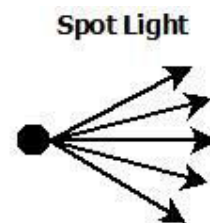
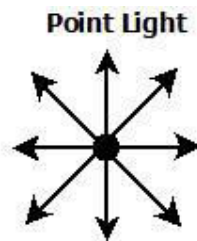
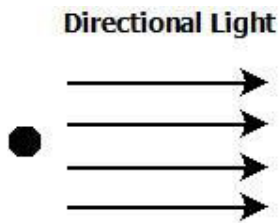
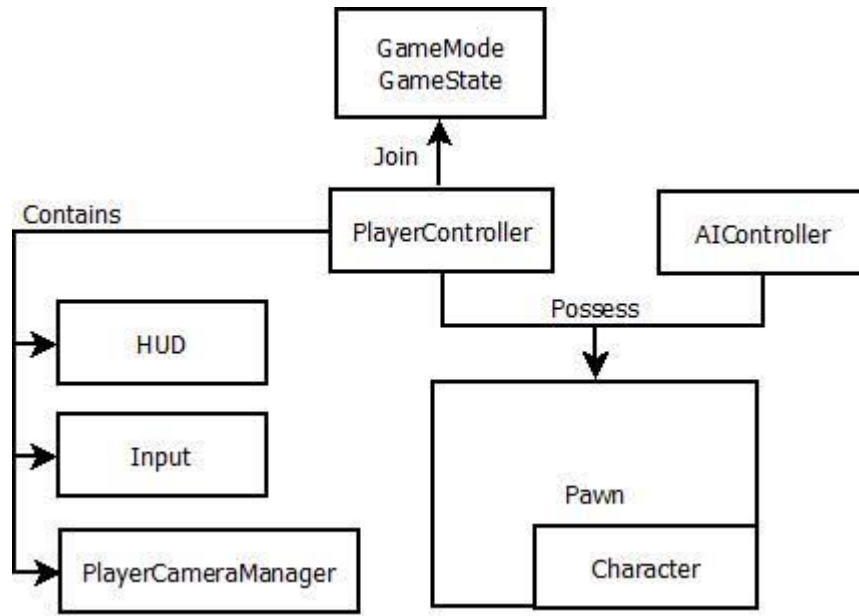
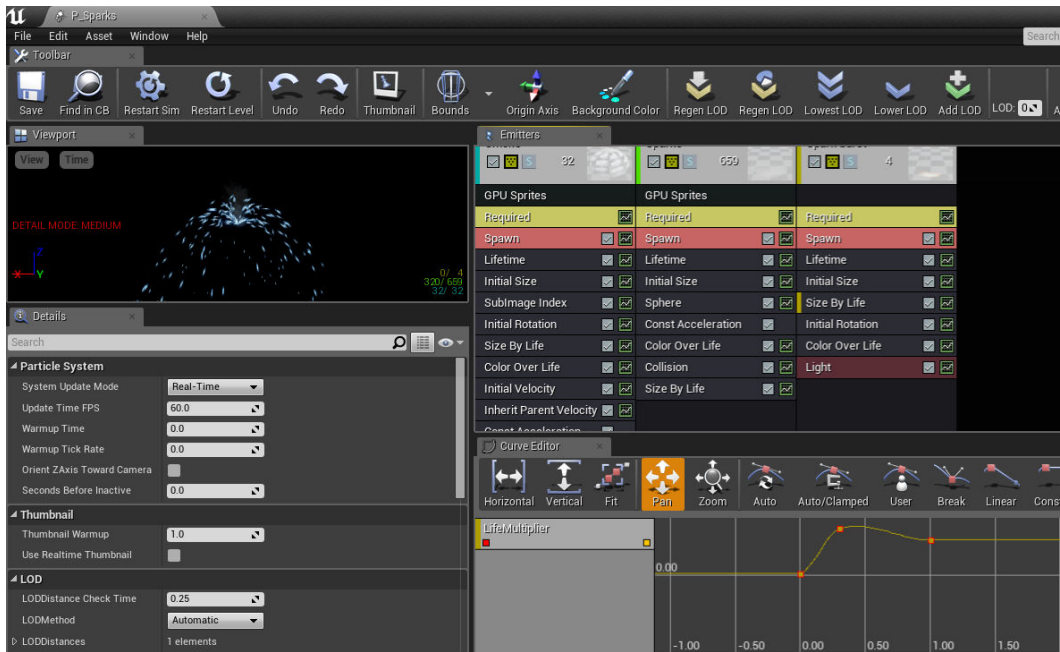
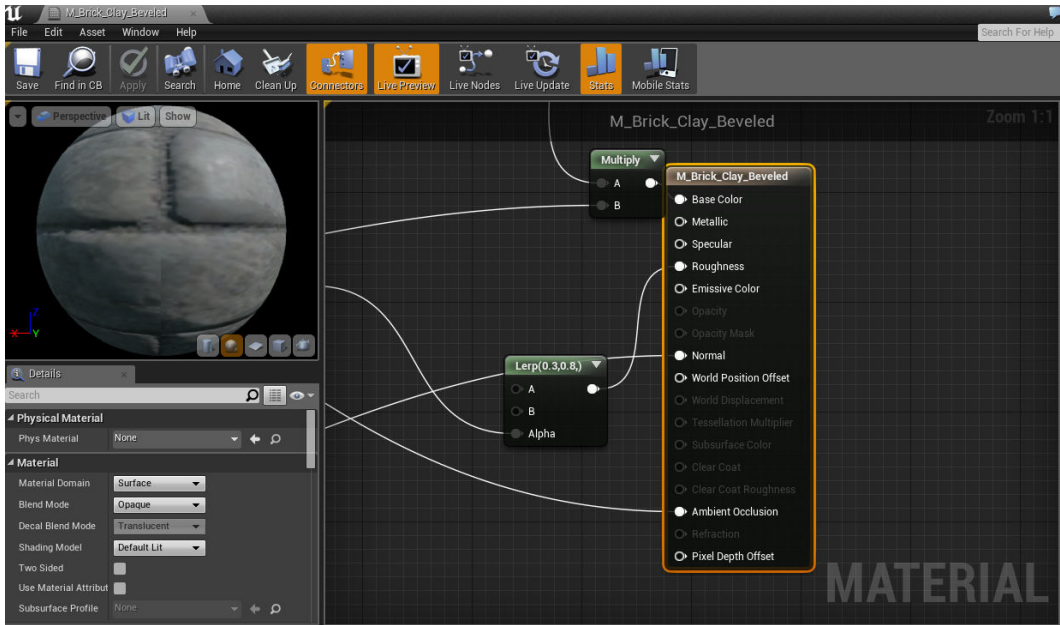
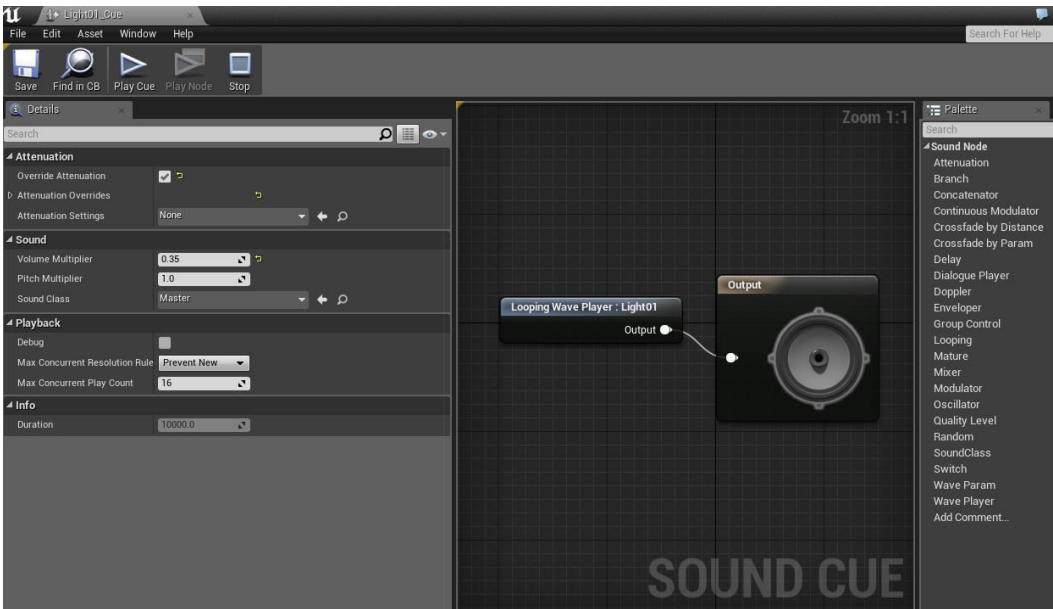
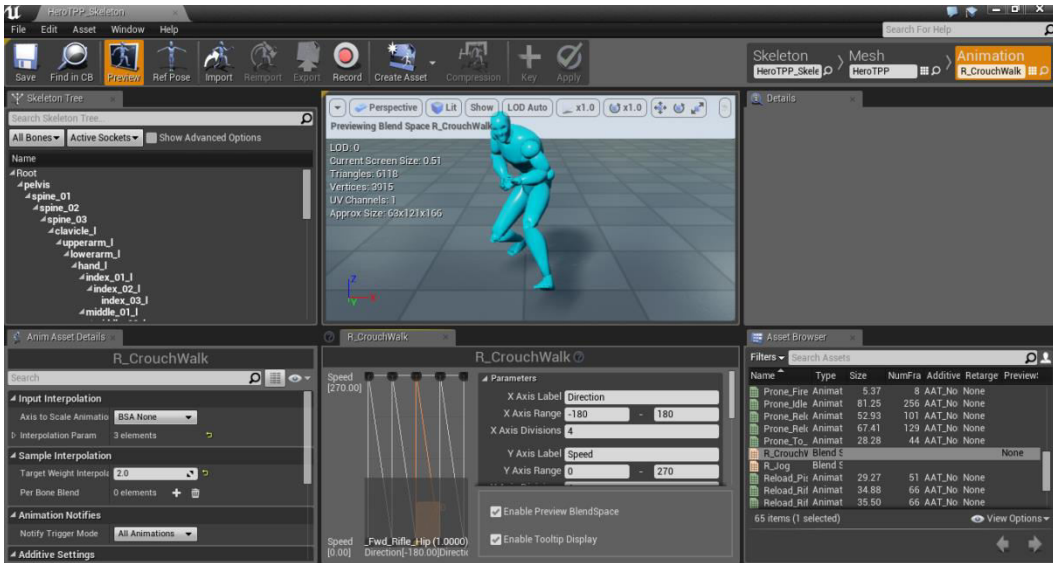
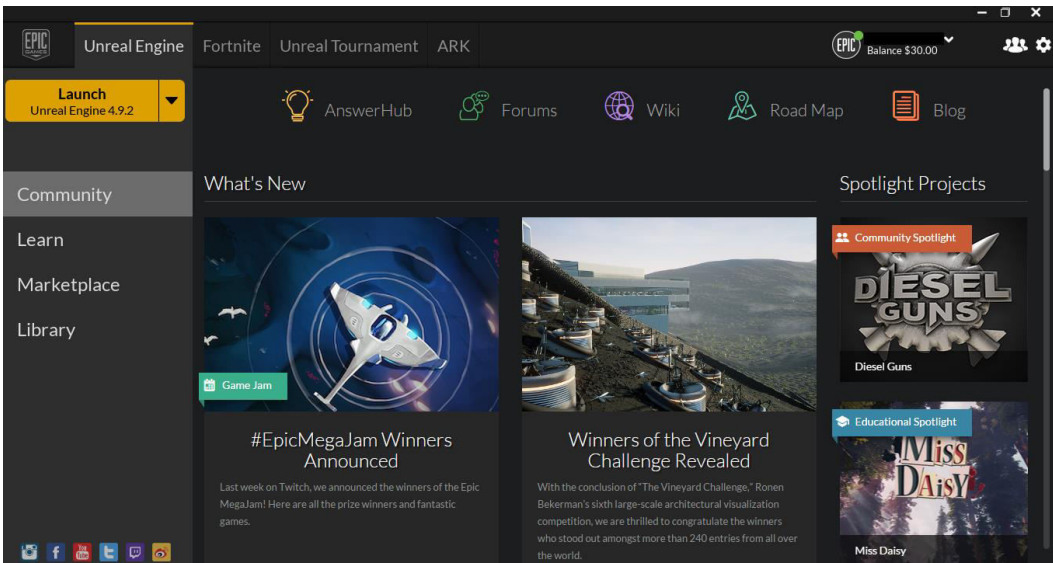
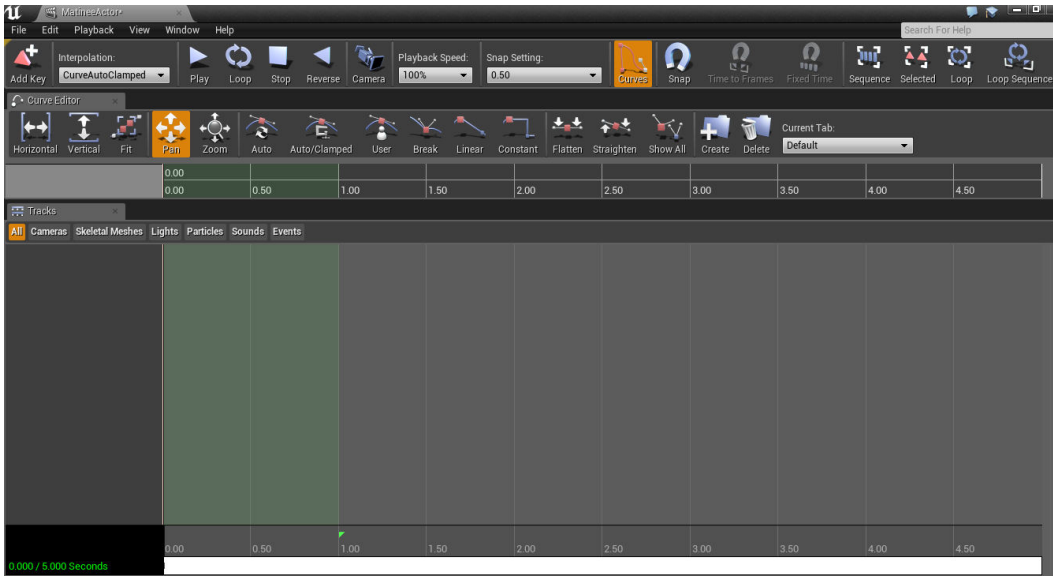


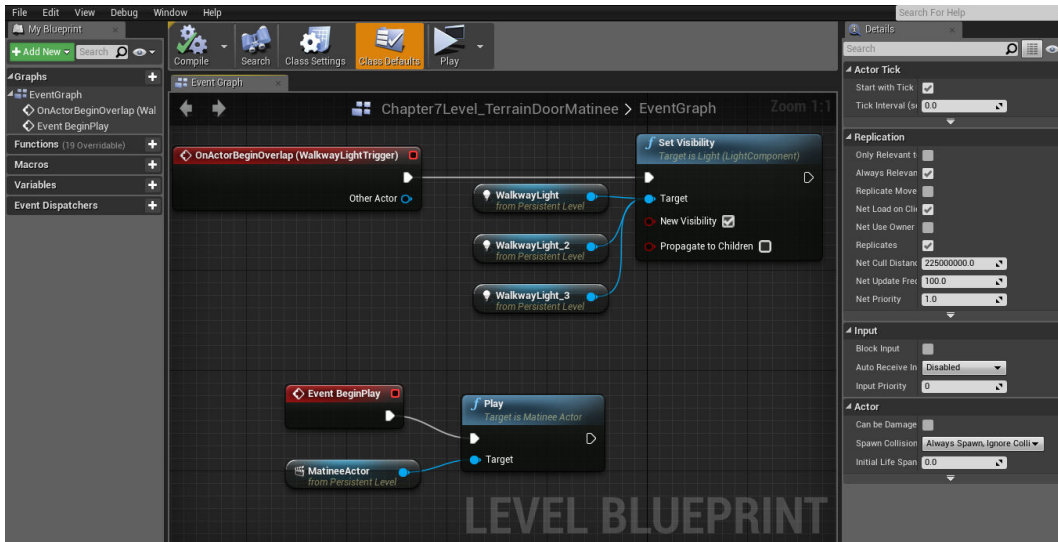
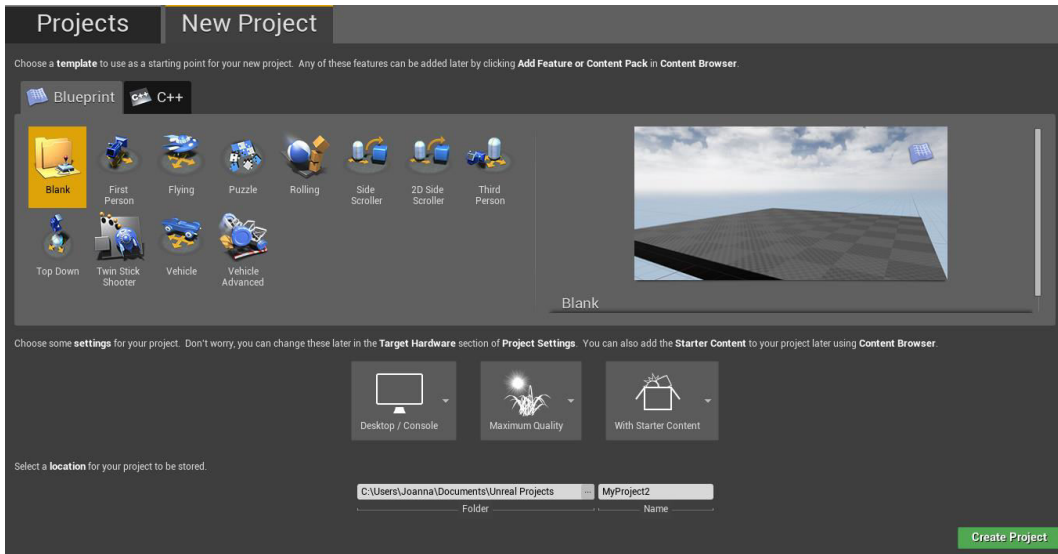
## Chapter 1: An Overview of Unreal Engine

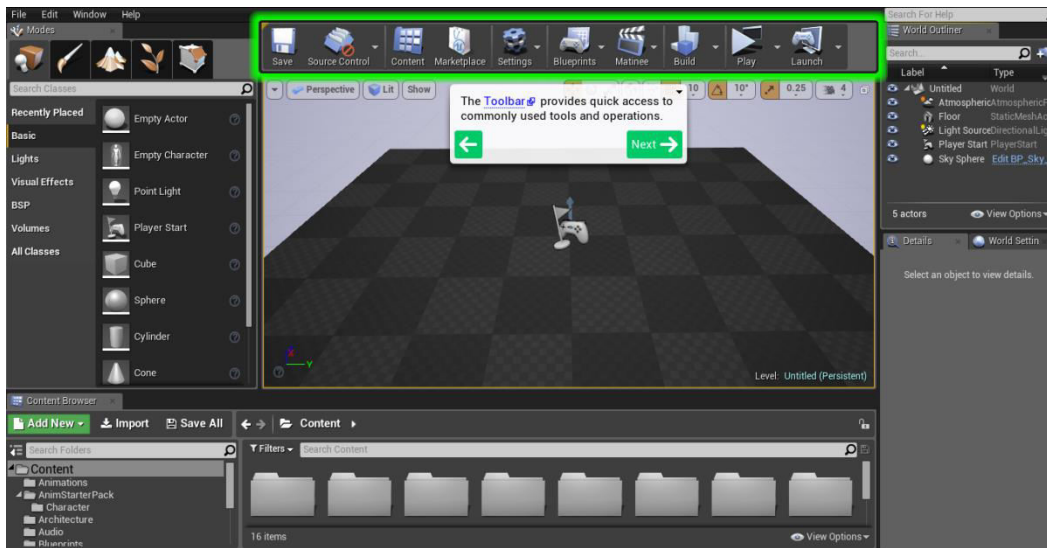
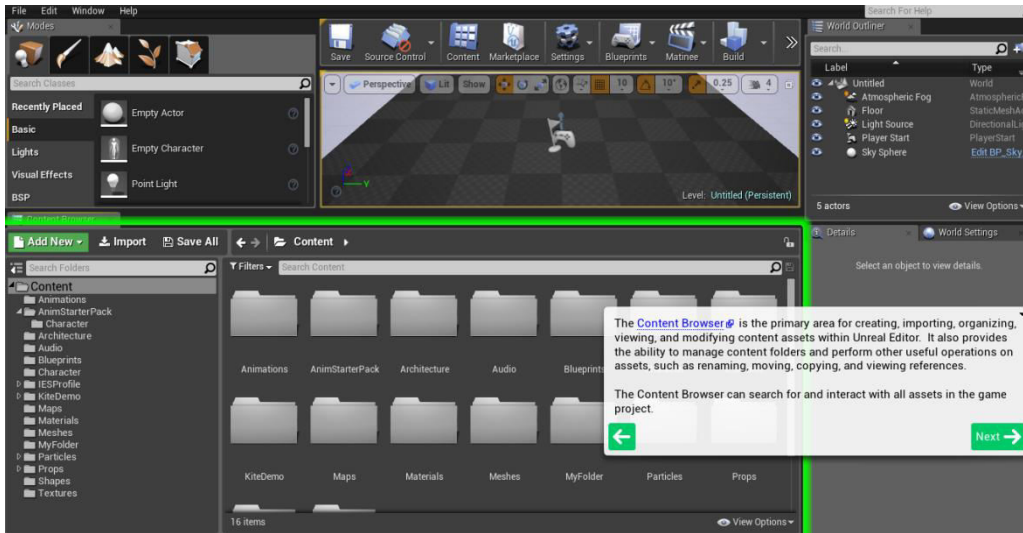


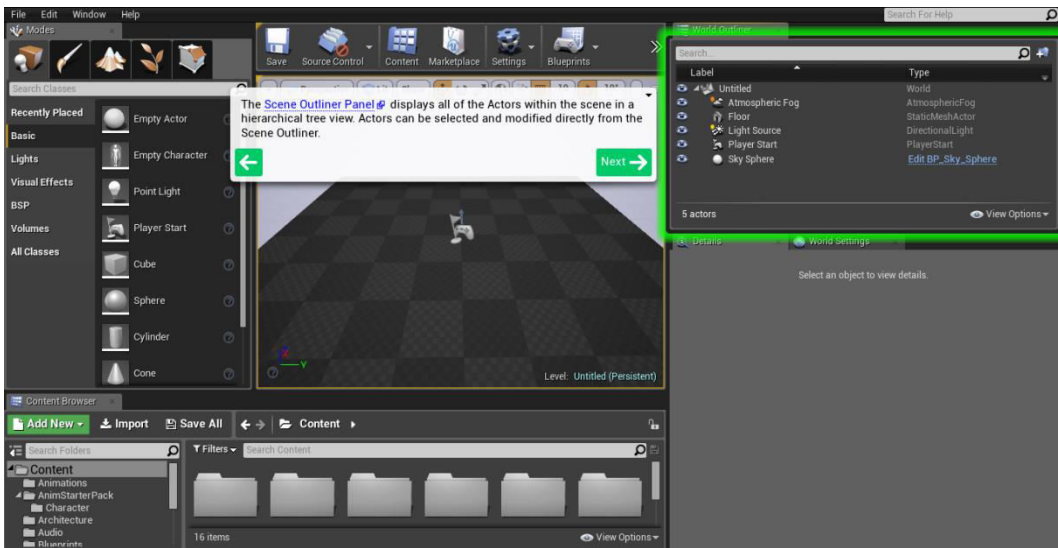
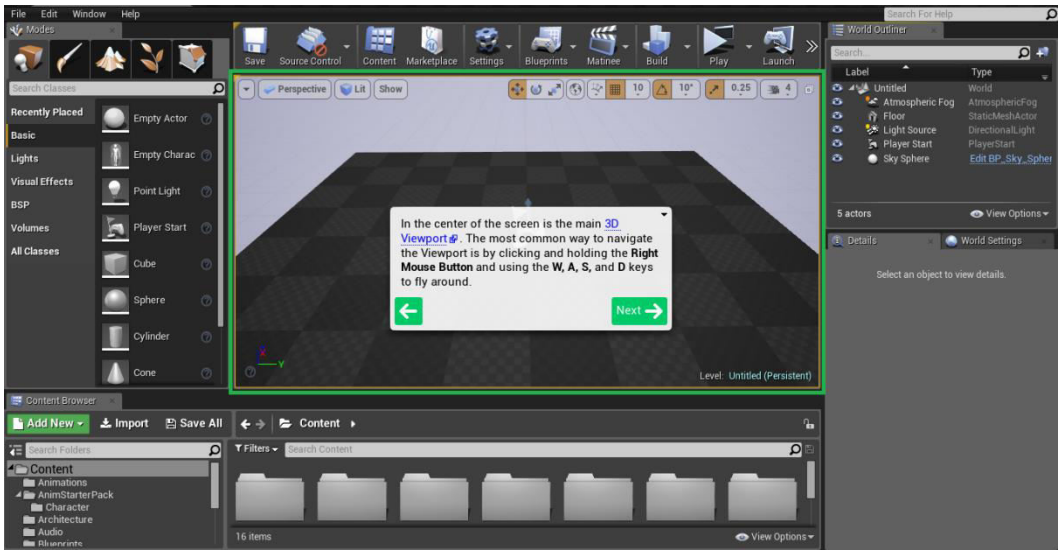


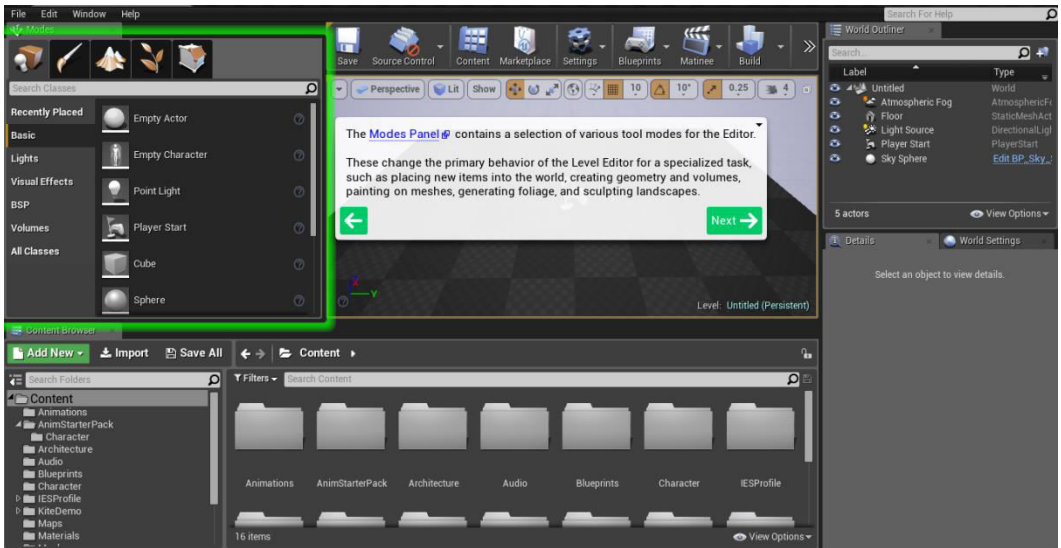






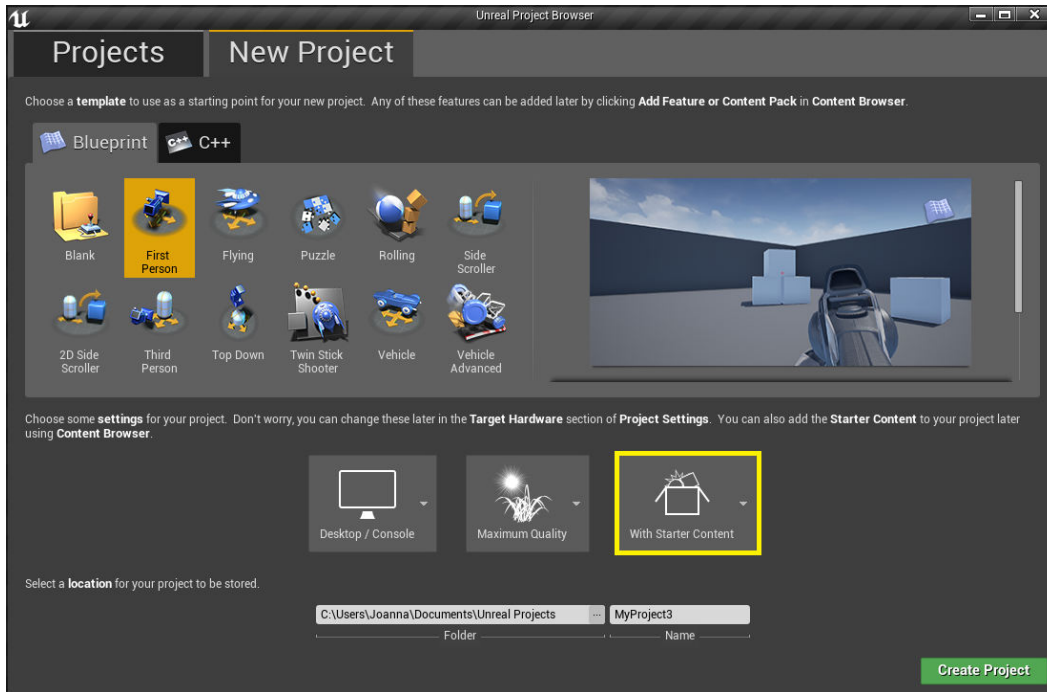


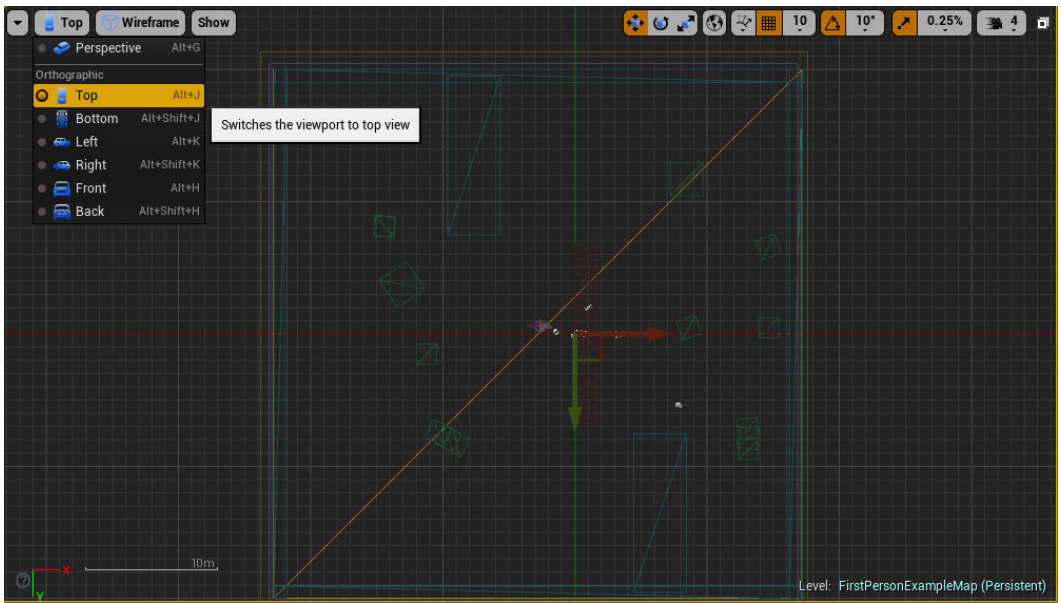
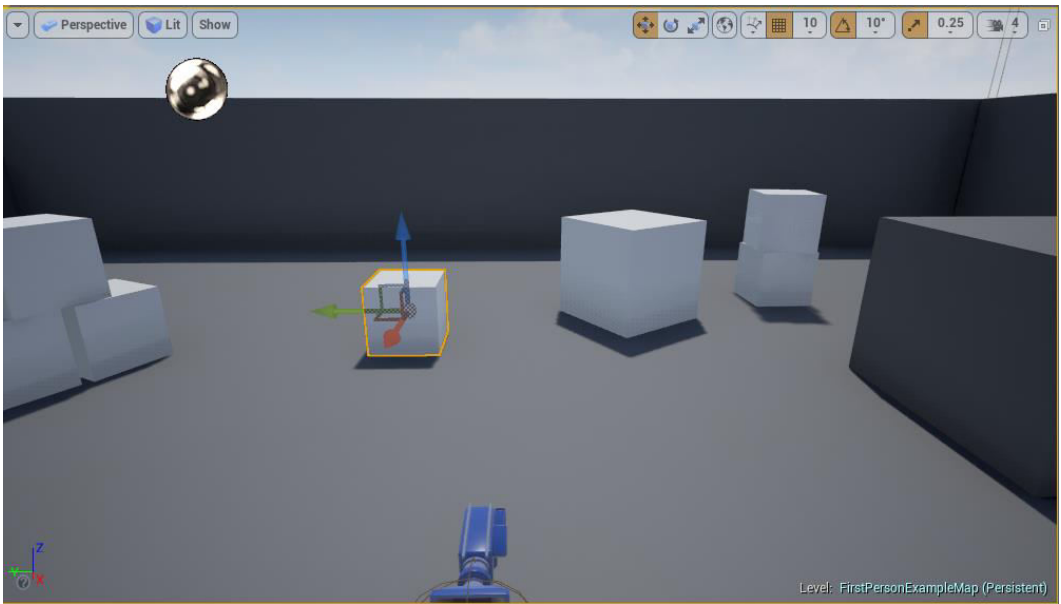


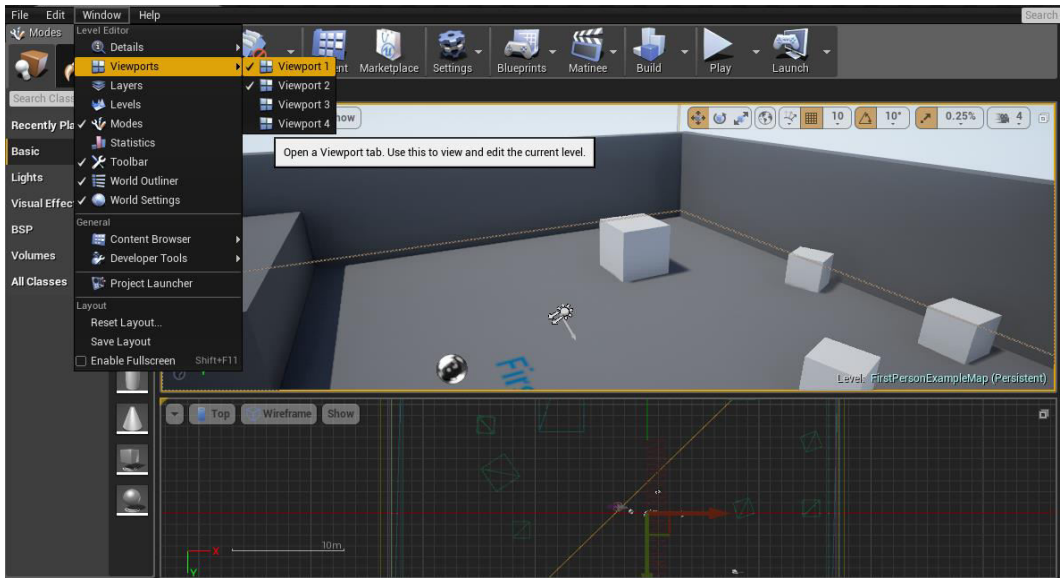


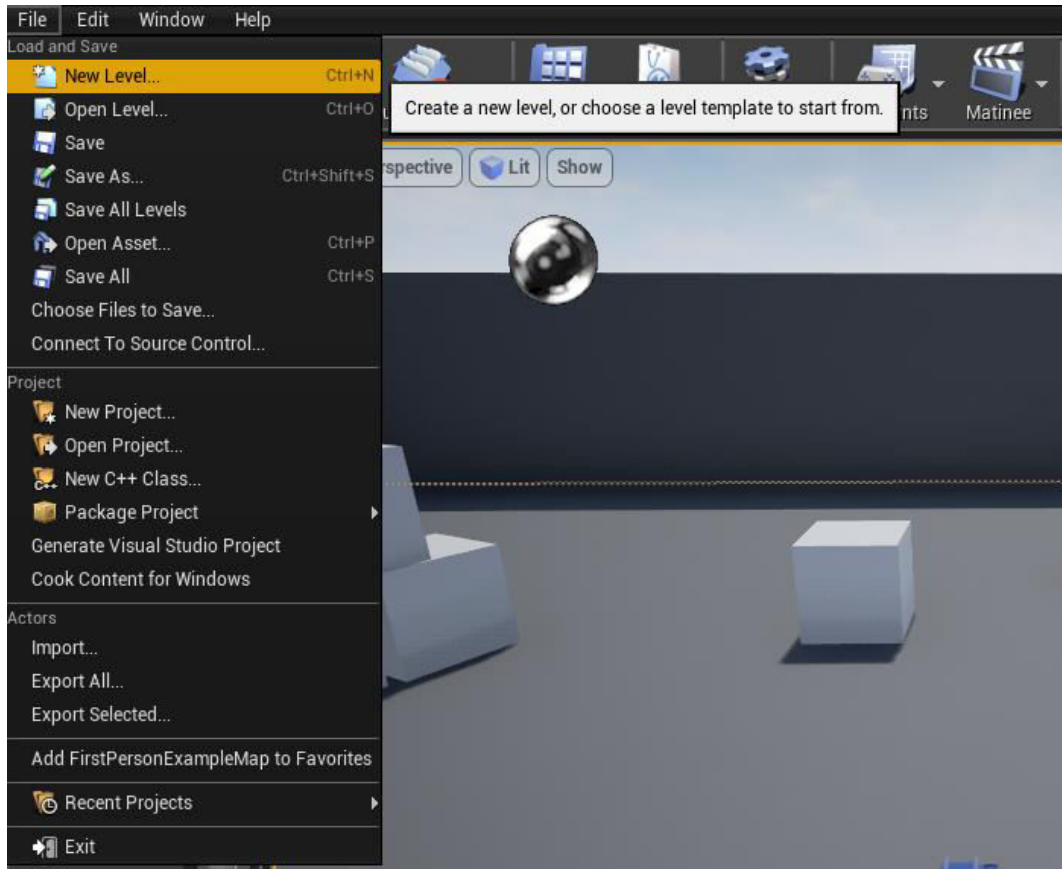


## Chapter 2: Creating Your First Level

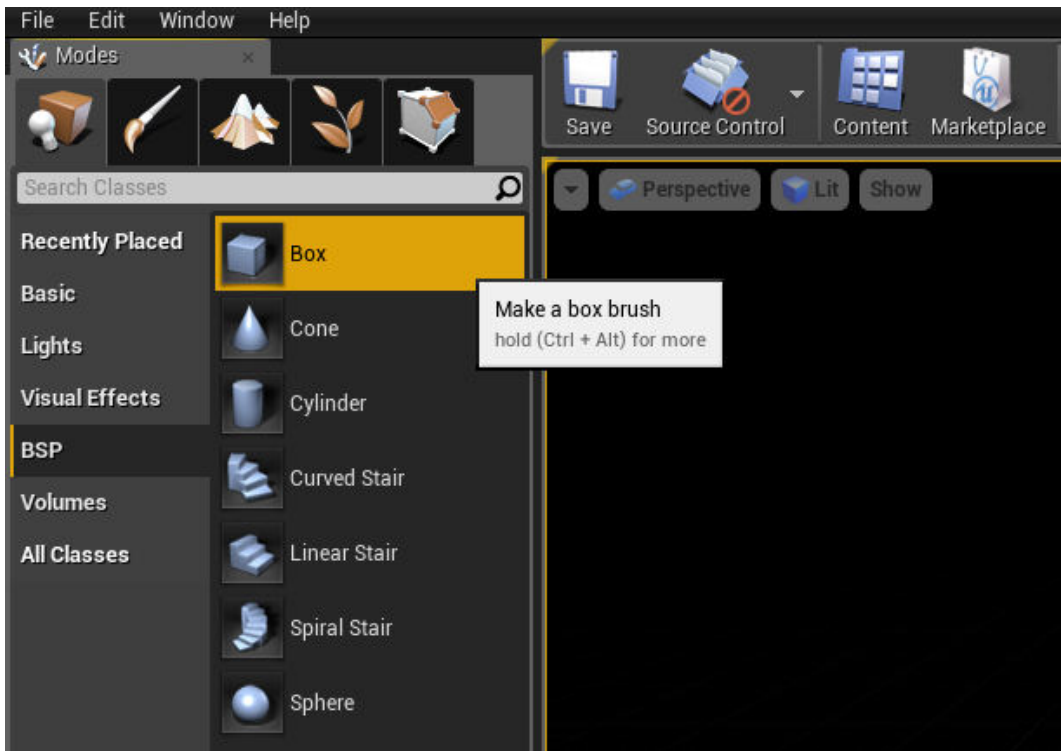


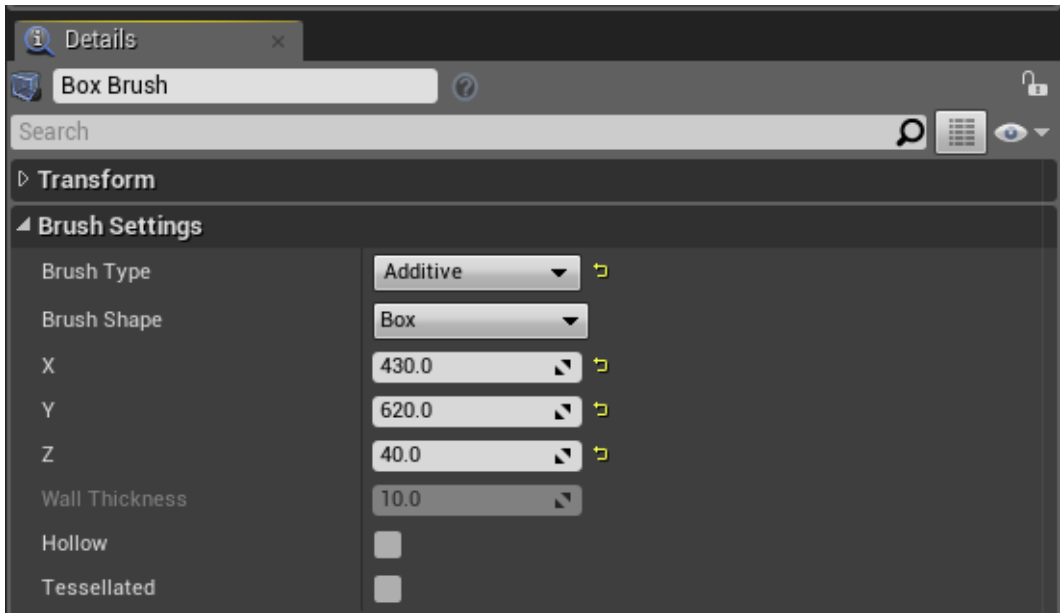
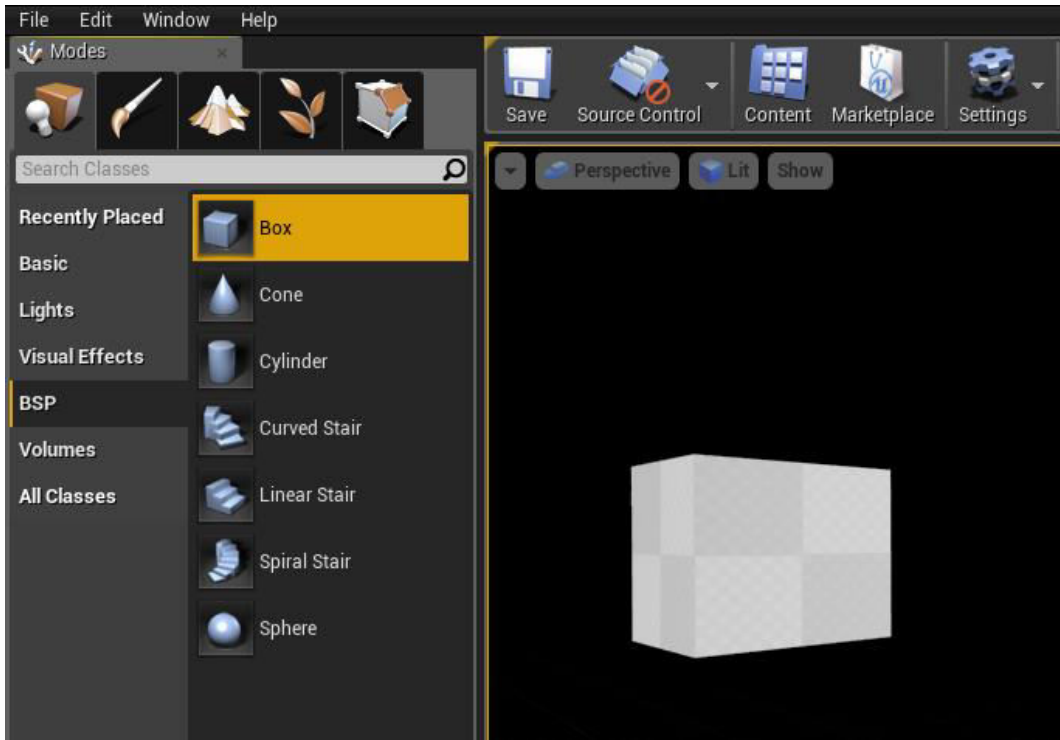


