

Using Unreal Engine in CAD labs

Joe Schultz - 2026-02-02 - [How-to Articles](#)

The current version(s) of Unreal Engine 5 in College of Art and Design labs are **5.7** and **5.6** (5.6 still remains as 5.7 currently has issues with Google Drive FS). These are the only version(s) of Unreal Engine 5 that will be in the labs for the Spring 2026 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:

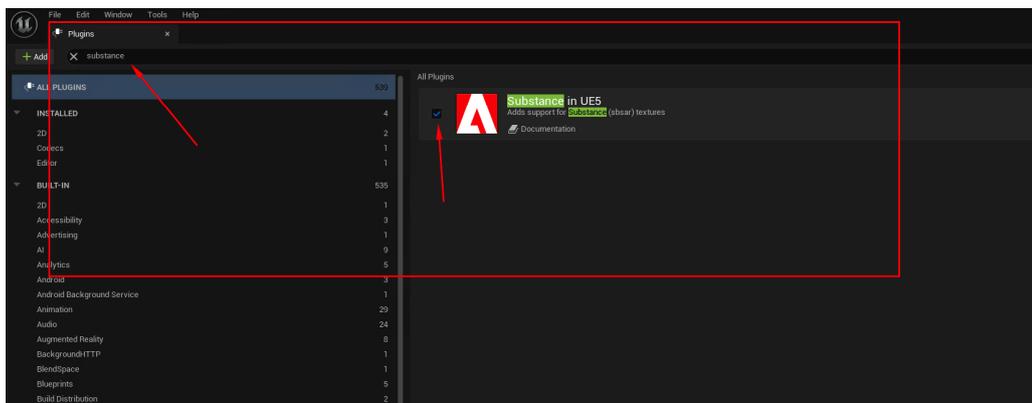
- [Substance 3D for Unreal Engine](#)
 - Plugin will be supported when Adobe releases compatible version, see: <https://community.adobe.com/t5/substance-3d-plugins-discussions/when-will-substance-3d-plugin-for-ue-5-7-be-released/td-p/15625571>
- [Metahumans](#)
- [Odyssey](#)
 - Due to known issues with project builds and missing object files within this plugin, Odyssey has been disabled by default. To enable it in your project, please see the section below on "[How do I enable installed plugins for my project?](#)".

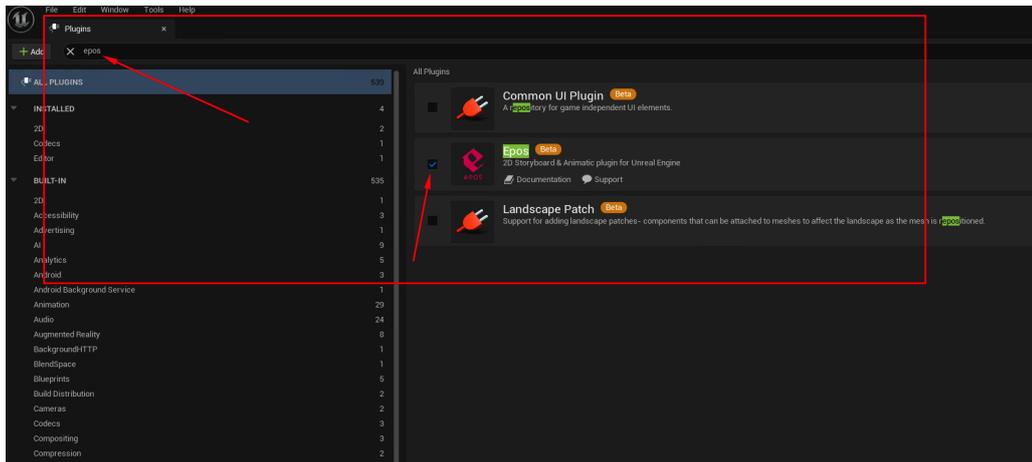
Is there a plugin you want for class but it's not listed here? Please [submit a ticket](#) to have the plugin added.

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.



