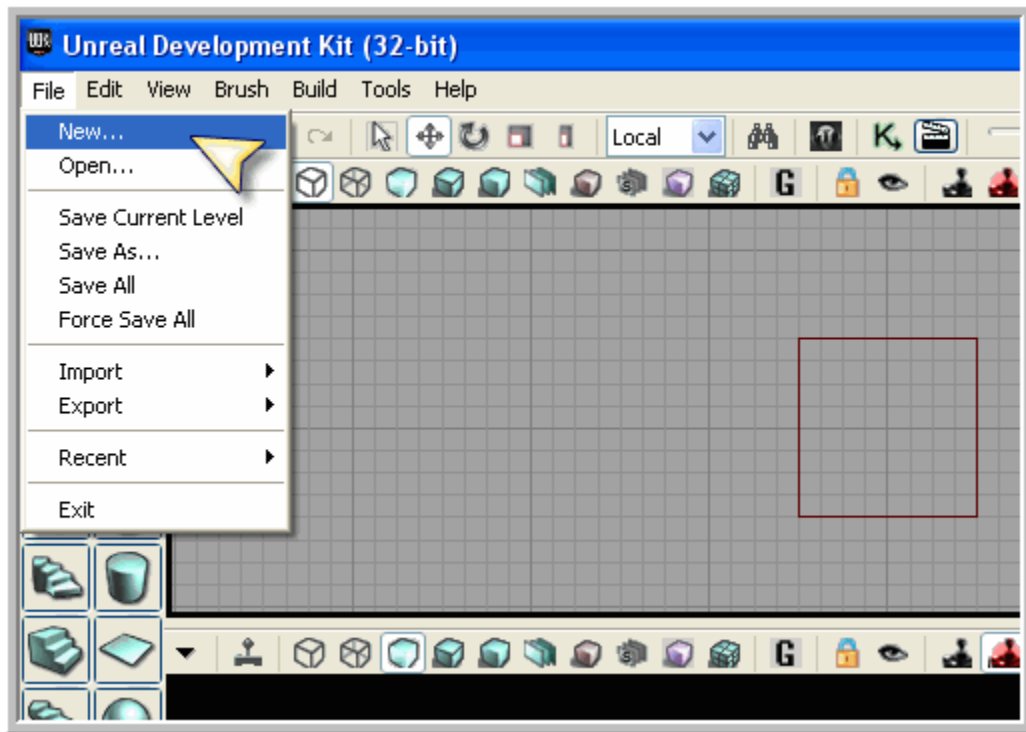
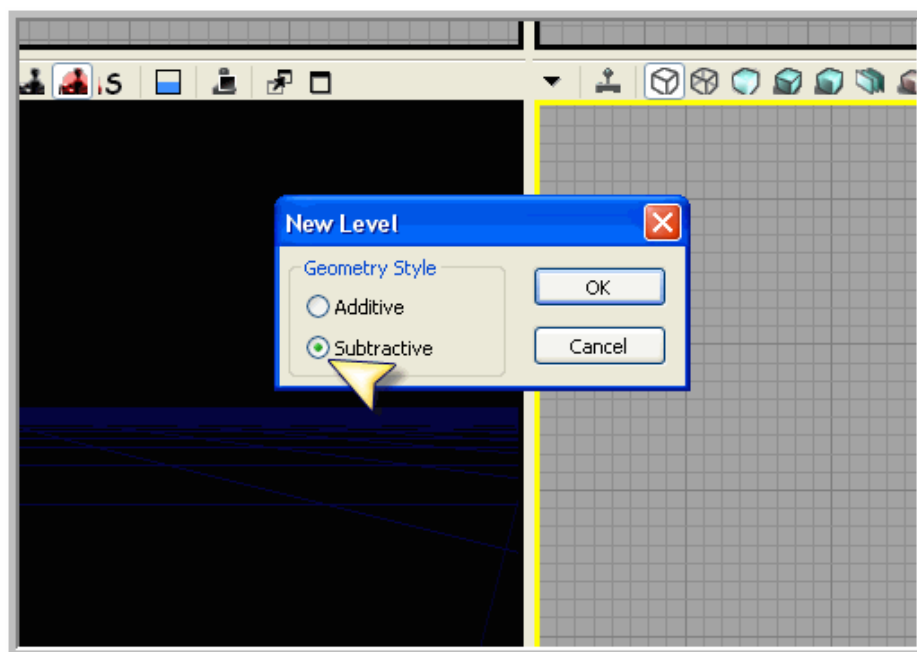