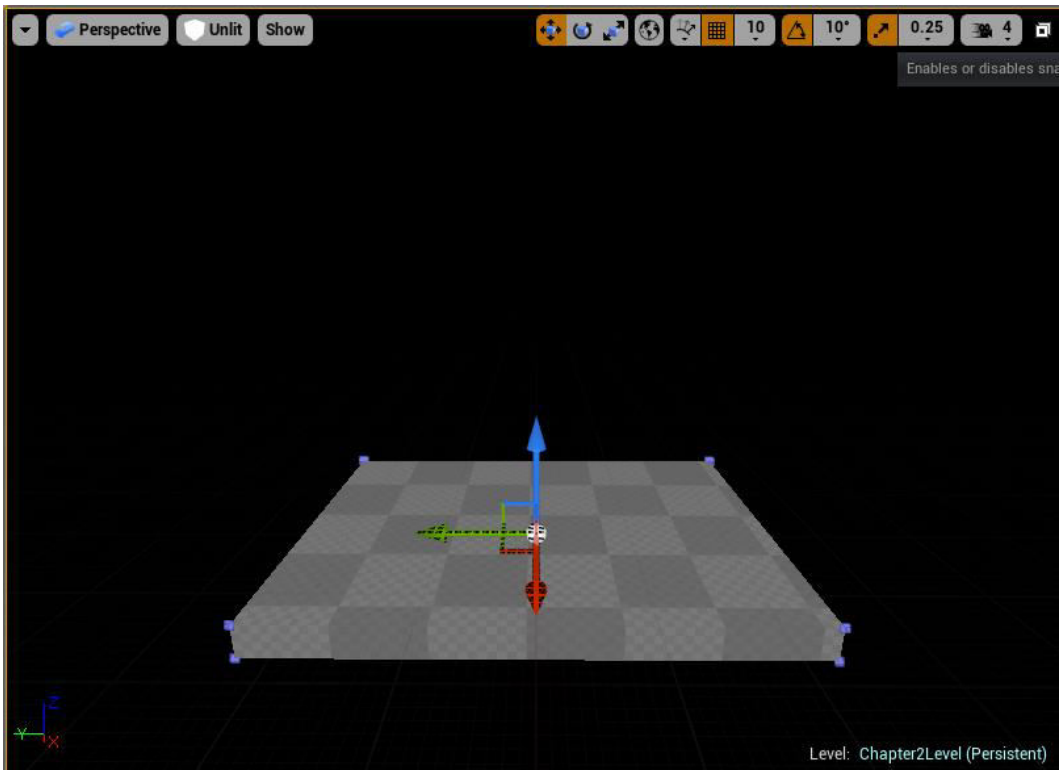




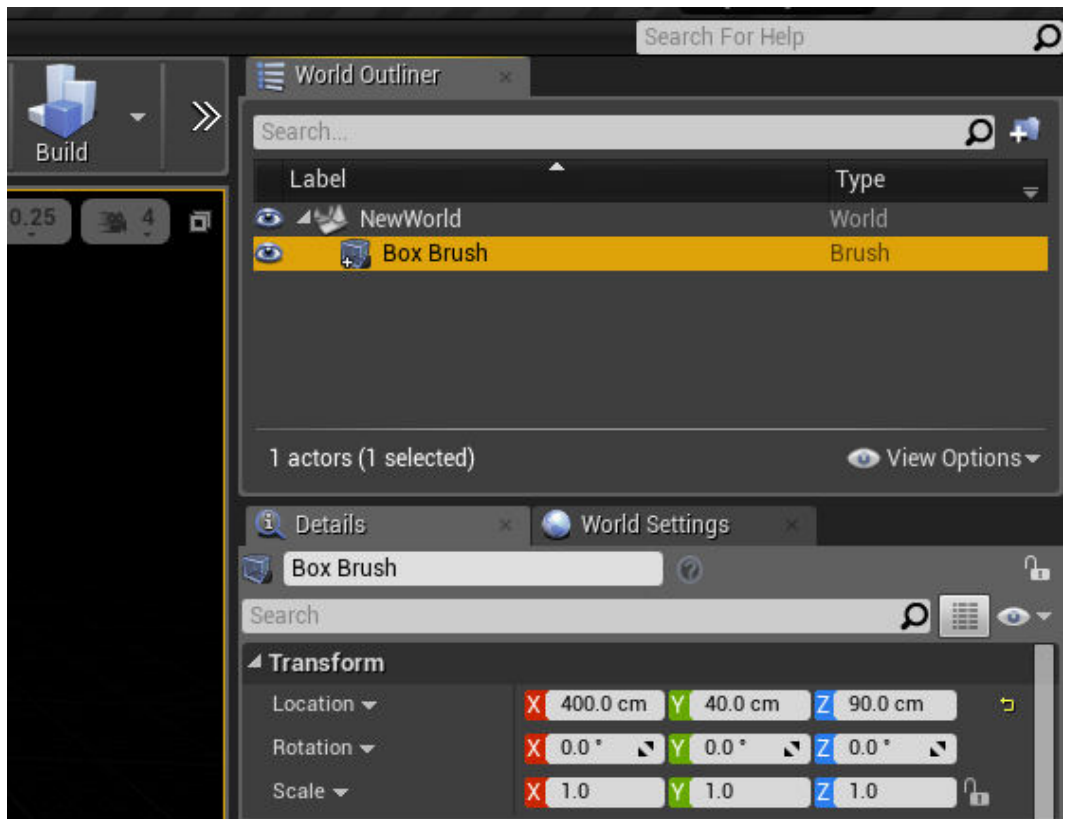


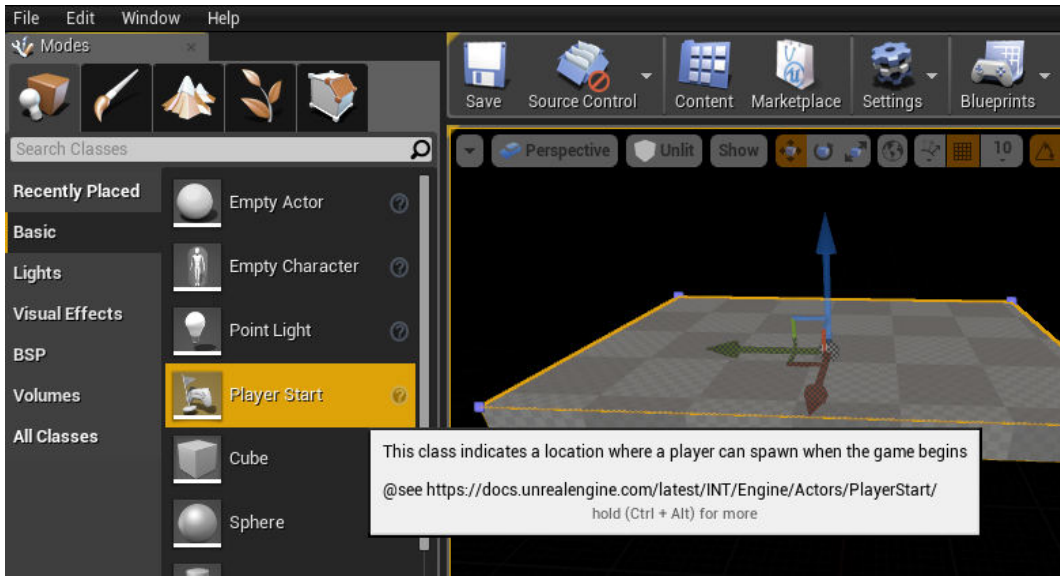


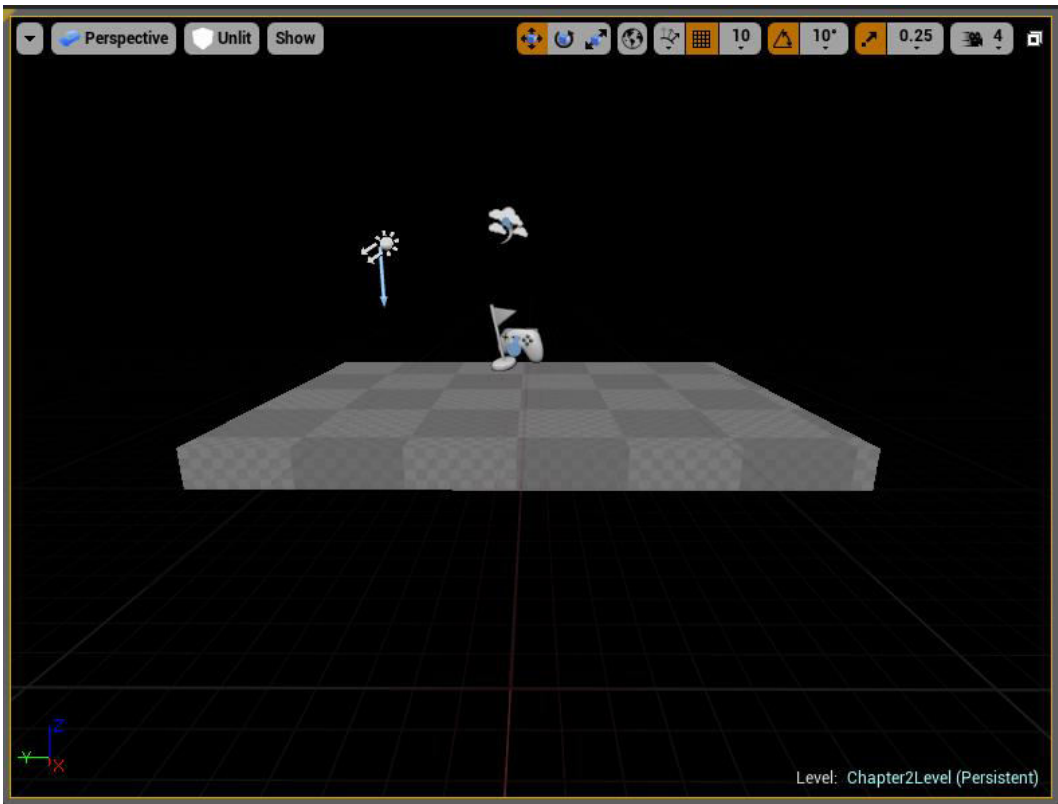


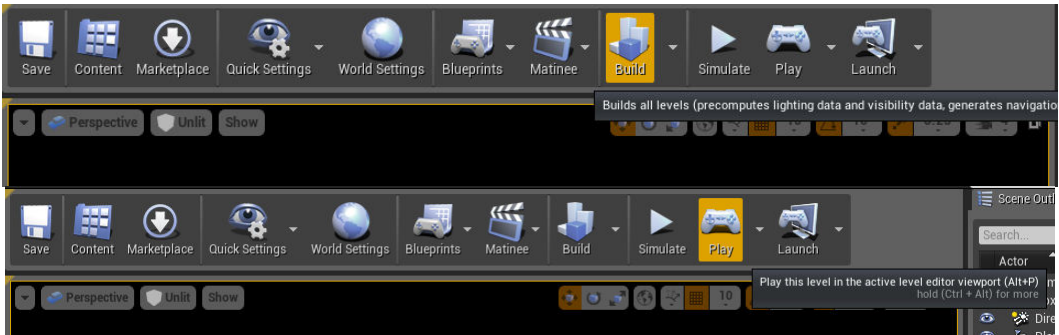
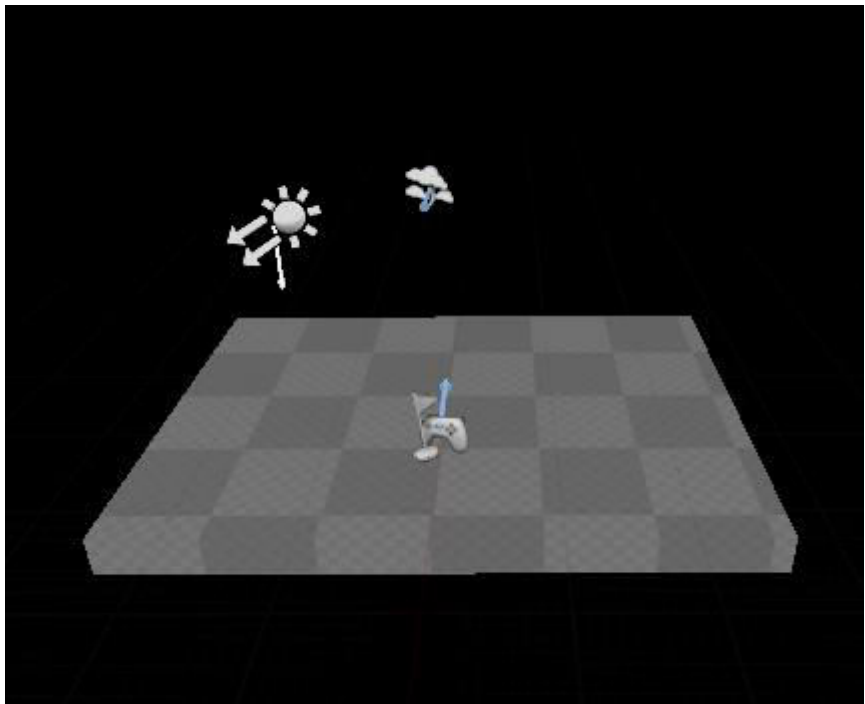


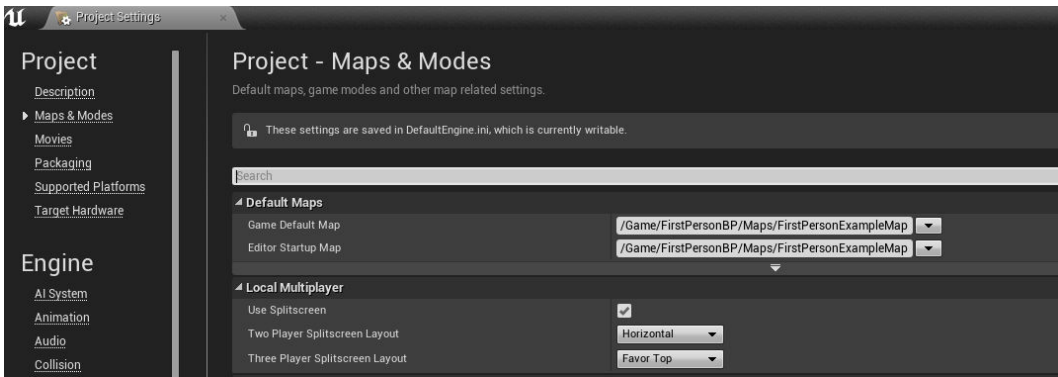
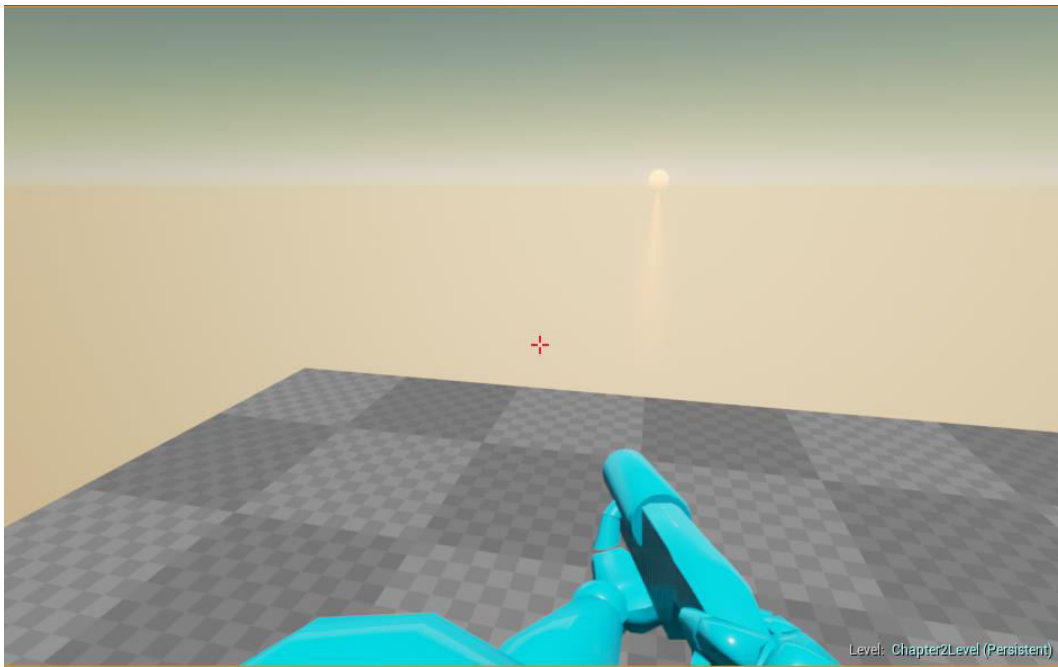


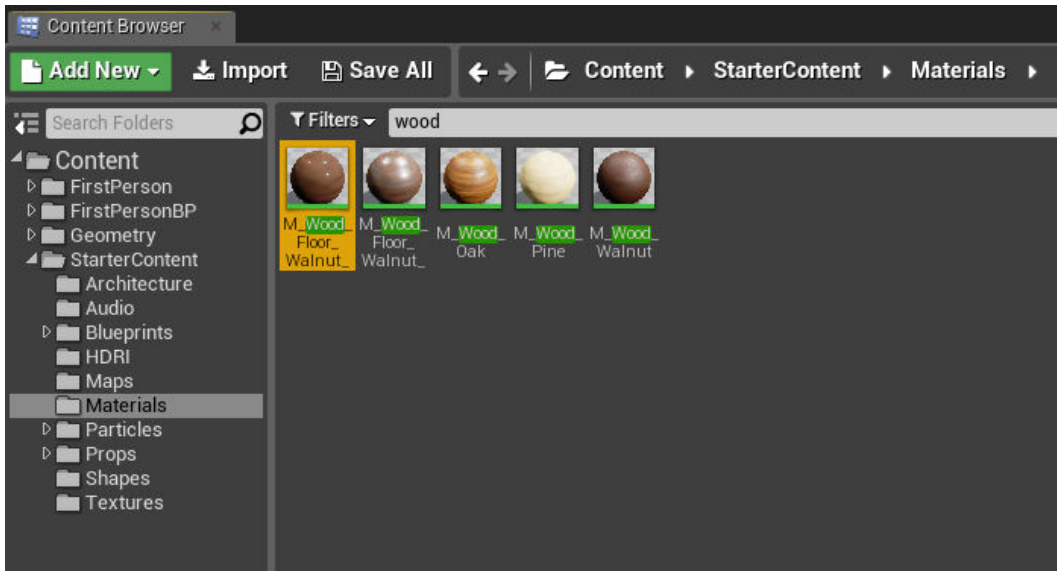


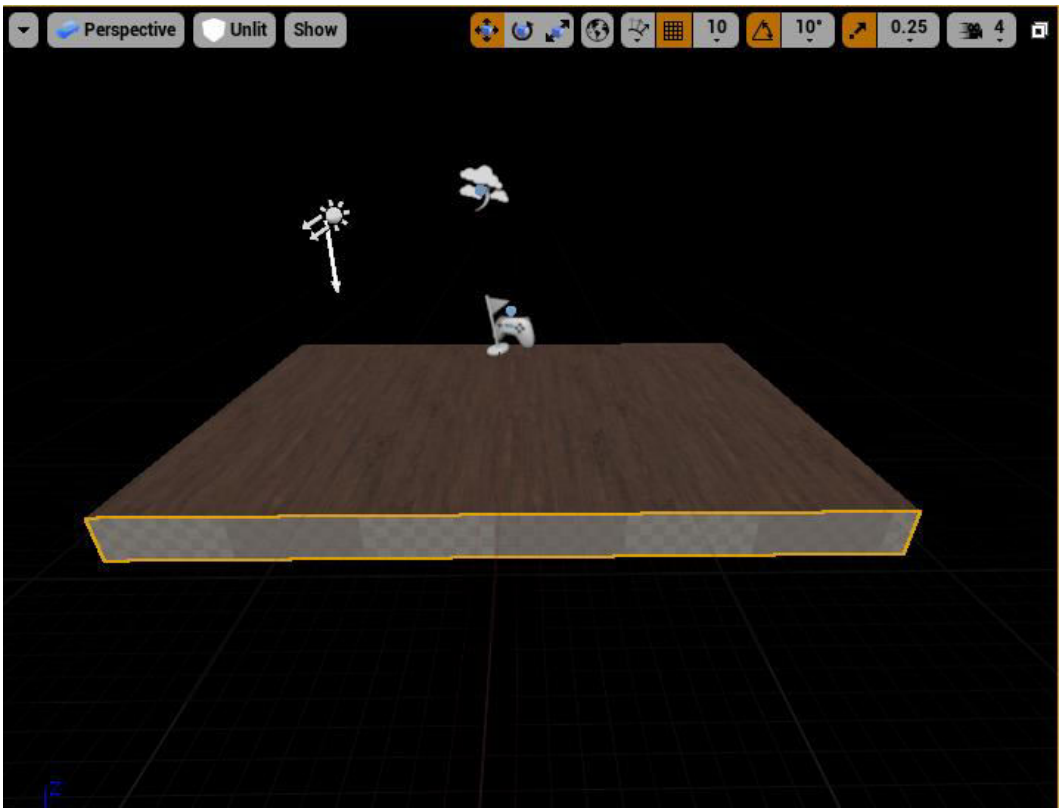


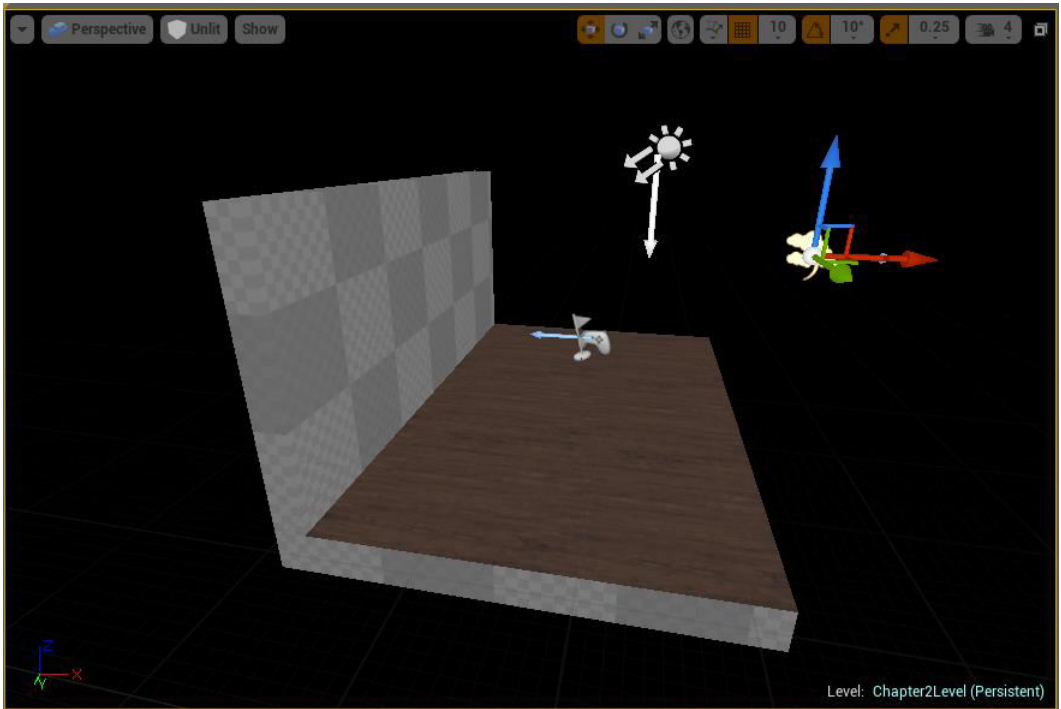




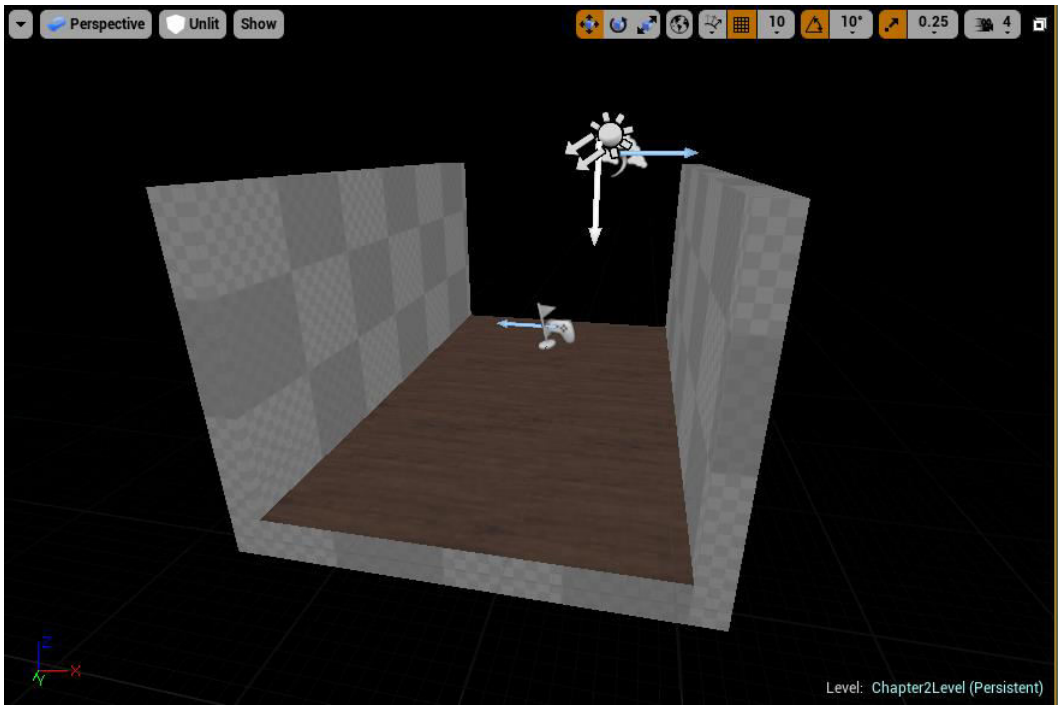


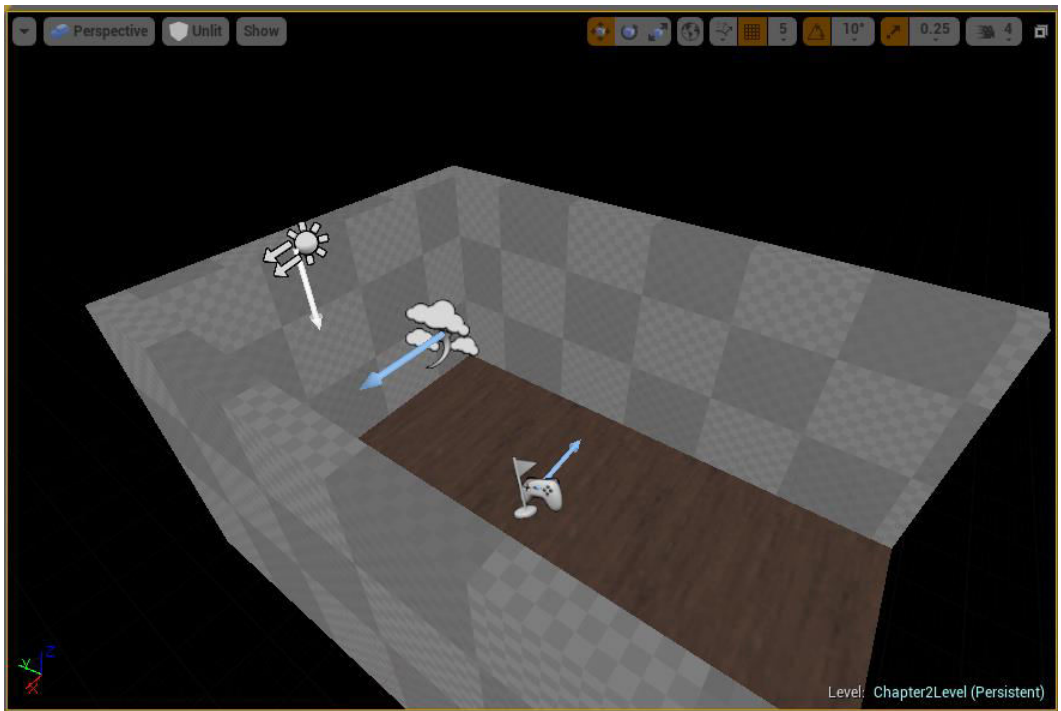


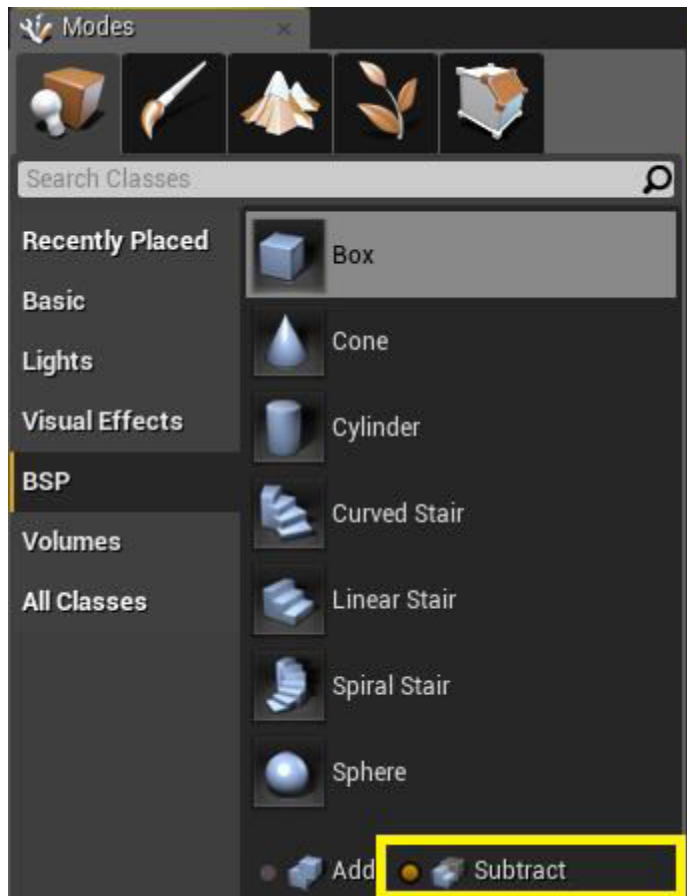


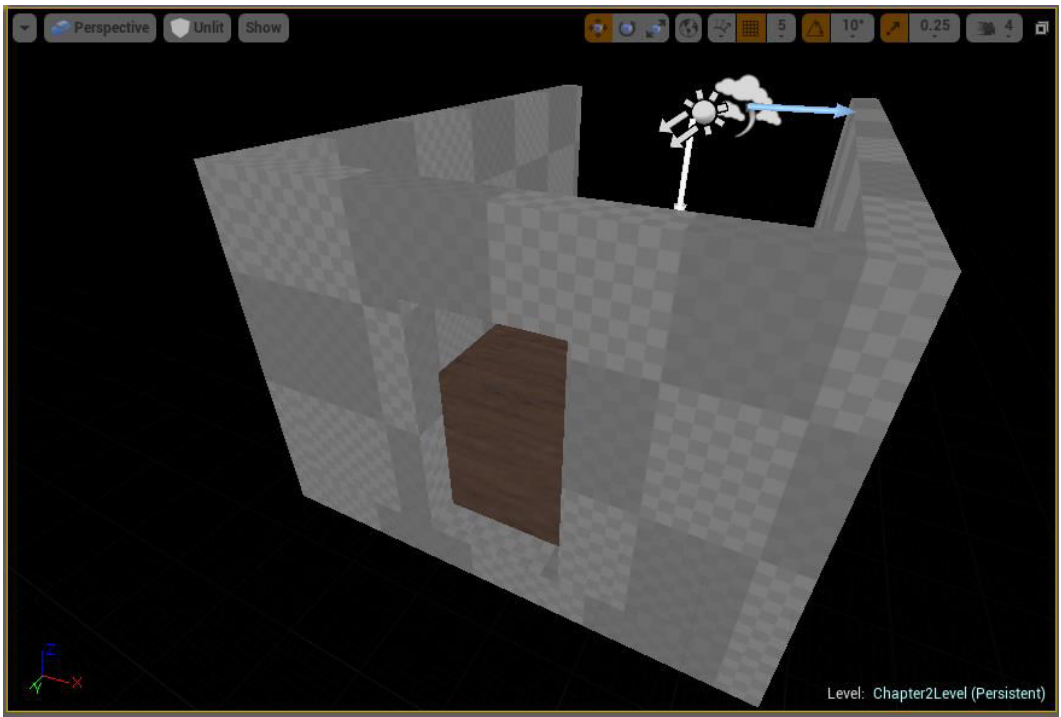


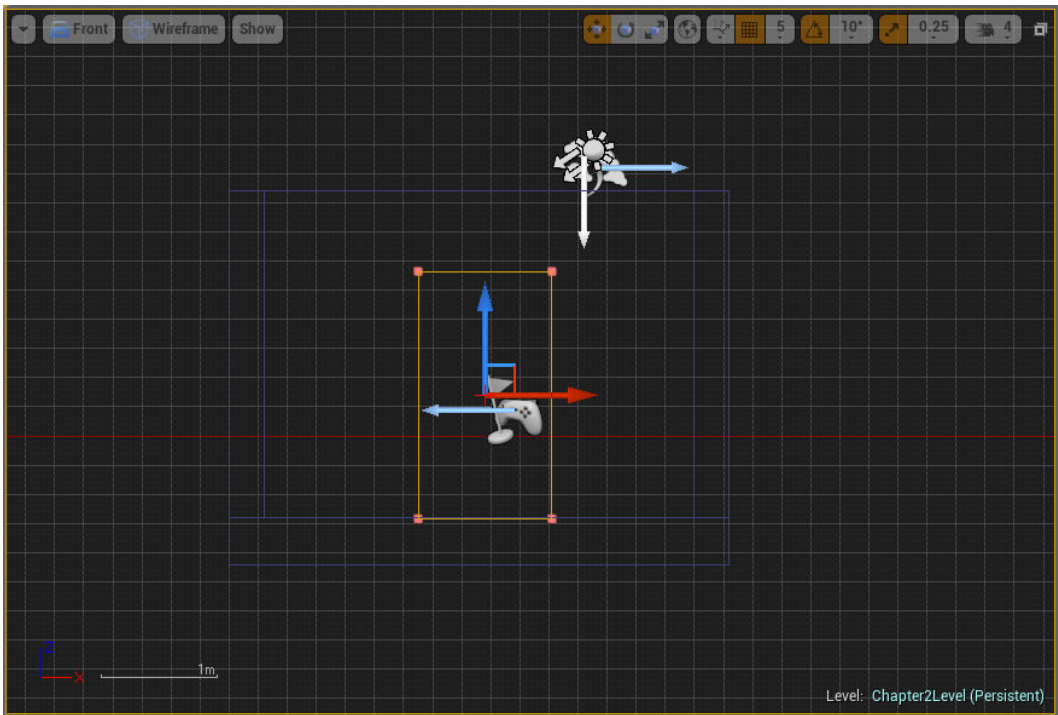


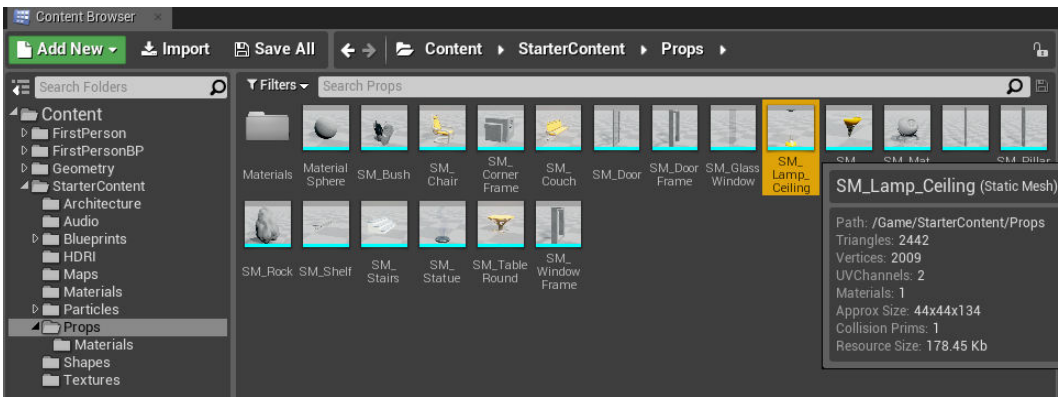
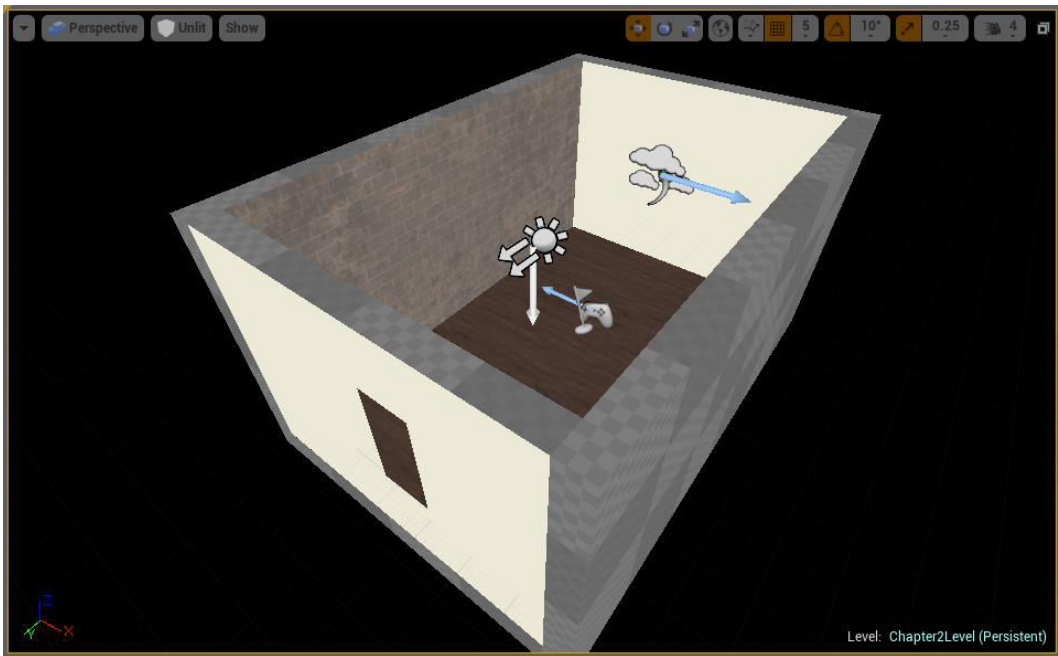




