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.

LECTURE GOALS AND OUTCOMES

Goals

The goals of this lecture are to

- Learn about available resources

- Learn the basic anatomy of a typical UE4 Blueprint project

Outcomes

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

EPIC GAMES LAUNCHER

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.
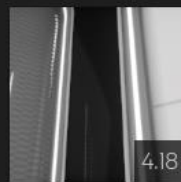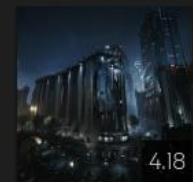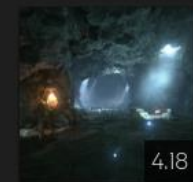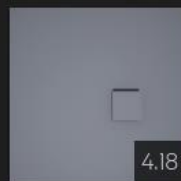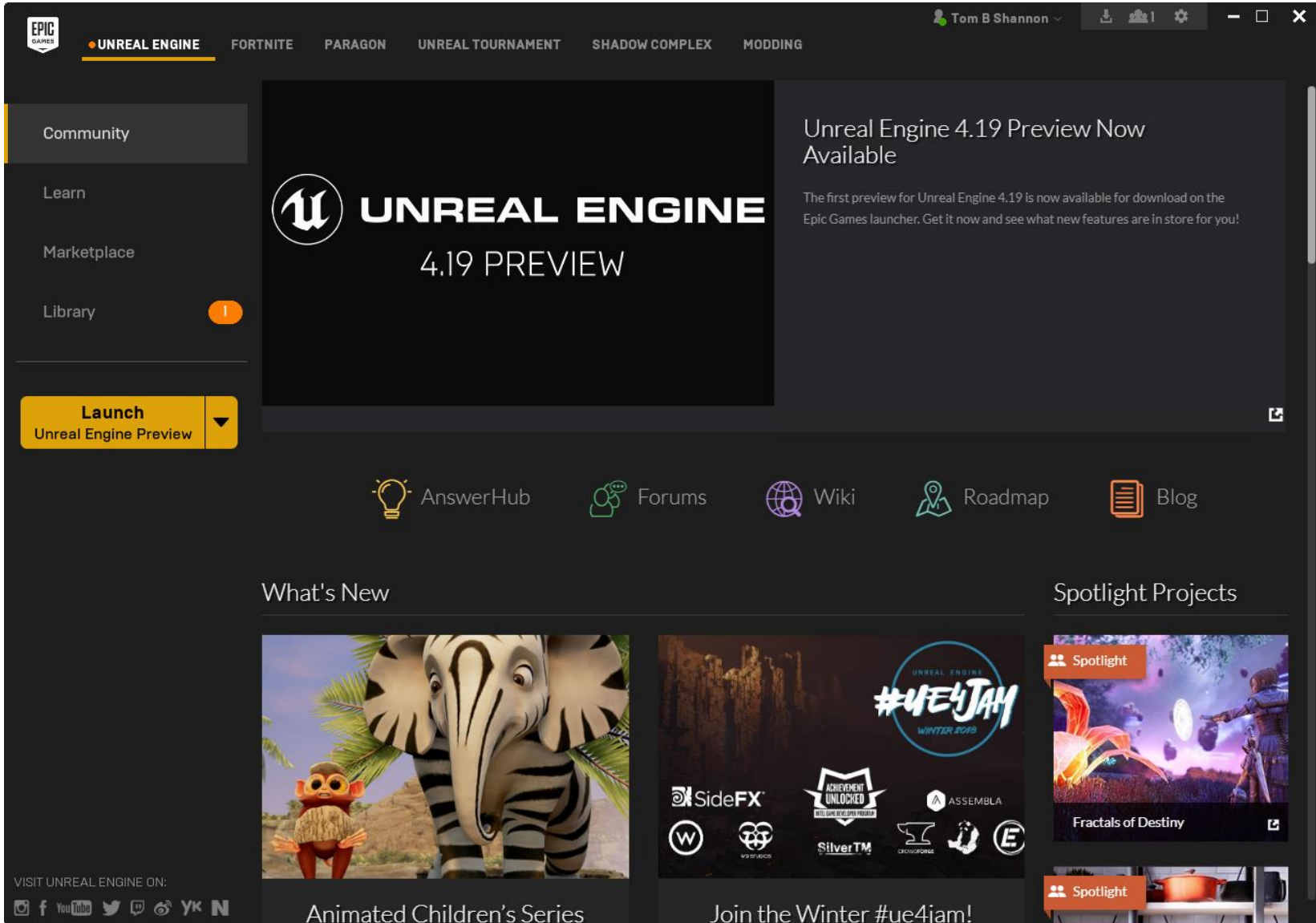
EPIC GAMES LAUNCHER: COMMUNITY

