

Using Unreal Engine in CAD labs

Joe Schultz - 2025-08-24 - [How-to Articles](#)

The current version of Unreal Engine 5 in the labs is **5.6.1**. This is the only version of Unreal Engine 5 that will be in the labs for the Fall 2025 semester.

RIT maintains an enterprise computing environment for scalability and security. Do to this, certain apps do not interact well with the multi-user setup on lab machines. The Epic Games Launcher specifically does not interface well with the methods of deployment required for the labs. Below are some helpful tips of using Unreal Engine in the labs.

Instructions listed in this article may require an Epic Games account. **Neither RIT nor CAD manages Epic Games accounts for faculty and students.** You may create an Epic Games account [here](#). Epic Games accounts are subject to the Epic Games [Privacy Policy](#).

If you run into any issues or have questions that aren't listed in this helpdesk article, please feel free to [submit a ticket!](#)

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How do I launch Unreal Engine?

If you use Unreal Engine at home, you likely use the Epic Games Launcher to launch and interact with Unreal Engine. In the labs, you may find the Epic Games Launcher doesn't show the version desired.

To launch the engine, use the desktop link labeled **Unreal Engine 5.x** (where "x" is the minor version of the engine).



List of plugins installed in the labs:

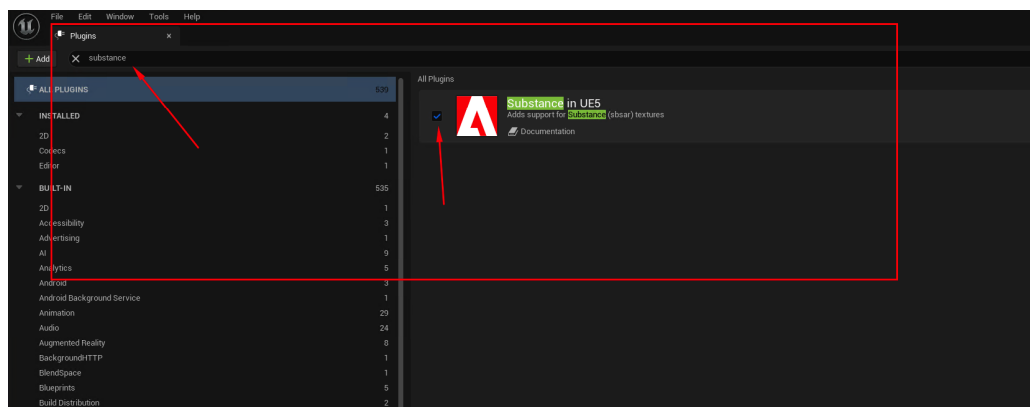
- [Substance 3D for Unreal Engine](#)
- [EPOS](#)
- [ILIAD](#)

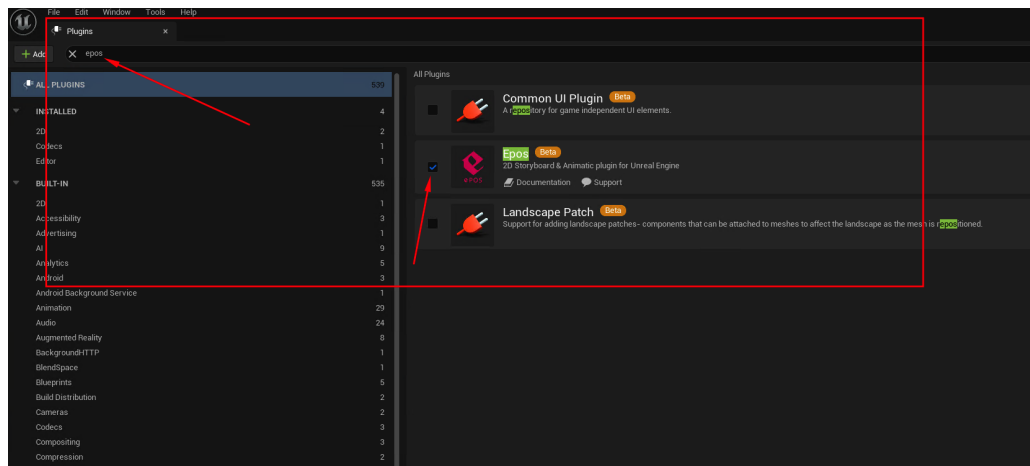
Is there a plugin you want for class but it's not listed here? Please [submit a ticket](#) to have the plugin added.

