UNREAL ENGINE 4.13 RELEASED!

Chance Ivey on September 1, 2016 | Community, Features, News

Unreal Engine 4.13 has been released and comes loaded with hundreds of updates as well as 145 contributions from the talented developer community via GitHub! This release contains huge additions to Sequencer such as import and export functionality, Alembic support for complex vertex animations, a brand new VR Template with baseline gameplay functionality and much more. See the full release notes here.

FEATURED

Connect with Epic Games at Austin Game Conference
September 19, 2016

Unreal Engine Developers Nominated for 2016 Proto Awards
September 16, 2016

Leveraging PlayStation 4 Pro for Your PS4 Game
September 16, 2016

Unreal Developers Take Center Stage at PS4 Pro Reveal
September 8, 2016

Epic Games and NVIDIA Team Up for VR Funhouse Game Jam
September 6, 2016

Unreal Engine 4.13 Released!
September 1, 2016

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Unreal Engine

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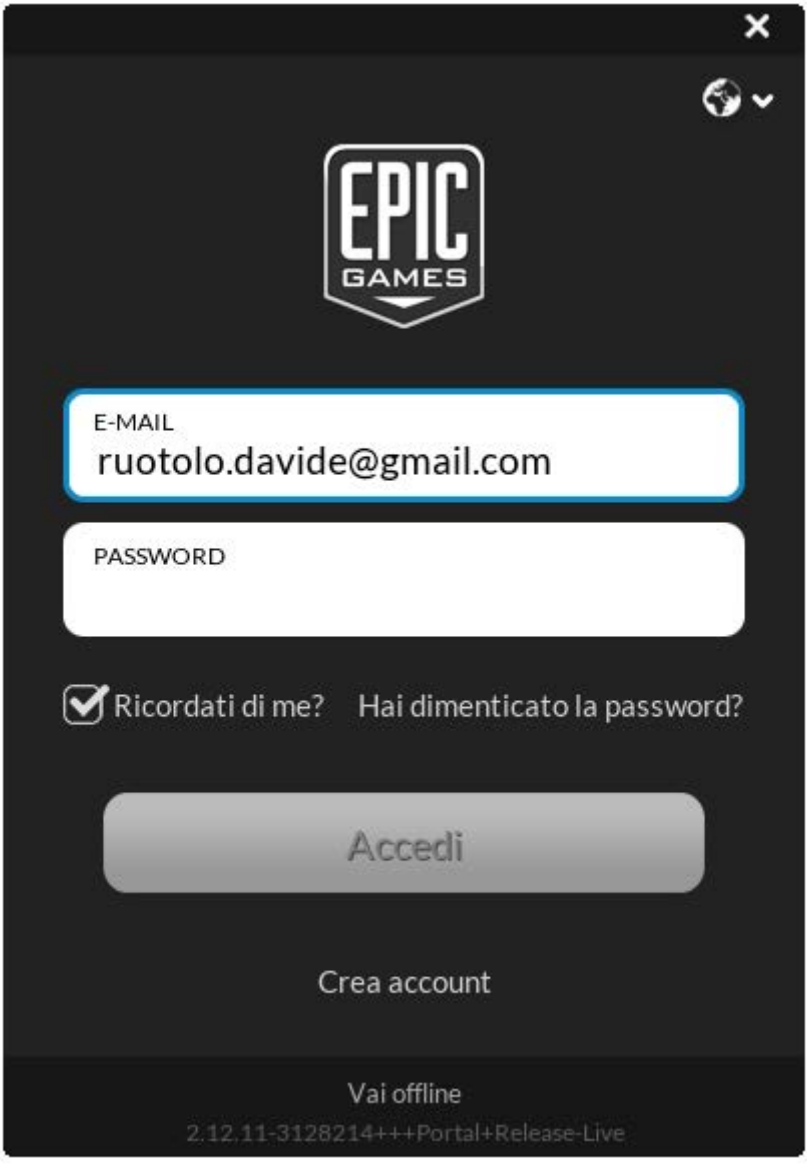

EPIC
GAMES
E-MAIL
ruotolo.davide@gmail.com
PASSWORD
Ricordati di me?
Hai dimenticato la password?
Accedi
Crea account
Vai offline
2.12.11-3128214+++Portal+Release-Live

Unreal Project Browser

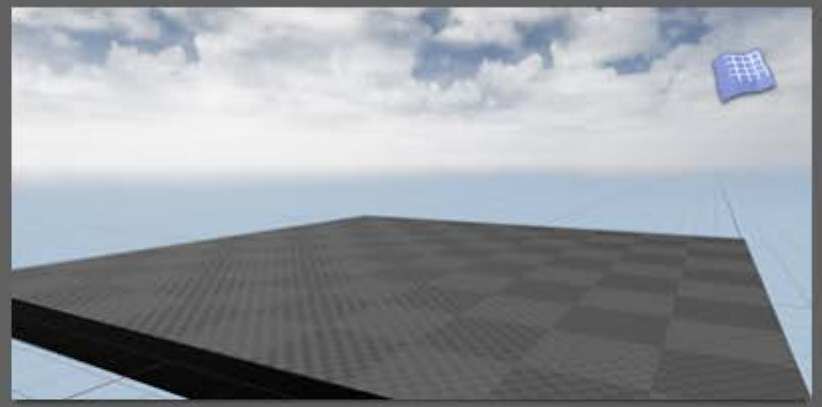
Projects | New Project

Choose a **template** to use as a starting point for your new project. Any of these features can be added later by clicking **Add Feature or Content Pack** in **Content Browser**.

Blueprint | C++

Blank | First Person | Flying | Puzzle | Rolling | Side Scroller

2D Side Scroller | Third Person | Top Down | Twin Stick Shooter | Vehicle | Vehicle Advanced



Choose some **settings** for your project. Don't worry, you can change these later in the **Target Hardware** section of **Project Settings**. You can also add the **Starter Content** to your project later using **Content Browser**.

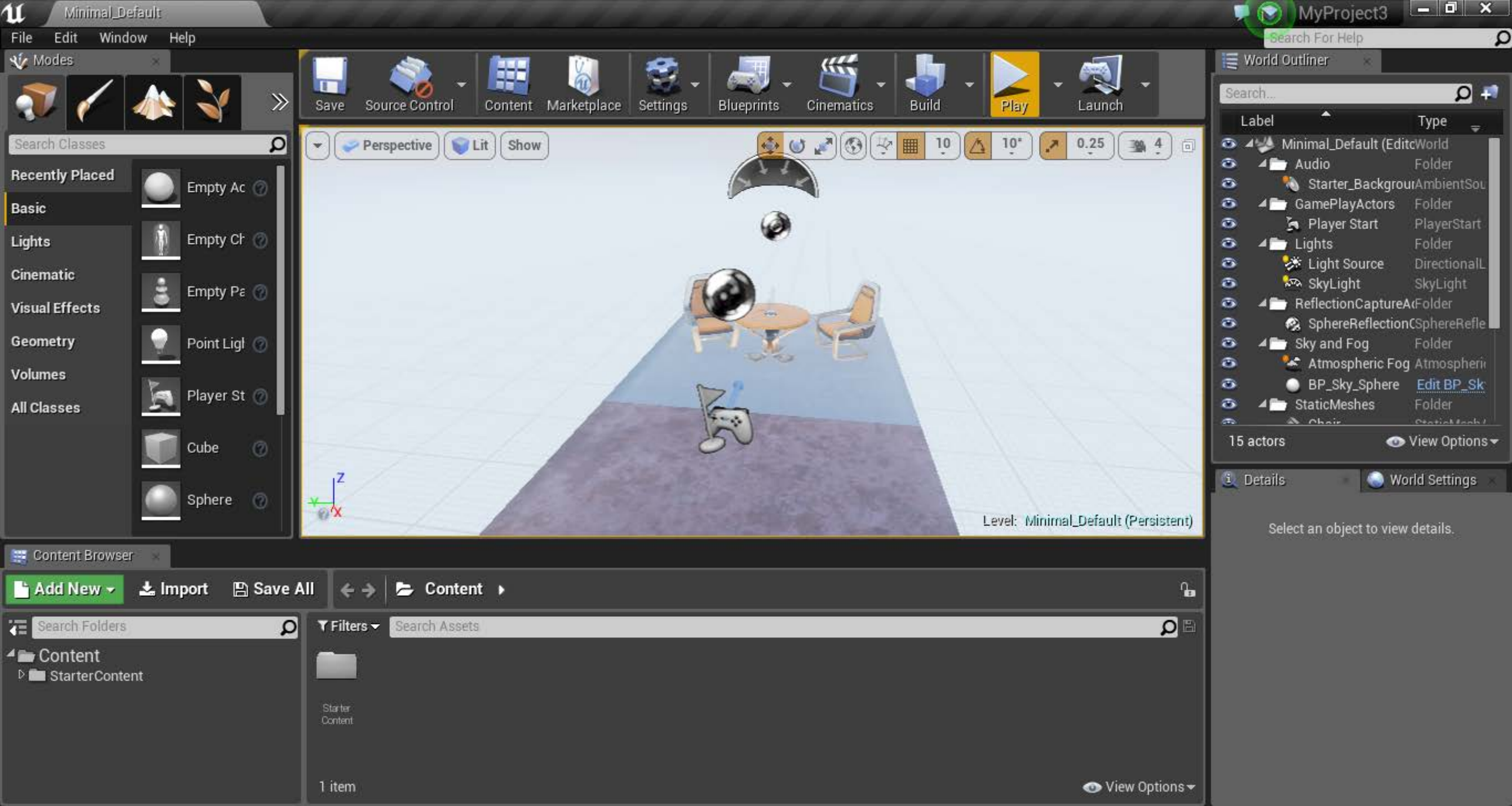
Desktop / Console | Maximum Quality | With Starter Content

Select a **location** for your project to be stored.

C:\Users\Davide\Documents\Unreal Projects ... | MyProject3

Folder | Name

Create Project


Minimal_Default
MyProject3
File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Play
Launch
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Recently Placed
Basic
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Cinematic
Visual Effects
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All Classes
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Level: Minimal_Default (Persistent)
World Outliner
Search...
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Player Start
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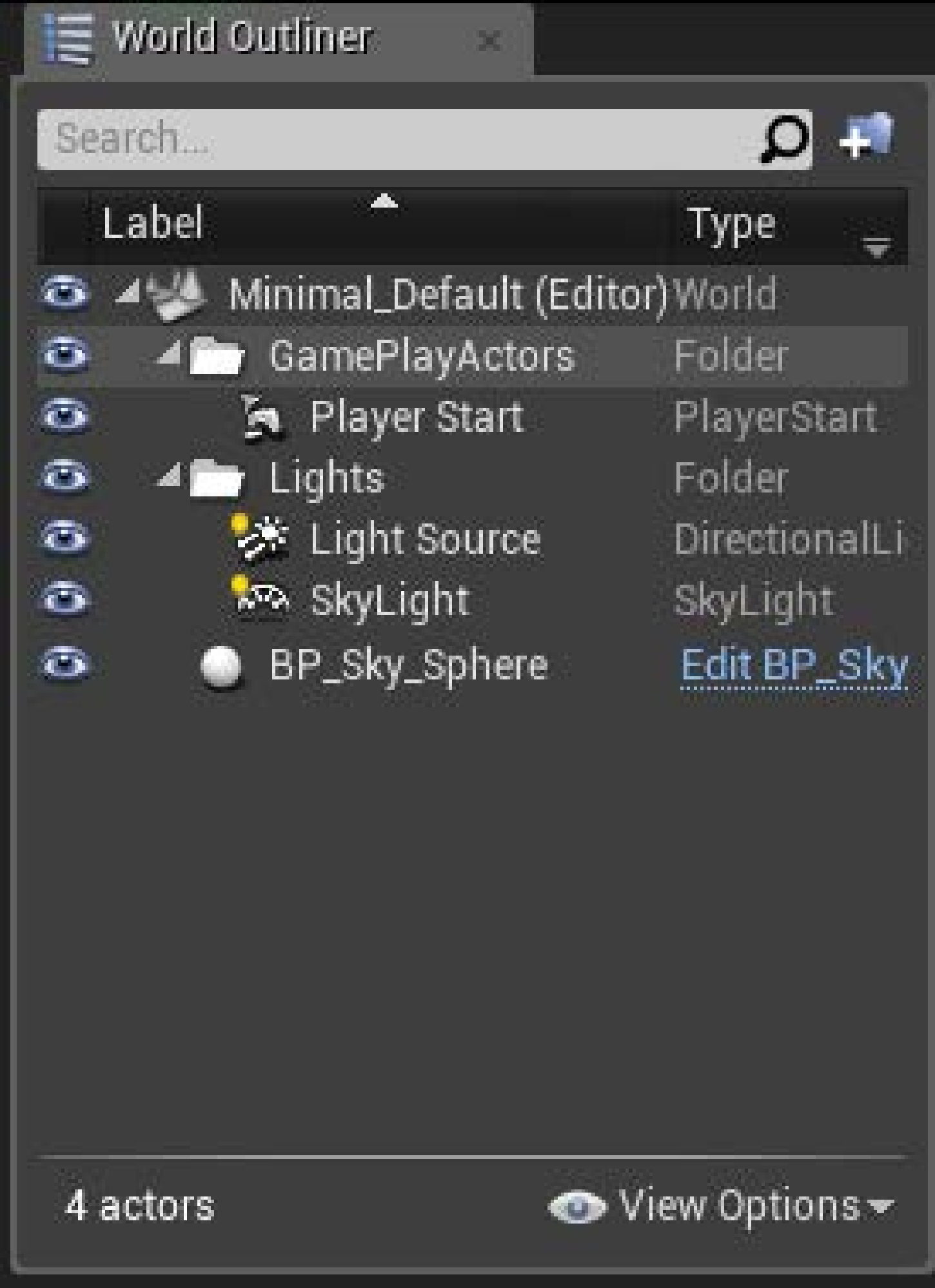
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
Search Folders
Content
StarterContent
Filters
Search Assets
Starter Content
1 item
View Options


World Outliner
Search...
Label
Type
Minimal_Default (Editor)
World
GamePlayActors
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Player Start
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Lights
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Light Source
DirectionalLi
SkyLight
SkyLight
BP_Sky_Sphere
Edit BP_Sky
4 actors
View Options

