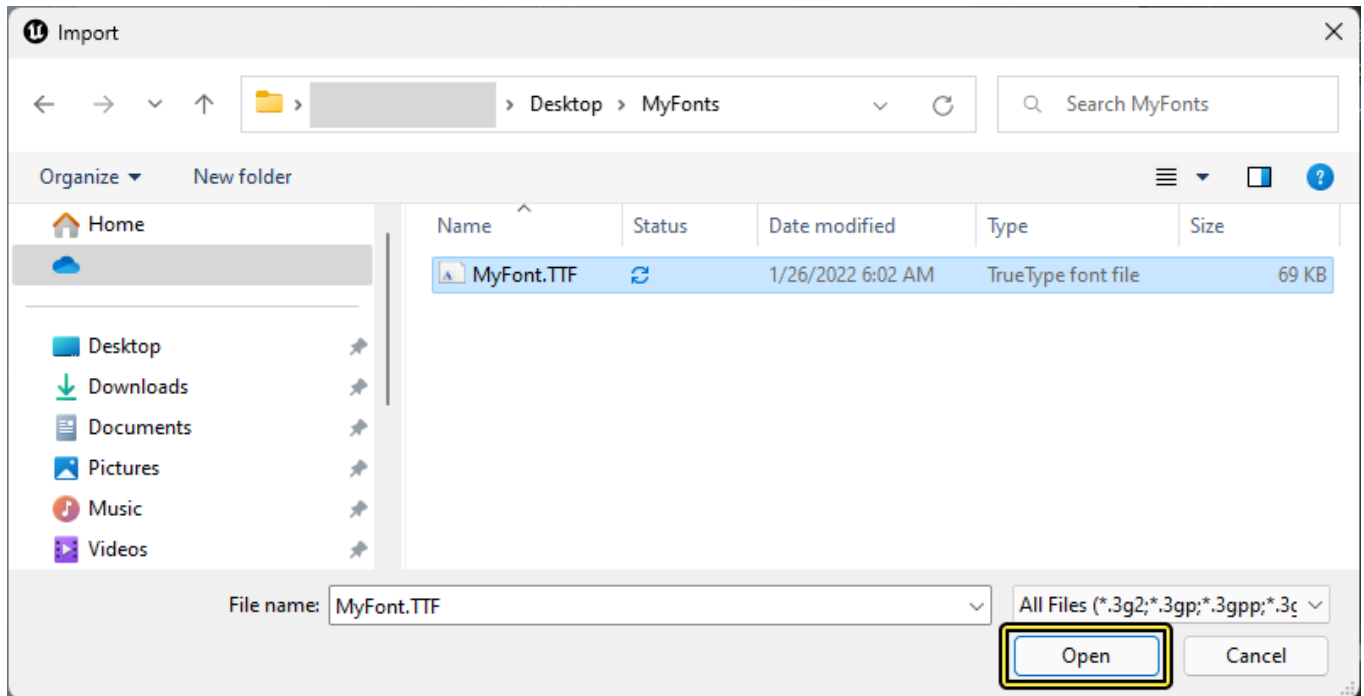
3. Click the **Add Font** button to add a new font selection to the **Default Font Family**.