## Tutorial-1 Creating a room with a light.

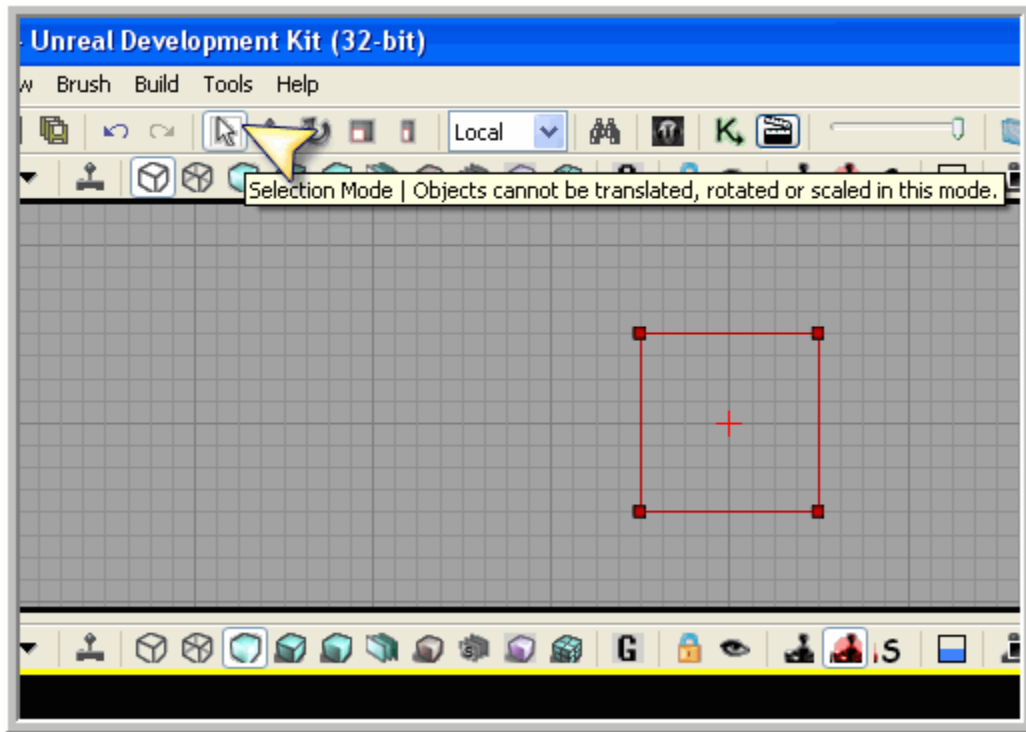
1. After opening the editor, go to File=>New:



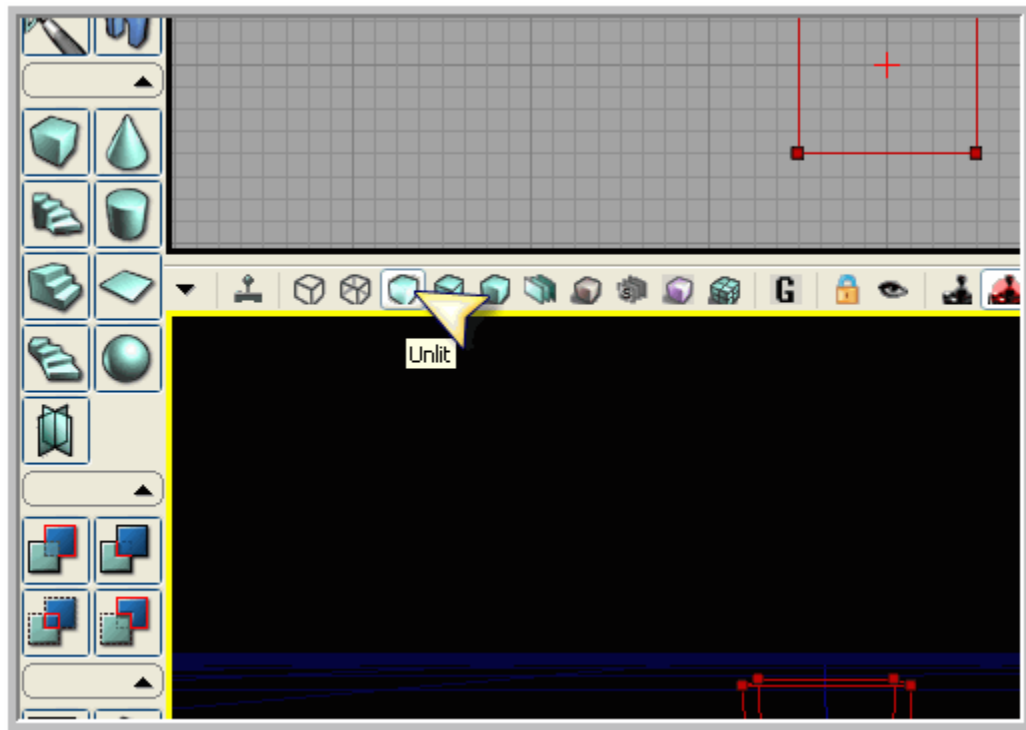
2. This will bring up the following dialog box. For this example, select Subtractive as shown:



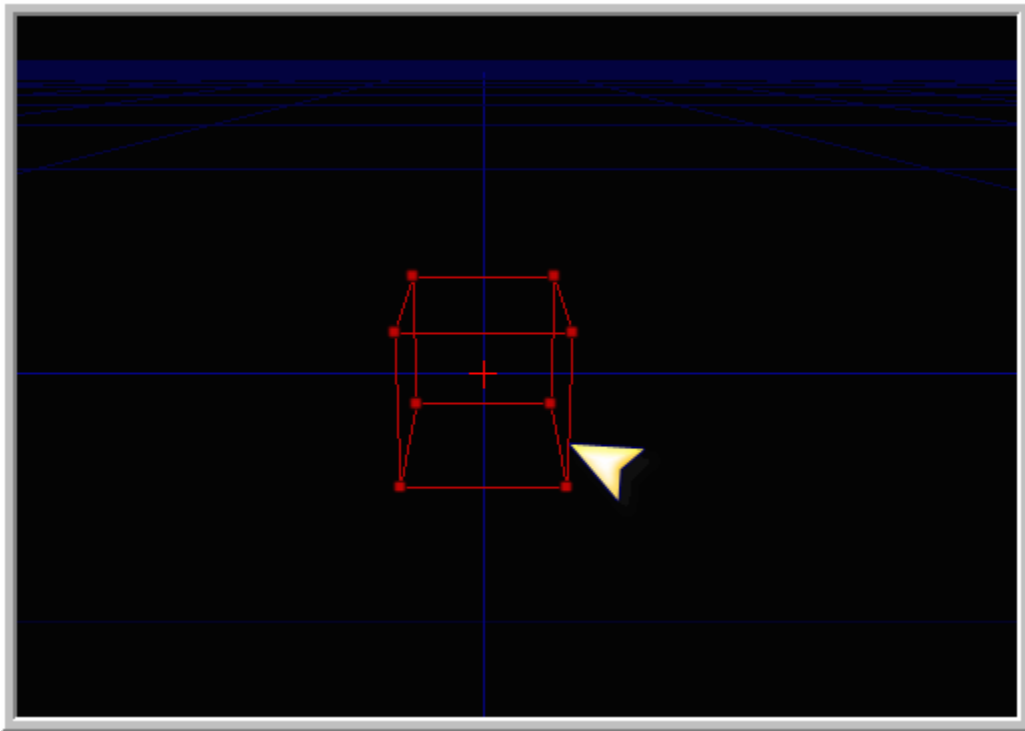
3. Make sure the Selection mode is selected on the main toolbar.