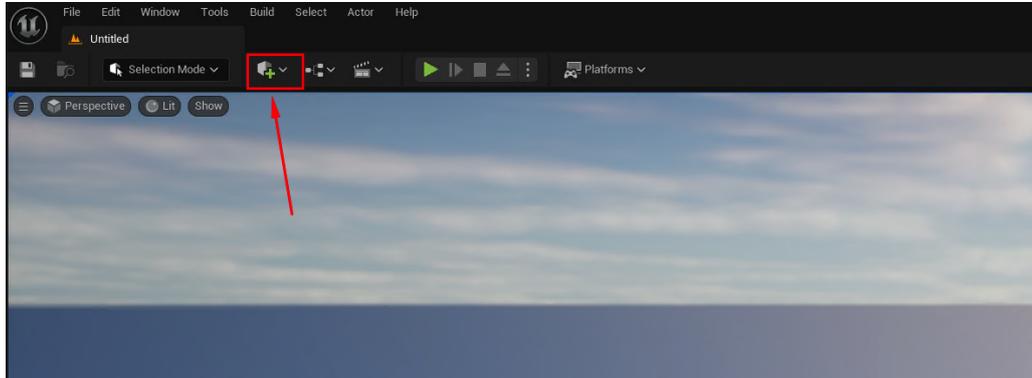


3. Restart the engine for the plugin changes to take affect.

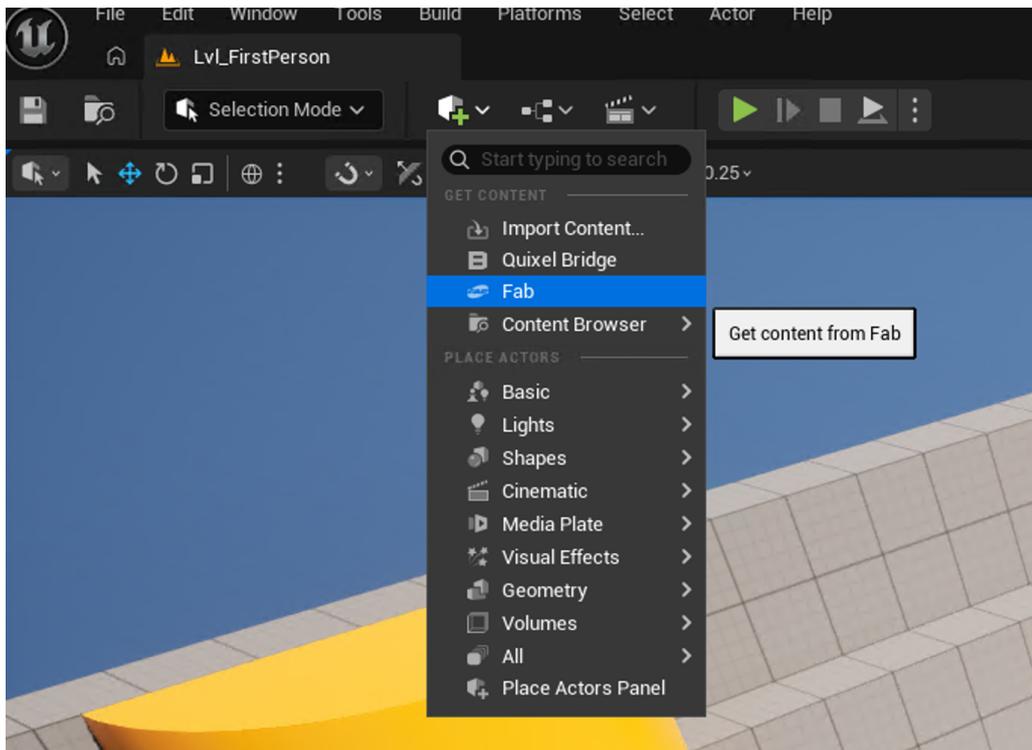
How do I add Fab (previously called Marketplace) content to my project?

