

Building and Publishing

9th Week, 2022



UNREAL
ENGINE



Optimizing your graphics settings (1)

› Engine Scalability Settings

- The graphics settings in Unreal Engine 5
- Composed of several graphics settings, each of which determines the final visual quality of one element of the game
 - › There is a trade-off between high-quality effects and visuals, and the performance of the game in terms of frame rate.
- The game we have created only uses very simple assets and a relatively constrained level size, so we are simply going to define some workable defaults before generating a build to distribute.



FirstPersonMap

Select Mode ▾

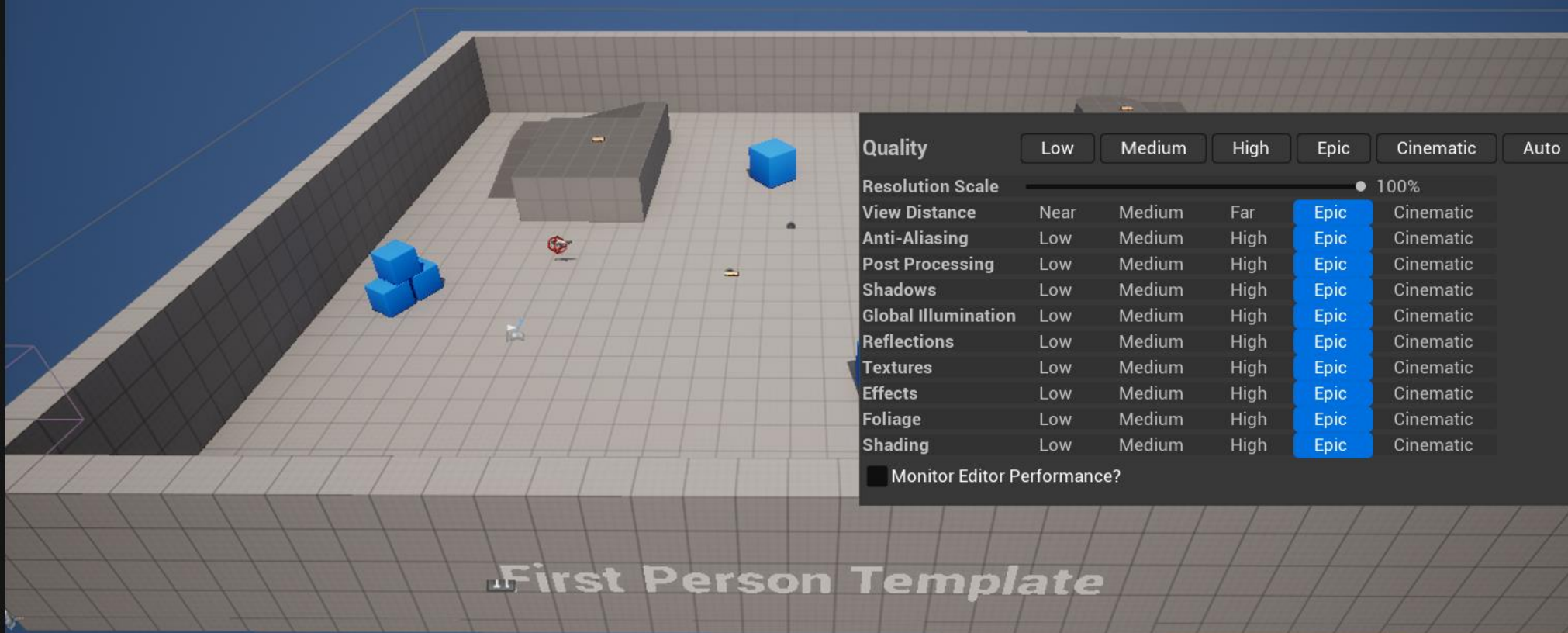


Platforms ▾

Settings ▾

Perspective Lit Show

10 10° 0.25 4



Quality

Low Medium High Epic Cinematic Auto

Resolution Scale	100%				
View Distance	Near	Medium	Far	Epic	Cinematic
Anti-Aliasing	Low	Medium	High	Epic	Cinematic
Post Processing	Low	Medium	High	Epic	Cinematic
Shadows	Low	Medium	High	Epic	Cinematic
Global Illumination	Low	Medium	High	Epic	Cinematic
Reflections	Low	Medium	High	Epic	Cinematic
Textures	Low	Medium	High	Epic	Cinematic
Effects	Low	Medium	High	Epic	Cinematic
Foliage	Low	Medium	High	Epic	Cinematic
Shading	Low	Medium	High	Epic	Cinematic

☐ Monitor Editor Performance?

GAME SPECIFIC SETTINGS

- World Settings
- Project Settings...
- Plugins

SELECTION

- ☒ Allow Translucent Selection T
- ☒ Allow Group Selection CTRL+SHIFT+G
- Strict Box Selection
- Box Select Occluded Objects
- Show Transform Widget

SCALABILITY

Engine Scalability Settings >

Material Open the engine scalability settings

Preview rendering level

REAL TIME AUDIO

Volume

SNAPPING

- Enable Actor Snapping CTRL+SHIFT+K
- Distance
- Enable Socket Snapping
- Enable Vertex Snapping
- Enable Planar Snapping

VIEWPORT

- Hide Viewport UI
- Previewing >



Optimizing your graphics settings (2)

- **Low:** all the quality settings to the minimum, giving you the best possible performance, in exchange for the least visually attractive settings
- **Epic:** raising all the engine quality settings to their maximum, at the expense of significant performance, depending on the assets you have chosen to use
- **Cinematic:** settings to cinematic quality, which is used for rendering cinematics
- **Auto:** to detect the hardware of the machine you are currently running the Editor on and adjust the graphic settings to a level that strikes a good balance between performance and a graphical quality that is suitable for your machine



Optimizing your graphics settings (3)

- **Resolution Scale:** the engine to render the game in a lower resolution than the resolution that your player will be targeting
- **View Distance:** the distance from the location of the camera where objects will be rendered
- **Anti-Aliasing:** to soften the jagged edges of 3D objects in the world, which can dramatically improve the look of your game
- **Post Processing:** to change the baseline quality settings of several filters that get applied to the screen after the scene is created (ex. motion blur and light bloom effects)
- **Shadows:** to determine the look of shadows in the game



Optimizing your graphics settings (4)

- **Textures:** If you have many large textures in your game, reducing this setting can help avoid running out of graphics memory and thus increases performance.
- **Effects:** to change the baseline quality settings of several special effects applied to the game (ex. material reflections and translucency effects)
- **Foliage:** the quality of foliage used in the game
- **Shading:** the quality of the materials

