

A Fortnite character with blonde hair in a bun, wearing a blue and teal outfit with yellow star accents, sits on a wooden platform under a rustic wooden structure. A blue and teal pickaxe lies on the platform next to her. The background features a landscape with green grass, yellow trees, and purple mountains under a clear blue sky.

FORTNITE

WHAT IS FORTNITE CREATIVE?

|

W E L C O M E P A C K E T

TABLE OF CONTENTS

WHAT IS FORTNITE CREATIVE?	03
MAKING GAMES CAN BE COMPLICATED. CREATIVE MAKES IT SIMPLE.	04
WHAT YOU CAN DO IN FORTNITE CREATIVE?	05
SIGN UP FOR FORTNITE CREATIVE	09
CREATE YOUR OWN ISLAND	10
MAKING A NEW ISLAND	11
USING PROPS	15
USING DEVICES	20
PLAYTEST YOUR ISLAND	26
SHOW OFF YOUR CREATION	27
JOINING THE SUPPORT-A-CREATOR PROGRAM	27
PUBLISHING YOUR ISLAND	29
MARKET YOUR ISLAND	31
SOCIAL MEDIA	33
SCREENSHOTS	33
CRAFT YOUR CREATIVE TRAILER	37
COMMUNITY RESOURCES	40





WHAT IS FORTNITE CREATIVE?

Fortnite Creative is a sandbox — if you can think of a place you'd want to go, or a type of game you'd like to play, you can build it in Fortnite Creative.

You could make anything from a high-intensity competitive game mode to an artistic experience — the choice is yours.

This guide will give you the basics to kickstart your journey on the path to becoming a creator in the world of Fortnite.

LET'S BEGIN!



MAKING GAMES CAN BE COMPLICATED. CREATIVE MAKES IT SIMPLE.

Video games can be very complex, but they don't have to be complicated to create.

Fortnite Creative mode simplifies a lot of the moving parts when it comes to game development and turns them into easy-to-use tools.

The tools are designed to be simple and intuitive, and they use the same controls that you and millions of other players already know.

This means that *anyone* can start making amazing original content and see it represented in the world of Fortnite!



WHAT YOU CAN DO IN FORTNITE CREATIVE

Fortnite is always growing and changing, and there are a lot of ways for you to make your mark as a creator.

EVOLVE THE GAME

Fortnite began as a game where teams of players could build forts to protect themselves from monsters. It quickly evolved into a Battle Royale experience, with players doing battle to the last person standing.

Now, we see innovations by creators with every new update, both evolving how existing games (Box Fights, Zone Wars) are played and creating brand-new genres (Roleplay, Adventure) within Fortnite.

Who knows? You could create the next hit game type in Fortnite.

MAKE GAMES THAT PEOPLE LOVE

Everyone has that one favorite game that they love — the one you could spend hours playing while learning anything and everything about it. Maybe you've even been frustrated by a game you were playing and thought, "I would make this another way!"

Imagine using that same passion and knowledge of games to create brand-new experiences that you can share with everyone.

In Fortnite Creative we're building a huge community of creators — inside and outside of the game — who are dedicated to learning and sharing techniques to create the best experiences.



GET NOTICED. BLAZE NEW TRAILS.

Your favorite content creators started out like you. They started with a blank canvas, then learned the tools and used them to fill in that canvas with new ways to play.

With practice, creator teams have learned to make popular content that is loved by players around the world.

Epic Games routinely selects games to showcase. Yours could be next!

MAKE FUN STUFF. GET PAID.

At Epic Games, we are always working to build the community that surrounds the game, and Fortnite Creative is an important part of that community. You can even make money from your creations through the [Support-a-Creator](#) program.

Imagine getting paid to build content for the games and modes that you love to play!



PUT YOUR STAMP ON THE WORLD

Every time you enter Fortnite, you start out standing in the Welcome Hub — a virtual space created to showcase information about the Fortnite world and all the ways that you can play the game.

A hub is a showcase, a statement. It is both a place and a feeling, designed to welcome players to the game while also allowing creators to put their own unique stamp on a corner of the Fortnite world.

Many of the featured hubs were created by players like you.

Imagine creating a doorway into the game for you and your friends. What would you want to show them as they enter the world of Fortnite?

BUILD AND GROW YOUR COMMUNITY

Share your creativity with like-minded fans, players, and creators to build a community of support on your journey within Fortnite Creative.

Epic Games is committed to helping you learn. We want to help you make something new, and to push the game further than it's ever gone before.

There's a whole community you can [join](#) — people creating right alongside you.

Join us in the next evolution of Fortnite.

MINI-GLOSSARY

A good carpenter knows the difference between a hammer and a screwdriver, and they're not going to ask for a paintbrush when a pair of pliers is what's needed.

There are a few terms that it helps to know before jumping into Fortnite Creative. These are your hammer and nails, and it's worth taking a minute to make sure you know how they're used here.

island

In Creative, a map is called an island. When you make an island in Creative, that island is your map, your gameplay area. You can add things to your island that make for interesting, fun, or even educational gameplay, but it all starts with an island.

hub

When you first enter Creative, you're in a hub, which, like the name suggests, provides a central point for jumping off in different directions.

rift

The hub contains rifts, which are portals you can use to teleport to different islands. Only one rift, though, is a golden rift. The golden rift is your own personal portal to your own personal islands.

prop

A prop is something that you can place on your island that makes your island more interesting visually. A prop can be a building, furniture, plants, or any of hundreds of other things.

device

A device, like a prop, is something you can place on your island. But devices are different from props in that you use them to create player interactions. Different devices do different things, but they all do something. Most devices can be customized to do things the way you want them to, and this is one way you can control how your game is played.

creator

When you start to create your own islands, you have earned the title of Creator. A creator is someone who combines a passion for games with a powerful collection of tools to build exciting new game experiences that they can share with friends and followers. As a creator, your only limits are how well you know your tools —and your imagination!

You can also take a look at the [Fortnite Creative Glossary](#) anytime you want to know what a particular word means. New words are being added all the time.

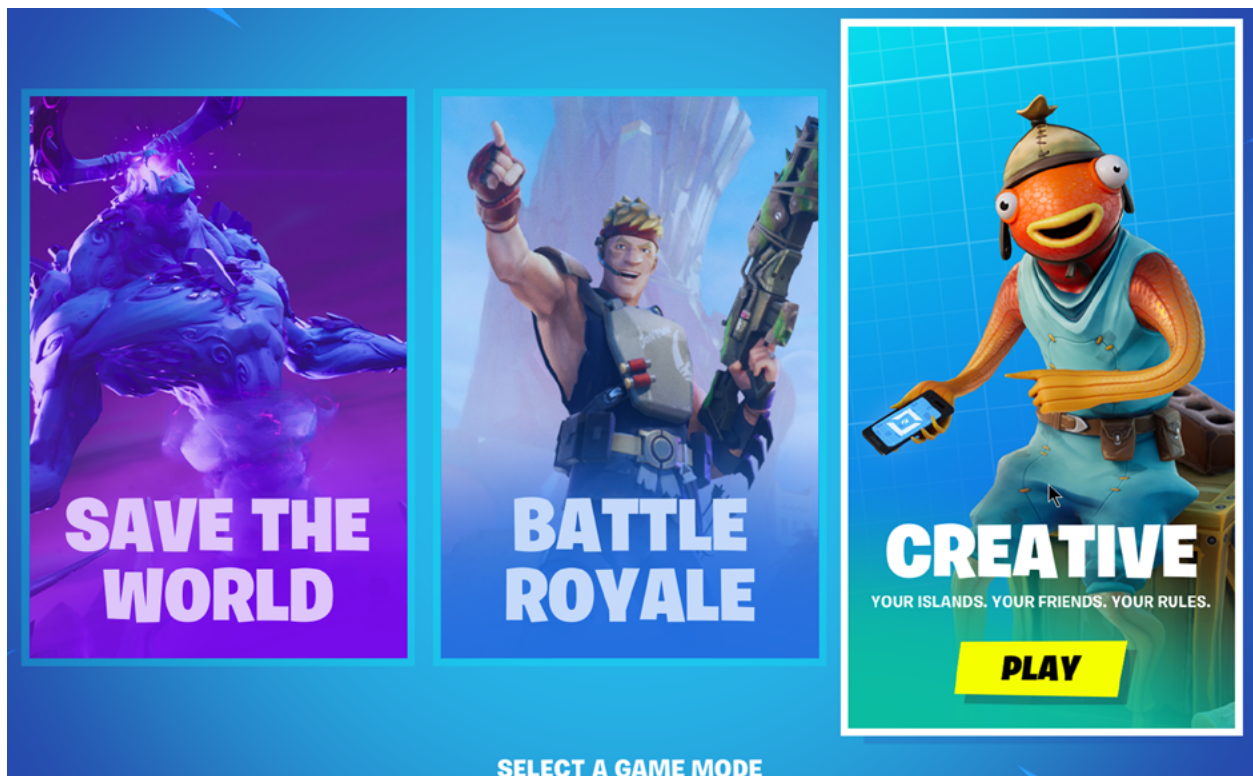
SIGN UP FOR FORTNITE CREATIVE

Ready to start?

