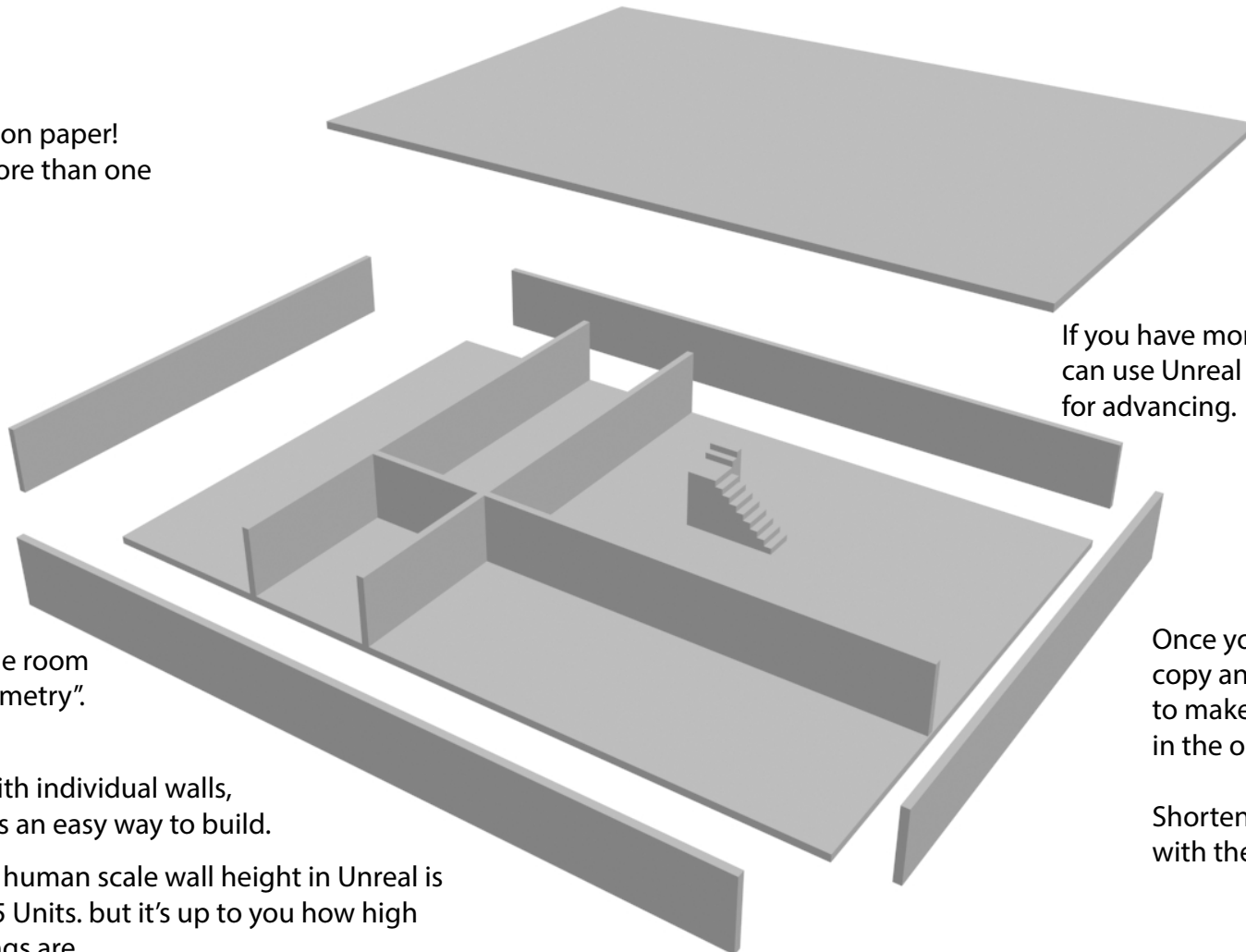


**The Interior Level is an exercise in creativity and organization. You'll create rooms, lighting design, objects etc. but you'll also keep your level in order. You'll name all objects (walls, floors, static meshes, materials, lights etc.) and organize them into an easily navigated folder system.**

1. Building the interior -
  - a. Sketching ideas on paper!
  - b. You can have more than one story.



If you have more the one story, you can use Unreal stairs or teleporting for advancing.

2. Next you" construct the room in Unreal 4 using "Geometry".

Build the interior with individual walls, floors and ceilings is an easy way to build.