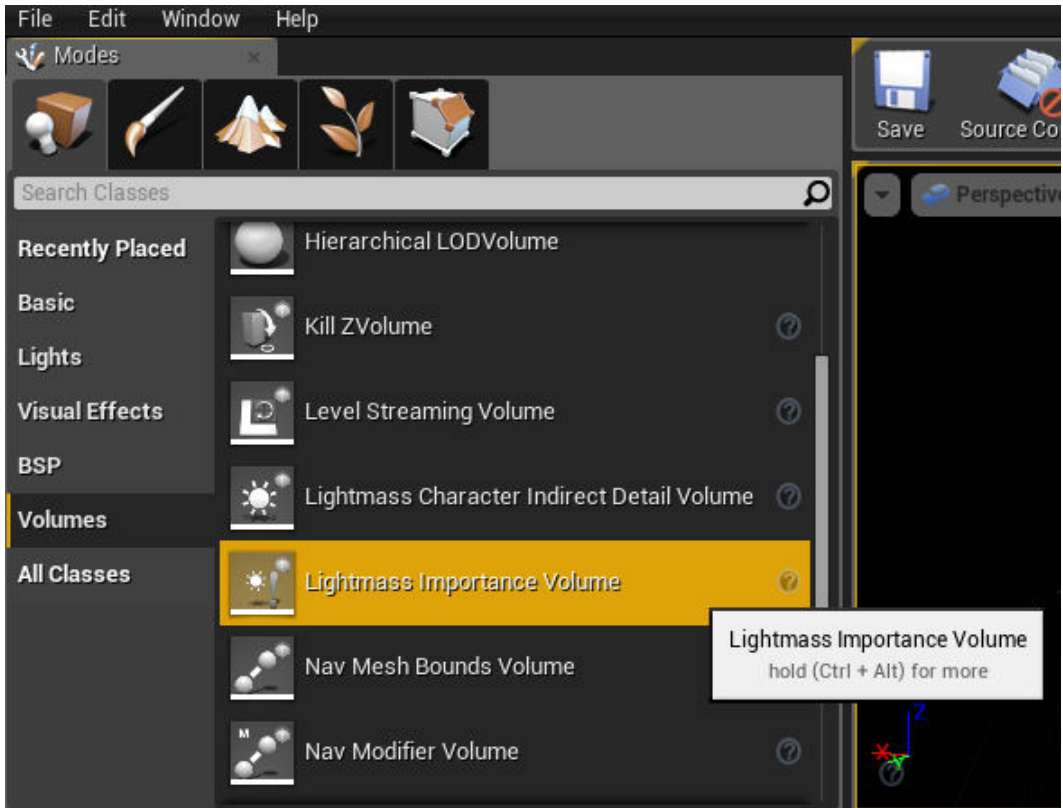




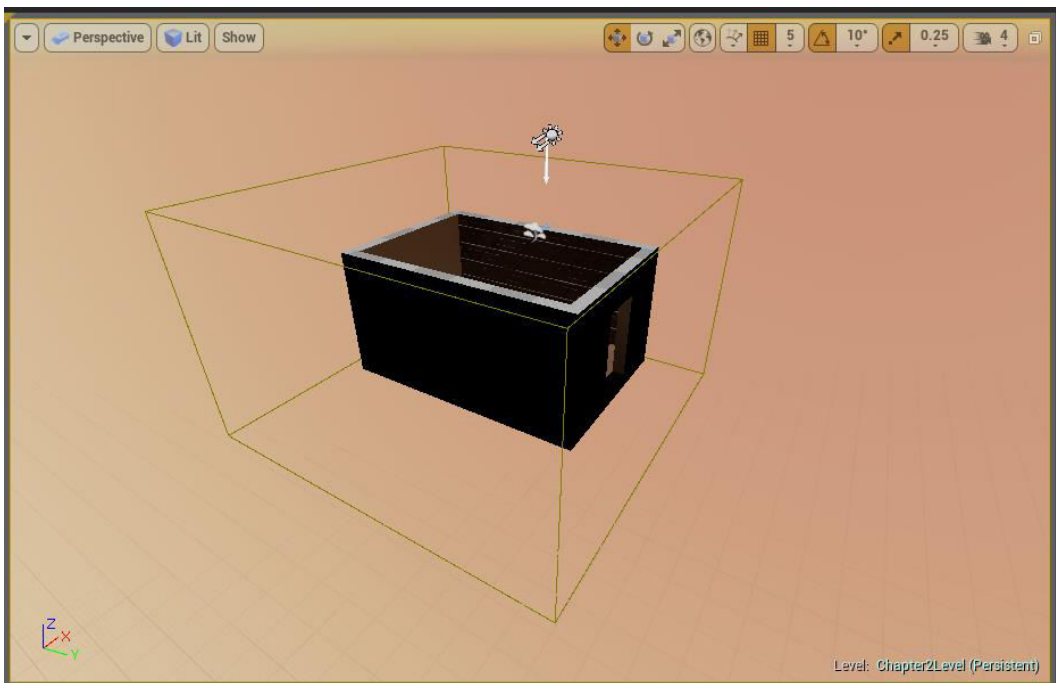
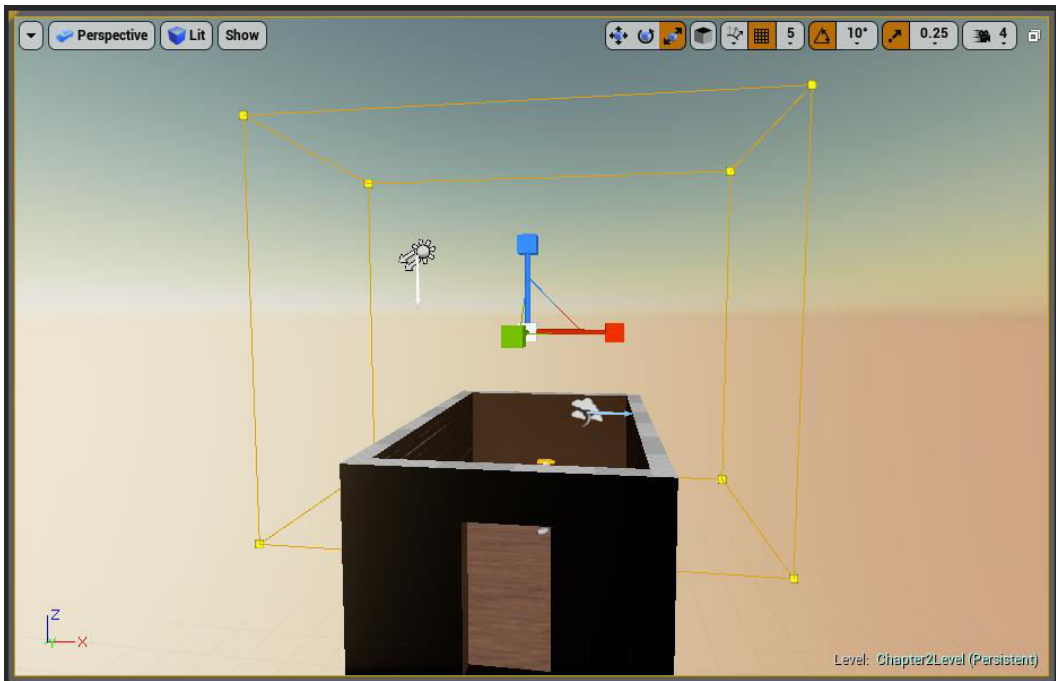


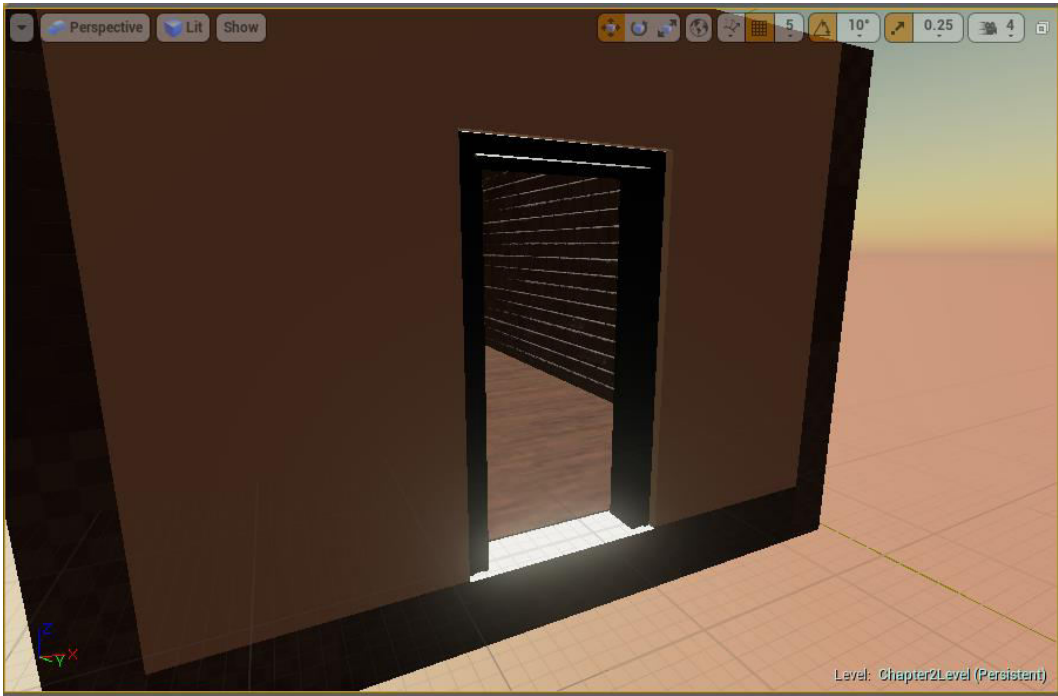


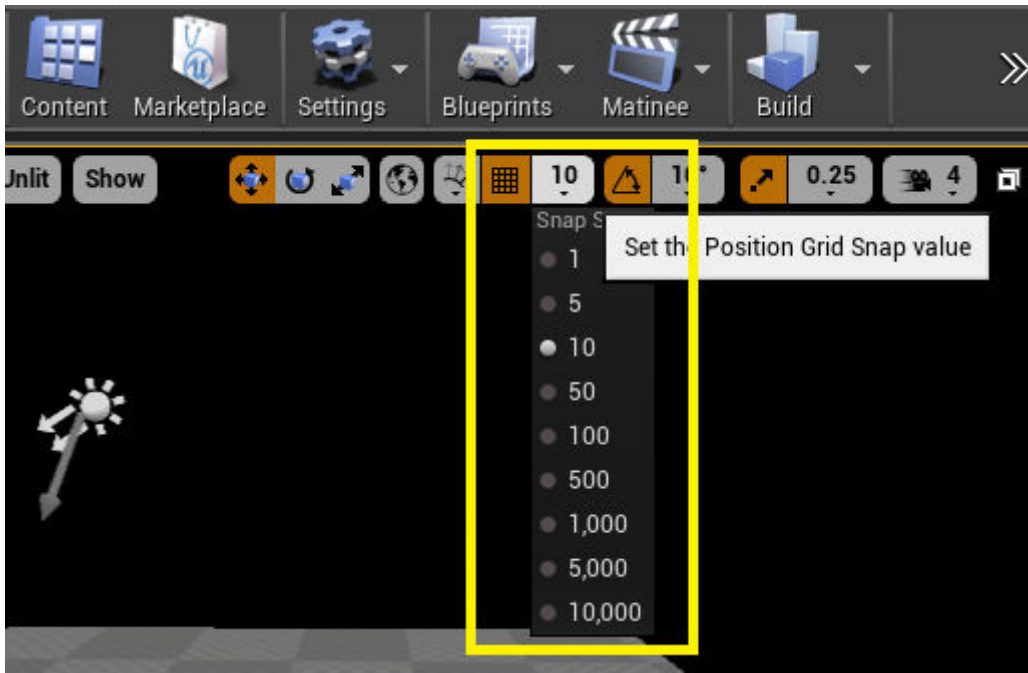


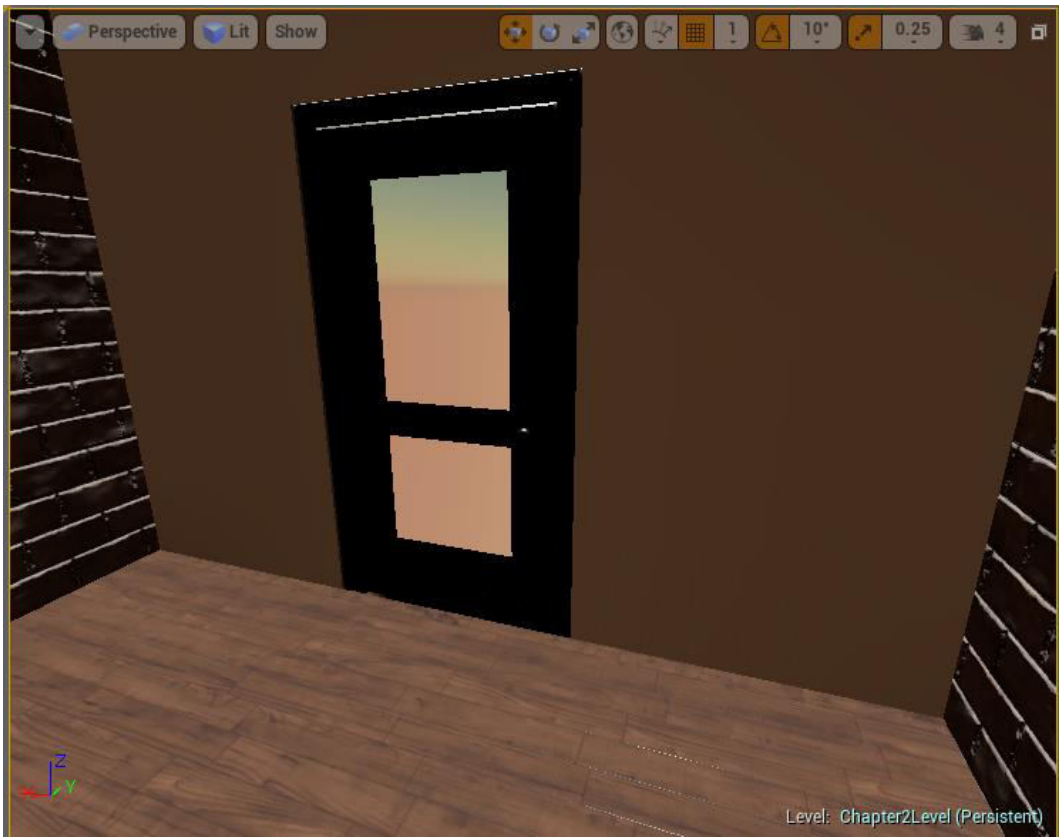




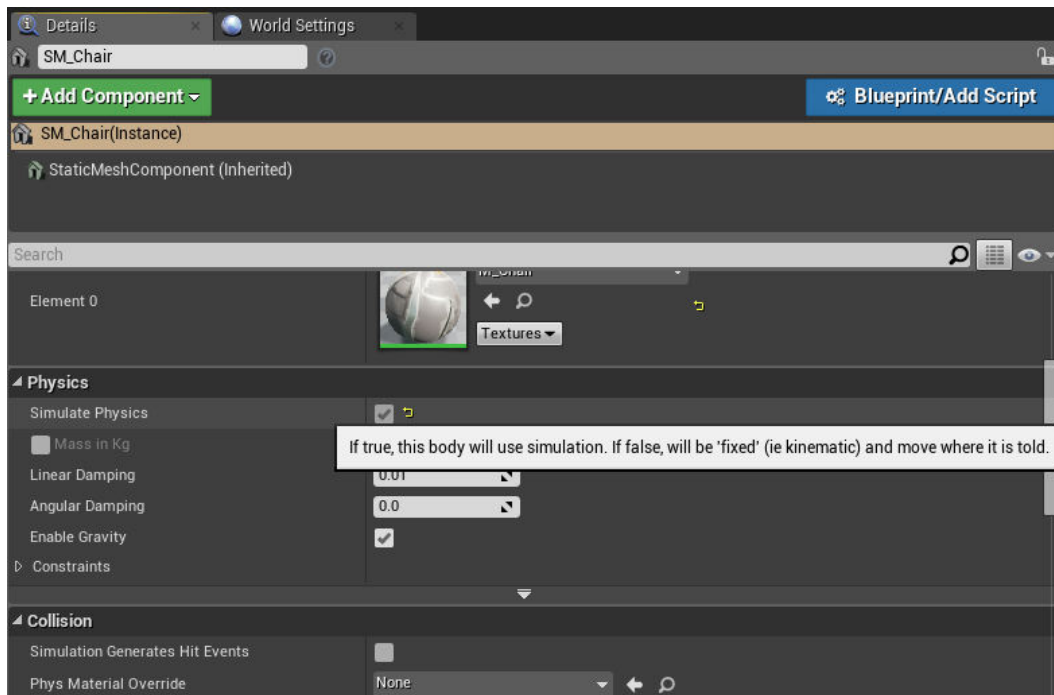
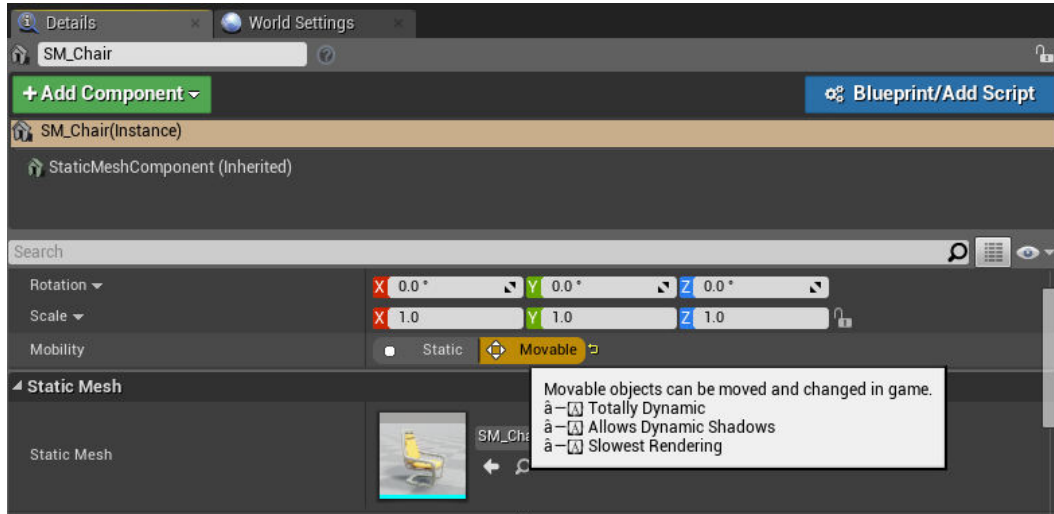


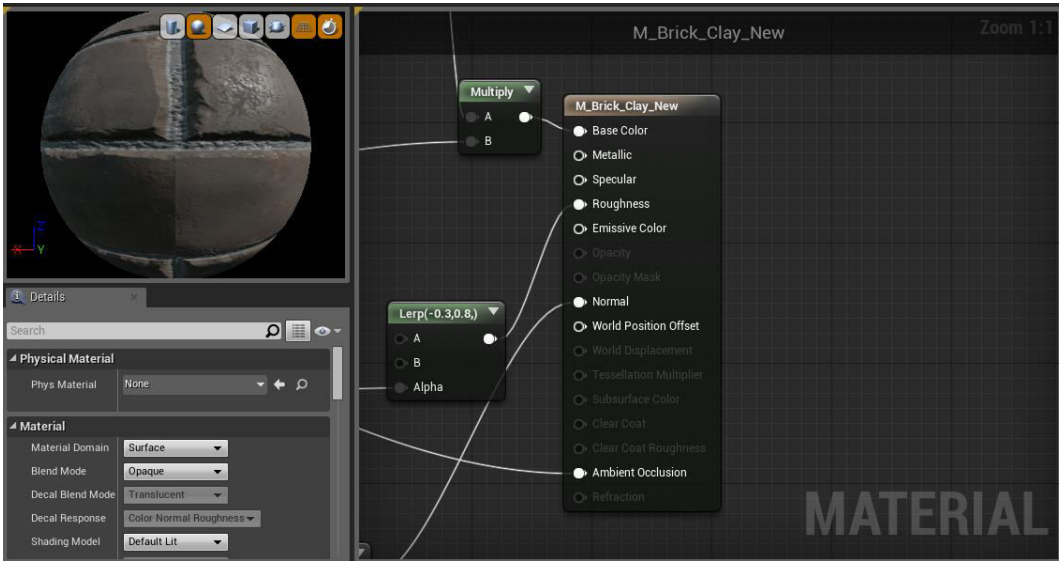


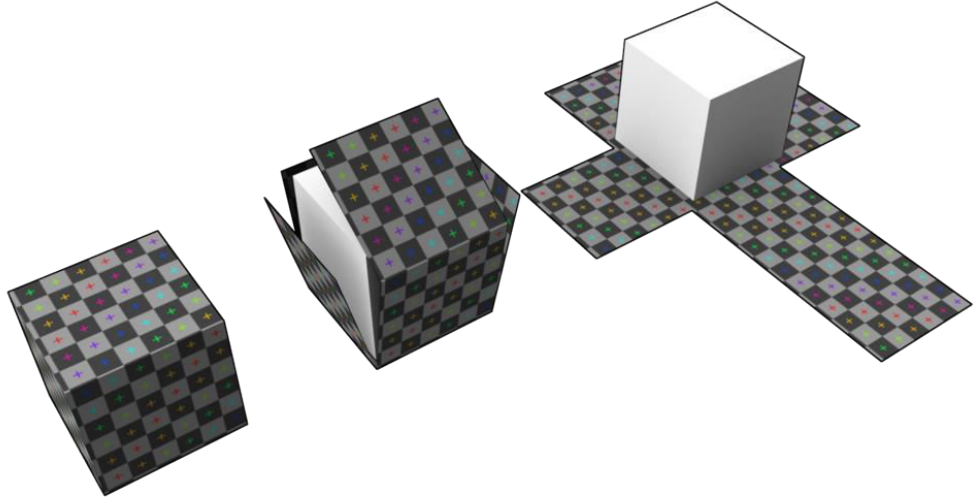


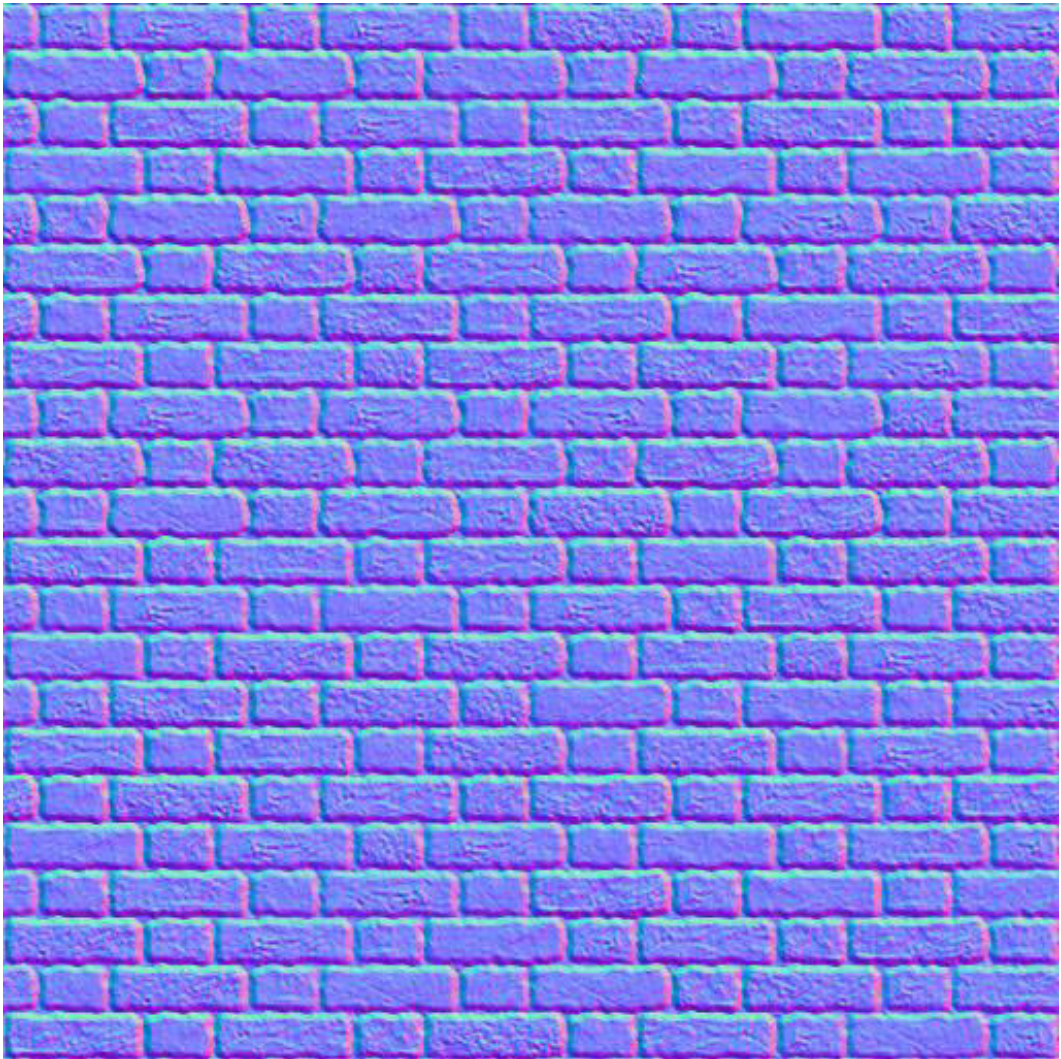


## Chapter 3: Game Objects – More and Move

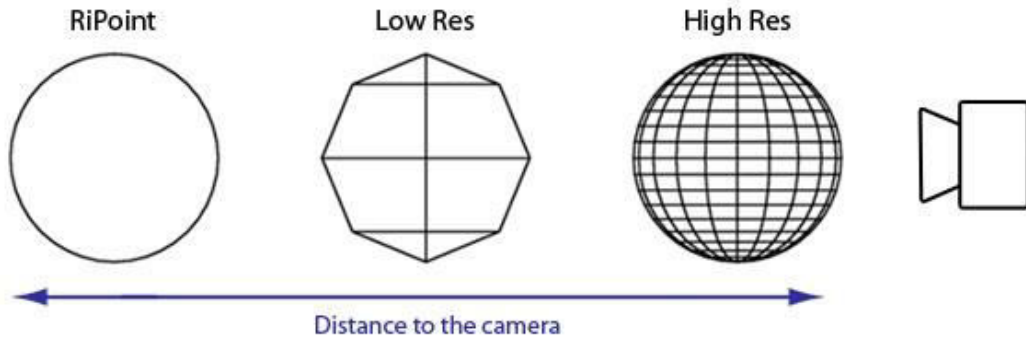










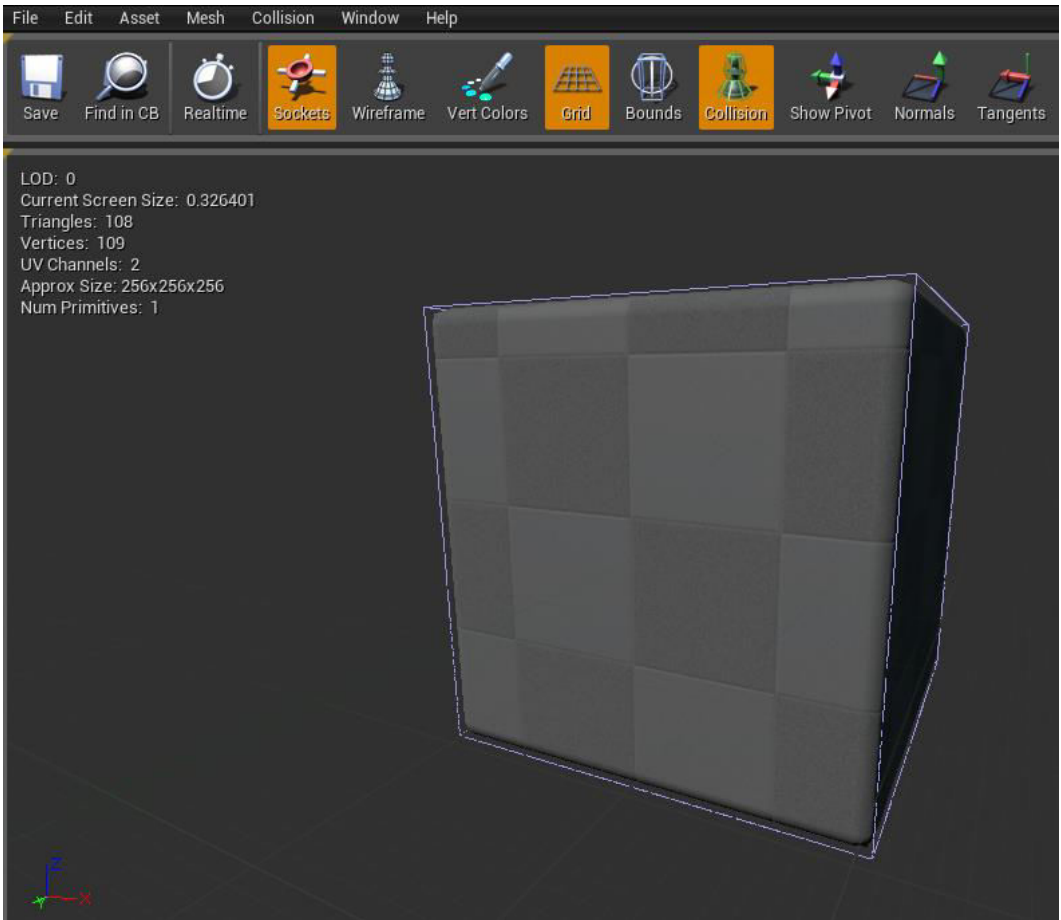


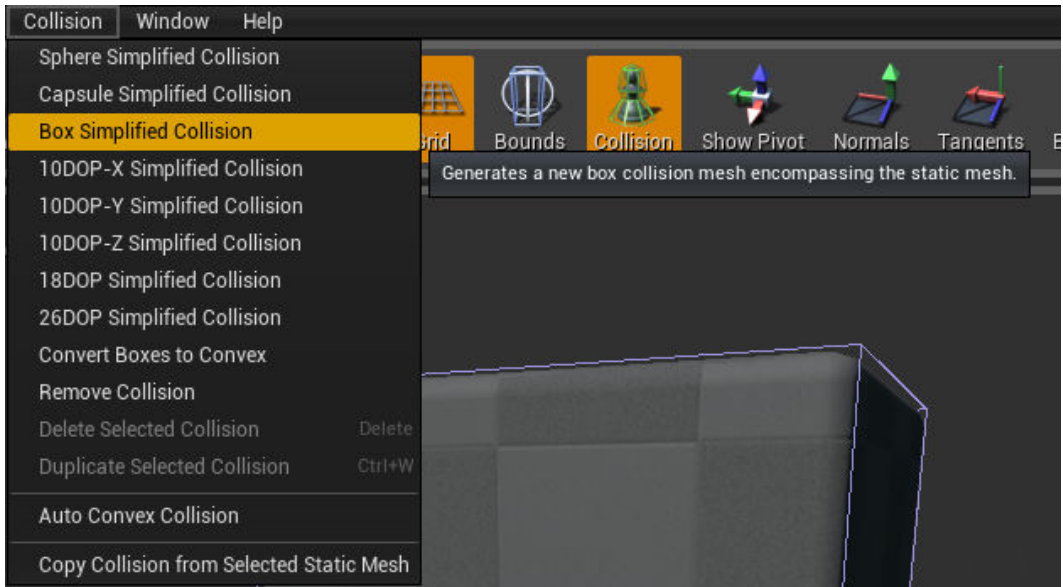
**Collision**

- Simulation Generates Hit Events
- Phys Material Override None
- Generate Overlap Events
- Collision Presets BlockAllDynamic
- Collision Enabled Collision Enabled (Query and Physics)
- Object Type WorldStatic

	Ignore	Overlap	Block
<b>Collision Responses</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Trace Responses</b>			
Visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Camera	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Object Responses</b>			
WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pawn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

- Can Character Step Up On ECB Yes
- Use CCD
- Always Create Physics State





BlockingVolume7

Search

**Transform**

Mobility  Static  Movable

**Brush Settings**

Brush Shape: Box

X: 200.0

Y: 200.0

Z: 200.0

Wall Thickness: 10.0

Hollow:

Tessellated:

**Tags**

Tags: 0 elements +

**Collision**

Simulation Generates Hit Events:

Generate Overlap Events:

Collision Presets: InvisibleWall

**Actor**

1 selected in Persistent Level

Convert Actor: Select a Type

Can be Damaged:

**Blueprint**

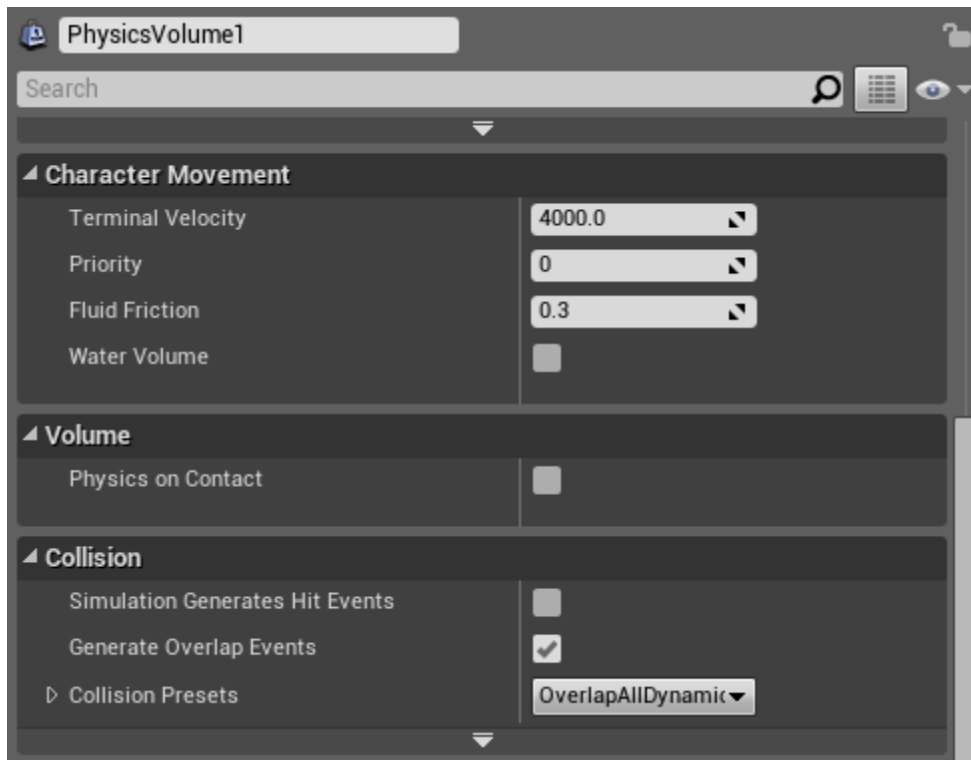
Find BlockingVolume7 in Level Blueprint

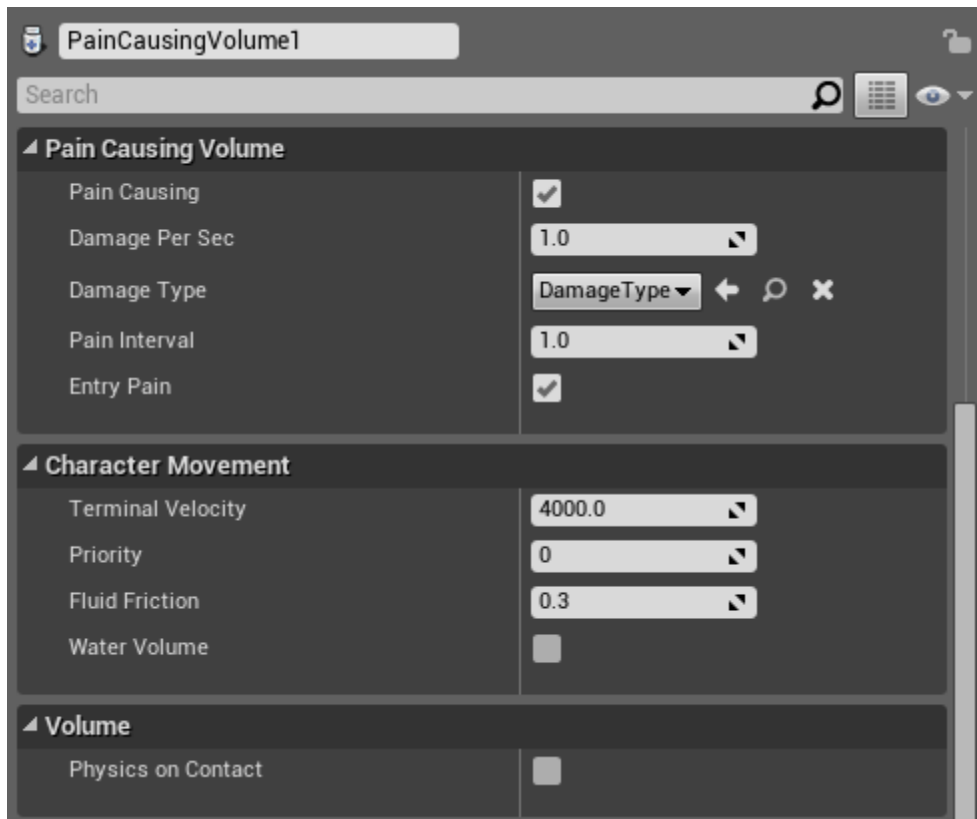
Add Level Events for BlockingVolume7

Replace With Composited Blueprint

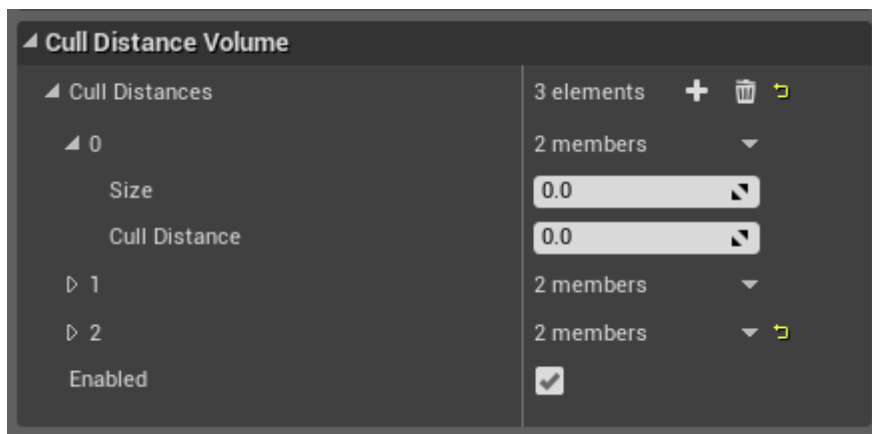
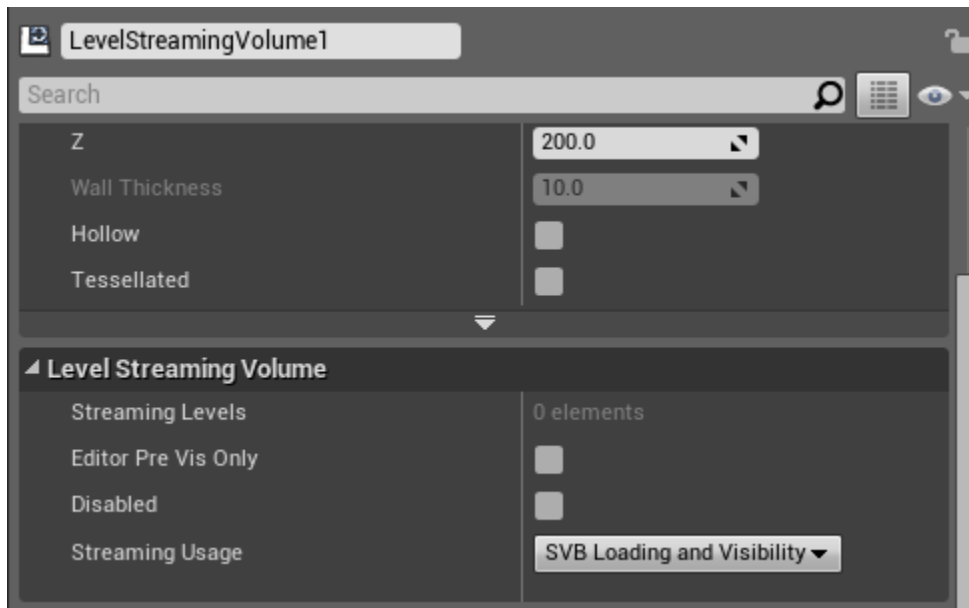
**Layers**

Cube

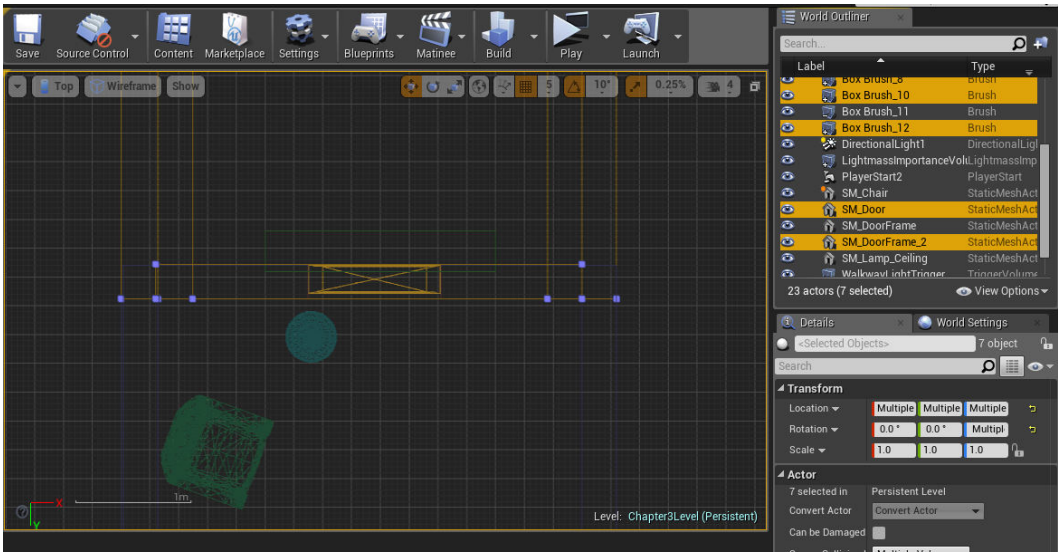
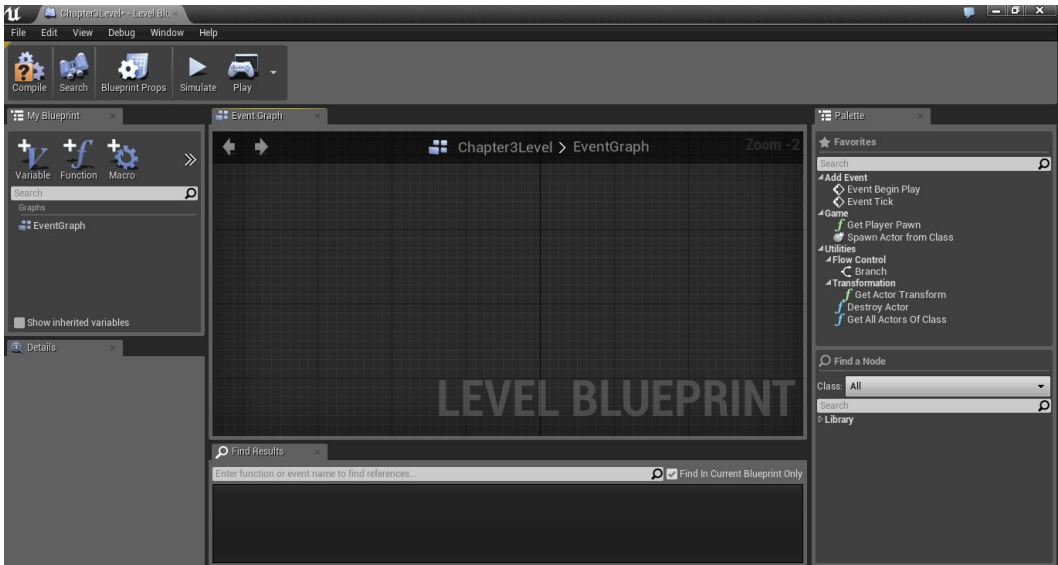






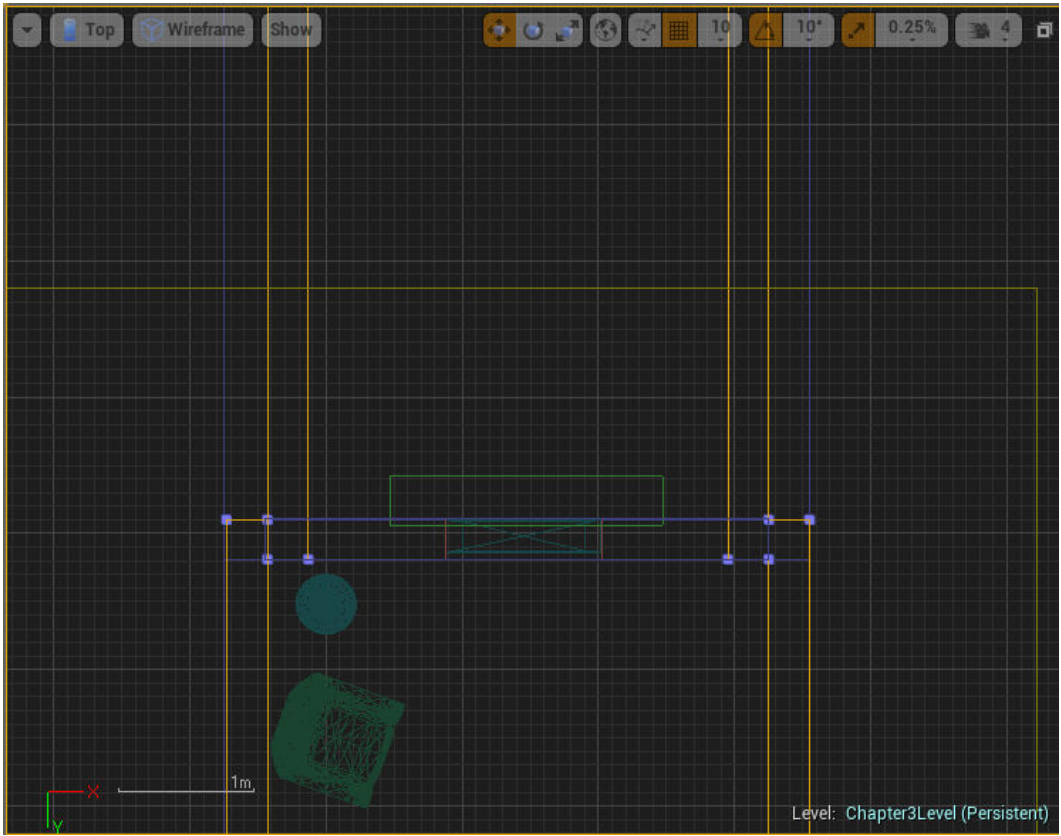


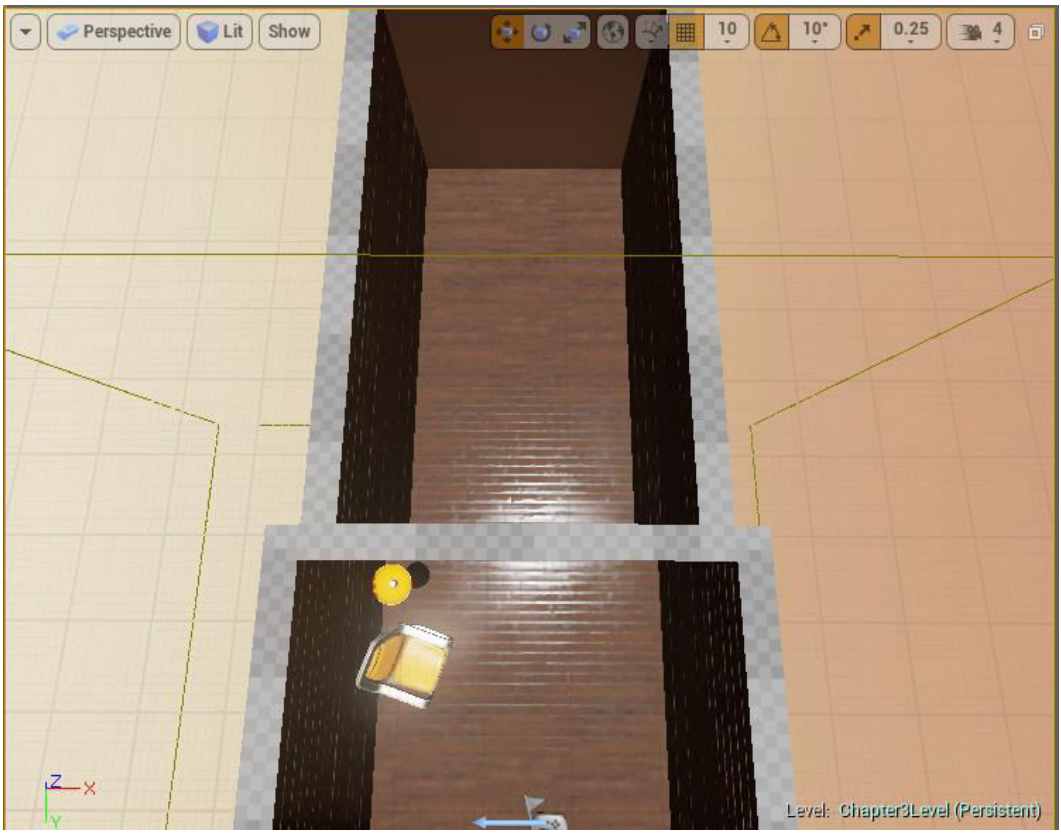


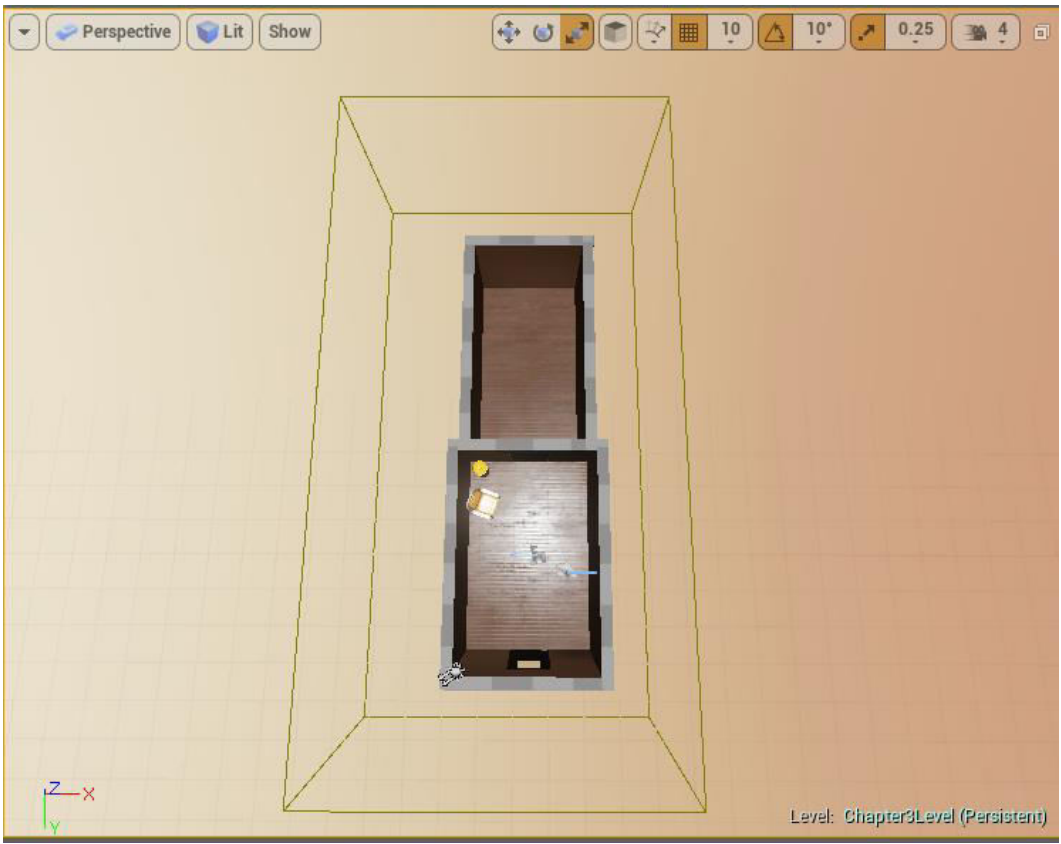










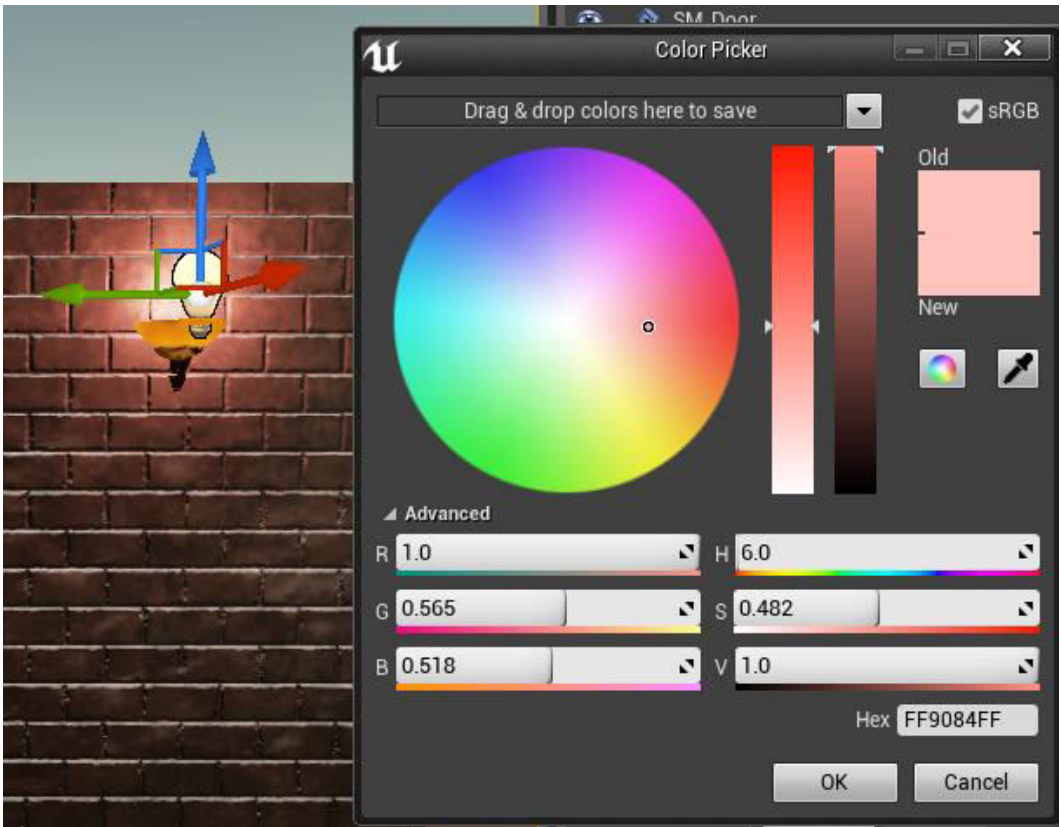




The screenshot displays the Unreal Engine interface. On the left, a 3D perspective view shows a light fixture on a brick wall. The light fixture is a glowing yellow-orange lamp with a white lightbulb, mounted on a dark brown brick wall. The wall is illuminated by the light, creating a soft glow. To the right, a plain white wall is visible. The sky is a clear, light blue color.

On the right side, the Details panel for the selected object, **PointLight1**, is visible. The panel shows the following settings:

- Label:** PointLight1
- Type:** PointLight
- SM Chair:** StaticMeshActor
- 24 actors (1 selected):** View Options
- Details:** World Settings
- PointLight1:** Details panel
- + Add Component:** Blueprint/Add Script
- Search:** Search bar
- Transform:**
  - Location:** X: 305.0 cm, Y: -760.0 cm, Z: 160.0 cm
  - Rotation:** X: 0.0°, Y: 0.0°, Z: 0.0°
  - Scale:** X: 1.0, Y: 1.0, Z: 1.0
  - Mobility:** Static, Stationary (selected), Movable
- Light:**
  - Intensity:** 1700.0
  - Light Color:** [Color Picker]
  - Attenuation Radius:** 1000.0
  - Source Radius:** 0.0
  - Source Length:** 0.0
  - Temperature:** 6500.0
  - Use Temperature:** [Unchecked]
  - Affects World:** [Checked]
  - Cast Shadows:** [Checked]
  - Indirect Lighting Intensity:** 1.0
- Light Profiles:** [Unexpanded]

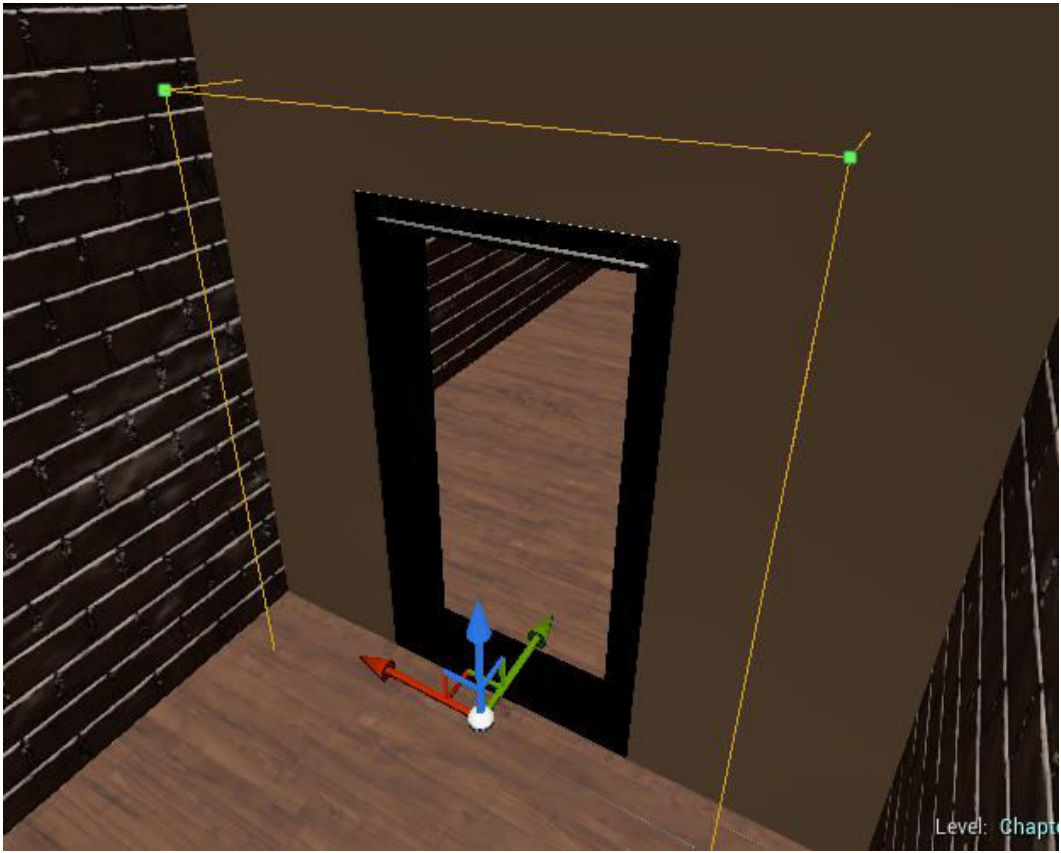


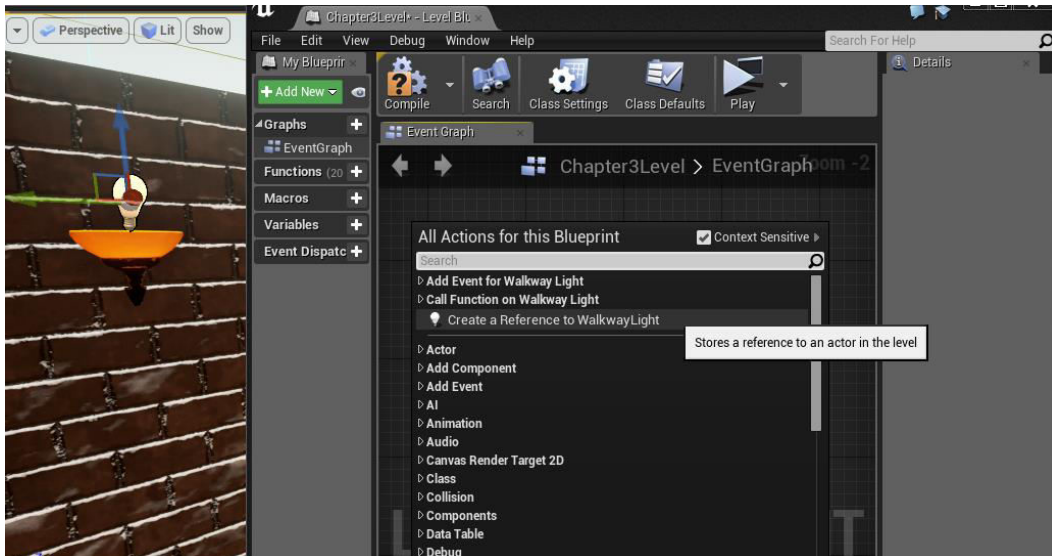
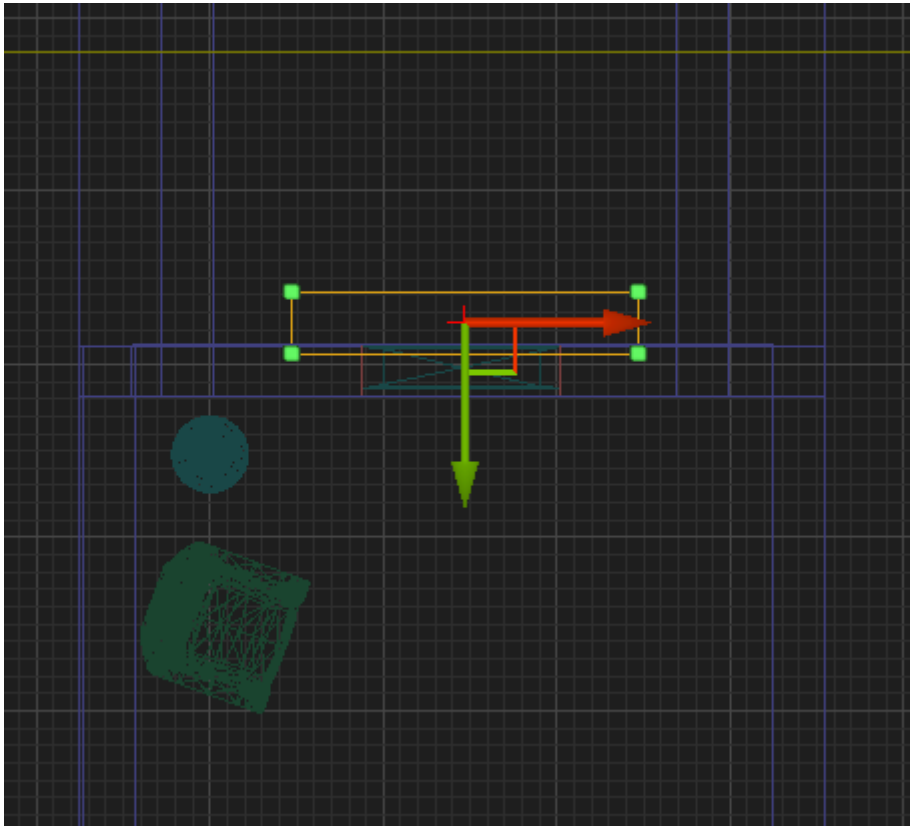


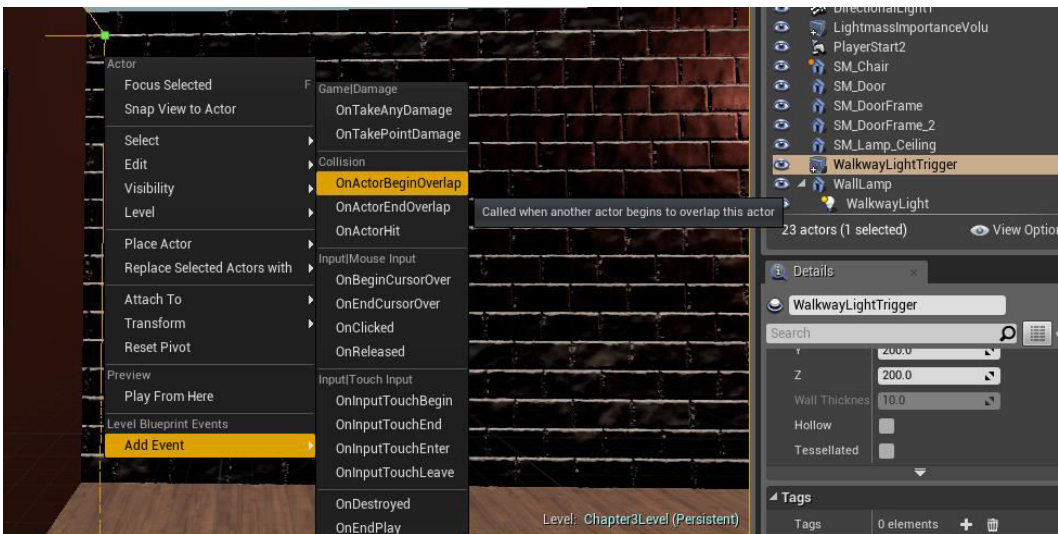
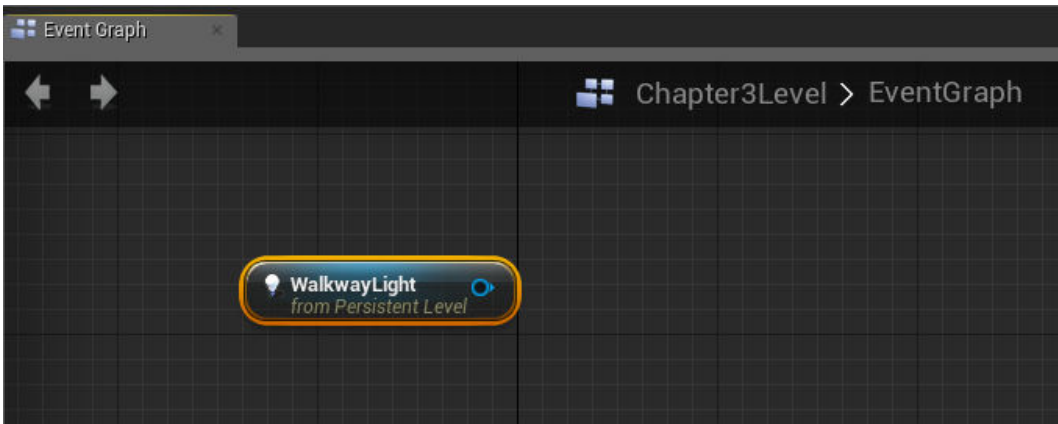
World Outliner

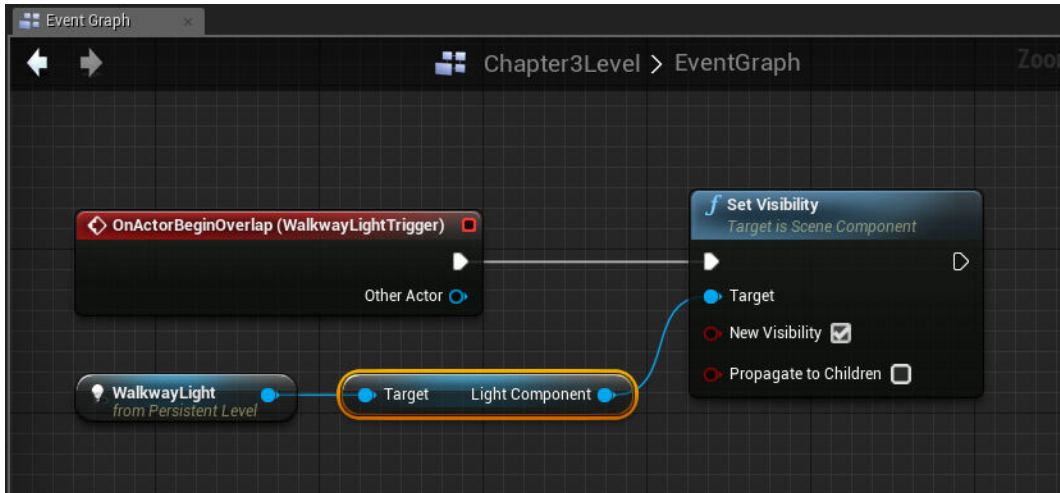
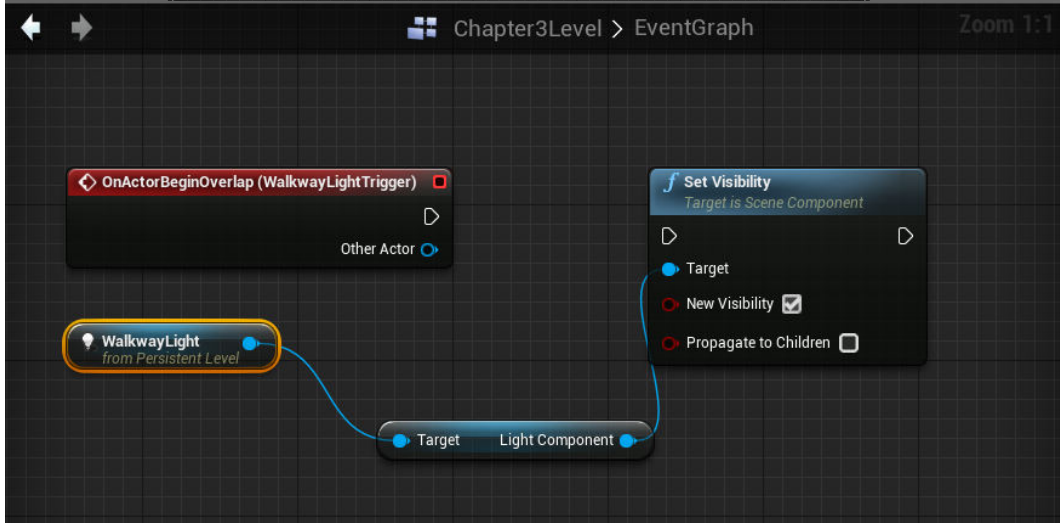
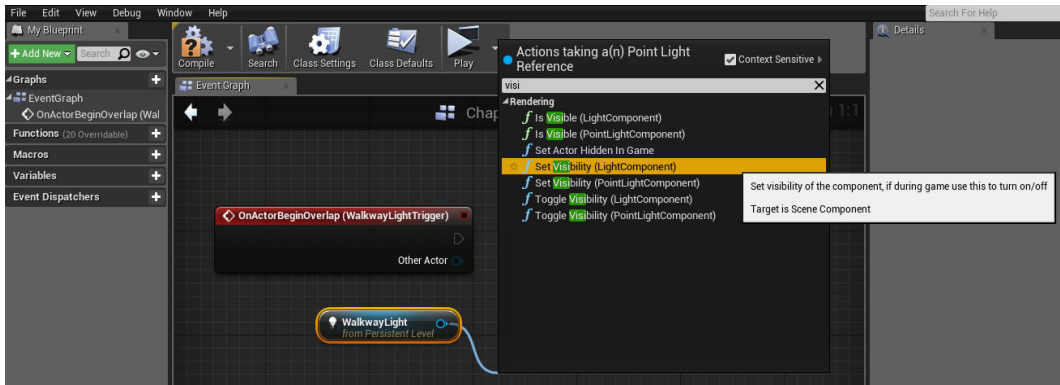
Search...