First off, you'll navigate to the sign-up page for an Epic Games account!

After you finish the account sign-up process, you'll be guided to download the Epic Games Launcher. That's where you'll find Fortnite as well as all the other games available on the Epic Games Store.

Your first time loading Fortnite, you'll land at the **Select a Game Mode** window. Click **CREATIVE** to select **Creative** mode.



Next, you'll go to the **Creative Lobby** window:



Click the **PLAY!** button, and you will be connected to the **Creative Hub!**

CREATE YOUR OWN ISLAND

Now that you're in the hub, look for your personal glowing **golden rift**. The major steps to creating your island are:



CAPTION: The hub appearance changes from time to time, but your personal rift is always the golden rift.

- Select and open a starter island.
- Select and place props.
- Select, place, and customize devices.

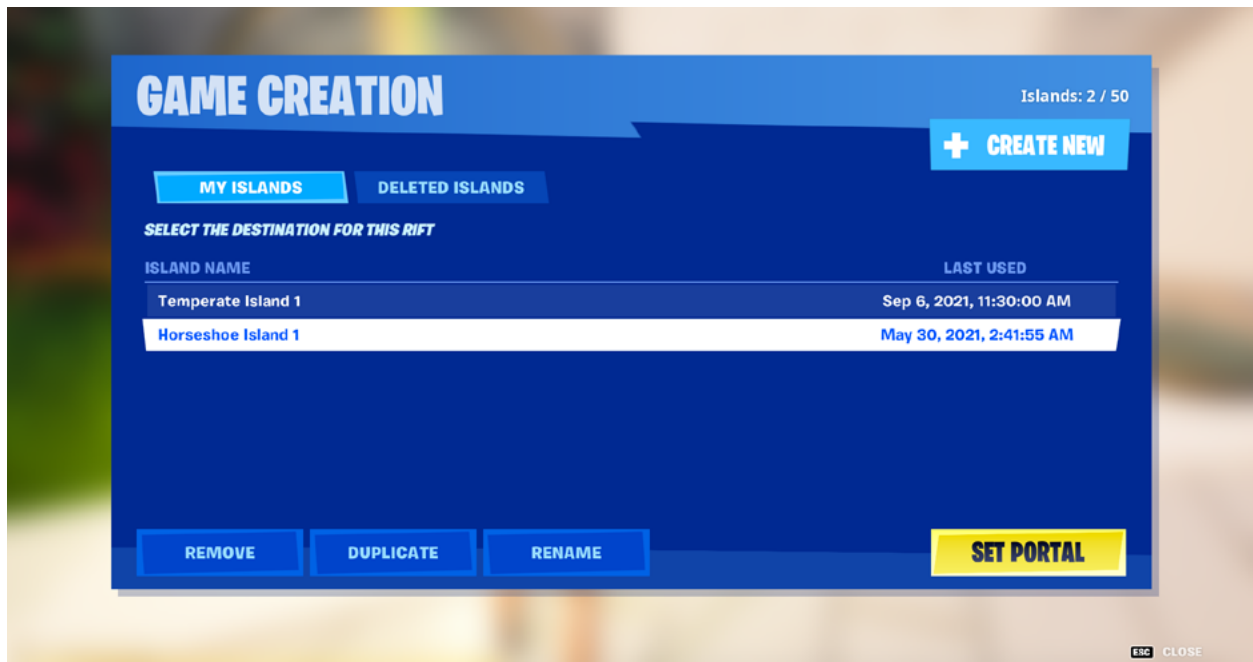
MAKING A NEW ISLAND

Spawning is the creation or transportation of your avatar (the character that represents you) onto an island or hub. When you first start Creative, you will spawn into the **Creative Hub**.

1. Once you're in the hub, look for your golden rift, then move toward it. As you get close, you'll see your console to the right of the rift. When you get close enough to the console, a **CHANGE DESTINATION** pop-up appears.



2. Press **E** to use the console on the PC (if you are using a controller this is **X** or **Square**). This opens the **GAME CREATION** window.



In this window, you can **create** a new island, or **rename** or **delete** an existing island.

TIP: If you have more than one island listed here, you can pick any one of them as the destination when you walk through your rift, and you can change it any time by returning to this menu.

3. To create a new island, click + **CREATE NEW**.

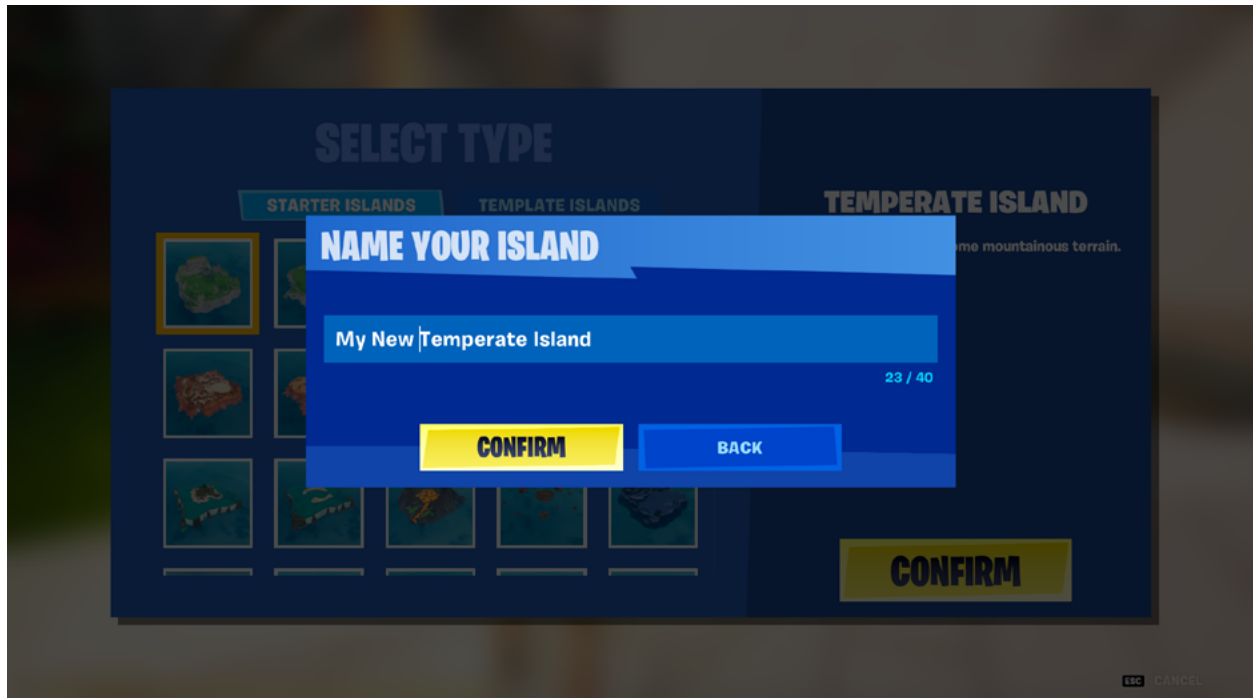
There are two categories of island types, **STARTER ISLANDS** and **TEMPLATE ISLANDS**.

Many **starter islands** include terrain and bodies of water. As you mouse over each option, the island name and a short description shows.

A **template island** is usually a tutorial that shows how to create a specific type of game, or a showcase that you can explore to see how features were created.

4. When the **SELECT TYPE** menu opens, click **STARTER ISLANDS**, then select **TEMPERATE ISLAND**. Click **CONFIRM**.
5. When the **NAME YOUR ISLAND** popup appears, type your island name and click **CONFIRM**.

NOTE: You can change your island name at any time, and as much as you like!



6. This will take you back into the hub and through your rift. And just like that, you're on your own island!



MINI-GLOSSARY

Here are a few more terms for you before you start adding things to your island.

Build mode

Creative has different modes, or ways of doing things. Two primary modes within Creative are Build mode and Play mode. You can only add things to your island from the Creative inventory when you're in Build mode.

object

In Creative, an object is anything that you can place, move, or delete. Trees, rocks, buildings, explosive devices — these are all objects. Props and devices are types of objects.

inventory

Creative inventory is where you find structures, props, devices, weapons, and other things that you can place on your island to make it look great or to set up how your game will be played. You can only get to inventory, though, when you're in Build mode. CREATIVE inventory is grouped under tabs.

PREFABS tab

Prefab is short for prefabricated structures. Under the Prefabs tab, there are tons of prefabs you can add to your island.

GALLERIES tab

This tab contains hundreds of galleries, and each gallery contains one or more props for your island.

game theme

Each starter island has a theme. For example, Arctic Island is a snowy area with mountains, while Wasteland Island is a flat, sandy desert. Props are designed to match the different island themes.

QUICK BAR

When you're in Build mode, you'll see a series of numbered slots on the bottom left of the window. This is called the Quick Bar, because you can place objects into the slots, then quickly add them to your island.

gameplay

The way a game is played — the rules, objectives, and the storyline, if there is one.

You can also take a look at the [Fortnite Creative Glossary](#) any time you want to know what a particular word means. New terms are being added all the time.