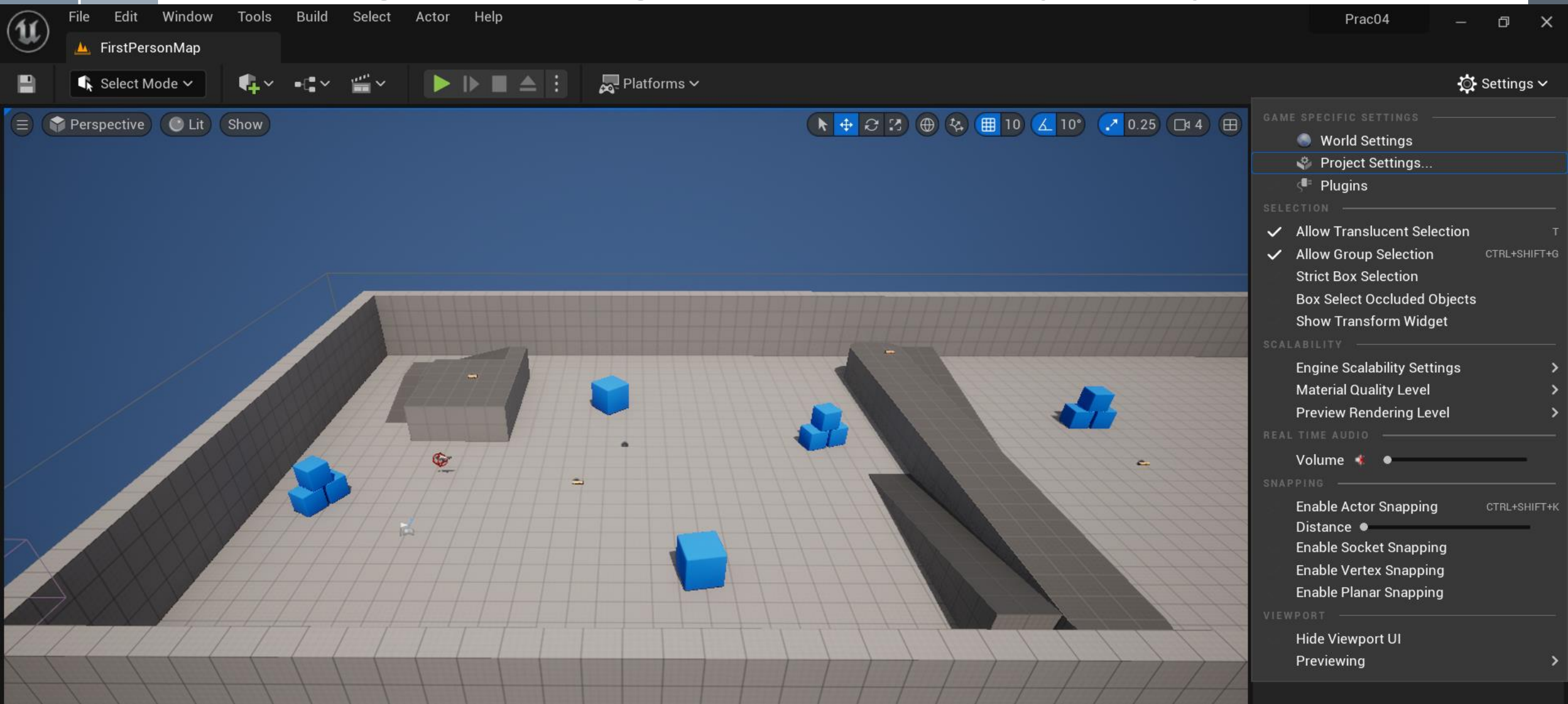


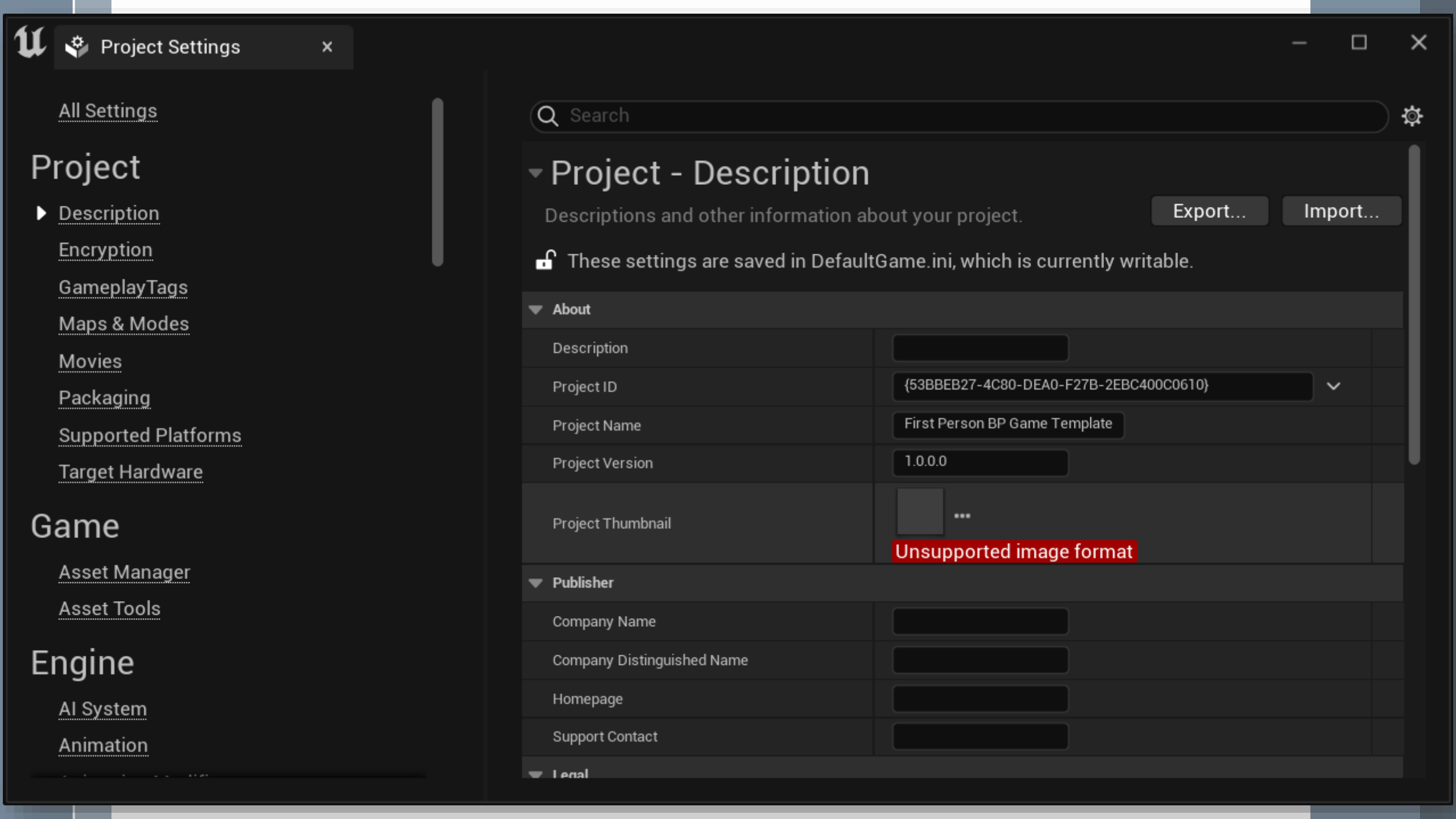
Optimizing your graphics settings (5)

- The best way of optimizing the performance of your game is to regularly test it on the machines you intended for people to play it on.
 - › If you notice sluggish performance, take note of where you see it occur.
 - › If the performance of your game is always low, you might need to reduce some of the postprocessing or anti-aliasing effects.
 - › If performance is low only in certain areas of your level, you might need to look at reducing the object density in that area or reducing the quality of a particular game model.



Setting up our game to be played by others





Project Settings



All Settings

Project

► Description

Encryption

GameplayTags

Maps & Modes

Movies

Packaging

Supported Platforms

Target Hardware

Game

Asset Manager

Asset Tools

Engine

AI System

Animation



Search



▼ Project - Description

Descriptions and other information about your project.


Export...

Import...



These settings are saved in DefaultGame.ini, which is currently writable.

▼ About

Description	<input type="text"/>	
Project ID	{53BBEB27-4C80-DEA0-F27B-2EBC400C0610} ▼	
Project Name	First Person BP Game Template	
Project Version	1.0.0.0	
Project Thumbnail	 ...	
Unsupported image format		

▼ Publisher

Company Name	<input type="text"/>	
Company Distinguished Name	<input type="text"/>	
Homepage	<input type="text"/>	
Support Contact	<input type="text"/>	

▼ Legal

▼ Project - Description

Descriptions and other information about your project.

Export...

Import...



These settings are saved in DefaultGame.ini, which is currently writable.

▼ ABOUT

Project Thumbnail



Description

Blueprint UE5 Tutorial

Project ID

{21D84CBE-4DE1-4F35-0E9A-F892864DFBC7}

Project Name

Zombie Panic!

Project Version

3.0

▼ PUBLISHER

Company Name

Packt

Company Distinguished Name

Homepage

www.packtpub.com

Support Contact

romero1978@gmail.com



All Settings

Project

Description

Encryption

GameplayTags

▶ Maps & Modes

Movies

Packaging

Supported Platforms

Target Hardware

Game

Asset Manager

Asset Tools

Engine

AI System

Animation

Search

▼ Project - Maps & Modes

Default maps, game modes and other map related settings.

Export...

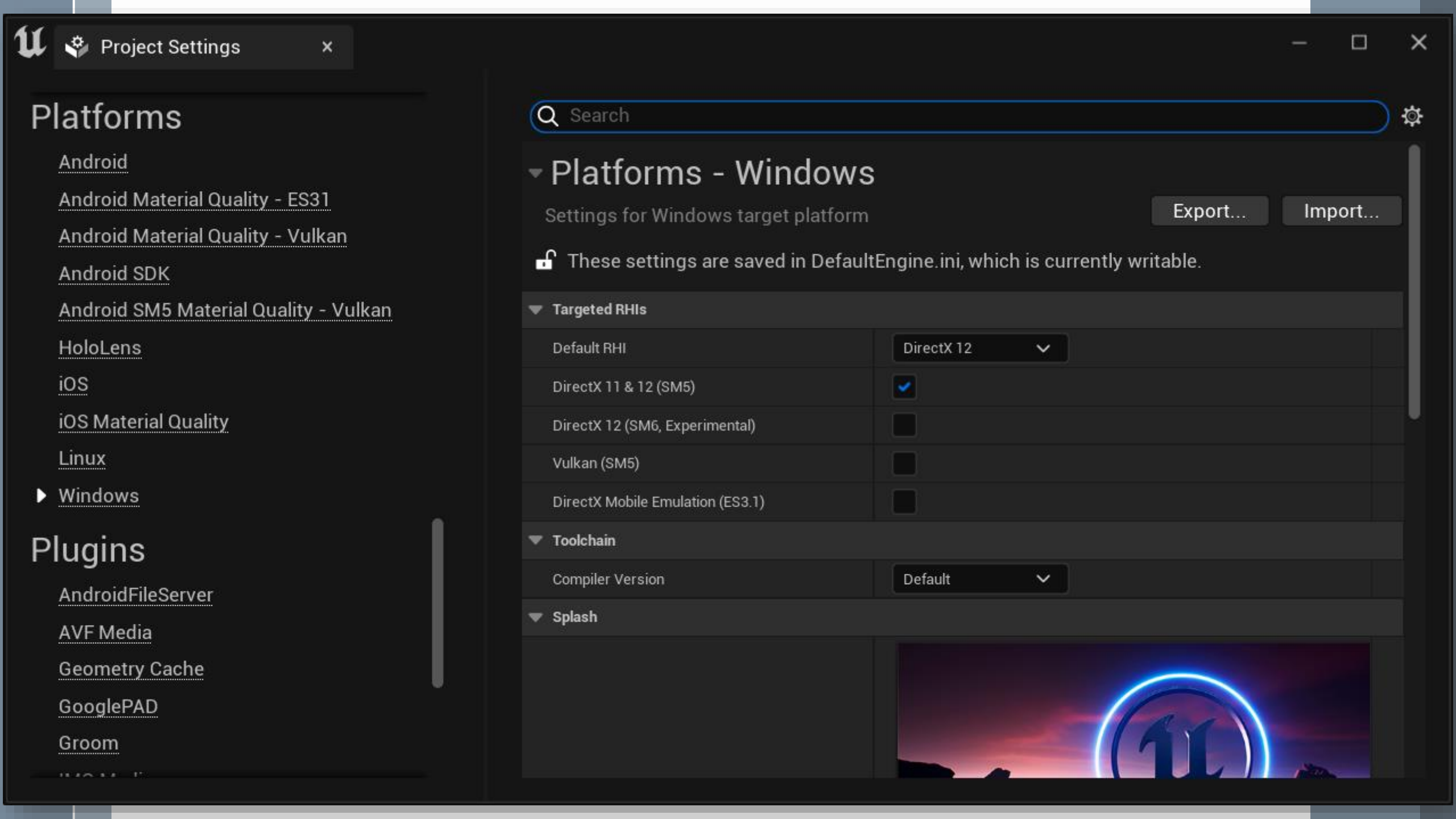
Import...

