Creating a folder for saving your projects.

**Career Technical Education**
SoCal ROC

Content (3D meshes, Special FX's, Materials, etc) can be imported into your game. You can use this content to build your level.

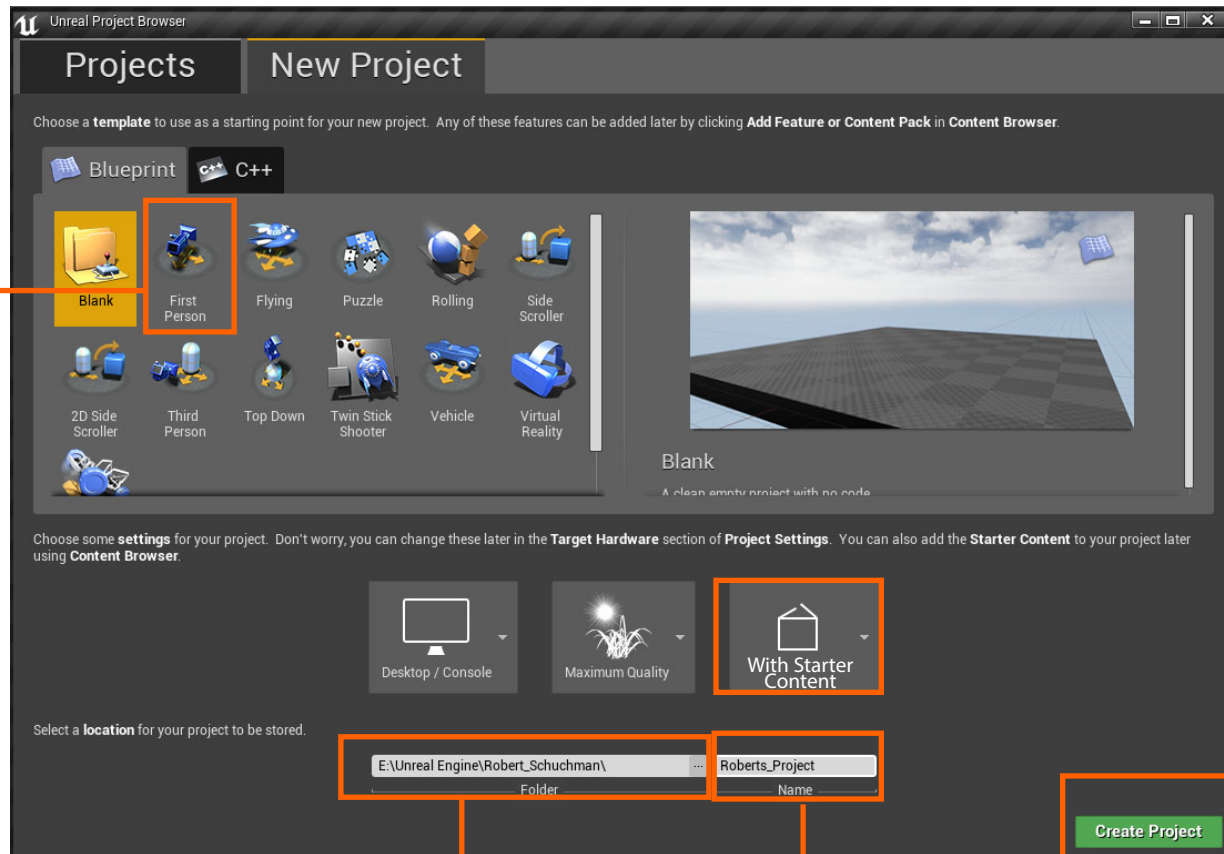**When you open a new project in Unreal 4, think of it as a basket that can contain several "Levels" or "Maps".**

