

Guide to Installing the Unreal Game Engine

Dear Students,

in order for the upcoming introduction to the Unreal Engine (both the Media Engineering and the Virtual Reality course), you will need the current version of the Unreal Engine, (currently version 5.3), which will be used in both courses.

I kindly ask you to follow the installation guide below for

1. the Unreal Engine, and
2. an appropriate development environment (IDE).

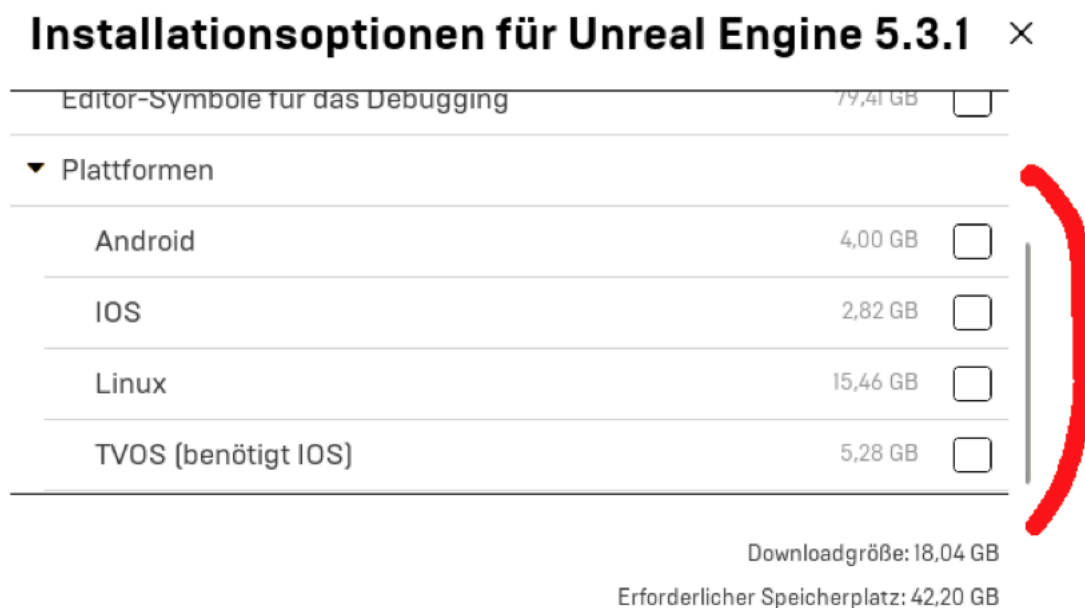
I urge you to perform both of these steps **before** the upcoming introductory class. Please note that the installation alone can take *a few hours*, depending on your internet connection!

Step 1: Installing the Unreal Engine

The Unreal Engine can be used on Windows, MacOS, and Linux. A step-by-step guide can be found here: <https://docs.unrealengine.com/5.3/en-US/installing-unreal-engine/>.

If you can choice the operating system you will or want to use, I recommend installing the Unreal Engine on Windows, as it is supported best there, especially if you want to use VR headsets (in the VR course).

During installation, you can also save disk space by deselecting the platforms you don't need under "Options".



Installationsoptionen für Unreal Engine 5.3.1 ×

Editor-Symbole für das Debugging	79,41 GB	<input type="checkbox"/>
▼ Plattformen		
Android	4,00 GB	<input type="checkbox"/>
IOS	2,82 GB	<input type="checkbox"/>
Linux	15,46 GB	<input type="checkbox"/>
TVOS (benötigt IOS)	5,28 GB	<input type="checkbox"/>