These settings are saved in DefaultEngine.ini, which is currently writable.

▼ Default Modes		
Default GameMode	BP_FirstPersonGan ▼	
▶ Selected GameMode		
▶ Advanced		
▼ Default Maps		
Editor Startup Map	FirstPersonMap ▼	
Editor Template Map Overrides	0 Array elements	
Game Default Map	FirstPersonMap ▼	
▶ Advanced		
▼ Local Multiplayer		

이러한
2가지의 맵

키보드-마우스 조작



Platforms

- [Android](#)
- [Android Material Quality - ES31](#)
- [Android Material Quality - Vulkan](#)
- [Android SDK](#)
- [Android SM5 Material Quality - Vulkan](#)
- [HoloLens](#)
- [iOS](#)
- [iOS Material Quality](#)
- [Linux](#)
- ▶ [Windows](#)

Plugins

- [AndroidFileServer](#)
- [AVF Media](#)
- [Geometry Cache](#)
- [GooglePAD](#)
- [Groom](#)

Platforms - Windows

Settings for Windows target platform

Export... Import...

These settings are saved in DefaultEngine.ini, which is currently writable.

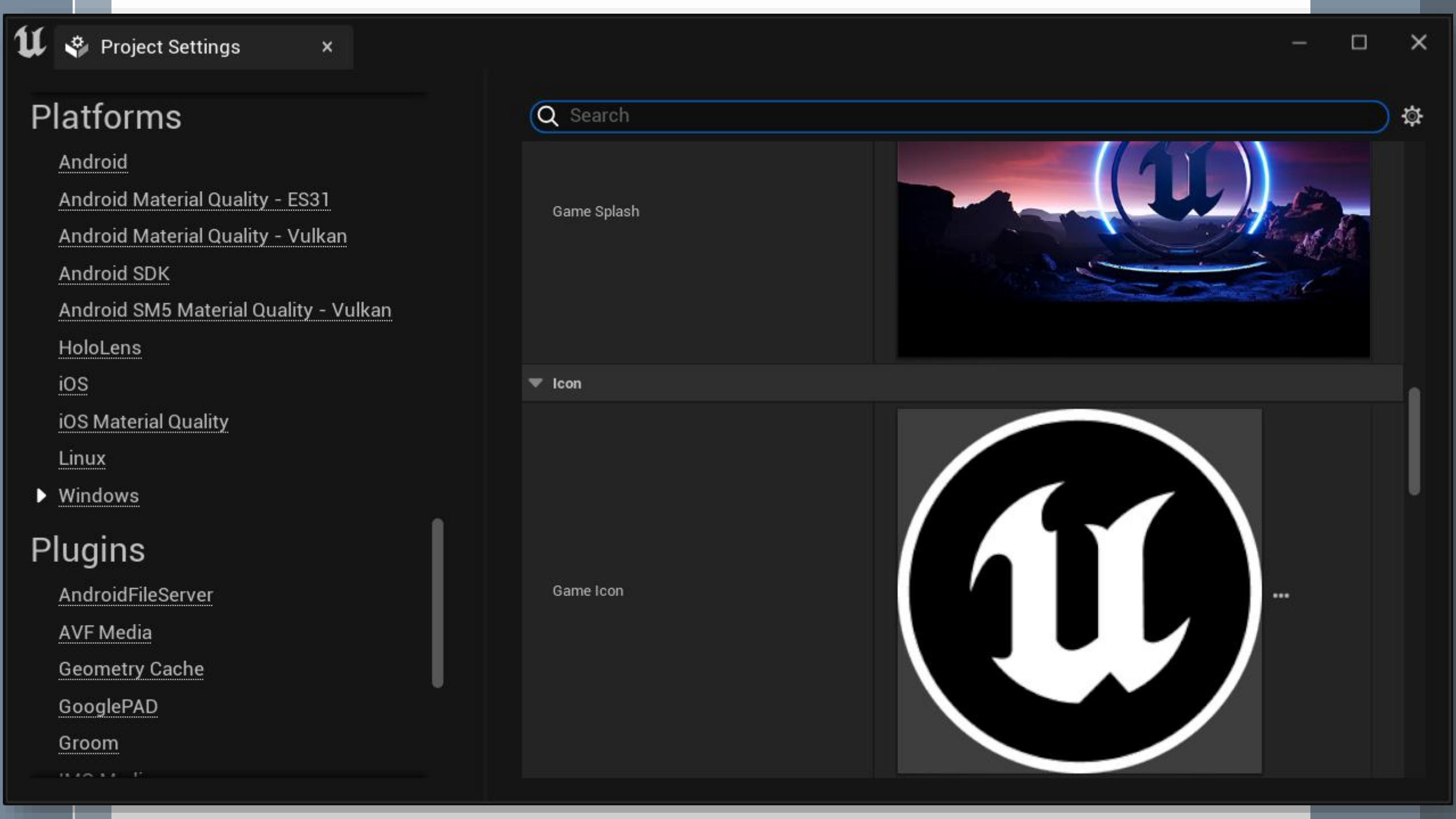
Targeted RHIs

Default RHI	DirectX 12
DirectX 11 & 12 (SM5)	<input checked="" type="checkbox"/>
DirectX 12 (SM6, Experimental)	<input type="checkbox"/>
Vulkan (SM5)	<input type="checkbox"/>
DirectX Mobile Emulation (ES3.1)	<input type="checkbox"/>

Toolchain

Compiler Version	Default
------------------	---------

Splash



Project Settings



Platforms

[Android](#)

[Android Material Quality - ES31](#)

[Android Material Quality - Vulkan](#)

[Android SDK](#)

[Android SM5 Material Quality - Vulkan](#)

[HoloLens](#)

[iOS](#)

[iOS Material Quality](#)

[Linux](#)

► [Windows](#)

Plugins

[AndroidFileServer](#)

[AVF Media](#)

[Geometry Cache](#)

[GooglePAD](#)

[Groom](#)

[Hologram](#)