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

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



3. Click **Fab**

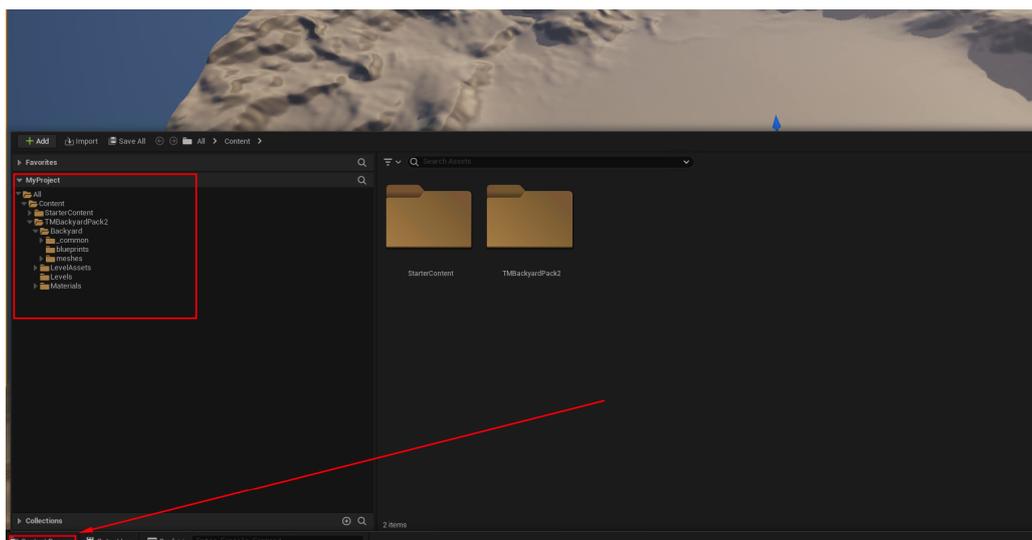


4. The Fab window should now be open to browse the available assets.

Some things to note:

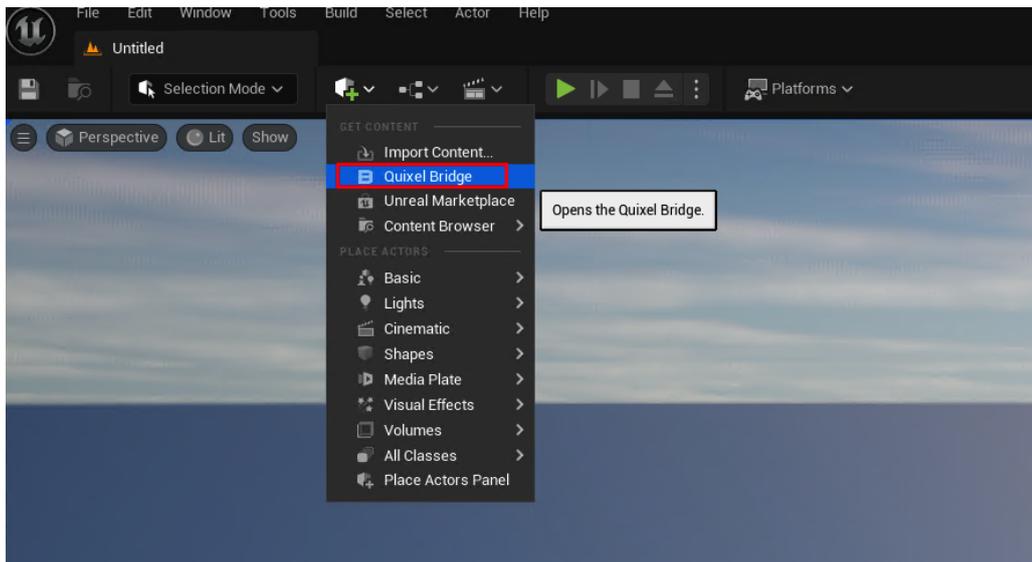
- The **Add to Project** button adds the content to your current project.
- The **Add to My Library** button will save the content to your Epic Games account (will prompt for sign in if you are logged out)
- Currently, no paid content is provided to students through RIT. If paid content is required for a project, it must be purchased by the student, or [submit a ticket](#) to see how the College of Art and Design can accommodate your needs.
- Some assets require a specific version(s) of Unreal Engine.

5. If you've added content to your project, go back to your open Unreal project, and the content should now show up in your **Content Drawer**.