Note: Plugins are subject to the [CAD Software Policy](#) and requests should be submitted at least **1 semester** in advance.

How do I enable installed plugins for my project?

1. Click the **Settings** dropdown in the upper-right corner of the engine, and select **Plugins**
2. Search for the desired plugin in the plugins panel. Tick the checkbox for the plugin.



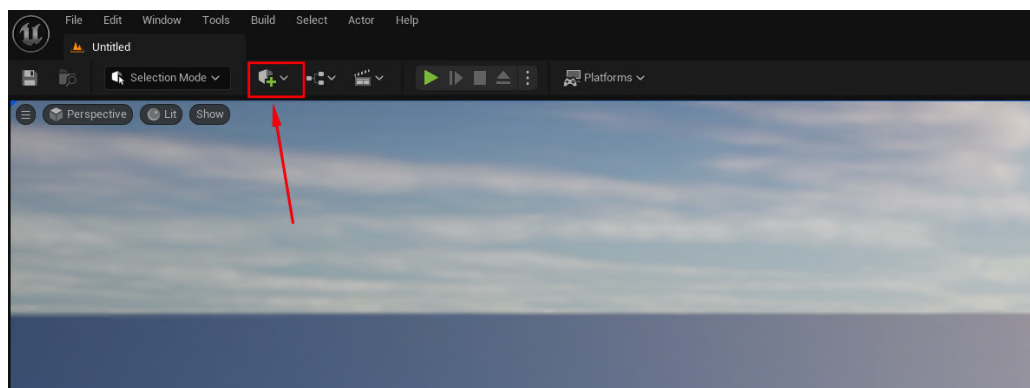


- Restart the engine for the plugin changes to take affect.

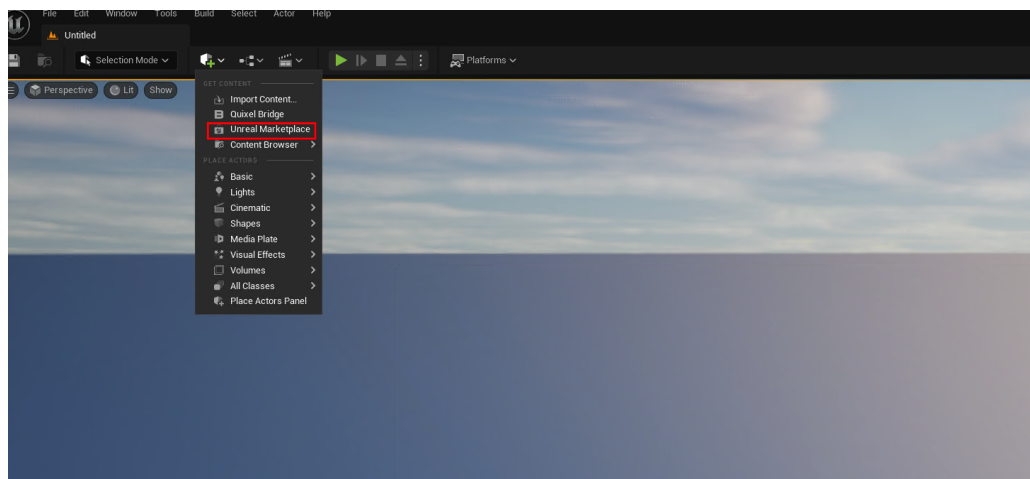
How do I add Marketplace (now called Fab) content to my project?

You can add Marketplace content to your project within the engine.