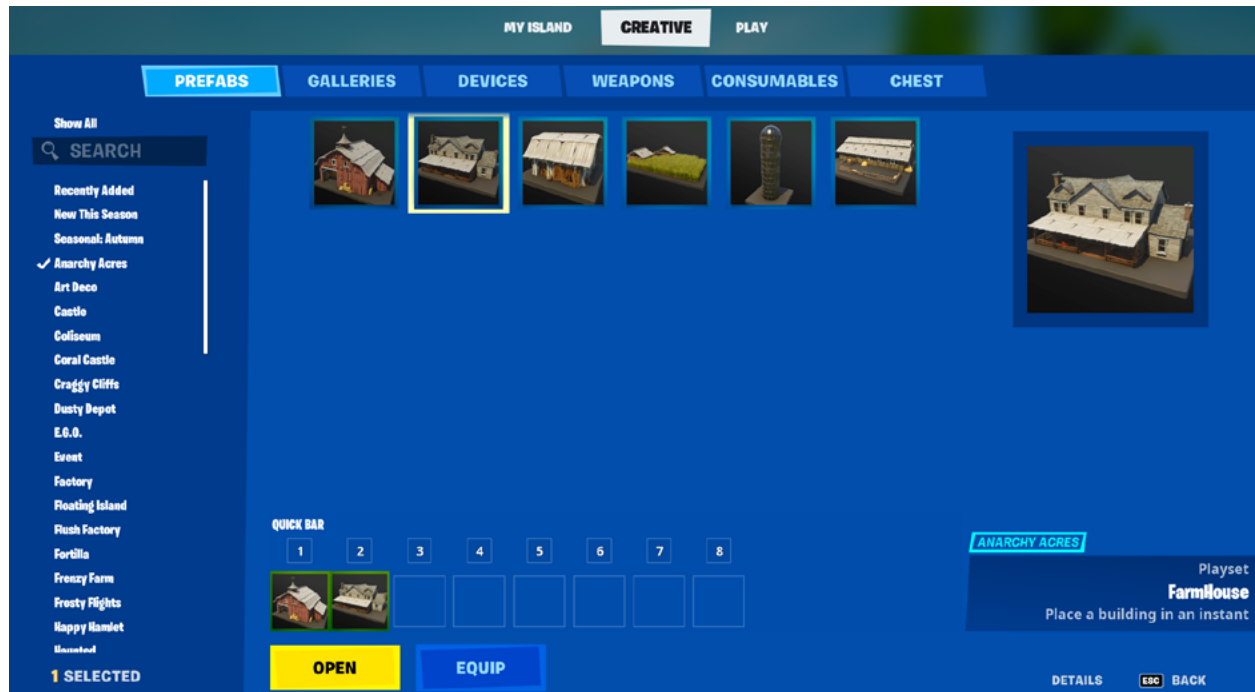
USING PROPS

Props are the basic building blocks for filling an island with interesting visual elements. Props are different from [devices](#) in that you can't change the way they behave (the way you can with devices). You can find a wide range of props in your Creative inventory.

When you first spawn onto your island, you are in **Build mode**. This is the mode you need to be in to add props to your island.

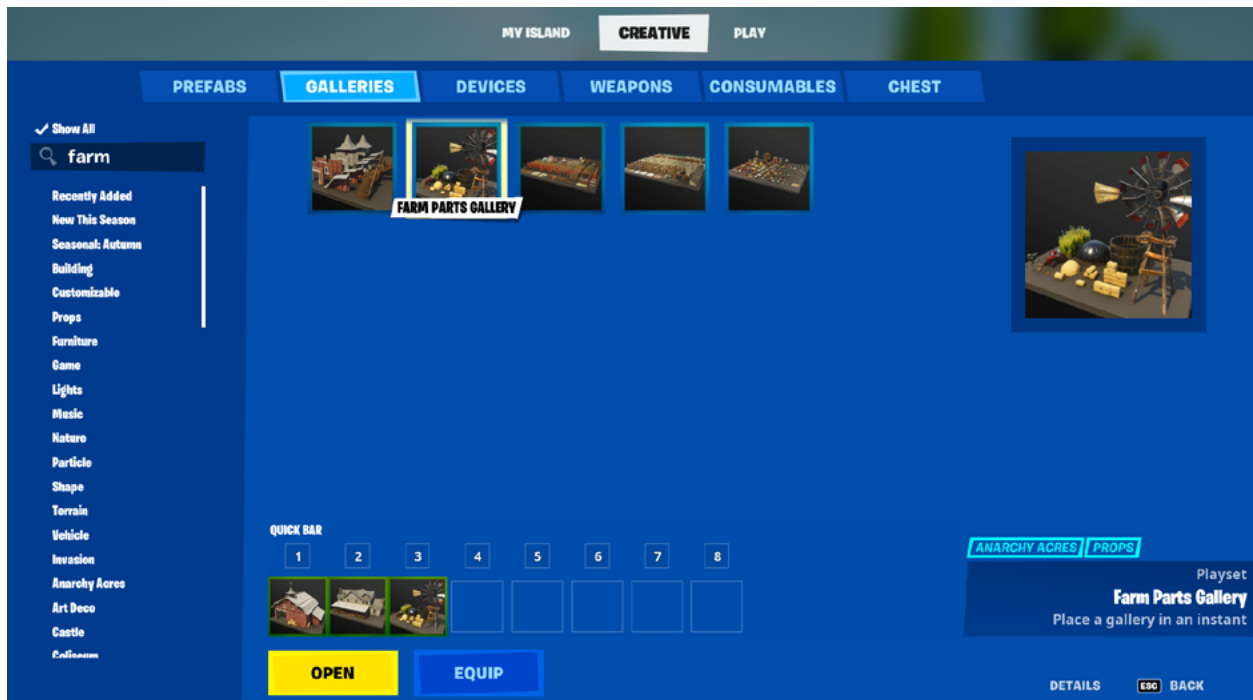
SELECTING YOUR PROPS

1. Press the **Tab** key (or **Up on D-Pad/Touchpad**) to open the **CREATIVE** menu and display your inventory items.
2. Click the **PREFABS** tab at the top of the window to see available prefabs.
3. On the sidebar, select **Anarchy Acres**. This will filter out any prefabs that are not in this category. Anarchy Acres fits well with the theme for a temperate island, but you could use a number of other prefabs. For example, if you want a medieval theme, you could select from one of the many castles available under the Castle category.



As you mouse over the images, the name of the prefab will show at the bottom of the window, on the right. Make sure the **Barn** is highlighted, then press **1** to fill the first slot in the **QUICK BAR**.

4. Highlight the **Farmhouse**, then press **2** to add it to the second slot.
5. Click the **GALLERIES** tab, then in the search box in the sidebar, type **farm**.



6. Highlight **Farm Parts Gallery**, then press **3**.
7. Notice that you now have 3 props in your QUICK BAR. Press **Esc** to return to your island. Those props are still in your QUICK BAR!

TIP: You can use the **Esc** key to go back to a previous window or menu.

PLACING YOUR PROPS

When you're ready to place props around your island, your **phone** is a unique build tool that you can use to select an object — then move, copy, delete, or manipulate it in other ways, such as rotating and resizing the object. The phone is only available in Build mode.

Remember how you spawned from the hub onto your island? You can spawn objects too! Any time you cause something to appear on the island, you're **spawning that object**.

Before you can **place** a prop on your island, you have to spawn it.

1. Your phone may already be in your avatar's hand. If it isn't, press the **Backtick (`)** key or the **P** key to activate it.





2. Your barn prop is in **slot 1** in your Quick Bar. Press **I** to spawn a barn. The barn is now connected to your phone, but it is not yet placed. While you look for where you want to place it, you can walk it to different locations using the **WASD** keys.
3. Once you've found the location you want, left-click the mouse to **place** it, then press **Esc** to release the connection to your phone.
4. Repeat steps 2 and 3, selecting the additional quickbar slots to place your farmhouse and farm parts gallery so your island looks something like the image below.



CAPTION: This example shows a barn, a farmhouse, and some parts from the Farm Parts Gallery.

5. Get creative with this step, and either copy or move the farm parts throughout the island. See [Moving your props](#) for more information.

Tip: Double-tap the **Space Bar** to enter and exit **Fly mode**. This makes it easy to travel across the island, and to place and move props.

UNDERSTANDING MEMORY USE

At the top of the window is the **MEMORY USED** bar. As you add objects to your island, you'll see the amount of memory used increase, and the amount of available memory go down.

This becomes important if you start running low on memory, and that can happen if you add too many objects to your island.

As you build out your island, keep an eye on how the different objects affect your memory use. A quick tip: Initial memory, or first placement of a prop, costs more than when you place duplicates of a prop.



MOVING YOUR PROPS

Now that you've placed some objects on your island, you might want to change where you placed them.

