

Building Virtual Worlds

Information on the tools and techniques for interactive environment and level design.



Whether you are creating a small real-time environment to display your latest product or a large open world game level designed for maximum immersion, Unreal Engine provides you with the tools to create stunning interactive worlds.

Here, you will find the topics to help you design and build your environments. Learn how to build your level in the editor and bring it to life with lights, props, foliage and more.

Starting Out



Level Designer Quick Start

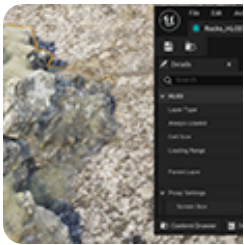
Get up and running with the basics of the Unreal Editor.

Content Guides



Georeferencing a Level

How to use the georeferencing plugin to associate locations in a UE4 level map with locations in physical space



Hierarchical Level of Detail

Information on the Hierarchical Level of Detail system in Unreal Engine



Landscape Outdoor Terrain

How to work with the Landscape system for creating terrain for large, open, outdoor environments.



Lighting the Environment

Topics that demonstrate features and tools for lighting scenes.



One File Per Actor

An introduction to the One File Per Actor System and how it can be used in your projects.



Open World Tools

Information on tools used in the creation of large outdoor environments.



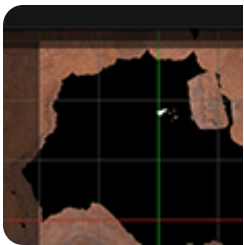
Procedural Content Generation Framework

Landing page for Procedural Content Generation Framework



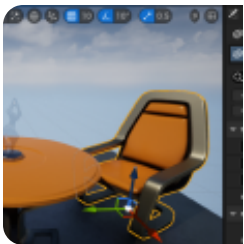
Water System

A collection of features, tools, and information about using the water rendering and meshing system.



World Partition

An overview of the World Partition system and how to use it in your projects.



Level Editor

An overview of the interface used for the design and construction of game levels and environments.



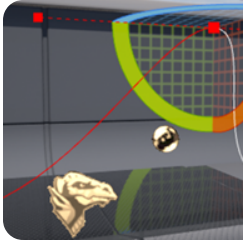
Actor Editor Context

An introduction to Actor Editor Context, a system for organizing the Actors in your Level



Level Streaming

Asynchronously loading and unloading levels during play to decrease memory usage and create seamless worlds.



Blueprint Splines

Landing page for Blueprint Spline and Spline Mesh Components.