1. Open Windows and find the "H" Drive

2. Right click and create a new folder in the "H" Drive. Name it using your complete name - Project_Folder_Joe_Doe
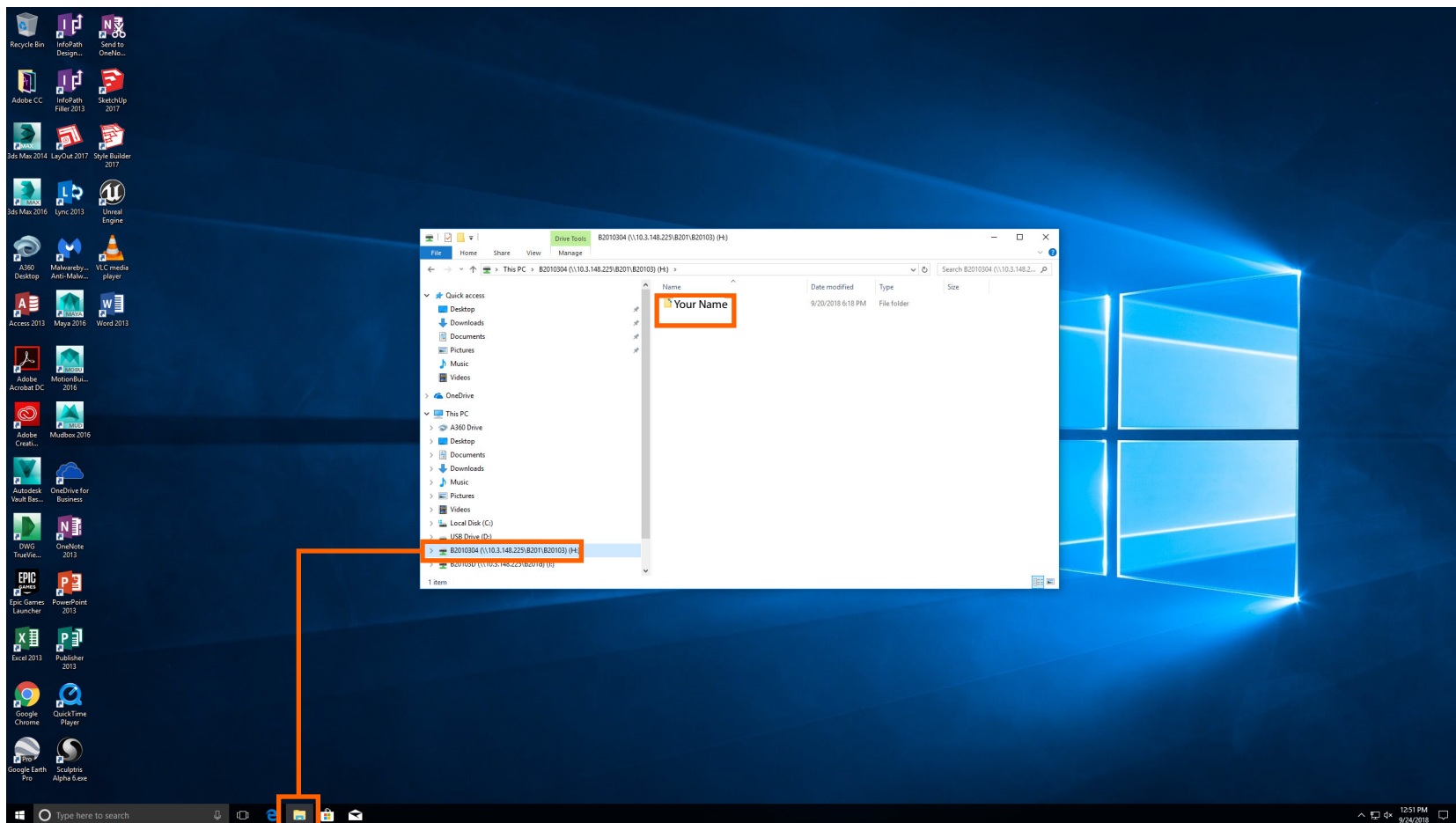
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3. Next open Unreal 4.