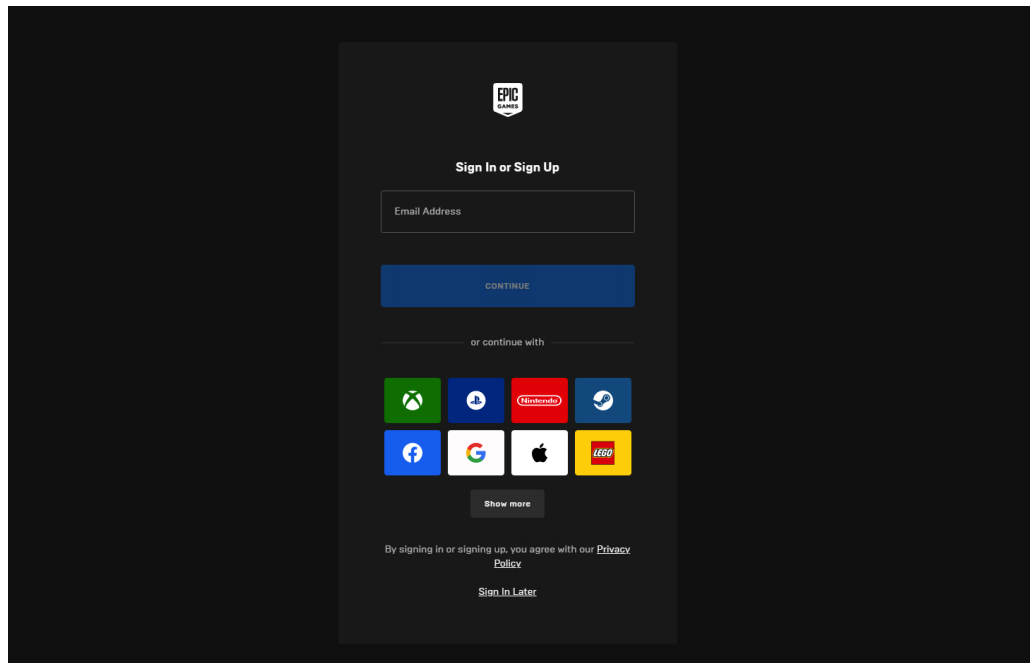
- Open your project.
- Click the cube with the plus symbol to add content.



