

Learning Guide

Pre-Made Assets in Unreal Editor for Fortnite

Introduction

Learning to use the assets in the Unreal Editor for Fortnite (UEFN) libraries is an integral part of being able to create and customize your own Fortnite island. UEFN comes with thousands of assets ready to be used by the creator, making it easy to put together an environment quickly. These pre-made assets range from original Fortnite-style assets to more realistic-looking ones available from the Fab Marketplace accessible within UEFN. This Guide will explain how to add pre-made assets to your island in UEFN, as well as how to use and manipulate them to help you build your unique 3D experience in Fortnite.

Video Learning Guide for this Lesson:

<https://www.youtube.com/watch?v=x1722cZ31OE>

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Prior Knowledge Check

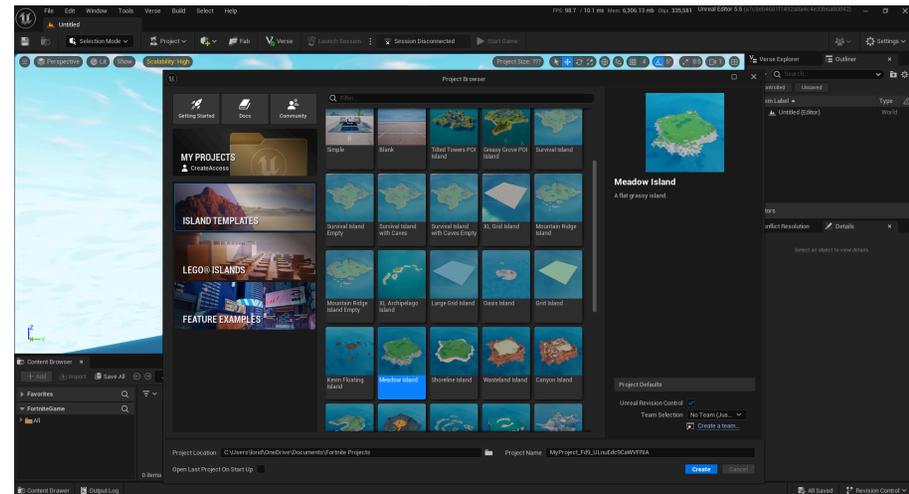
To successfully complete this lesson, you should be familiar with the basics of the UEFN User Interface and be comfortable with navigating in UEFN. Take a look at the [Unreal Editor for Fortnite User Interface Basics](#) to familiarize yourself with the interface.

You can also use the [Epic Games Documentation](#) for more detailed information on the UEFN User Interface.

Getting Started

Launch UEFN from the Epic Games Launcher and create a new project or access an existing project.

If you are creating a new project, you can start with a blank island or choose any of the provided templates. Navigate to a location on your island where you would like to begin building.



Step 1: Find assets

Preview

A “3D asset” is a digital file that represents an object or element in a 3D space. It is a term commonly used in 3D creation across many softwares. UEFN comes with a multitude of assets available for use on your island. A lot of these assets are readily accessible within the UEFN interface, and you can also browse more assets in the Fab Marketplace. Keep in mind that in the UEFN interface, “assets” are referred to as “actors.”