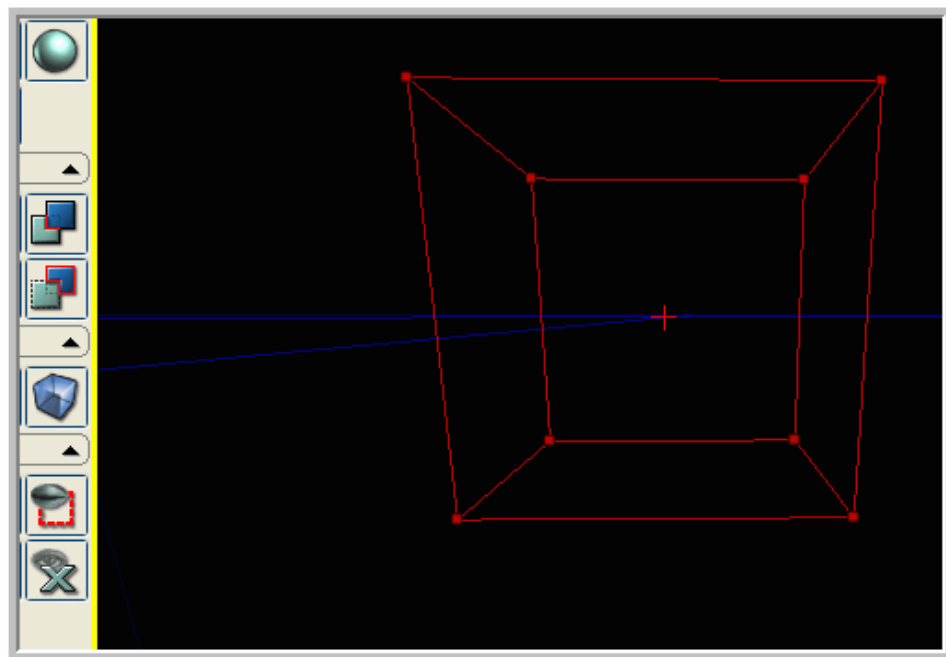
4. Next, make sure that the Unlit button is selected in the 3-D viewport:



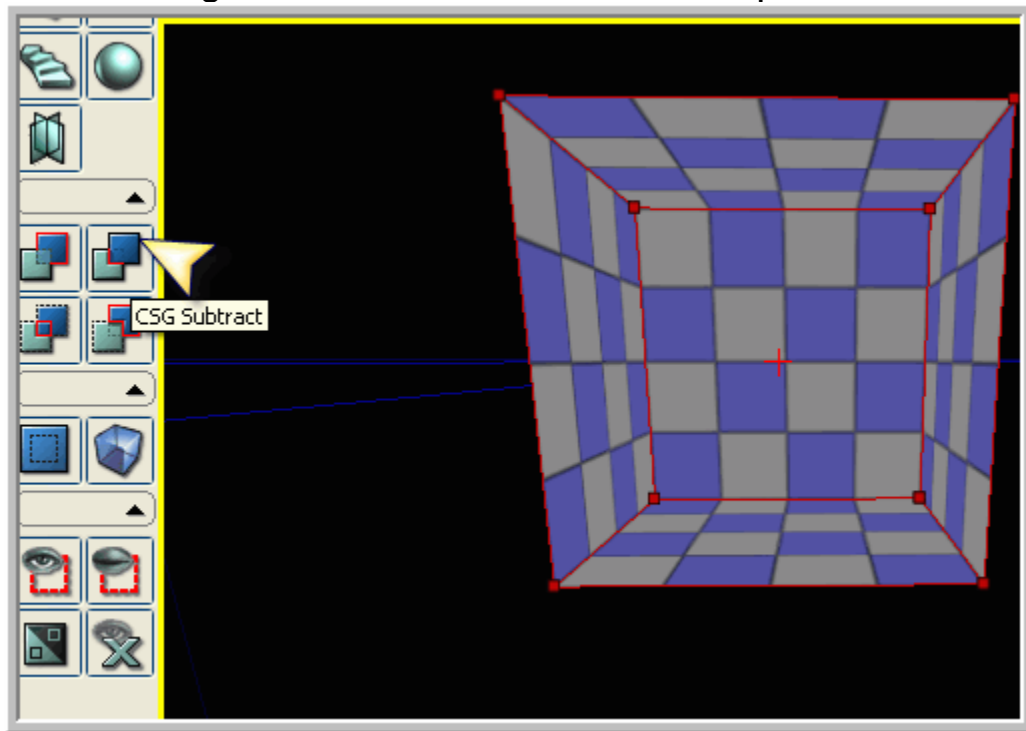
5. Highlight the red Wireframe with a left mouse click. Doing this makes sure that it has been selected.