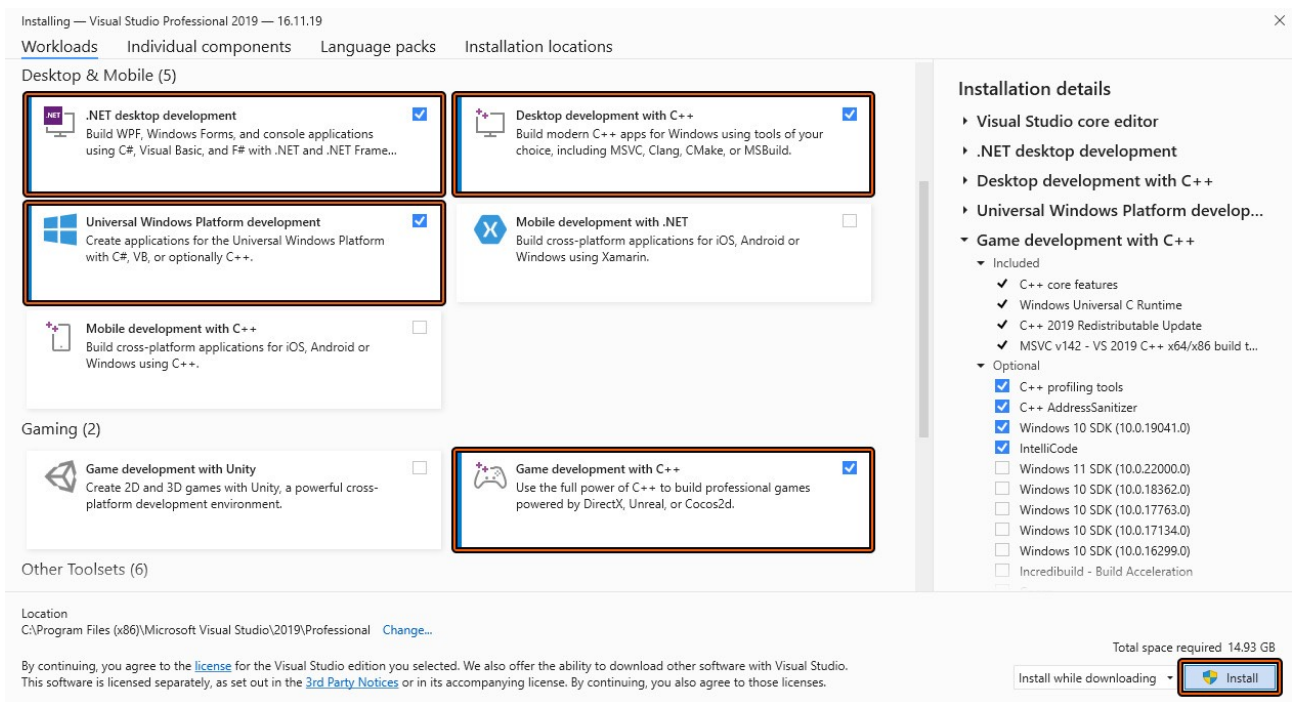
Downloadgröße: 18,04 GB
Erforderlicher Speicherplatz: 42,20 GB

Step 2: Installing the Development Environment (for C++)

To develop in C++ with the Unreal Engine, you'll need Visual Studio 2022 (Windows), XCode (MacOS), or Visual Studio Code (Linux). Please install this as well before the introduction to Unreal Engine class:

- [Windows guide: https://docs.unrealengine.com/5.3/en-US/setting-up-visual-studio-development-environment-for-cplusplus-projects-in-unreal-engine/](https://docs.unrealengine.com/5.3/en-US/setting-up-visual-studio-development-environment-for-cplusplus-projects-in-unreal-engine/)