Search



Game Splash



Icon

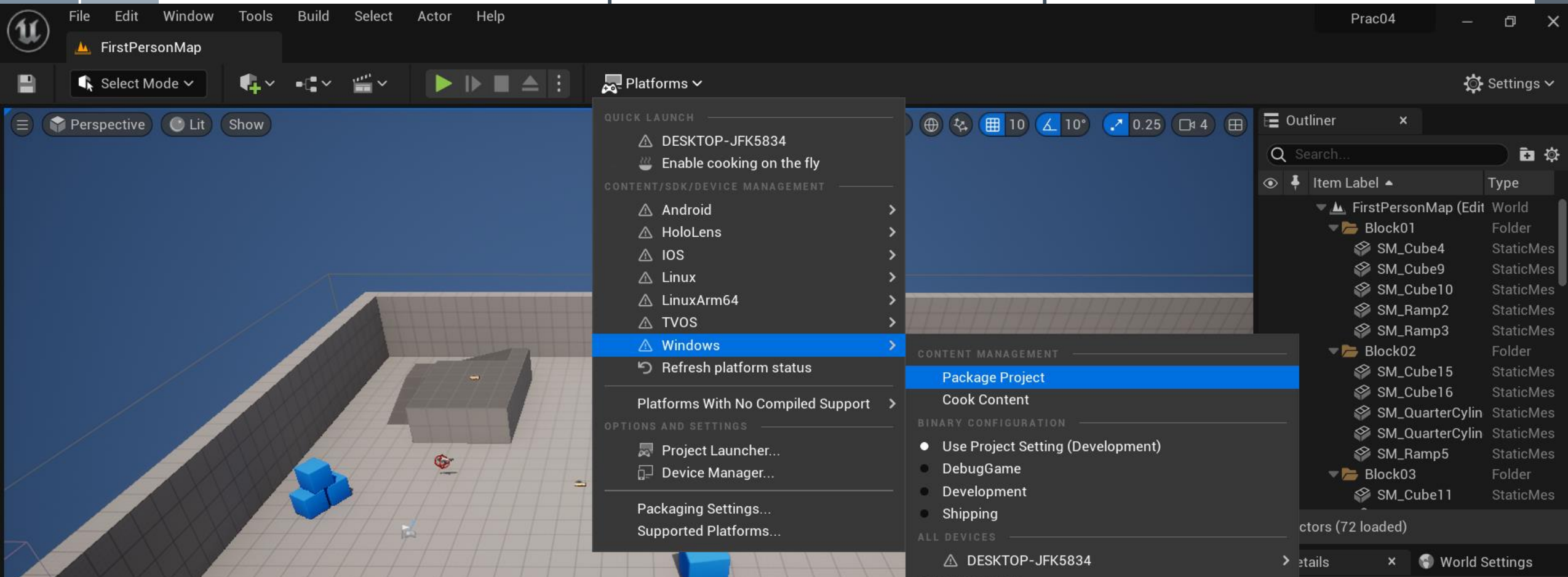
Game Icon

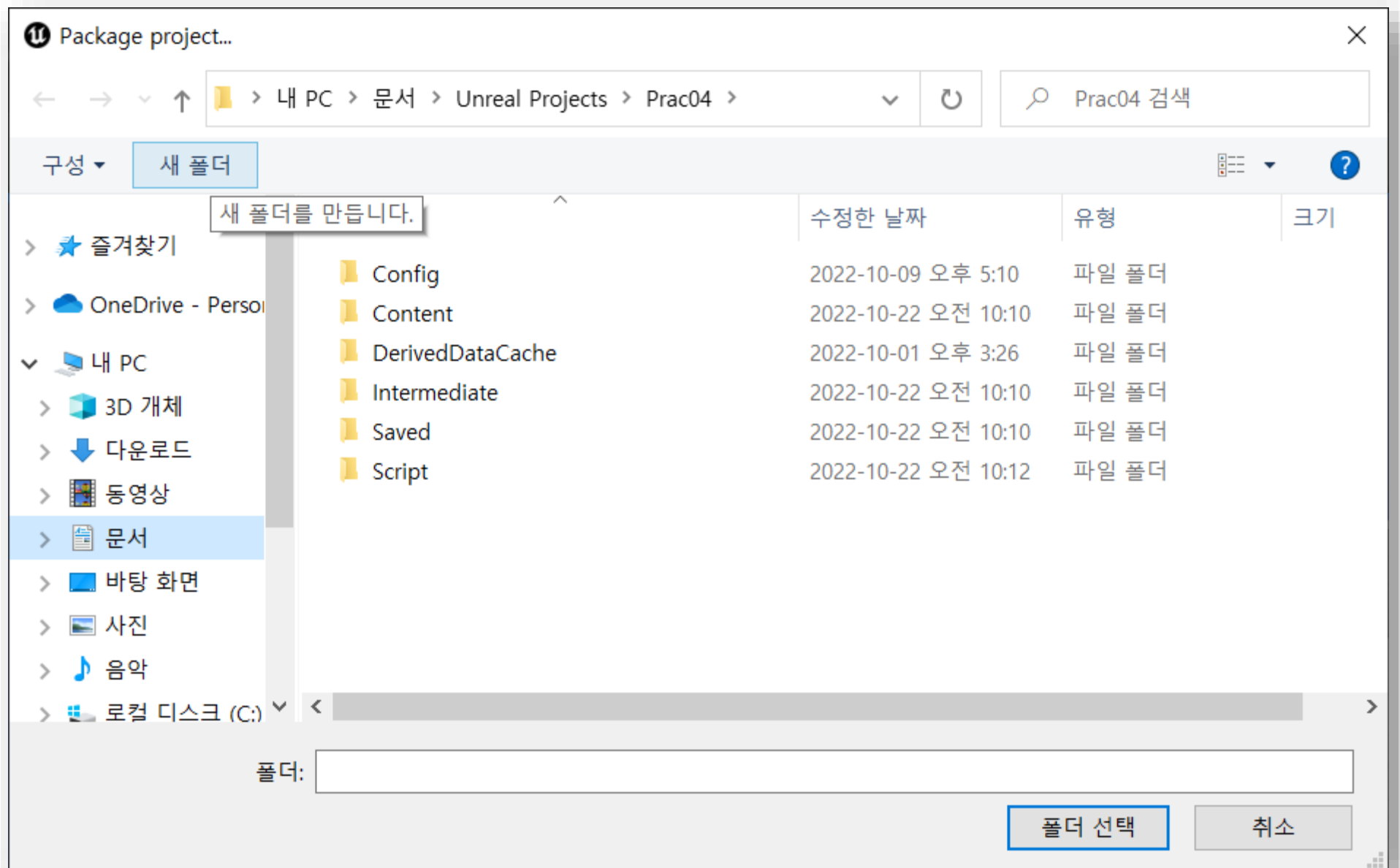


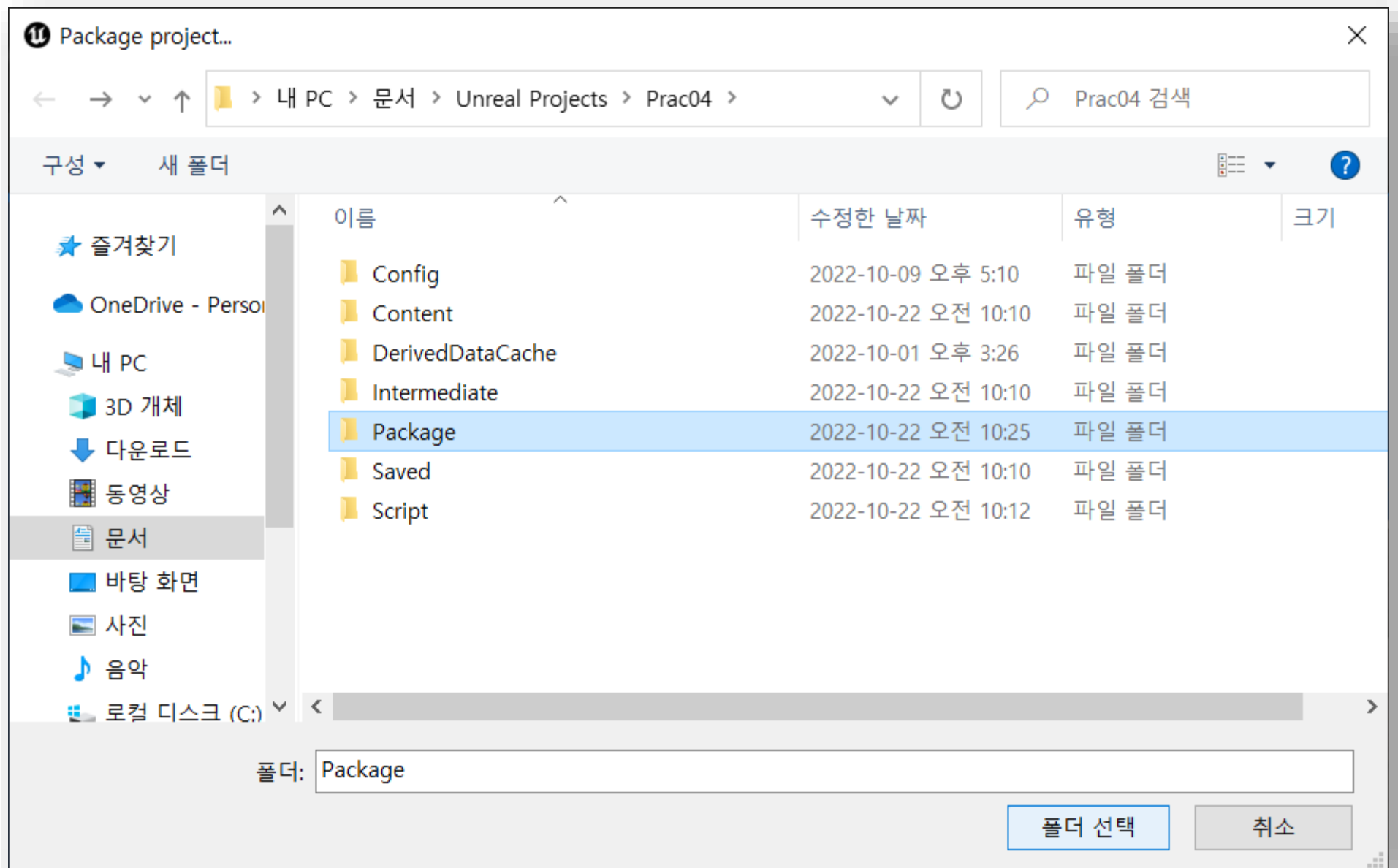


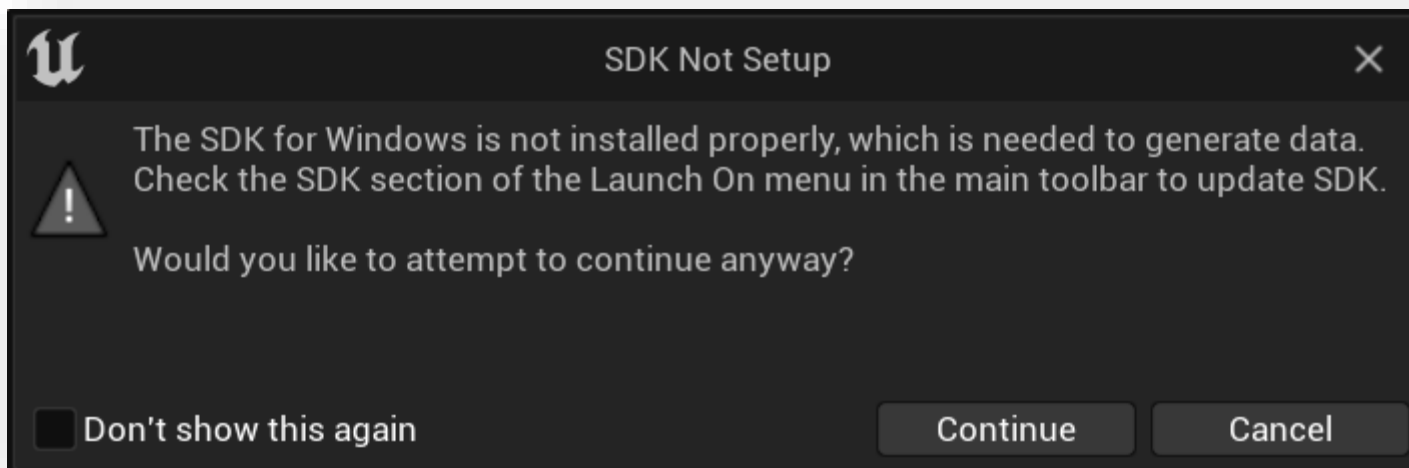
Packaging the game into a build (1)

- › **Packaging** – creating a distributable form of your game for one of these platforms involves a process











Packaging the game into a build (2)

› Windows SDK

- <https://developer.microsoft.com/en-us/windows/downloads/windows-sdk/>

› .NET Core 3.1

- <https://dotnet.microsoft.com/en-us/download/dotnet/3.1>



Windows SDK

The Windows SDK (10.0.22621) for Windows 11, version 22H2 provides the latest headers, libraries, metadata, and tools for building Windows applications. Use this SDK to build Universal Windows Platform (UWP) and Win32 applications for Windows 11, version 22H2 and previous Windows releases.



Tip

Windows App SDK

The Windows App SDK provides a unified set of APIs and tools that are decoupled from the OS and released to developers via NuGet packages. These APIs and tools can be used in a consistent way by any desktop app on Windows 11 and downlevel to Windows 10, version 1809.



Getting started

You can get the Windows SDK in two ways: install it from this page by selecting the download link or by selecting "Windows 11 SDK (10.0.22621.0)" in the optional components of the Visual Studio 2022 Installer. Before you install this SDK:

- Review all [system requirements](#)
- Exit Visual Studio prior to installation.
- Review the [Release notes and Known Issues](#).

