



UNREAL  
ENGINE

## HOUR 2, LECTURE 1

Anatomy of a Project:  
Available Resources and Project Folders

# INTRODUCTION

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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.



# LECTURE GOALS AND OUTCOMES

## Goals

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The goals of this lecture are to

- Learn about available resources
- Learn the basic anatomy of a typical UE4 Blueprint project

## Outcomes

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By the end of this lecture you will be able to

- Download a sample project
- Explain the basic anatomy of a typical project



# AVAILABLE RESOURCES

Epic Games Launcher



UNREAL ENGINE

FORTNITE

PARAGON

SHOOTING TOURNAMENT

SHADOW COMPLEX

MODDING

Tom B Shannon



Community

Learn

Marketplace

Library

Engine Version

+ Add Versions

43.8 GB

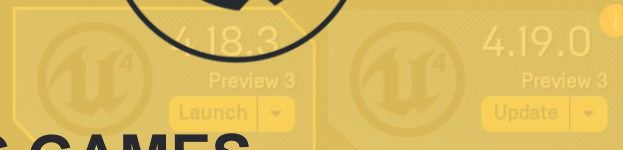
Grab the source on GitHub

Latest Release Notes

# EPIC GAMES LAUNCHER

Launch  
Unreal Engine Preview 3

There are many resources available to users just starting out with UE4. The Epic Games Launcher manages your projects and gives you access to sample projects and the Marketplace, where you can purchase content. It also provides web links to the Epic community.

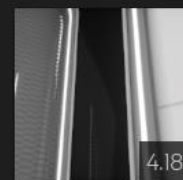


Installed Plugins

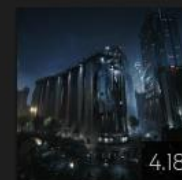
Search Projects



ElementalDemo



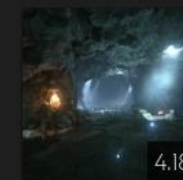
GameJamKit



InfiltratorDemo



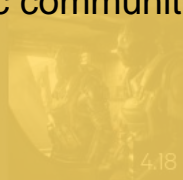
MyProject



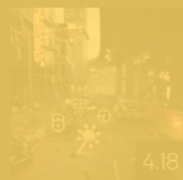
ParticleEffects



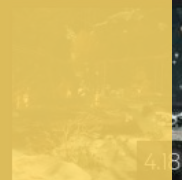
PhotorealisticCharacter



Sequencer



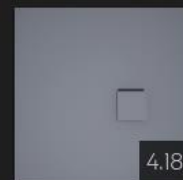
ShowdownVRDemo



SoulDungeon



ThirdPerson



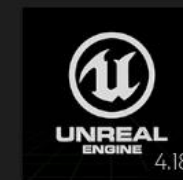
TwinStick



VehicleGame



VR



VRLogo\_410

Vault

23.3 GB

Search Vault



Automotive Materials

Create Project

Cache Size: 172.9 MiB



Blueprints

Create Project

Cache Size: 10.7 MiB



Content Examples

Create Project

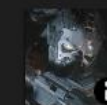
Cache Size: 3.1 GiB



Elemental Demo

Create Project

Cache Size: 4.5 GiB



Infiltrator Demo

Create Project

Cache Size: 6.9 GiB

VISIT UNREAL ENGINE ON:



Particle Effects

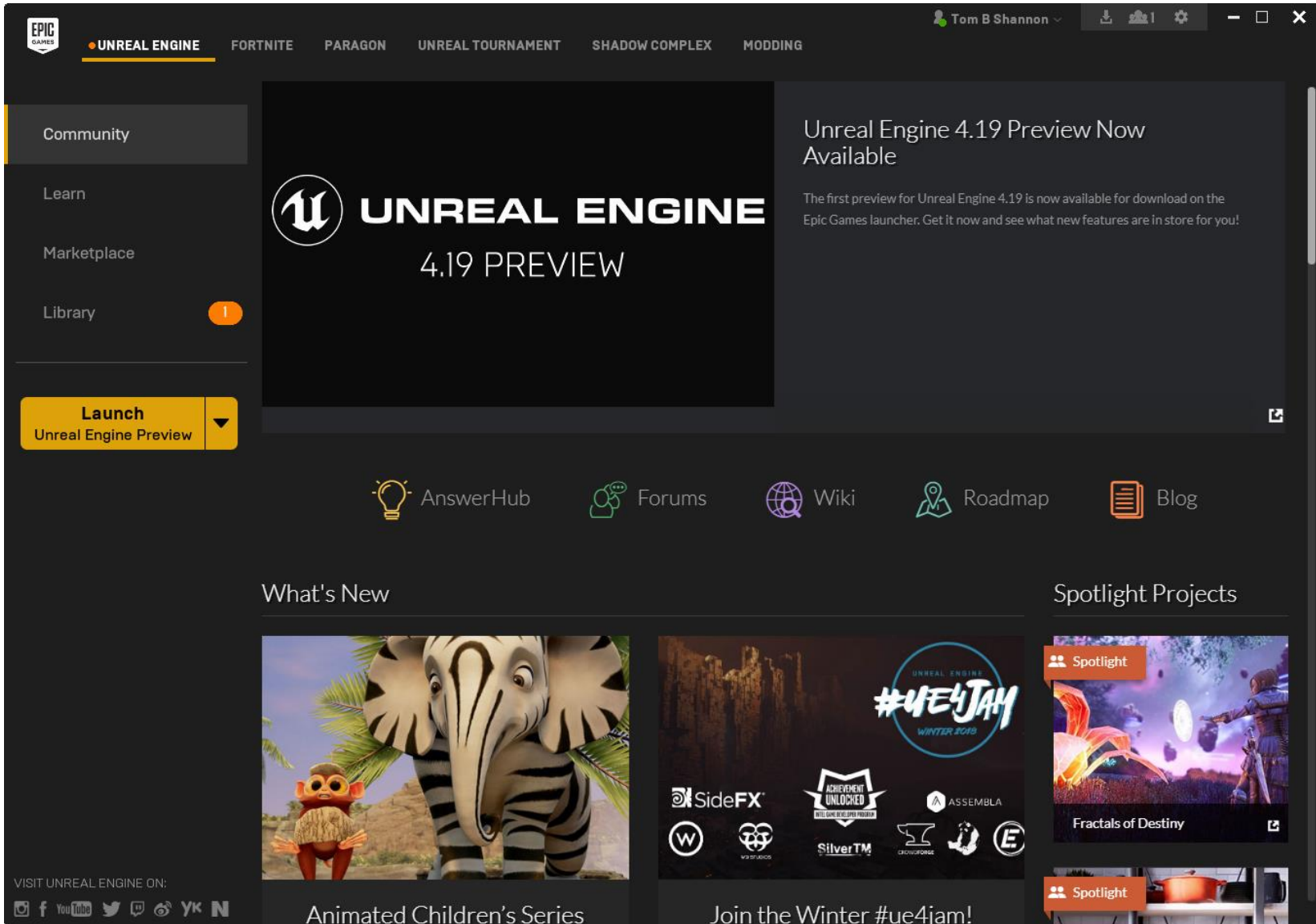
Photorealistic Character

Post Process Shader Pack v1.2

Sequencer

Showdown VR Demo

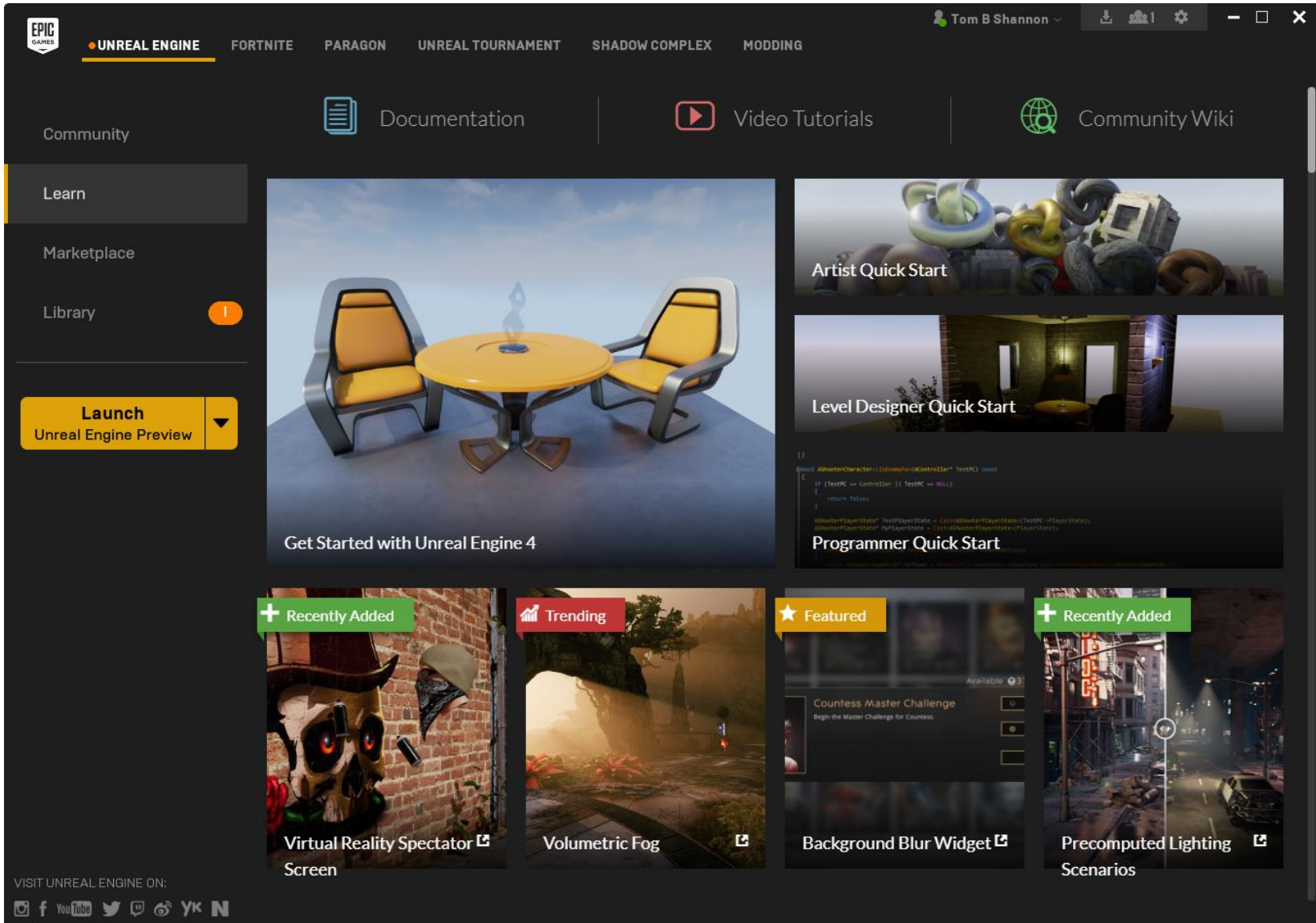




## EPIC GAMES LAUNCHER: COMMUNITY

The Epic Games Launcher contains a Community section that offers news and project