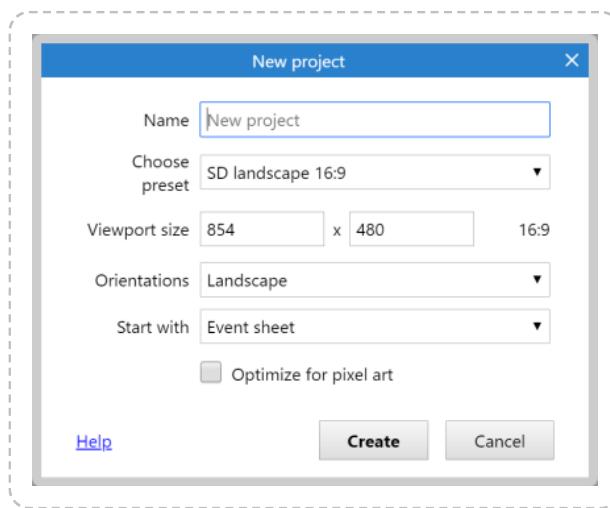


# THE NEW PROJECT DIALOG

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/interface/dialogs/new-project>

The **New project** dialog appears when you create a new **project**. It allows you to specify some basic details about the project, such as its name. New projects can be created from the **Start Page** or the **main menu**.

All values are optional so you can simply click **OK** right away to get a basic new project with default settings. Note the **Alt + N** **keyboard shortcut** creates a new project skipping this dialog, as if you clicked OK after it opened.



The dialog has the following fields.

## Name

Choose the name of the project. Construct uses this to identify your project.

## Choose preset

Select a preset from this list to fill out the rest of the fields quickly. For example choosing *1080p landscape* will automatically fill out a 1080p viewport size and set the landscape orientation.

## Viewport size

Set the size, in pixels, of the view area in the game. This corresponds to the **Viewport size** **project property**. The viewport size also defines the aspect ratio of the project, which is displayed to the right.

## Orientations

Whether to lock the orientation on mobile devices. Any allows the display to switch between portrait and landscape automatically; choosing either *portrait* or *landscape* will attempt to lock the orientation to prevent it changing, where supported. This corresponds to the [Orientations project property](#).

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## Start with

Choose the type of project to start with. *Event sheet* starts with an empty event sheet for using Construct's block-based approach. *Script* instead starts with a template JavaScript file for coding your game instead. See the [Scripting overview](#) for more information about the scripting feature in Construct. You can easily switch between the two after creating a project by adding a new event sheet or a new script file.

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## Optimize for pixel art

Check to apply settings that are more suitable for retro-style graphics. The following settings are applied:

- **Pixel rounding** is enabled
- **Letterbox integer scale** fullscreen mode
- **Low** fullscreen quality
- **Nearest** sampling

These settings can be changed back any time after creating the project. For more information on each, see [project properties](#).