[Download the installer >](#)

[Download the .iso >](#)

Last updated: October 4, 2021

System requirements

The Windows SDK has the following minimum system requirements:

Supported operating systems

- Windows 10 version 1507 or higher: Home, Professional, Education, and Enterprise (LTSB and S are not supported)



Specify Location

- ☒ Install the Windows Software Development Kit - Windows 10.0.22621.1 to this computer

Install Path:

C:\Program Files (x86)\Windows Kits\10\

Browse...

* Windows Kit common installation path used

- ☐ Download the Windows Software Development Kit - Windows 10.0.22621.1 for installation on a separate computer

Download Path:

C:\Users\Sun-Jeong Kim\Downloads\Windows Kits\10\WindowsSDK

Browse...

Estimated disk space required:

3.6 GB

Disk space available:

180.4 GB

Next

Cancel



Windows Kits Privacy

Windows Kits collects insights about how our customers use Microsoft programs and some of the problems they encounter. With these insights, Microsoft drives improvements to Windows and Windows Server to improve application and device driver quality. Insights help us to quickly identify and fix critical reliability and security issues with applications and device drivers on given configurations. For example, we can identify an application that hangs on devices using a specific version of a video driver, allowing us to work with the application and device driver vendor to address the issue. The result is less downtime, reduced costs, and increased productivity associated with troubleshooting these issues. Participation in the program is voluntary, and the end results are software improvements to better meet the needs of our customers. No code or software produced by you will be collected.

[Tell me more about the Windows program.](#)

Allow Microsoft to collect insights for the Windows Kits?

☐ **Yes**

☒ **No**

*** You are currently participating in the CEIP program. Participation applies to all Windows kits installed on this computer.**

Back

Next

Cancel



License Agreement

You must accept the terms of this agreement to continue. If you do not accept the Microsoft Software License Terms, click Decline.

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT WINDOWS SOFTWARE DEVELOPMENT KIT (SDK) FOR WINDOWS

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- APIs (i.e., APIs included with the installation of the SDK or APIs accessed by installing extension packages or service to use with the SDK),
- updates,
- supplements,
- internet-based services, and
- support services

for this software, unless other terms accompany those items. If so, those terms apply.

By using the software, you accept these terms. If you do not accept them, do not use the software.

Back

Accept

Decline



Select the features you want to install

Click a feature name for more information.

- ☒ Windows Performance Toolkit
- ☒ Debugging Tools for Windows
- ☒ Application Verifier For Windows
- ☒ .NET Framework 4.8.1 Software Development Kit
- ☒ Windows App Certification Kit
- ☒ Windows IP Over USB
- ☒ MSI Tools
- ☒ Windows SDK Signing Tools for Desktop Apps
- ☒ Windows SDK for UWP Managed Apps
- ☒ Windows SDK for UWP C++ Apps
- ☒ Windows SDK for UWP Apps Localization
- ☒ Windows SDK for Desktop C++ x86 Apps
- ☒ Windows SDK for Desktop C++ amd64 Apps
- ☒ Windows SDK for Desktop C++ arm Apps
- ☒ Windows SDK for Desktop C++ arm64 Apps

Windows Performance Toolkit

Size: 633.3 MB

- Windows Performance Recorder
- Windows Performance Analyzer
- Xperf

Tools to record system events by using Event Tracing for Windows, and a tool to analyze performance data in a graphical user interface.

Includes:

Estimated disk space required: 3.6 GB
Disk space available: 180.4 GB

Back



Cancel



Select the features you want to install

Click a feature name for more information.

- ☒ Windows Performance Toolkit
- ☒ Debugging Tools for Windows
- ☒ Application Verifier For Windows
- ☒ .NET Framework 4.8.1 Software Development Kit
- ☒ Windows App Certification Kit
- ☒ Windows IP Over USB
- ☒ MSI Tools
- ☒ Windows SDK Signing Tools for Desktop Apps
- ☒ Windows SDK for UWP Managed Apps
- ☒ Windows SDK for UWP C++ Apps
- ☒ Windows SDK for UWP Apps Localization
- ☒ Windows SDK for Desktop C++ x86 Apps
- ☒ Windows SDK for Desktop C++ amd64 Apps
- ☒ Windows SDK for Desktop C++ arm Apps
- ☒ Windows SDK for Desktop C++ arm64 Apps

Windows Performance Toolkit

Size: 633.3 MB

- Windows Performance Recorder
- Windows Performance Analyzer
- Xperf

Tools to record system events by using Event Tracing for Windows, and a tool to analyze performance data in a graphical user interface.

Includes:

Estimated disk space required:	3.6 GB
Disk space available:	180.4 GB

Back



Install

Cancel



.NET

Why .NET v

Features v

Learn v

Docs v

Downloads

Community

LIVE TV

All Microsoft v

Home > Download > .NET > 3.1

.NET Release Candidate (RC) Want to try out the latest RC release? .NET 7.0.0-rc.2 is available. [Get .NET RC >](#)

Download .NET Core 3.1

? Not sure what to download? [See recommended downloads for the latest version of .NET.](#)

^ 3.1.30

Security patch ⓘ

[Release notes](#)

Latest release date October 11, 2022

Build apps - SDK ⓘ

SDK 3.1.424

OS	Installers	Binaries
----	------------	----------

Run apps - Runtime ⓘ

ASP.NET Core Runtime 3.1.30

The ASP.NET Core Runtime enables you to run existing web / server applications. On Windows, we recommend

^ 3.1.30 Security patch ⓘ

[Release notes](#) Latest release date October 11, 2022

Build apps - SDK ⓘ

SDK 3.1.424

OS	Installers	Binaries
Linux	Package manager instructions	Arm32 Arm64 x64 x64 Alpine
macOS	x64	x64
Windows	x64 x86	Arm32 x64 x86
All	dotnet-install scripts	

Visual Studio support

Visual Studio 2019 for Mac (v8.10)

Included runtimes

.NET Runtime 3.1.30

Run apps - Runtime ⓘ

ASP.NET Core Runtime 3.1.30

The ASP.NET Core Runtime enables you to run existing web/server applications. **On Windows, we recommend installing the Hosting Bundle, which includes the .NET Runtime and IIS support.**

IIS runtime support (ASP.NET Core Module v2)

13.1.22270.30

OS	Installers	Binaries
Linux	Package manager instructions	Arm32 Arm64 Arm64 Alpine x64 x64 Alpine
macOS		x64
Windows	Hosting Bundle x64	Arm32 x64 x86





Microsoft .NET Core SDK 3.1.424

설치가 완료되었습니다.

다음은 'C:\Program Files\dotnet\'에 설치되었습니다.

- .NET Core SDK 3.1.424
- .NET Core 런타임 3.1.30
- ASP.NET Core 런타임 3.1.30
- .NET Core Windows 데스크톱 런타임 3.1.30

이 제품은 사용량 데이터를 수집합니다.

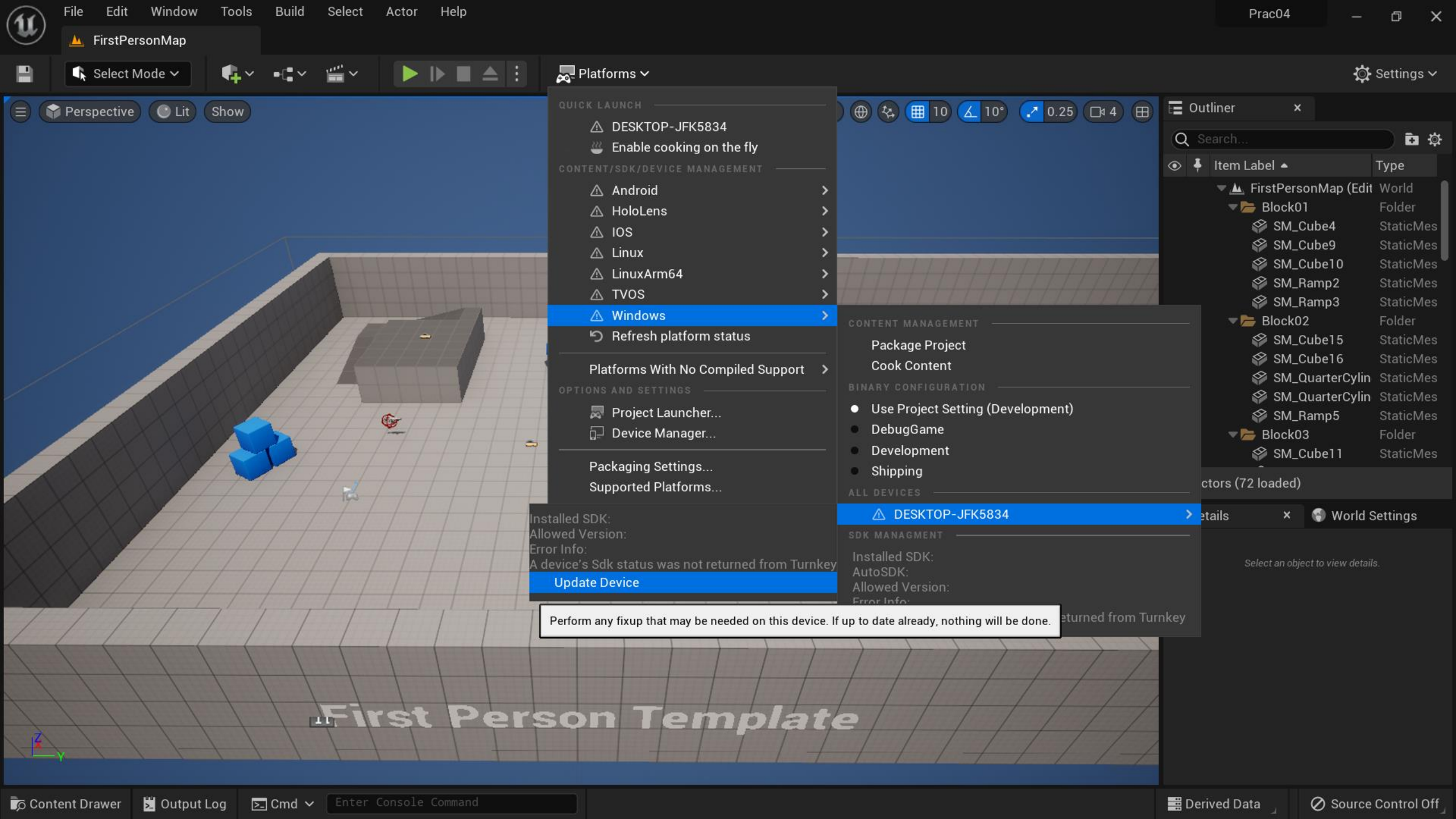
- 추가 정보 및 옵트아웃 <https://aka.ms/dotnet-cli-telemetry>