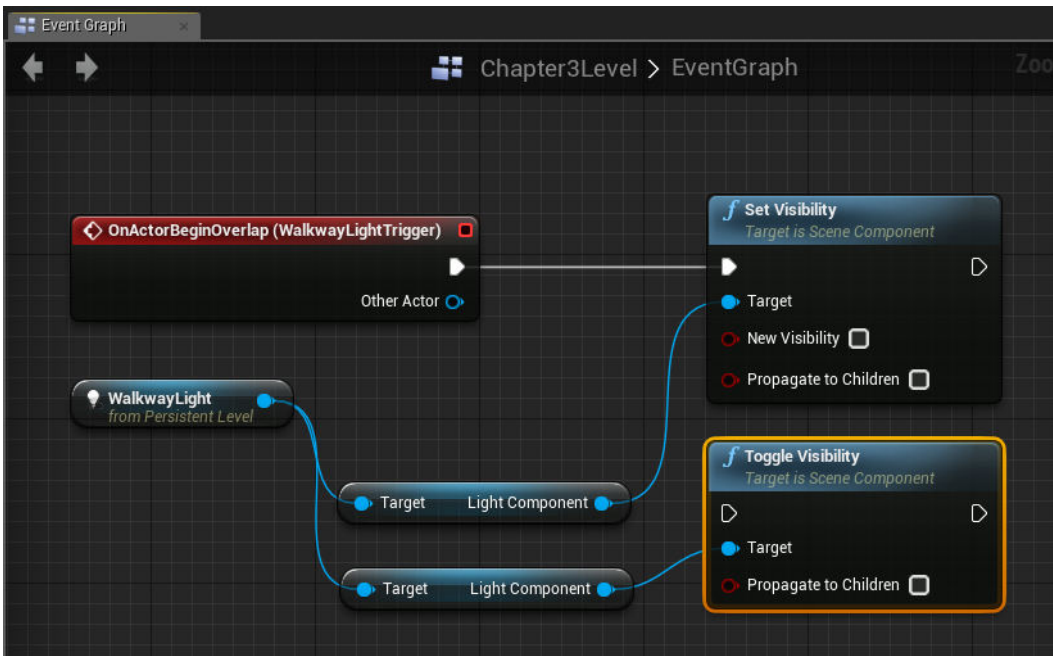
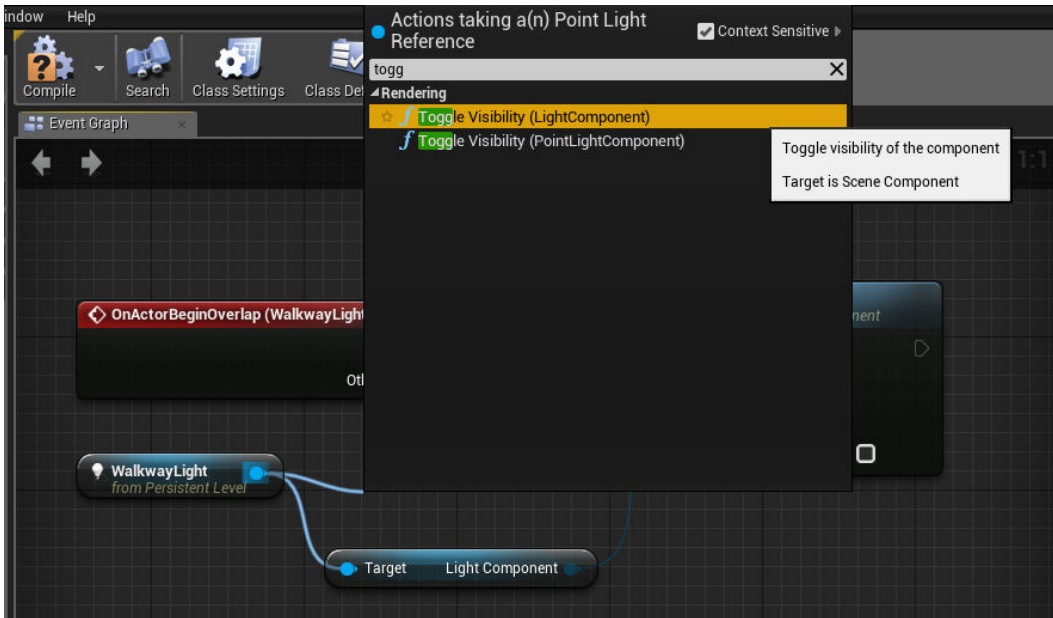
Label	Type
Box Brush_6	Brush
Box Brush_7	Brush
Box Brush_8	Brush
DirectionalLight1	DirectionalLight
LightmassImportanceVolume3	LightmassImportanceVolur
PlayerStart2	PlayerStart
SM_Chair	StaticMeshActor
SM_Door	StaticMeshActor
SM_DoorFrame	StaticMeshActor
SM_DoorFrame_2	StaticMeshActor
SM_Lamp_Ceiling	StaticMeshActor
WallLamp	StaticMeshActor
WalkwayLight	PointLight

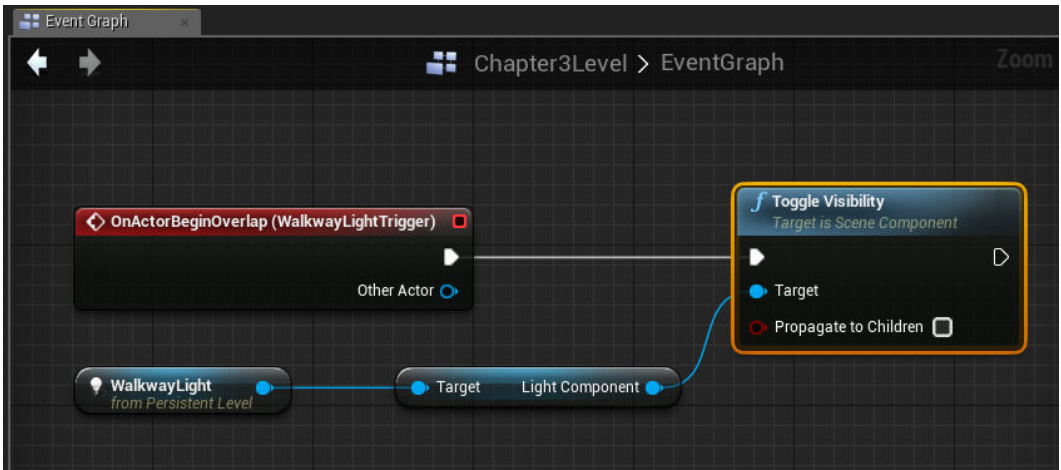




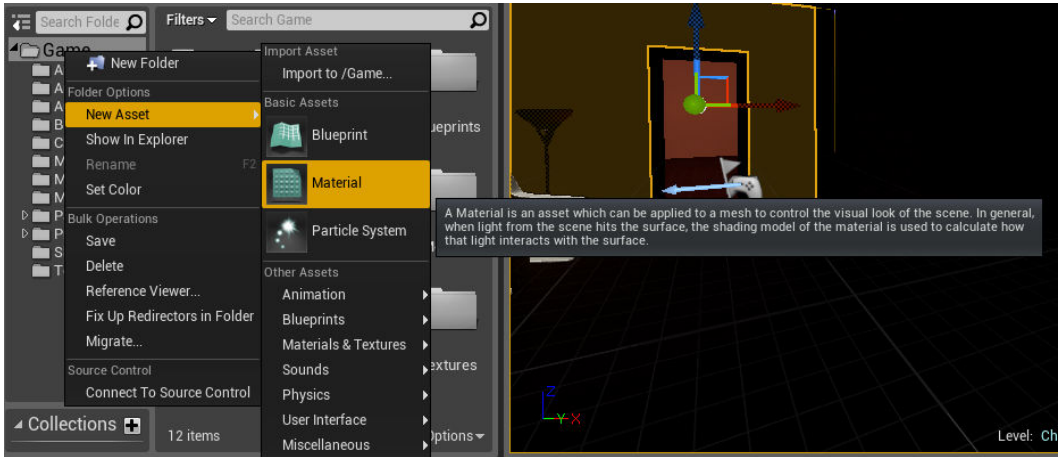




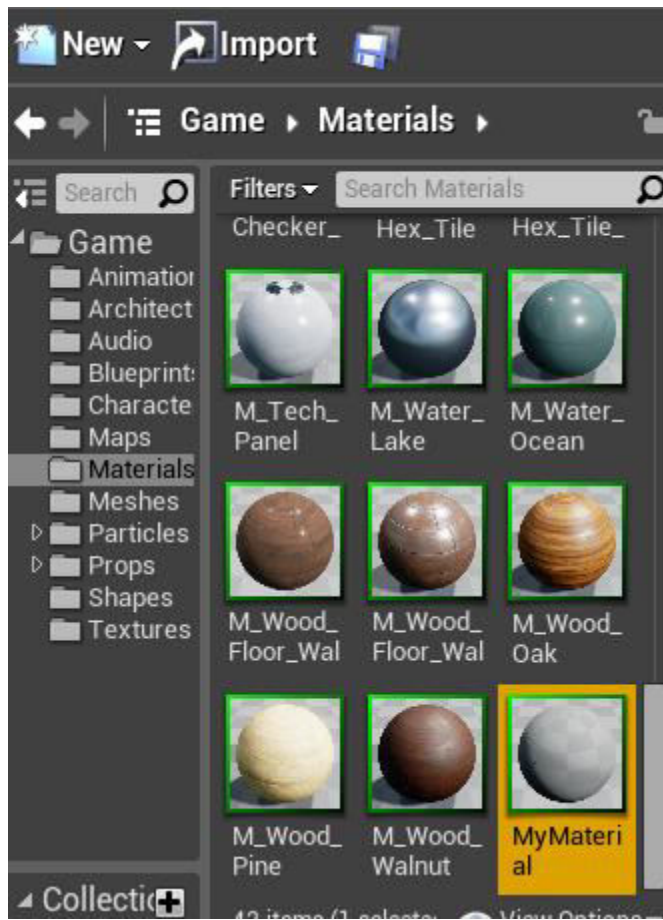


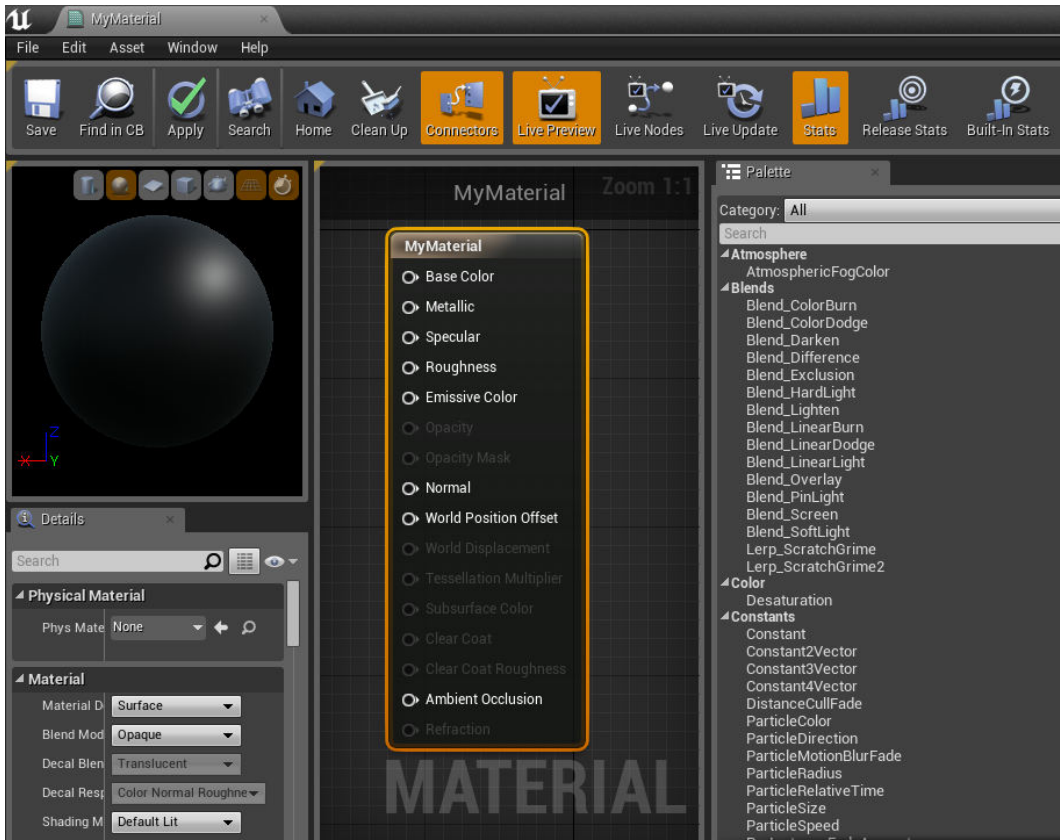


## Chapter 4: Material and Light

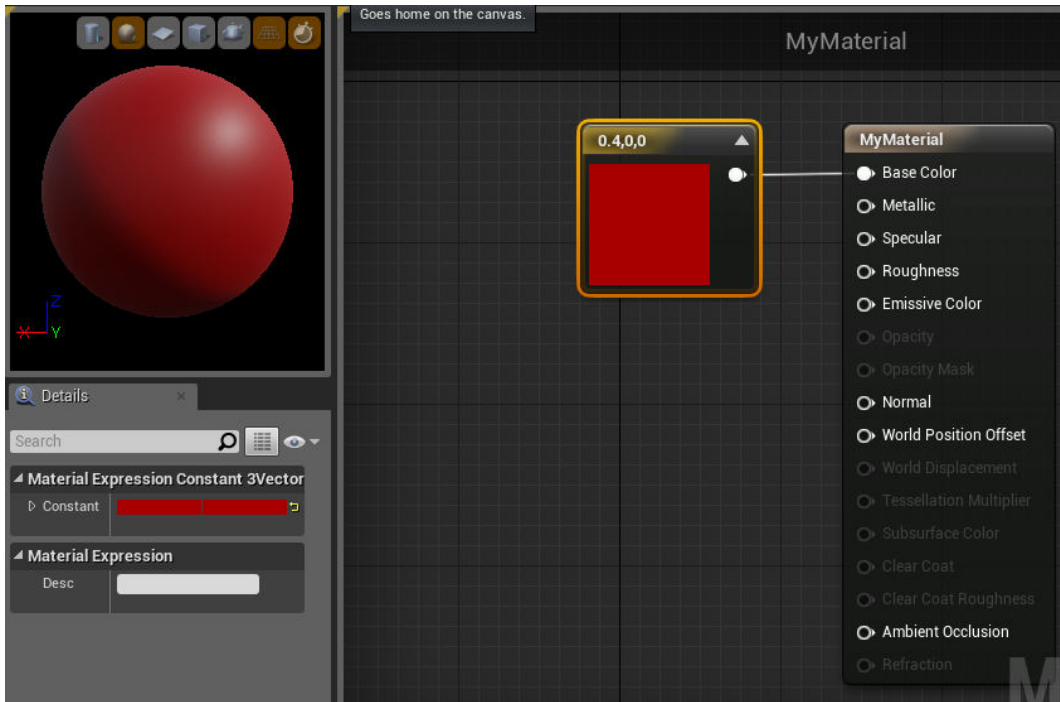


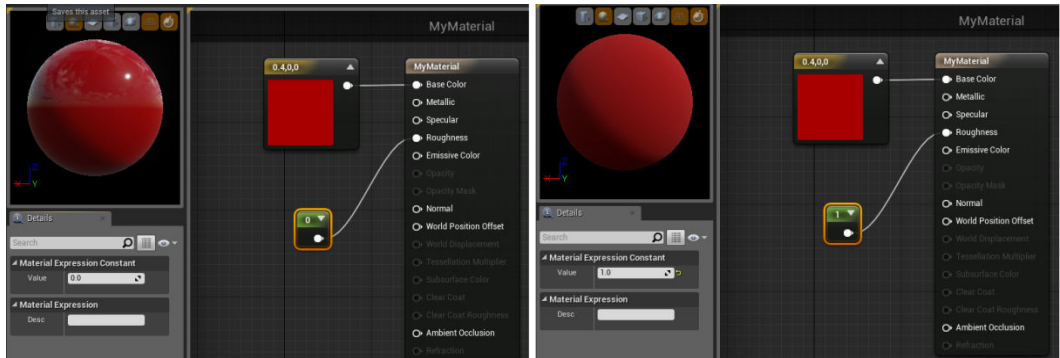
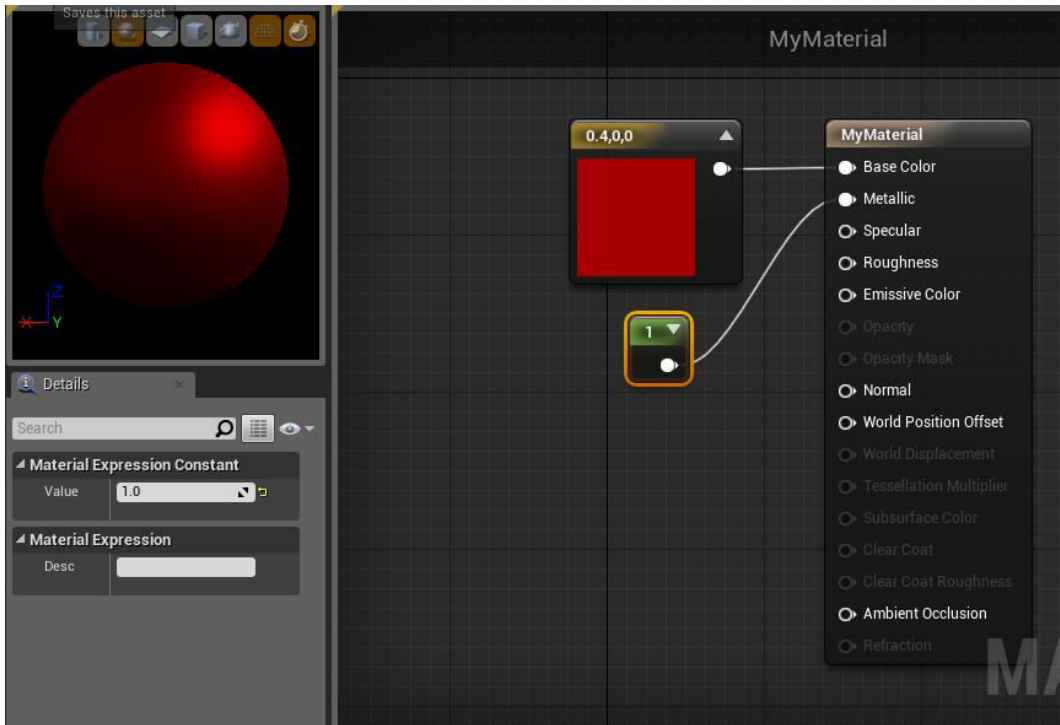


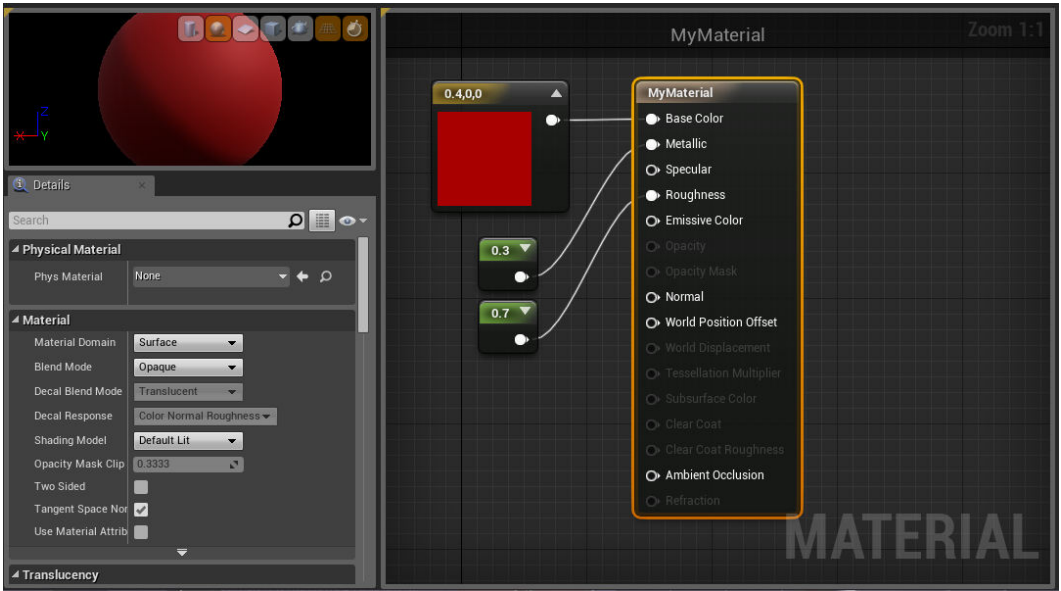


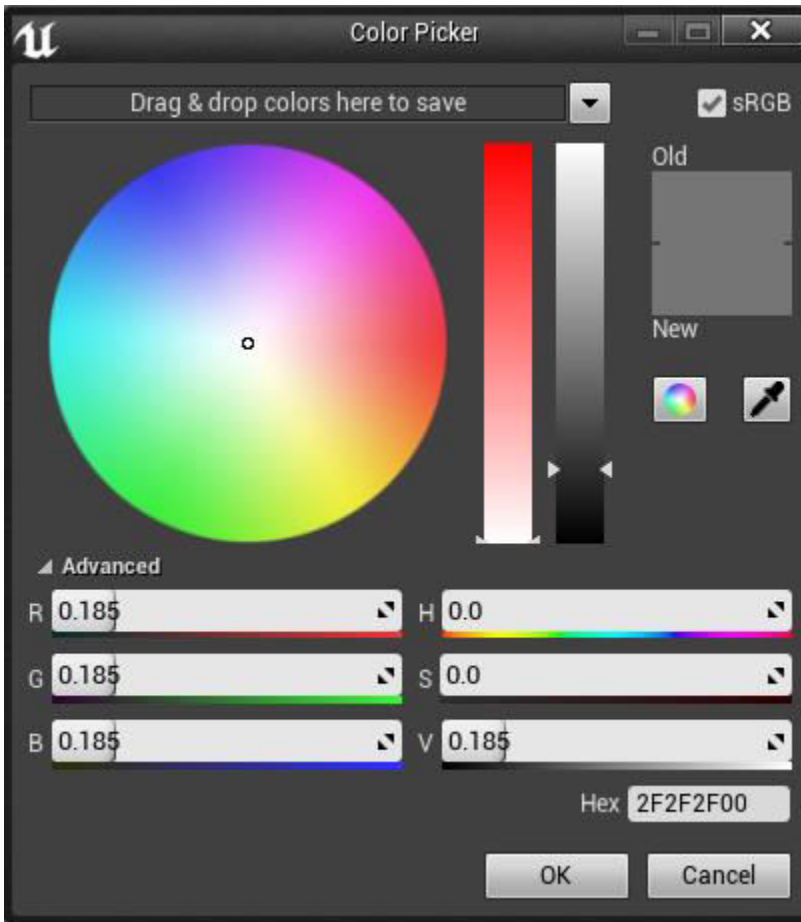


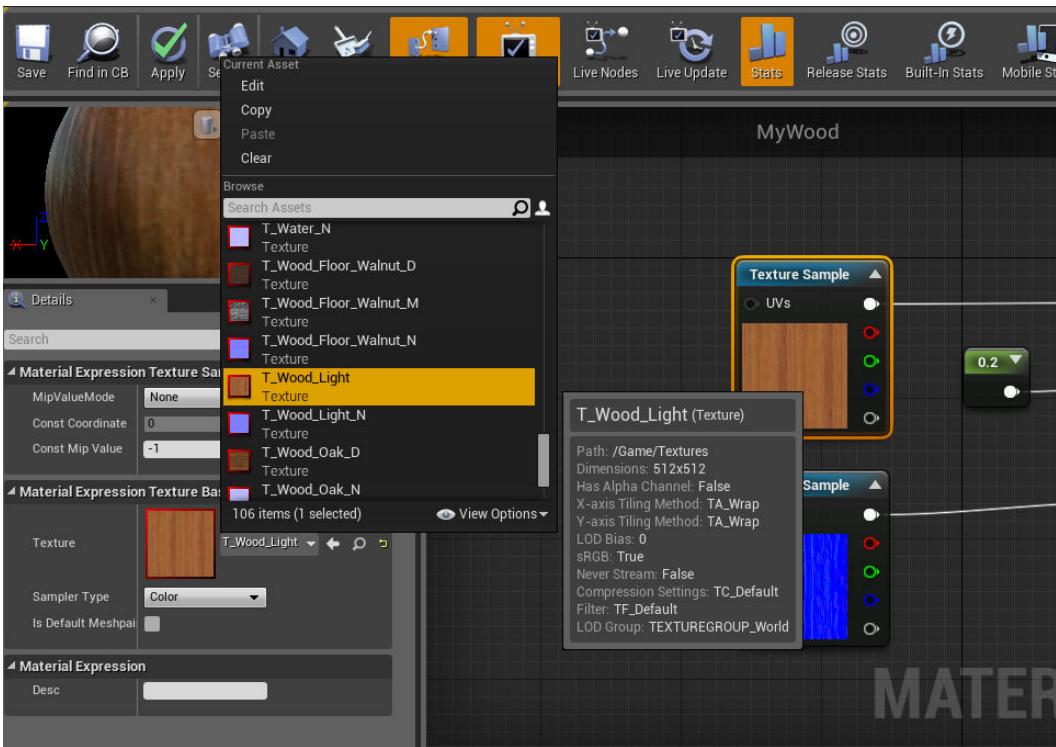
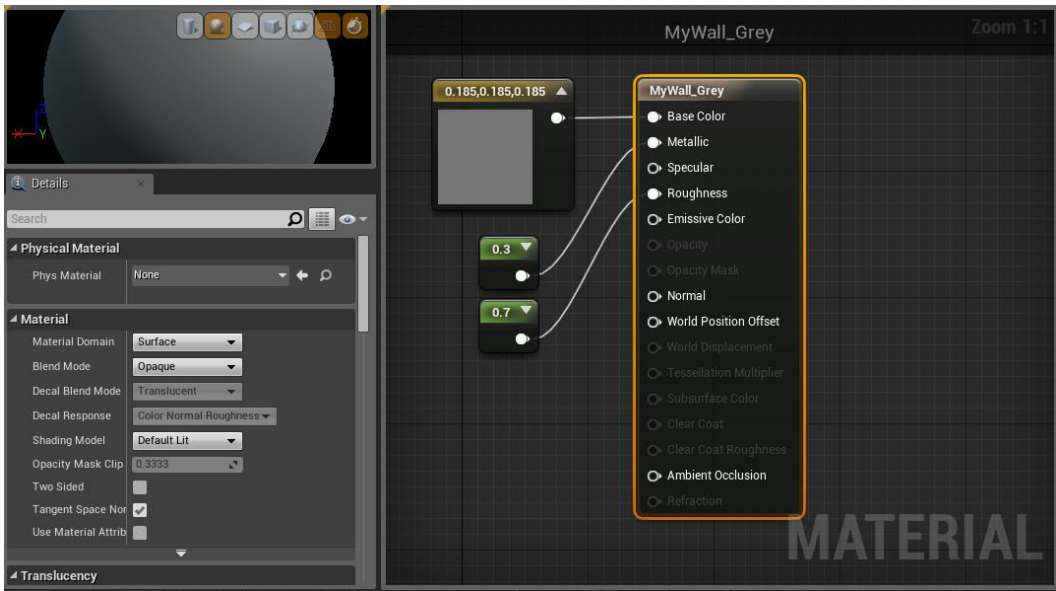




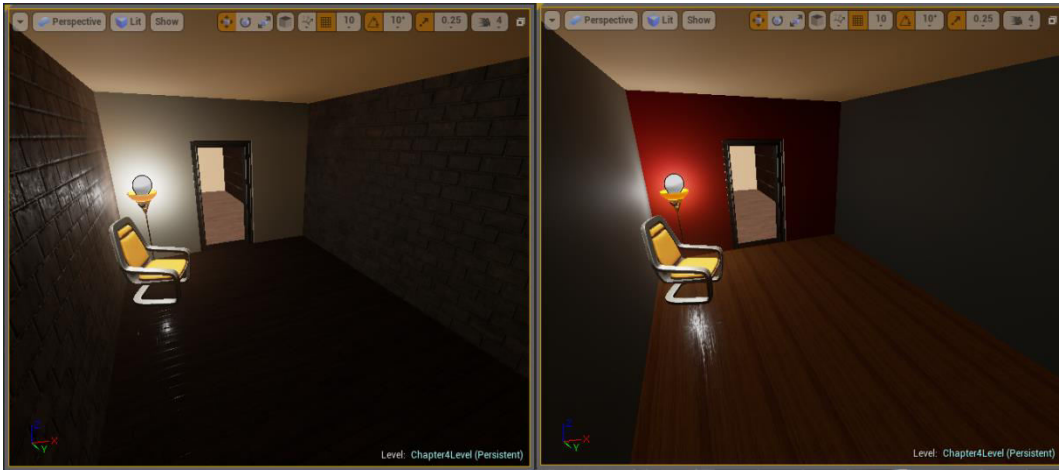
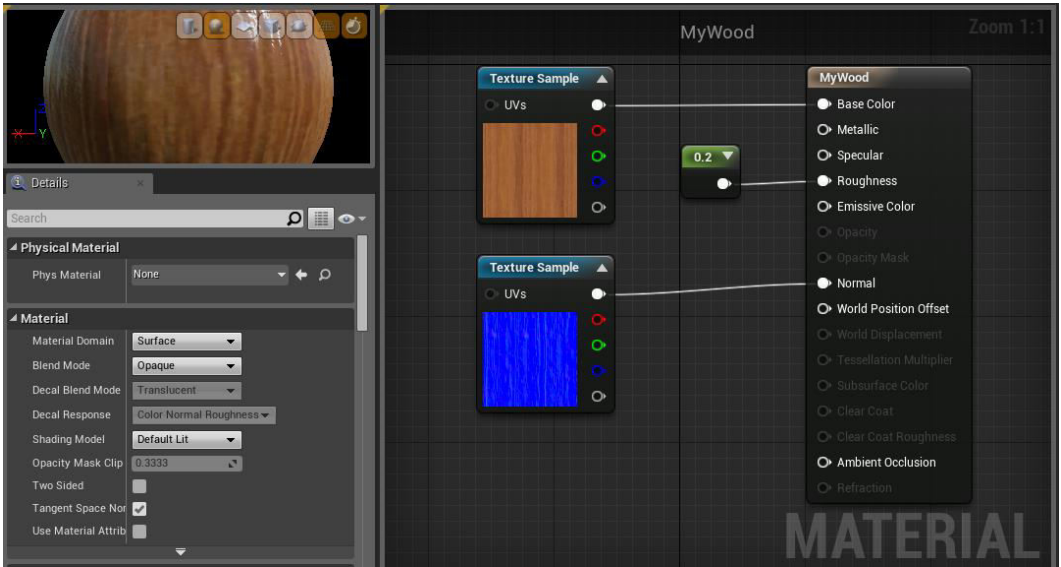














PlayerStart2  
PointLight1  
SM\_Chair  
SM\_Door  
SM\_DoorFrame ID Name: SM\_Chair\_4

24 actors (1 selected) View Options

Details

PointLight1

Search

**Transform**

Location X 300.0 Y -250.0 Z 65.0

Rotation X 0.0 Y 0.0 Z 0.0

Scale X 1.0 Y 1.0 Z 1.0

Mobility  Static  Stator  Movable

**Light**

Intensity 1000.0

Light Color

Attenuation Radius 1000.0

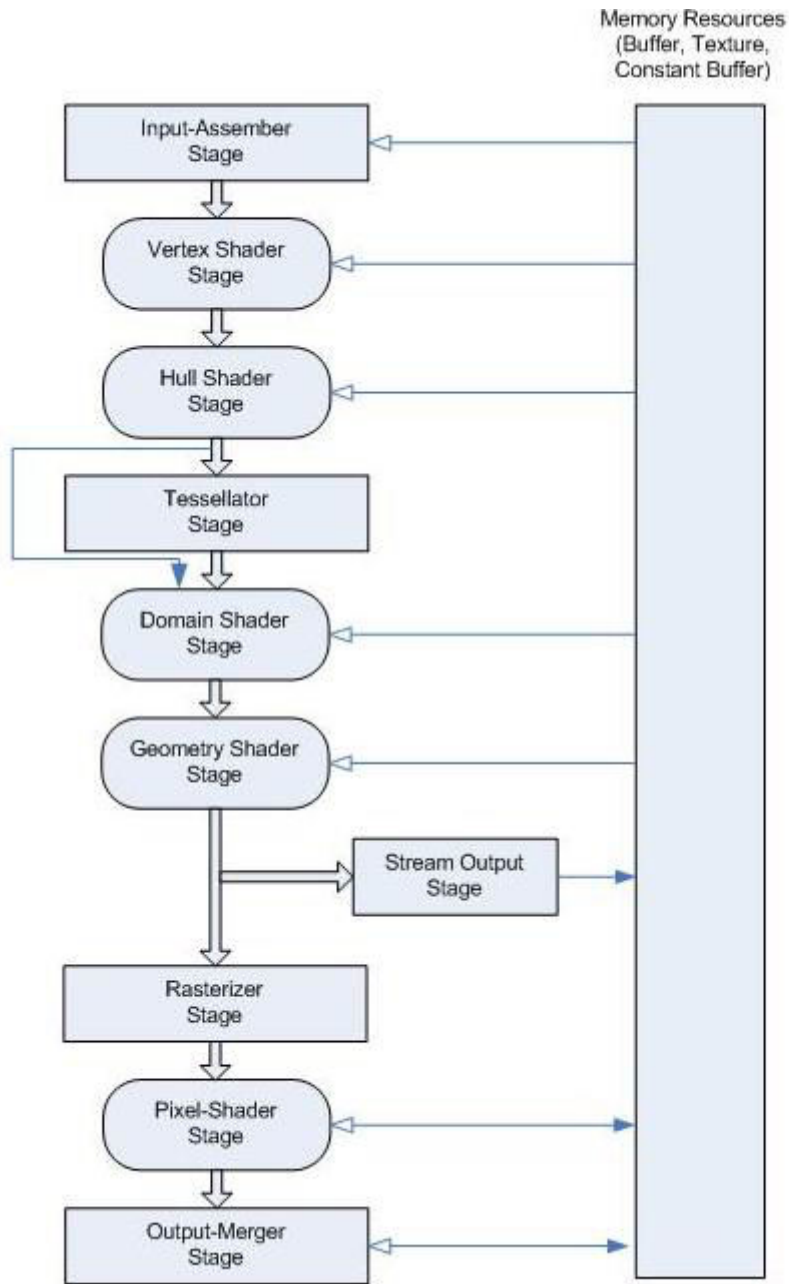
Source Radius 0.0

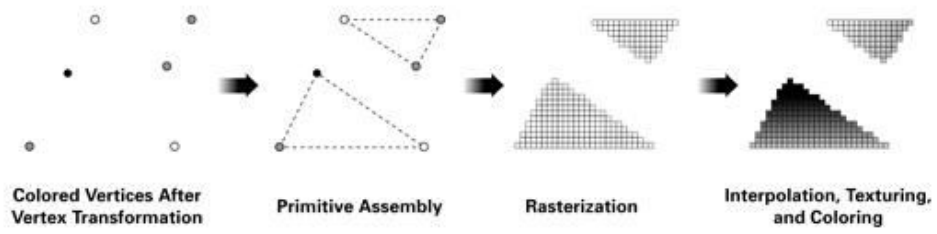
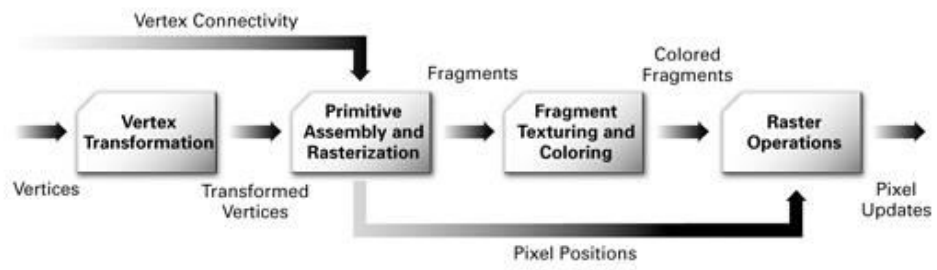
Source Length 0.0

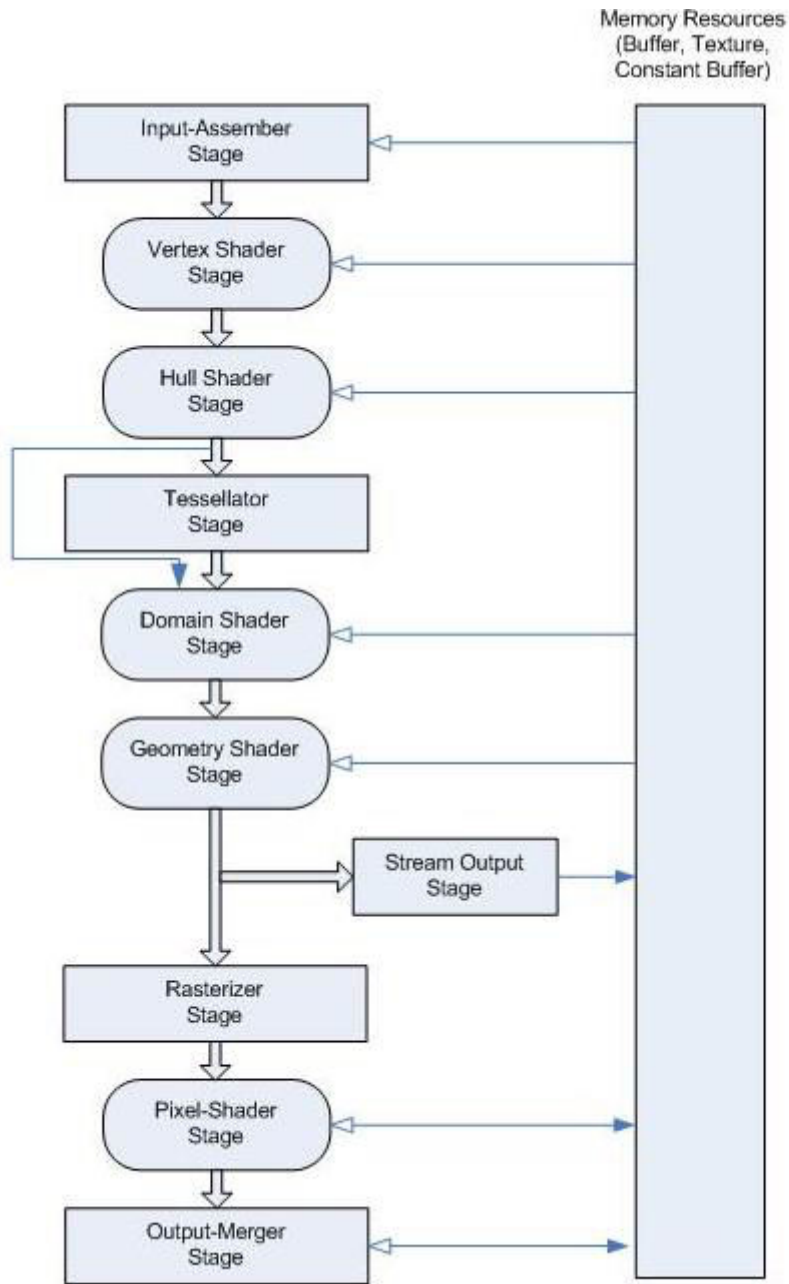
Affects World

Cast Shadows

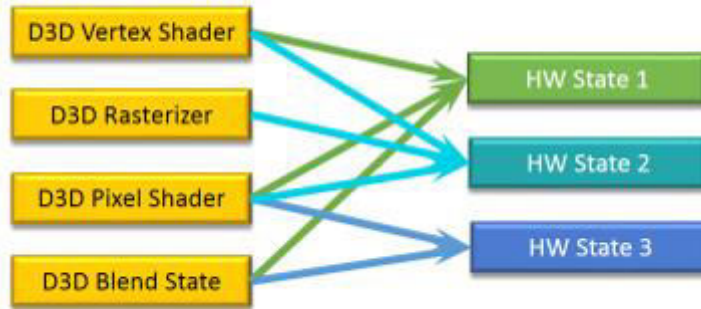
Indirect Lighting In 1.0



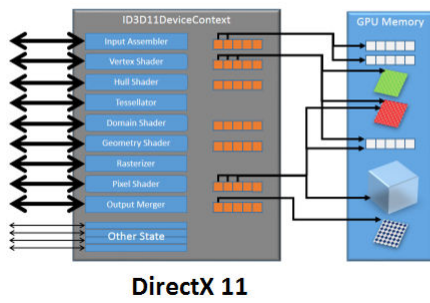




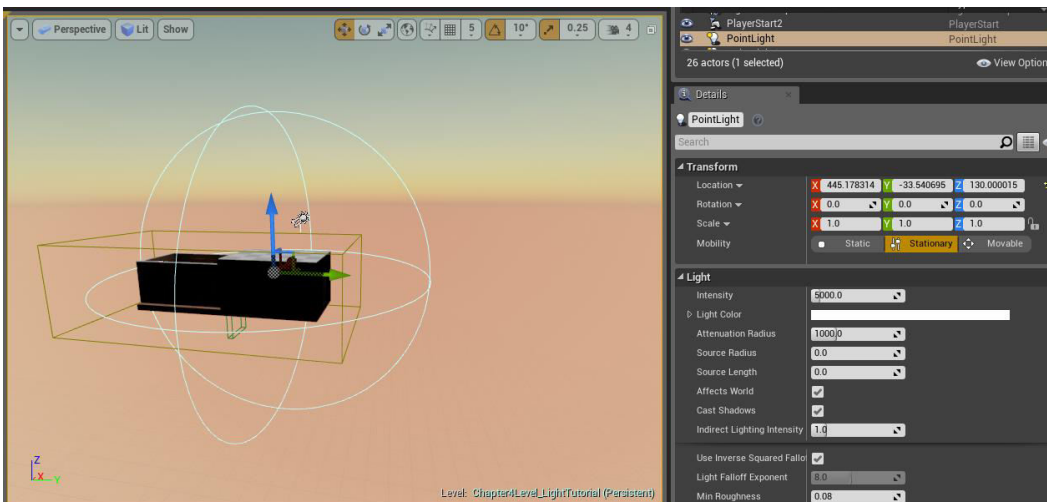
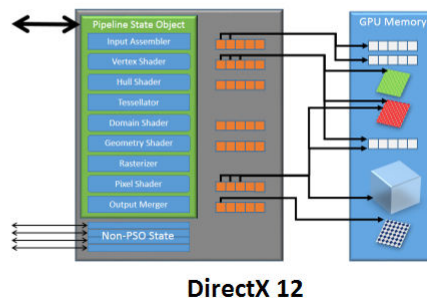
Small state objects → Hardware mismatch overhead

