UNREAL ENGINE

Anatomy of a Project:
Available Resources and Project Folders

INTRODUCTION

Unreal Engine 4 is a deep and rich application that can be used to create anything from 2D indie games to 3D AAA titles to interactive applications, architectural visualizations, and VR experiences.

UE4 can create content for various platforms ranging from PC and consoles to mobile and web-based HTML.

The UE4 Editor takes many of the complicated processes of development and puts them into an easy-to-use developer's application environment.

This lecture introduces you to the anatomy of a project and available resources.
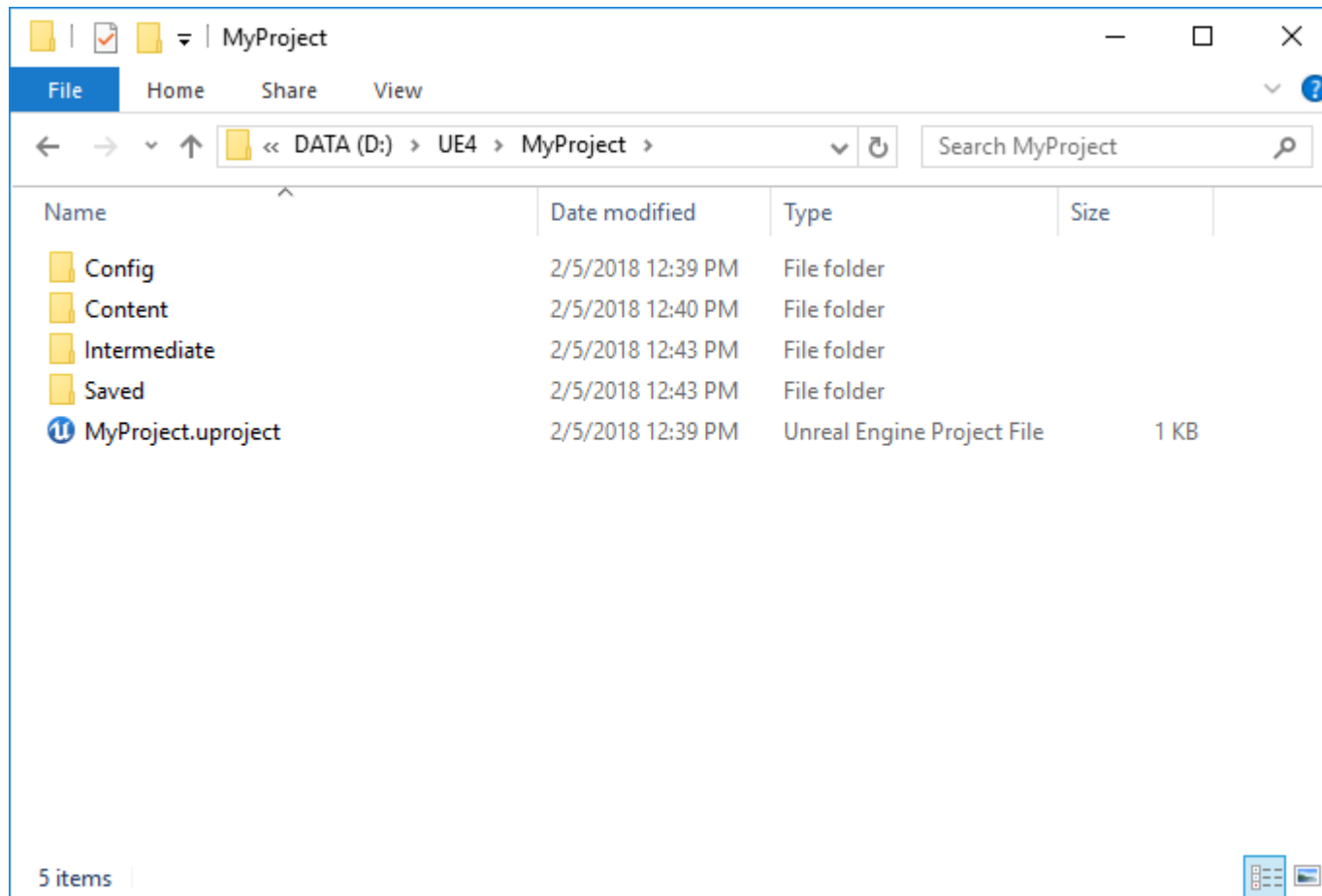
THE ANATOMY OF A PROJECT

Project Folders

Exercise:
What happens when you create a new project?