리소스

- .NET Core 설명서 <https://aka.ms/dotnet-docs>
- SDK 설명서 <https://aka.ms/dotnet-sdk-docs>
- 릴리스 정보 <https://aka.ms/netcore3releasenotes>
- 자습서 <https://aka.ms/dotnet-tutorials>



닫기(C)



FirstPersonMap

Select Mode

Platforms

Settings

Perspective Lit Show

QUICK LAUNCH

DESKTOP-JFK5834
Enable cooking on the fly

CONTENT/SDK/DEVICE MANAGEMENT

Android
HoloLens
IOS
Linux
LinuxArm64
TVOS

Windows

Refresh platform status

Platforms With No Compiled Support

OPTIONS AND SETTINGS

Project Launcher...
Device Manager...

Packaging Settings...
Supported Platforms...

Installed SDK:
Allowed Version:
Error Info:
A device's Sdk status was not returned from Turnkey
Update Device

Perform any fixup that may be needed on this device. If up to date already, nothing will be done.

CONTENT MANAGEMENT

Package Project
Cook Content

BINARY CONFIGURATION

Use Project Setting (Development)
DebugGame
Development
Shipping

ALL DEVICES

DESKTOP-JFK5834

SDK MANAGEMENT

Installed SDK:
AutoSDK:
Allowed Version:
Error Info:
returned from Turnkey

Outliner

Search...

Item Label	Type
FirstPersonMap (Edit)	World
Block01	Folder
SM_Cube4	StaticMes
SM_Cube9	StaticMes
SM_Cube10	StaticMes
SM_Ramp2	StaticMes
SM_Ramp3	StaticMes
Block02	Folder
SM_Cube15	StaticMes
SM_Cube16	StaticMes
SM_QuarterCylin	StaticMes
SM_QuarterCylin	StaticMes
SM_Ramp5	StaticMes
Block03	Folder
SM_Cube11	StaticMes

ctors (72 loaded)

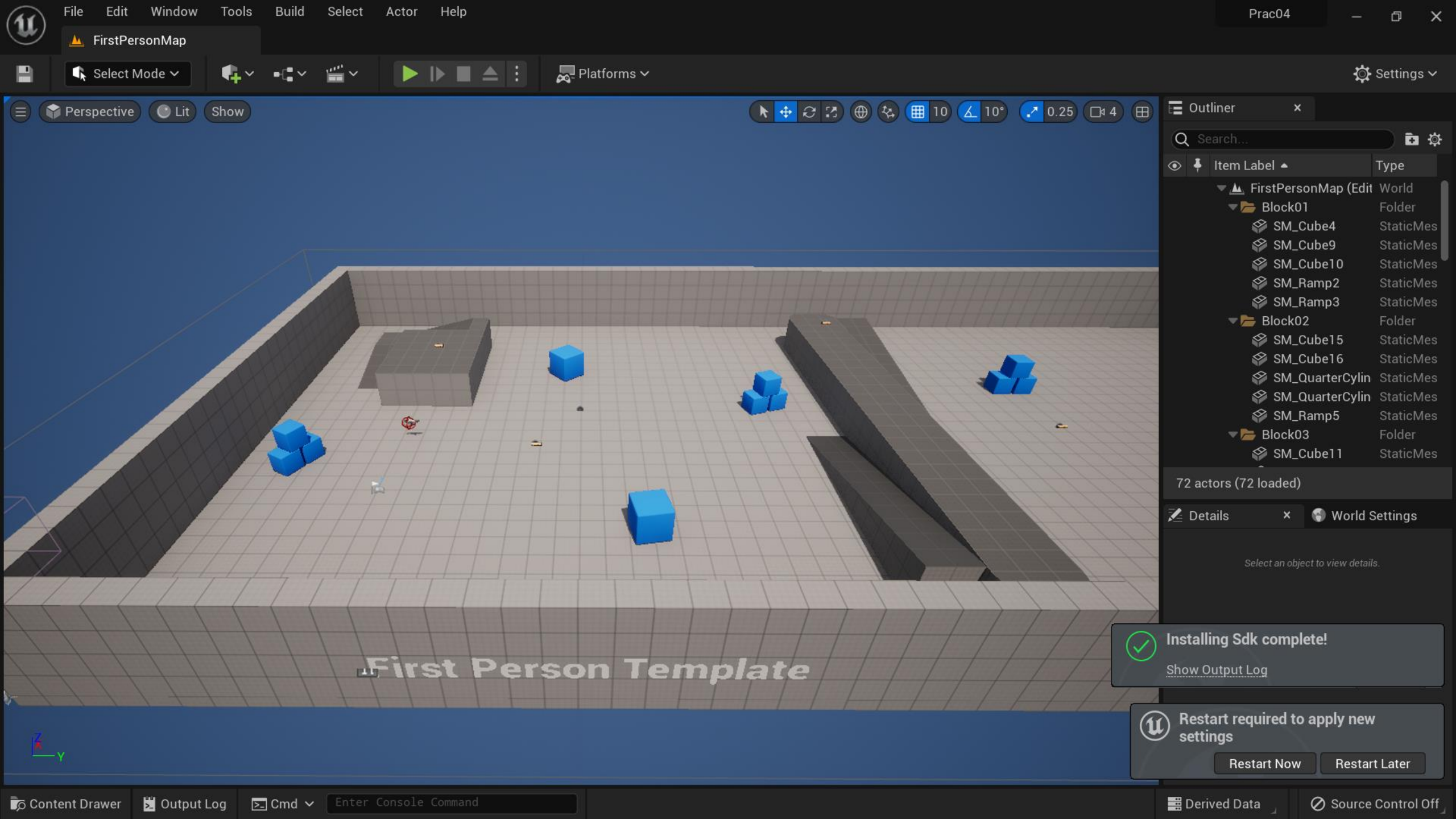
details World Settings

Select an object to view details.

First Person Template

Content Drawer Output Log Cmd Enter Console Command

Derived Data Source Control Off



FirstPersonMap

Select Mode

Platforms

Settings

Perspective Lit Show

10 10° 0.25 4

Outliner

Search...

Item Label Type

FirstPersonMap (Edit) World

Block01 Folder

SM_Cube4 StaticMes

SM_Cube9 StaticMes

SM_Cube10 StaticMes

SM_Ramp2 StaticMes

SM_Ramp3 StaticMes

Block02 Folder

SM_Cube15 StaticMes

SM_Cube16 StaticMes

SM_QuarterCylin StaticMes

SM_QuarterCylin StaticMes

SM_Ramp5 StaticMes

Block03 Folder

SM_Cube11 StaticMes

72 actors (72 loaded)

Details World Settings

Select an object to view details.

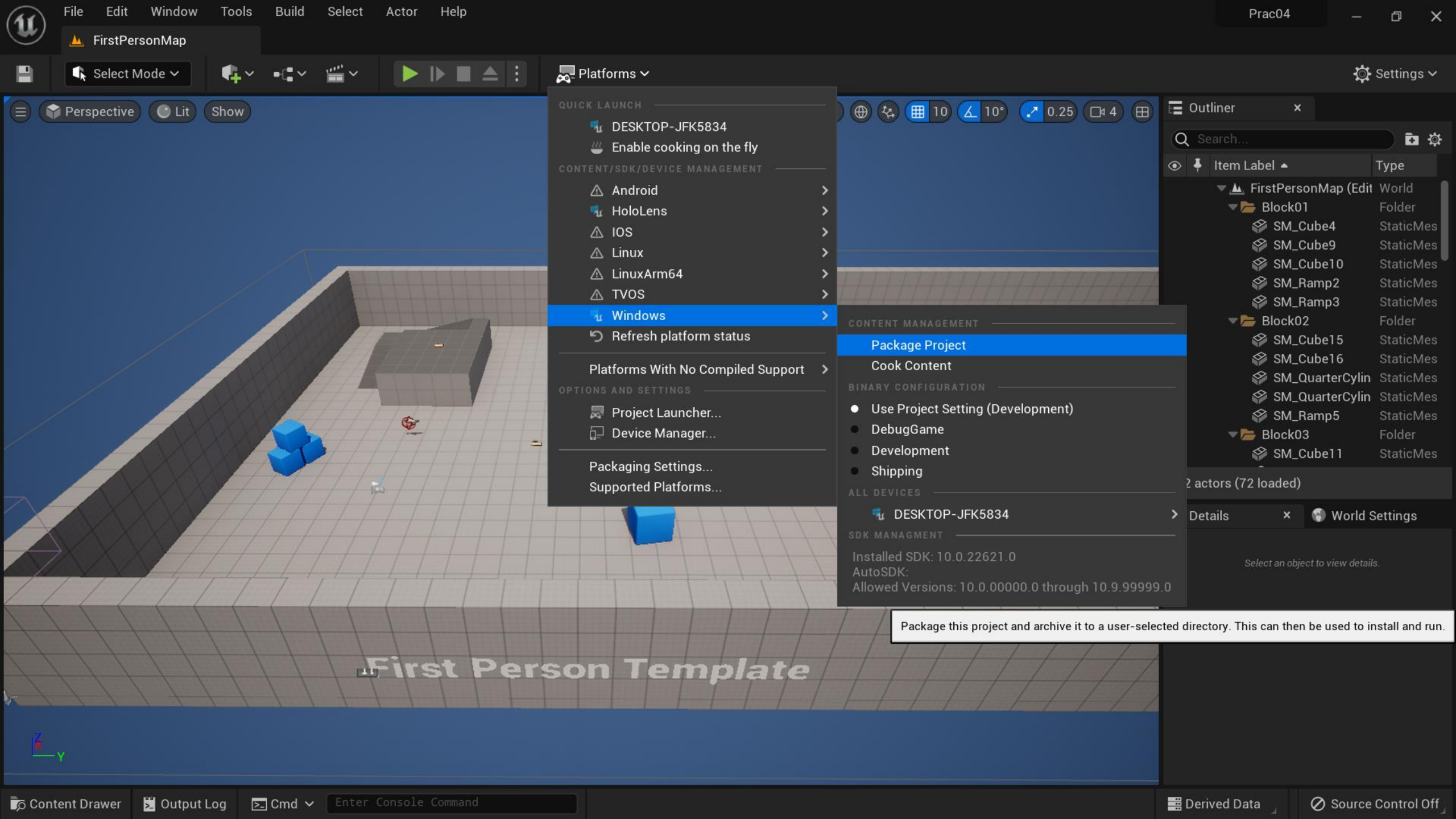
Installing Sdk complete!

