Career Technical Education
SoCal ROC

You can import all kind of content assets into your Project Folder: Gear, Special FX, Characters, Sounds, Music, Water, etc.. You can find these items on the "I" Drive of your computer.

1. Locate the "I" Drive and open the "Collections" folder.

2. Right click on the collection you need and choose "Copy"

3. Open your project on the "H" Drive, open "Content" .

4. Open "Collections"

5. Right click and select "Paste".

NOTE: You cannot load content until you have set up a project folder.