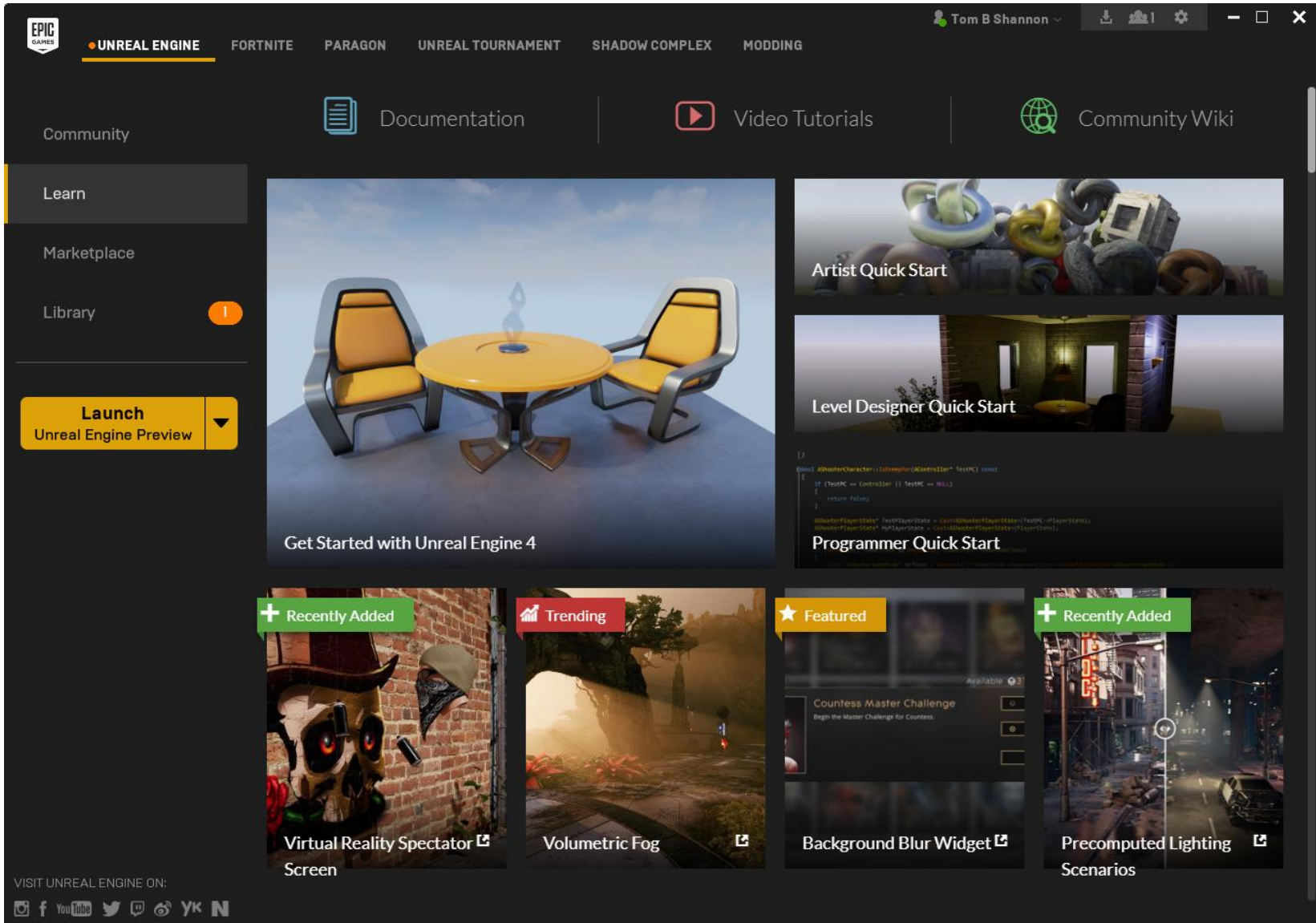The Epic Games Launcher contains a Community section that offers news and project spotlights as