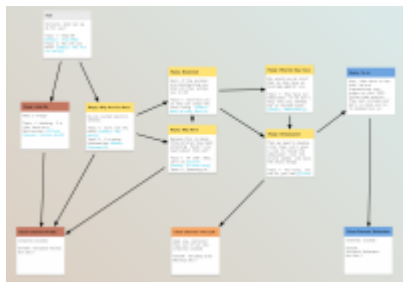


# Tutorials

It is one thing to know how a menu works but it is another to see how someone uses it. The following tutorials are designed to take you on a ride-along with designers from the Horizons community to see how they use the game design tools.

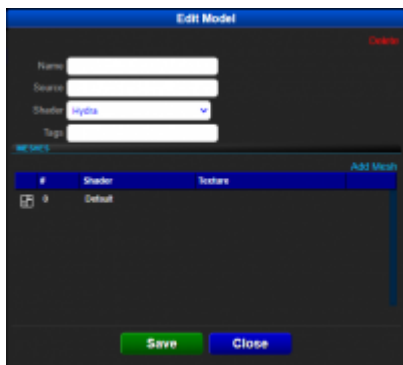
## Featured Tutorials



### Creating a Sample Dialog Tree

*This tutorial is coming soon!*

Follow along with Jazzy as he uses dialog groups, text, topics, and actions to create an interactive dialog tree that directly impacts the story of the mission.



### Adding a Custom Model

*This tutorial is coming soon!*

A basic step-by-step guide to adding models into Horizons.

## Tutorial Catalog

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