

Section 1

28 de junho de 2023 13:34

↳ GITHUB

https://github.com/DruidMech/UE5_TheUltimateDeveloperCourse

52 horas \Rightarrow 2h/dia durante 30 dias

Shift + F1 \rightarrow mouse cursor back

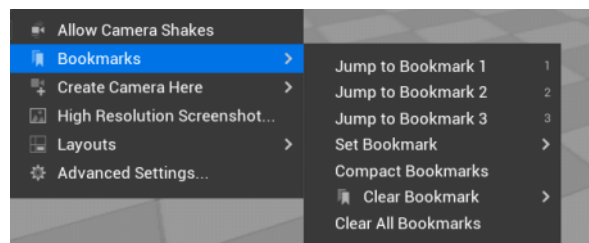
Left mouse button \rightarrow Move front, back and sides
in a current horizontal
plane

Right mouse button \rightarrow Look up, down, and to
the sides

Both \rightarrow elevation, current vertical plane

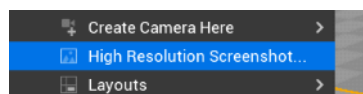
Left mouse + C \rightarrow zoom in
+ Z \rightarrow zoom out
+ E \rightarrow elevate

Add Bookmarks (good places to return to):



G \rightarrow Game View (without "invisible" objects)
F11 \rightarrow Immersive Mode (Full Screen)

Screen shot \rightarrow



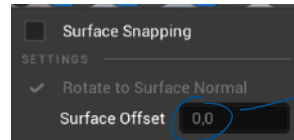
Snapping Settings:



moving interval

Local/object's directions VS World directions

surface snapping

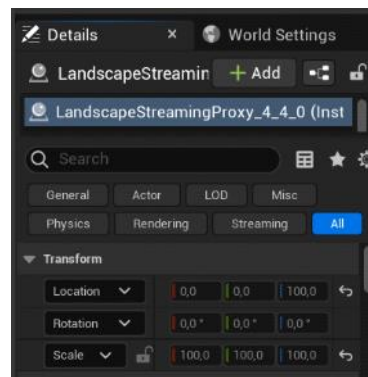


100 Units
⇒ 100 cm

Alt + (move object) ⇒ Duplicate it

F → Focus on object

Details panel:



Section 1 : Challenge

- Drag in some props from Starter Content
- Manipulate objects
 - Translate, Rotate, Scale
 - Duplicate
 - Snapping on/off
- Add a new Bookmark
- Enter Game View (G) and Immersive Mode (F11)
- Take a High-Resolution Screenshot

(Quality : Medium)