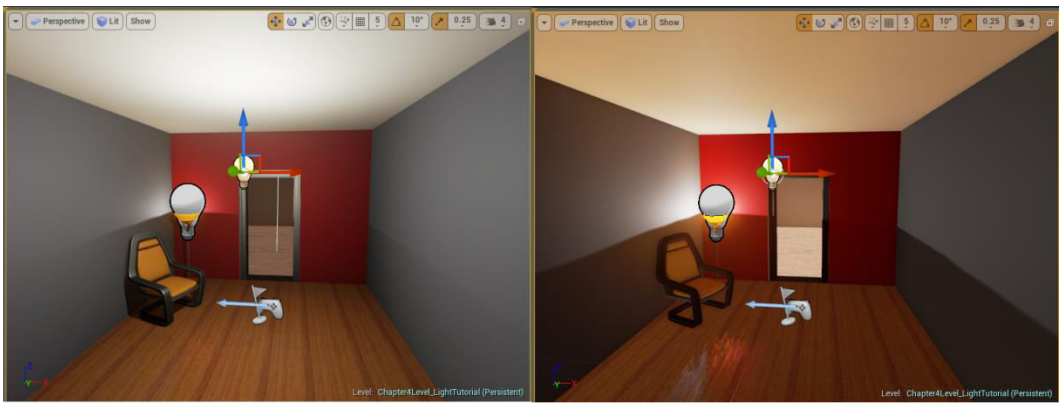
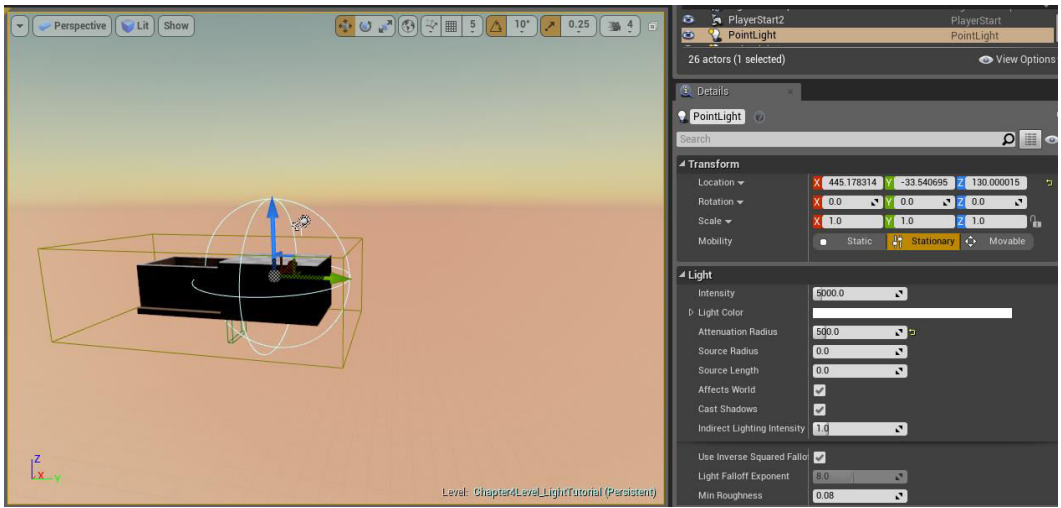


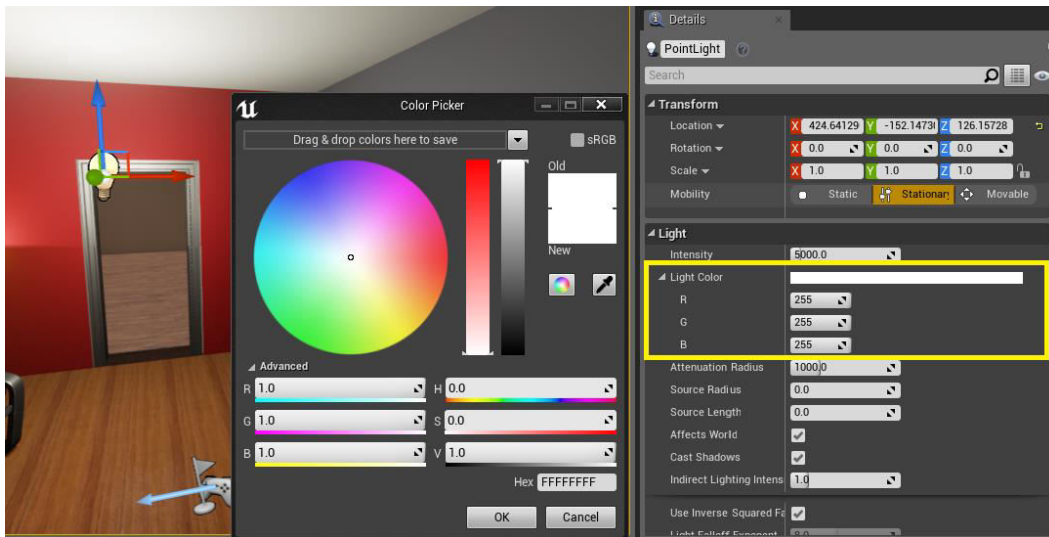
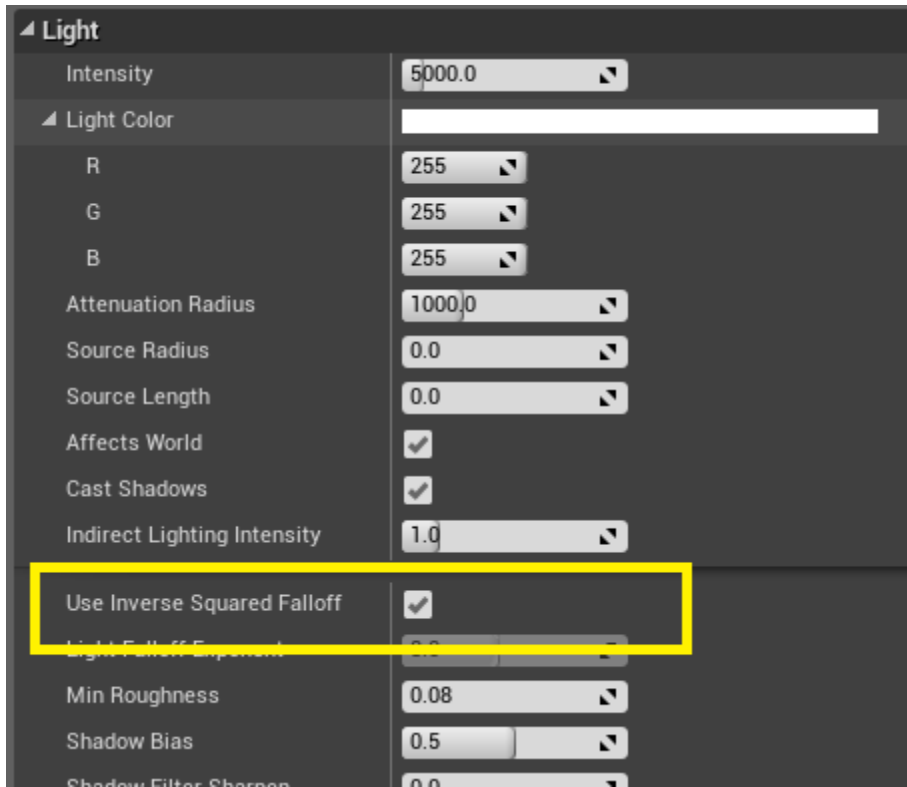
Render Context: Direct3D 11



Render Context: Pipeline State Object (PSO)

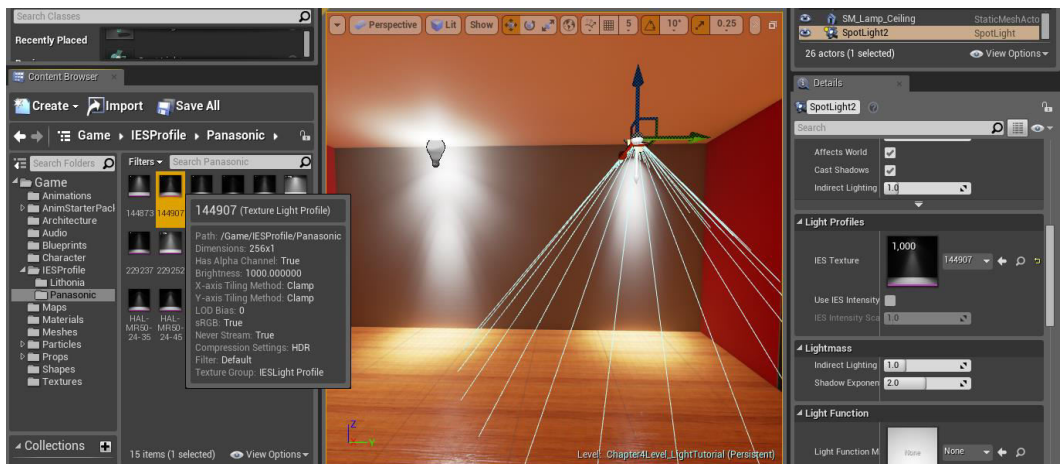
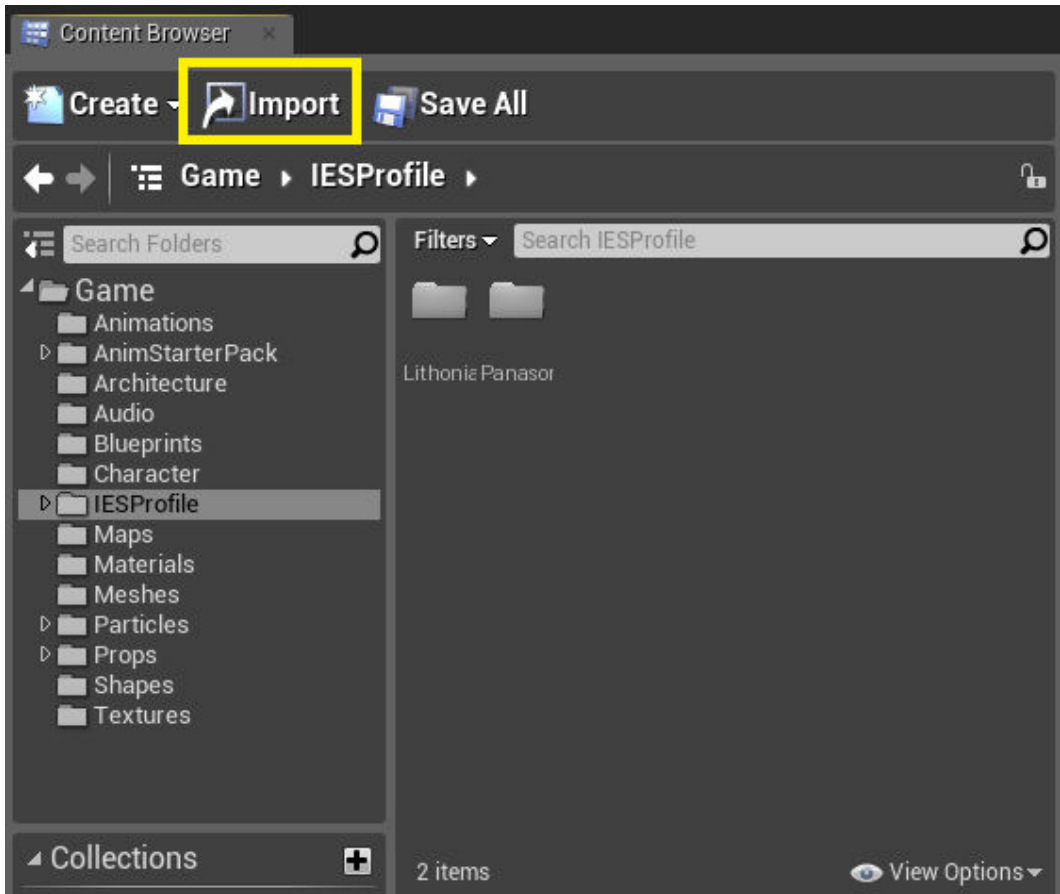


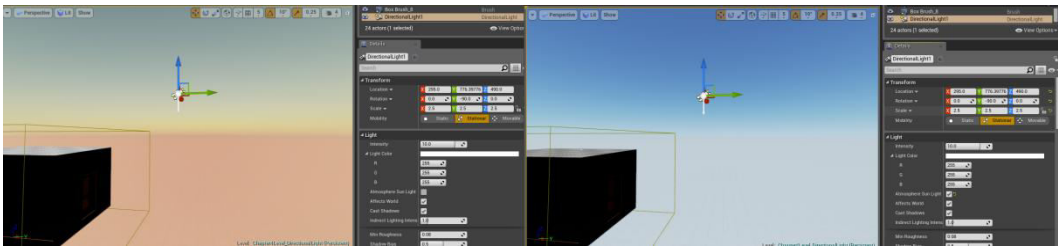


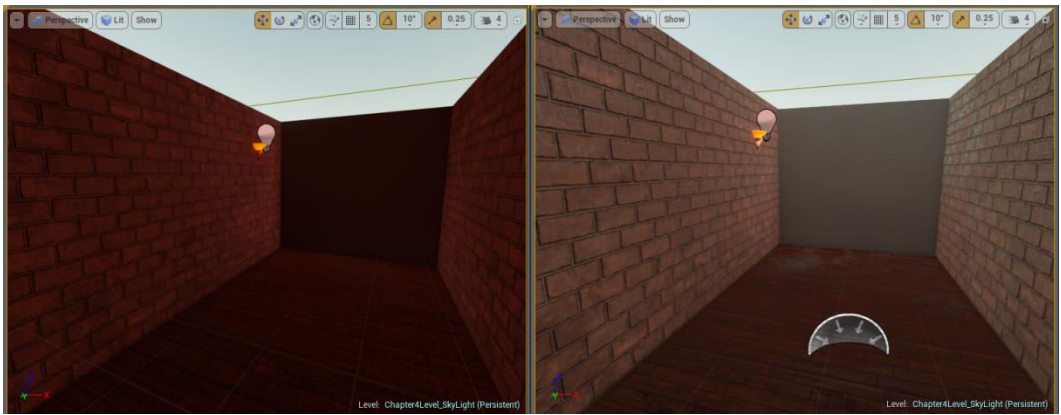
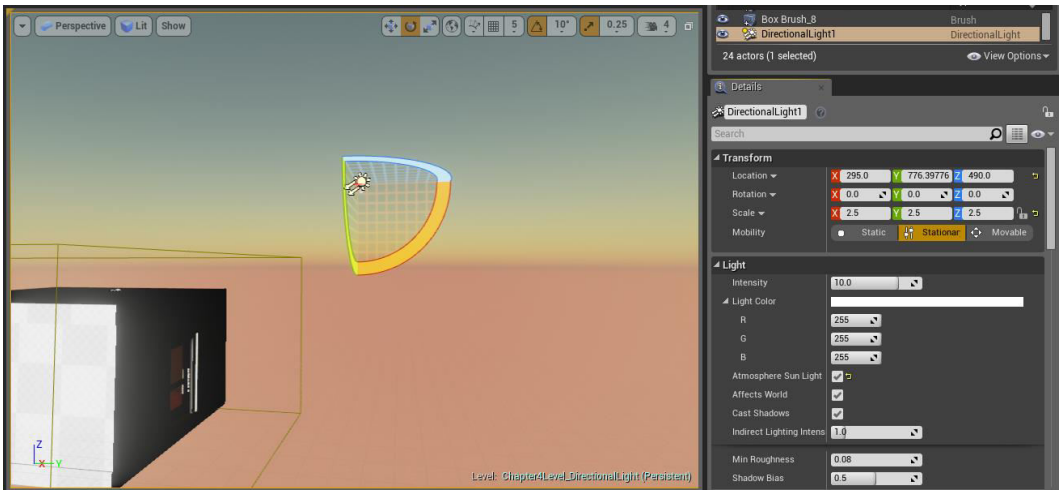








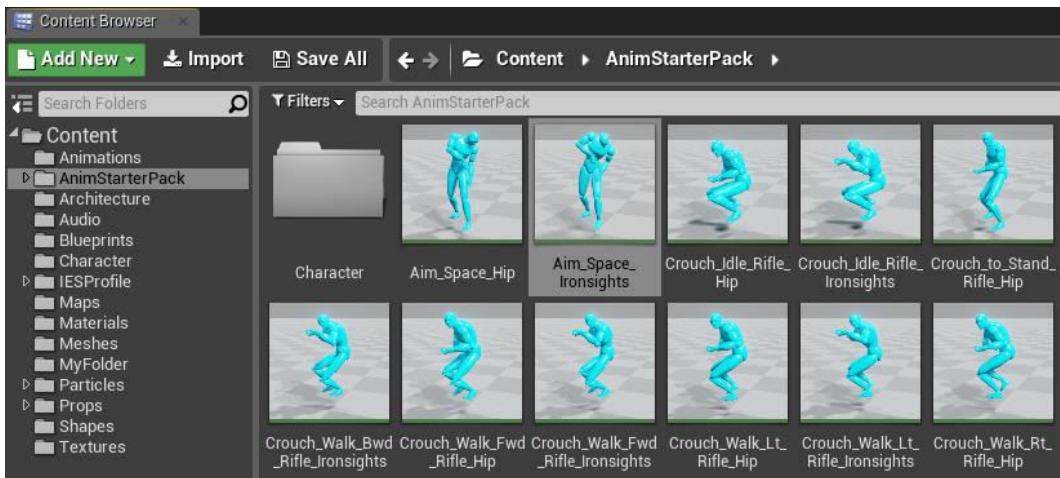
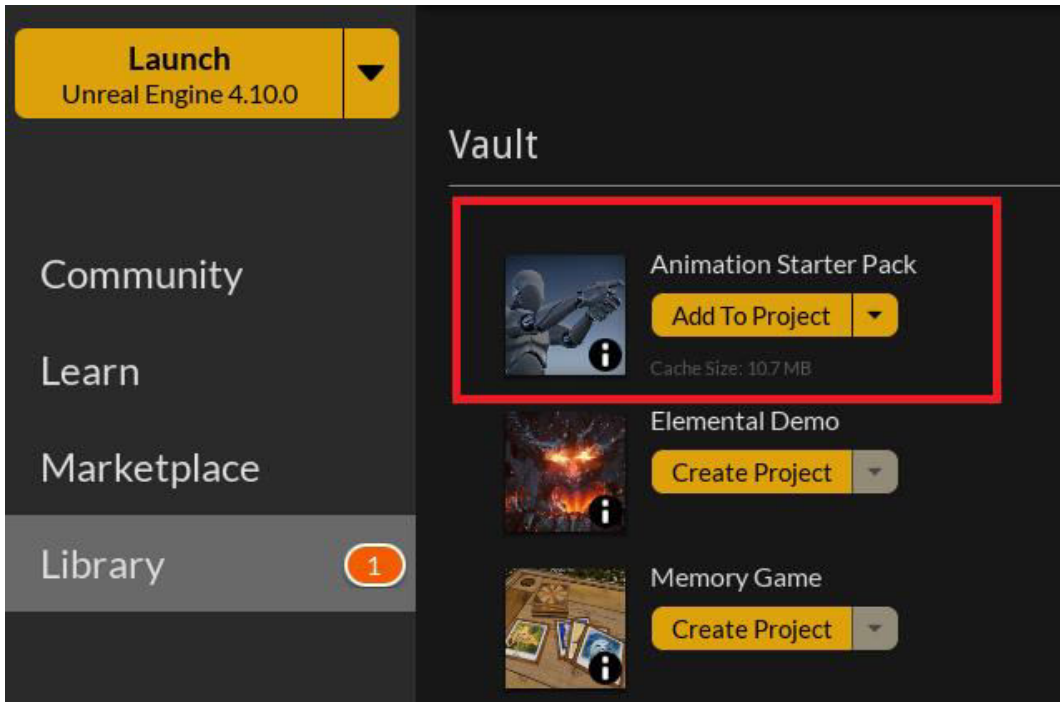


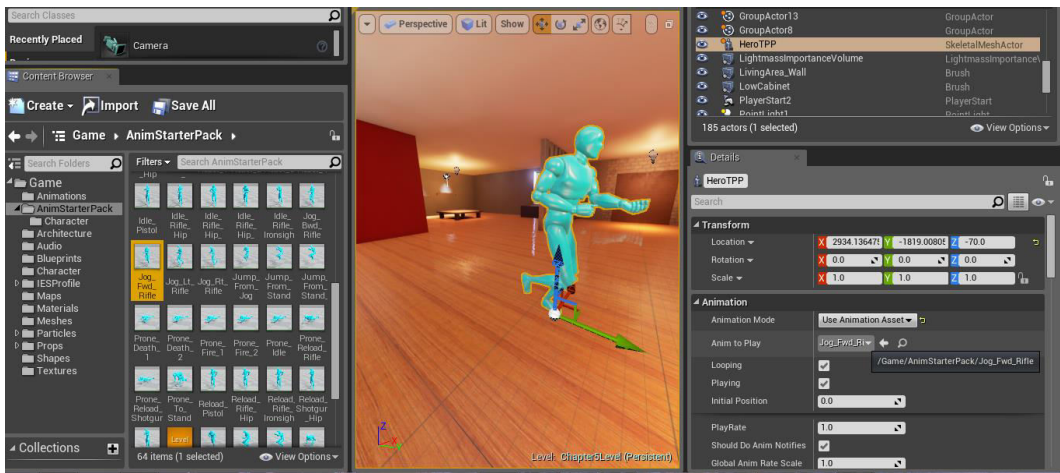


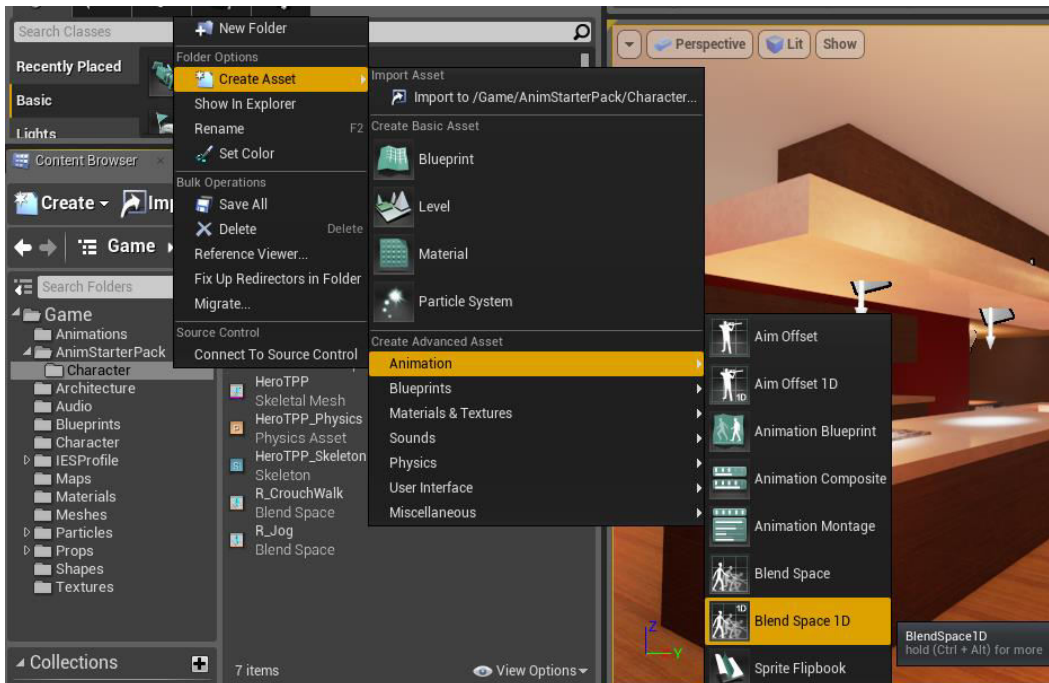
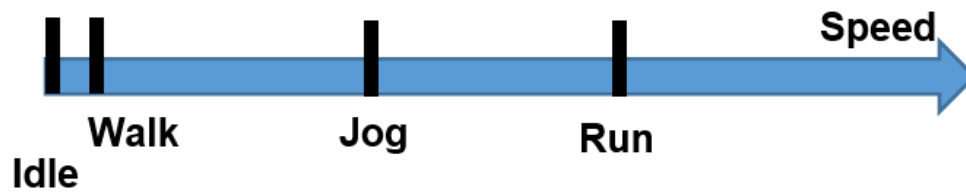
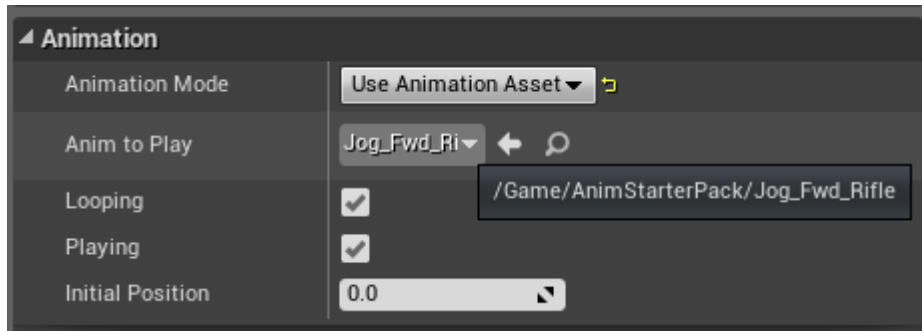
## Chapter 5: Animation and AI

The screenshot displays the Unreal Engine Marketplace interface. On the left is a dark sidebar with navigation options: 'Launch Unreal Engine 4.10.0', 'Community', 'Learn', 'Marketplace', and 'Library' (which has a notification badge with the number '1'). The top navigation bar includes the Epic Games logo, 'Unreal Eng 1', and game titles: 'Fortnite', 'Unreal Tournament', 'ARK', and 'Paragon'. The main content area is titled 'Characters and Animations' and features a grid of six asset cards. Each card shows a preview image, the asset name, and its price.

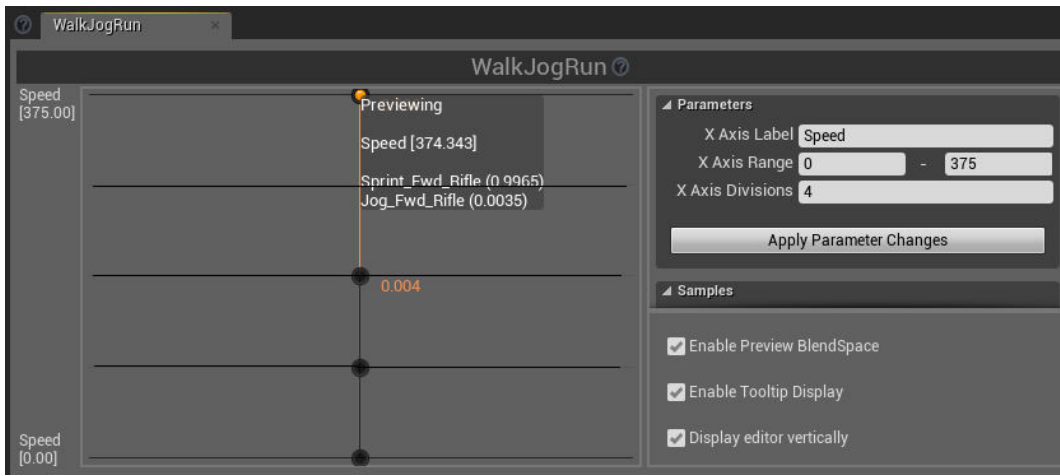
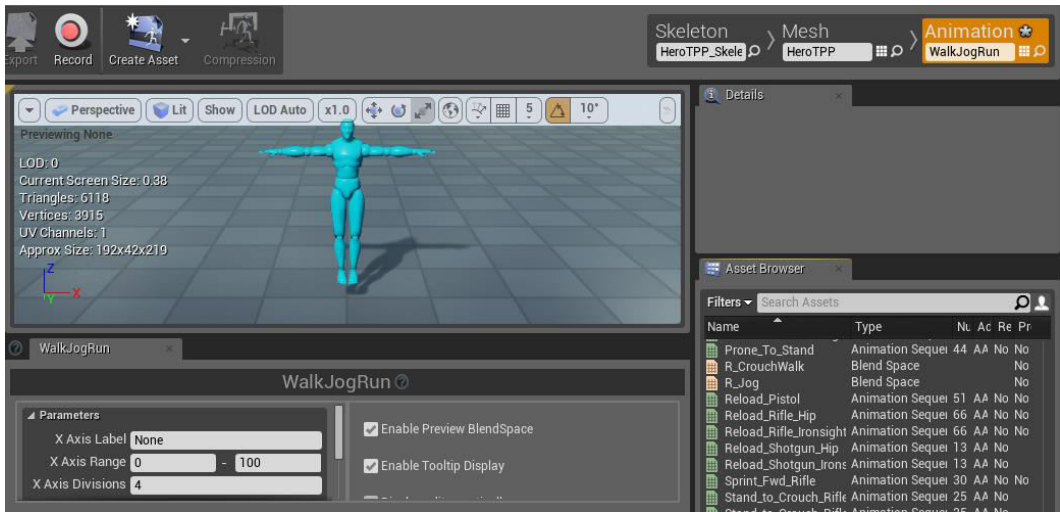
Asset Name	Price
Sword Anmset Pro (180 animations)	\$64.99
Art Activated Sci Fi Female Soldier	\$99.99
Remote-controlled robot MAARS	\$24.99
Dynamic Sword Anmset	\$59.99
3dFoln Creature Pack 2	\$49.99
Idles and Gestures	\$14.99

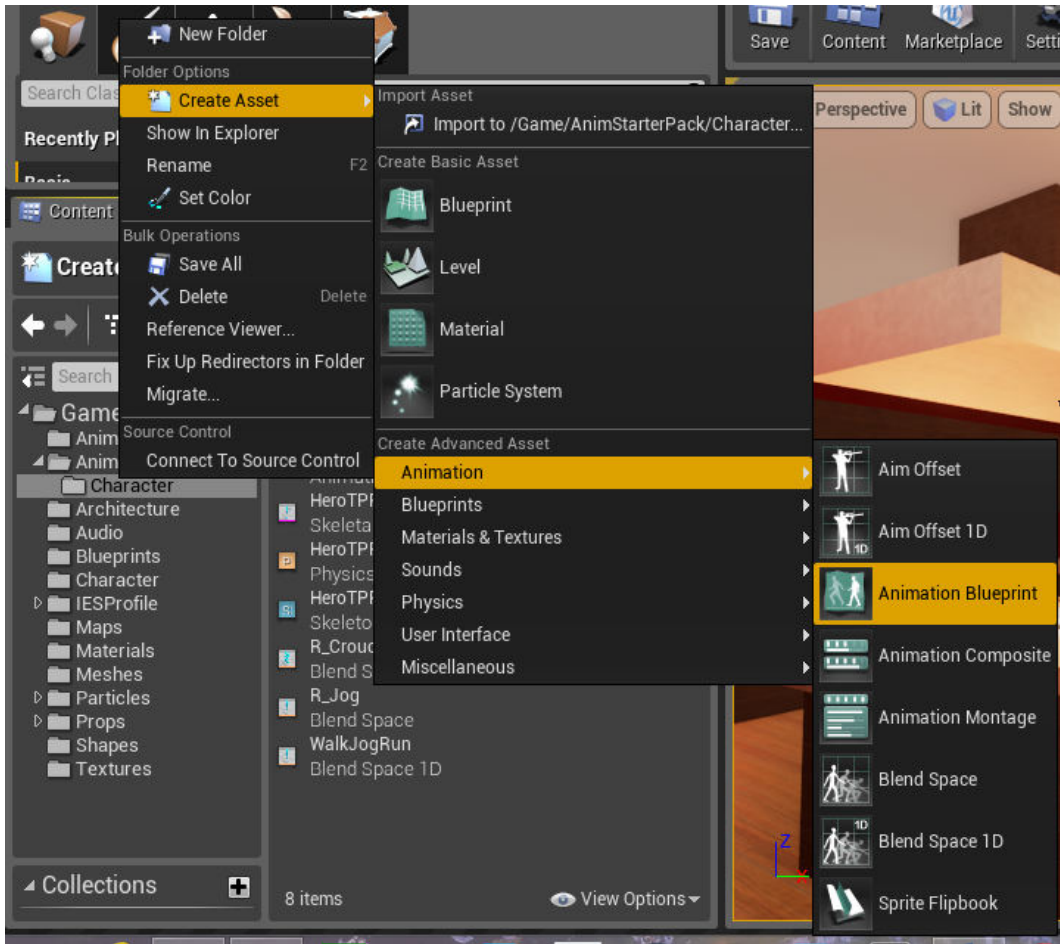


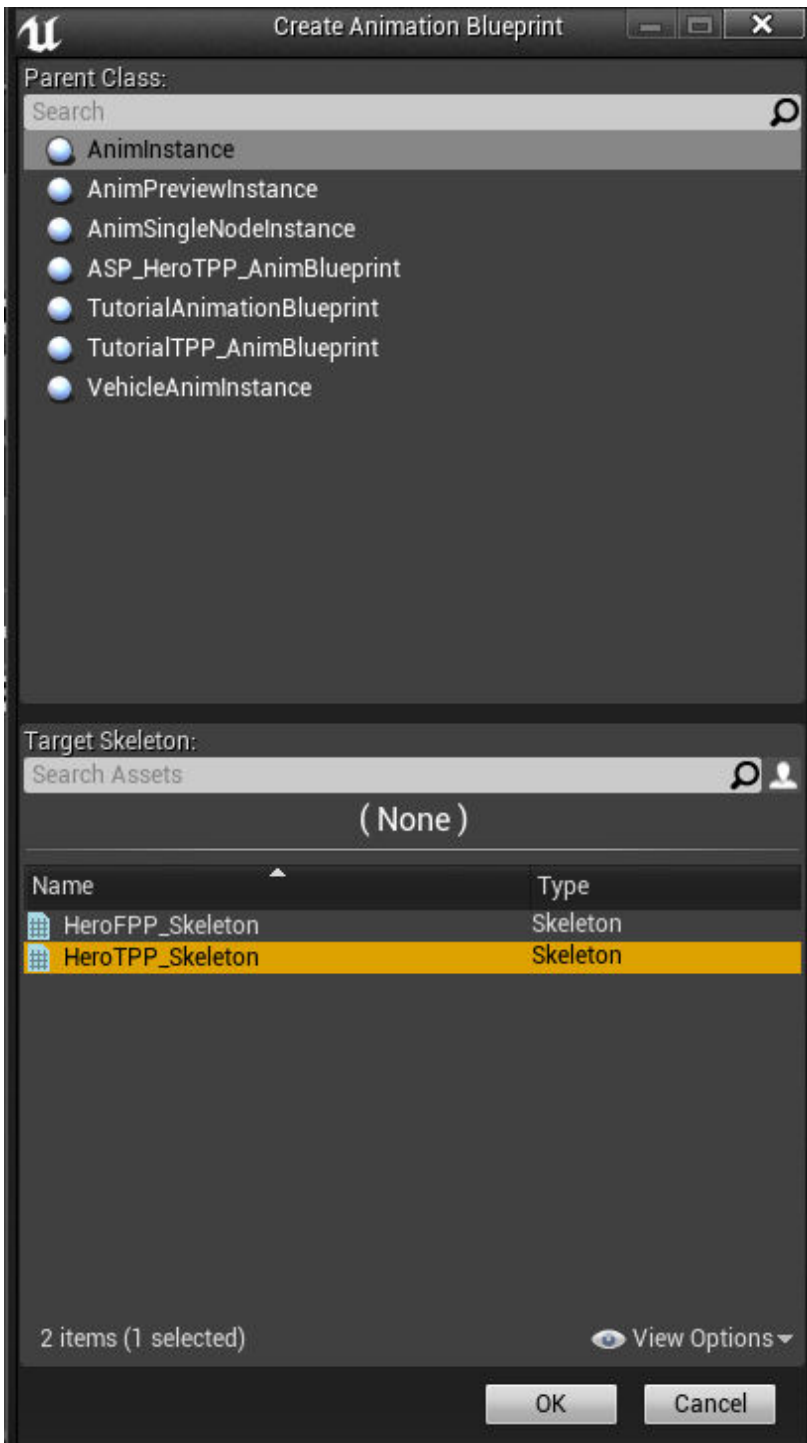


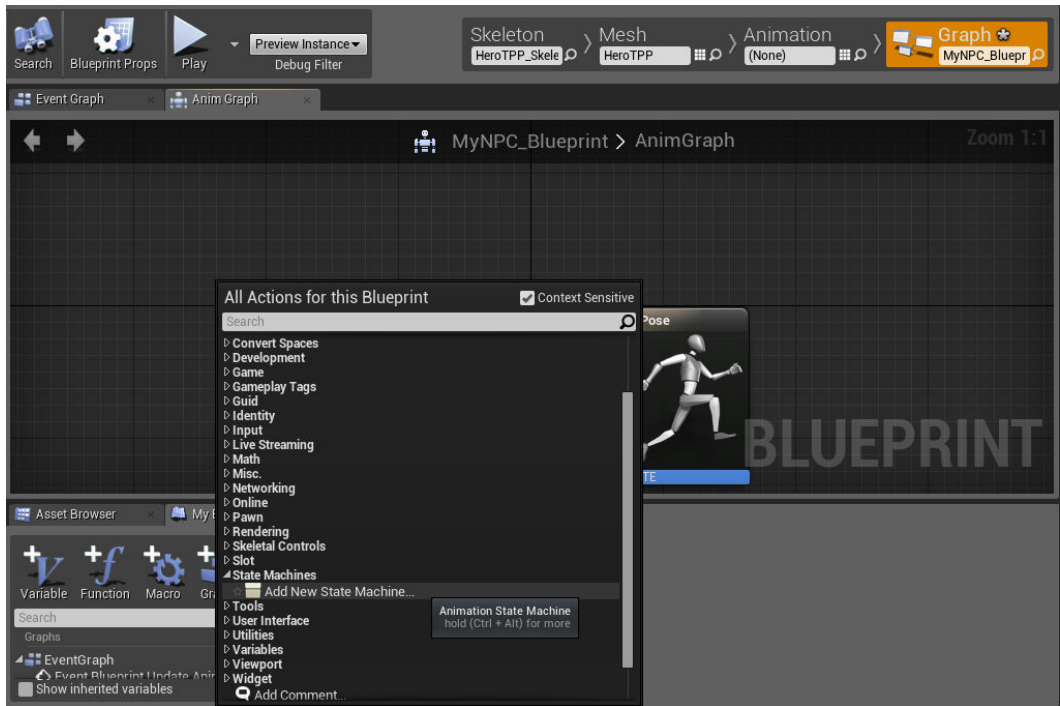
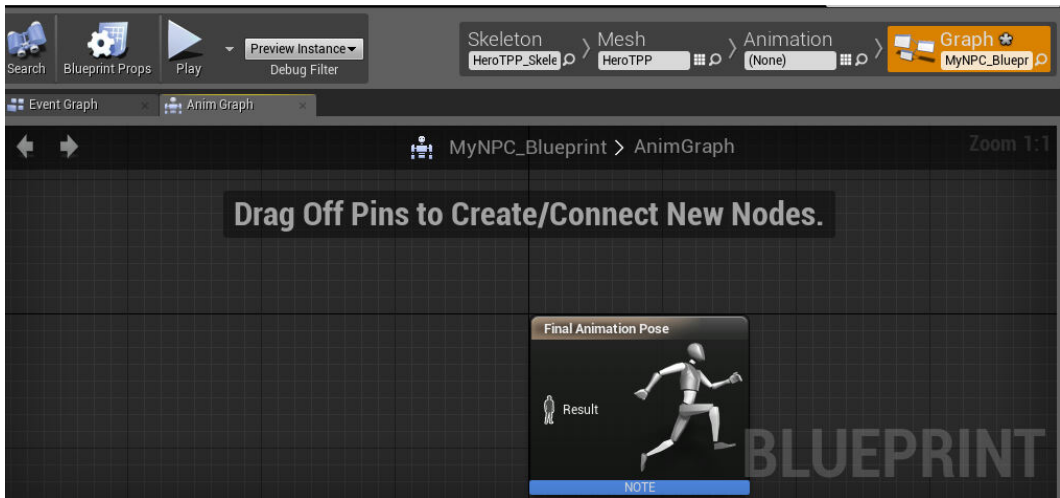