Once a project is created, the Editor copies a collection of default folders and files into the project folder.

- Create a new blank project with starter content.
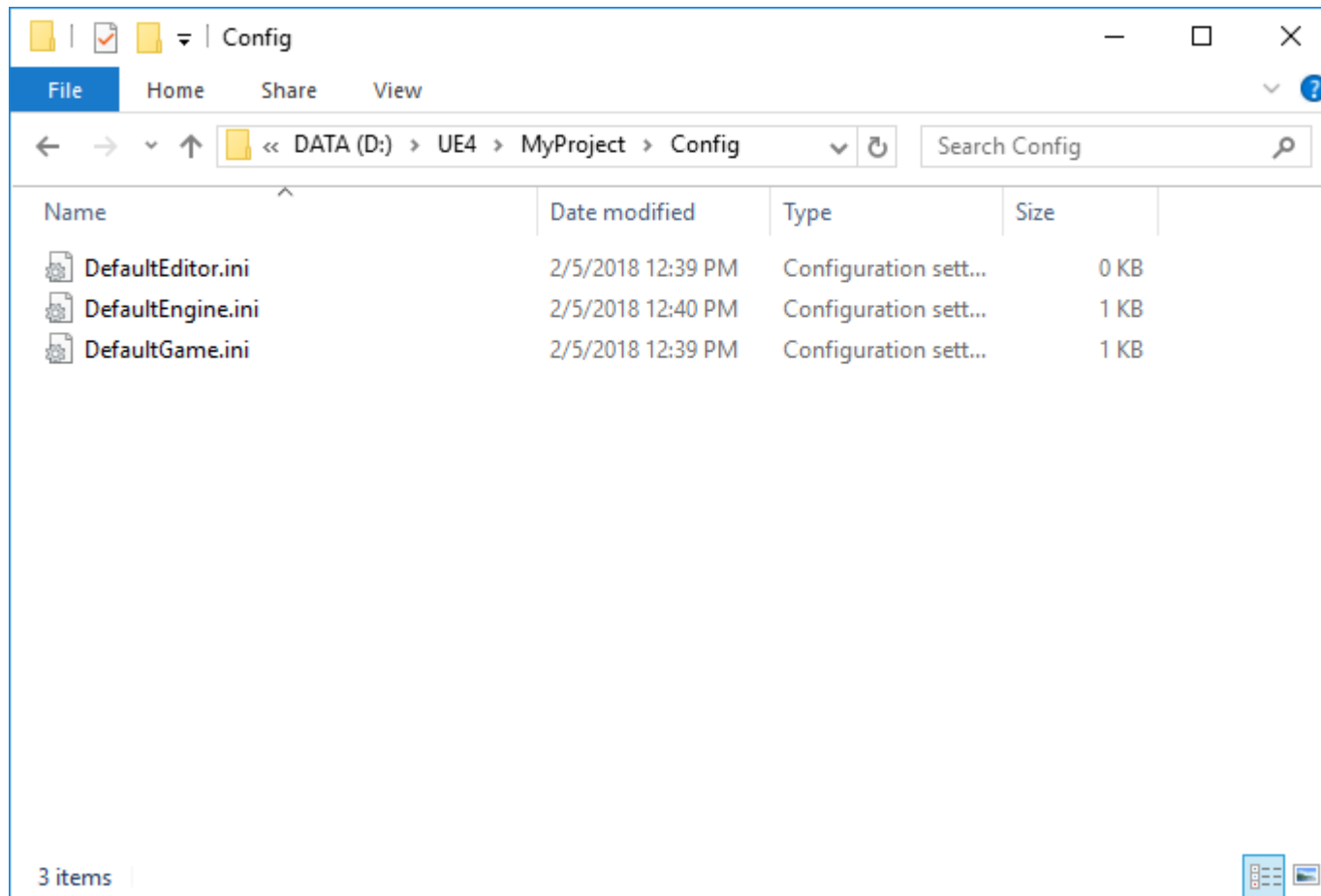- Use the Epic Launcher to open the project file.