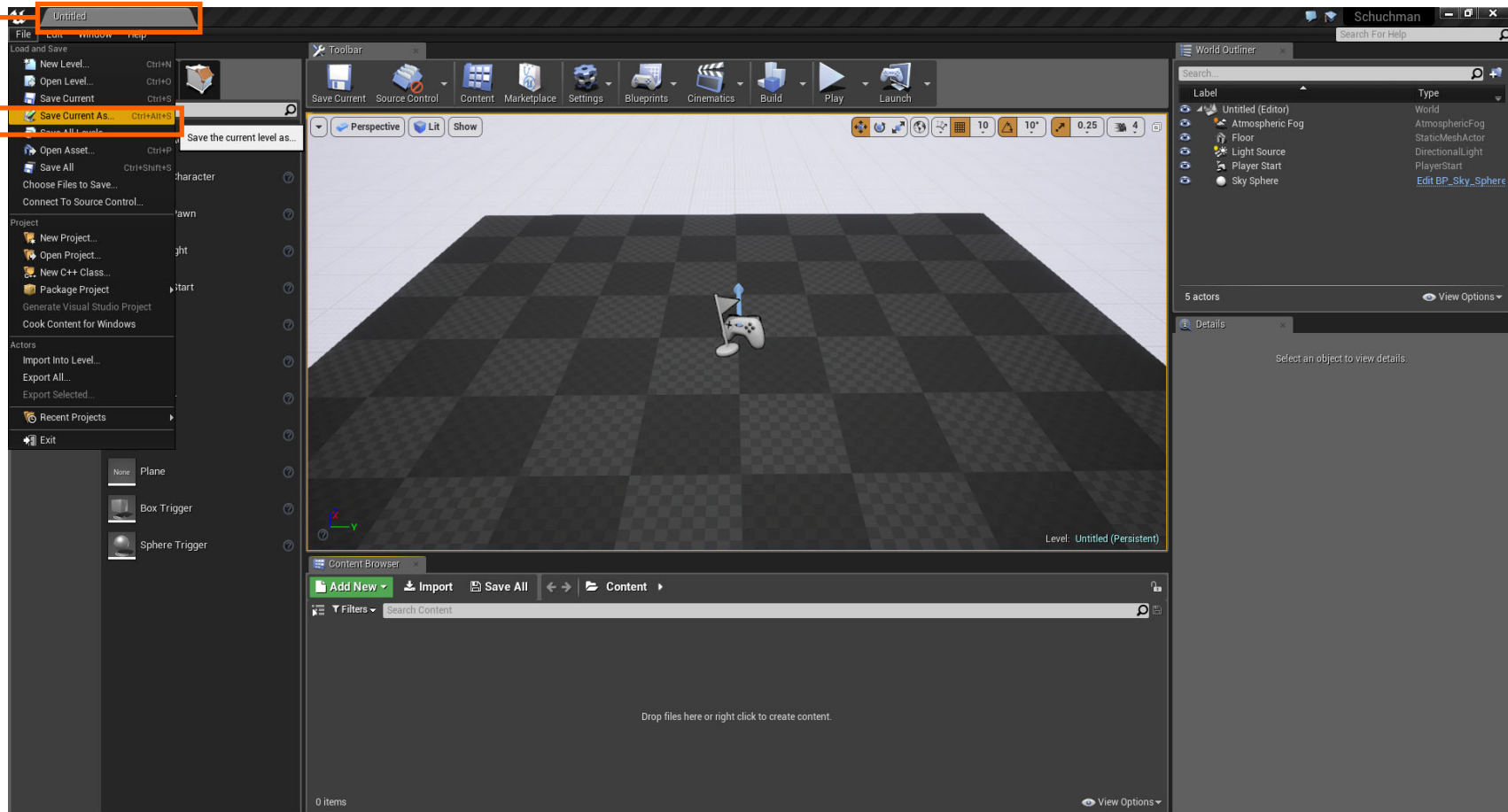**4. Create a new "First Person" project.**

5. Locate your folder on the "H" Drive.

6. Name the project using your name Project_Joe_Doe

7. Click "Create Project".

8. You'll notice that although you made a project, your "level" inside the project is still "Untitled"

9. Drop the "File" menu and select "Save Current As".

10. Name your level - "Level_1_Joe_Doe."

11. Your level will appear in the "Content Browser".

12. You can make more levels inside your project. This way each level can share "Starter Content" and other collections.