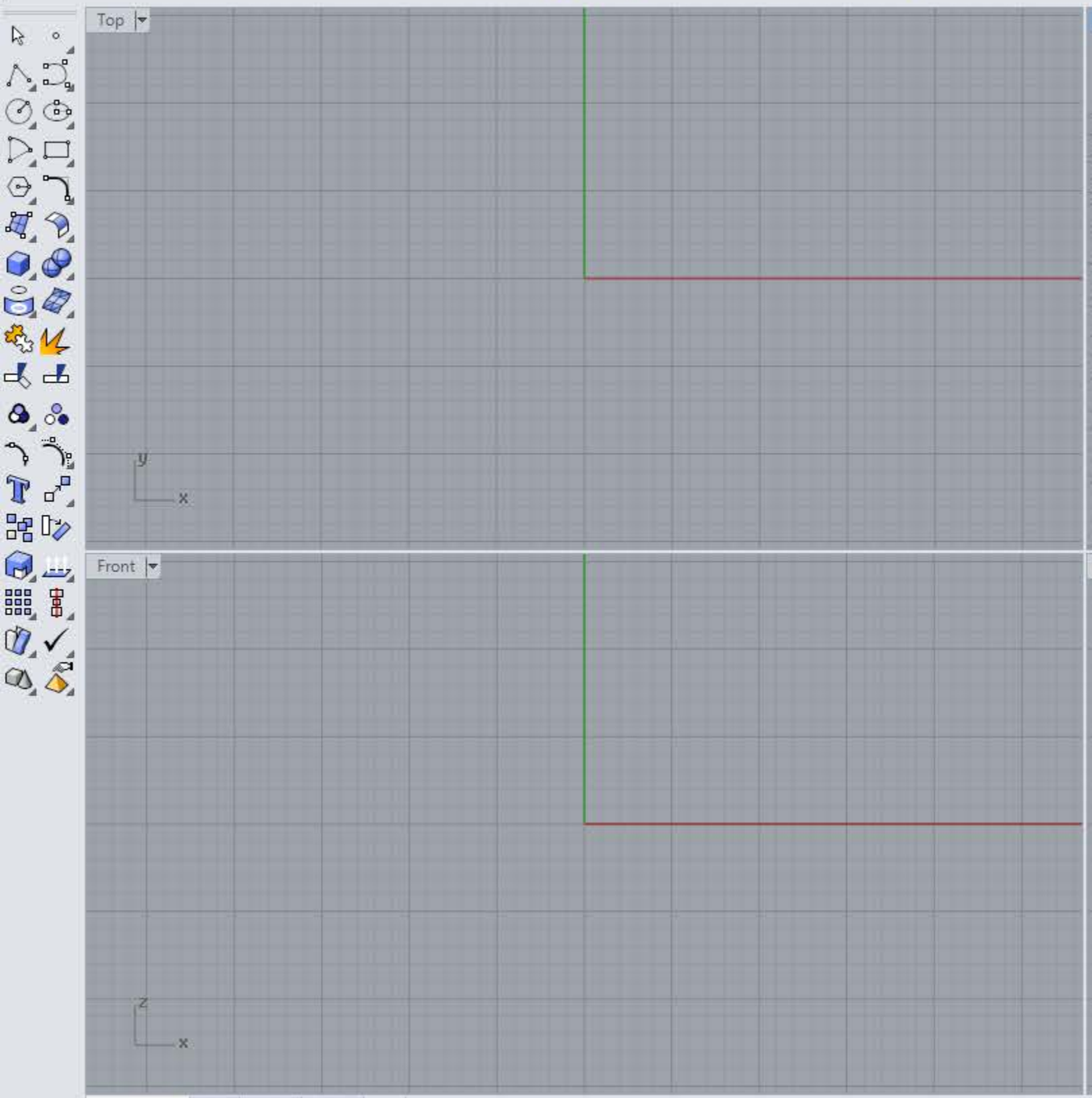
Untitled - Rhinoceros 5.0 Corporate

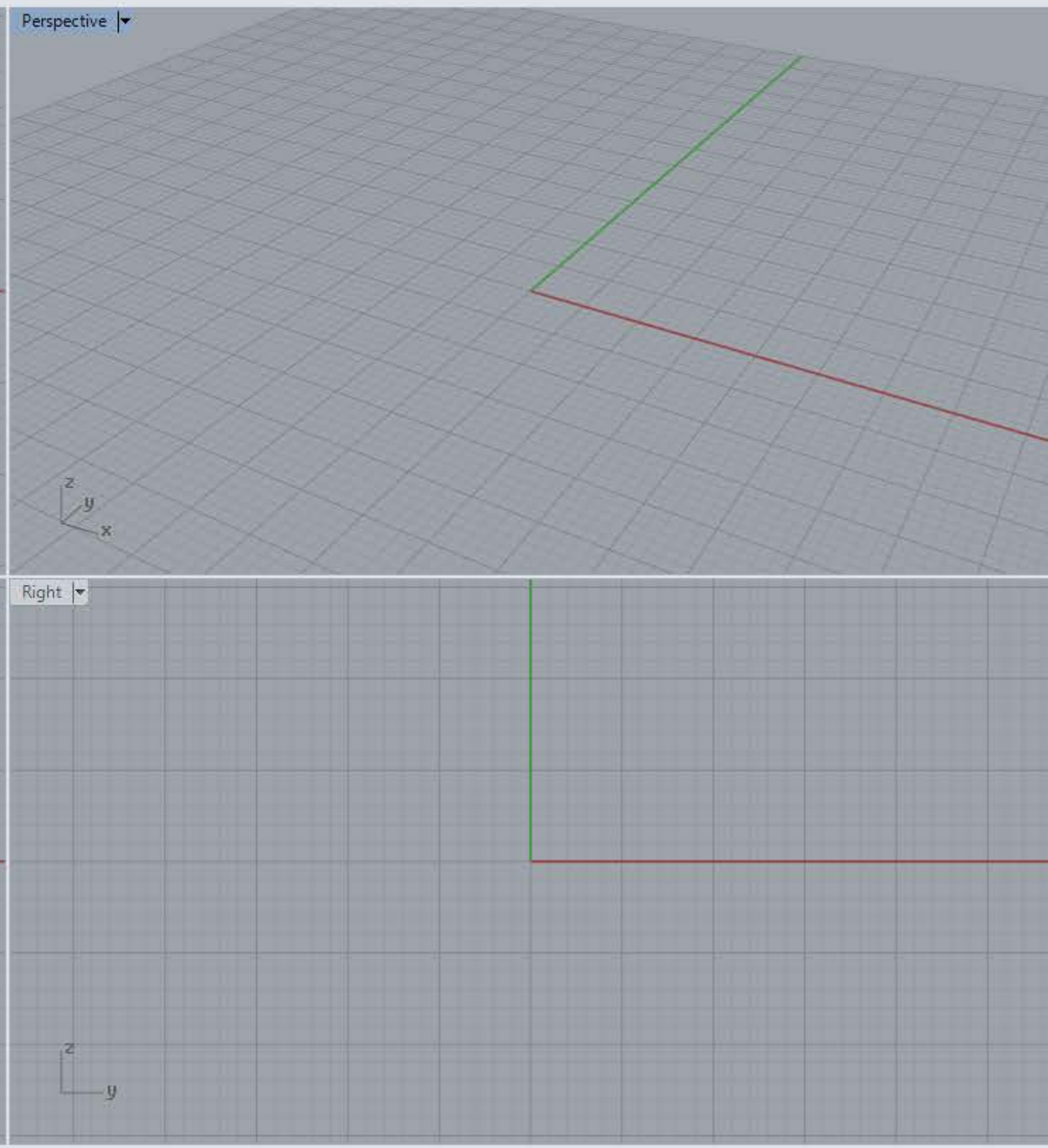
File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Panels Help

Loading Rhino Render, version 1.50, Aug 10 2015, 15:15:17

Command:

Standard CPlanes Set View Display Select Viewport Layout Visibility Transform Curve Tools Surface Tools Solid Tools Mesh Tools Render Tools Drafting New in V5

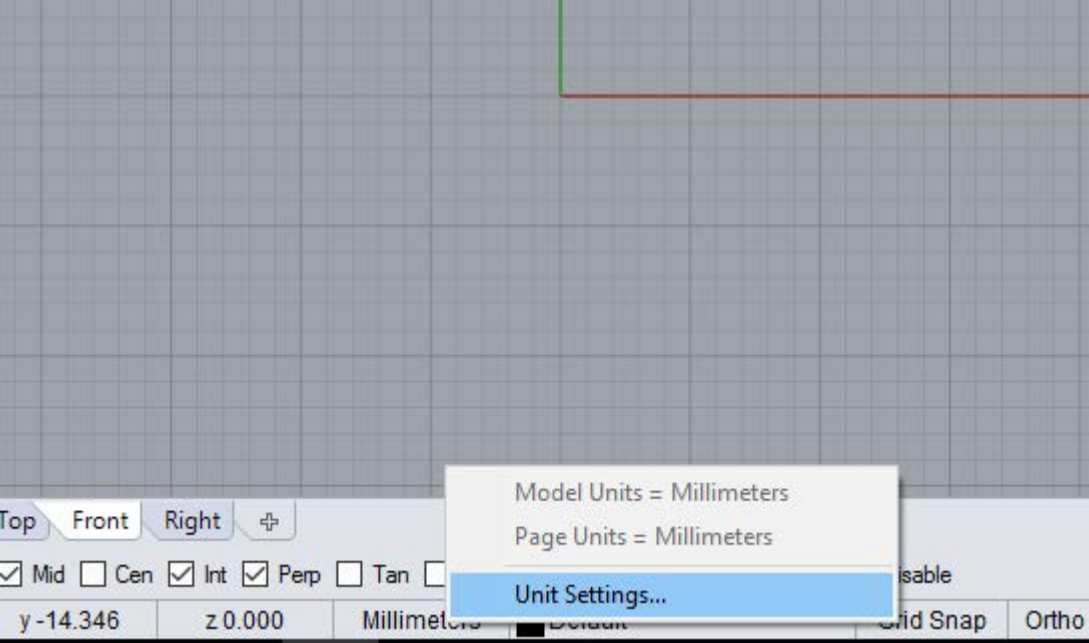




Perspective Top Front Right

End Near Point Mid Cen Int Perp Tan Quad Knot Vertex Project Disable

CPlane x 16.157 y -7.348 z 0.000 Millimeters Default Grid Snap Ortho Planar **Osnap** **SmartTrack** **Gumball** Record History Filter CPU use: 0.4 %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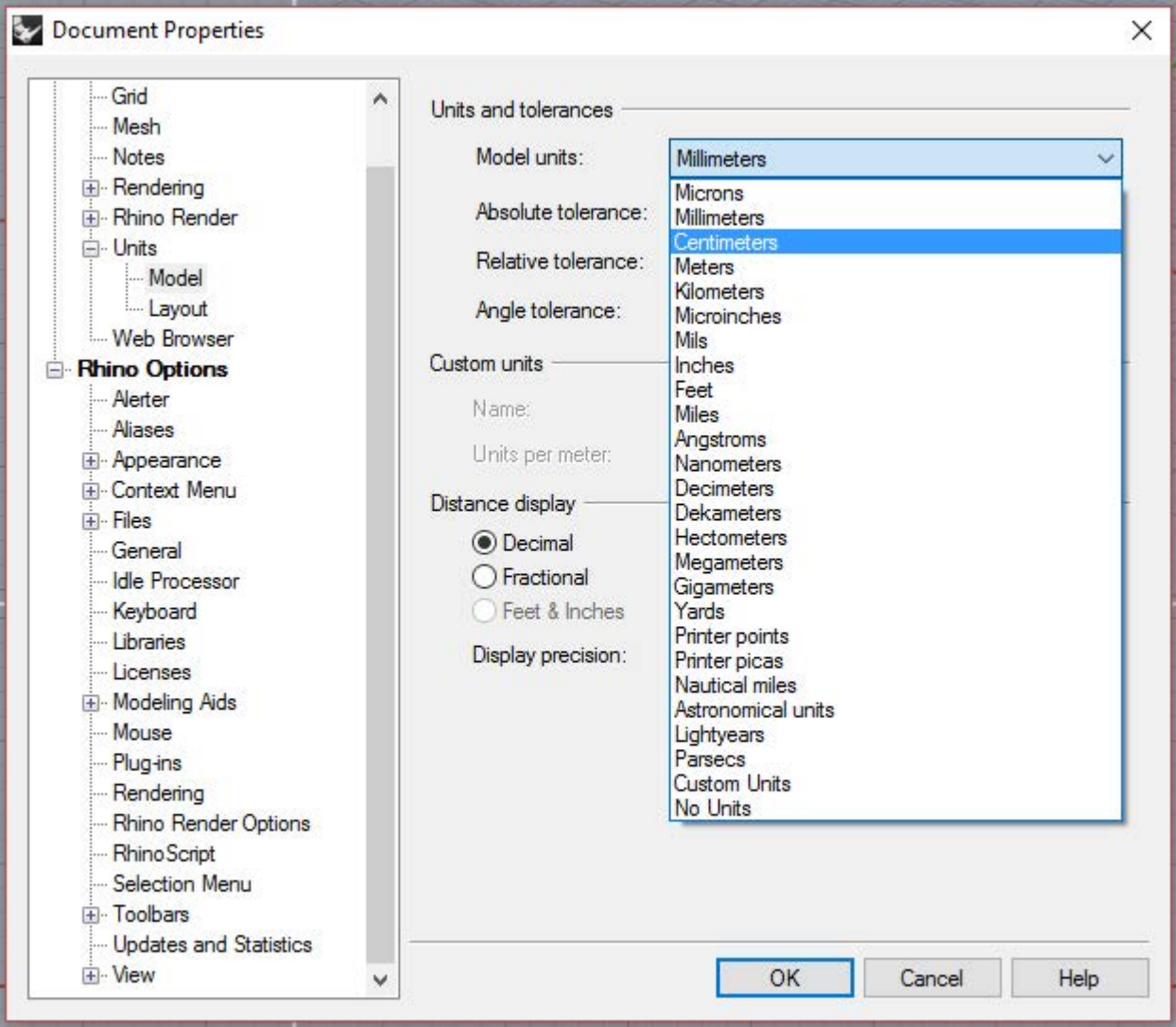
Document Properties
Grid
Mesh
Notes
Rendering
Rhino Render
Units
Model
Layout
Web Browser
Rhino Options
Alerter
Aliases
Appearance
Context Menu
Files
General
Idle Processor
Keyboard
Libraries
Licenses
Modeling Aids
Mouse
Plug-ins
Rendering
Rhino Render Options
RhinoScript
Selection Menu
Toolbars
Updates and Statistics
View
Units and tolerances
Model units:
Millimeters
Absolute tolerance:
Relative tolerance:
Angle tolerance:
Custom units
Name:
Units per meter:
Distance display
Decimal
Fractional
Feet & Inches
Display precision:
Microns
Millimeters
Centimeters
Meters
Kilometers
Microinches
Mils
Inches
Feet
Miles
Angstroms
Nanometers
Decimeters
Dekameters
Hectometers
Megameters
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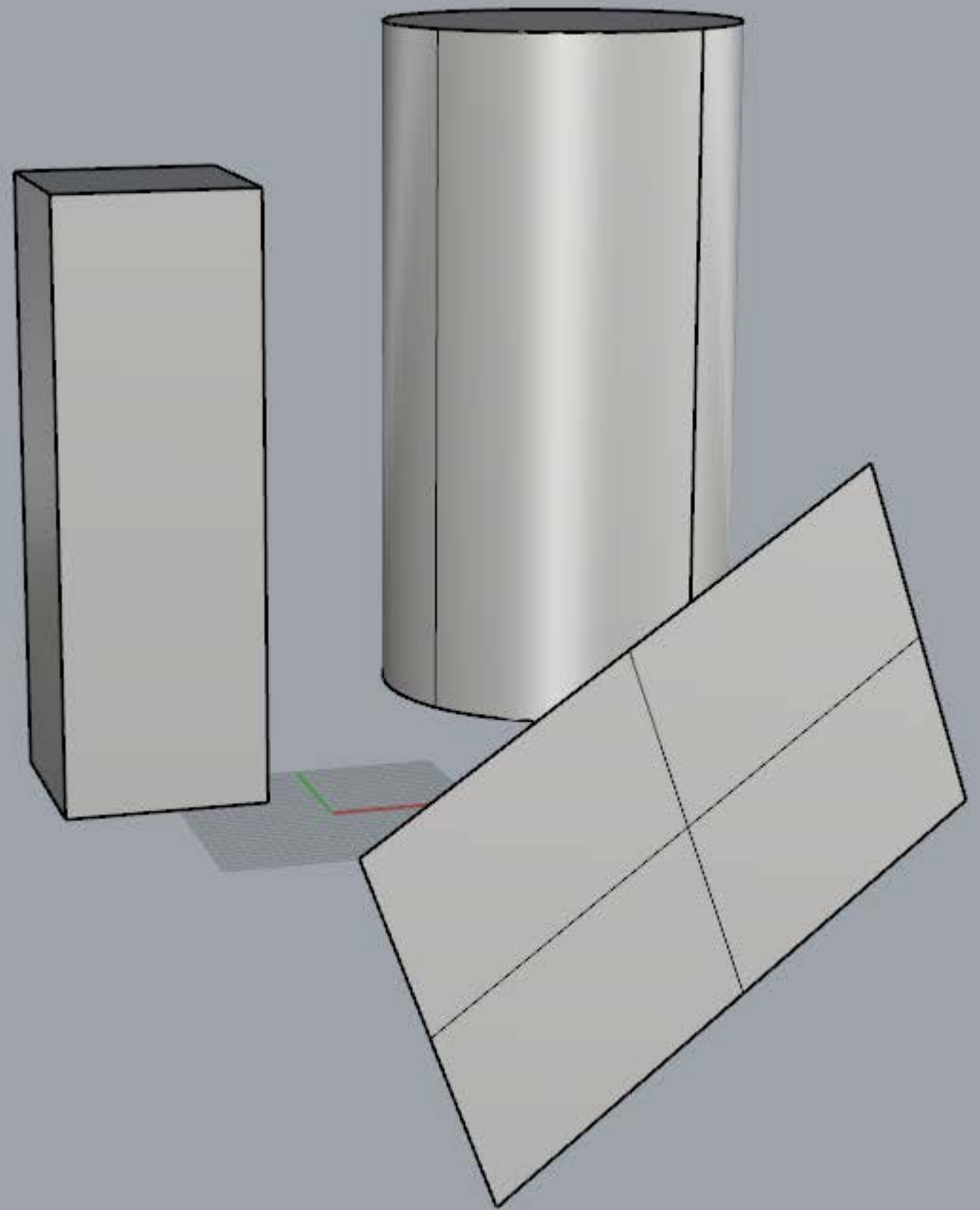
Lightyears
Parsecs
Custom Units
No Units
OK
Cancel
Help