PROJECT FILE STRUCTURE

In the project folder, you will find the following subfolders:

- Config
- Content
- Intermediate
- Saved

You will also find a .uproject file that defines the parameters of the project, such as what version of UE4 to use to open the project.
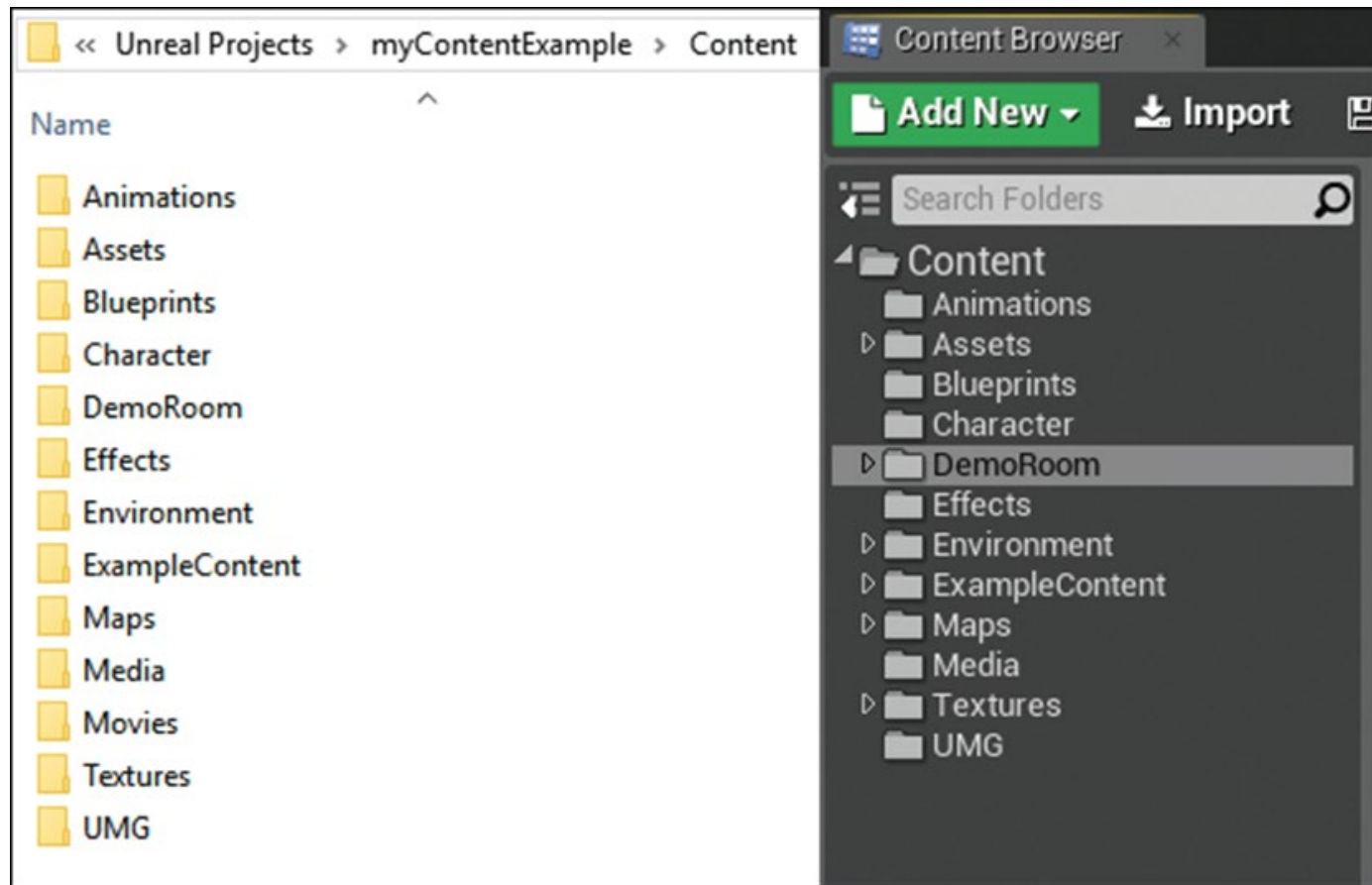
CONFIG FOLDER

