

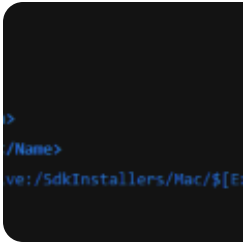
Setting Up Your Production Pipeline

Tools and procedures for improving development efficiency in Unreal Engine



Setting up a production pipeline enables developers to bring professionals with diverse skill sets into a team's production process -- and Unreal Engine provides tools and features for a variety of workflows, ensuring a steady stream of content and feature development. To learn more, read about the following topics.

Topics



Unreal Turnkey

Unreal Turnkey simplifies platform setup by automating SDK installation and management.



Asset Management

Asset Loading and Unloading



Derived Data Cache (DDC)

Learn about caching data to save your team's time and disk space.



Ushell

Explore ways to use the ushell command line interface in Unreal Engine.



Zen Storage Server

Learn more about this flexible storage solution for Unreal Engine.



Unreal Build Pipeline

Reference material for Unreal Engine's build pipeline



Recommended Asset Naming Conventions

A recommended naming convention to help organize your Assets.



Deploying Unreal Engine

Learn the ways that you can deploy Unreal Engine either to individual users or your organization.



Collaboration and Version Control in Unreal Engine

How to setup Perforce or SVN so that you can share assets with other on your team.



Multi-User Editing in Unreal Engine

Get multiple users on different computers into a shared Unreal Editor session, collaborating live to build content together.



Plugins

How to create Unreal Engine plugins.



Virtual Assets

Virtualize assets to improve the efficiency of source control pulls for your team.



Redirectors

Objects that redirect references for moved assets from their old location to their new location.



Scripting and Automating the Unreal Editor

Introduction to using Blueprints and Python to control the Unreal Editor programmatically.



Using Unreal Engine with Autodesk ShotGrid

Describes how to use Unreal with the Autodesk ShotGrid integration.



Horde

An infrastructure to improve your team's workflow.