Untitled - Rhinoceros 5.0 Corporate - [Perspective]

File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Panels Help

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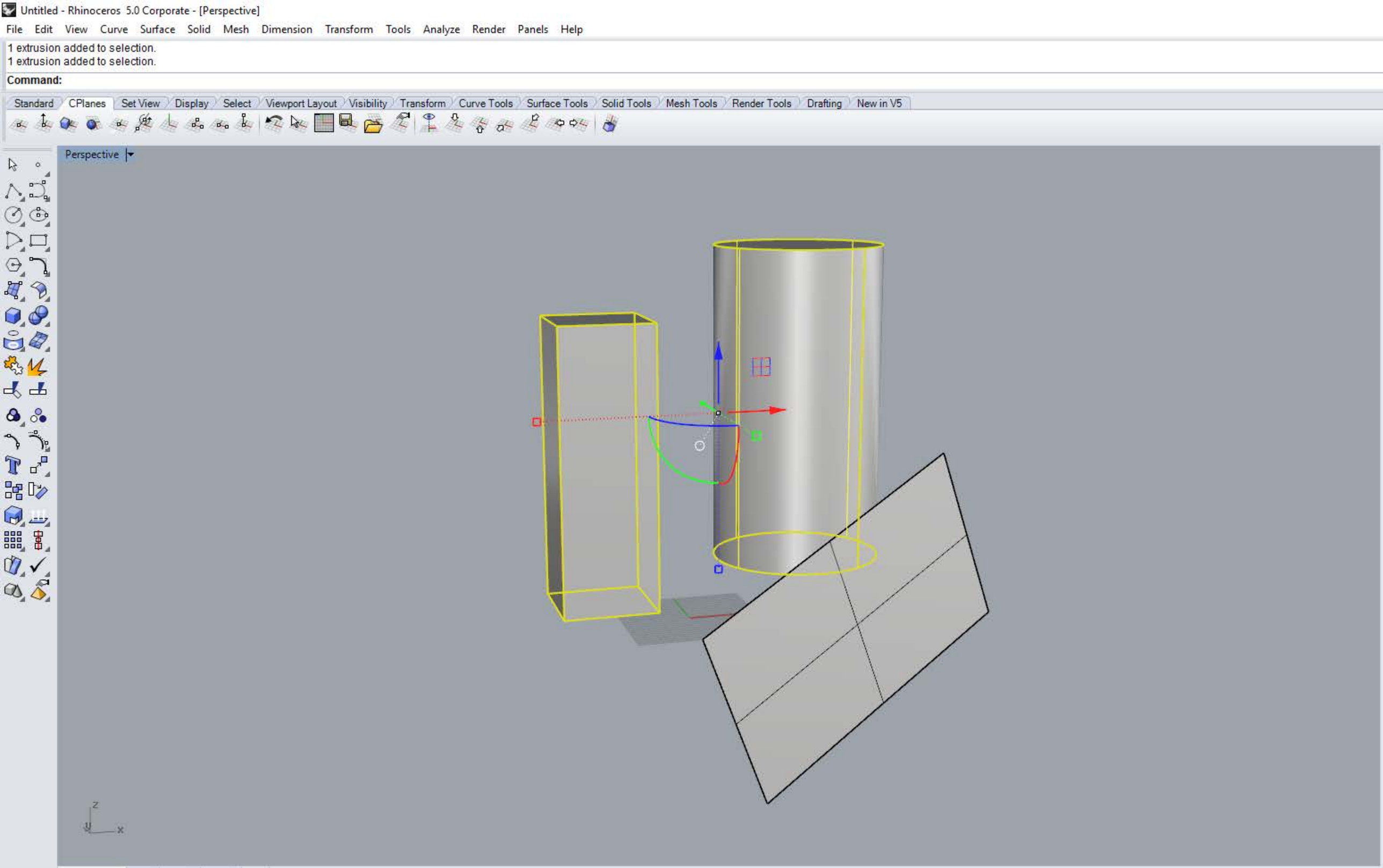
Command:

Standard CPlanes Set View Display Select Viewport Layout Visibility Transform Curve Tools Surface Tools Solid Tools Mesh Tools Render Tools Drafting New in V5



Perspective Top Front Right

End Near Point Mid Cen Int Perp Tan Quad Knot Vertex Project Disable

CPlane x -538.963 y 126.505 z 0.000 Centimeters Default | Grid Snap Ortho Planar **Osnap** **SmartTrack** **Gumball** Record History Filter Memory use: 261 MB

Untitled - Rhinoceros 5.0 Corporate - [Perspective]

File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Panels Help

- New... Ctrl+N
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- Save Ctrl+S
- Save Small
- Incremental Save
- Save As...
- Save As Template...
- Insert... Ctrl+I
- Import...
- Export Selected...
- Export With Origin...
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- Notes
- Properties...
- Print... Ctrl+P
- Print 3D ›
- Send...
- Exit
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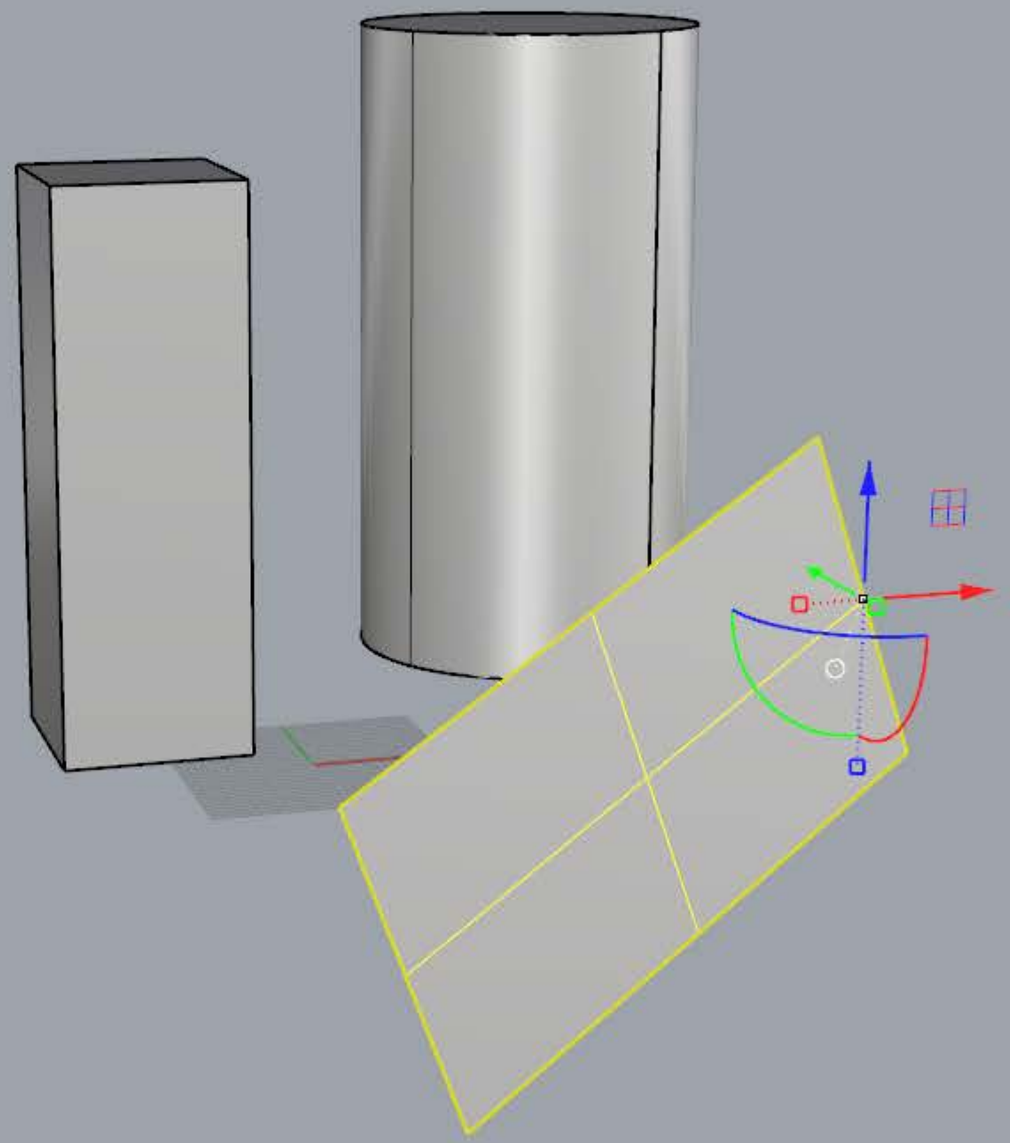