The Config folder contains default .ini files that are used to store project settings.
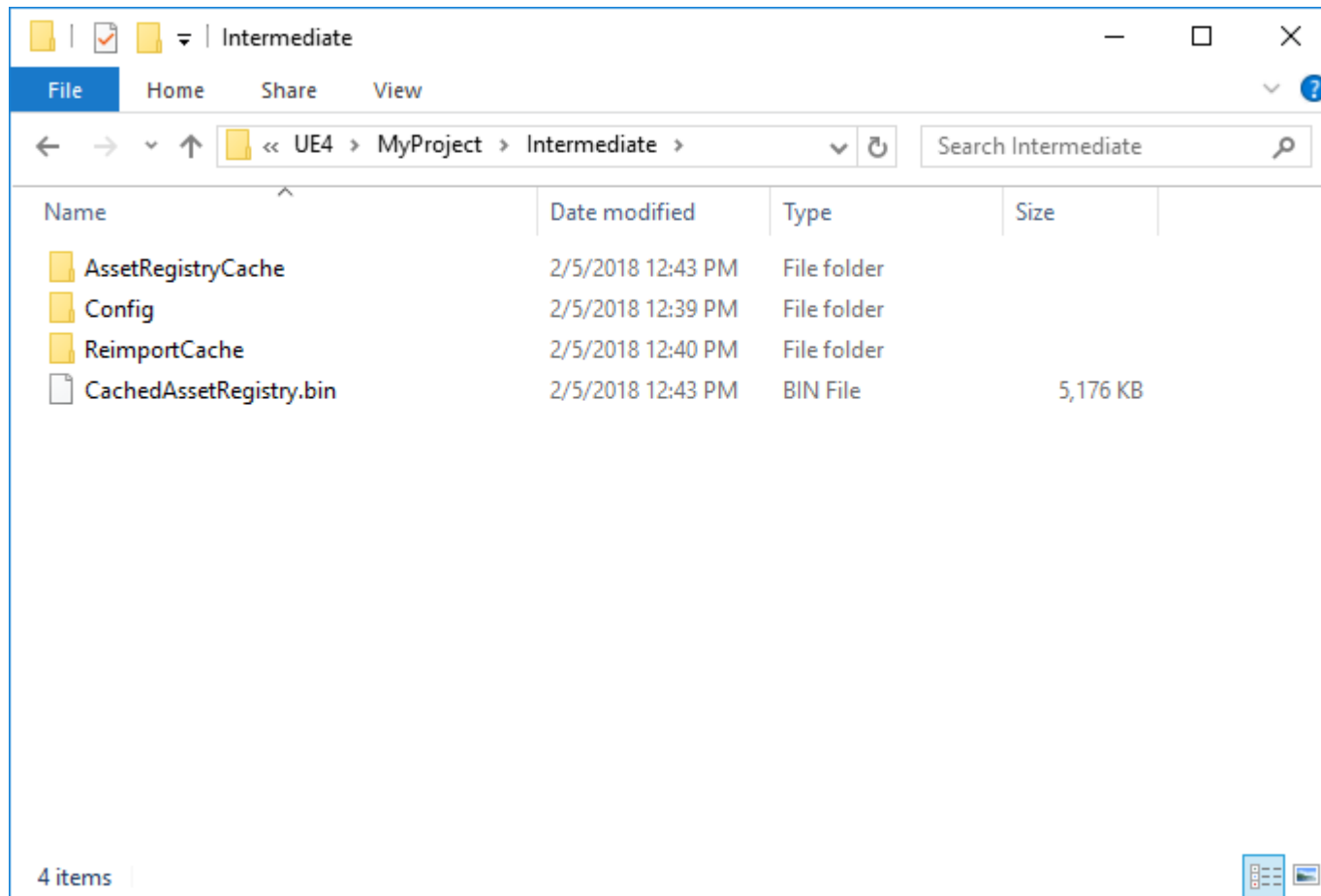
CONTENT FOLDER

The Content folder stores all the assets in the project that are either imported, migrated, or created directly in the Editor.

The Content folder typically contains two file types:

- When a file is imported, it is saved as a **.uasset** file regardless of the asset type.