1. Point your phone at the object you want to reposition, and **RIGHT-CLICK** to CUT the object.



2. On the left side of your screen is a list of shortcut keys with descriptions of what they do [**Copy**, **Cut**, **Select**, **Rotate**, and so on]. You now have several ways you can move the object:
 - Use the **WASD** keys to walk it to a new location.
 - Use your **mouse** to drag the object to a new location.
 - Use the **shortcut keys** to Push (**F**), Pull (**C**) or Rotate (**R** and **E**) the object.
 - Use any combination of these until you have the object in the position and orientation you want.
3. When you're satisfied with the position, **CLICK** to place the object from your phone.
4. Press **Esc** to release the additional hologram copy of the object, allowing you to select a new one.
5. Repeat this for any other objects you want to move.

MINI-GLOSSARY

Here are a few more terms for you before you start adding things to your island.

Starting Devices

A category of basic devices that are useful when you're first getting started creating your own islands.

Player Spawn Pad

A pad that you can place anywhere on your island that will determine where a player spawns when first entering the island. Select the location by placing the spawn pad where you want to spawn.

HUD

The heads-up display, or HUD, is a status bar that shows player information during a game.

HUD message

A customized message that displays on the HUD at a specific point in the game.

HUD Message Device

A device used to create and place a HUD message.

You can also take a look at the [Fortnite Creative Glossary](#) any time you want to know what a particular word means. New terms are being added all the time.

USING DEVICES

A **device**, like a prop, is something you can place on your island. But devices are different from props in that you use them to create interactions with players.

Different devices do different things, but they all do something.

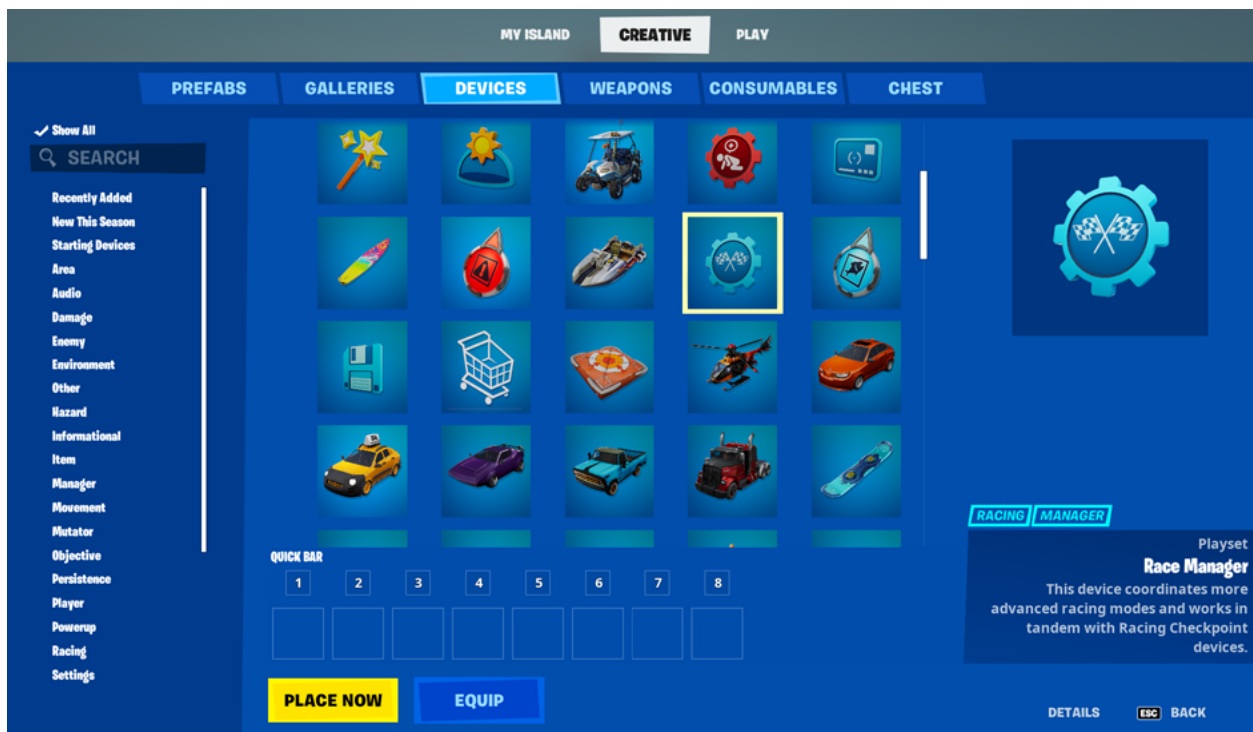
Devices are what you use to create gameplay. Most devices can be customized to do things the way you want them to, and this is one way you can control how your game is played.

SELECTING YOUR DEVICES

1. Press the **Tab** key to return to the Creative Inventory window, then click the **DEVICES** tab.

Devices are organized by the categories shown in the left sidebar. You can check one category or multiple categories to filter your view. To scroll through all the devices available, click **Show All**.

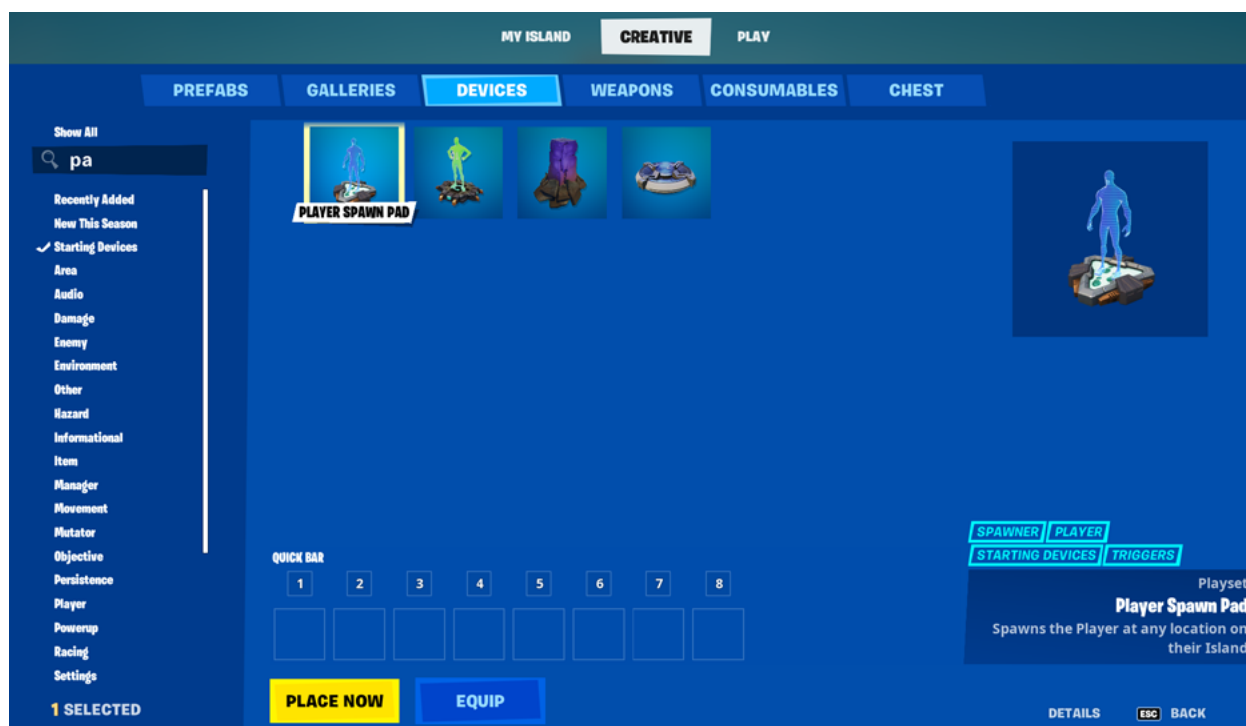
Some devices are included in more than one category. When you select a device, look at the bottom right of the screen, above the device name, and you can see all the categories that include this device.