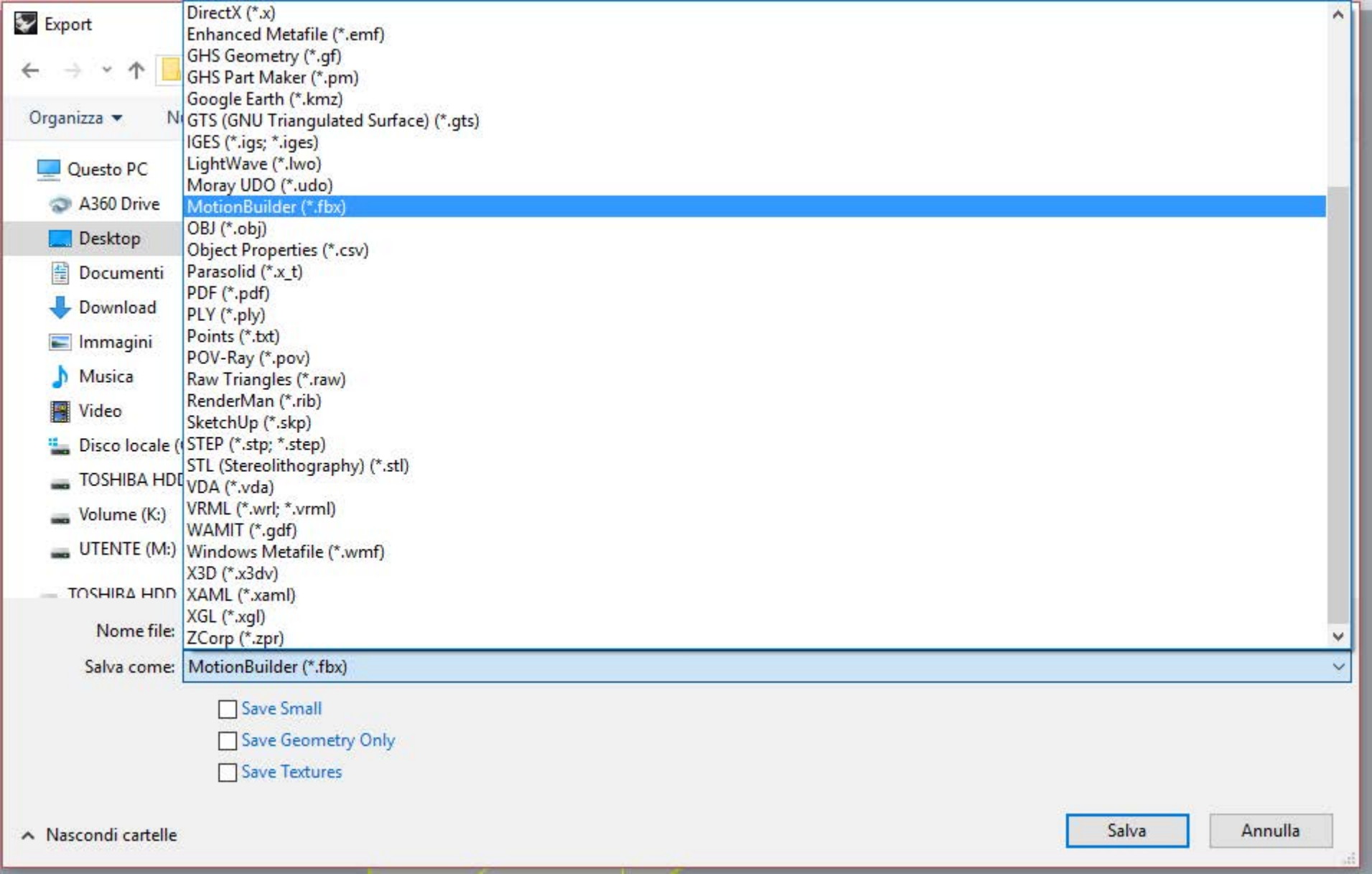
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IGES (*.igs; *.iges)
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VRML (*.wrl; *.vrml)
WAMIT (*.gdf)
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X3D (*.x3dv)
XAML (*.xaml)
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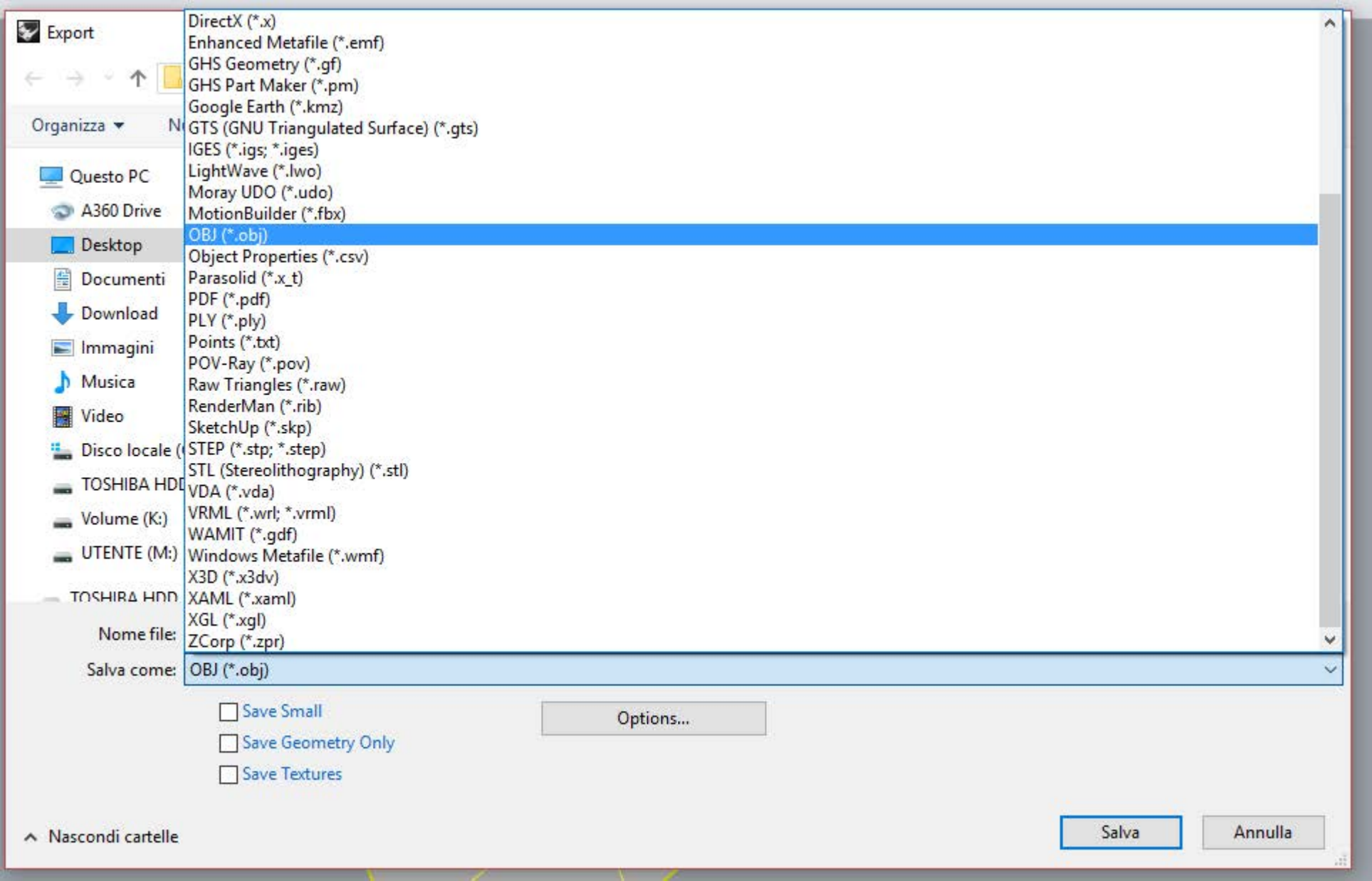
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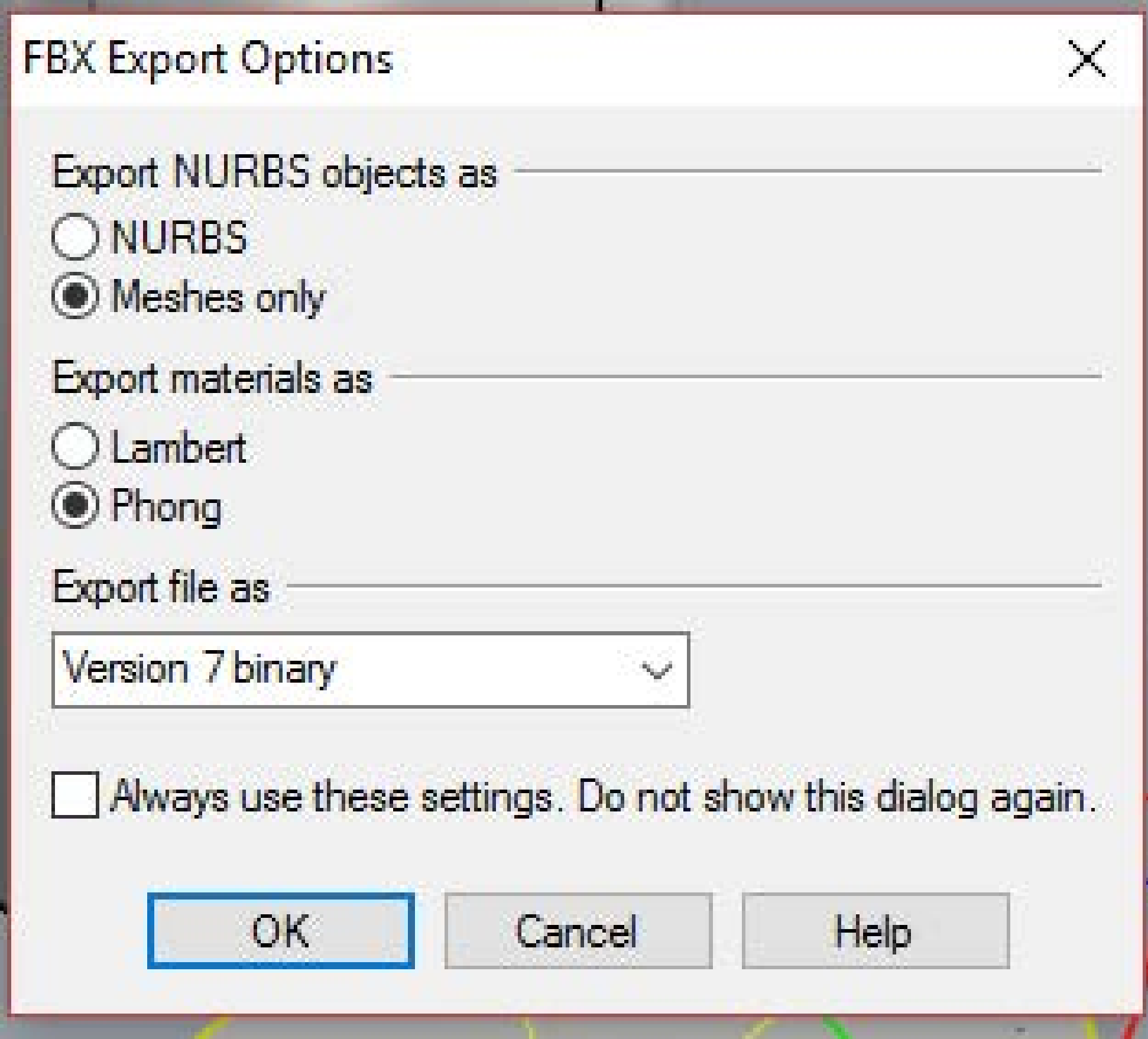
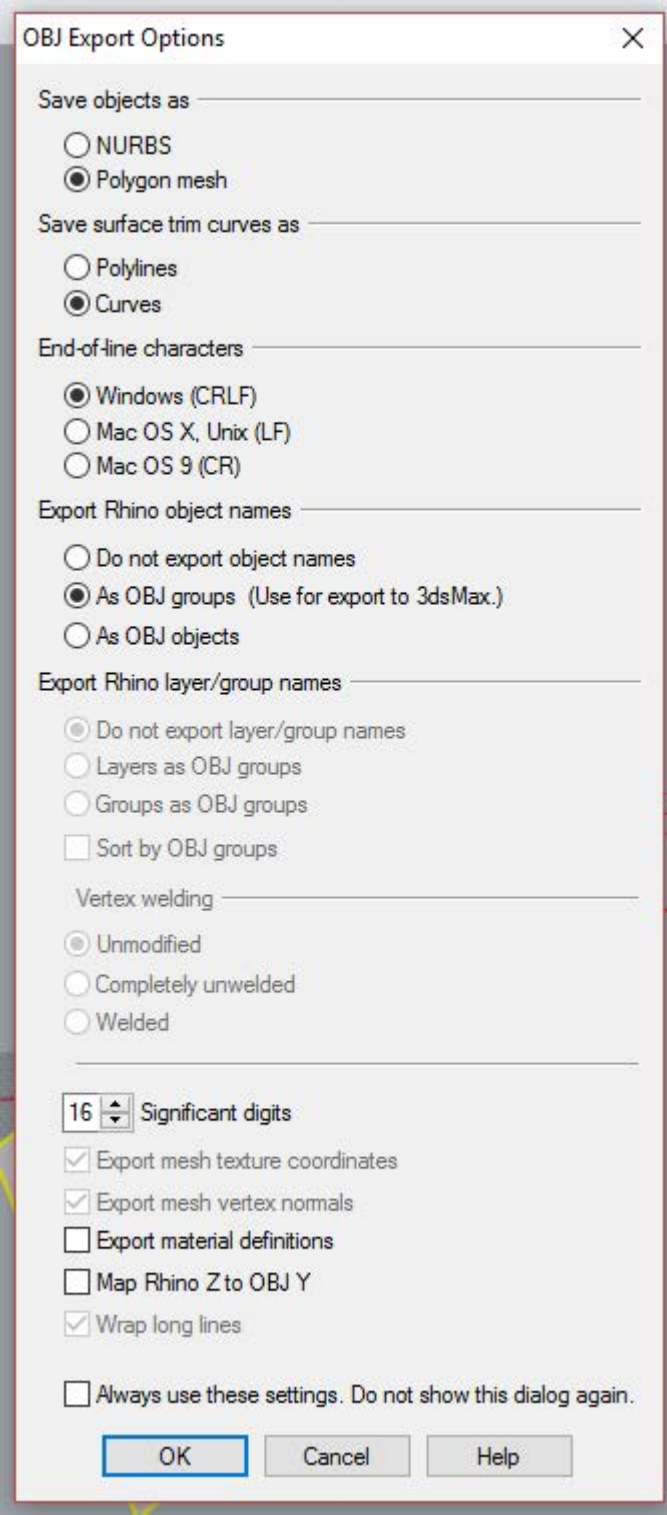
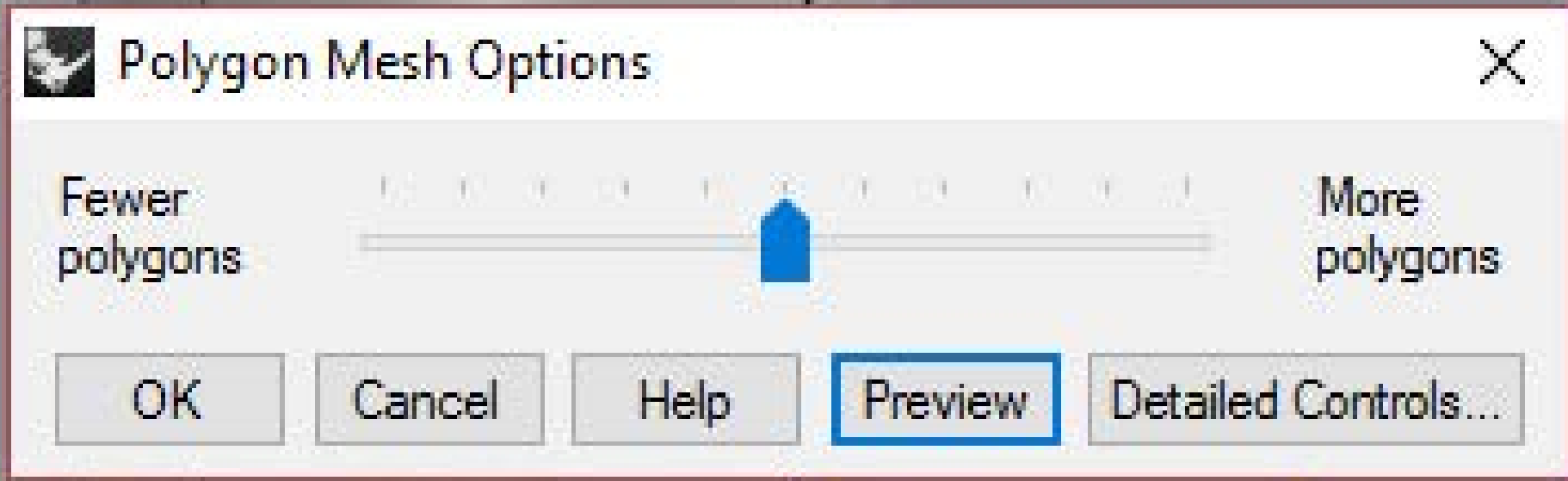
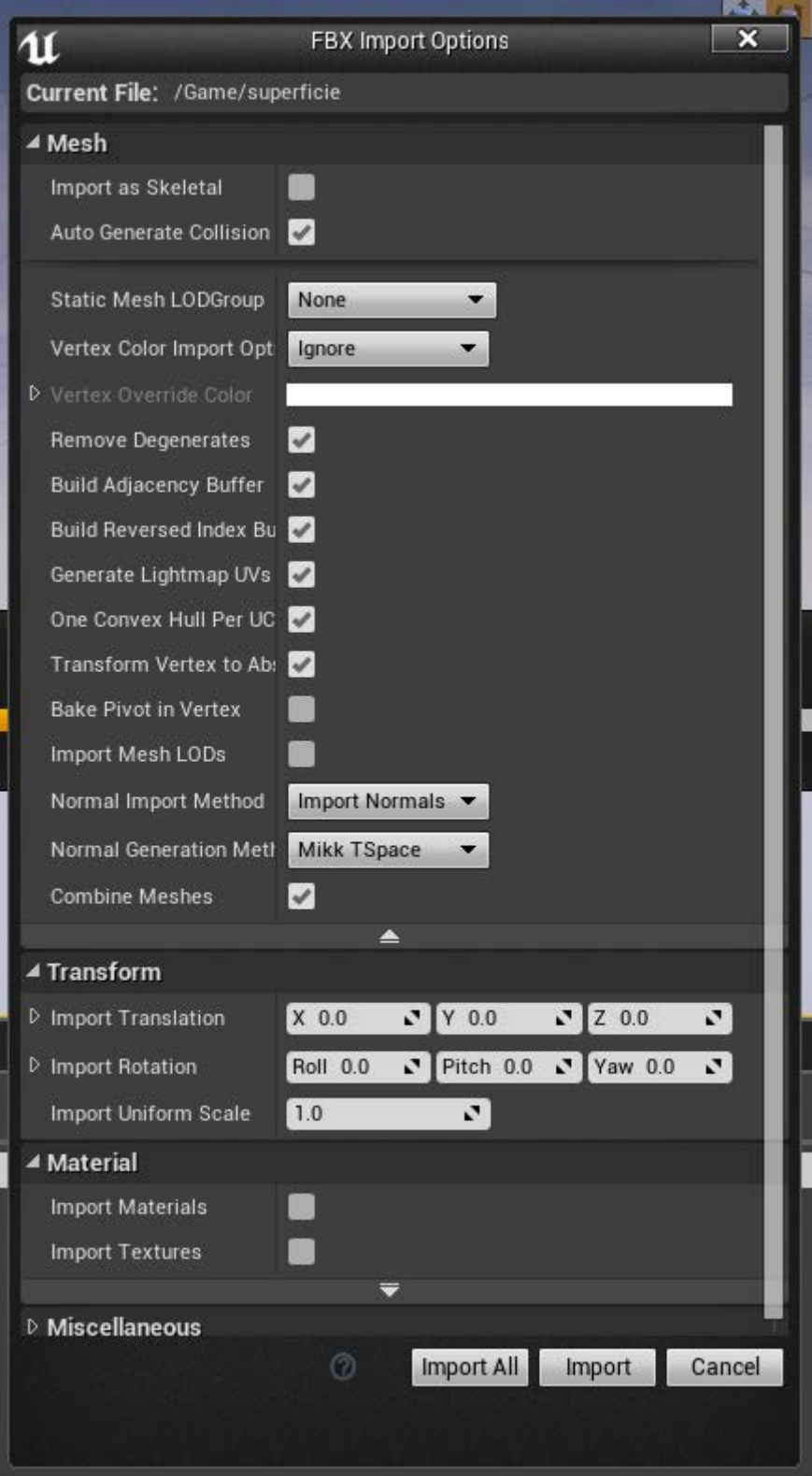

FBX Export Options
Export NURBS objects as
NURBS
Meshes only
Export materials as
Lambert
Phong
Export file as
Version 7 binary
Always use these settings. Do not show this dialog again.
OK
Cancel
Help


OBJ Export Options
Save objects as
NURBS
Polygon mesh
Save surface trim curves as
Polylines
Curves
End-of-line characters
Windows (CRLF)
Mac OS X, Unix (LF)
Mac OS 9 (CR)
Export Rhino object names
Do not export object names
As OBJ groups (Use for export to 3dsMax.)
As OBJ objects
Export Rhino layer/group names
Do not export layer/group names
Layers as OBJ groups
Groups as OBJ groups
Sort by OBJ groups
Vertex welding
Unmodified
Completely unwelded
Welded
16
Significant digits
Export mesh texture coordinates
Export mesh vertex normals
Export material definitions
Map Rhino Z to OBJ Y
Wrap long lines
Always use these settings. Do not show this dialog again.
OK
Cancel
Help


Polygon Mesh Options
Fewer polygons
More polygons
OK
Cancel
Help
Preview
Detailed Controls...