spotlights as well as links to forums, blogs, and the engine development roadmap.



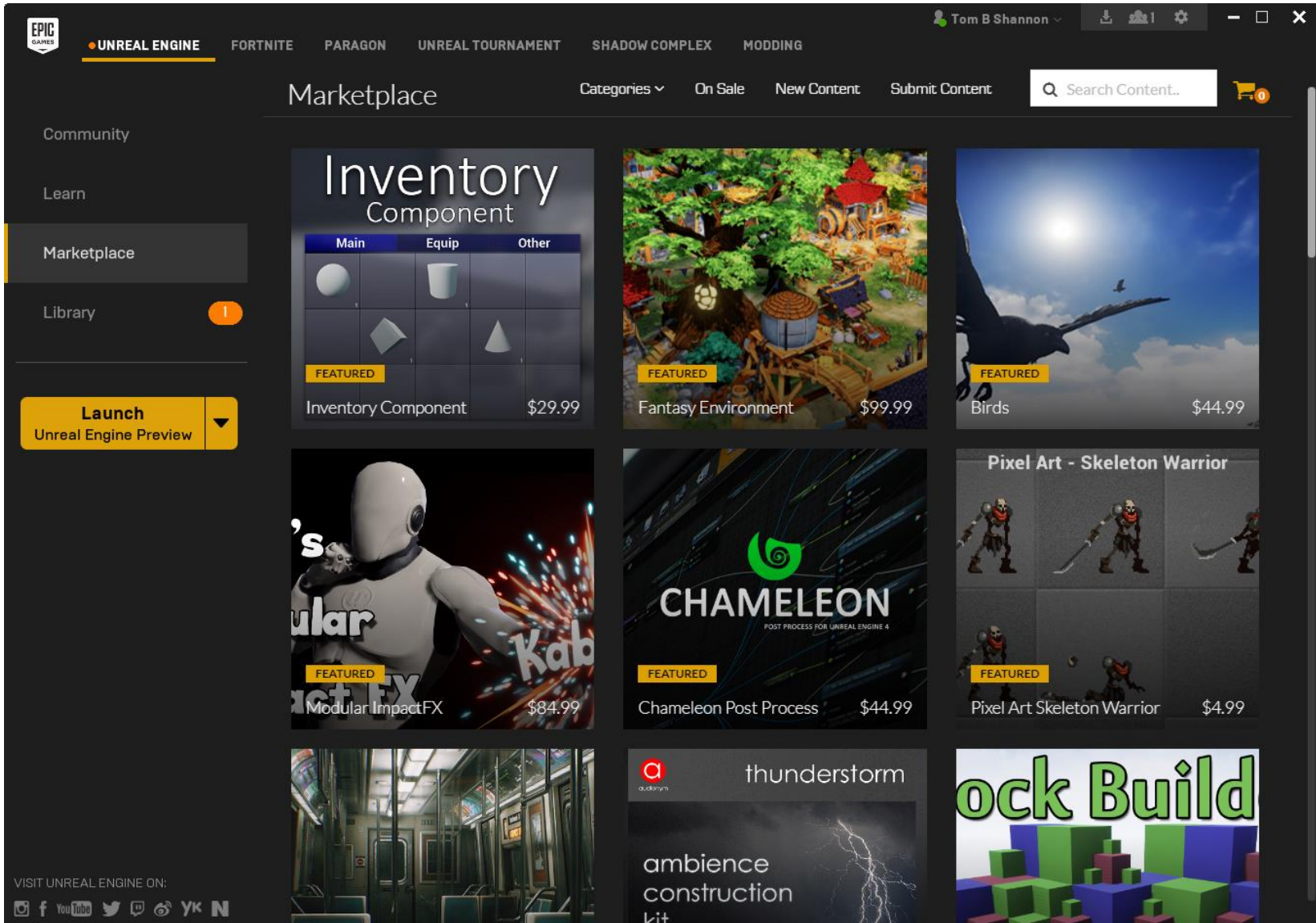


## EPIC GAMES LAUNCHER: LEARN

The Learn section in the Launcher provides links to

- Online documentation
- Video tutorials
- Projects from Epic Games and the Unreal community