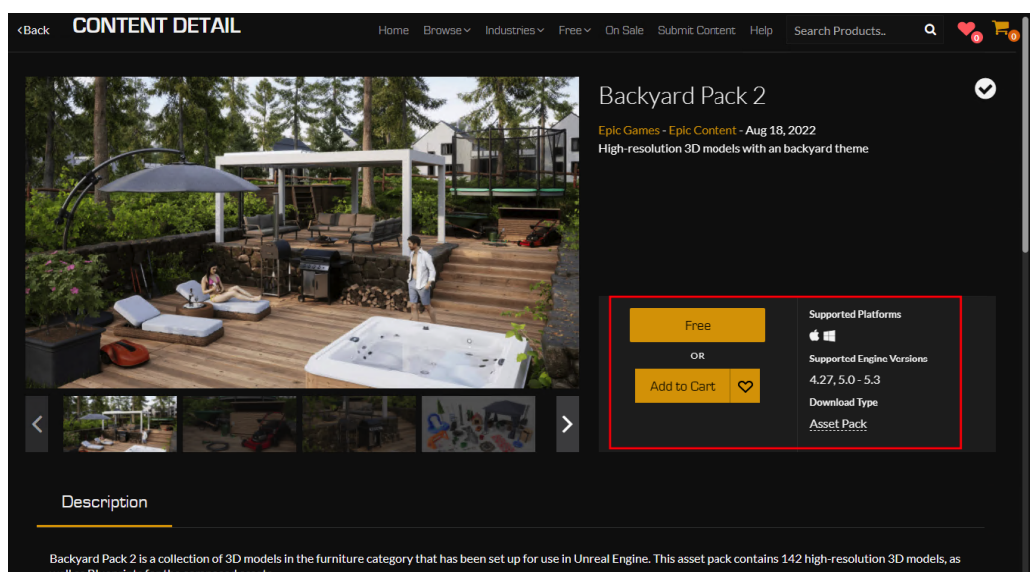
- Click **Unreal Marketplace**



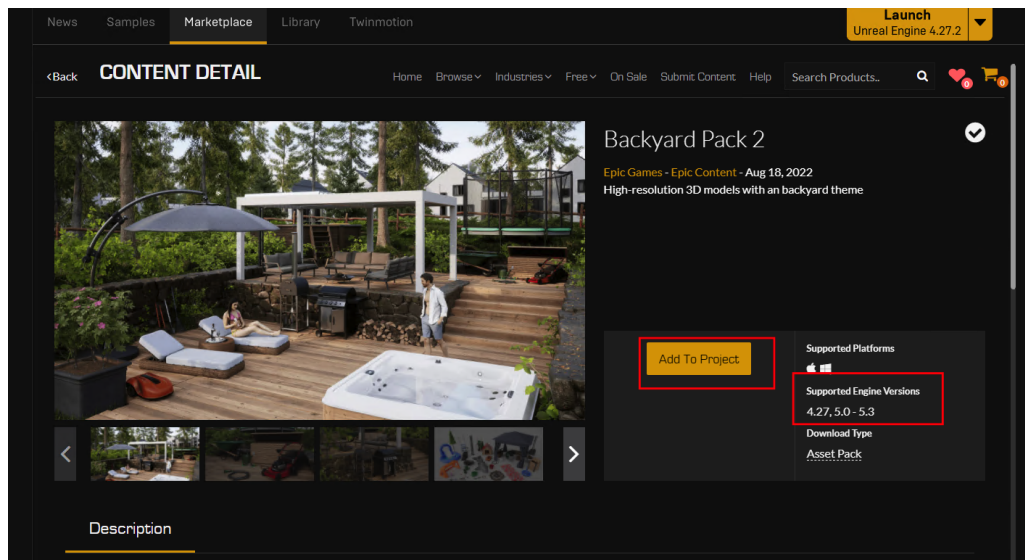
- When prompted, login to the Epic Games Launcher



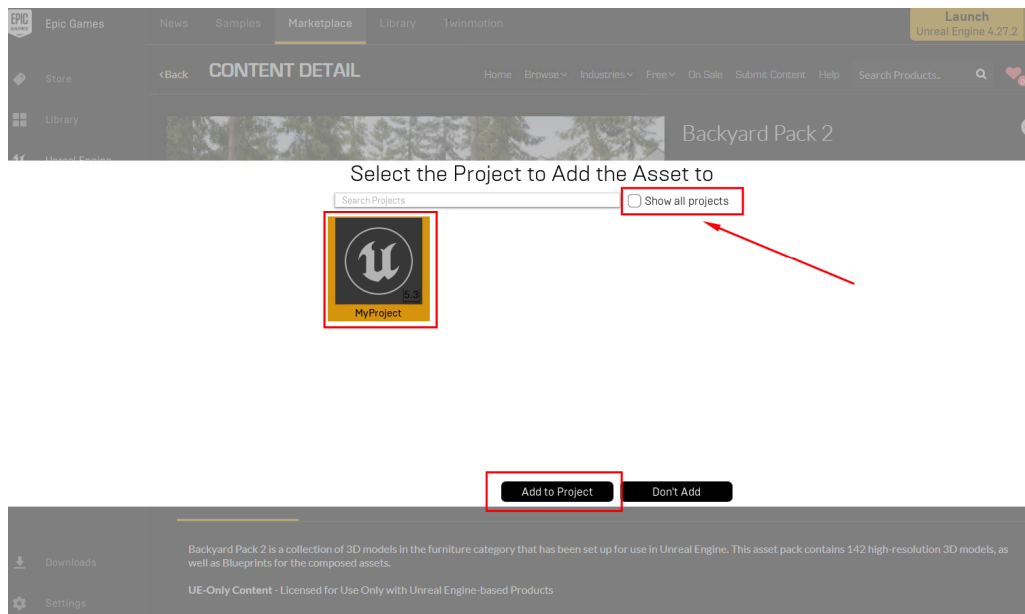
- Go to the content you would like to add to your project. Add the content to your account by either clicking the “Free” button, purchasing the content, or adding it to your cart and checking out.