FBX Import Options
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Mesh
Import as Skeletal
Auto Generate Collision
Static Mesh LODGroup
None
Vertex Color Import Opt
Ignore
Vertex Override Color
Remove Degenerates
Build Adjacency Buffer
Build Reversed Index Bu
Generate Lightmap UVs
One Convex Hull Per UC
Transform Vertex to Ab
Bake Pivot in Vertex
Import Mesh LODs
Normal Import Method
Import Normals
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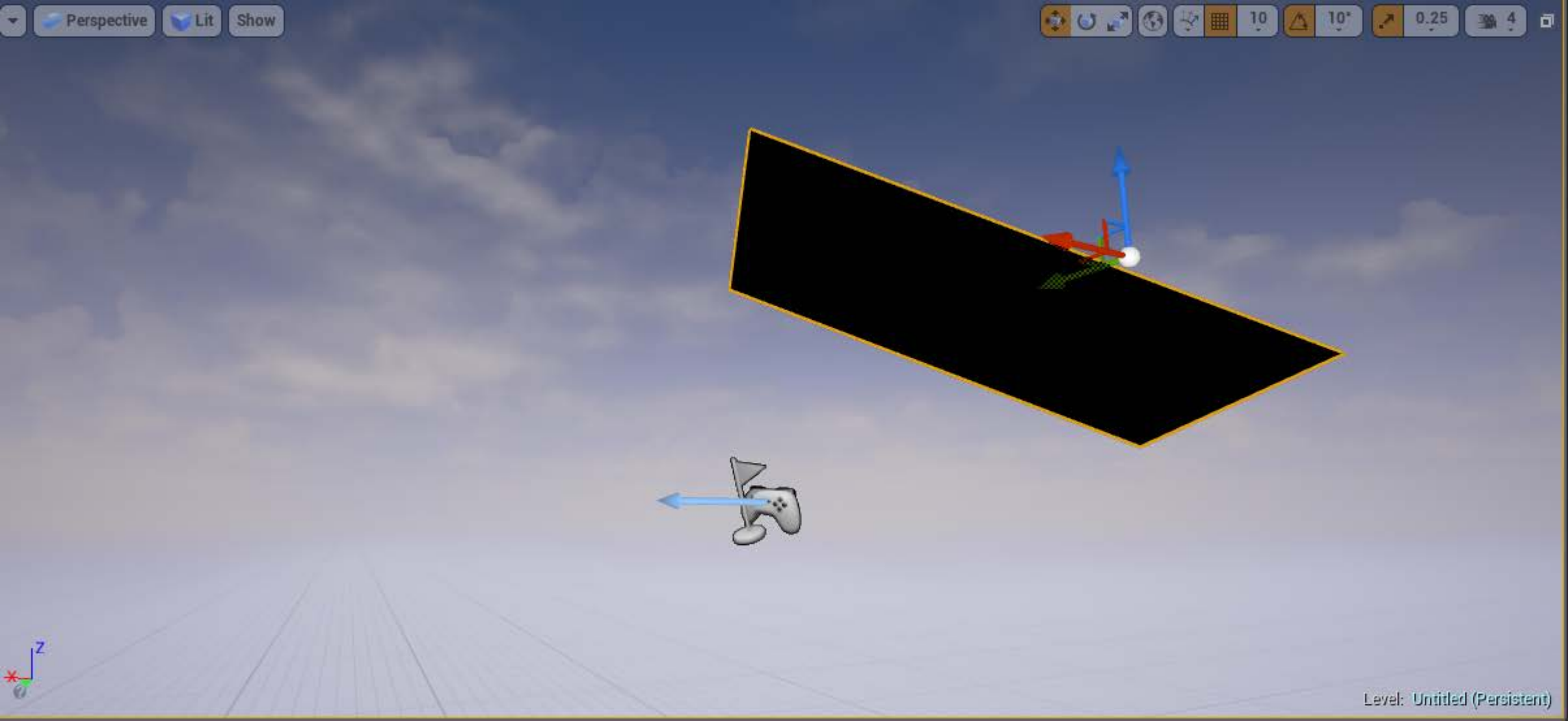
Combine Meshes
Transform
Import Translation
X 0.0
Y 0.0
Z 0.0
Import Rotation
Roll 0.0
Pitch 0.0
Yaw 0.0
Import Uniform Scale
1.0
Material
Import Materials
Import Textures
Miscellaneous
Import All
Import
Cancel


Perspective
Lit
Show
10
10°
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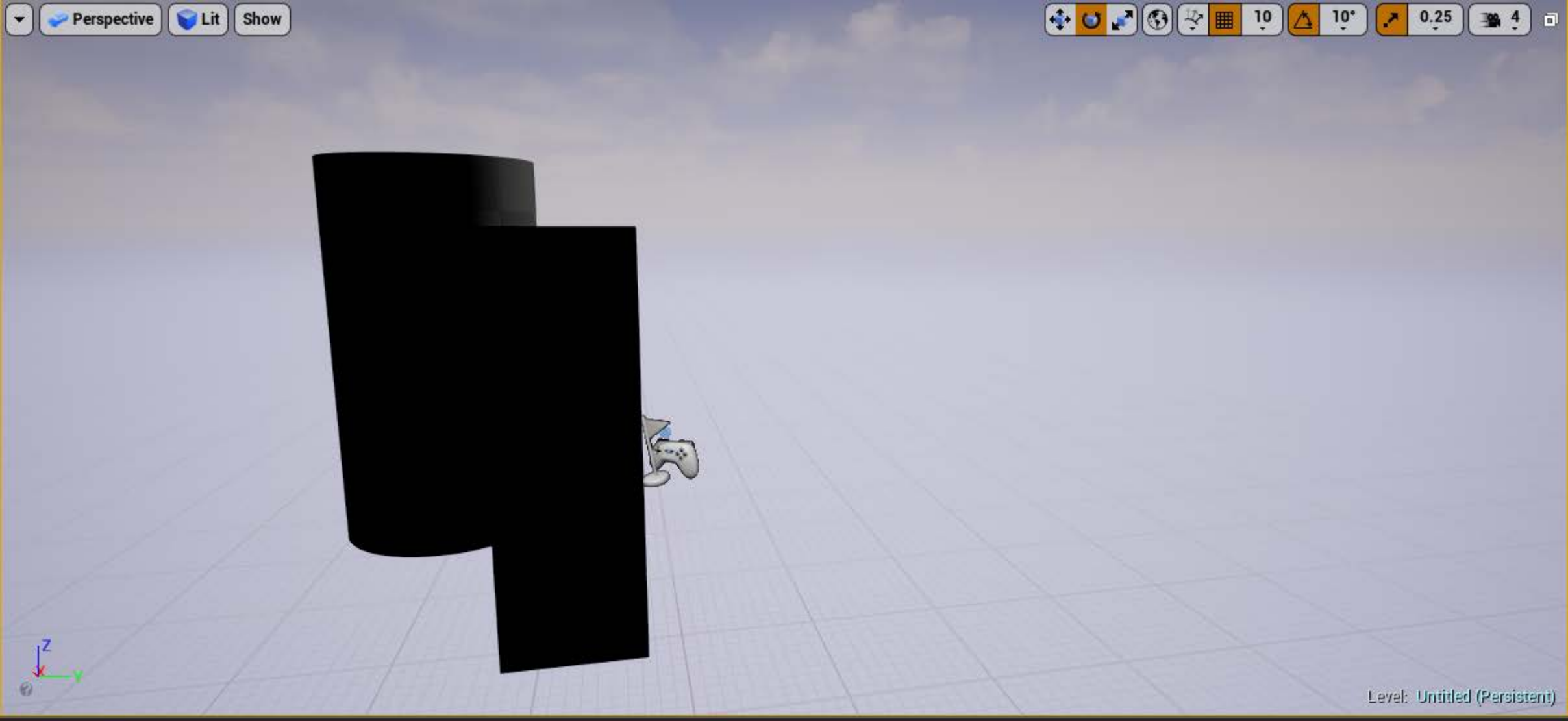
4
Z
Level: Untitled (Persistent)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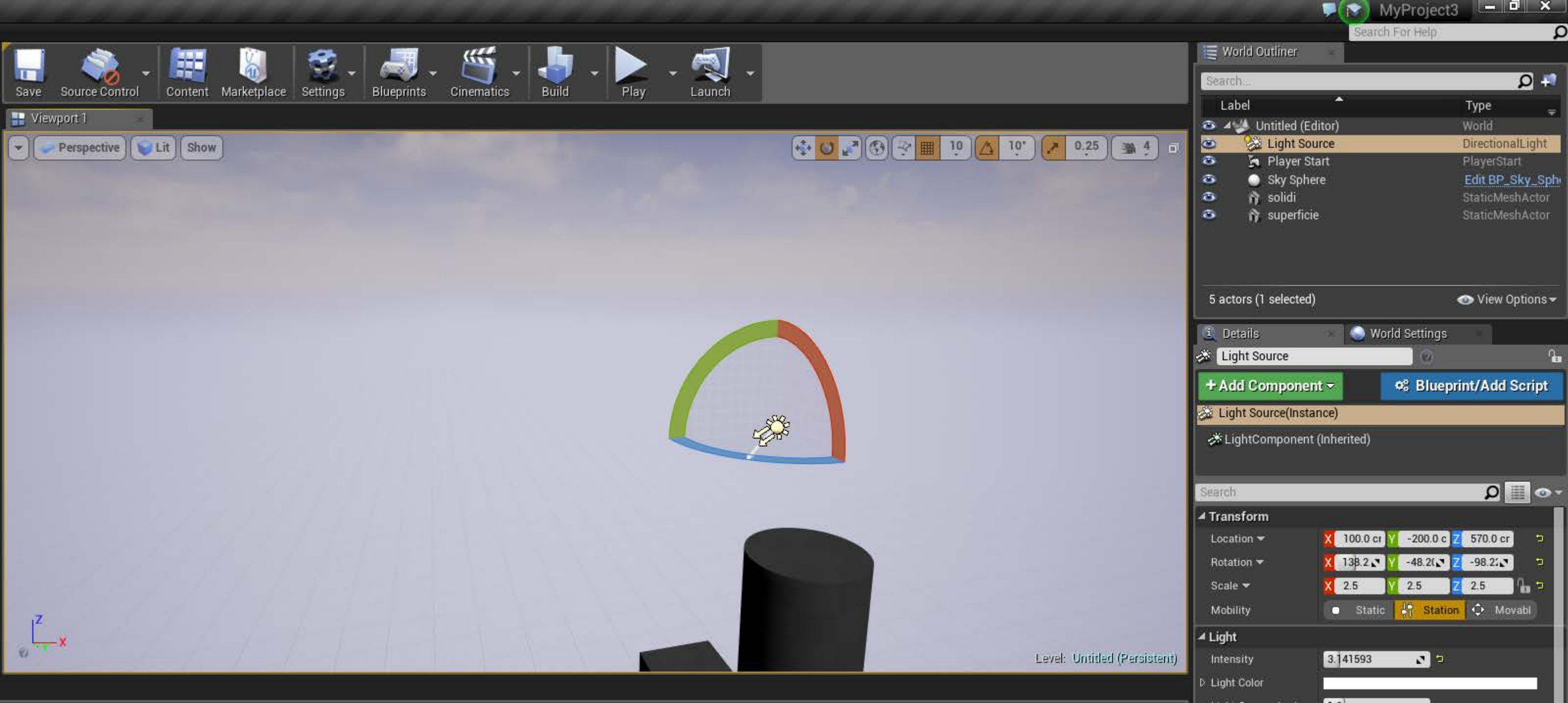
MyProject3
Search For Help
Save
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Play
Launch
Viewport 1
Perspective
Lit
Show
10
10°
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4
Level: Untitled (Persistent)
World Outliner
Search...
Label
Type
Untitled (Editor)
World
Light Source
DirectionalLight
Player Start
PlayerStart
Sky Sphere
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5 actors (1 selected)
View Options
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Light Source
+ Add Component
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Location
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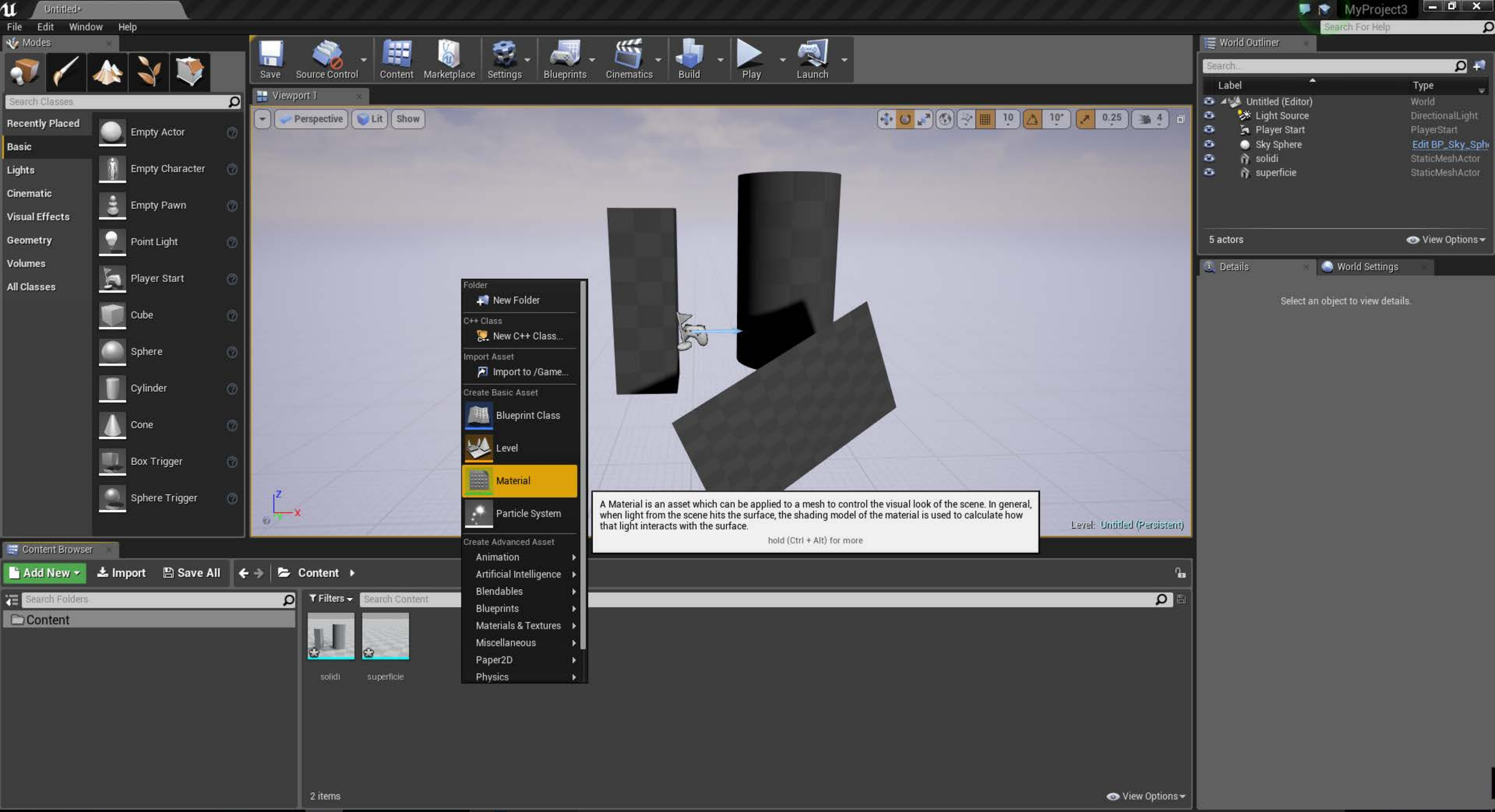
Untitled*
MyProject3
File
Edit
Window
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Modes
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Source Control
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Marketplace
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Blueprints
Cinematics
Build
Play
Launch
Viewport 1
Perspective
Lit
Show
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Box Trigger
Sphere Trigger
Folder
New Folder
C++ Class
New C++ Class...
Import Asset
Import to /Game...
Create Basic Asset
Blueprint Class
Level
Material
Particle System
Create Advanced Asset
Animation
Artificial Intelligence
Blendables
Blueprints
Materials & Textures
Miscellaneous
Paper2D
Physics
A Material is an asset which can be applied to a mesh to control the visual look of the scene. In general, when light from the scene hits the surface, the shading model of the material is used to calculate how that light interacts with the surface.
hold (Ctrl + Alt) for more
Level: Untitled (Persistent)
World Outliner
Search...
Label
Type
Untitled (Editor)
World
Light Source
DirectionalLight
Player Start
PlayerStart
Sky Sphere
Edit BP_Sky_Sph
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StaticMeshActor
5 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
Search Folders
Content
Filters
Search Content
solidi
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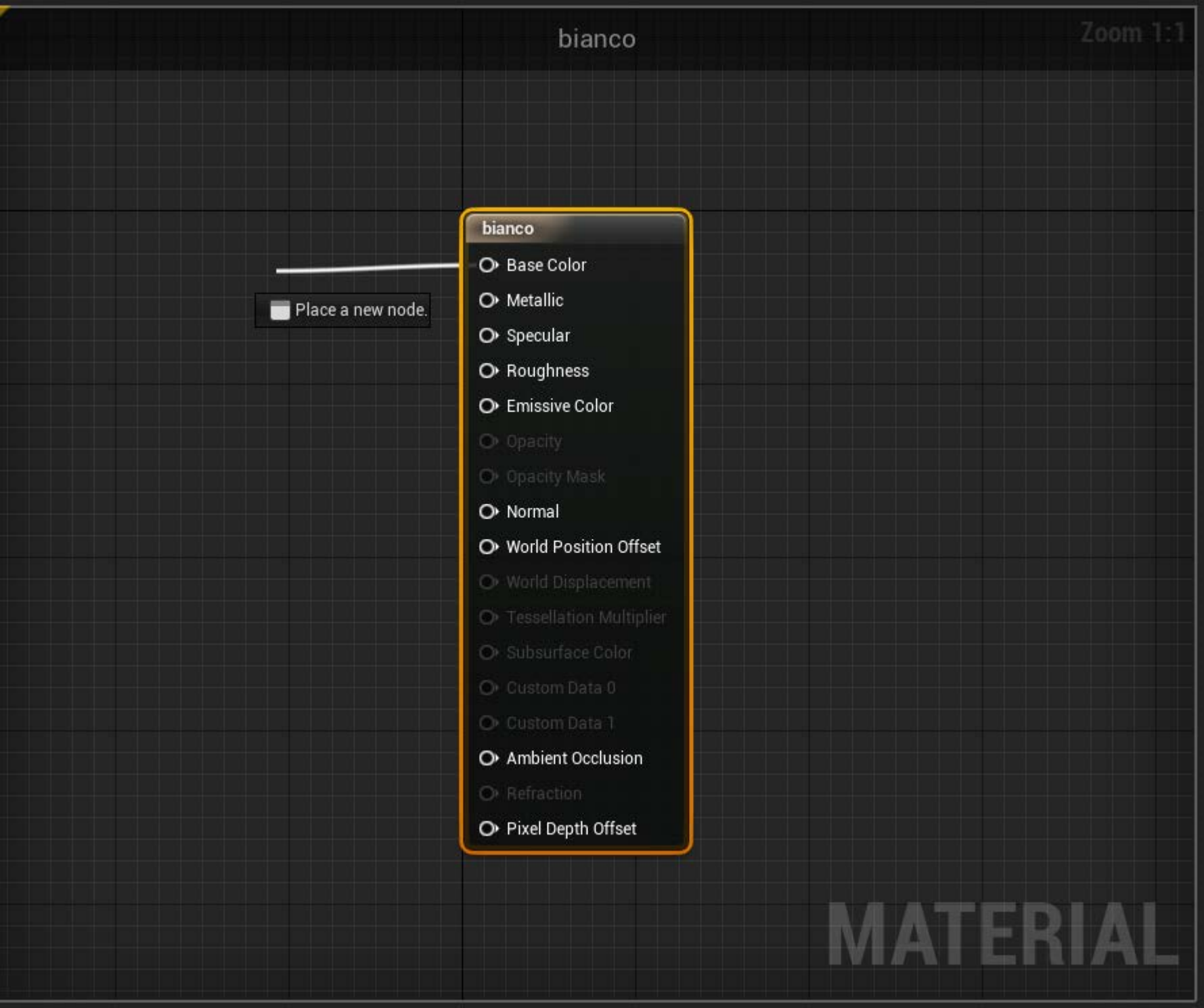
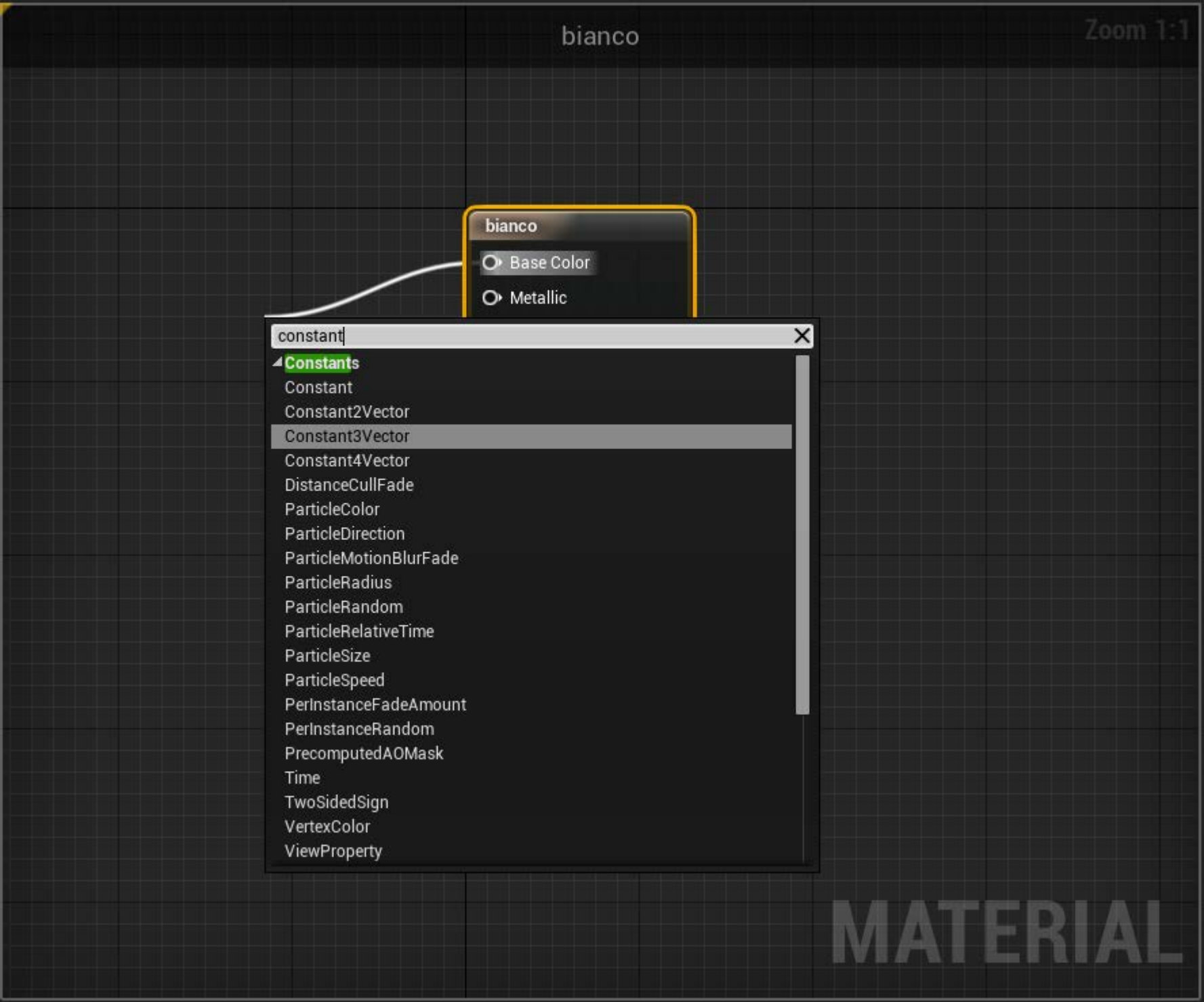
2 items
View Options