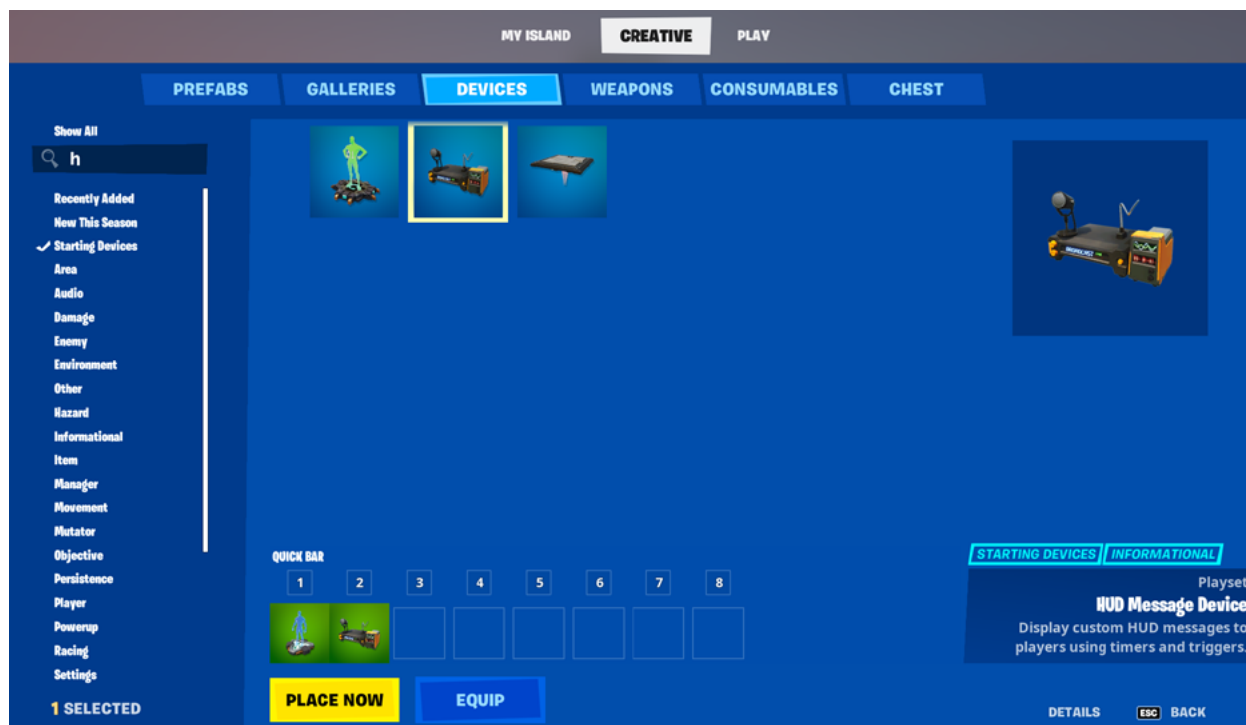
CAPTION: In this window, the Race Manager device is included in two categories: Racing, and Manager.

2. On the sidebar, check **Starting Devices** to filter out everything but the devices in this category, then mouse over the **Player Spawn Pad** to highlight it.
3. Click the device to select it.

NOTE: If you click the **DETAILS** button on the bottom right, you'll see a description of the device under the device name.



4. With the Player Spawn Pad selected, click **PLACE NOW** to place.
5. You can also click a **QUICK BAR** slot directly to add a selected device to that slot. Select the **HUD Message Device**, then click the second slot in the bar to add it.



6. Press **Esc** to close the Creative inventory window.

PLACING YOUR DEVICES

1. On your island, press the **P** key to activate your phone if it's not already active.
2. Press **1** to spawn the **Player Spawn Pad** from the Quick Bar.
3. Decide where you want it, left-click the mouse to **place** it, then press **Esc** to release the connection to your phone. (You can always move it later if you decide on a different location.)
4. Press **2** to spawn a **HUD Message Device**, then place and release it. Your island should now look something like this.



CAPTION: This example shows a Player Spawn Pad on the left and a HUD Message Device on the right.

NOTE: You can move a device the same way you would [move a prop](#).

CUSTOMIZING DEVICES

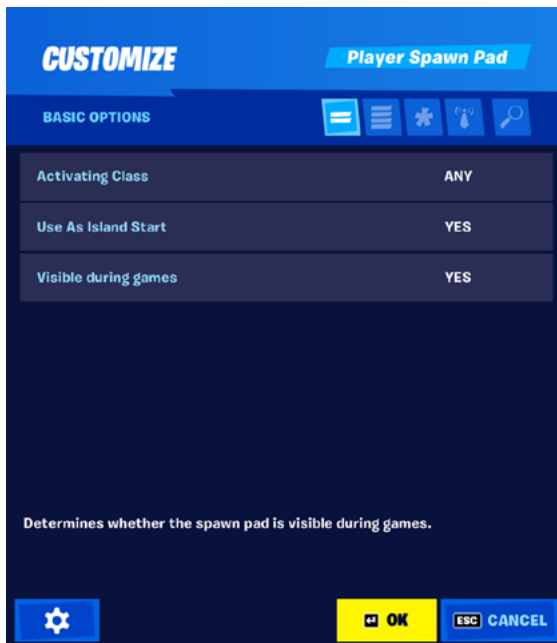
Now that you've placed the Player Spawn Pad and HUD Message Device, let's look at the CUSTOMIZE options for the devices.

To customize the Player Spawn Pad:

1. Point your phone at the device and approach it until the **CUSTOMIZE** pop-up opens.



2. Press **E** to open the **CUSTOMIZE** panel.



3. The panel opens to BASIC device options. Hover your mouse over the individual options for a brief description of each.

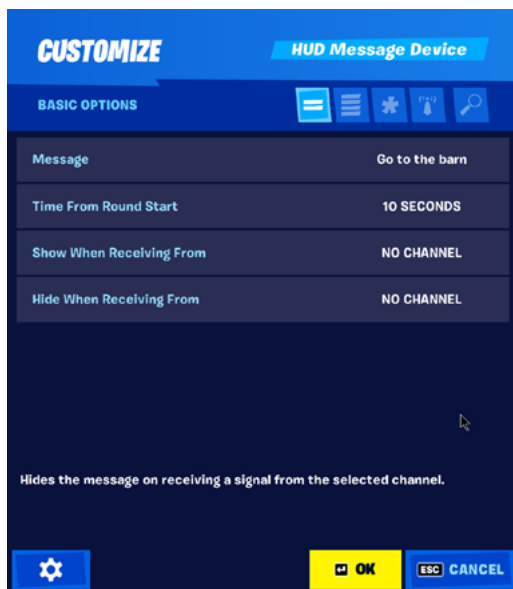
4. Click **OK** to exit the Customize panel.

When you spawn onto your island during play, you should now go directly to the spawn pad location instead of falling.

To customize the HUD Message Device:



1. Point your phone at the device and approach it until the **CUSTOMIZE** pop-up opens.
2. Press **E** to open the **CUSTOMIZE** panel.
3. For the **Message** option, type **Go to the barn** in the text field.



4. The next option is **Time From Round Start**. By default, this device sets the message to appear 10 seconds after the game begins.
5. Click **OK** to save and close.

Now when your game begins, you will have your custom message appear after 10 seconds.

What's next? Playtest!

PLAYTEST YOUR ISLAND

Playtesting is an important part of game development because you can see if your ideas work the way you expect them to. If a prop doesn't look right, or if a device doesn't work the way you expect, playtesting will show this. [Invite some friends](#) to party up and help test your game, grab your group, then load into your island!

To playtest the island:

1. Press **Esc** to open the Game menu.
2. Click **START GAME**.
3. You are now in **PLAY** mode. This is where you playtest the game you've created. You are free to move about your island!



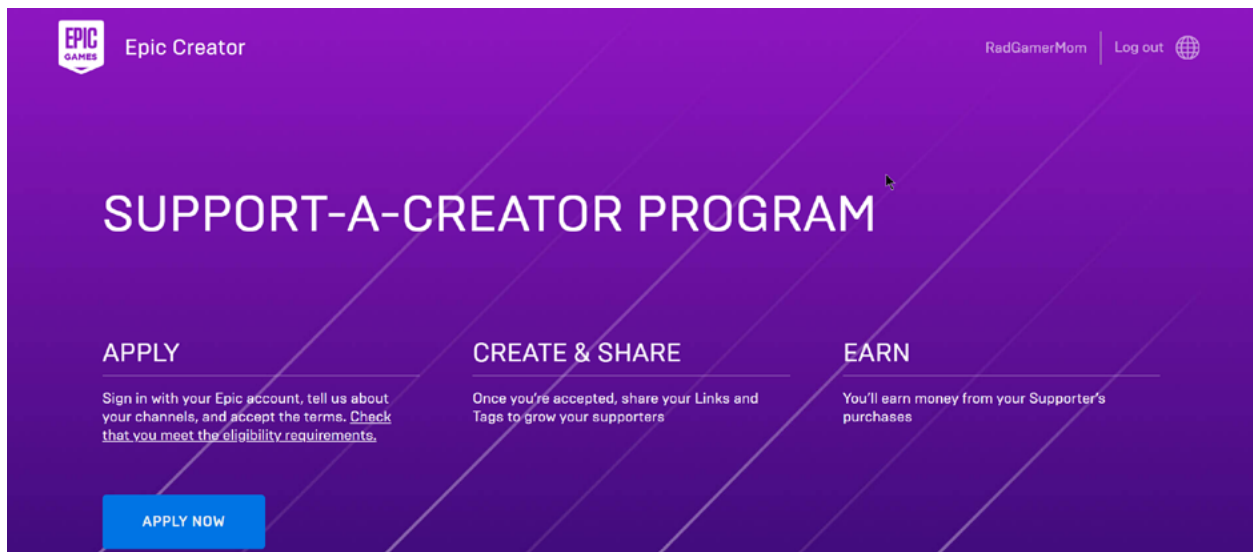
CAPTION: The HUD message appears 10 seconds after the game starts.

4. To end the playtest, press **Esc**, then click **END GAME**.
5. When the SCOREBOARD appears, click **RETURN TO ISLAND**.

SHOW OFF YOUR CREATION

Once you've created your island, the next step is to join the Support-a-Creator program. This program will give you access to publishing a game for the world to see, and also earn money.

JOINING THE SUPPORT-A-CREATOR PROGRAM



The [Support-a-Creator](#) program provides access to publishing, along with other features.

What is Support-a-Creator?