well as links to forums, blogs, and the engine development roadmap.
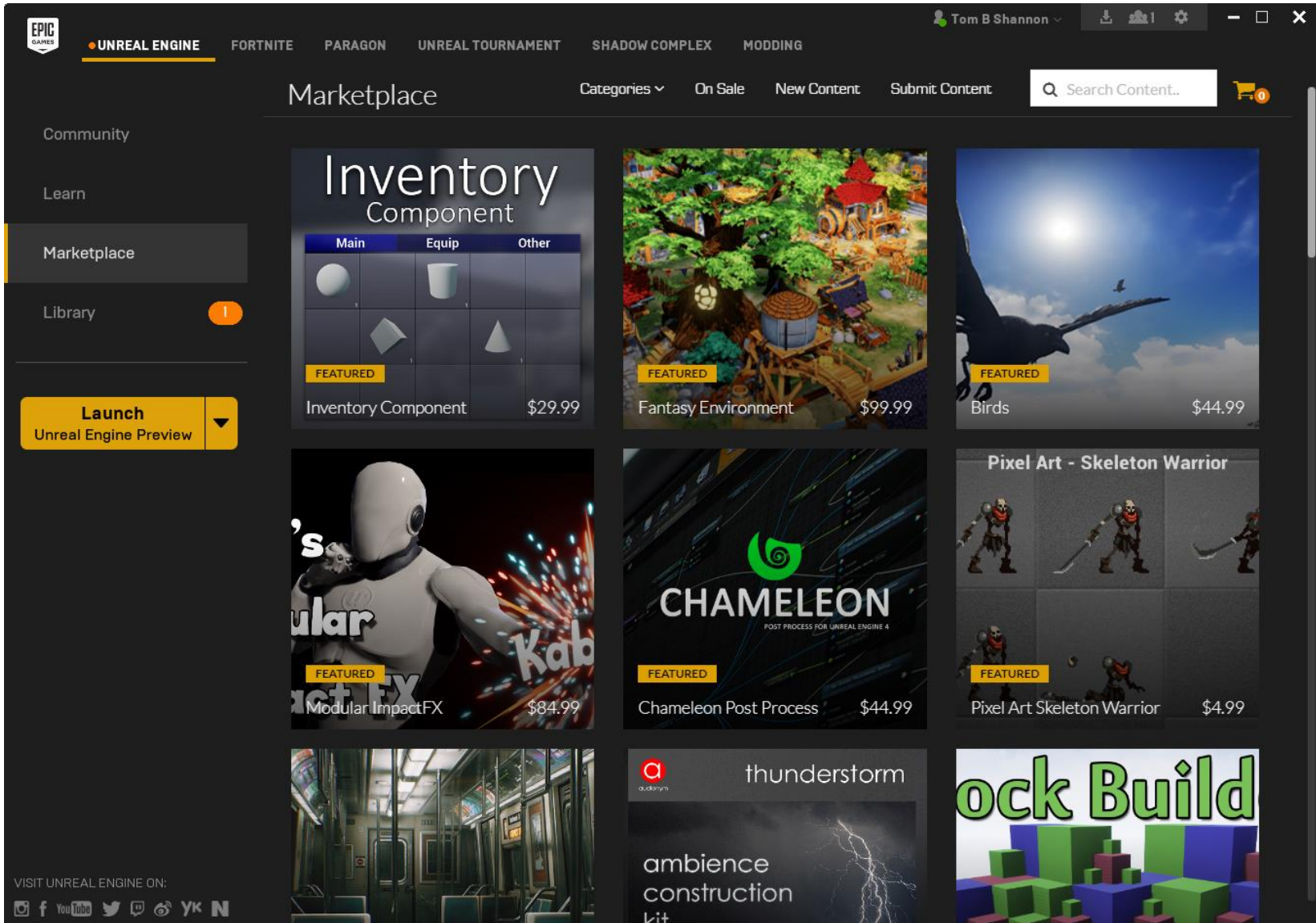
EPIC GAMES LAUNCHER: LEARN