bianco
Zoom 1:1
bianco
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
Place a new node.
MATERIAL


bianco
Zoom 1:1
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Base Color
Metallic
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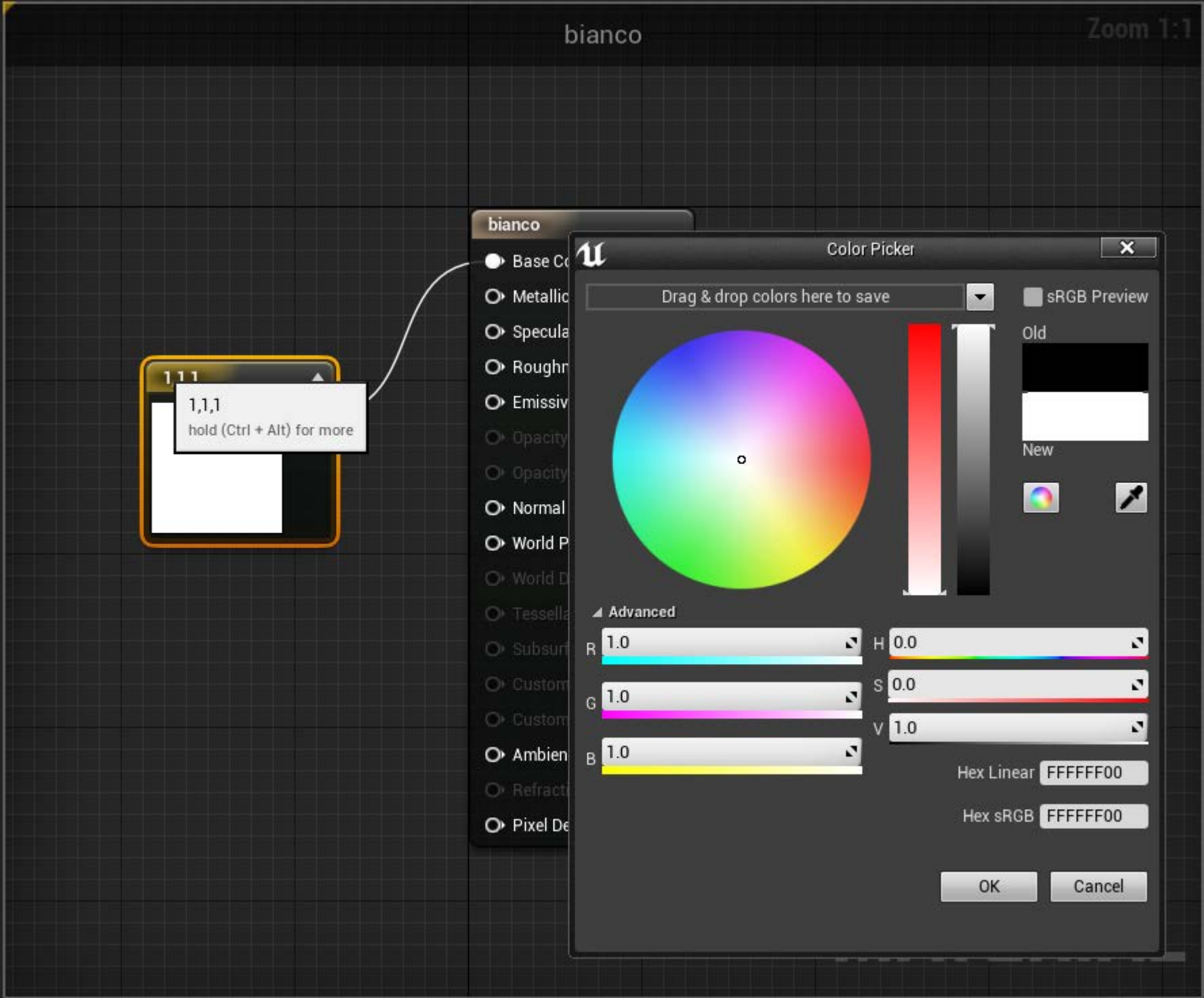
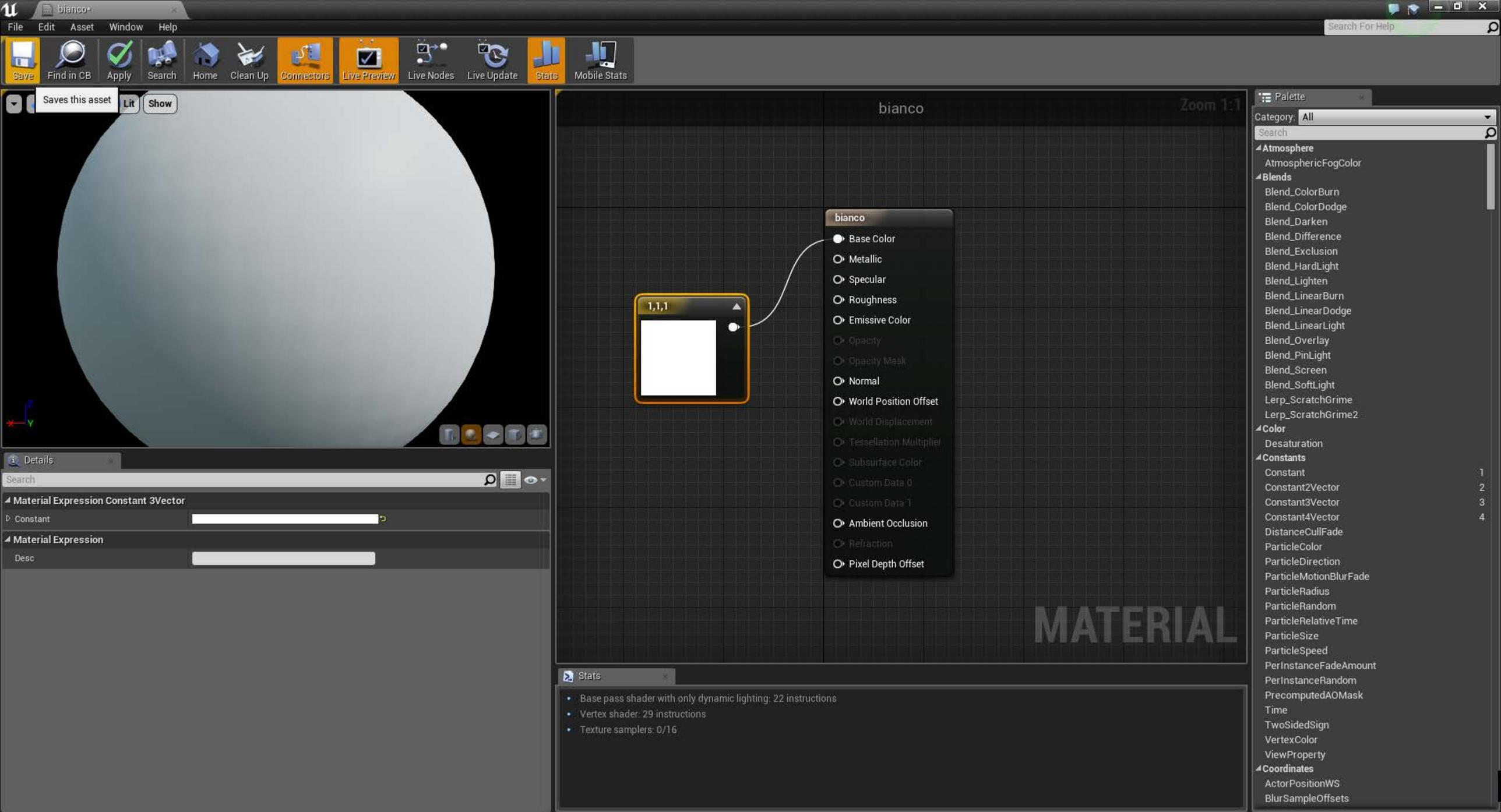
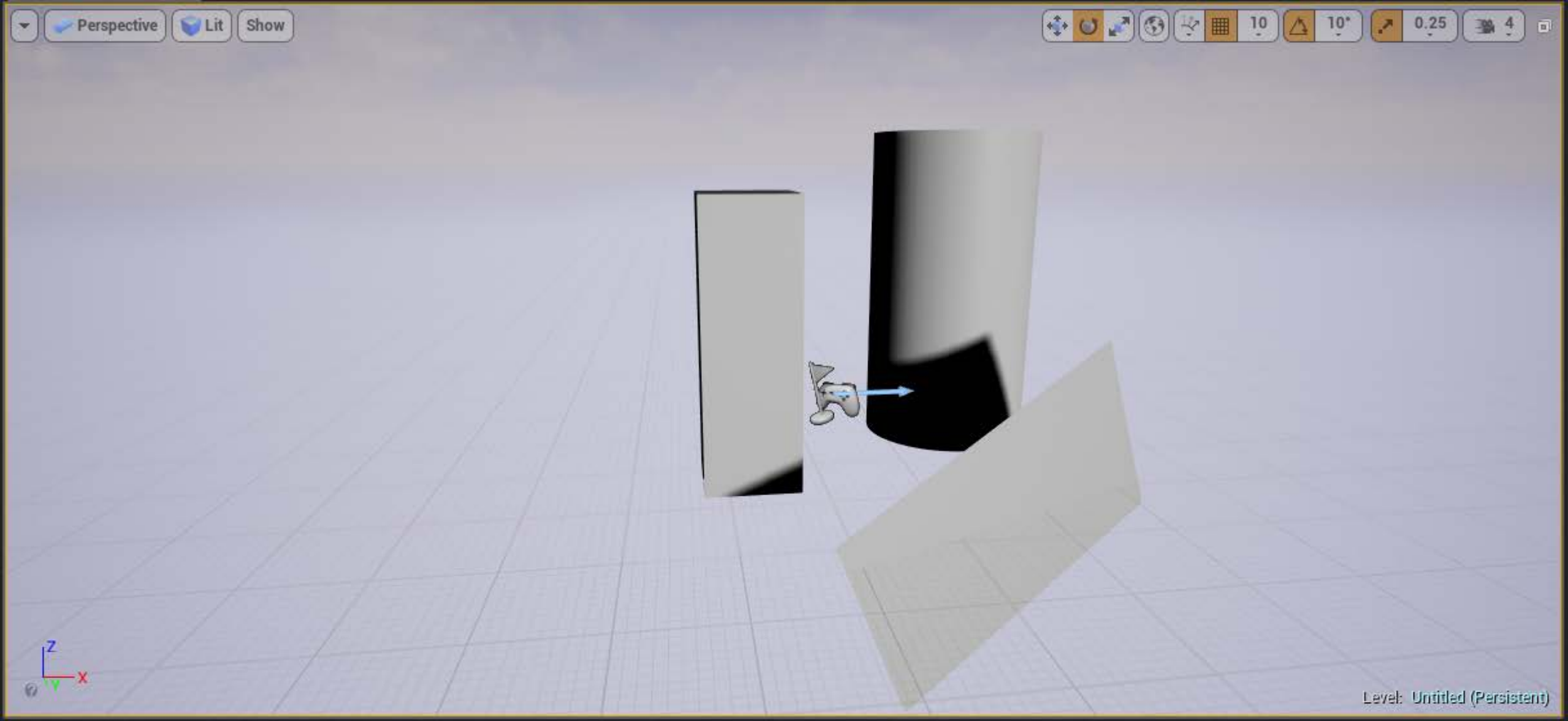
Constants
Constant
Constant2Vector
Constant3Vector
Constant4Vector
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
ViewProperty
MATERIAL