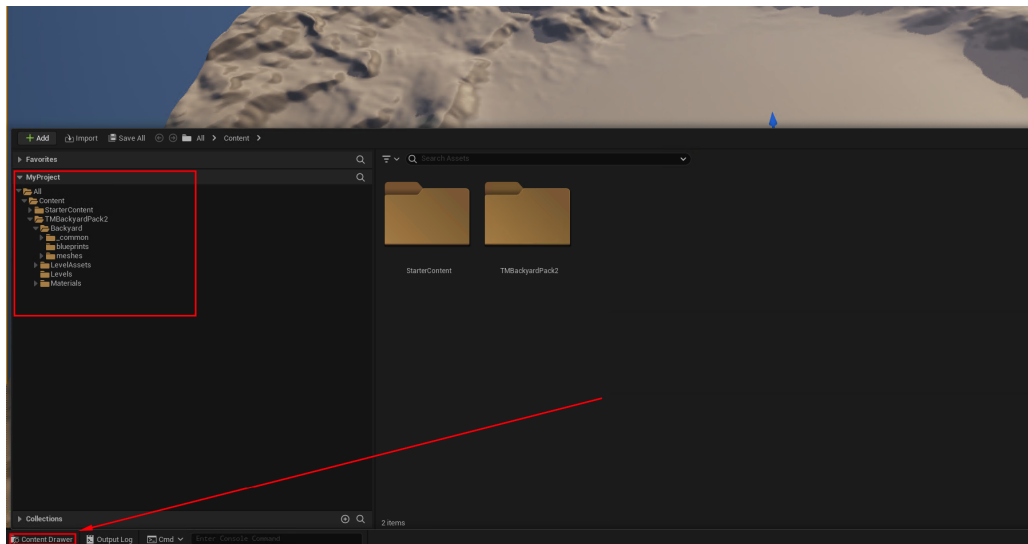
- Click the “Add To Project” button



7. Select the project you would like to add it to and click the “Add to project” button. You may have to select the **Show all projects** checkbox.

