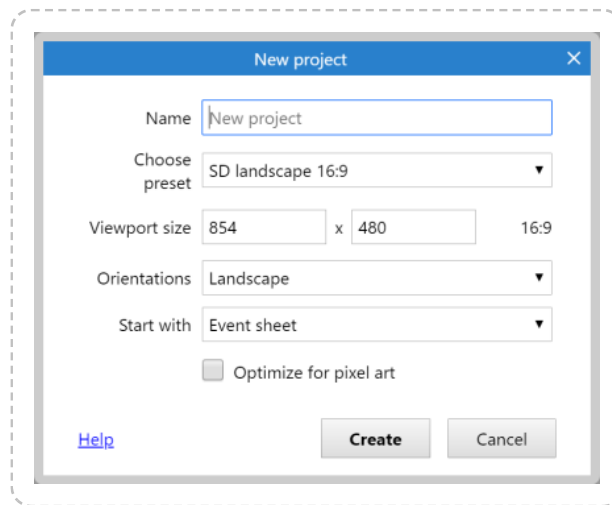


THE NEW PROJECT DIALOG

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](#).

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.

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](#).