bianco
Zoom 1:1
bianco
Base Co
Metallic
Specula
Roughn
Emissiv
Opacity
Opacity
Normal
World P
World D
Tessella
Subsurf
Custom
Custom
Ambien
Refract
Pixel De
1,1,1
1,1,1
hold (Ctrl + Alt) for more
Color Picker
Drag & drop colors here to save
sRGB Preview
Old
New
Advanced
R 1.0
G 1.0
B 1.0
H 0.0
S 0.0
V 1.0
Hex Linear FFFFFF00
Hex sRGB FFFFFF00
OK
Cancel


bianco*
File
Edit
Asset
Window
Help
Search For Help
Save
Find in CB
Apply
Search
Home
Clean Up
Connectors
Live Preview
Live Nodes
Live Update
Stats
Mobile Stats
Saves this asset
Lit
Show
bianco
Zoom 1:1
1,1,1
bianco
Base Color
Metallic
Specular
Roughness
Emissive Color
Opacity
Opacity Mask
Normal
World Position Offset
World Displacement
Tessellation Multiplier
Subsurface Color
Custom Data 0
Custom Data 1
Ambient Occlusion
Refraction
Pixel Depth Offset
MATERIAL
Palette
Category: All
Search
Atmosphere
AtmosphericFogColor
Blends
Blend_ColorBurn
Blend_ColorDodge
Blend_Darken
Blend_Difference
Blend_Exclusion
Blend_HardLight
Blend_Lighten
Blend_LinearBurn
Blend_LinearDodge
Blend_LinearLight
Blend_Overlay
Blend_PinLight
Blend_Screen
Blend_SoftLight
Lerp_ScratchGrime
Lerp_ScratchGrime2
Color
Desaturation
Constants
Constant 1
Constant2Vector 2
Constant3Vector 3
Constant4Vector 4
DistanceCullFade
ParticleColor
ParticleDirection
ParticleMotionBlurFade
ParticleRadius
ParticleRandom
ParticleRelativeTime
ParticleSize
ParticleSpeed
PerInstanceFadeAmount
PerInstanceRandom
PrecomputedAOMask
Time
TwoSidedSign
VertexColor
ViewProperty
Coordinates
ActorPositionWS
BlurSampleOffsets
Details
Search
Material Expression Constant 3Vector
Constant
Material Expression
Desc
Stats
Base pass shader with only dynamic lighting: 22 instructions
Vertex shader: 29 instructions
Texture samplers: 0/16