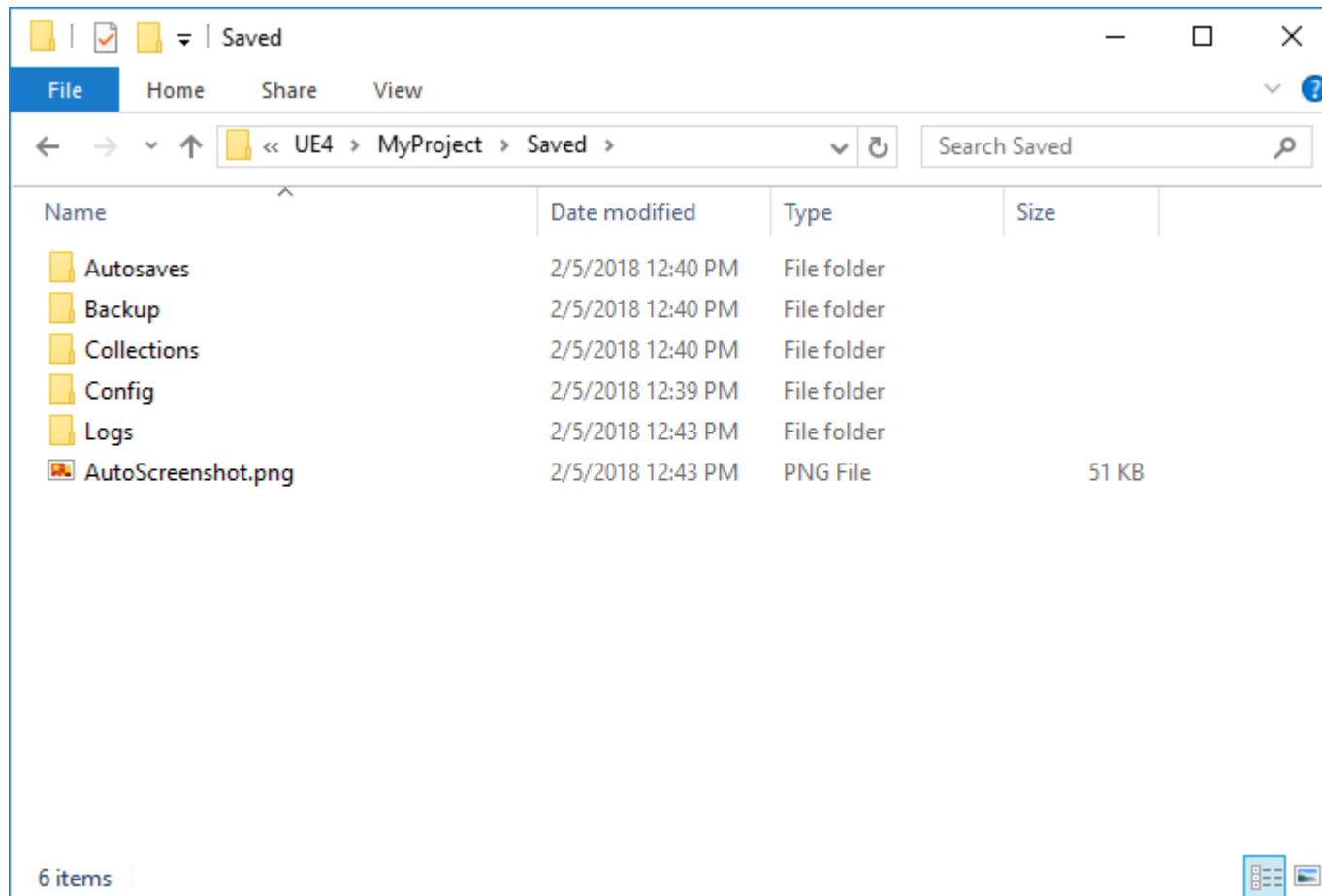- When a map is created and saved, it is stored as a **.umap** file.

INTERMEDIATE FOLDER

The Intermediate folder stores the project's working .ini setting and preference files, along with a CachedAssetRegistry.bin file.

This folder is generated at runtime and contains temporary data that is required to make working in the Editor faster.

SAVED FOLDER

The Saved folder stores files generated by the engine at runtime.

These include autosave and backup files as well as screenshots, logs, and asset collections.

The Config folder here contains temporary .ini files that are used to store project settings.