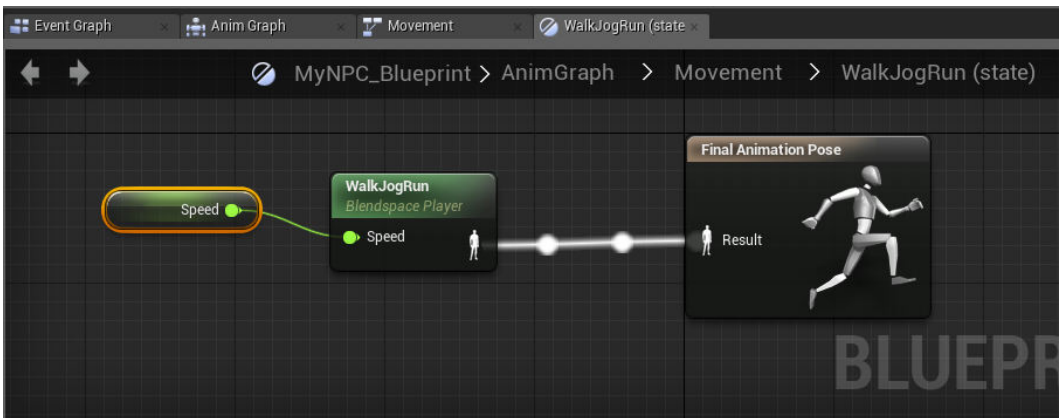
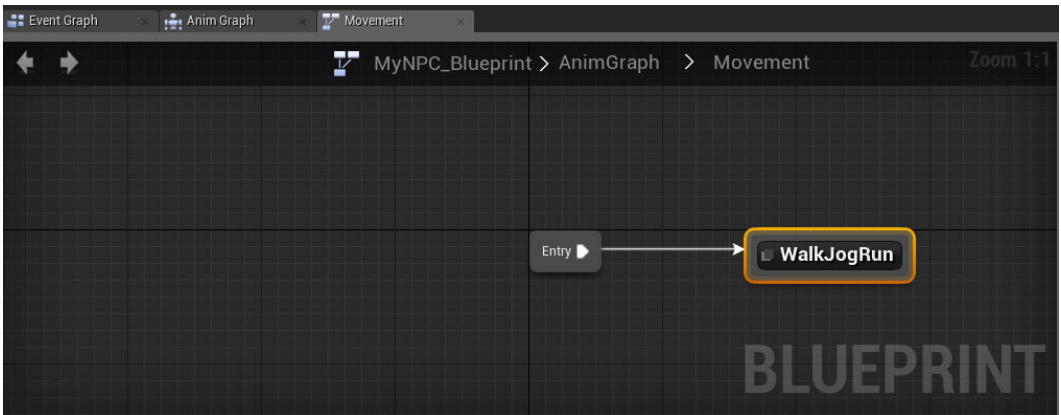
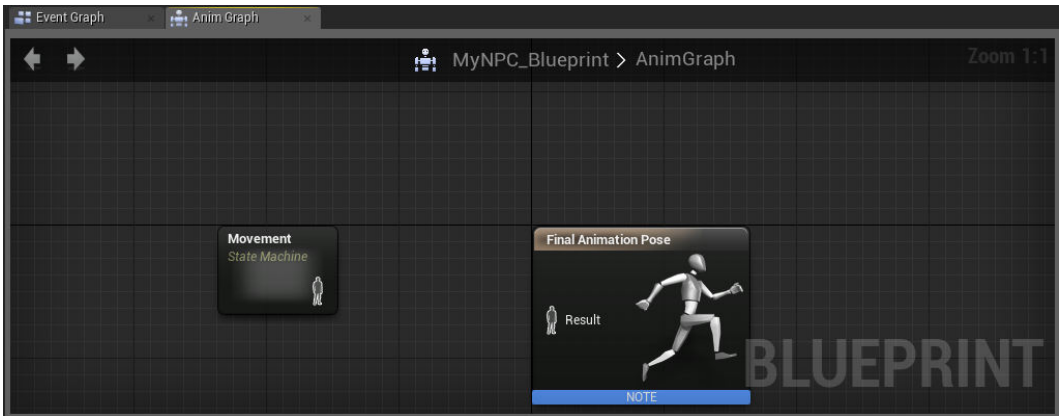


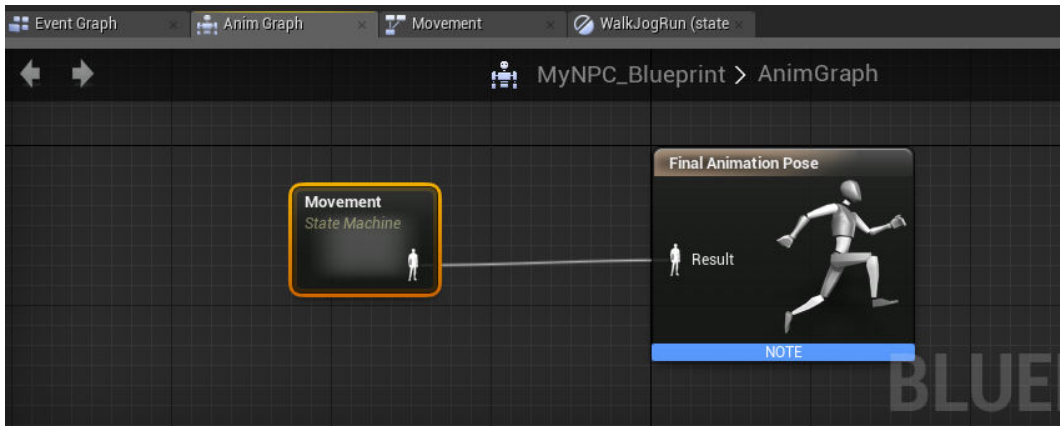


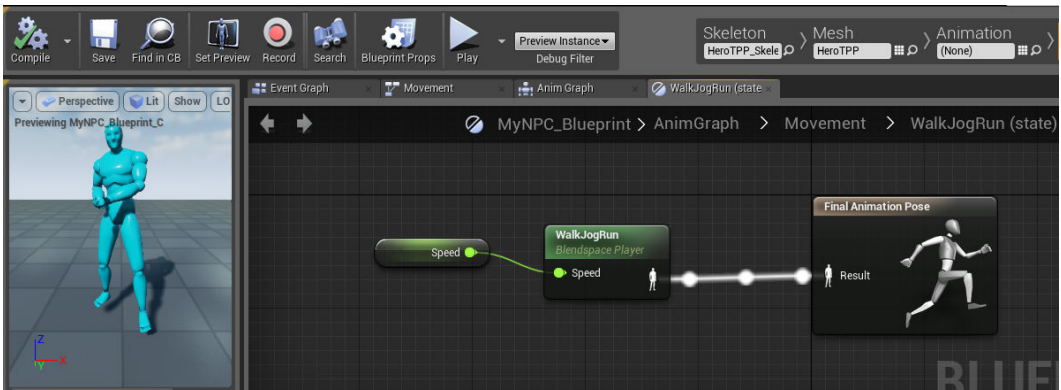






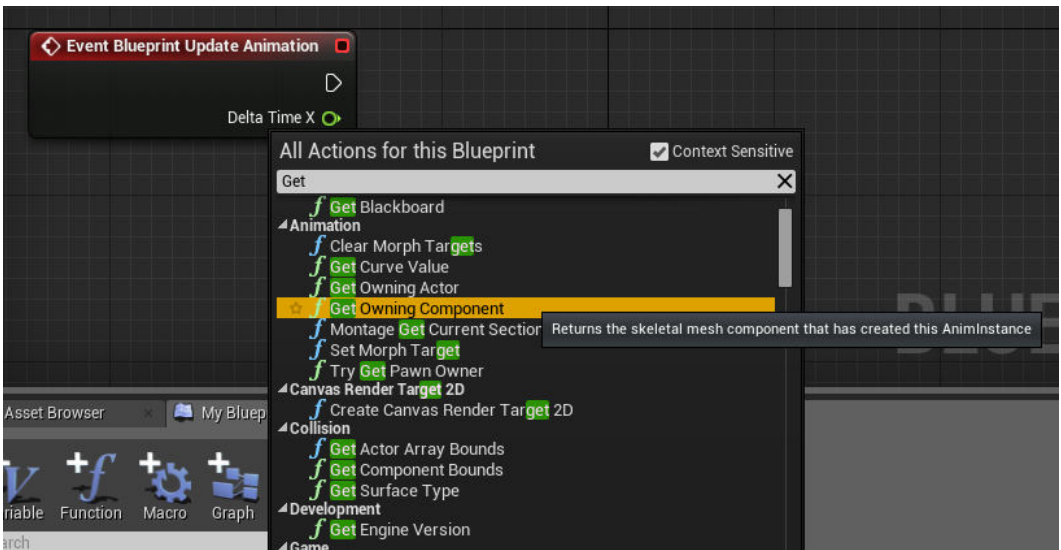
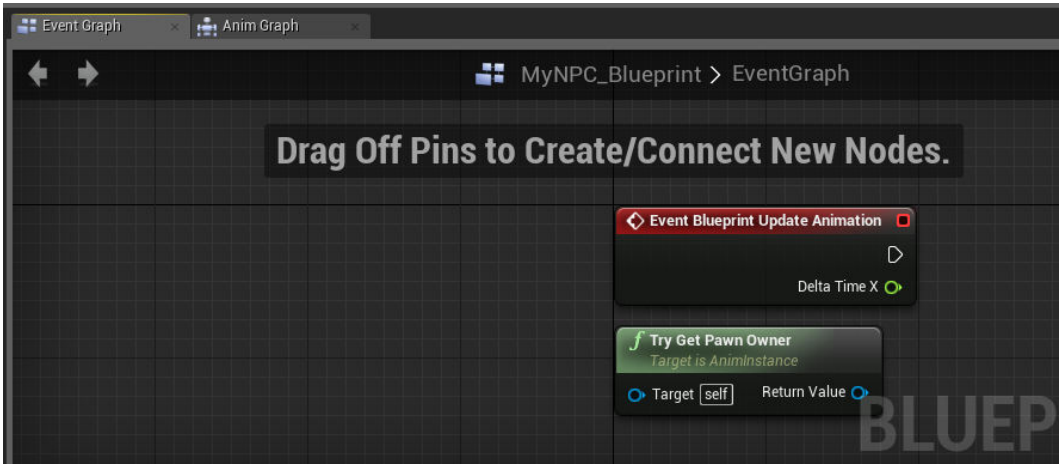


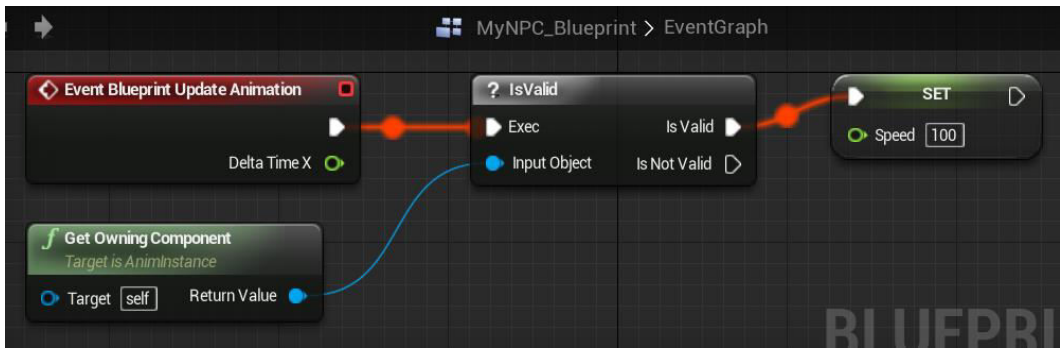
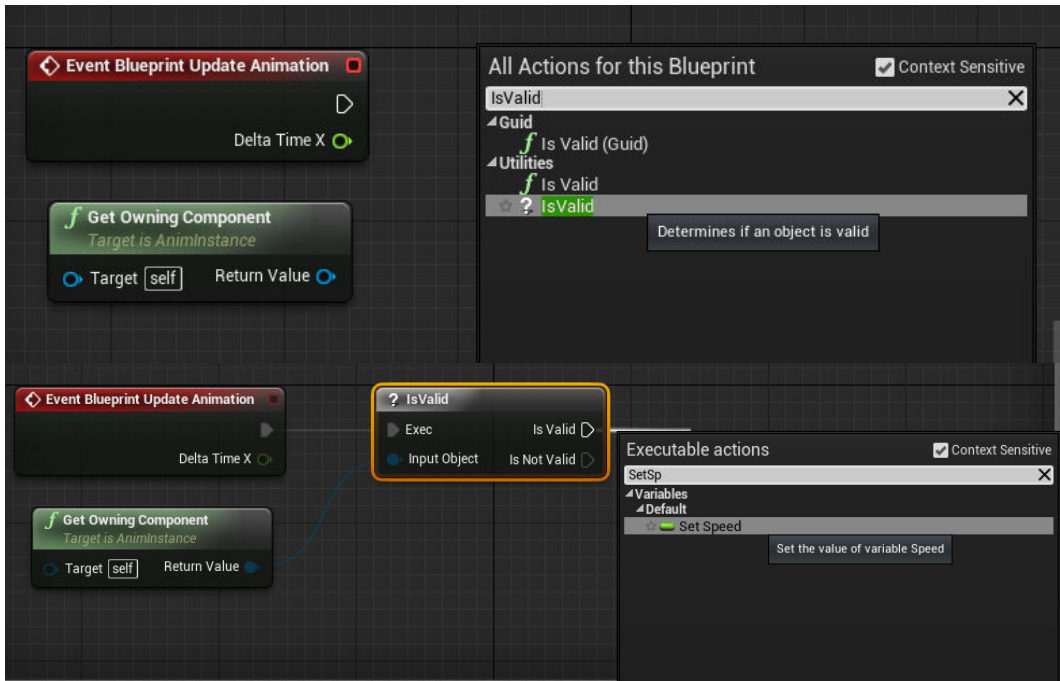


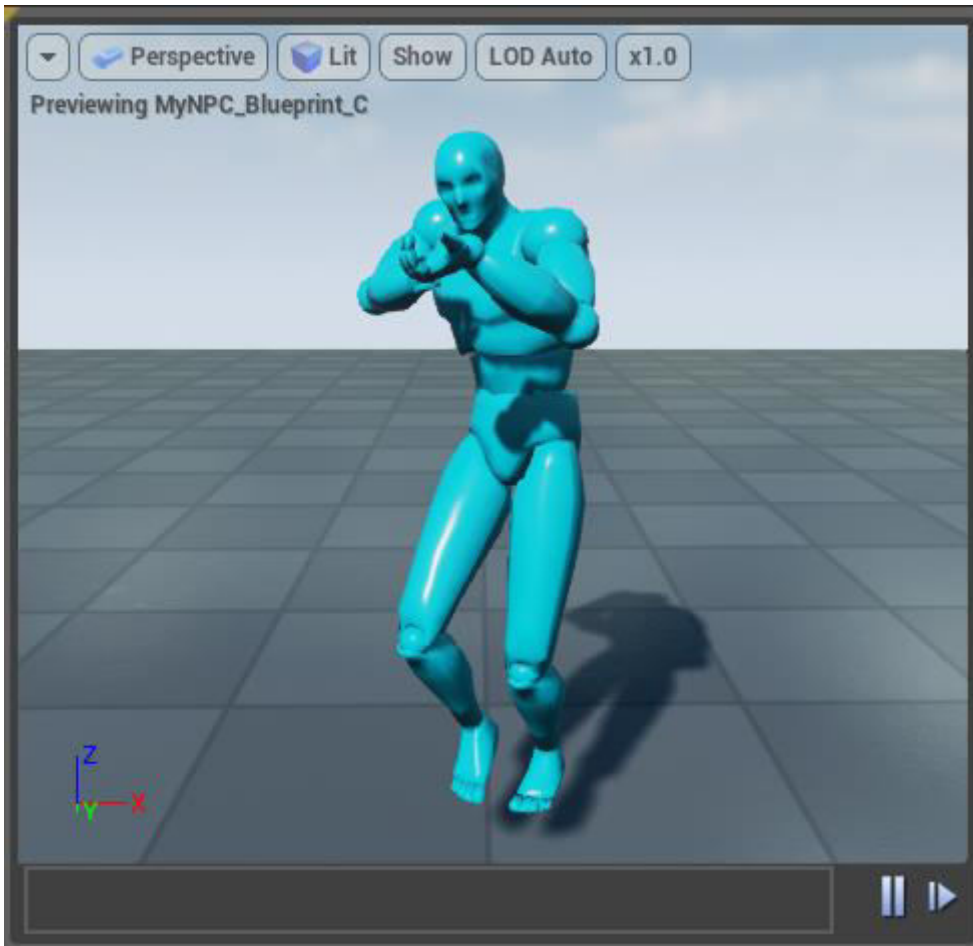


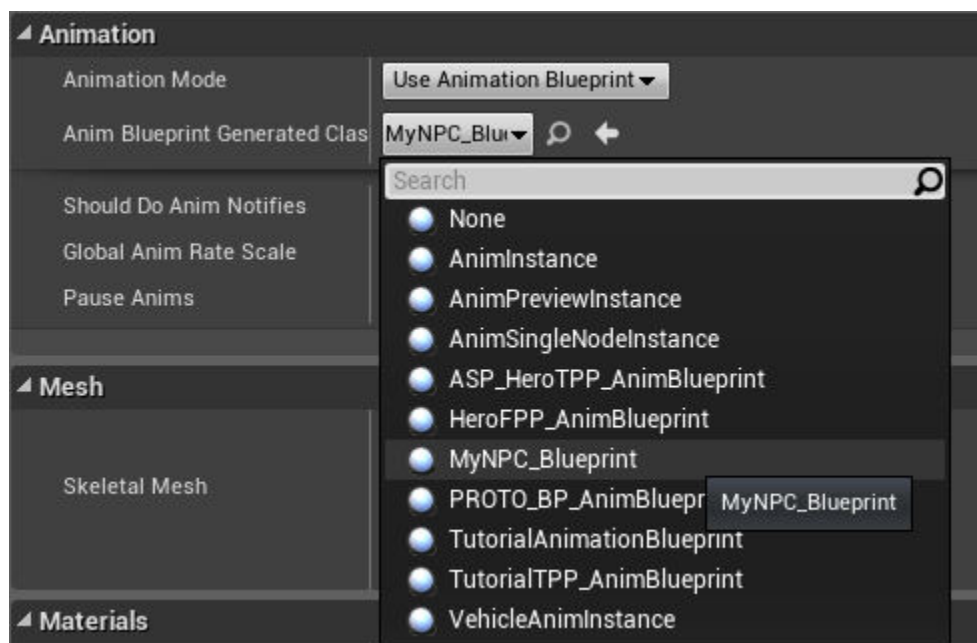
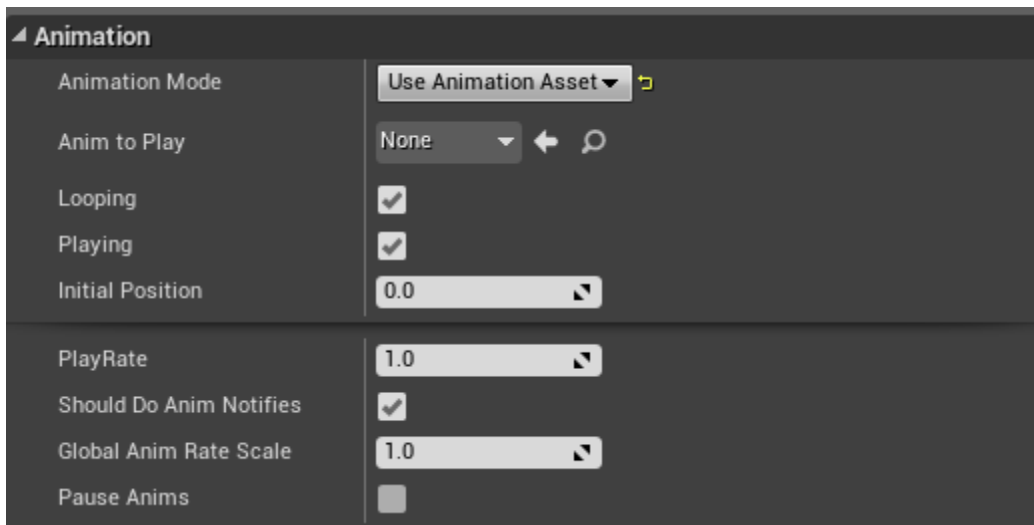