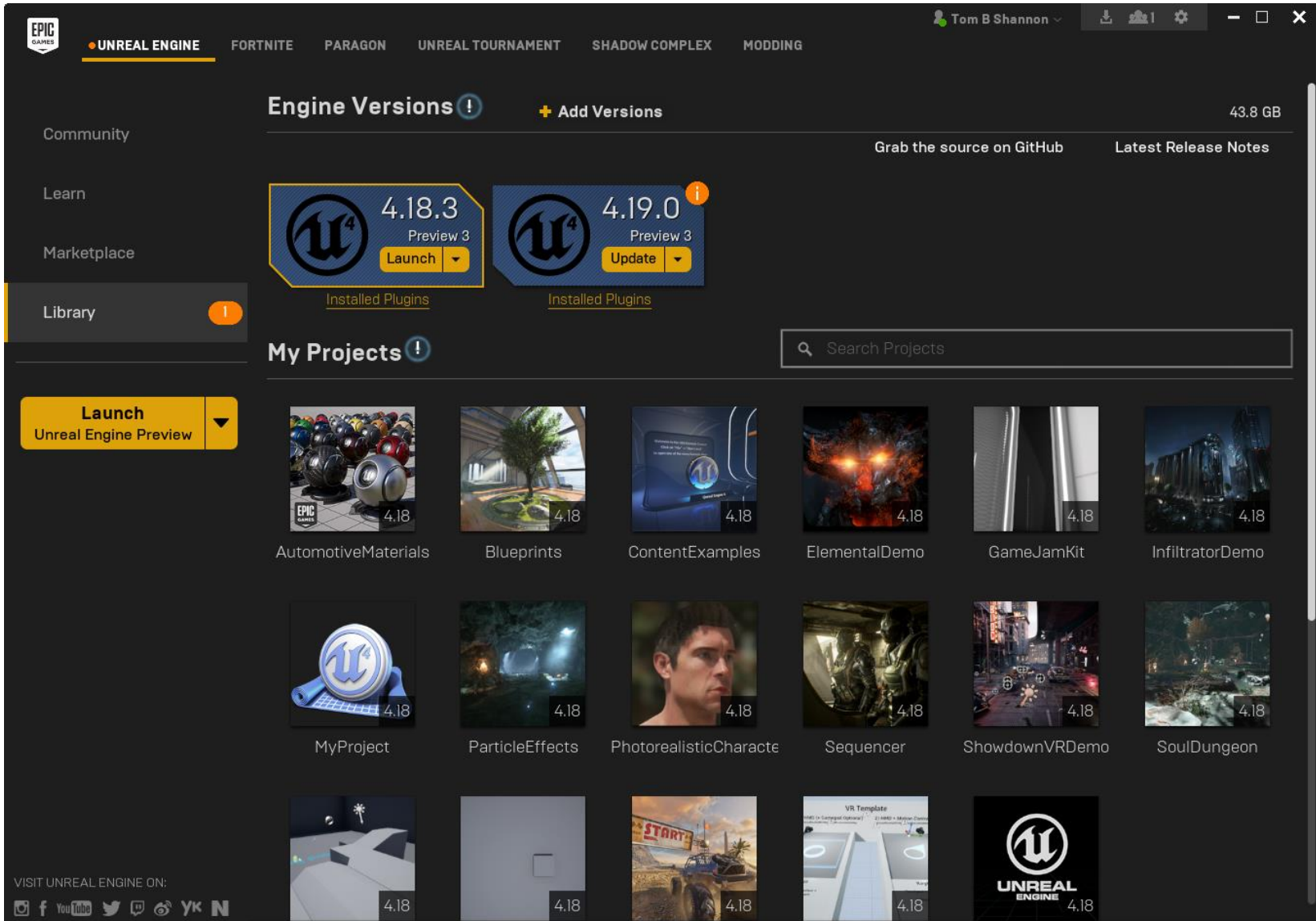


## EPIC GAMES LAUNCHER: MARKETPLACE

The Marketplace has content for sale organized in categories ranging from art and sound to scripting and FX.







