NCID

A DVANCED
C ONSTRUCTION
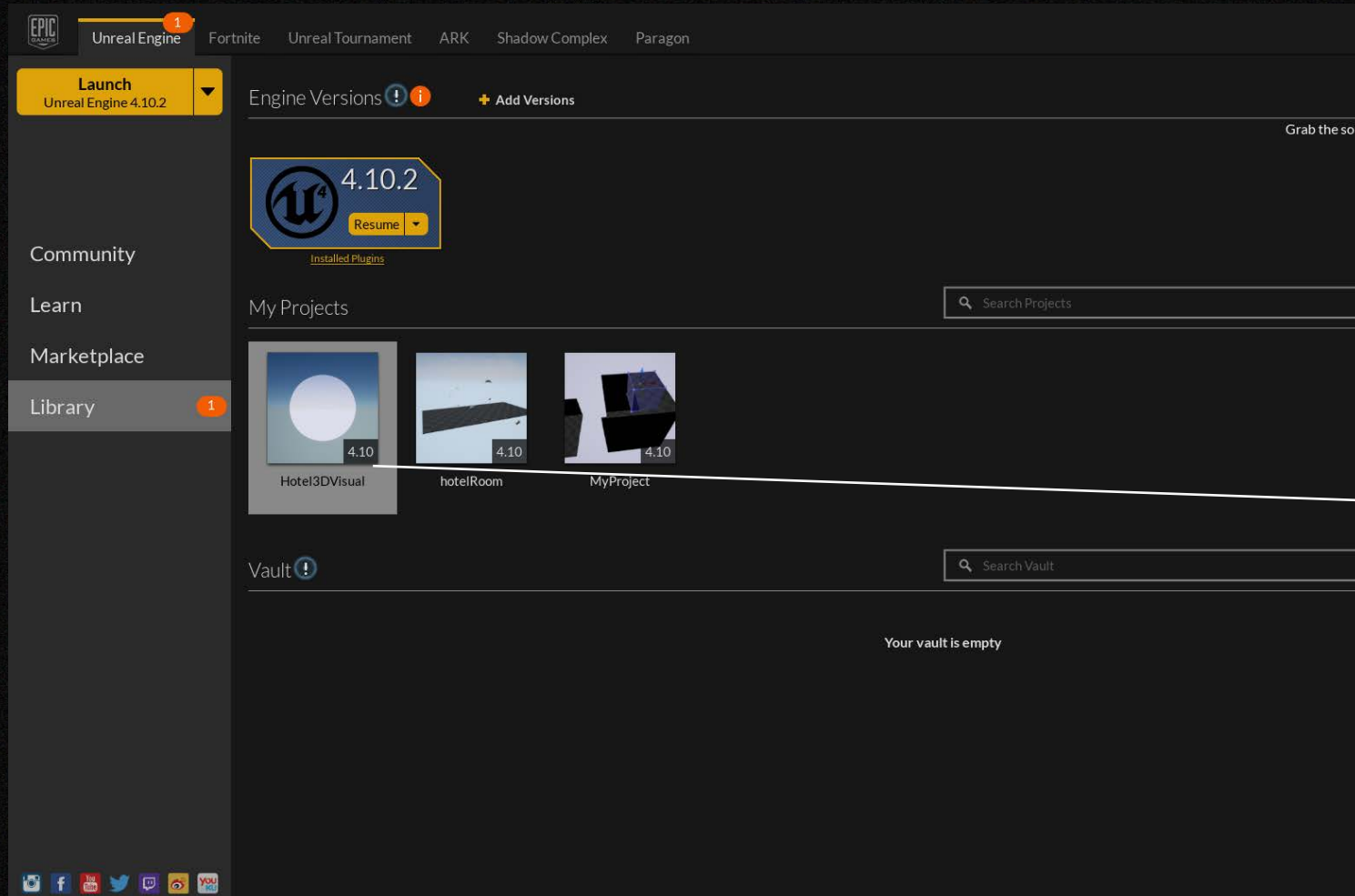**I** NFORMATION
D EVELOPMENT