Show Output Log

Restart required to apply new settings

Restart Now

Restart Later



FirstPersonMap

Select Mode

Platforms

Settings

Perspective Lit Show

QUICK LAUNCH

- DESKTOP-JFK5834
- Enable cooking on the fly

CONTENT/SDK/DEVICE MANAGEMENT

- Android
- HoloLens
- IOS
- Linux
- LinuxArm64
- TVOS

- Windows
- Refresh platform status

Platforms With No Compiled Support

OPTIONS AND SETTINGS

- Project Launcher...
- Device Manager...

- Packaging Settings...
- Supported Platforms...

CONTENT MANAGEMENT

Package Project

Cook Content

BINARY CONFIGURATION

- Use Project Setting (Development)
- DebugGame
- Development
- Shipping

ALL DEVICES

DESKTOP-JFK5834

SDK MANAGEMENT

Installed SDK: 10.0.22621.0
AutoSDK:
Allowed Versions: 10.0.00000.0 through 10.9.99999.0

Outliner

Search...

Item Label Type

- FirstPersonMap (Edit) World
- Block01 Folder
- SM_Cube4 StaticMes
- SM_Cube9 StaticMes
- SM_Cube10 StaticMes
- SM_Ramp2 StaticMes
- SM_Ramp3 StaticMes
- Block02 Folder
- SM_Cube15 StaticMes
- SM_Cube16 StaticMes
- SM_QuarterCylin StaticMes
- SM_QuarterCylin StaticMes
- SM_Ramp5 StaticMes
- Block03 Folder
- SM_Cube11 StaticMes

2 actors (72 loaded)

Details World Settings

Select an object to view details.

First Person Template

Package this project and archive it to a user-selected directory. This can then be used to install and run.



FirstPersonMap

Select Mode ▾



Platforms ▾

Settings ▾

Perspective Lit Show

10 10° 0.25 4

Outliner ×

Search...

Item Label ▲ Type

- FirstPersonMap (Edit) World
- Block01 Folder
 - SM_Cube4 StaticMes
 - SM_Cube9 StaticMes
 - SM_Cube10 StaticMes
 - SM_Ramp2 StaticMes
 - SM_Ramp3 StaticMes
- Block02 Folder
 - SM_Cube15 StaticMes
 - SM_Cube16 StaticMes
 - SM_QuarterCylin StaticMes
 - SM_QuarterCylin StaticMes
 - SM_Ramp5 StaticMes
- Block03 Folder
 - SM_Cube11 StaticMes

72 actors (72 loaded)

Details × World Settings

Select an object to view details.



Packaging project for Windows...

[Show Output Log](#)