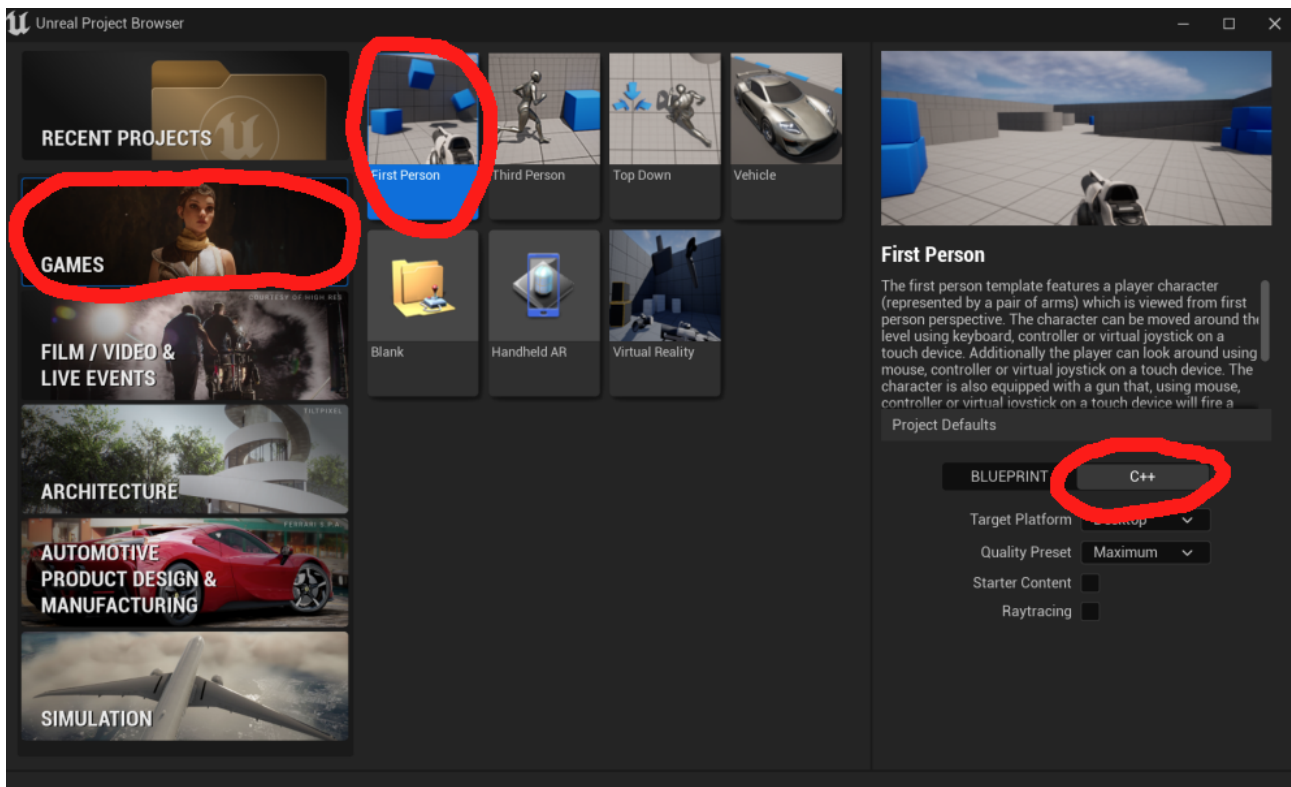
The crucial thing here is that you *absolutely need* to select the four workloads, as shown in the following screenshot, during installation! Otherwise, the Unreal Engine will not work with Visual Studio 2022



- [MacOS guide: https://docs.unrealengine.com/5.3/en-US/using-modern-xcode-in-unreal-engine-5.3-and-newer/](https://docs.unrealengine.com/5.3/en-US/using-modern-xcode-in-unreal-engine-5.3-and-newer/)
- [Linux guide: https://docs.unrealengine.com/5.3/en-US/setting-up-visual-studio-code-for-unreal-engine/](https://docs.unrealengine.com/5.3/en-US/setting-up-visual-studio-code-for-unreal-engine/)

Step 3: Create a Sample Project in C++

Launch the Unreal Engine, create a new project, select the "first person" template, and check "C++", to test whether the installation was successful and the project can be opened.



For Any Questions

If you find some parts confusing, check the relevant tutorials on YouTube (see the VR course's homepage for some links to those). There are numerous tutorials and how-to's covering everything from installation to development with the Unreal Engine. If you encounter errors during the installation or while starting the sample project, a quick Google search of the error message often helps - chances are someone else has encountered and solved the same issue. If you're still having difficulties, I'll be happy to take a look after the introduction class, or you can reach out to me beforehand via Discord (see the VR course's homepage for the URL to the server).

Best regards,

Andre Mühlenbrock