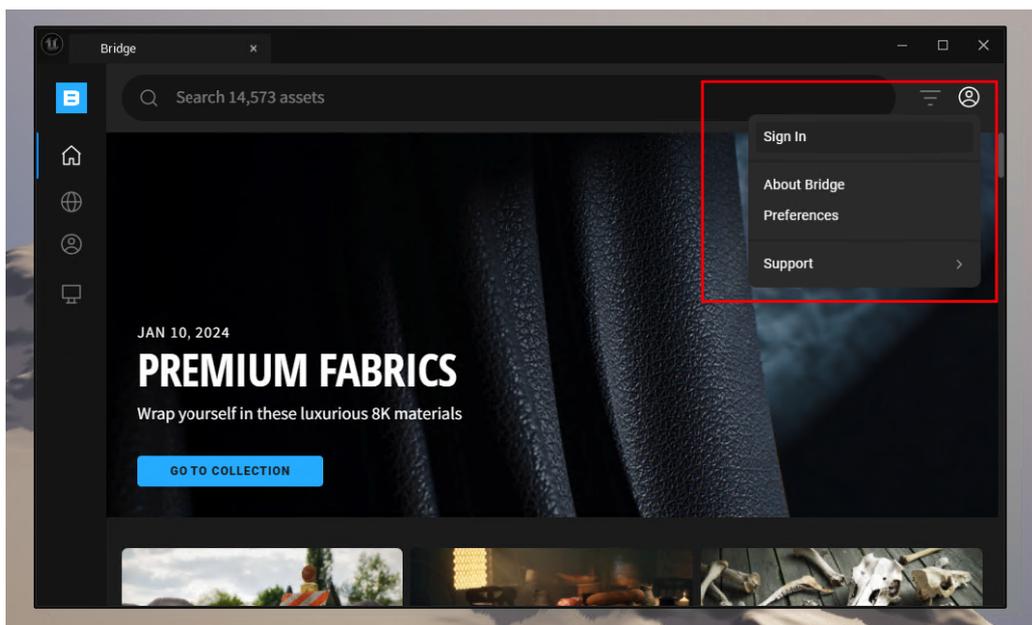


How to I use Quixel Bridge with Unreal?

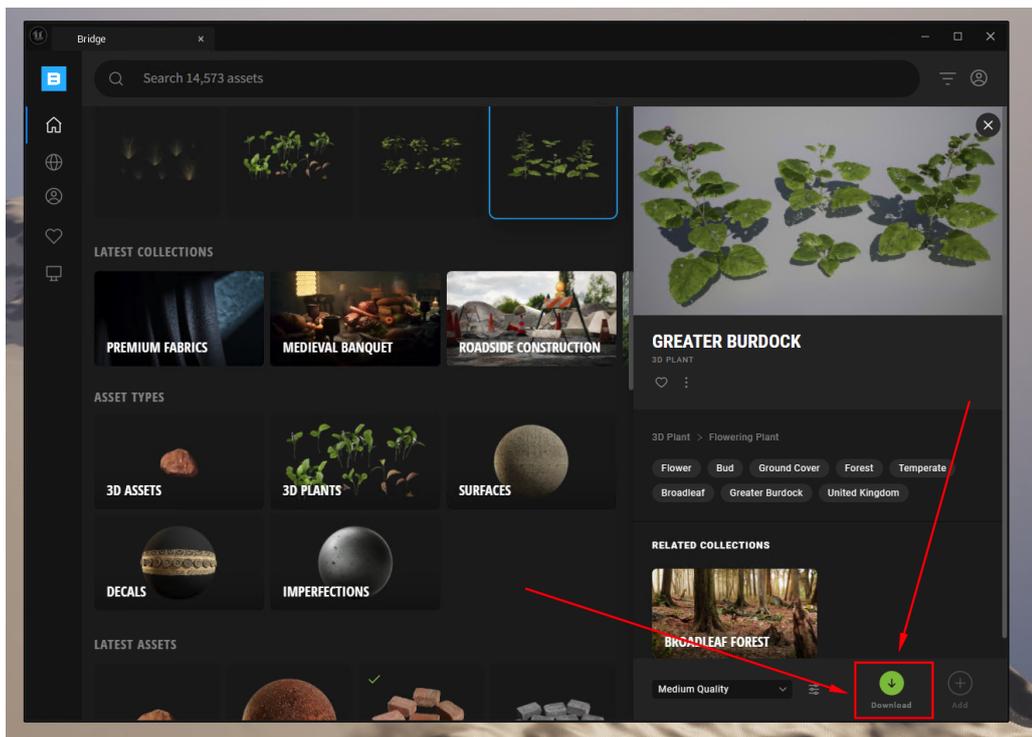
6. Open Quixel Bridge from the Content dropdown (Cube with a plus “+” symbol)