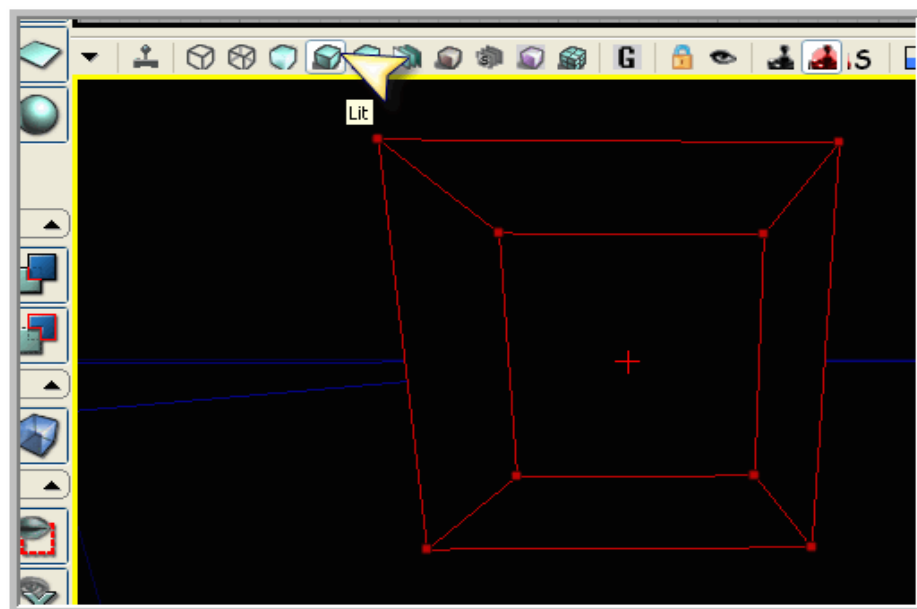
6. Using the left/right mouse buttons with the keyboard arrow keys, practice moving around in the 3-D viewport. Try to get the view shown below:



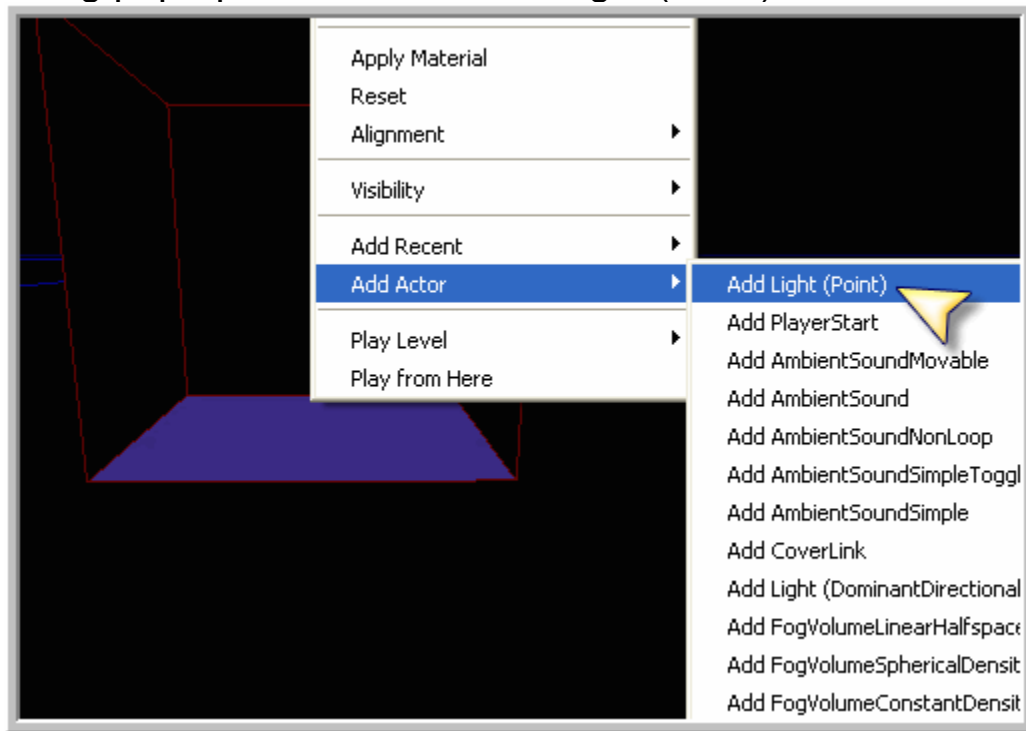
7. Now click on the CSG Subtract button on the left panel. This now subtracts space and give you a volume of space. This is represented by the resulting blue and white checkerboard pattern.