The Learn section in the Launcher provides links to

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

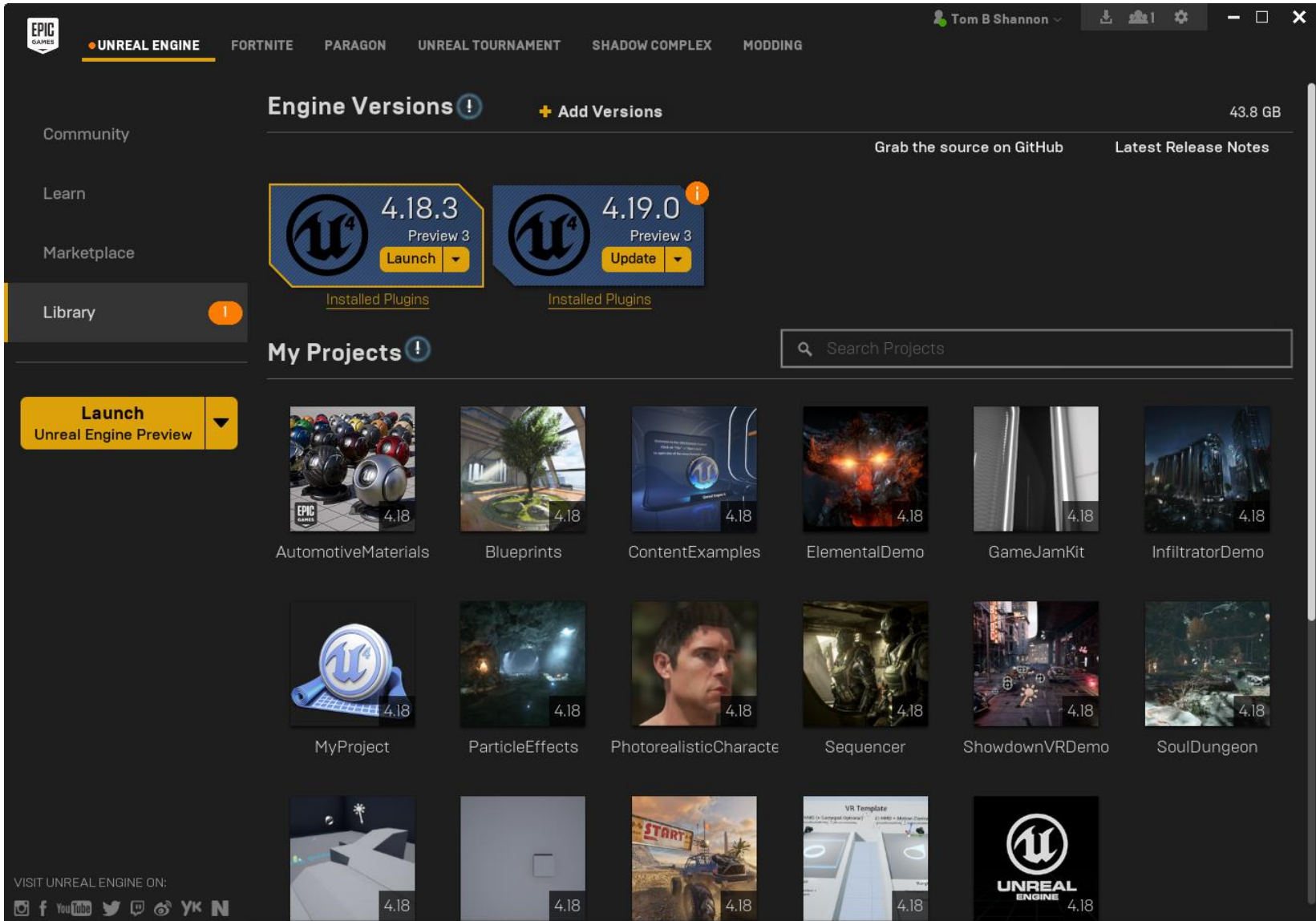# EPIC GAMES LAUNCHER: MARKETPLACE

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