Cancel



First Person Template

Health
Stamina



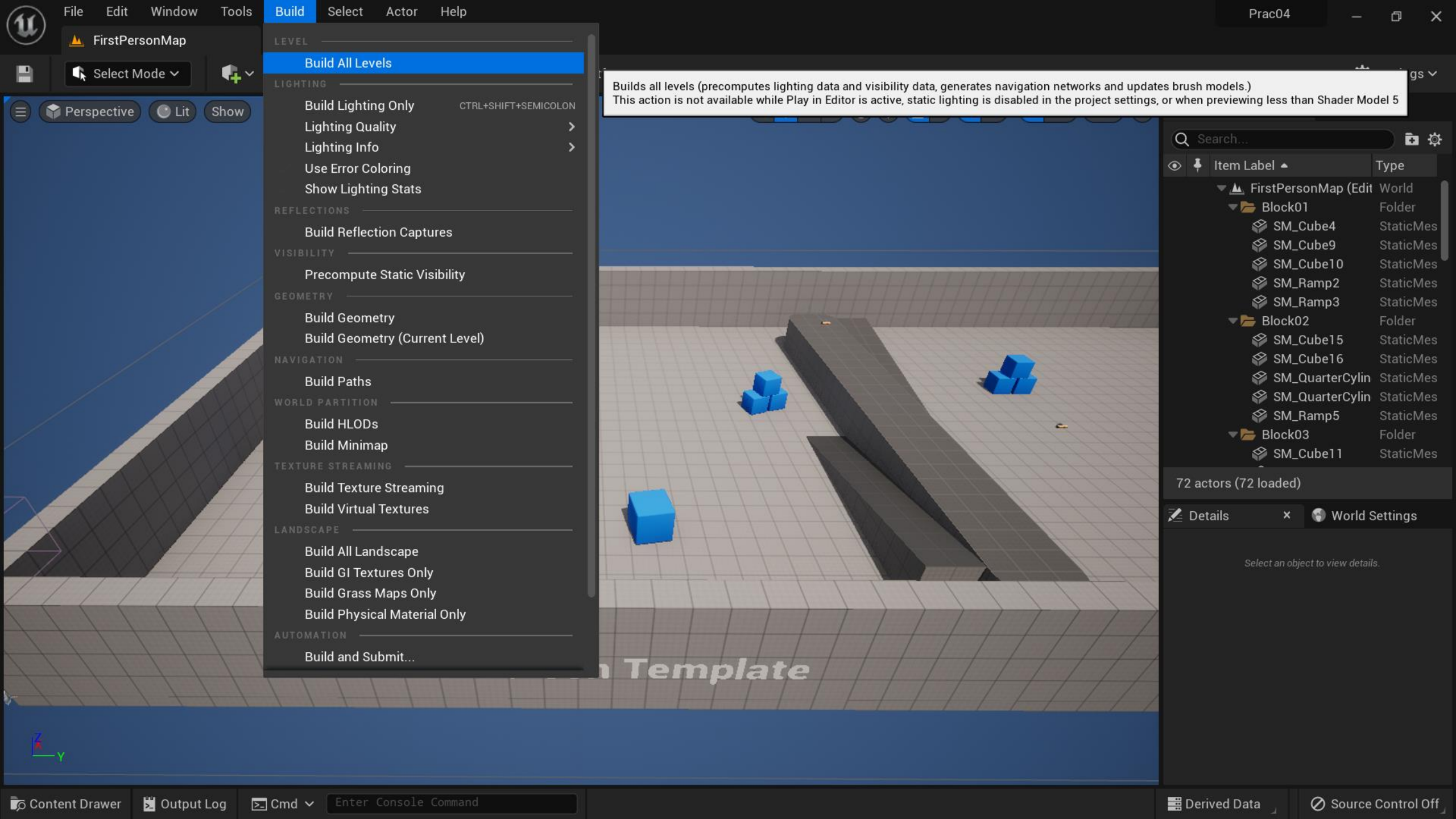
Targets Eliminated:8/8

Ammo:8

Round 5

Begin Round

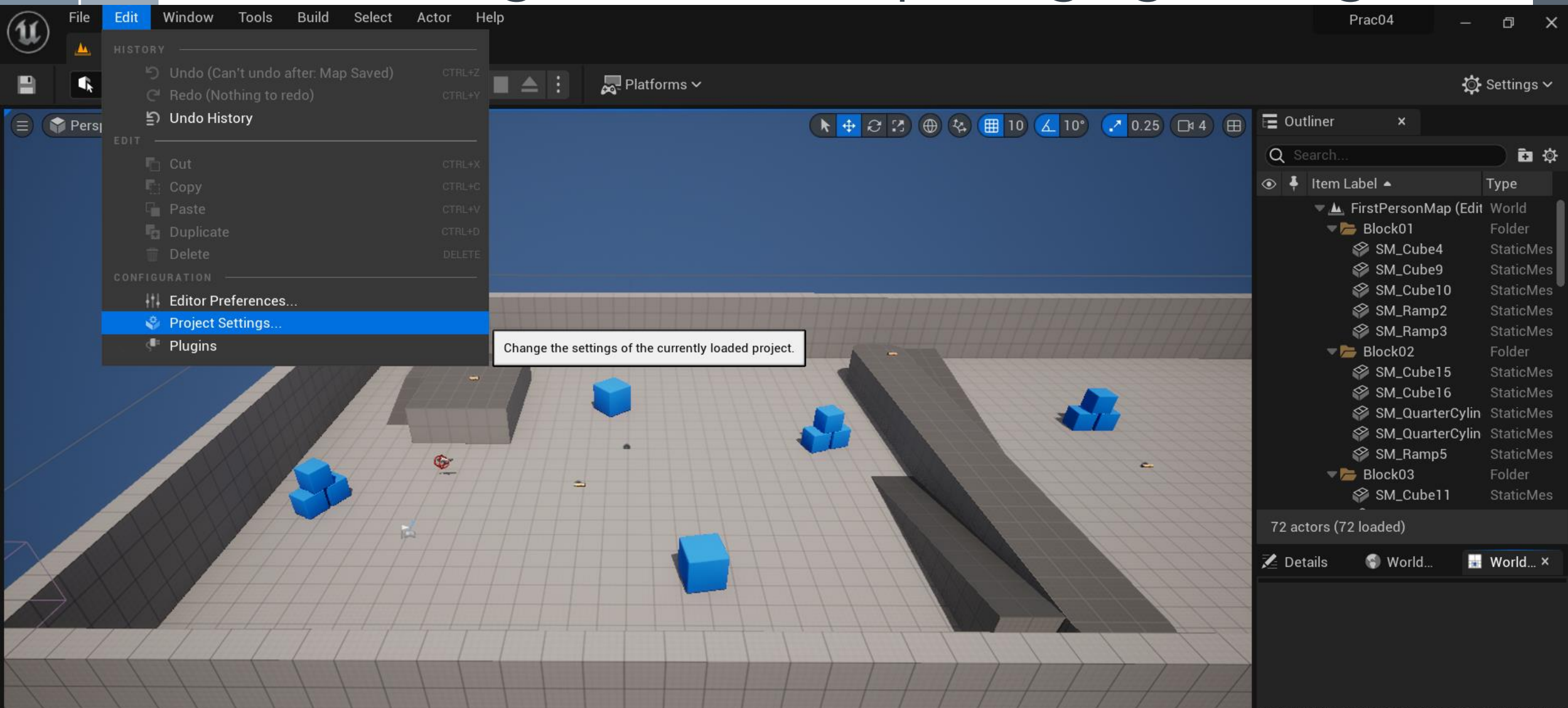


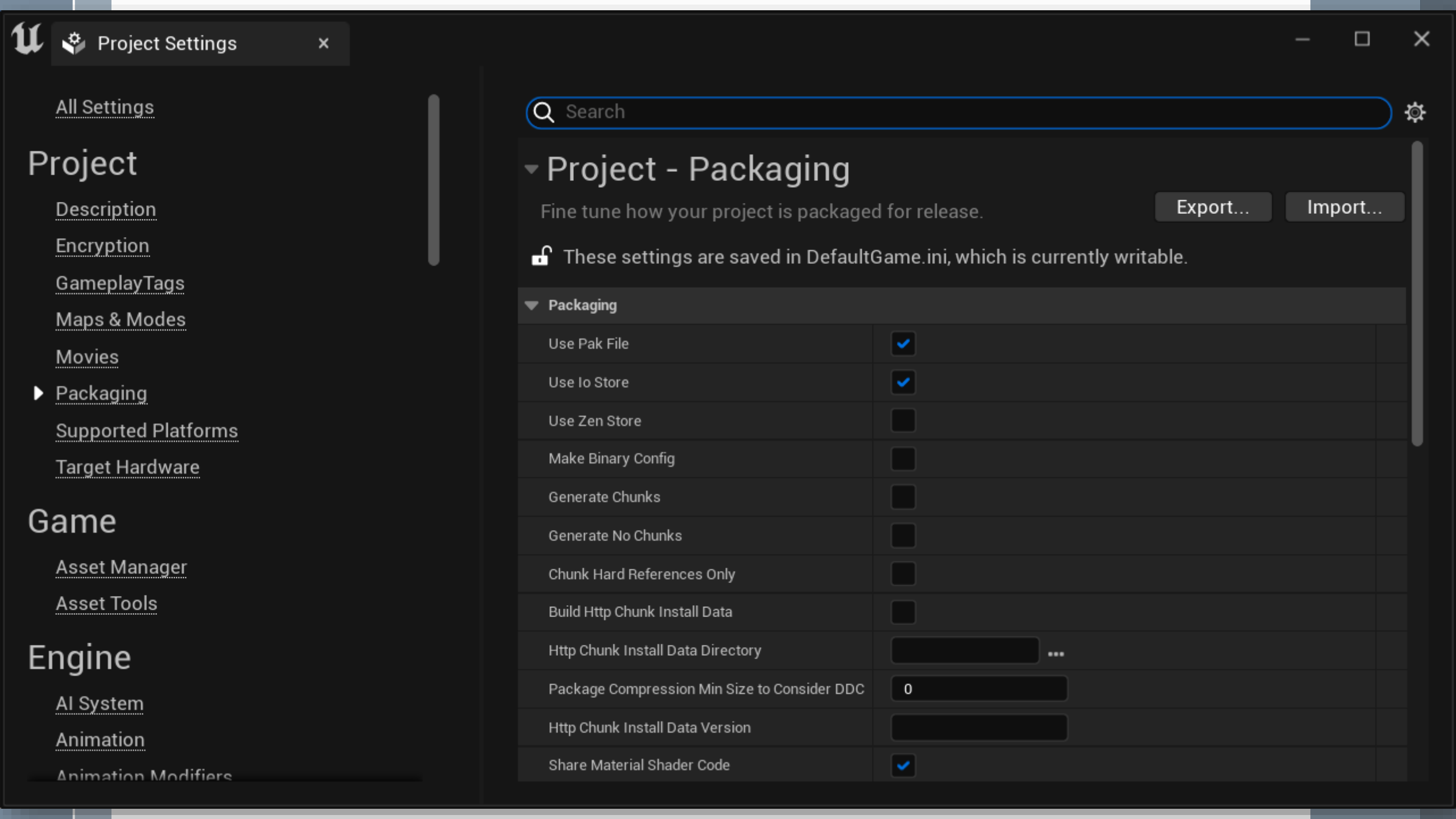


Builds all levels (precomputes lighting data and visibility data, generates navigation networks and updates brush models.)
This action is not available while Play in Editor is active, static lighting is disabled in the project settings, or when previewing less than Shader Model 5



Build configurations and packaging settings





All Settings

Project

Description

Encryption

GameplayTags

Maps & Modes

Movies

► Packaging

Supported Platforms

Target Hardware

Game

Asset Manager

Asset Tools

Engine

AI System

Animation

Animation Modifiers

Q Search



▼ Project - Packaging

Fine tune how your project is packaged for release.

Export...

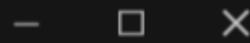
Import...

🔒 These settings are saved in DefaultGame.ini, which is currently writable.

▼ Packaging		
Use Pak File	<input checked="" type="checkbox"/>	
Use Io Store	<input checked="" type="checkbox"/>	
Use Zen Store	<input type="checkbox"/>	
Make Binary Config	<input type="checkbox"/>	
Generate Chunks	<input type="checkbox"/>	
Generate No Chunks	<input type="checkbox"/>	
Chunk Hard References Only	<input type="checkbox"/>	
Build Http Chunk Install Data	<input type="checkbox"/>	
Http Chunk Install Data Directory	<input type="text" value=""/>	...
Package Compression Min Size to Consider DDC	<input type="text" value="0"/>	
Http Chunk Install Data Version	<input type="text" value=""/>	
Share Material Shader Code	<input checked="" type="checkbox"/>	



Project Settings



All Settings

Project

Description

Encryption

GameplayTags

Maps & Modes

Movies

► Packaging

Supported Platforms

Target Hardware

Game

Asset Manager

Asset Tools

Engine

AI System

Animation

Animation Modifiers



Search



Shared Material Native Libraries



► Ini Key Blacklist

17 Array elements



► Ini Section Blacklist

1 Array elements



Additional builds for this project.

0 Array elements



► Advanced

▼ Project

Build

If project has code, or running a locally built editor ▼

Build Configuration

Development ▼

Build Target

Debug

DebugGame

Development

Test

Shipping

Full Rebuild

For Distribution

Include Debug Files in Shipping Builds



▼ Prerequisites

Include prerequisites installer



Include app-local prerequisites



► Advanced

C++



#104용



OPEN

- New Level... CTRL+N
- Open Level... CTRL+O
- Open Asset... CTRL+P
- Favorite Levels >
- Recent Levels >

SAVE

- Save Current Level CTRL+S
- Save Current Level As... CTRL+ALT+S
- Save All CTRL+SHIFT+S
- Choose Files to Save...

IMPORT/EXPORT

- Import Into Level...
- Export All...
- Export Selected...

PROJECT

- New Project...
- Open Project...
- Zip Project**
- Recent Projects >

EXIT

- Exit



Platforms ▾



Settings ▾

Outliner ×

Search...

Item Label ▲ Type

- FirstPersonMap (Edit) World
 - Block01 Folder
 - SM_Cube4 StaticMes
 - SM_Cube9 StaticMes
 - SM_Cube10 StaticMes
 - SM_Ramp2 StaticMes
 - SM_Ramp3 StaticMes
 - Block02 Folder
 - SM_Cube15 StaticMes
 - SM_Cube16 StaticMes
 - SM_QuarterCylin StaticMes
 - SM_QuarterCylin StaticMes
 - SM_Ramp5 StaticMes
 - Block03 Folder
 - SM_Cube11 StaticMes

72 actors (72 loaded)

Details World... × World...

World Partition streaming is not enabled for this r

Zips the project into a zip file.

First Person Template

FirstPersonMap

Select Mode ▾



Platforms ▾

Settings ▾

Perspective Lit Show

10 10° 0.25 4

Outliner ×

Search...	Item Label ▲	Type
	FirstPersonMap (Edit)	World
	Block01	Folder
	SM_Cube4	StaticMes
	SM_Cube9	StaticMes
	SM_Cube10	StaticMes
	SM_Ramp2	StaticMes
	SM_Ramp3	StaticMes
	Block02	Folder
	SM_Cube15	StaticMes
	SM_Cube16	StaticMes
	SM_QuarterCylin	StaticMes
	SM_QuarterCylin	StaticMes
	SM_Ramp5	StaticMes
	Block03	Folder
	SM_Cube11	StaticMes

72 actors (72 loaded)

Details World... × World...

World Partition streaming is not enabled for this r

Zipping Up Project for Windows (Editor)...

[Show Output Log](#)

Cancel

First Person Template



연습 과제

- › Zip Project 된 파일을 업로드 하시오.
- › Packaging 폴더 (Windows 또는 MacOS)를 압축하여 업로드 하시오.