A typical human scale wall height in Unreal is about 1.5 Units. but it's up to you how high the ceilings are.

Once you make one wall copy and spin to make another going in the opposite direction.

Shorten or lengthen with the scale tool.

# Making Custom Materials

**Making original materials helps make your level fresh. There are many ways for making you own unique textures.**

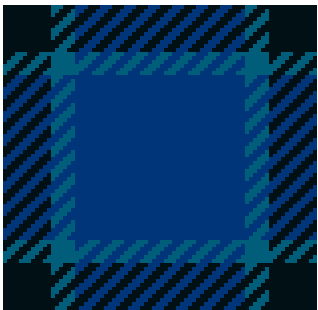
## 1. Go online. There are dozens of free to use pattern making programs:

Pattern Cooler

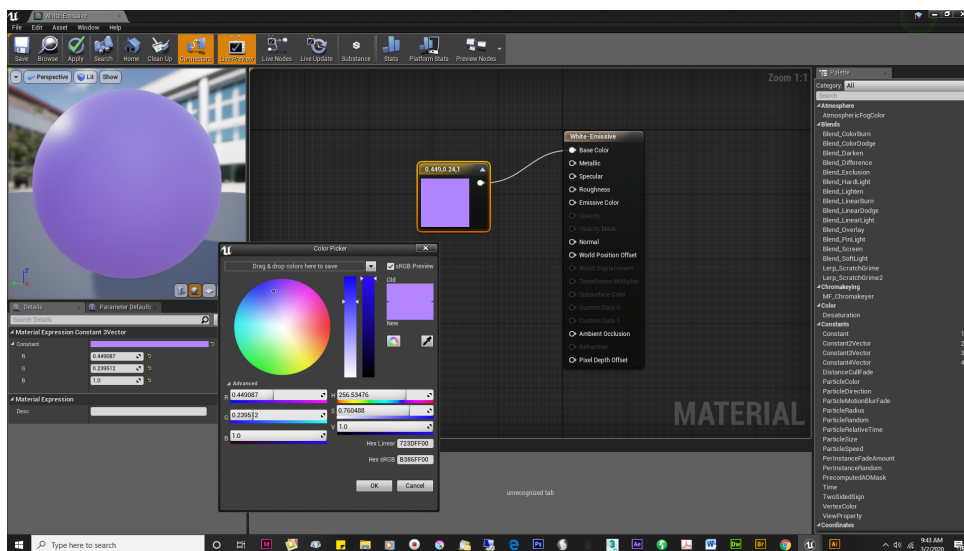
<http://www.patterncooler.com/#a96b96c12Cd12Ce0f0g64h9094A35C5F93iD7j30k64l1F4m1F4>

Tartan Maker

<http://www.tartanmaker.com/#Zm9yZT03MDU1NTEsNyxGN0U3QkEsNiw4OUI3RDksMjtsPTE7dD0wOw==>



## 2. It's simple to make special color material in Unreal. See below:



## 3. Use your camera for snapping original patterns. Bring the shots into PhotoShop for cropping and



# Making Custom Static Meshes

You can make lots of stuff in 3D Max using simple "Primitives".

## Extruding

Text  
Wall Moldings



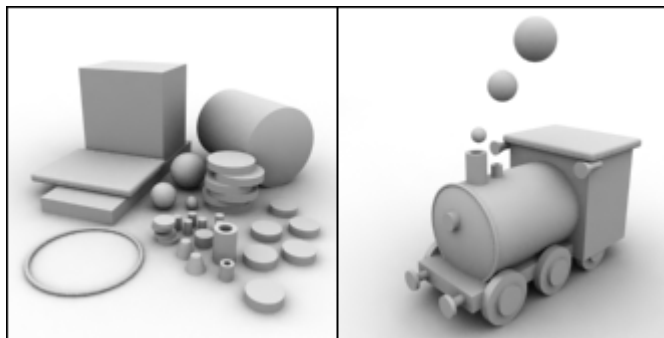
## Lathing

Columns  
Fountains  
Cups  
Plates  
Bottles



## Assembling Primitives

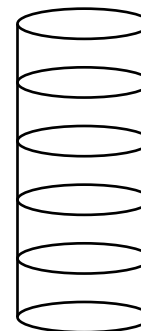
Tables  
Chairs  
Desks



## Keep Your Meshes "Light"!

Heavy meshes slow the game and saving time.

Heavy



Light