Revit to Unreal Engine 4

- ➢ **Save the element *individually* and**
- ➢ **Export to FBX format in Revit**
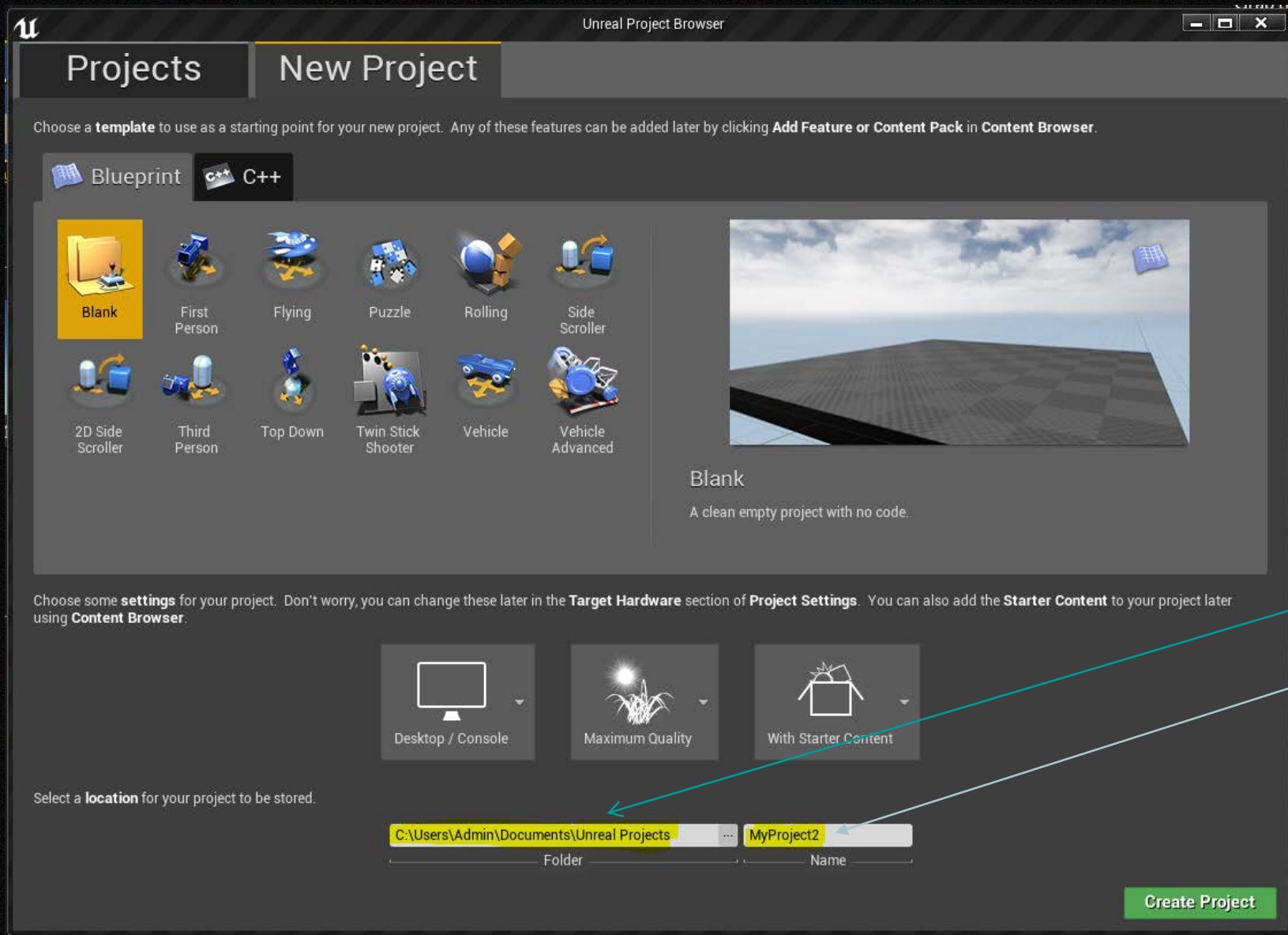- ➢ **Using Blender for convert**