Support-a-Creator is a program where making an experience, environment, or game can earn you money in Fortnite Creative, through sharing a unique code with other players. The one who creates or publishes this game or experience is called the "Creator". For more details on the earning process, please see below or visit the [Support-a-Creator](#) website.

What is a Support-a-Creator code?

A unique Support-a-Creator code is generated from the username the Creator chooses when creating their account. In the future, if you want to change it, you can submit a request to Player Support to change this code.

How does it work?

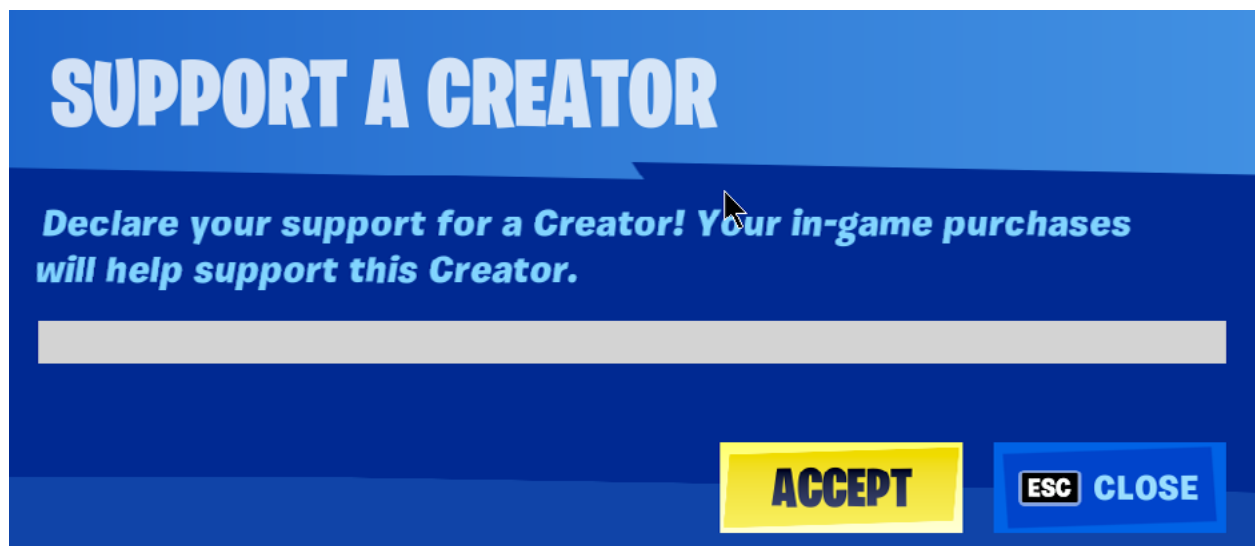
When a Support-a-Creator code is entered by players during purchases (inside the Fortnite game or on the Epic Games Store at checkout), a percentage of those purchases are attributed to that chosen Creator.

Fortnite example: If the Creator's in-game supporters spend 50,000 V-Bucks in-game, then that Creator would earn \$25 USD.

Epic Games Store example: If the Creator's supporters purchase \$100 USD of games, that Creator will earn \$5 USD (at the base Epic-funded rate).

Please note, however, that no compensation is earned or credited to the Creator under this program unless the Creator earns \$100 USD or more within a 12-consecutive month period. This means that if the Creator does not meet the \$100 USD compensation threshold within a period of 12 consecutive months, any attributed purchases and/or redemptions made by supporters during that 12-month period will reset to zero.

If a player is enjoying a game within Fortnite Creative, it's very easy for that player to quickly select the Creator they wish to support. For more details, please visit the [Support-A-Creator](#) website.



Why am I applying for this program?

We're currently enabling island publishing only for Creators that are a part of our Support-A-Creator program. That means in addition to the [community guidelines](#), there are [additional guidelines](#) you must follow when creating content.

Why do you need a national ID number/SSN/Tax ID, and how will the account receive payment?

We need the applicant's national ID number/SSN/Tax ID in order to confirm identity and comply with applicable tax reporting obligations. By submitting your tax ID you consent to our use of your information to check your identity and comply with any laws applying to the program. The adult account holder will receive an email to set up a Hyperwallet account to receive any earnings from your Support-A-Creator code.

FAQ for Hyperwallet located [here](#).

How can I stay safe while creating in Fortnite?

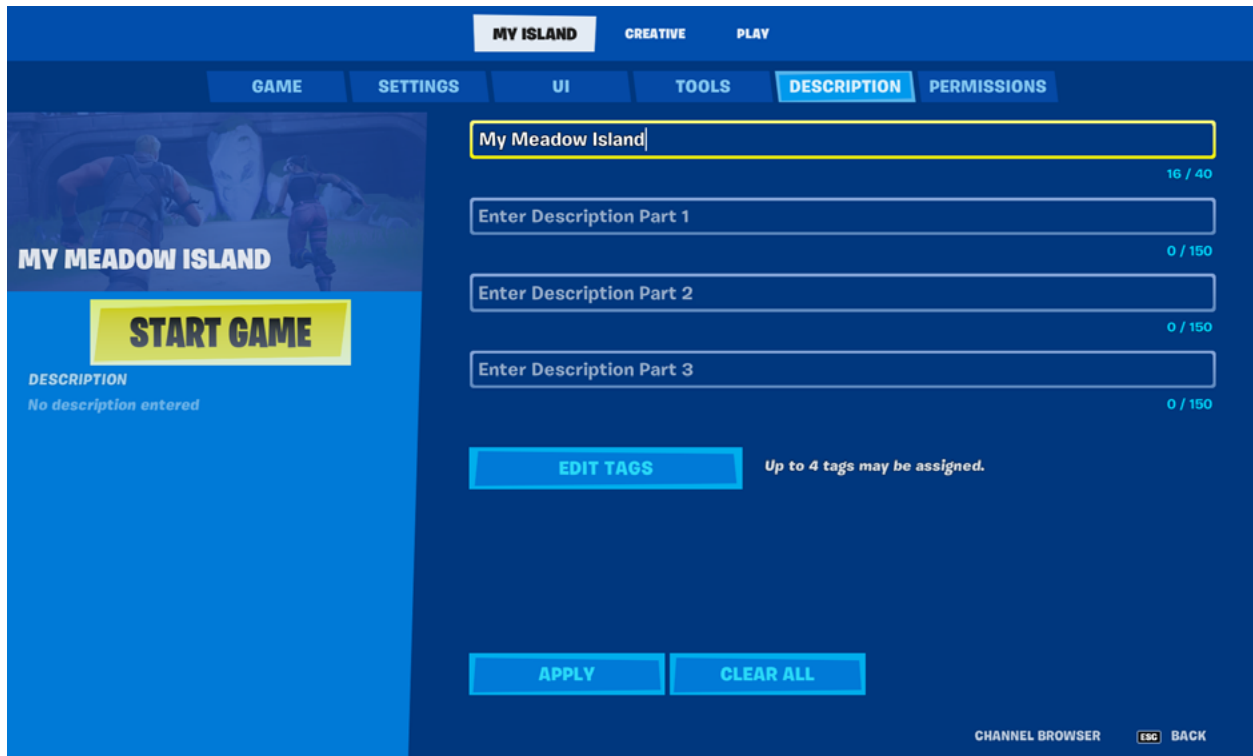
We have a whole section on our website dedicated to helping you stay safe when within Epic Games or playing Fortnite. You can get all the details [here](#).

PUBLISHING YOUR ISLAND

Publishing your Creative island gives you a way to share your island with other players, but to publish your island, you first have to submit it to Epic Games.

When you're ready to publish your island, follow these steps.

1. Press **Esc** to open the **Creative** menu.
2. Select **MY ISLAND**.
3. Select the **DESCRIPTION** tab.
4. Fill out the fields on this window.
 - Game Name
 - Description, Parts 1–3.



NOTE: It helps to add a short description that will get other players interested in your island.