## EPIC GAMES LAUNCHER: LIBRARY

The Library section keeps track of

- Engine versions you have installed
- Projects you have created
- Content you have purchased from the Marketplace or sample projects you have downloaded



# THE ANATOMY OF A PROJECT

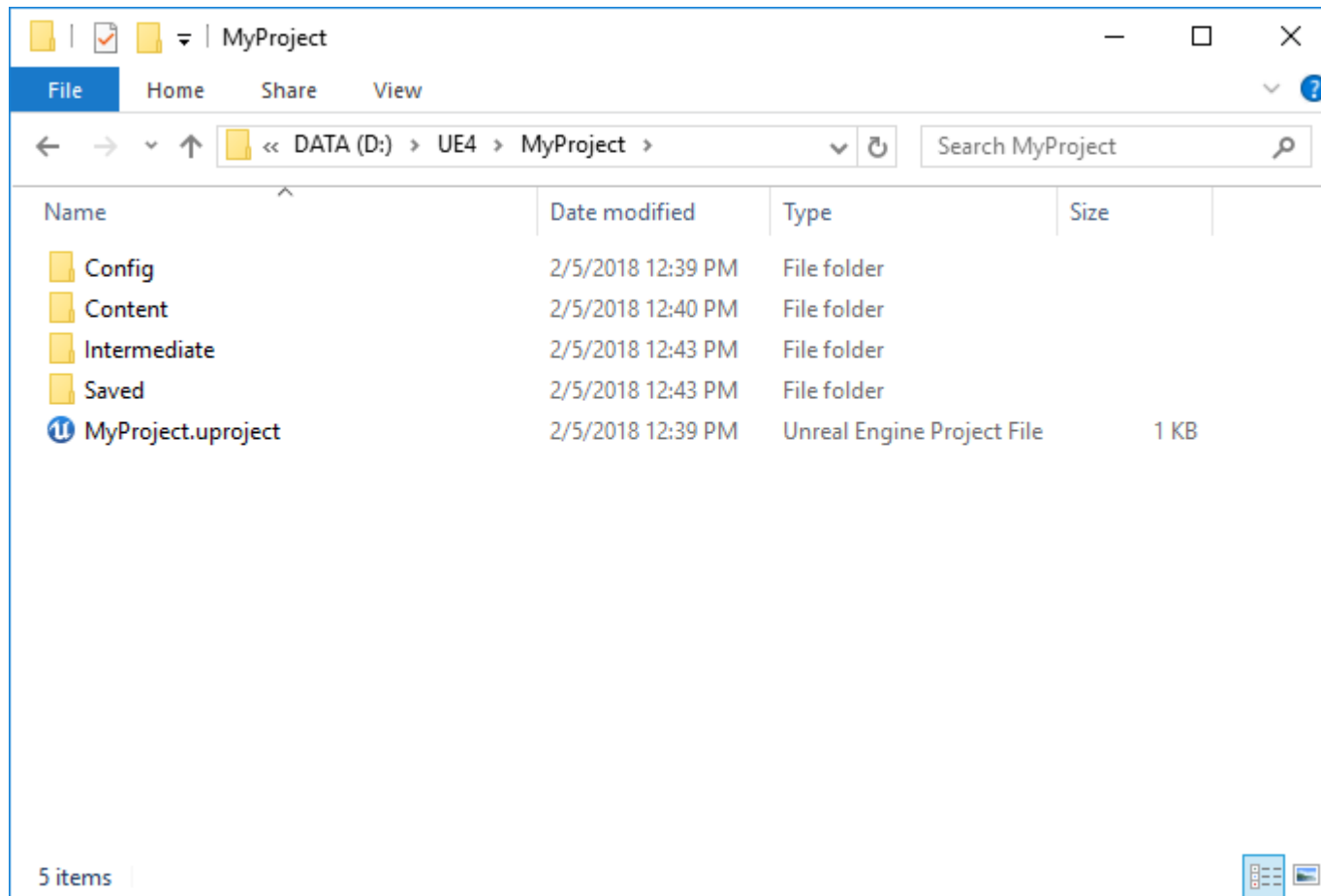
