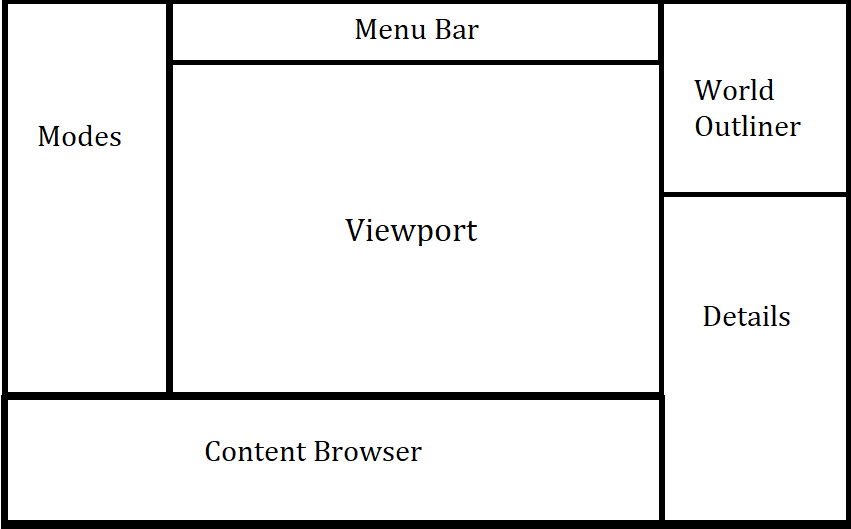
Unreal Engine 4 Basics



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| Key/Buttons | What it does |
| Left Mouse Button **CLICK** (LMB) | Select object/field over mouse |
| Right Mouse Button **CLICK** (RMB) | View additional options of objects over mouse |
| RMB(**Hold**) + Drag | Free look within the viewport |
| RMB(Hold) + WASD | Move in all directions within the viewport (relative to camera face direction) |
| LMB(**Hold**) + Drag | Move forward/out in viewport OR drag assets into the level |
| MMB(Hold) + Drag | Pan the camera |
| Select -> F | Focuses onto the object in the viewport |
| Select -> Delete | Deletes the asset from level OR project (be careful if removing from project) |
| Select -> W | Change to move widget |
| Select -> E | Change to rotation widget |
| Select -> R | Change to scaling widget |
| Ctrl + LMB | Select/Deselect several actors/assets |
| Ctrl + Alt + LMB Drag | Create a rectangle that selects objects within it (careful as it may select unwanted objects) |
| Alt + Move/Rotate | Create a duplicate/copy of selected actors |
| Ctrl + G | Group selected actors |
| Shift + G | Ungroup selected actors |
| Alt + G | Perspective view |
| Alt + J | Top orthographic view |
| Alt + Shift + J | Bottom orthographic view |
| Alt + K | Left orthographic view |
| Alt + Shift + K | Right orthographic view |
| RMB + Transform + Mirror X/Y/Z | Reflect/flip the asset around a specific axis |
| RMB on a vertex in orthographic view | Snaps the asset/vertices to the grid |
| Ctrl + Z | Undo |
| Ctrl + Y | Redo |
| Shift + Move | Moves the selected assets along with the camera |
| Shift + 1/2/3/4/5 | Changes between the different modes from the Modes panel |
| RMB a vertex in orthographic view | Snaps the vertex/pivot to the grid |

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| General Tips |
| * Save often, this is a complex engine with higher chances to crash |
| * **SLAM** that undo button, its much faster than moving assets back to where you last had them |
| * Empty rooms are boring, fill it with supporting meshes, rotate, resize, trick the eye into believing its not the same mesh, place it together with different combinations of assets, symmetry is meant to be calming(booooring), asymmetry is chaotic and **EPIC** |
| * Always try to have a reference for what you are making, be it from the internet or one of you’re favorite games |
| * If you persist on only using perspective view, always move the camera around to make sure there are 100% no unwanted gaps. If you want to assure everything is lined up nicely, use orthographic views. |
| * Look at the other example projects and how they combined assets together to make a scene, what techniques can you “borrow” but still look unique. Unreal is made so it is easy to learn in reverse (seeing what the pros do, then analyzing it one step at a time) |
| * Use the filters in the content browser to look for things easily |
| * You have the power to do ANYTHING the pros can do with this engine. |
| * Be the unique change you want to see in the industry, create with **INTENT** |
| * You can view performance information in the drop down menu inside the viewport |
| * **BUILD** your project to view your changes |
| * If you can’t find an object, look in the world outliner! |
| * Viewport options allow you to toggle/modify snap of (W, E, R) as well as camera speed and Local/World mode which determines wether it’s the axis of the item or world. And what to show in the viewport. |