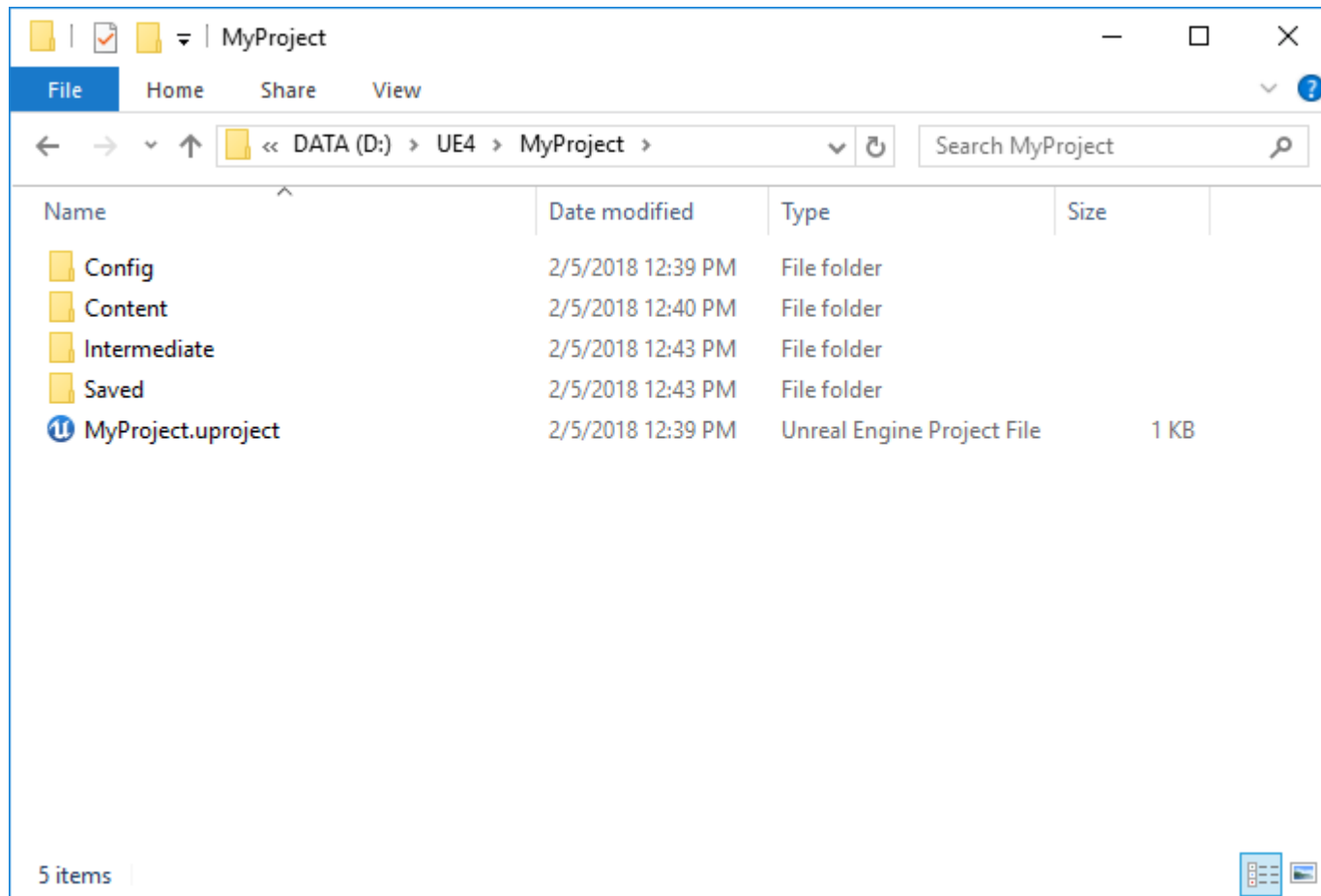
THE ANATOMY OF A PROJECT

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.
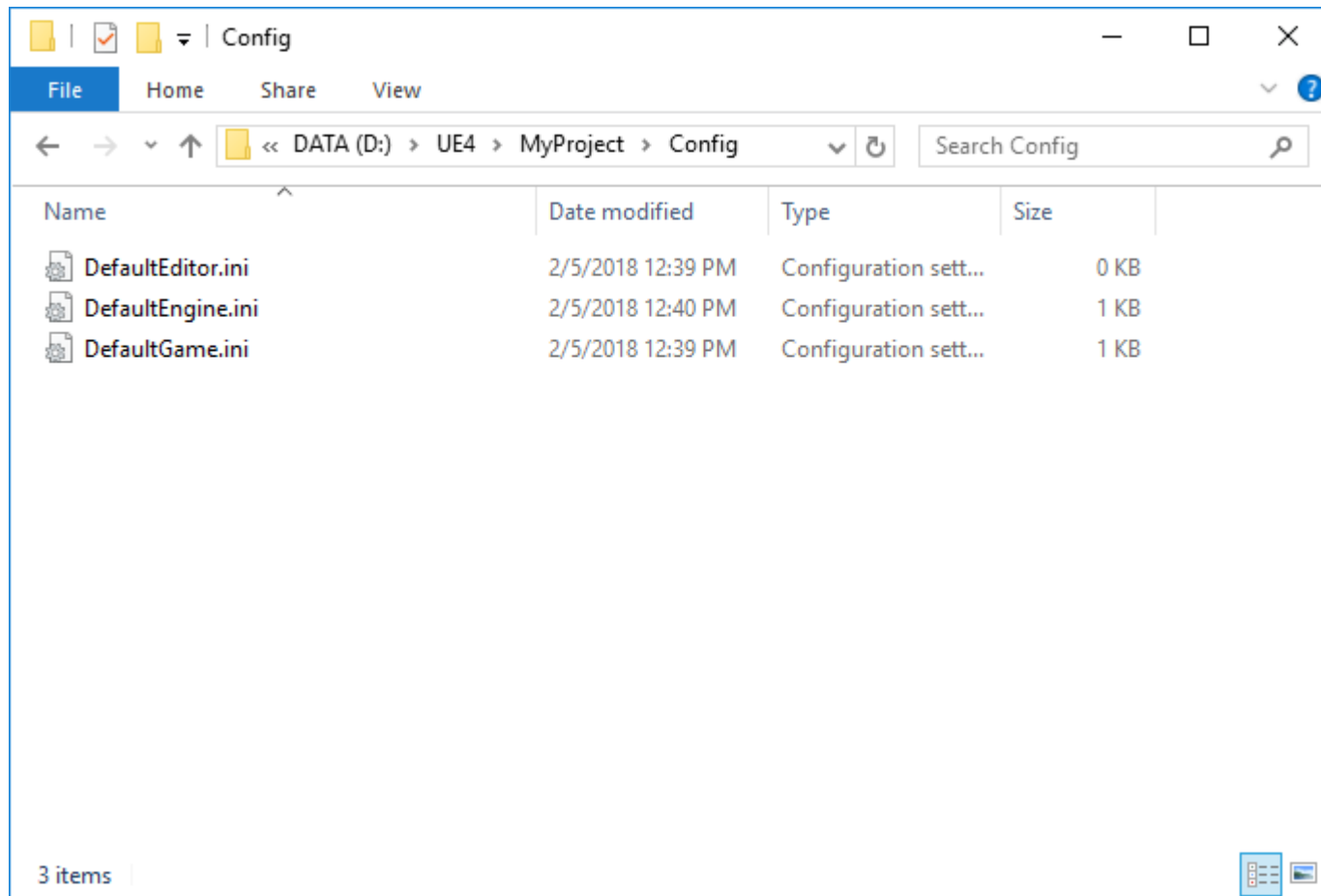- Use the Epic Launcher to open the project file.