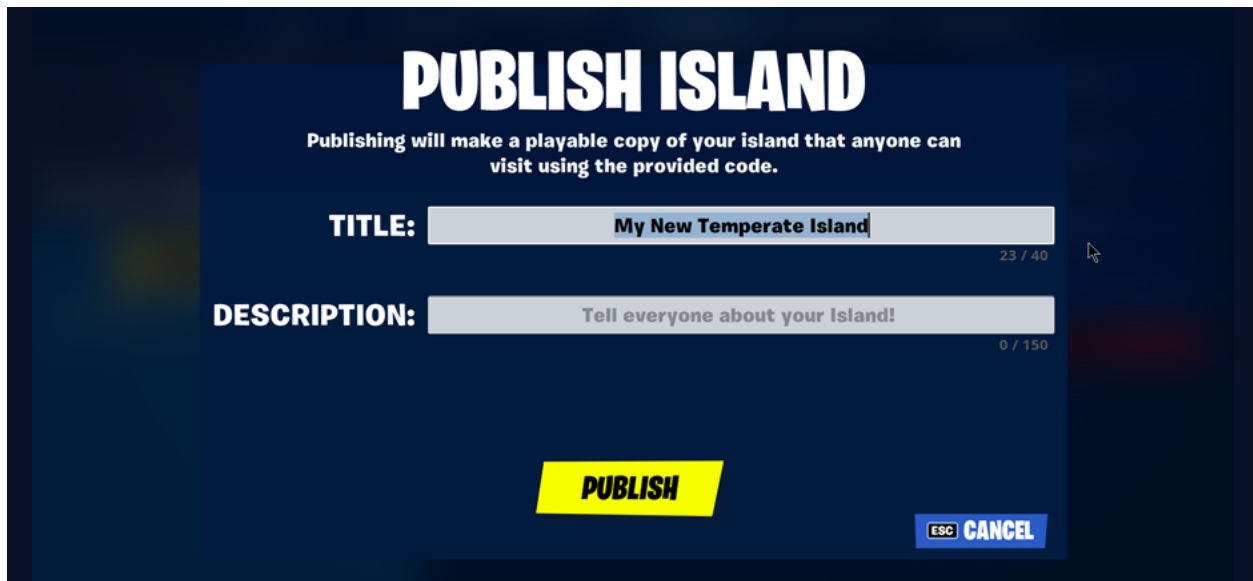
- Click **EDIT TAGS**, then check up to four of the tags shown. Scroll down to see more. When done, click **OK**.

NOTE: Select at least one tag. These tags help players who are interested in the kind of game you've built to find it.

- When done, click **APPLY**.

NOTE: To change all of the island's descriptions, select **CLEAR ALL**.

- When you're satisfied with the DESCRIPTION information, click the **TOOLS** tab, then click **PUBLISH** — which means anyone within Fortnite will be able to visit the island.

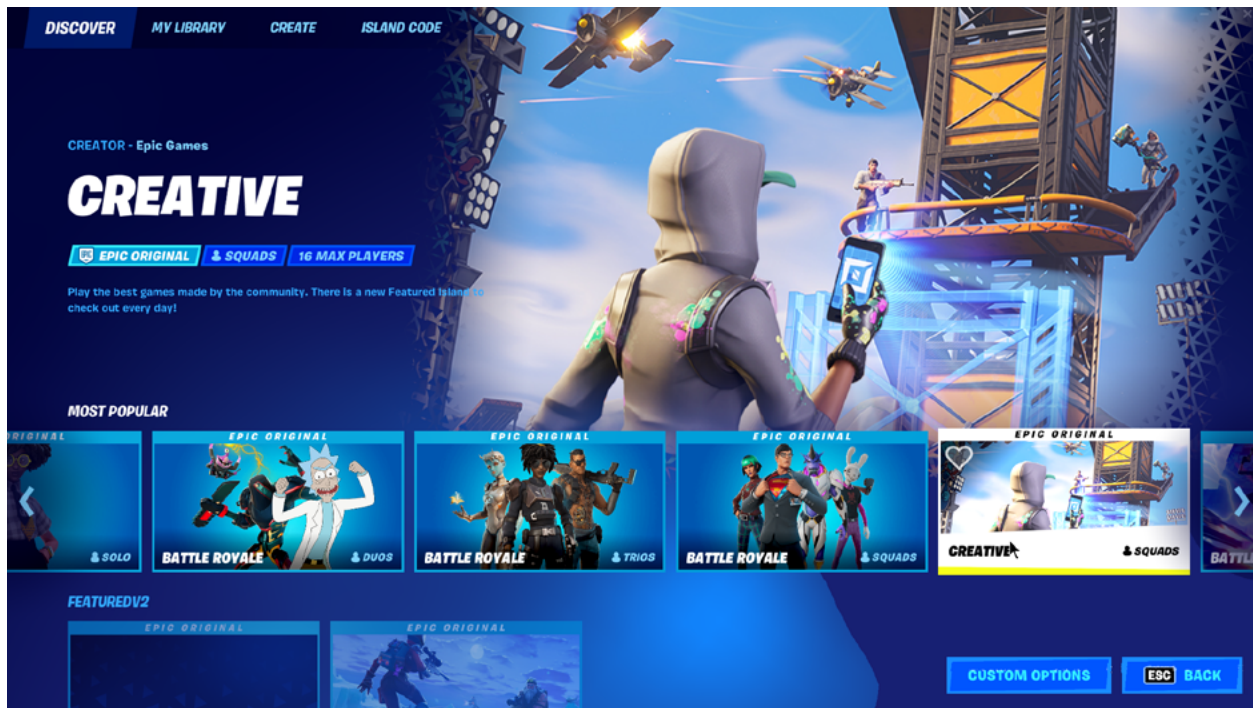


MARKET YOUR ISLAND

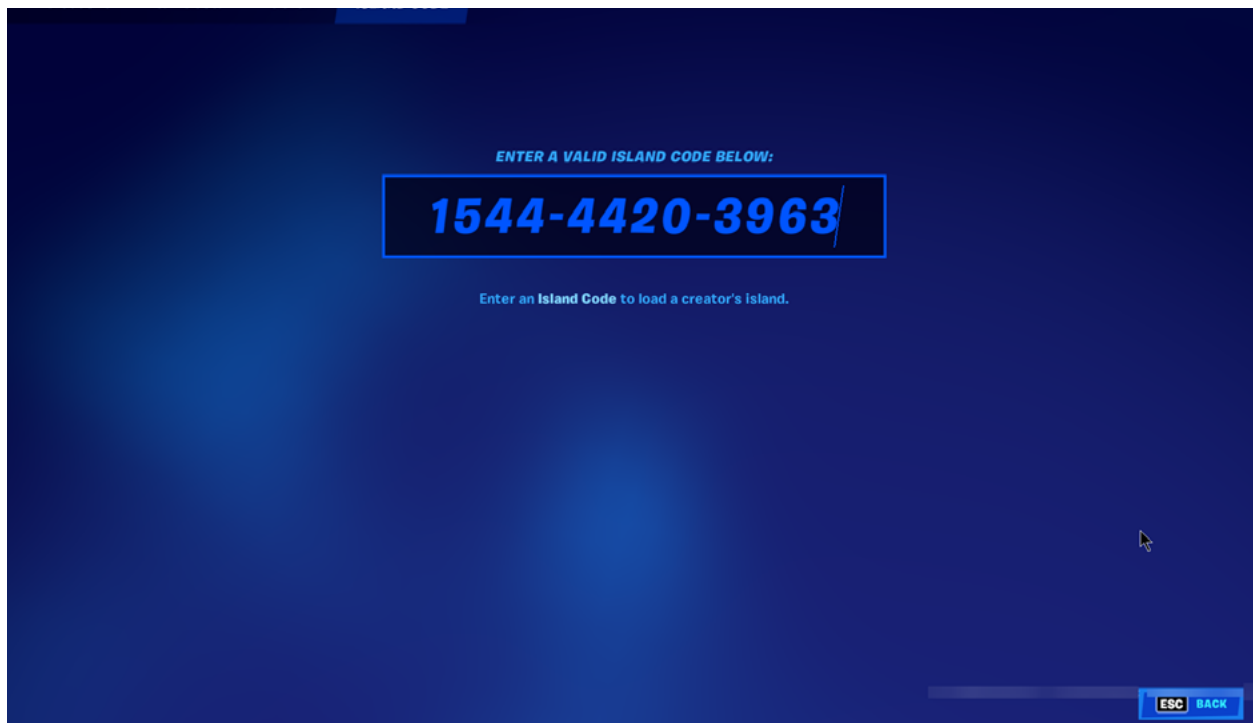
You've made your first island, or by now maybe even a few, and you want to show your work to the world. The first and best way to advertise your island is by sharing your island code with people! Anyone who knows the code can use it to find your island in Creative.



CAPTION: Click CHANGE from the Creative Lobby window to open the Discover screen.



CAPTION: From the Discover screen you can find new islands, or enter an Island Code.



CAPTION: Make sure the ISLAND CODE tab is selected, then enter the island code to get direct access to a Creative Island.

If your islands are getting positive attention on social media feeds or places like Reddit, Epic may reach out to you about highlighting your creation for the entire Fortnite community.

SOCIAL MEDIA

The most common way that Creators share their Island code to potential fans is through social media (Twitter, Instagram, TikTok). It's common to include the code in a bio, or within some promotional images or a video.

[FN Creative Twitter](#)

SCREENSHOTS

Fortnite images are a big part of the Creative community. We love seeing all of your images from your favorite games, experiences, and islands. If you are looking to start taking your own screenshots in Creative or improving your skills, here are some tips.

If your island is selected by Epic to be a featured game, then you'll need a fancy thumbnail image and video to properly show it off.

