Getting Started with Unreal

Getting Started (with Unreal!)

Below are tutorials on how to get familiar and set up a basic scene in Unreal Engine. It's recommended for beginners to follow these guides to get familiar with the engine. After following the first tutorial, you'll notice your sky is black (and eerie) where previous Unreal guides featured a beautiful sky. The second guide shows how to add a sky using the Sky Atmosphere Component.

Understanding the basics

> Understanding the basics contains a general catalog of common features. The documentation here is more for reference.

Level Designer Quick Start in Unreal Engine | Unreal Engine 5.7 Documentation

> For the **Level Designer Quick Start**, Unreal 5.7 no longer includes **Starter Content**!

Sky Atmosphere Component

Where do I go from here?

This is a guide to get familiar with using Unreal, HOWEVER, it is **NOT VR FRIENDLY**! For example, the sky creation is usually substituted with a sphere mesh and panoramic sky image, and real time lighting is taken under heavy consideration.

Building for VR? Start with a new project and begin some of the other guides listed here. SCiL staff/workstudies are available for assistance or clarification.

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