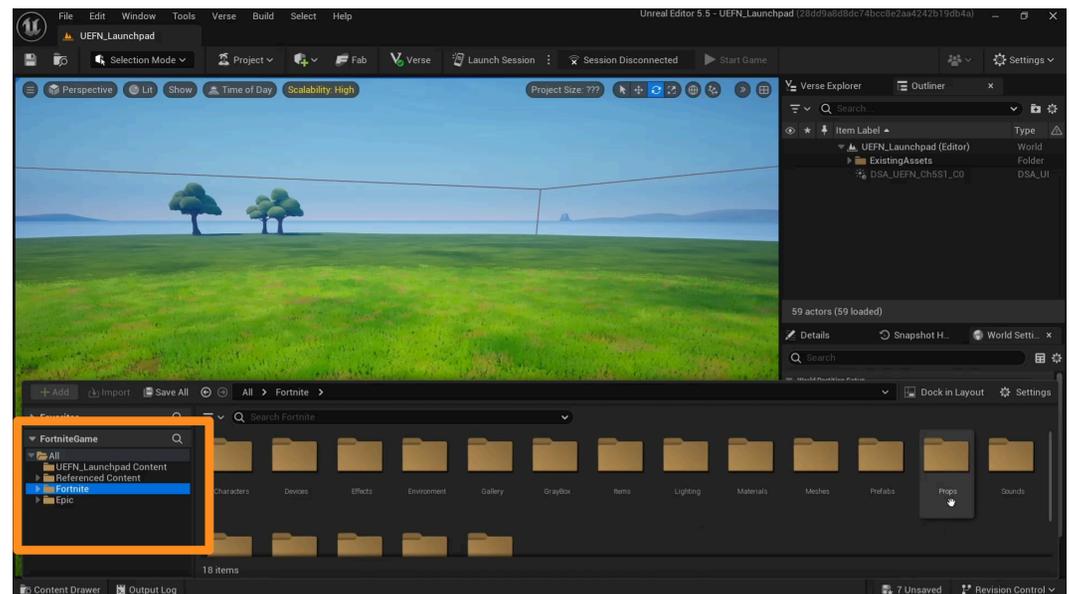
Experiment

ADD FORTNITE CONTENT

In the **Content Drawer**, navigate to the **Fortnite** folder and click the down arrow to view the subfolders within it. Double click on a folder to view its contents. Use the search bar to search for a specific asset, or just browse through the different folders. When you find an asset you like, click and drag it onto your island.

For example, you can use the “Prefabs” folder to access pre-built buildings and environments from the Fortnite game. Or you can head to the “Props” folder to find different assets that make up a building to customize or build your own structure.

Keep in mind that “props” or “static meshes” are assets that are generally used to decorate your island. “Devices” need extra configurations to be useful so that players in Fortnite can use them while playing on the island.



You can bring in fully-built scenes and buildings from the Fortnite folder into your island, as well as parts of a building.

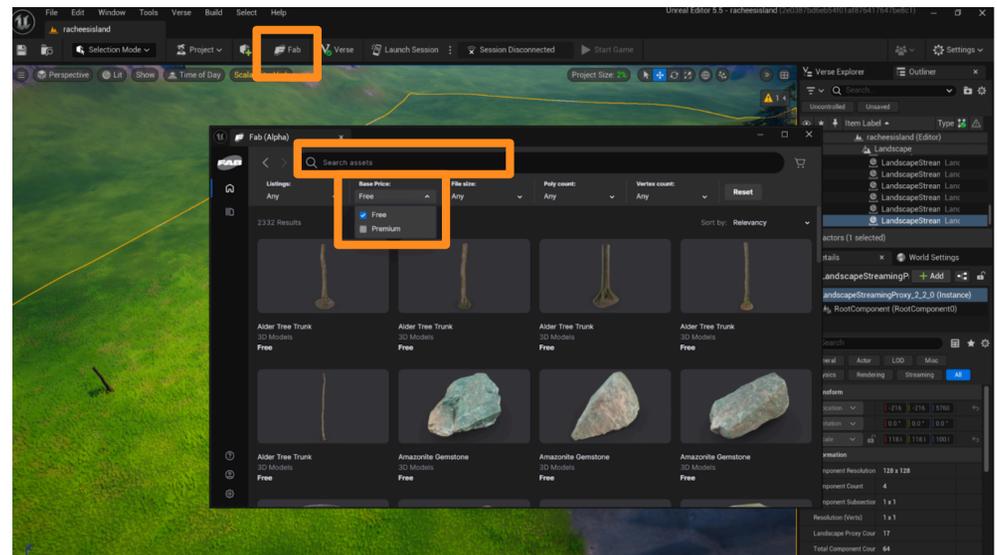
If you choose to use a complete building, you can still edit individual components and customize them to your wishes. For example, you can delete some of the walls of a building or move the roof higher.



ADD FAB CONTENT

To find additional assets, go to the Fab Marketplace by clicking the **Fab** button at the top of the Viewport. Scroll through the assets, use the search bar, and/or apply filters to find an asset you like. You may want to use the “Base Price” filter to identify free assets.

Click and drag an asset to drop it onto your island. The asset will also appear in the “**Referenced Content**” folder in your Content Drawer in case you want to use it again.



Self Check

Try building a small environment with the assets in Fortnite Library and Fab. Were you able to create the environment you envisioned?

Step 2: Transform assets

Preview

Transforming your assets will allow you to make quick but efficient changes to your island by editing three different features of the asset: location, orientation and size. Even with a small number of unique assets, you can use the transform tools to diversify the look of your island and make sure the assets fit the needs of your environment. In this section, you will also learn about “Snap Settings” in UEFN that will help you move and align your assets in relation to each other or your world grid.