Unreal Engine 4

Click 'Launch' for create *new* project
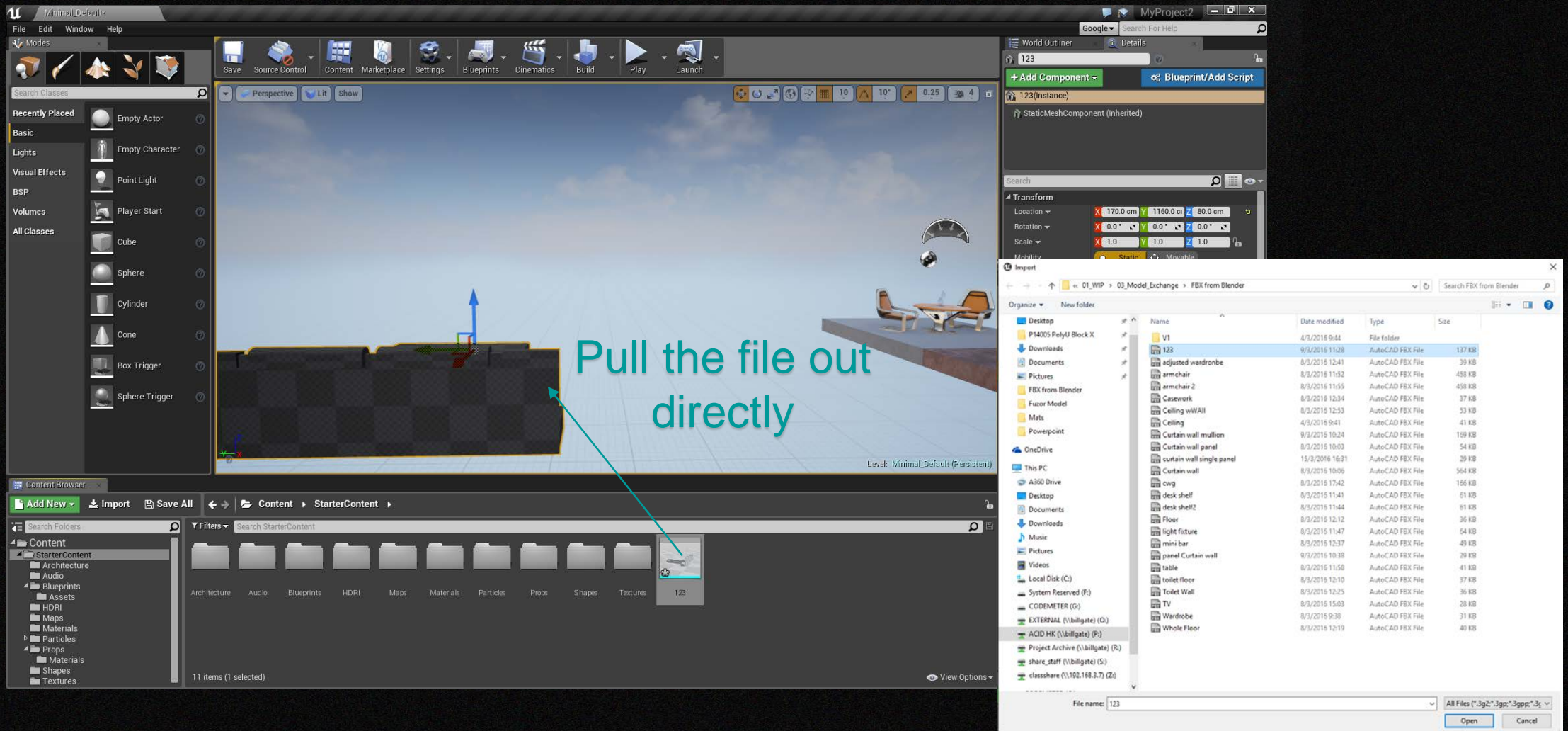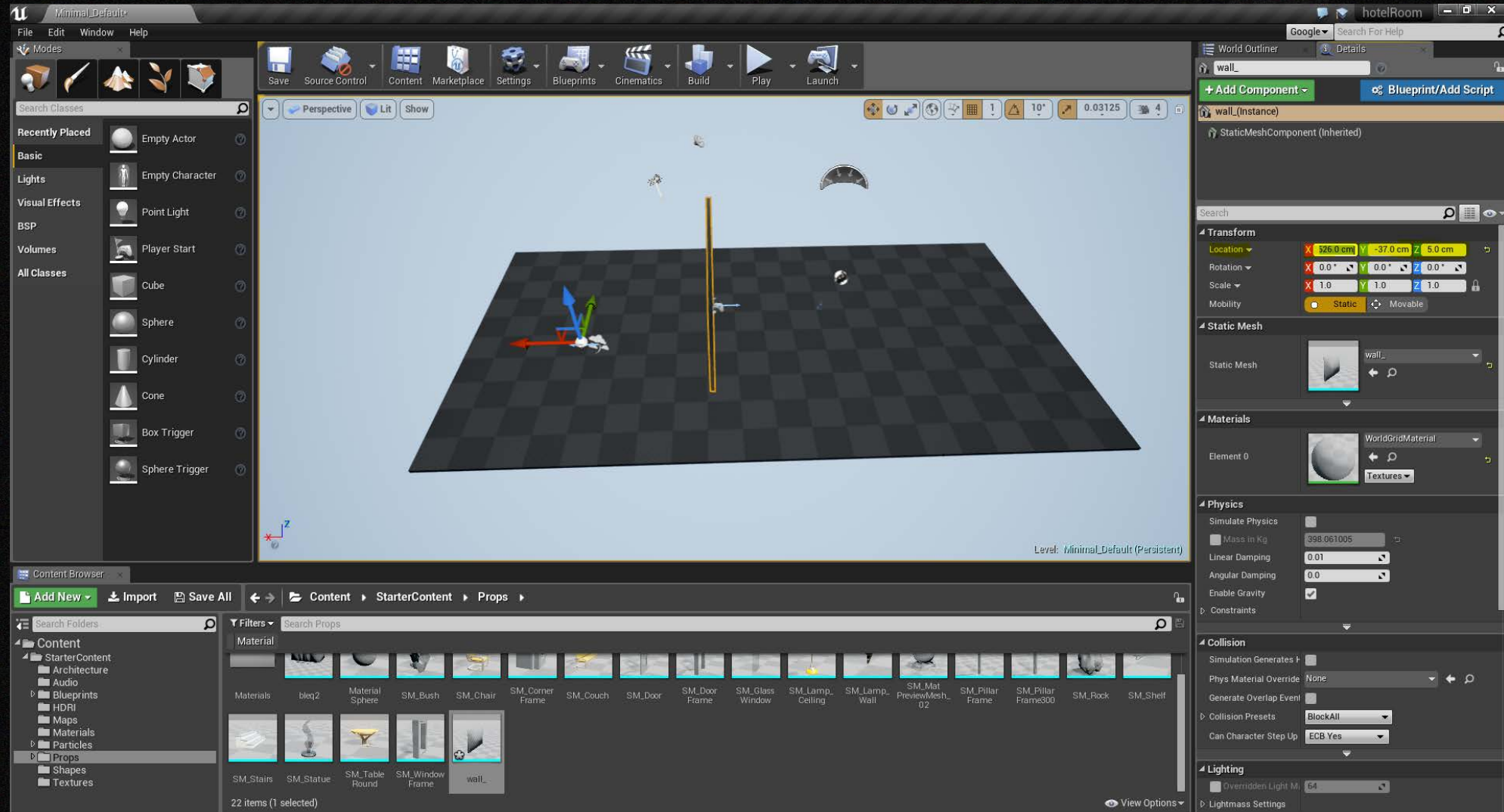
Click your file for current project

Categorize the area

NCID

Change project location, name

Import the fbx file into the project

Pull the file out directly

Adjust the location point of object

Create lighting

Pull it out directly