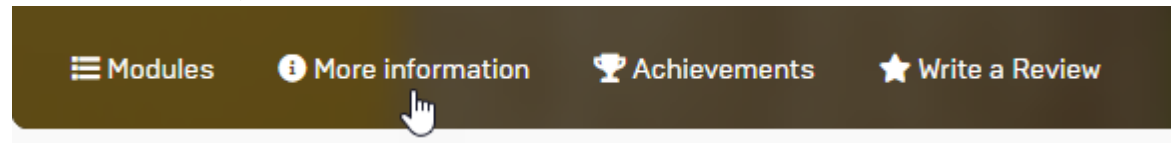


## Project Files

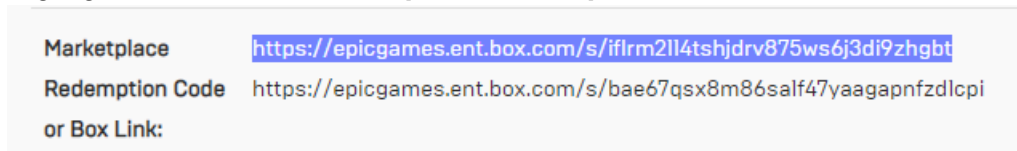
For courses that have accompanying project files, please use the following steps to download or redeem the associated files.

Within the course, access the link or code from the “More information” tab.

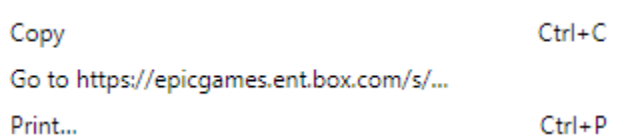


For courses with Box links:

1. Highlight the link in the **Marketplace Redemption Code or Box Link:** area.



2. Right-Click or (Ctrl+C) copy the link. Some browsers have the option to go directly to the link.



3. Paste the link into your browser search bar and hit “Enter”
4. Use the Box features to download the file.
5. Unzip the project to the desired folder location.
6. Launch the Epic Games Launcher
7. Launch the desired version of the Unreal Engine

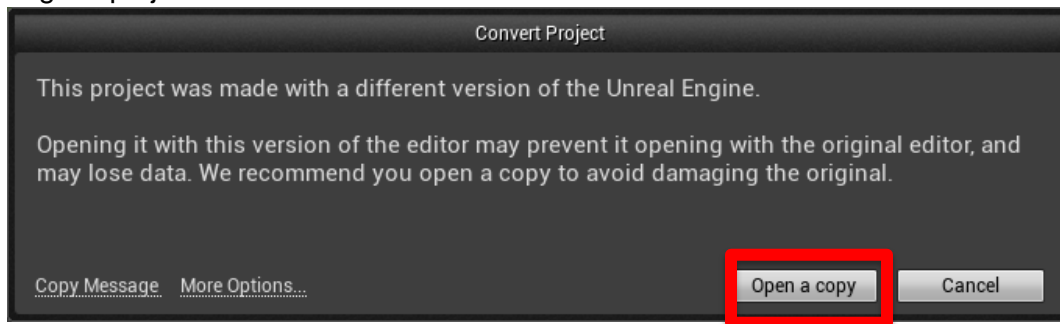


8. Use the **Browse** button at the lower right corner of the Unreal Project Browser.



9. Navigate to the unzipped folder location and select the .uproject file. Projects created in earlier versions will give you the option to **Open a copy**. This is the recommended procedure as it updates older features during the copy process and preserves the

original project for later installs.

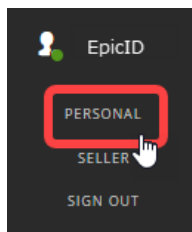


For courses with Marketplace Redemption Codes:

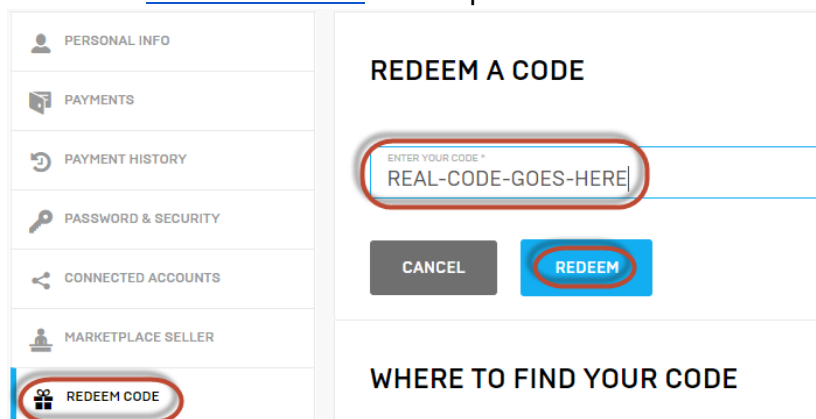
1. Highlight the redemption code in the **Marketplace Redemption Code or Box Link:** area.



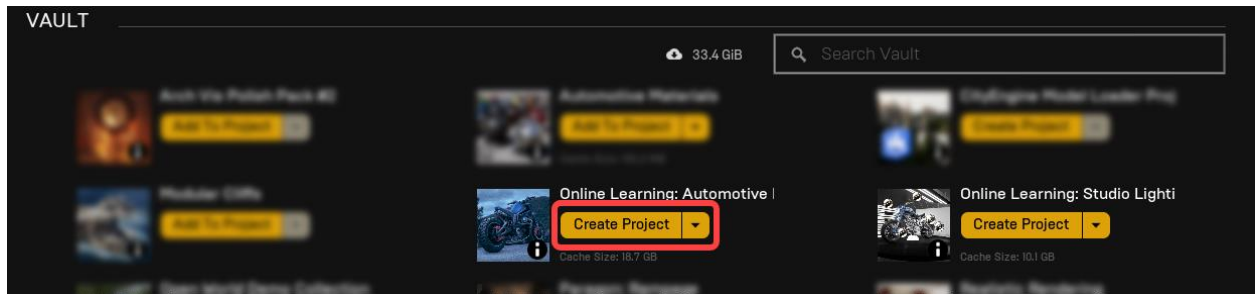
2. Navigate and log into unrealengine.com using your preferred browser.
3. Select your Epic Display Name (EpicID) in the Header bar to open your Epic personal dashboard and from the dropdown menu select **Personal**.



4. Select the [REDEEM CODE](#) menu option.



5. Enter the code for the relevant Online Learning product, then click **REDEEM** and **CONFIRM**
6. Open the Epic Games Launcher, find the newly-added Online Learning product in the Vault section of the Unreal Engine Library tab, and click **Create Project**.



7. Choose a project name and location and click **Create**

## Choose Project Name and Location

Name:

Folder:

Select Version of the Engine for Project: 4.20▼

C:/Users/[redacted]/Documents/Unreal Projects/  
AdvancedBlueprintProgramm/AdvancedBlueprintProgramm.uproject

Note: Project Names must be 25 characters or less, and most special characters including spaces are not supported. See [docs.unrealengine.com](https://docs.unrealengine.com) for further details.