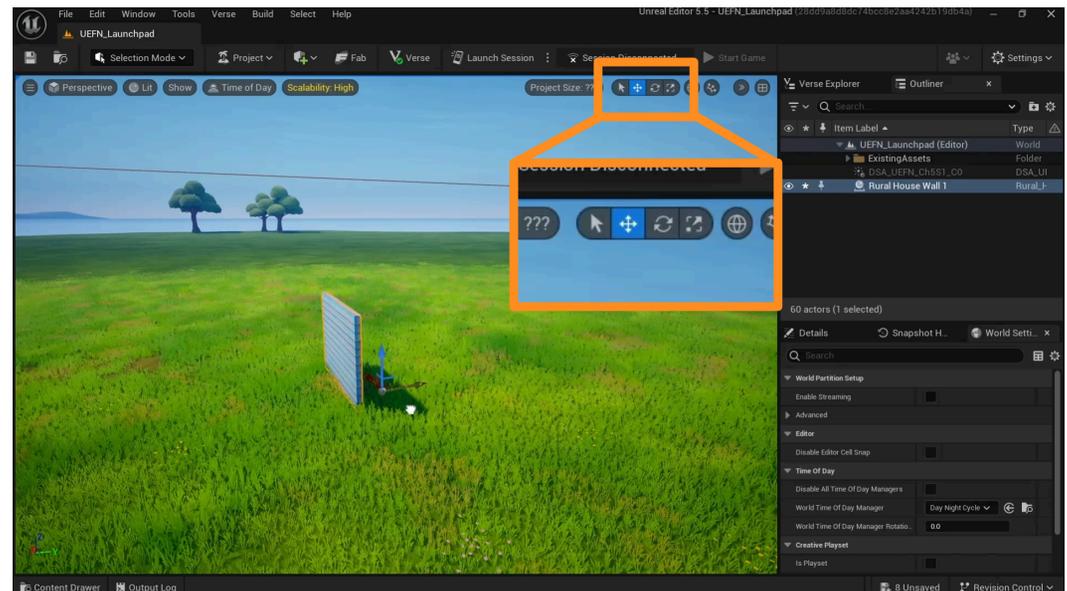
Experiment

CHANGE LOCATION, ORIENTATION, OR SIZE

Enable the **Transform gizmos (Move, Rotate, Scale)** using the icons near the top right of the Viewport. You can also use keyboard shortcuts: Move (**W**), Rotate (**E**), Scale (**R**).

With each gizmo, use the handles to transform your asset. The “Move gizmo” will help you position your asset in any location on your island, the “Rotate gizmo” will rotate it on 3 different axes, and the “Scale gizmo” will make your asset smaller or larger.

To change the size of your asset uniformly in all directions, hover your mouse over the cube at the center of the Scale gizmo until all handles turn yellow, then click and drag to change the size.

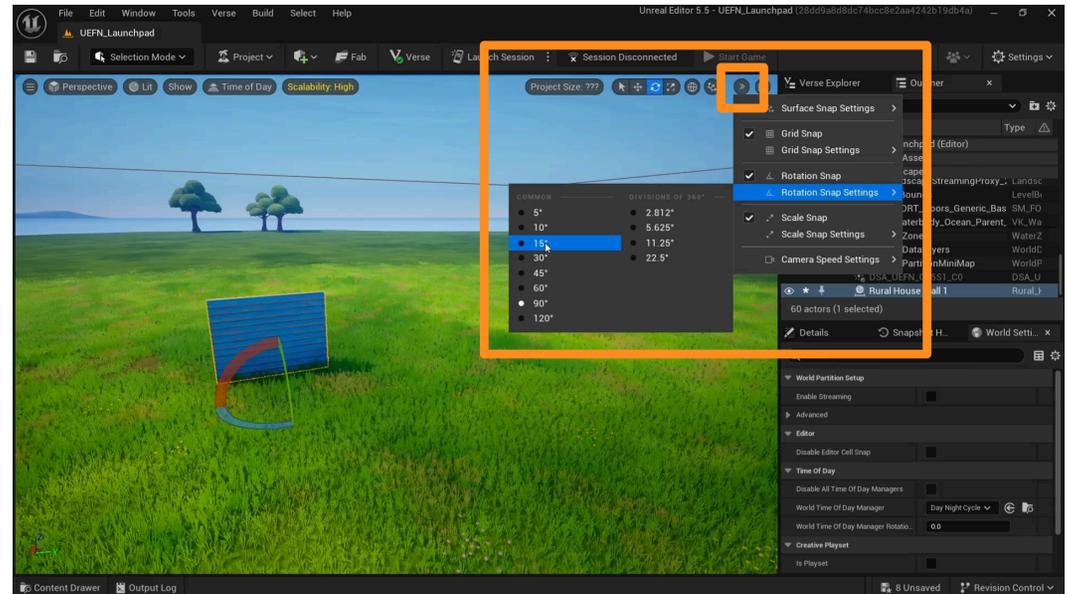


SNAPPING OPTIONS

With **Snap** enabled, assets on your island will “snap” to a point on an invisible grid while transforming. While this is helpful in some cases (for example, when making a building and lining up the walls), it might be difficult to position some of your assets exactly as you want to.