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.
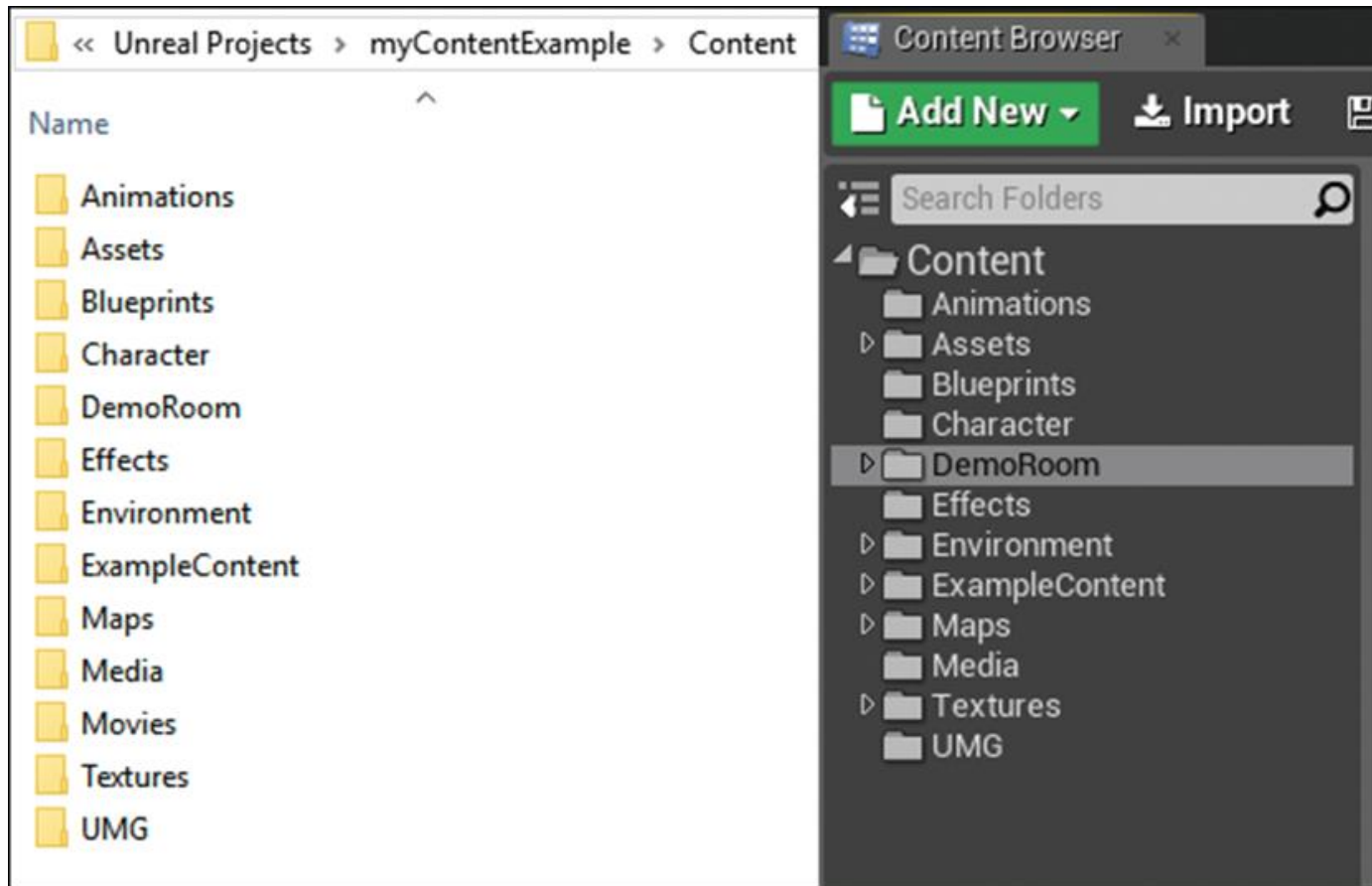
CONFIG FOLDER