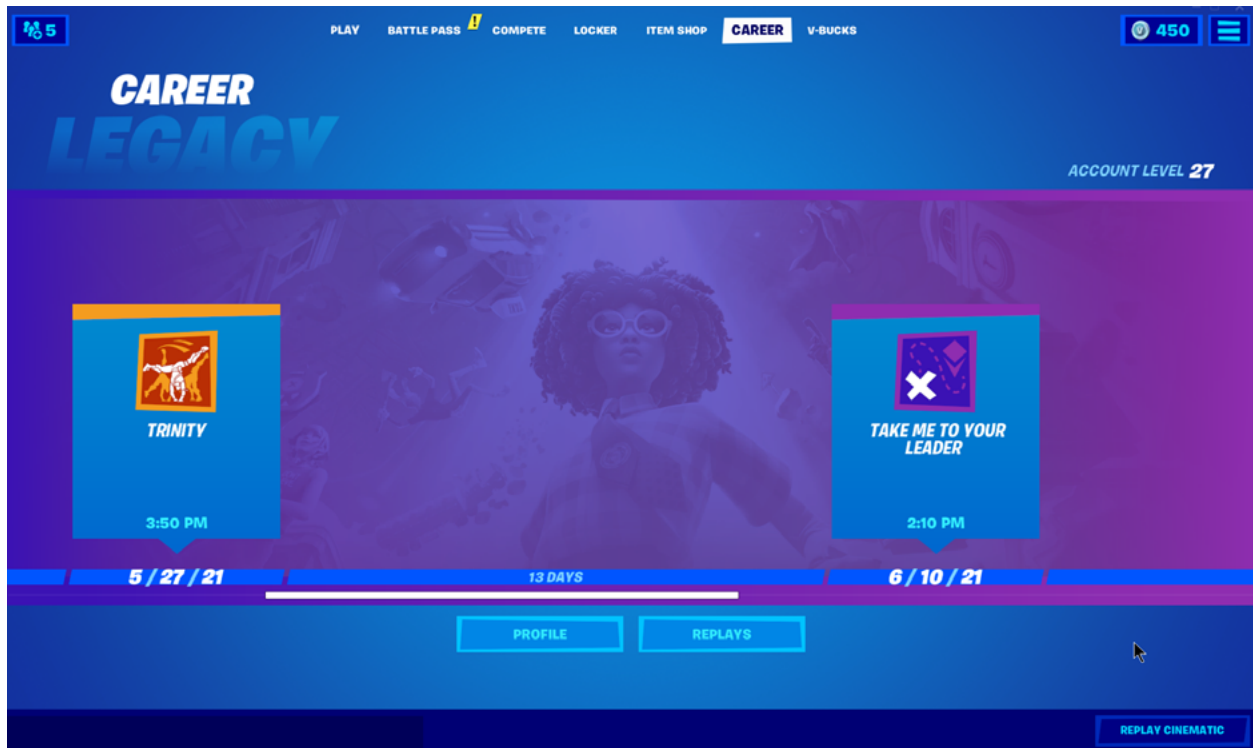
CAPTURE SETTINGS

Make sure your graphics settings are set as high as your device can handle to capture the highest quality images possible.

GRAPHICS QUALITY		
AUTO-SET QUALITY	AUTO-SET	
QUALITY PRESETS	<	EPIC >
3D RESOLUTION	100%	
VIEW DISTANCE	<	EPIC >
SHADOWS	<	EPIC >
ANTI-ALIASING	<	EPIC >
TEXTURES	<	EPIC >
DOWNLOAD HIGH RESOLUTION TEXTURES	<	ON >

REPLAY SETTINGS

To access **Replay Mode**, go to the **CAREER** tab while in the **Creative Lobby**, and select the **REPLAYS** button at the bottom of the window.



To make best use of your camera's focal length, aperture, and focus settings, set **High Quality FX** to **ON**. If this is turned off, the settings you put in will not change. Enable the **High Quality FX** options to increase the REPLAY footage quality.

COMPOSITION

When planning a scene, it's important to first figure out what you want to highlight.



Ask yourself how you want to showcase gameplay, your island and the overall theme you're trying to capture.

- Create a line of action to help the viewer understand the story you are telling. Here we can quickly and clearly see it's two teams engaging in a fight.
- Keep front characters large and frame-filling for easy readability.

You can record **replay** scenes in Creative, giving you optimal time to plan and shoot your scene. You also have control of focal length, depth of field, slow motion, drone speed, and more. In replay mode, your characters can be seen from all angles.

Think about their surroundings and what is behind them when shooting a replay scene.



Stay away from areas in closed spaces without a lot of light.

- Draw your viewer's eye with exciting moments!
- Blur your backgrounds and foreground to adjust the focus on your subjects.

LIGHTING

Time of day is very important and can change the tone of your photo. Try to shoot when the sun is shining on the scene at an angle rather than say, directly above.



When capturing wide shots of points of interest and landscapes, you can use the Storm Toggle On/Off if the storm moves over the shot during live gameplay.

- The above screenshot has near, far, and very far mountains and trees that show the beauty and complexity of the island.
- Placing the sun or moon to bring out shadows and light shafts will help build realism and depth.
- Use the landscape for screenshots that give depth and layers.
- Use foreground elements to create a natural frame. This will also give a sense of size.

Put it all together and you've beautifully captured your masterpiece. Now people can easily spread the news about your fun creation!

CRAFT YOUR CREATIVE TRAILER

You've spent countless hours handpicking perfect props and devices to carefully craft your masterpiece. Now it's time to show those goods off to the world.

The next step is to take your elite Creative skills and make a video that demonstrates what your island has to offer.

Are you ready to create a high-quality trailer that'll give you the best chance at the glory you deserve?

Recommended video editing software:

- Adobe Premiere Pro
- iMovie [free download]
- DaVinci Resolve [free version available]
- Final Cut Pro X
- WeVideo [free version available]
- Filmora

These are suggestions, but you can use any app you have access to as long as it meets the following video specifications:

- **Optimal Length:** 15–30 seconds
- **File Type:** MOV
- **Codec:** ProRes
- **Aspect Ratio:** 16:9, 1080p minimum; preferably 4k
- **Frame Rate:** 60fps or 59.94, progressive (not interlaced)
- **Required Audio Bit Rate:** Uncompressed, stereo (one audio stream with left and right audio channels)

CONTENT GUIDELINES

Here are some content requirements you'll need to meet:

- Follow our [Community Guidelines](#), including:
 - No use of text overlays in video
 - No use of another company's intellectual property (IP)
 - No use of inappropriate imagery
 - No use of exploits or unofficial content in video footage
- Show the key objective and game mechanics (players should have a clear understanding of the game mechanics and win/lose conditions).
- No voice audio allowed.
- Use Epic-approved music — [here](#) are some Epic Licensed lobby tracks to get you started!
- Only use appropriate creator names that adhere to the [creator content guidelines](#).
- Only show gameplay footage in your trailer.
- Imagery should be appropriate and relevant to your game.
- End the video with the template slate informing players of:
- Your creator name
 - Your island code
 - Any social media links

TIPS AND TRICKS

Here are some tips and tricks to help you take your content to the next level.

Generally, you don't want to showcase any gameplay bugs or outstanding development issues in the game. If you do run into bugs, report them to Epic in-game, make the necessary changes quickly, and bounce back so that you can present your best work. To level up your videos, solid storytelling provides a great foundation for great cinematography:

1. Storytelling

- Know what you want to accomplish and put together before you capture it. For example, write a draft script and read it out loud. If it reads well, you're ready to lay out your visuals.
- Plan a visual concept by planning your story and your script, then record and iterate (repeat the process) until you're satisfied with the final result.
 - **NOTE:** A high-quality screenshot as a thumbnail does an awesome job communicating your game and island's core theme.

2. Composition

- Frame your shots with a focus on key elements to improve composition and make them visually appealing.

3. Cinematography

- Use interesting camera angles, lighting, and music to give your video a cinematic quality.
- Edit your clips to tell a story — every video should have a structure that shows a narrative story line.

If you follow this workflow, choosing a thumbnail that captures your video's theme should be easy!

SUBMITTING YOUR VIDEO

The hard part is over. Now let's get to submitting that masterpiece! Here's what you need to do:

- Apply by using the [Creative Content Submission Form](#), making sure to include the following:
 - **Video Title:** [LTM Video] Map Name.
 - **Media Link #1:** Include a Google Drive link to the video.
 - If possible, include a **Link to the Game Trailer ProRes File** in case we run into technical difficulties while reviewing the video.
 - List the trailer's creator in the notes.

COMMUNITY RESOURCES

New to the community? Want to hit the ground running? We've got a large and constantly growing group of active creators who love to chat, share strategies and discuss collaborations. If that sounds right up your alley, jump into our Fortnite Creative Discord to start chatting with other creators today—you might even see a few Epic employees hanging around!

[Fortnite Creative Discord Server](#)

If you have used this pamphlet to start creating your own island, you probably have more questions. There's no better place to find your answers than our documentation website. You'll find everything from a glossary with term definitions specific to Fortnite Creative, to explanations on how the newest devices in Fortnite Creative work.

[Creative Documentation Website](#)

Tons of ideas but not sure where to start? There's no wrong place! If you're more of a lurker, go to our Fortnite Creative subreddit to follow the community conversations.

[Fortnite Creative Subreddit](#)

Looking for the official scoop from Epic Games? Stay up to date on all the new stuff landing in Creative. To stay on top of every update, head over to:

[Official Fortnite Creative Twitter](#)

For all other *Fortnite*-related news:

[Official Fortnite Blog](#)



ABOUT THIS DOCUMENT

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Fortnite Creative Team



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