Project Folders



## **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

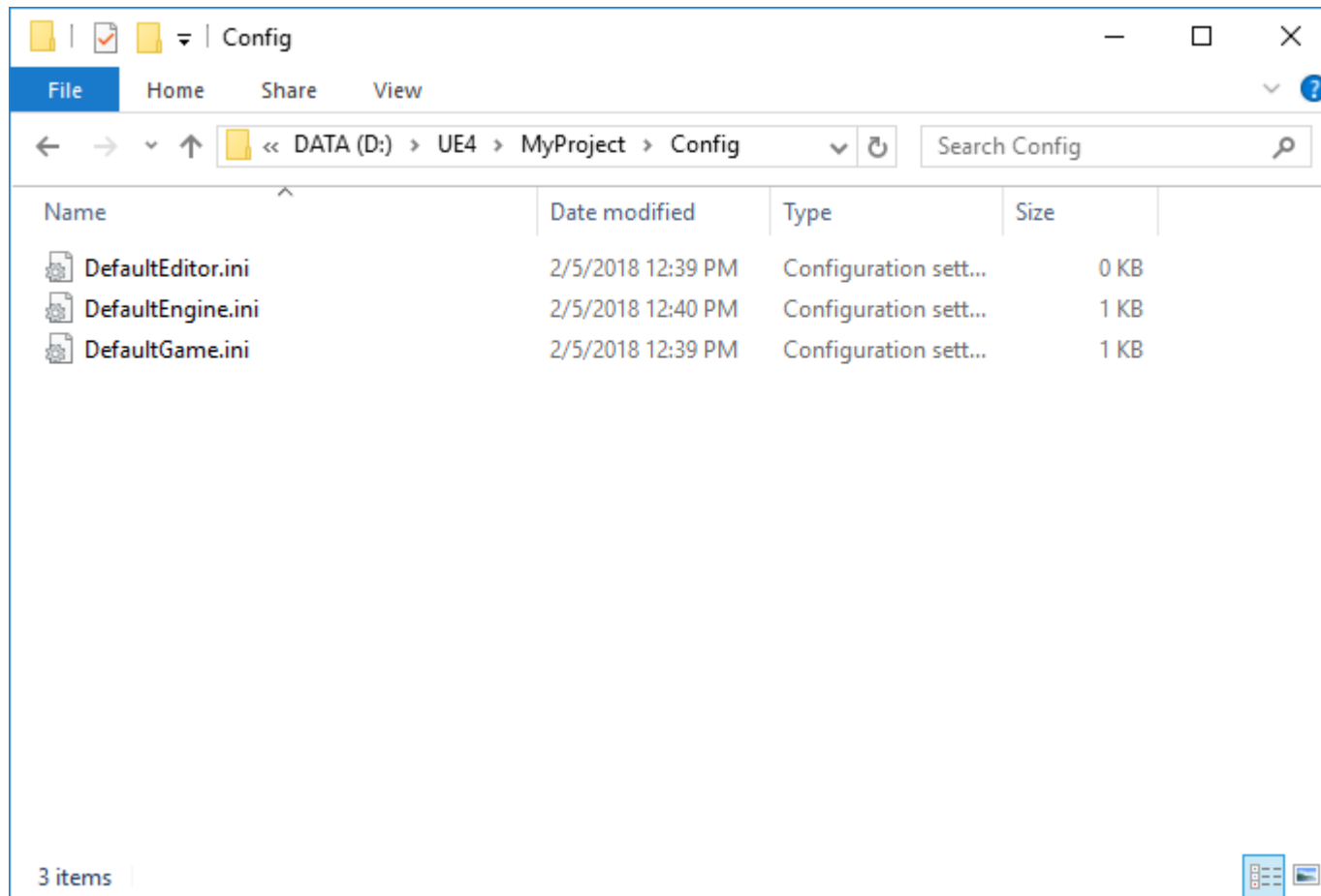
In the project folder, you will find the following subfolders:

- 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.