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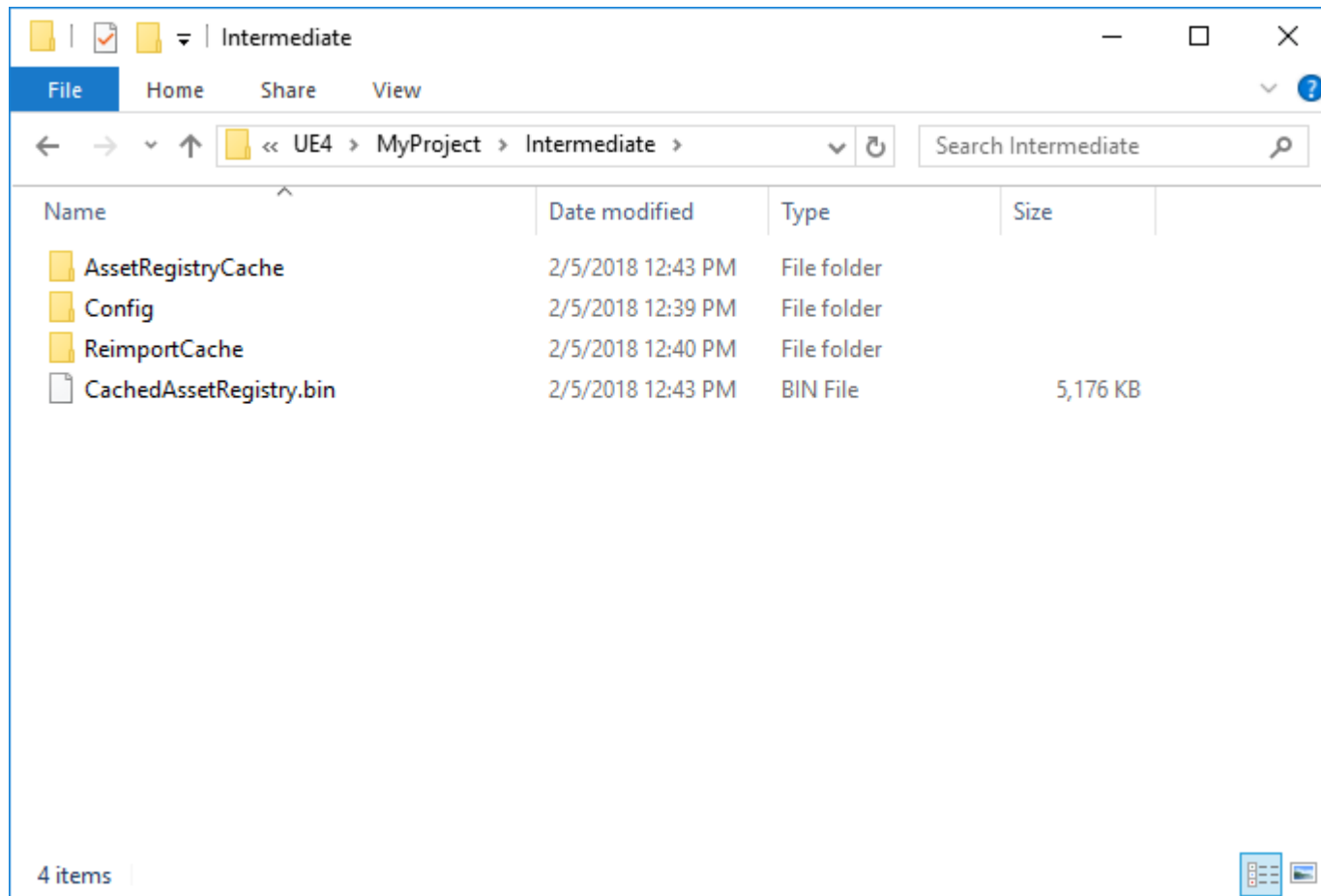
CONTENT FOLDER

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.