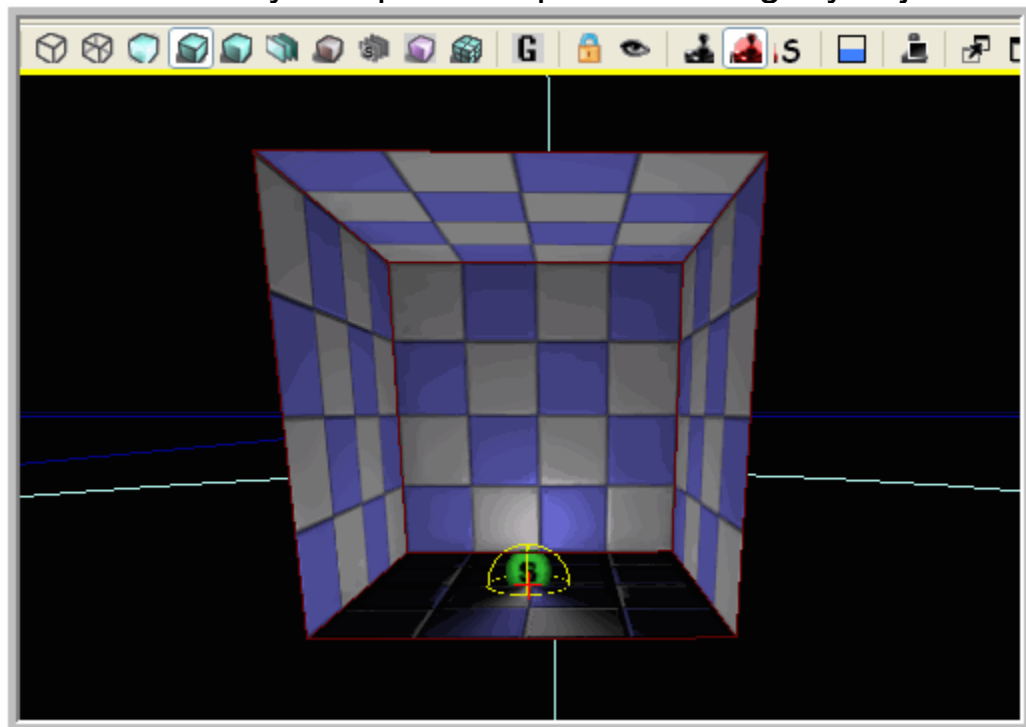
8. Next, click on the Lit button on the top of the 3-D viewport. You will not see much of anything because we have not added a light to our space.