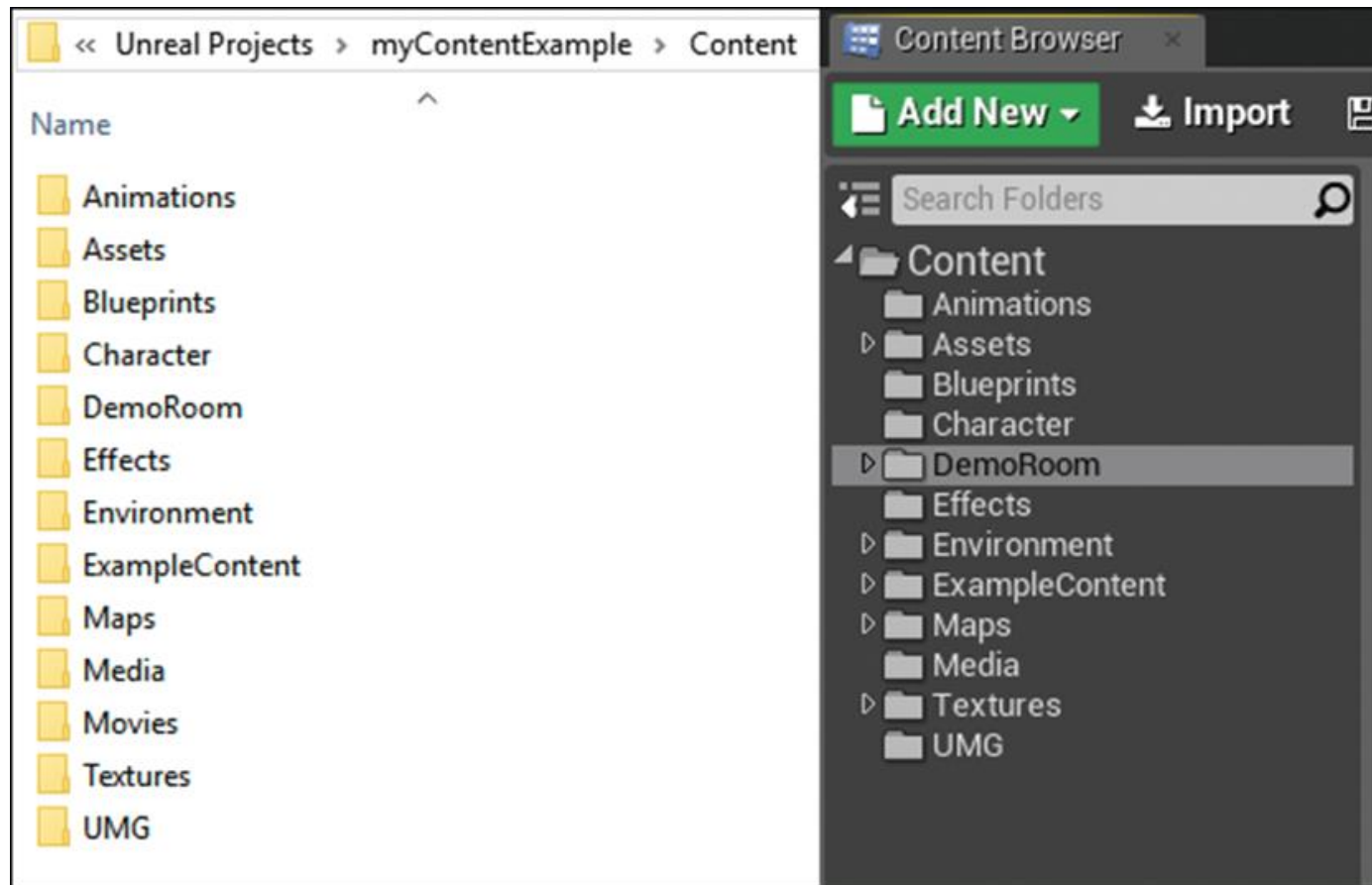




## CONFIG FOLDER

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





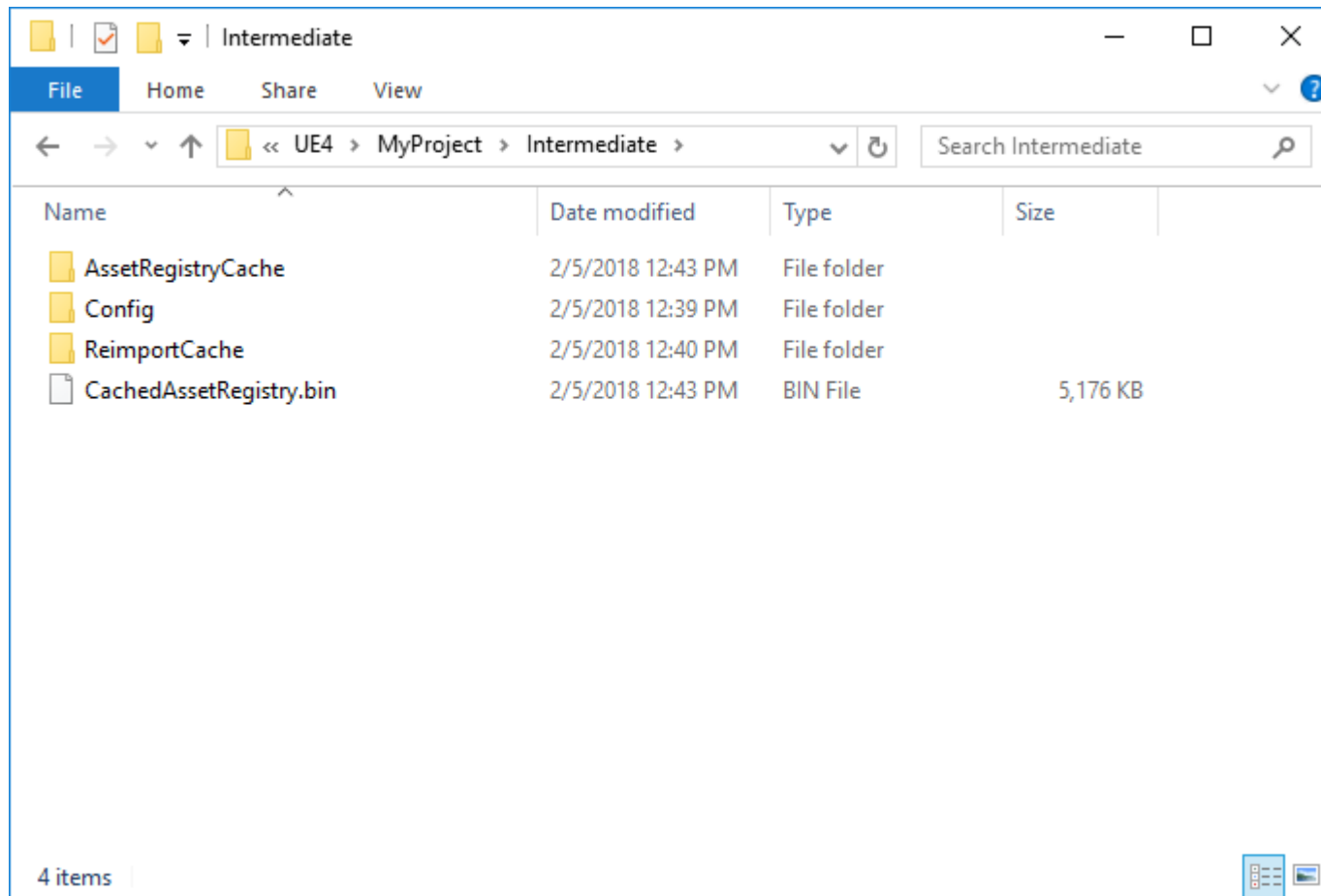