Content

Filters

Search Content

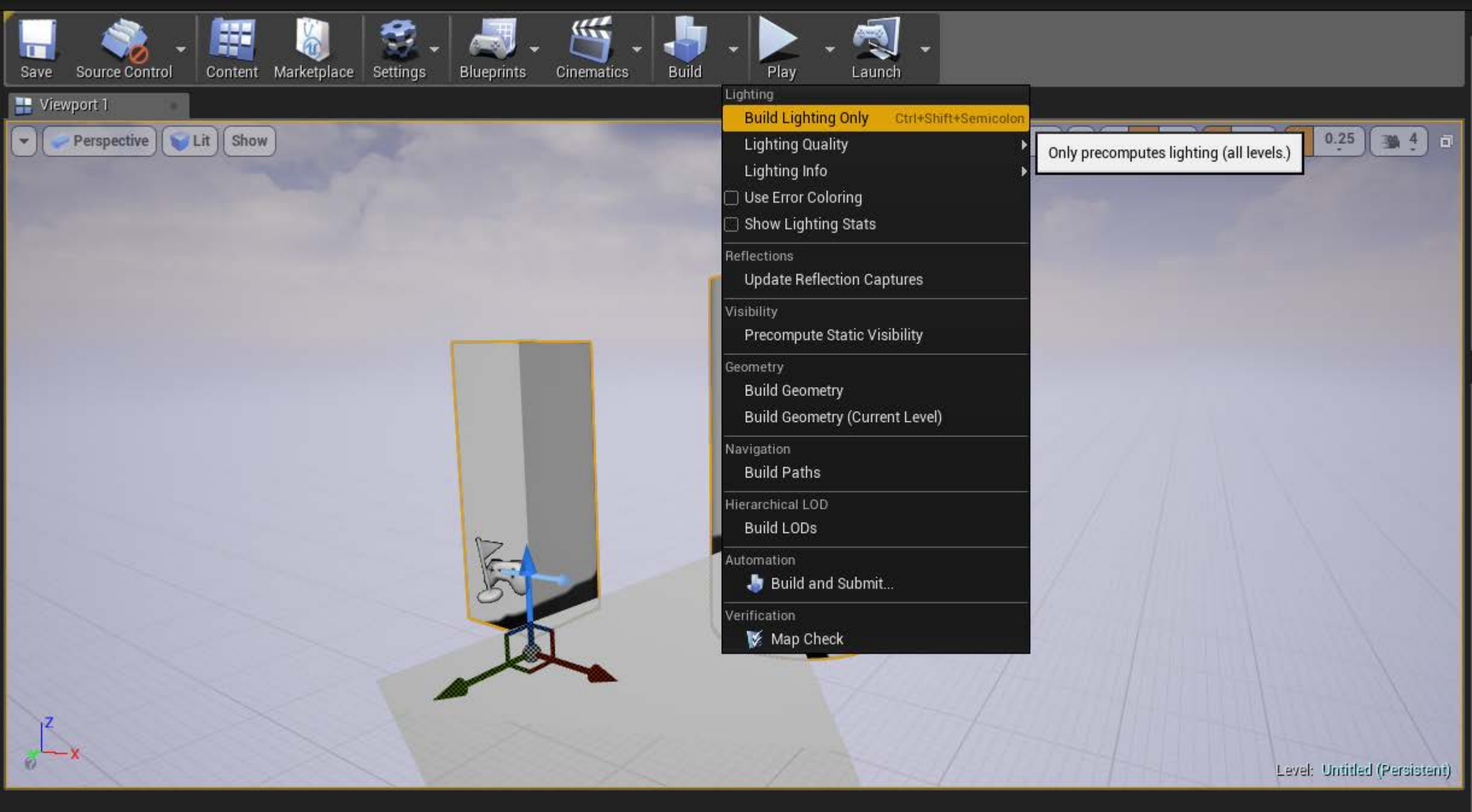
bianco

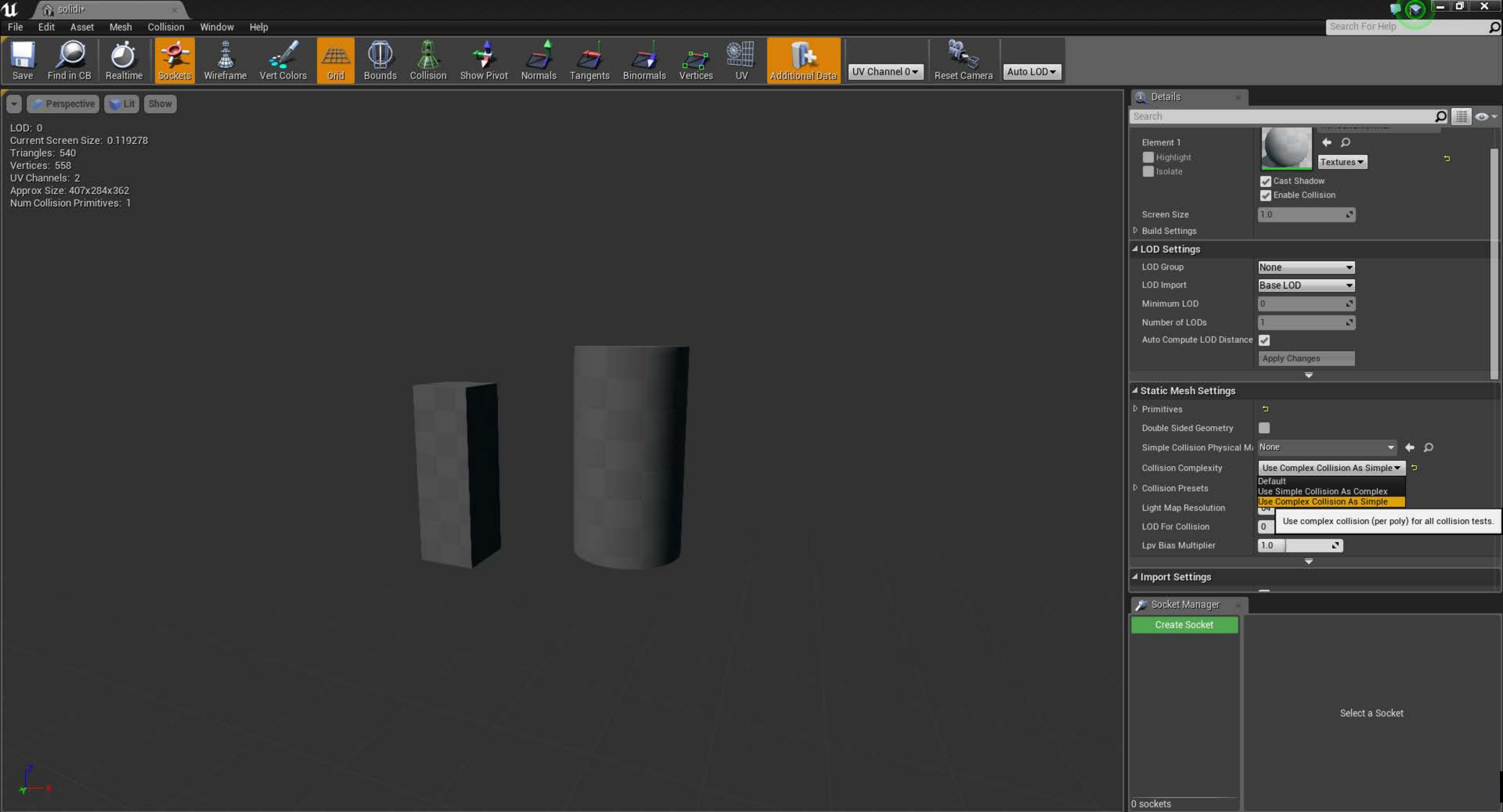
solidi

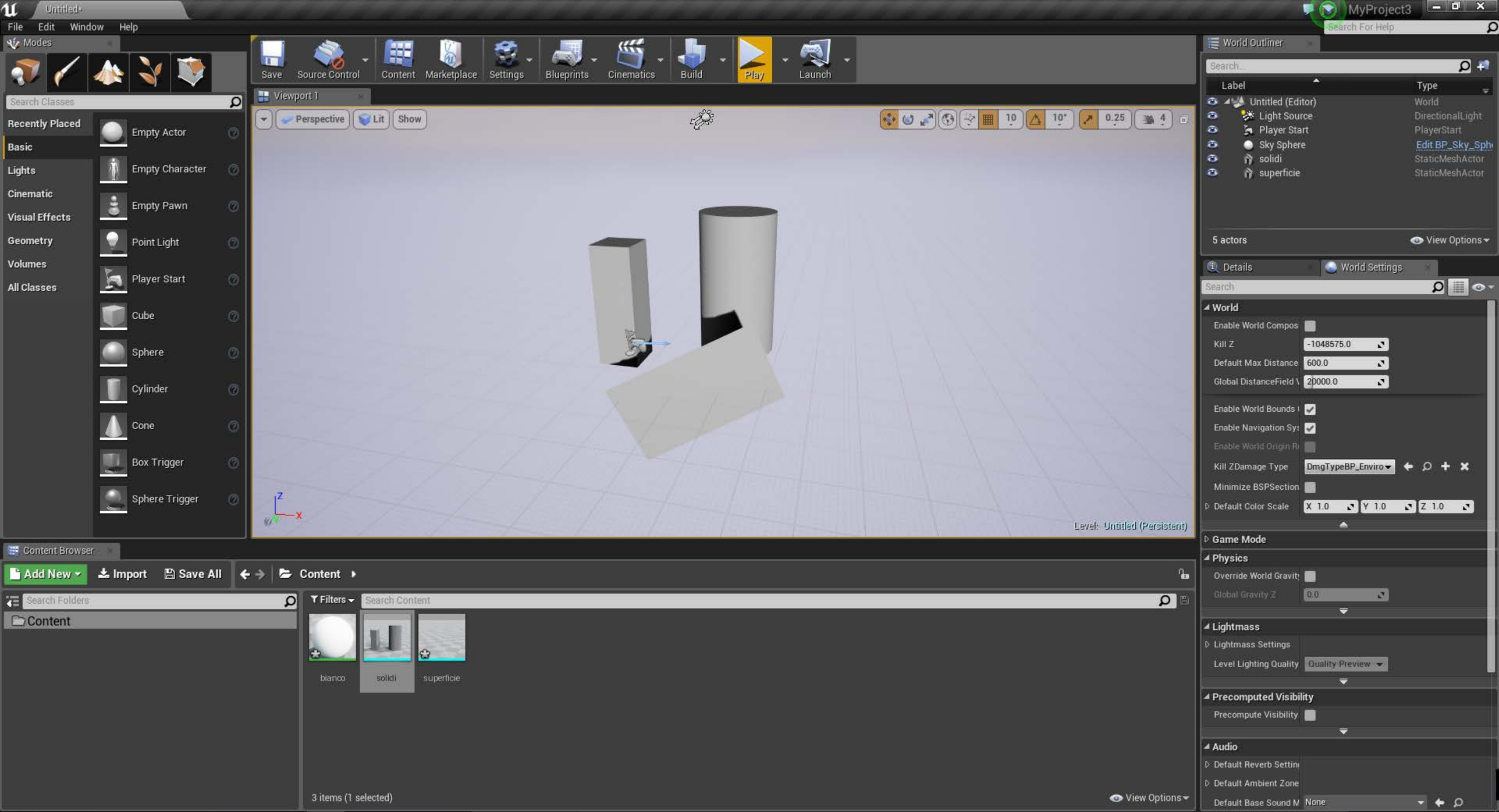
superficie

3 items (1 selected)

View Options


Save
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Play
Launch
Viewport 1
Perspective
Lit
Show
0.25
4
Lighting
Build Lighting Only Ctrl+Shift+Semicolon
Lighting Quality
Lighting Info
Use Error Coloring
Show Lighting Stats
Reflections
Update Reflection Captures
Visibility
Precompute Static Visibility
Geometry
Build Geometry
Build Geometry (Current Level)
Navigation
Build Paths
Hierarchical LOD
Build LODs
Automation
Build and Submit...
Verification
Map Check
Only precomputes lighting (all levels.)
Level: Untitled (Persistent)


solidi*
File
Edit
Asset
Mesh
Collision
Window
Help
Search For Help
Save
Find in CB
Realtime
Sockets
Wireframe
Vert Colors
Grid
Bounds
Collision
Show Pivot
Normals
Tangents
Binormals
Vertices
UV
Additional Data
UV Channel 0
Reset Camera
Auto LOD
Perspective
Lit
Show
LOD: 0
Current Screen Size: 0.119278
Triangles: 540
Vertices: 558
UV Channels: 2
Approx Size: 407x284x362
Num Collision Primitives: 1
Details
Search
Element 1
Highlight
Isolate
Textures
Cast Shadow
Enable Collision
Screen Size
1.0
Build Settings
LOD Settings
LOD Group
None
LOD Import
Base LOD
Minimum LOD
0
Number of LODs
1
Auto Compute LOD Distance
Apply Changes
Static Mesh Settings
Primitives
Double Sided Geometry
Simple Collision Physical Mi
None
Collision Complexity
Use Complex Collision As Simple
Default
Use Simple Collision As Complex
Use Complex Collision As Simple
Collision Presets
Light Map Resolution
LOD For Collision
0
Use complex collision (per poly) for all collision tests.
Lpv Bias Multiplier
1.0
Import Settings
Socket Manager
Create Socket
Select a Socket
0 sockets


Untitled
MyProject3
File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Box Trigger
Sphere Trigger
Viewport 1
Perspective
Lit
Show
Level: Untitled (Persistent)
World Outliner
Search...
Label
Type
Untitled (Editor)
World
Light Source
DirectionalLight
Player Start
PlayerStart
Sky Sphere
Edit BP_Sky_Sph
solidi
StaticMeshActor
superficie
StaticMeshActor
5 actors
View Options
Details
World Settings
Search
World
Enable World Compos
Kill Z
-1048575.0
Default Max Distance
600.0
Global DistanceField V
20000.0
Enable World Bounds
Enable Navigation Sys
Enable World Origin R
Kill ZDamage Type
DmgTypeBP_Enviro
Minimize BSPSection
Default Color Scale
X 1.0
Y 1.0
Z 1.0
Game Mode
Physics
Override World Gravit
Global Gravity Z
0.0
Lightmass
Lightmass Settings
Level Lighting Quality
Quality Preview
Precomputed Visibility
Precompute Visibility
Audio
Default Reverb Settin
Default Ambient Zone
Default Base Sound M
None
Content Browser
Add New
Import
Save All
Content
Search Folders
Content
Filters
Search Content
bianco
solidi
superficie
3 items (1 selected)
View Options

Untitled*

File Edit Window Help

Modes

Search Classes

Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes

Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Box Trigger
Sphere Trigger

Save | Source Control | Content | Marketplace | Settings | Blueprints | Cinematics | Build | Play | Launch

Viewport 1

Perspective | Lit | Show

Viewport Options
- Realtime Ctrl+R
- Show Stats Shift+L
- Show FPS Ctrl+Shift+H
- Show Toolbar Ctrl+Shift+T
- Stat ▸ (Hide All / Advanced ▸ / Engine ▸)
- Field of View (H) 90.0
- Far View Plane 0.0
- Cinematic Preview
- Game View G
- Immersive Mode F11
- Bookmarks ▸
- Create Camera Here
- High Resolution Screenshot...
- Layouts ▸
- Advanced Settings...

10 | 10° | 0.25 | 4

Level: Untitled (Persistent)

Content Browser

Add New | Import | Save All | Content ▸

Search Folders

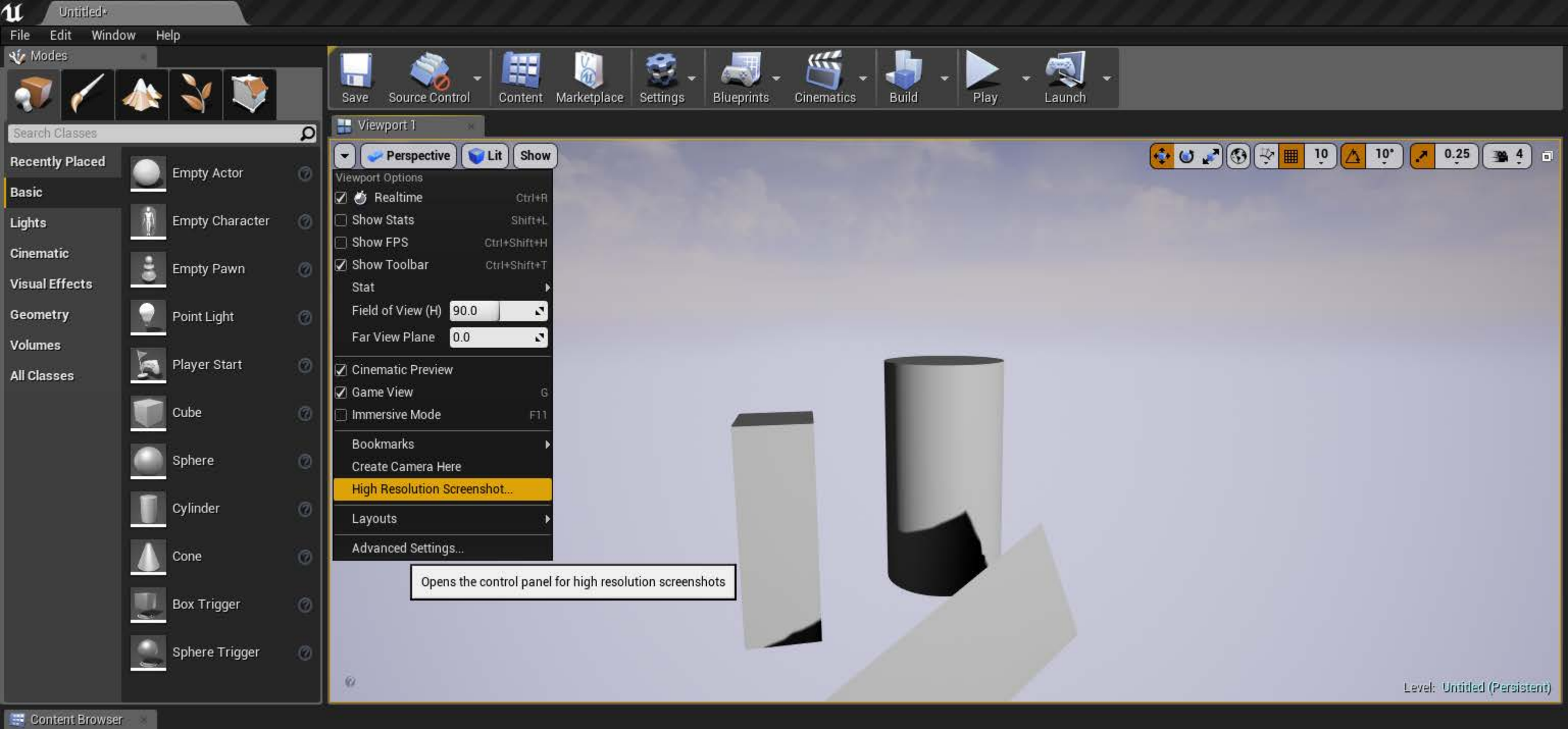
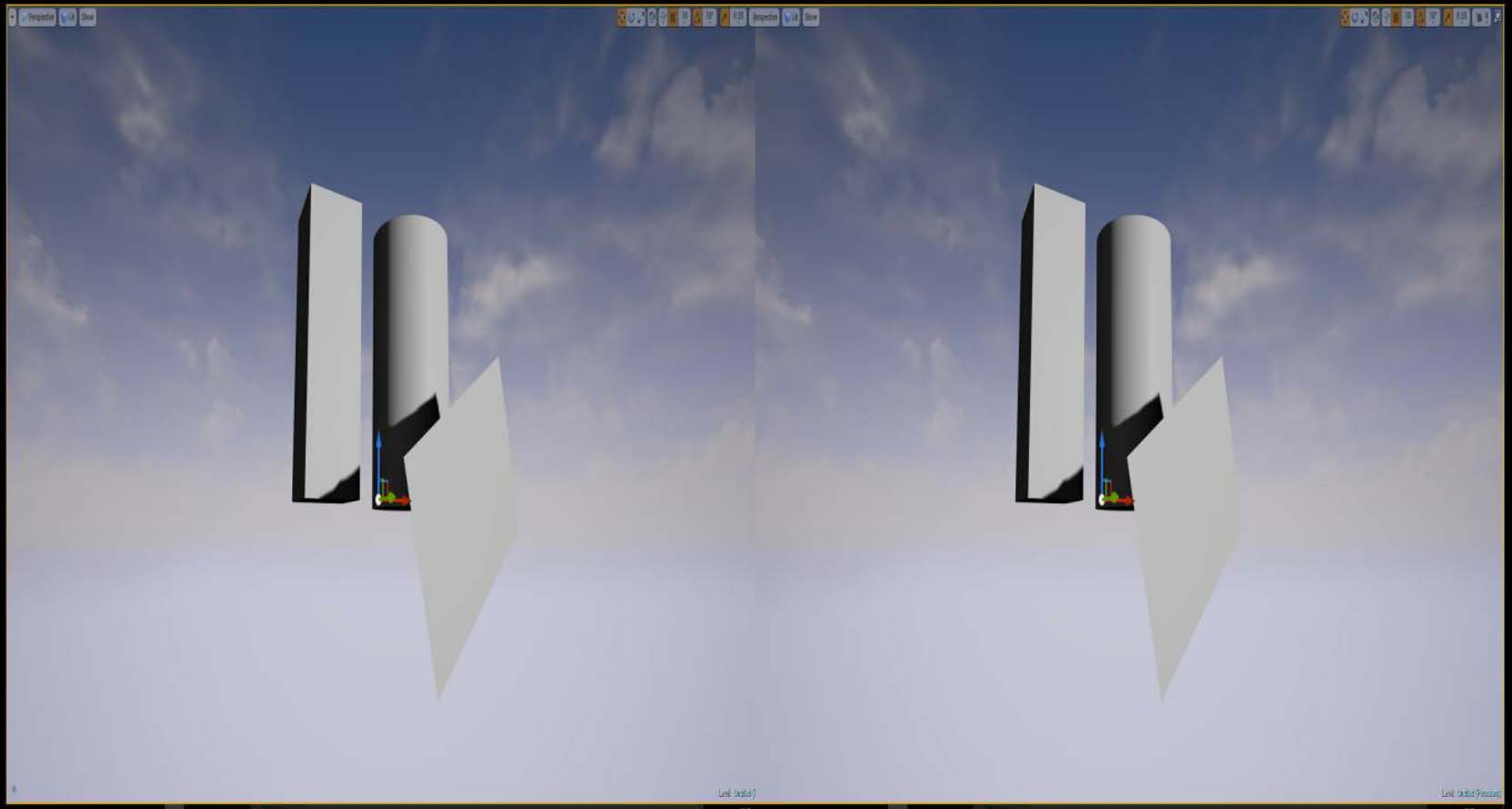
Content

Filters | Search Content

bianco | solidi | superficie

3 items (1 selected)

View Options


Untitled*
File
Edit
Window
Help
Modes
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
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Sphere Trigger
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Viewport 1
Perspective
Lit
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Viewport Options
Realtime Ctrl+R
Show Stats Shift+L
Show FPS Ctrl+Shift+H
Show Toolbar Ctrl+Shift+T
Stat
Field of View (H) 90.0
Far View Plane 0.0
Cinematic Preview
Game View G
Immersive Mode F11
Bookmarks
Create Camera Here
High Resolution Screenshot...
Layouts
Advanced Settings...
Opens the control panel for high resolution screenshots
10
10°
0.25
4
Level: Untitled (Persistent)
Content Browser