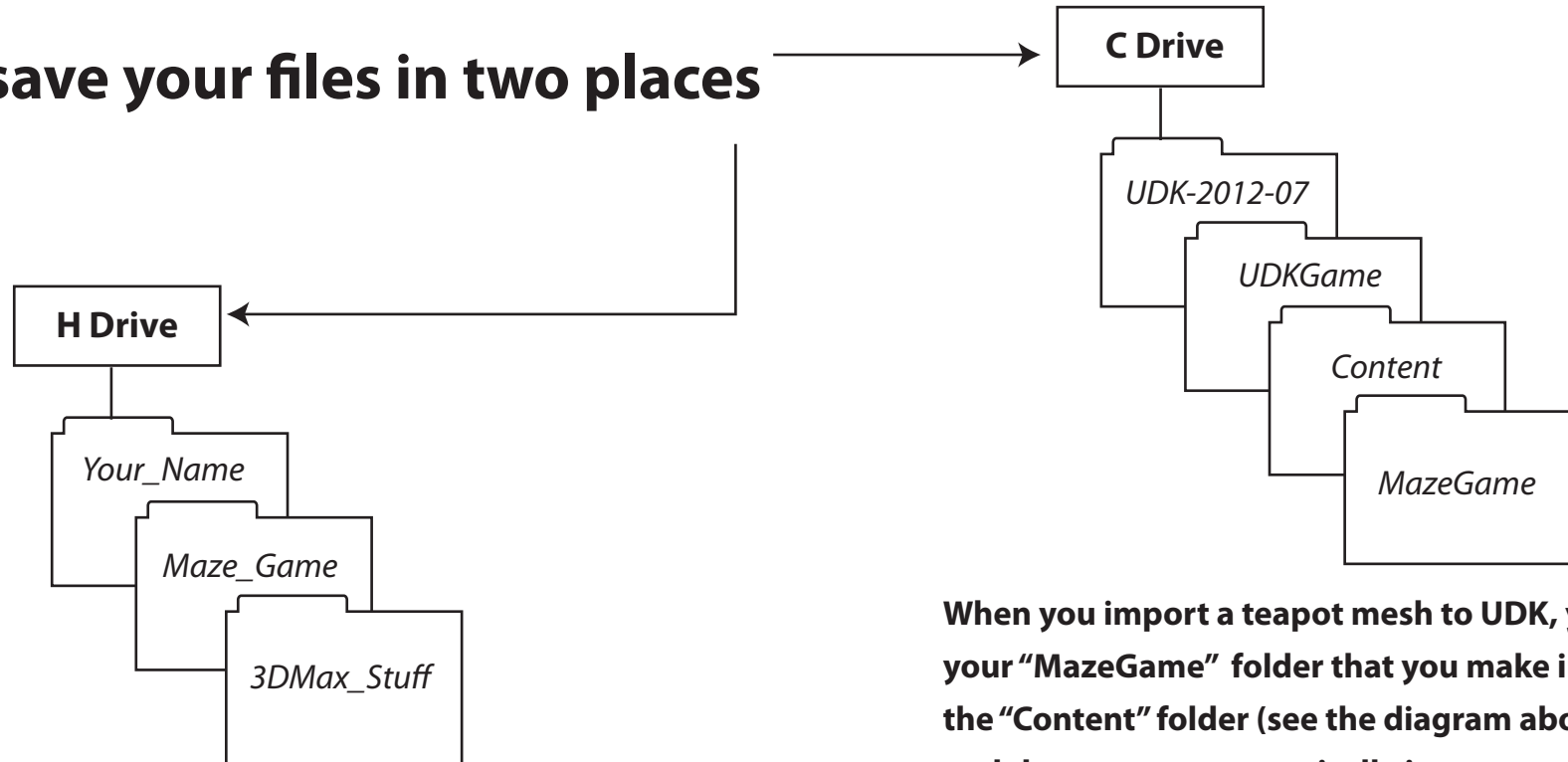


### You save your files in two places



All of the models (meshes) you make in 3D Max and texture you make in PhotoShop will be saved on your "H" drive. Neatly placed in folders, where, when needed, can be easily found.

When you import a teapot mesh to UDK, you save it into your "MazeGame" folder that you make inside the "Content" folder (see the diagram above). The material and the texture automatically import as well. This is called a "Package". You use the "Content Browser" to do this.

You save your game (level, map) in the same folder but you use the menu filing system at the top of the UDK interface.

Levels/Maps (the Game) have the UDK format  
Packages have a UPK format