To change your snap settings, click the **Extend (right arrows)** icon at the top right of the Viewport and browse through additional settings. Choosing smaller snap values gives you more control and precision.

You can completely disable snapping and have complete control over how your assets transform by unchecking all the boxes under “Surface Snap Settings.”



Self Check

Were you able to position your assets exactly as you wanted to? Can you think of any examples when Snap Settings can be useful while building an environment? Did you find yourself keeping the settings on or off while exploring UEFN?

Step 3: Manage assets and viewport

Preview

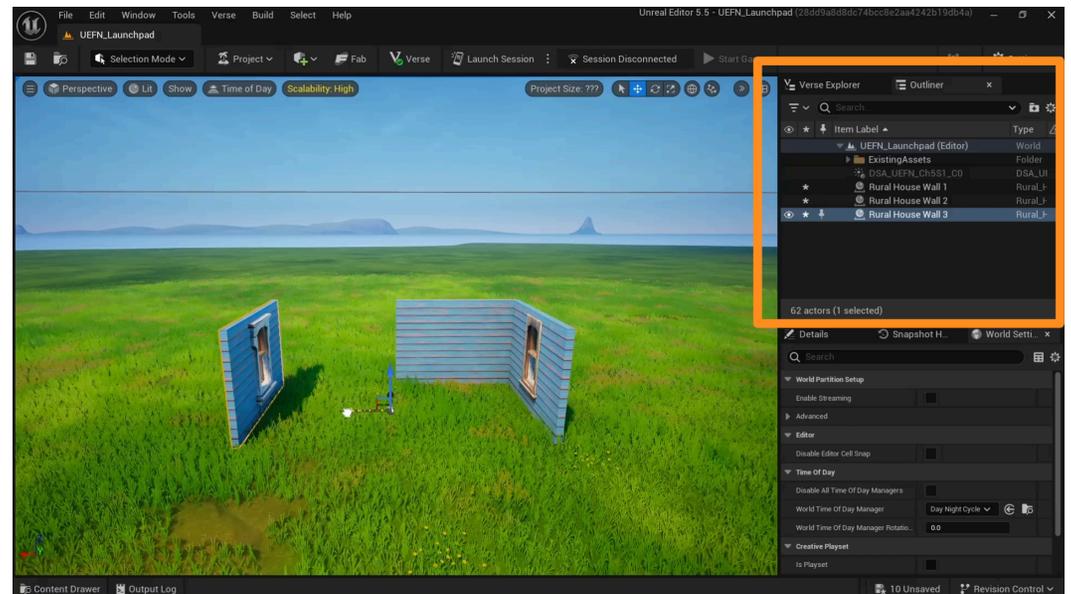
There are many tools in UEFN to help you build and organize your island faster. Some examples are grouping options and orthographic views. This step will show you additional tools and tips to efficiently keep creating your island in UEFN.

Experiment

DUPLICATE ASSETS

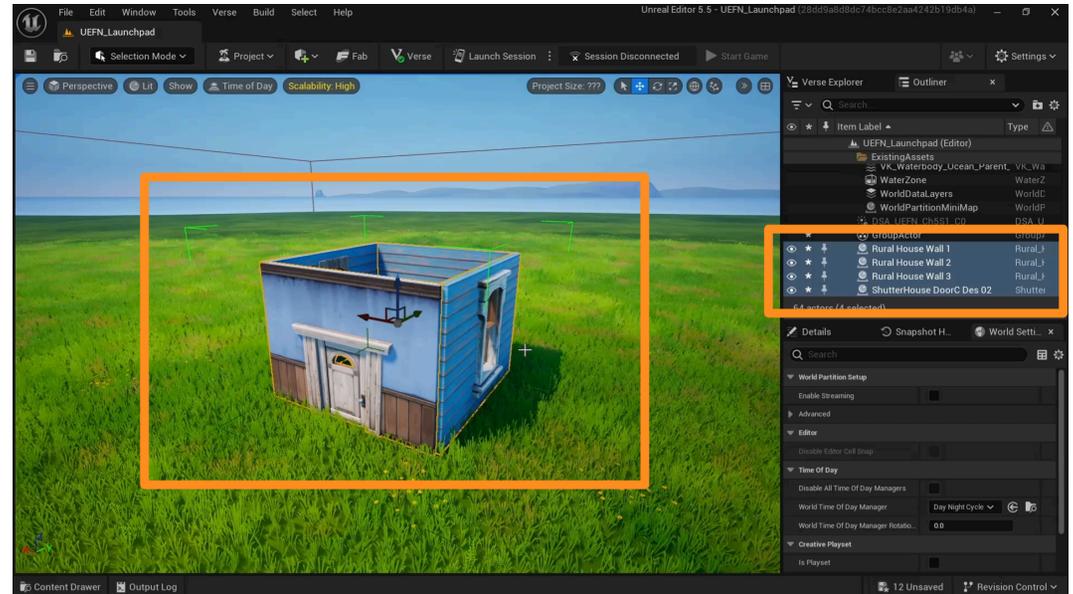
To duplicate an asset, activate the Move gizmo (W) and **hold ALT** while clicking and dragging one of the handles on the gizmo. You should see a copy of the asset appear in the direction you dragged the handle.