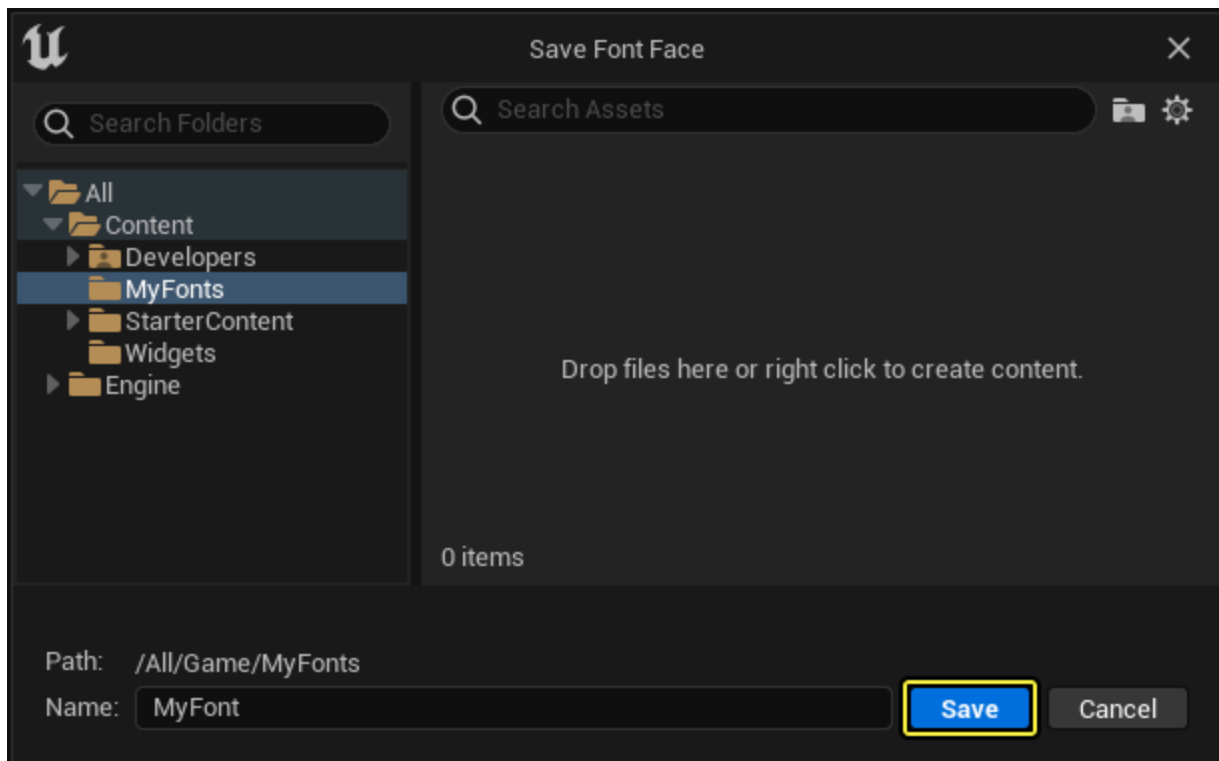
4. Select the **folder** button next to the selection dropdown.



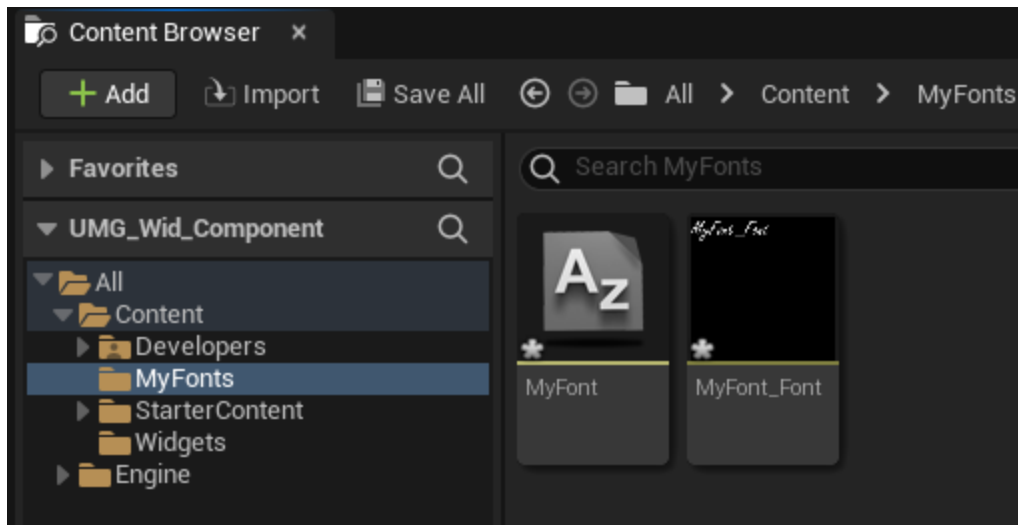
5. After the **Import** dialog box appears, navigate to the **TTF** or **OTF** font file you want to import and select it. Then, click **Open**.



6. Next, the **Save Font Face** window will appear. Give your font a name and choose the save location in your game folder's hierarchy. Then, click **Save**.



7. The Font Face asset can now be found in your folder hierarchy.



End Result

Now that you've seen how to import using the various methods, you should be able to import your own font files using any one of these options for use in your games and projects.