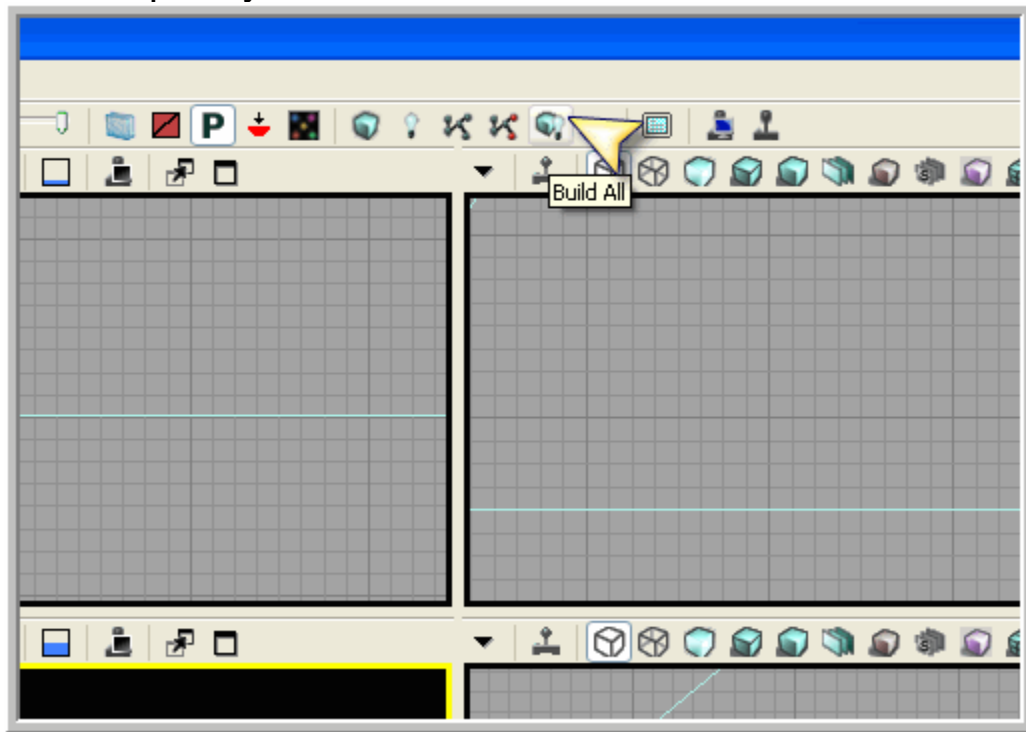
9. Left click on the bottom of the wireframe, then right-click. From the resulting pop-up menu select Add Light (Point) as shown:



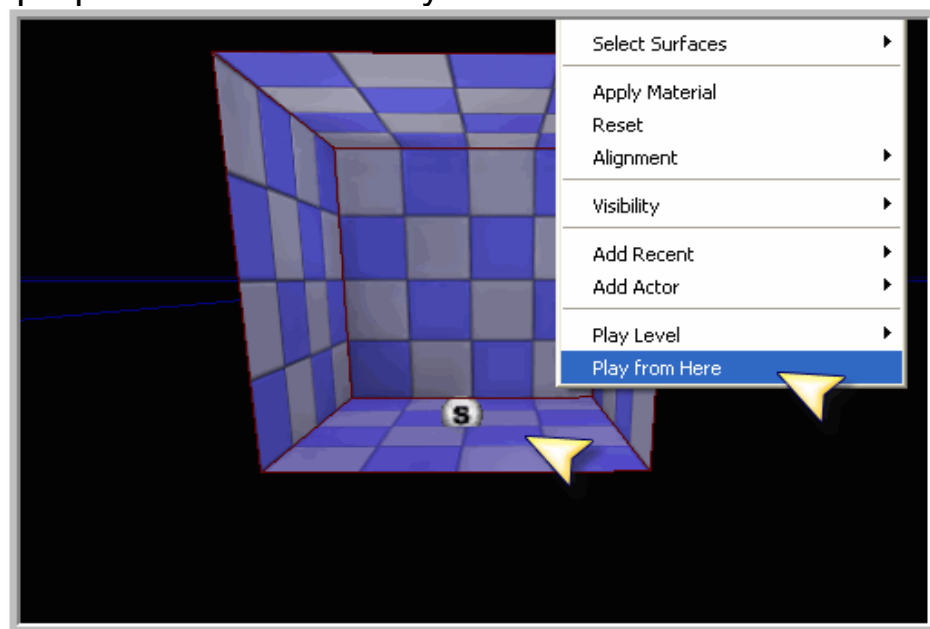
10. You will now see your space lit up from the Light you just added:



11. Now go to the top main bar and click on the Build All button. This must always be done after a change to our creation so we can actually play in it. This process may take several minutes depending on the complexity of our creation.



12. Left-click on the floor of our new “room”, then Right-click to bring up the pop-up menu. Select Play from Here:



13.OK, your in your room, you can move around,, shoot up the walls, and enjoy your creation:



Our next tutorial (Tutorial-2) will show how to make a hallway to another room. You can visit us at: <http://www.udk3developer.com> See you there.