You can also select your asset in the **Outliner** on the right side of your screen, or in the Viewport, and then **copy/paste** (CTRL+C and CTRL+V).



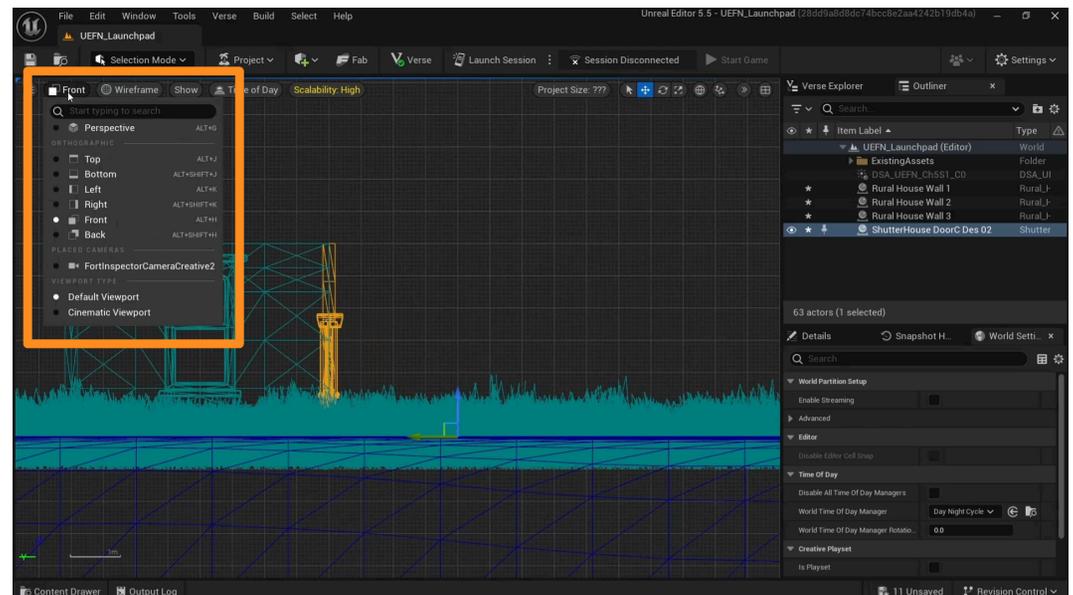
GROUPING ASSETS

Select the assets you want to group by holding **CTRL** and clicking on each one. Then press **CTRL+G** to create a group. Now you can select your group from the **Outliner** or click on any of the assets in the group to move the group together.



CHANGE YOUR VIEW ANGLE

To look through different angles in your Viewport, select **Perspective** on the top-left of the Viewport and pick the orthographic view you'd like. Orthographic views are 2D windows looking into your scene from specific angles, such as top, left, right, bottom. Use the same button to swap between different views or go back to Perspective view. Using different views can make it easier to move assets precisely the way you'd like.



Self Check

Could you group different assets together and access the group in the Outliner? How did different orthographic views help you place assets onto your island?

Lesson Closure

Demonstration of Learning

You've started building your island by using the pre-made assets in UEFN's "Fortnite" folder as well as the Fab Marketplace. To build your island efficiently, you've learned crucial skills such as asset transformation, duplication, and grouping, as well as using orthographic views to check asset locations and make precise changes to their position.

Exploration Opportunities

You can now start building your own unique 3D experience with tools and assets provided within UEFN. The island you create can be for a game, animation, showcase, or just for personal exploration; your creativity is limitless in a 3D world!

To learn more about finding assets to add to your experience or creating your own 3D models, check out the following lessons:

[Pre-Made Asset Libraries Learning Guide](#)

[Create and Edit Photorealistic Models Learning Guide](#)

[Artist Designed Models in UEFN Learning Guide](#)