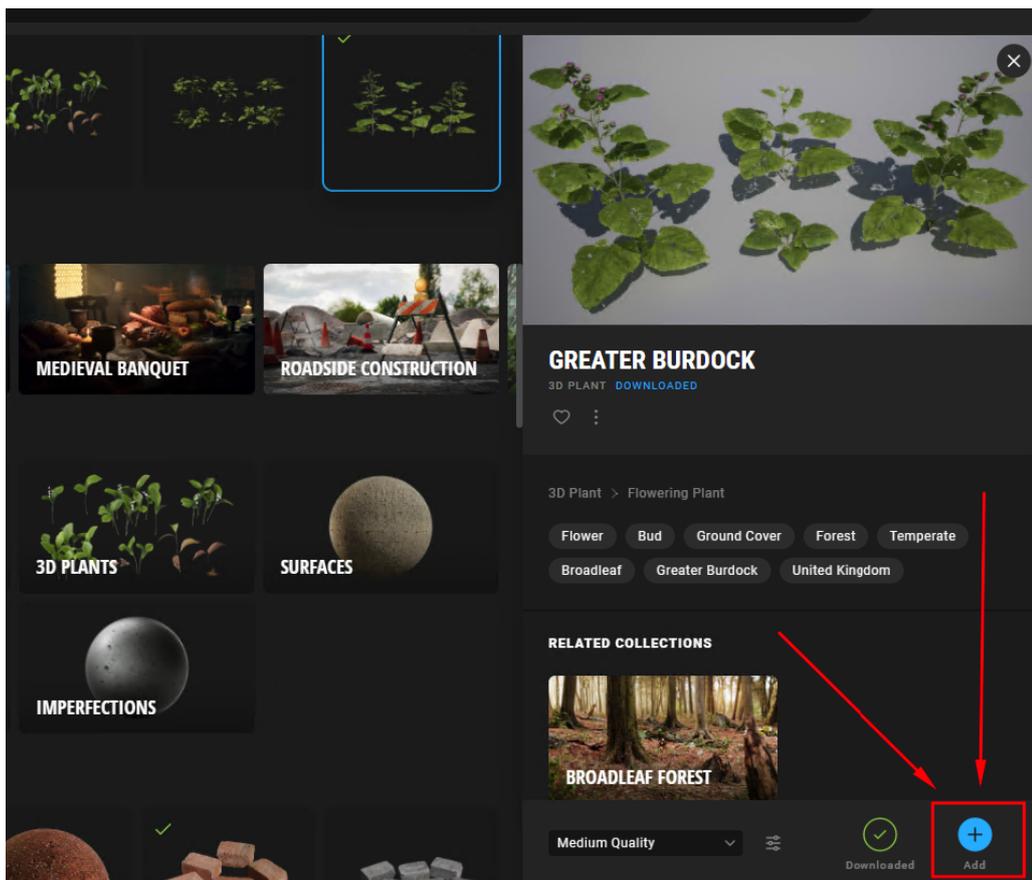
7. Sign into Quixel Bridge with your Epic Games account



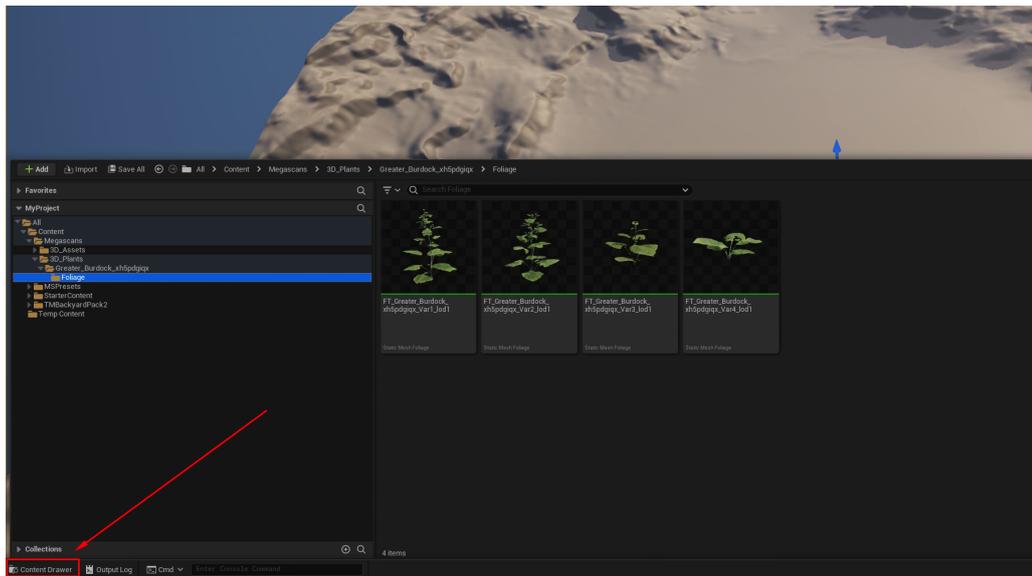
8. Find the content you would like to add to your project. Click **Download**.



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



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



Build platforms for Unreal

At this time, only the Windows SDK is configured for Unreal. If there are any other platforms required for a class, please [submit a ticket](#) and CADTech will install the necessary components for said platform.