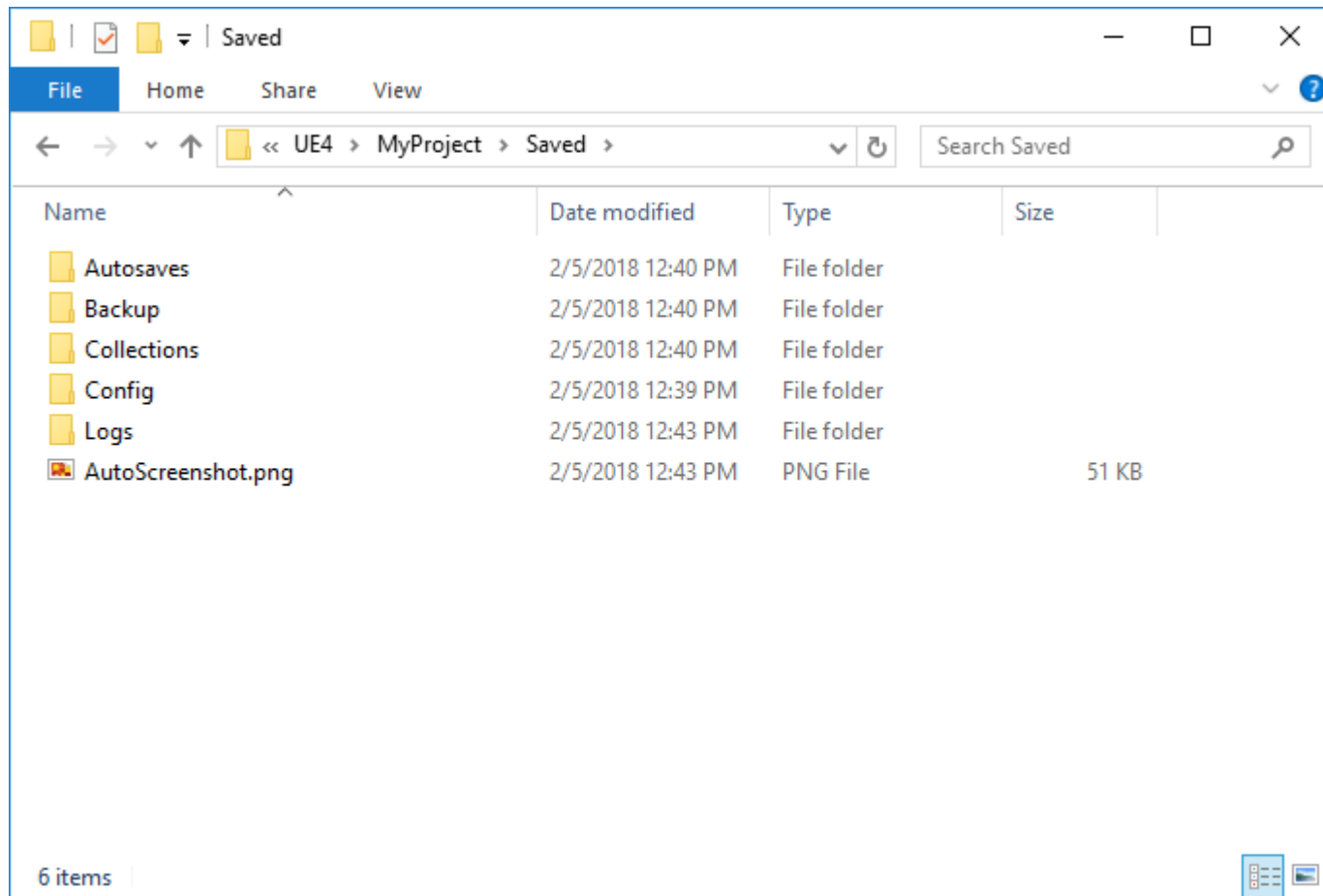- When a map is created and saved, it is stored as a **.umap** file.

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.