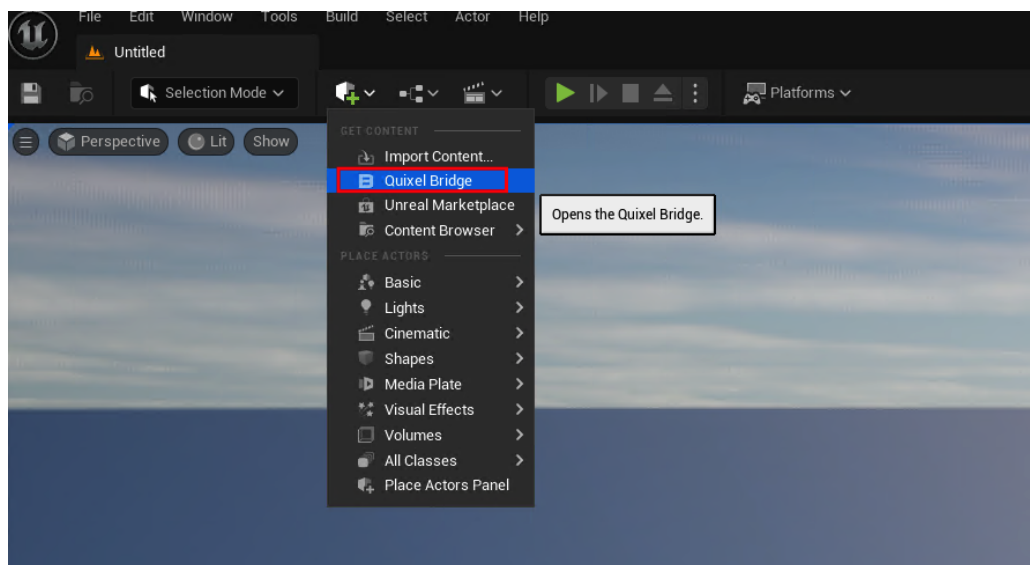


8. Go back to your open Unreal project, and the content should now show up in your **Content Drawer**.

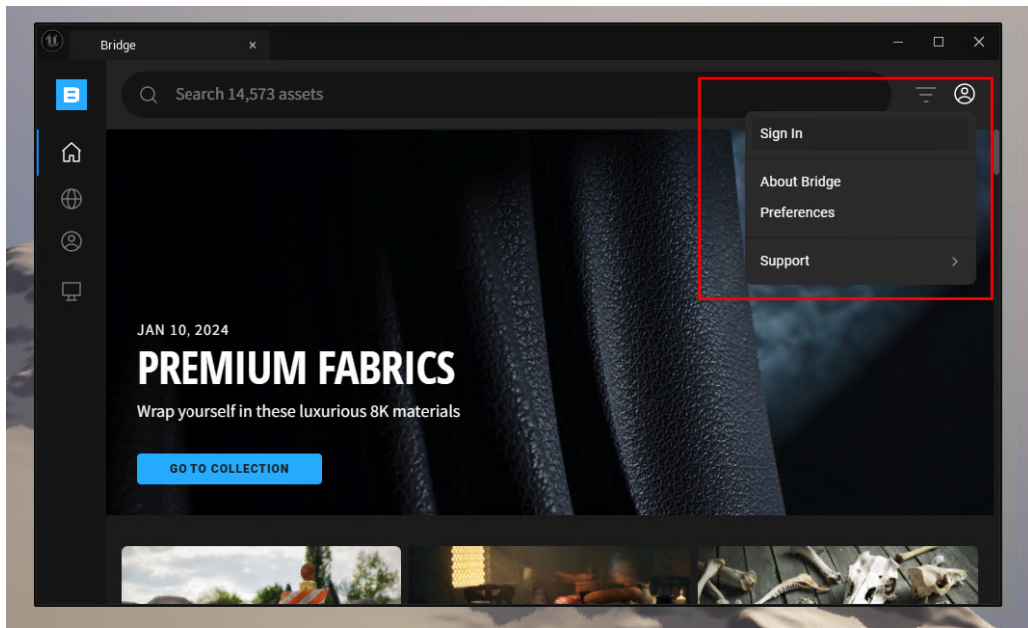


How to I use Quixel Bridge with Unreal?

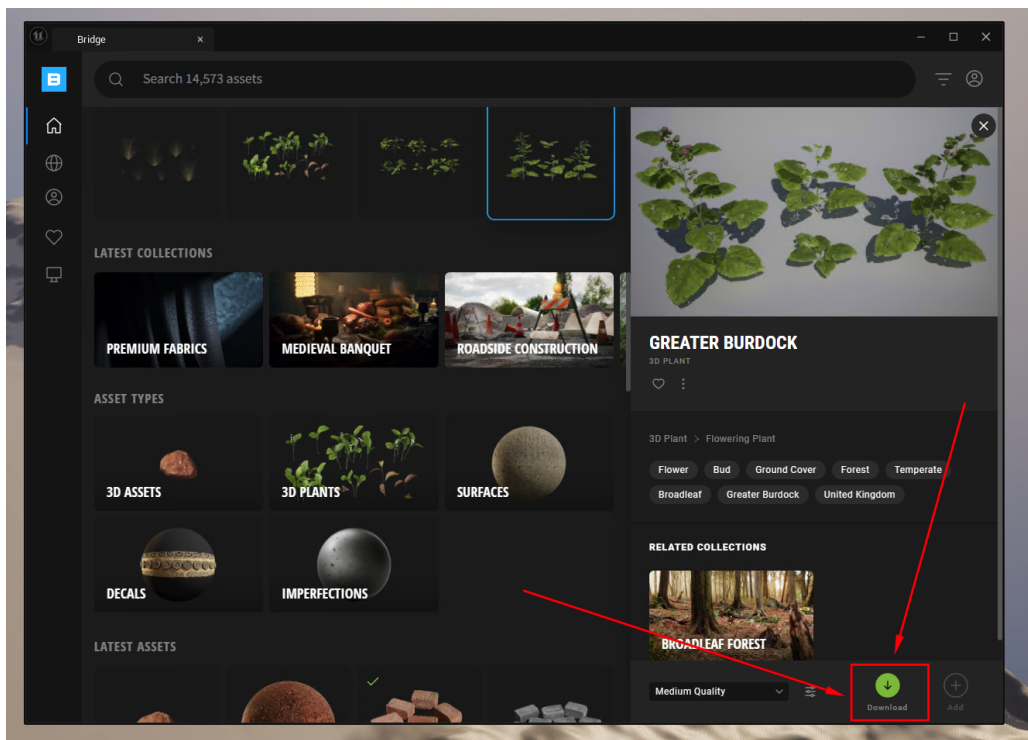
1. Open Quixel Bridge from the Content dropdown (Cube with a plus “+” symbol)



