

Making UI_scenes

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In this tutorial we will make one single UI_scene.

UI_scenes in UT3 are User Interface Scenes. So basically what we are building with a UI_scene is nothing else then a menu screen. Our purpose in building those screens is communicating our storyline to the player.

The text in this tutorial is also used in the tutorial " [Basic Conversations in UT3](#) " First thing you need to do is use a basic level to test your UI_scene in.

Create a new subtractive level.

Right-click the Cube icon in the toolbar.

Create a new cube with the following dimensions:

- X = 1024
- Y = 1024
- Z = 512

Subtract the cube by clicking the subtract button in the toolbar.

Apply some texturing on it (In image 1 is to be seen what my cube looks like after texturing, use your own textures from the standard UT3 packages).



(Image 1)

Insert a player start in it, and a lightpoint.

Insert a static actor by selecting...