Week 2, Video 1: First Steps

A Truly Unreal Curriculum

Overview

Lecture: **Week02_Video01_FirstSteps**

The objective of this lecture is to familiarise students with the basics of the Unreal Engine interface.

Outcome

Students will learn how to navigate the Unreal Engine viewport and will get a grasp of the various panel and menu features.

Navigation Controls

Press 'W' on keyboard	Move forward in viewport
Press 'S' on keyboard	Move backwards in viewport
Press 'A' on keyboard	Move left in viewport
Press 'D' on keyboard	Move right in viewport
Press and hold right mouse button	Look around in any direction
Scroll mouse wheel up	Snap zooms in viewport
Scroll mouse wheel down	Snap zooms out viewport

Menus

Place Actor's Menu   Located to the left of the viewport. Allows you to place actors by dragging and dropping into the viewport.

Toolbar   Located above the viewport. Contains different tools that you will use throughout the development of your game. Some tools include saving, setting up game configurations, and testing the game.

Content Browser   Located below the viewport. All game files and folders are located here. You can even find files stored in local and network directories.

World Outliner   Located to the right of the viewport. It consists of a list of all objects in your world in a hierarchical display. It allows you to locate, select and modify actors.

Details Panel   Located at the bottom right. It displays all the properties of the objects and allows you to modify various attributes of the actors or elements selected in your game.