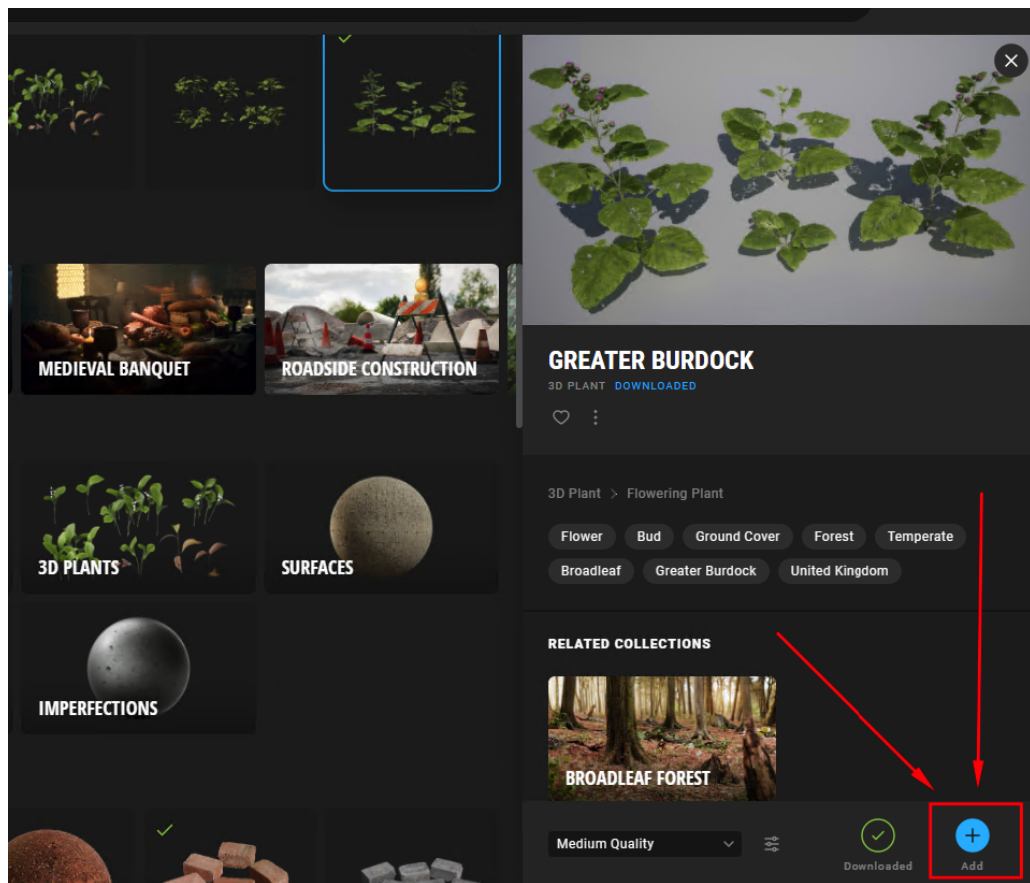
2. Sign into Quixel Bridge with your Epic Games account



3. Find the content you would like to add to your project. Click **Download**.



4. After your content has finished downloading, click the **Add** button to add it to the project.



5. Go to the **Content Drawer** and find your new content.