## CONTENT FOLDER

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.



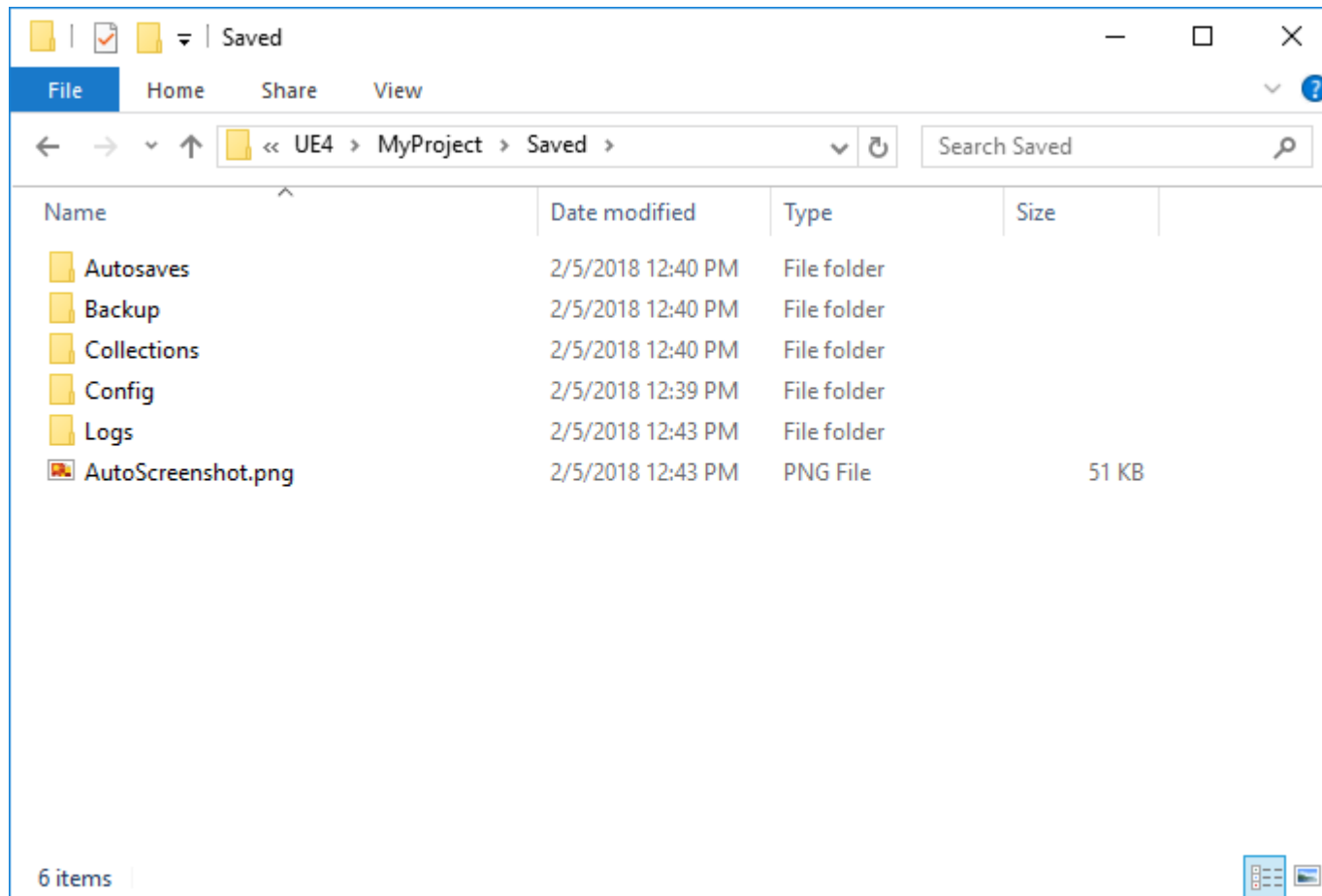


## INTERMEDIATE FOLDER

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.