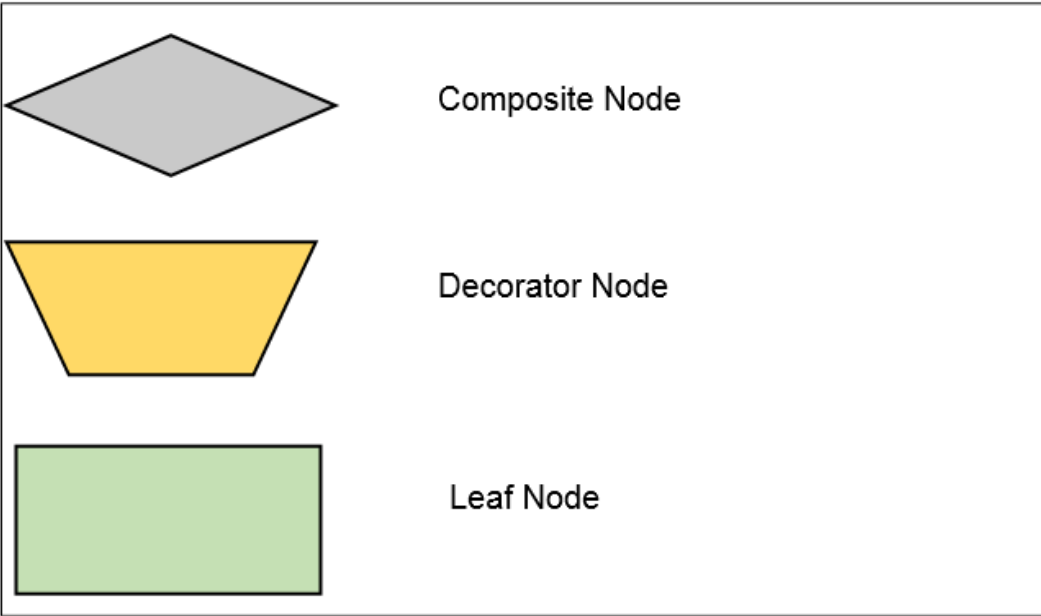


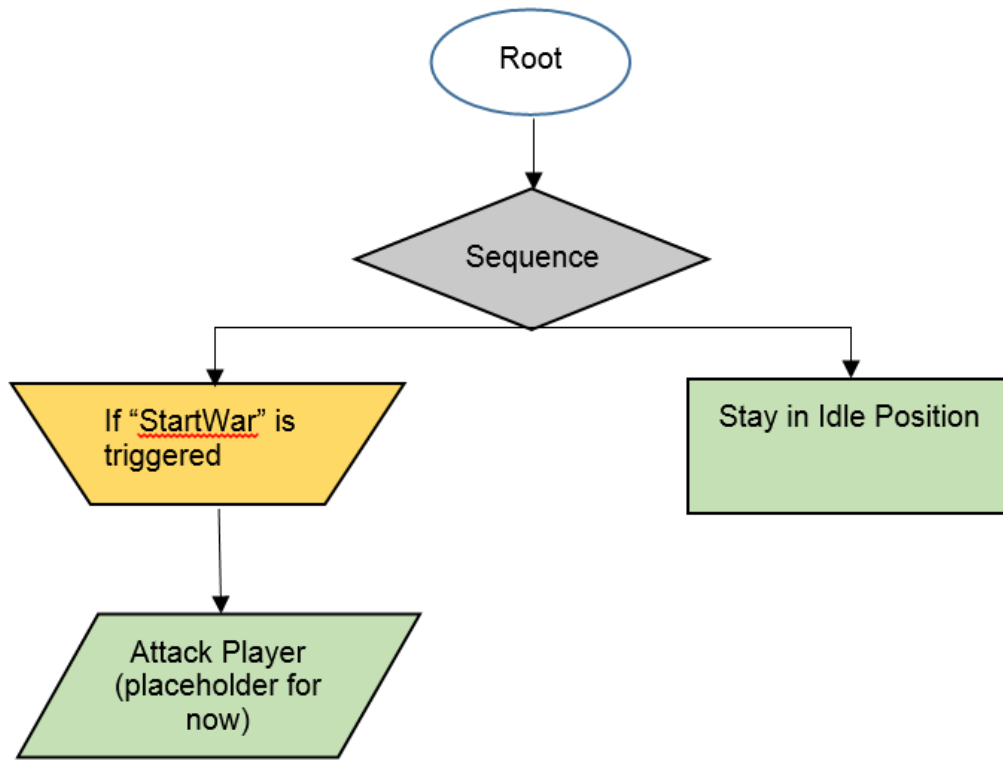


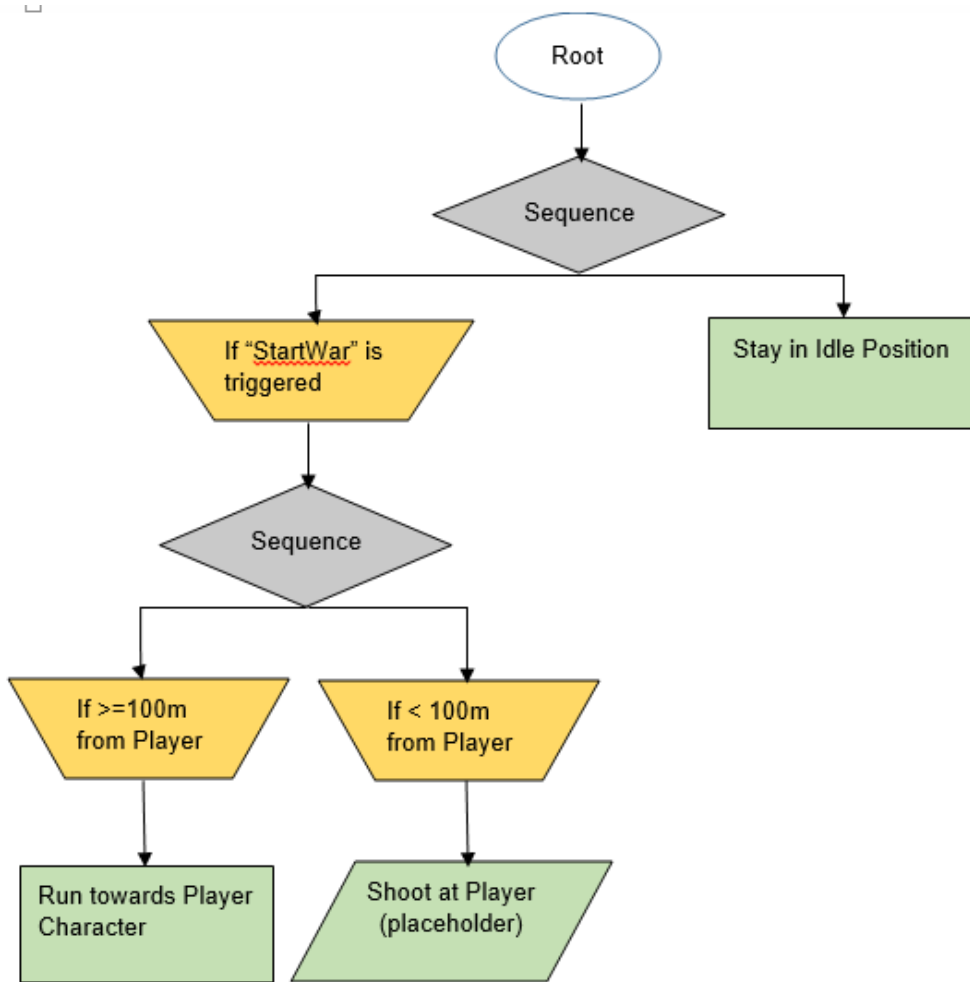


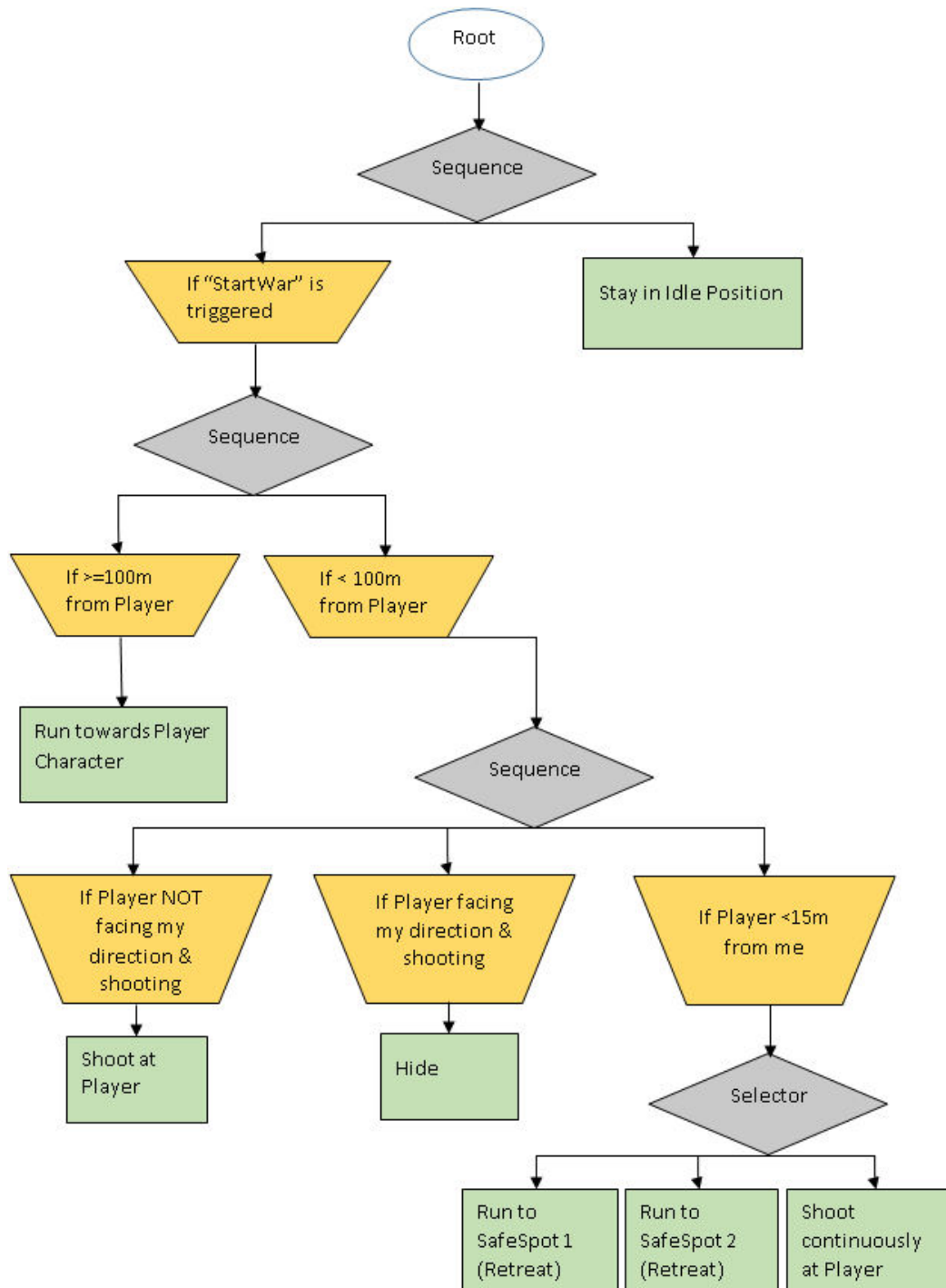




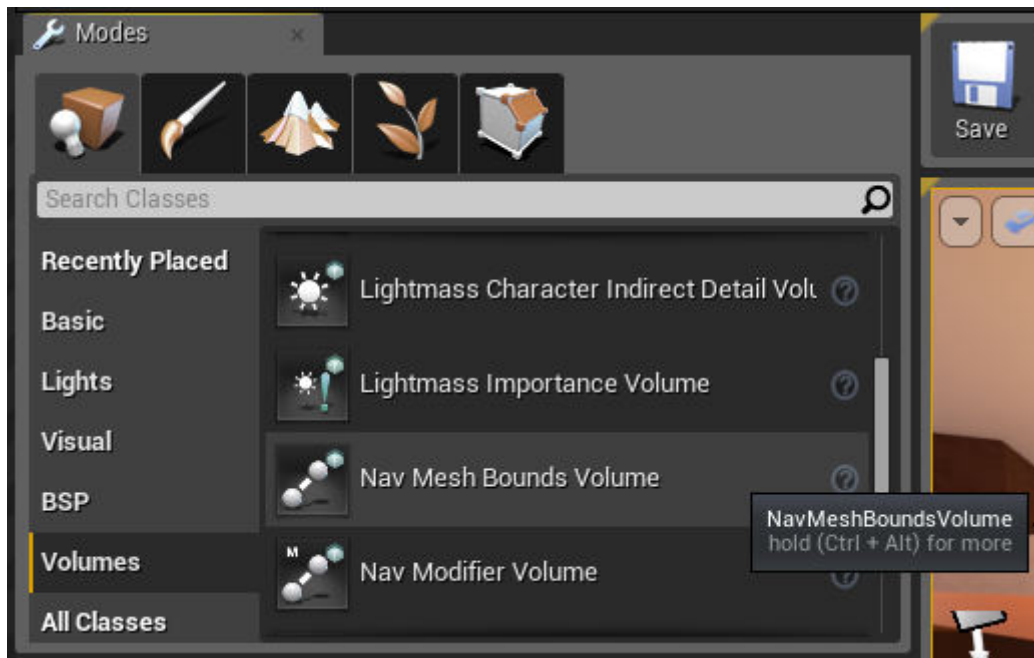


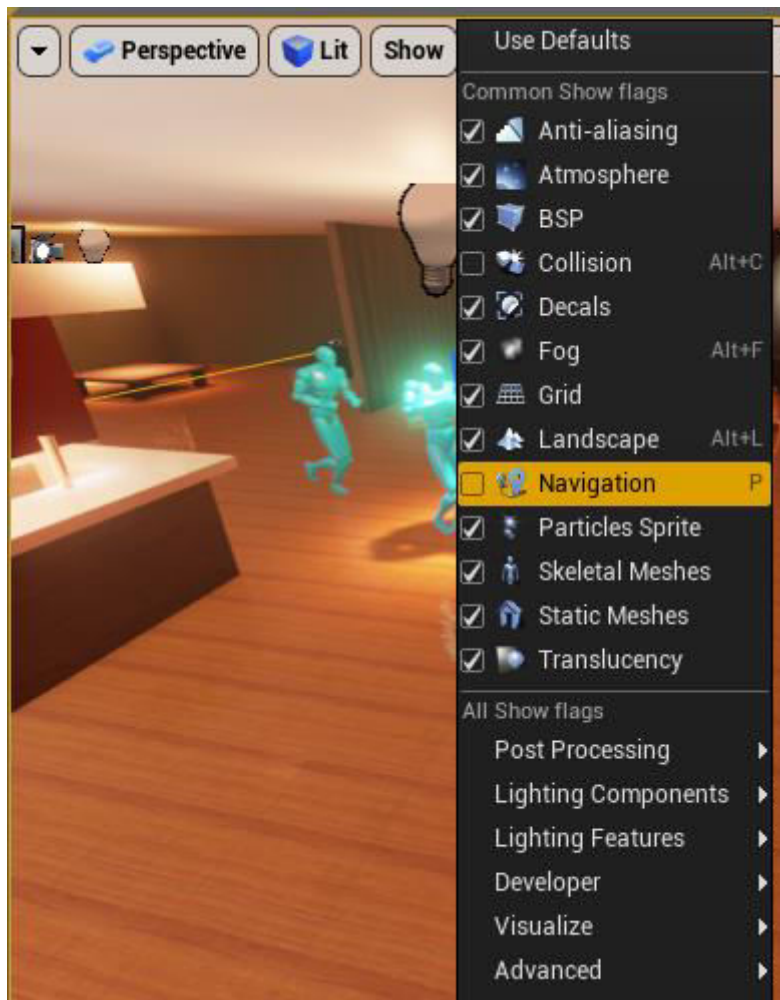




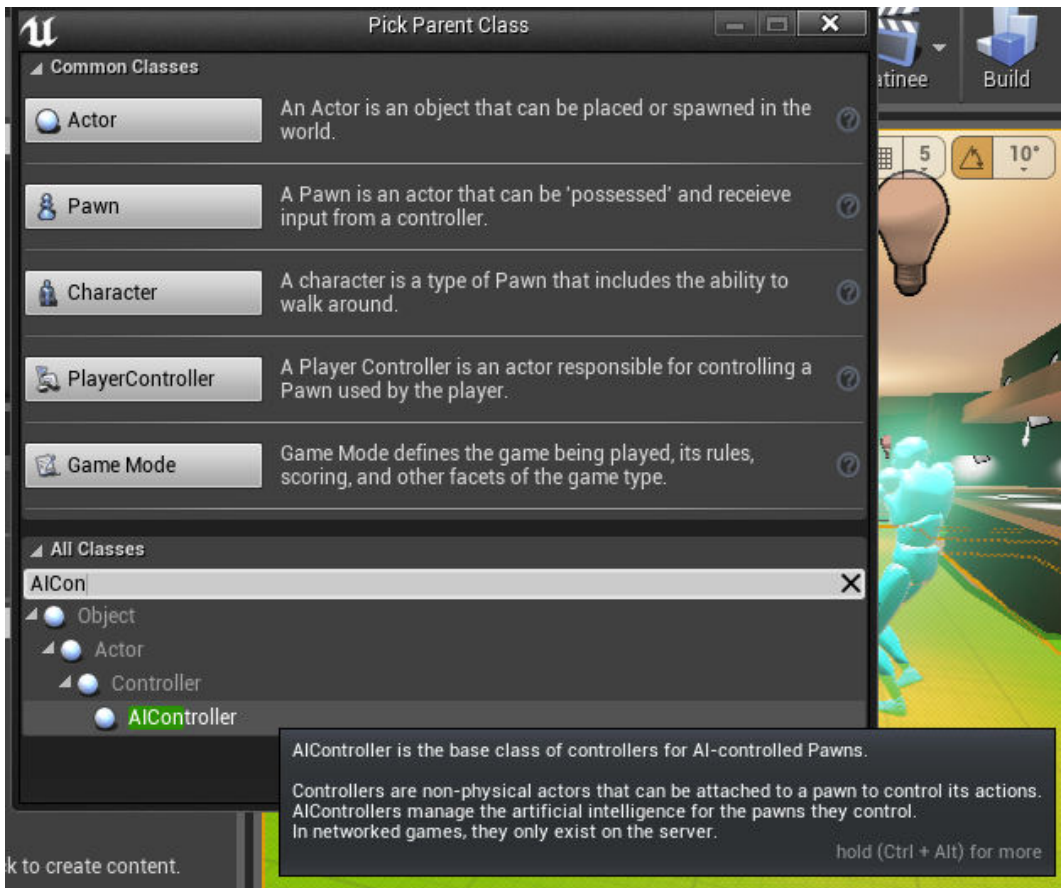


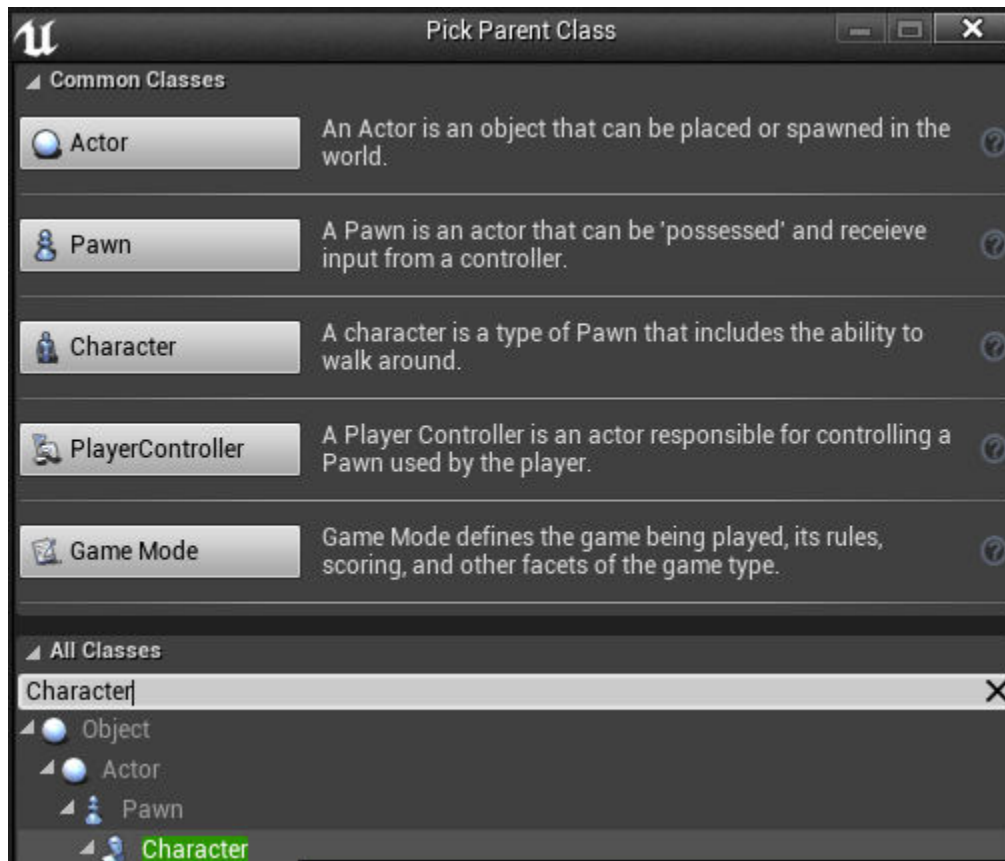


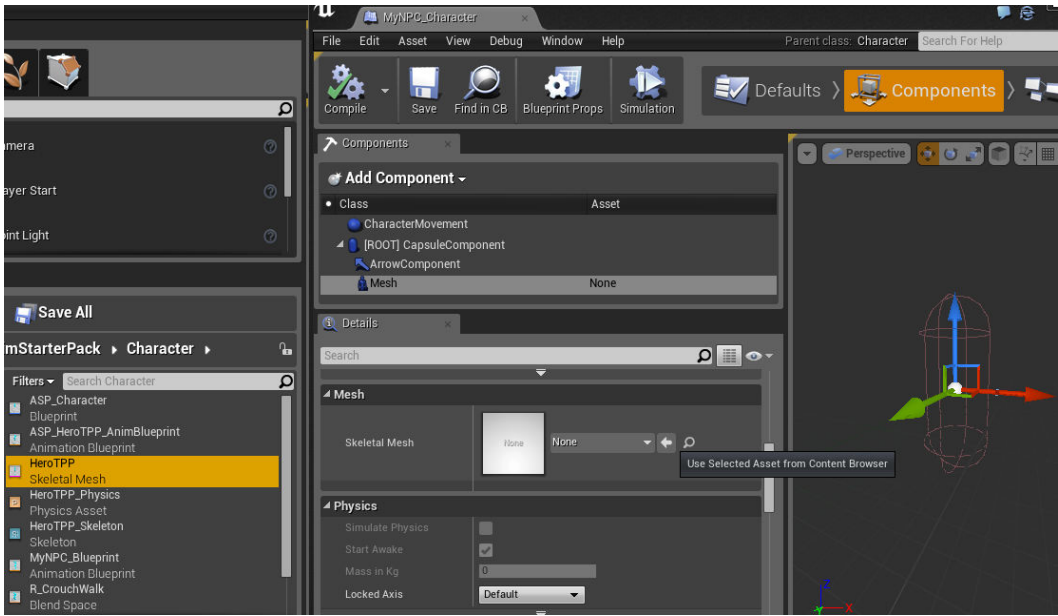














Defaults >



Components >



Graph



Perspective



5



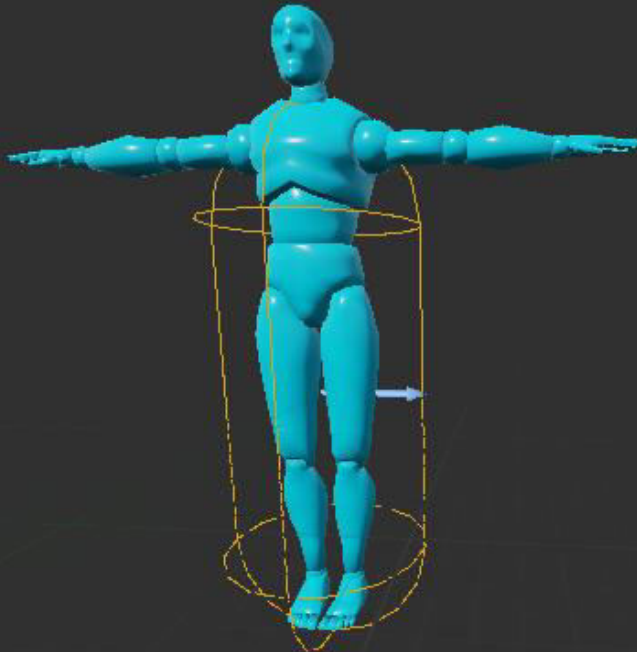
10°

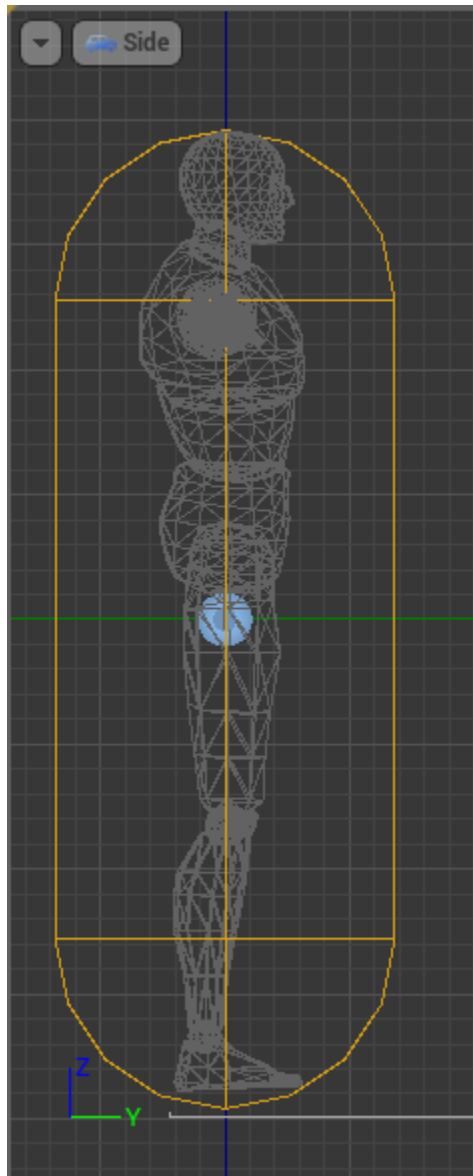


0.25

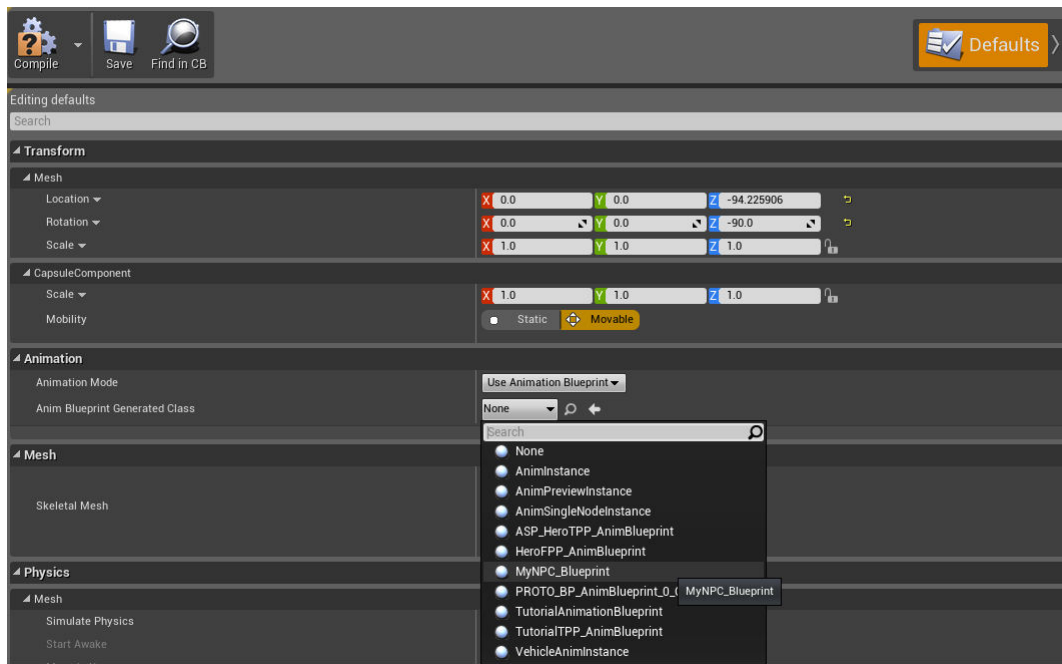
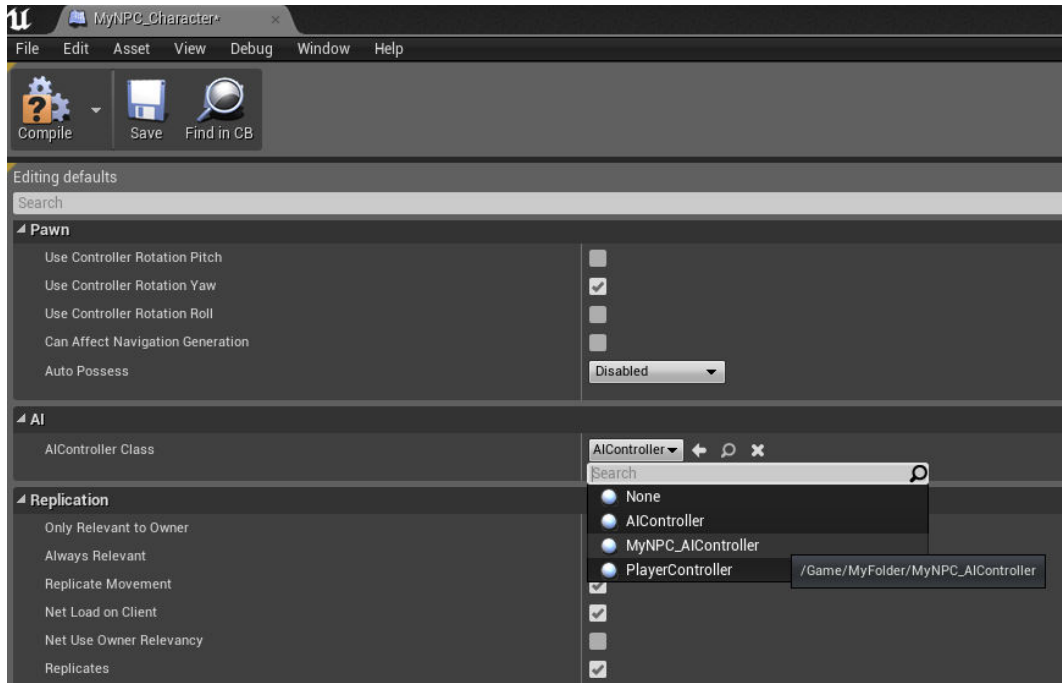


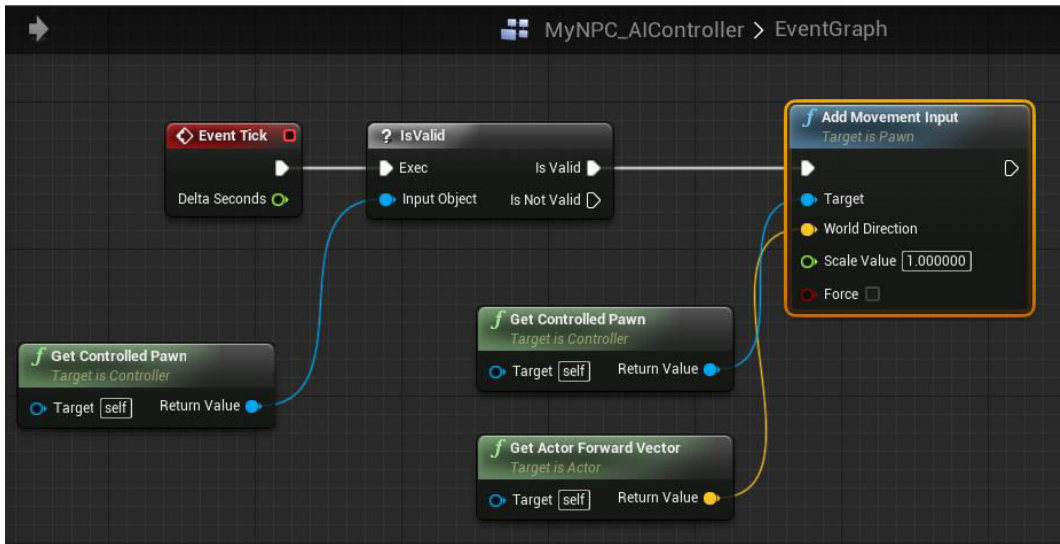
4











Compile Save Find in CB Defaults

Editing defaults

Search

Should Update Physics Volume

Activation

Mesh

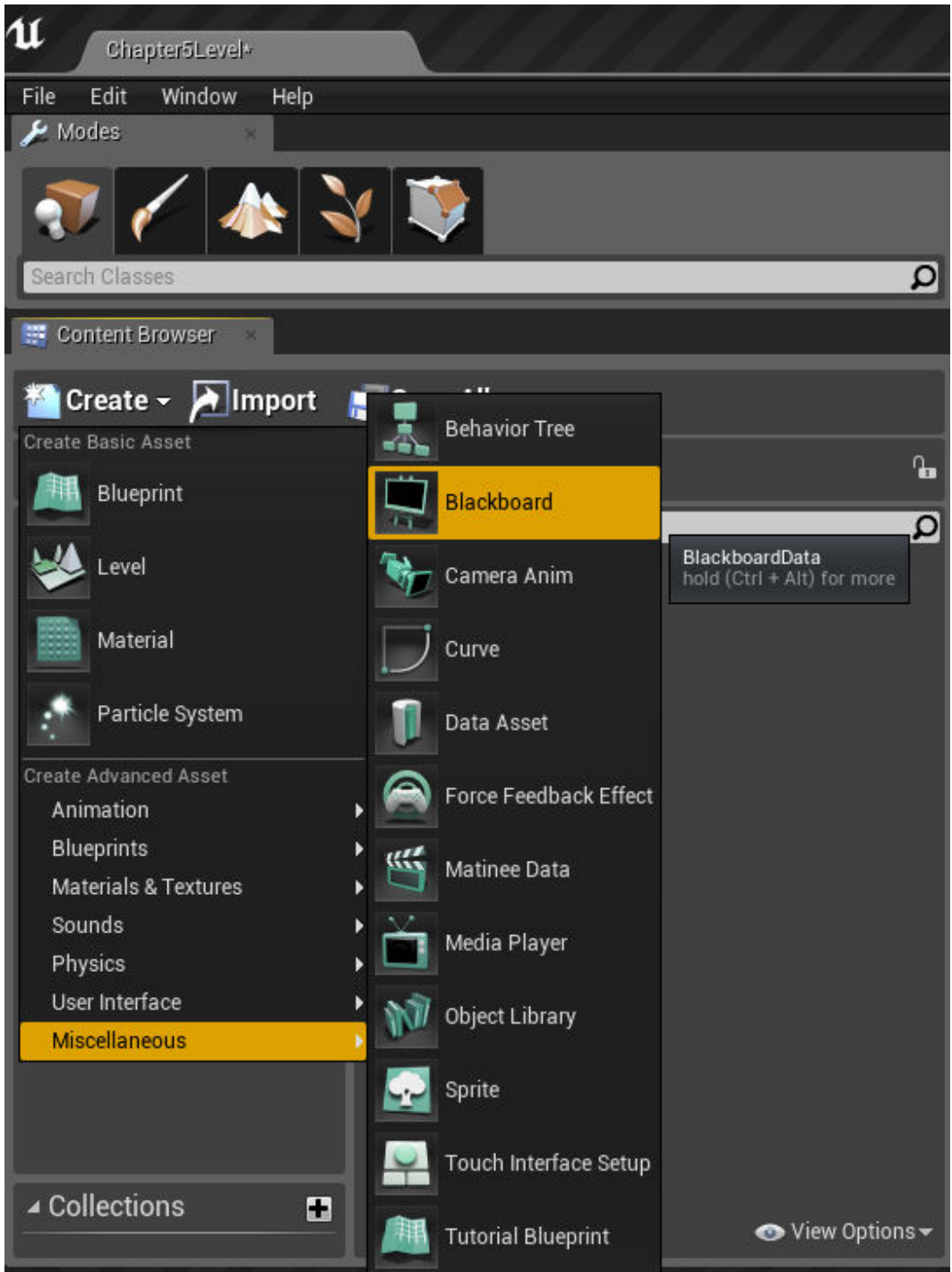
Auto Activate

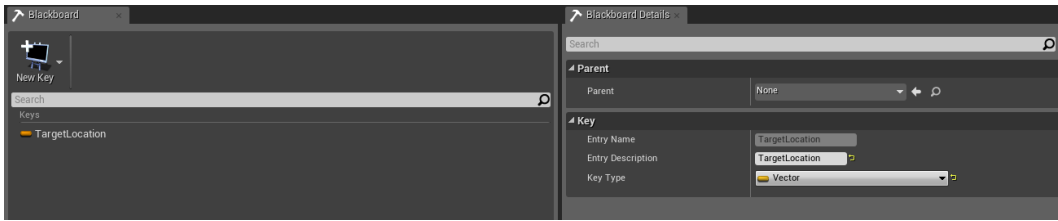
CharacterMovement

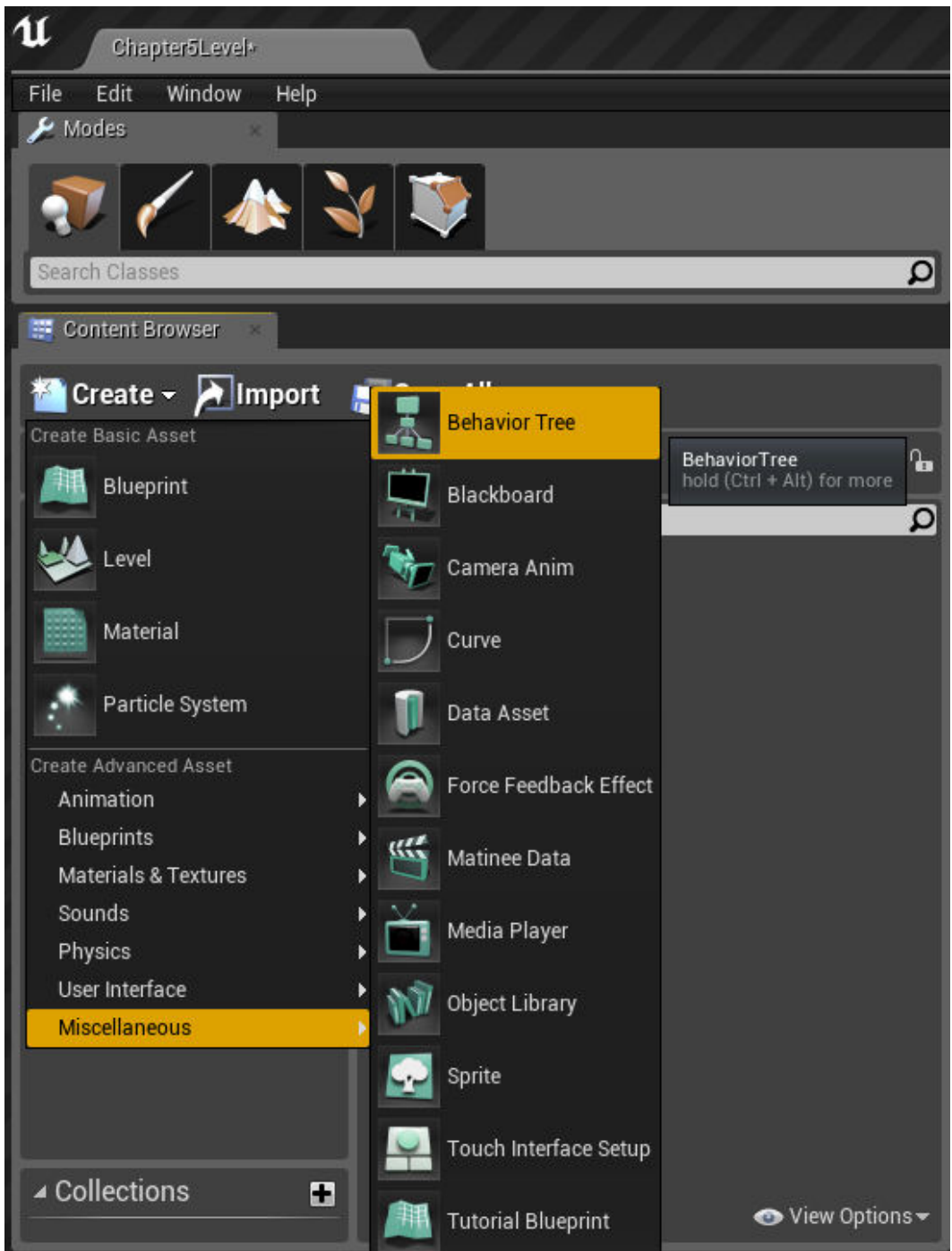
Auto Activate

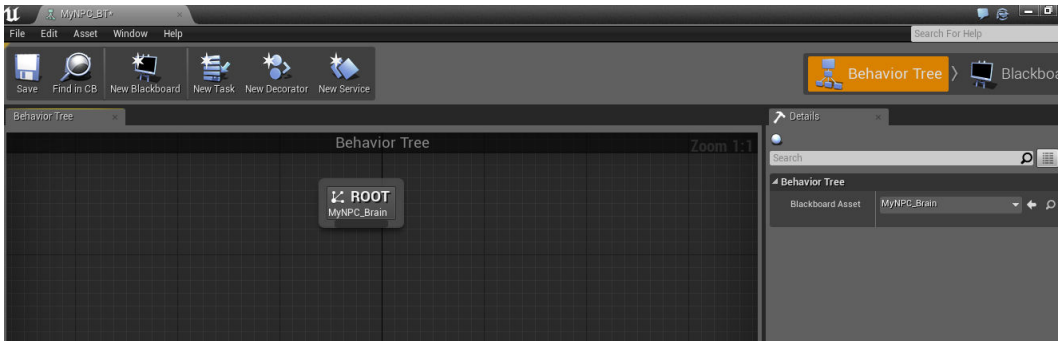
Character Movement

Max Step Height	45.0
Jump Z Velocity	420.0
Walkable Floor Angle	44.765083
Walkable Floor Z	0.71
Gravity Scale	1.0
Ground Friction	8.0
Max Walk Speed	100.0
Max Walk Speed Crouched	300.0
Max Custom Movement Speed	600.0
Max Swim Speed	300.0











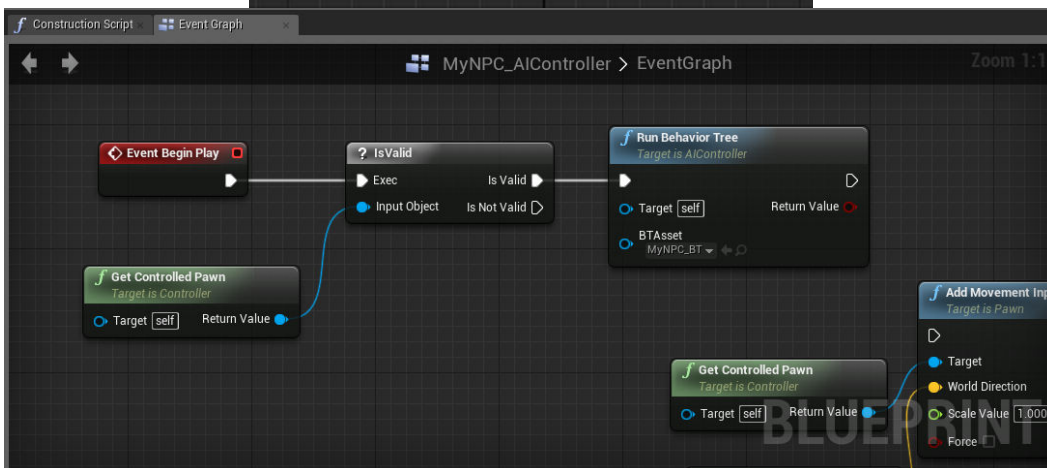
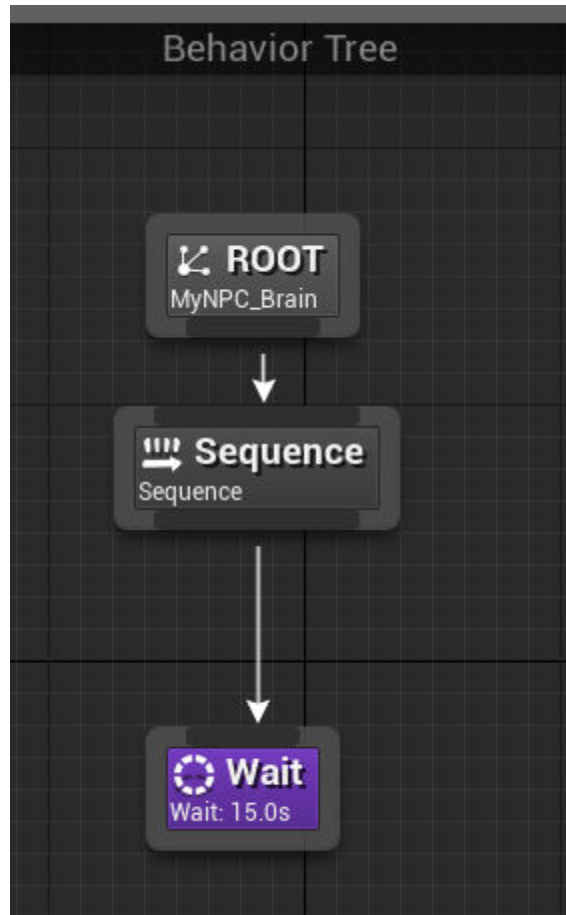
# Behavior Tree

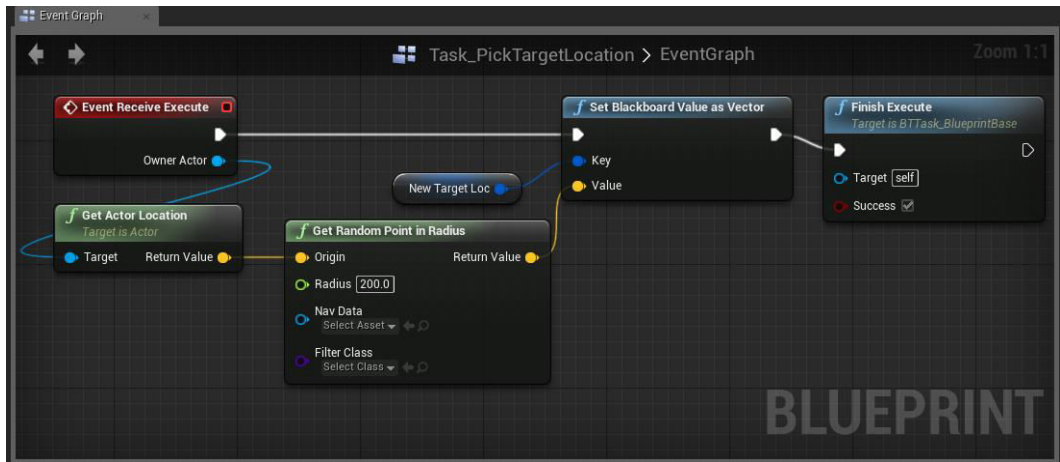
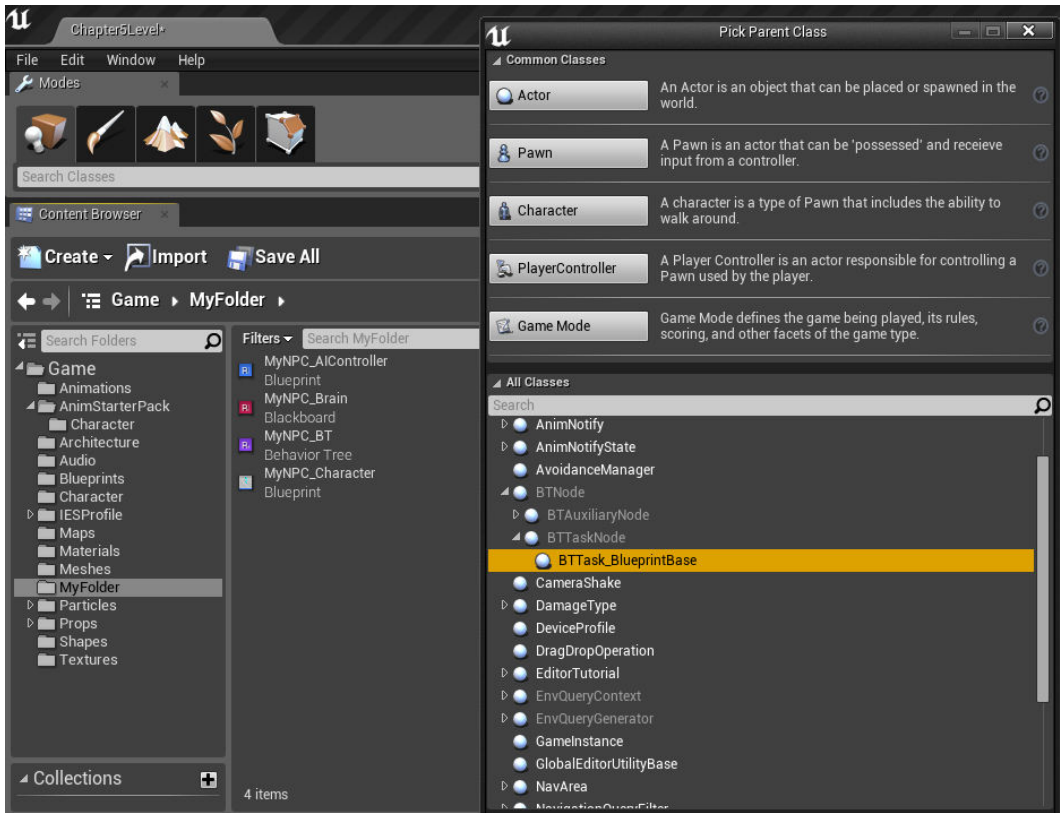
Zoo

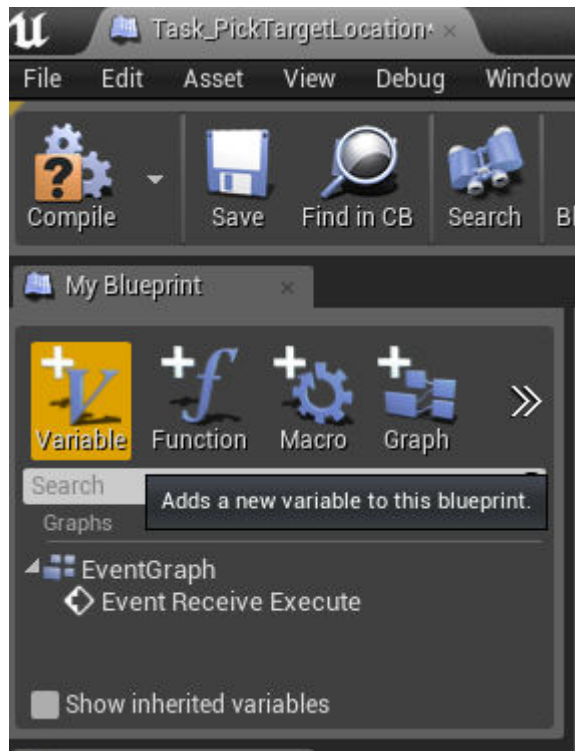
 **ROOT**  
MyNPC\_Brain

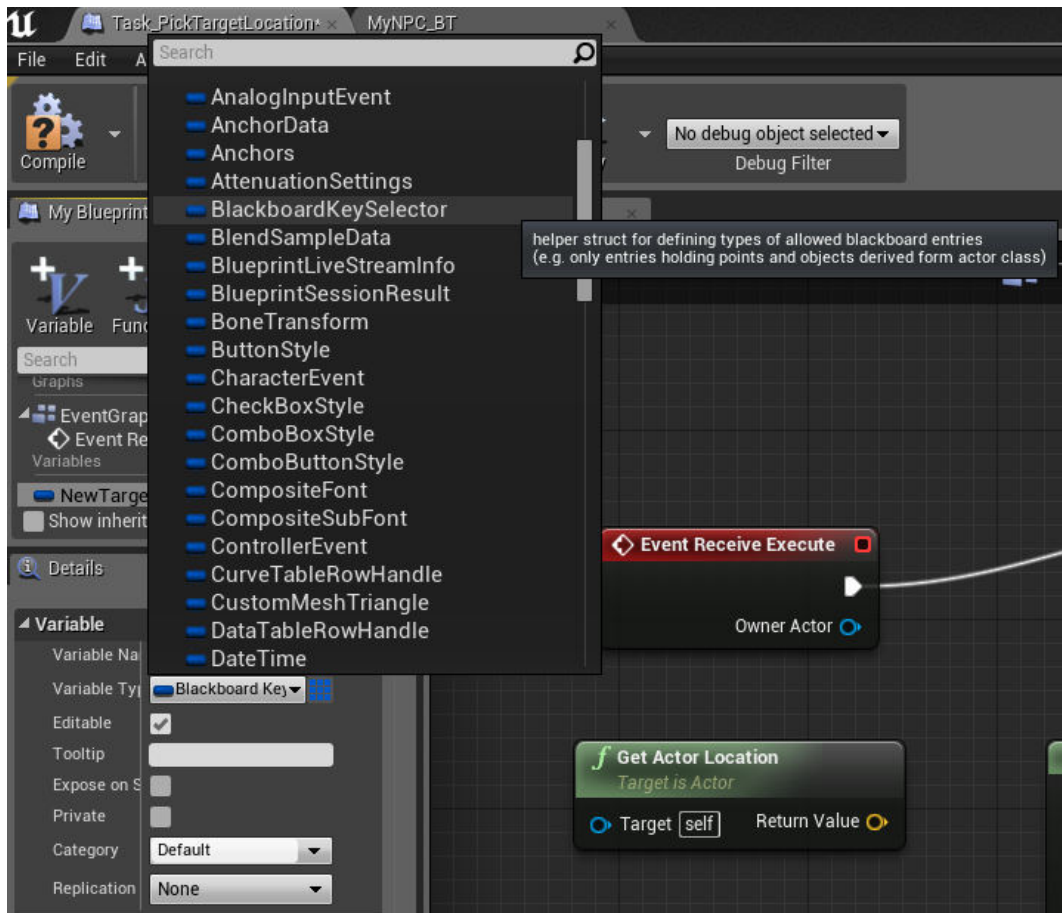
- Search 
- ▲ Composites
    - Selector
    - Sequence
    - Simple Parallel











Behavior Tree Zoom 1:1

```

    graph TD
      ROOT[ROOT  
MyNPC_Brain] --> Sequence[Sequence]
      Sequence --> Task_PickTargetLocation[Task_PickTargetLocation  
Task_PickTargetLocation:  
New Target Loc: TargetLocation]
      Sequence --> Wait[Wait  
Wait: 15.0s]
  
```

**Edit Task\_PickTargetLocation**

Search

Default

New Target Loc: TargetLocation

Description

Show Property Details:

Node Name: Task\_PickTargetLocation

Blackboard

Search

Keys

TargetLocation

Behavior Tree Zoom 1:1

```

    graph TD
      ROOT[ROOT  
MyNPC_Brain] --> Sequence[Sequence]
      Sequence --> Task_PickTargetLocation[Task_PickTargetLocation  
Task_PickTargetLocation:  
New Target Loc: TargetLocation]
      Sequence --> MoveTo[Move To  
MoveTo: TargetLocation]
  
```

**Edit Task\_PickTargetLocation**

Search

Node

Acceptable Radius: 50.0

Filter Class: None

Allow Strafe:

Blackboard

Blackboard Key: TargetLocation

Description

Node Name: Move To

Blackboard

Search

Keys

Behavior Tree Zoom 1:1

SIMULATING

```

    graph TD
      ROOT[ROOT  
MyNPC_Brain] --> Sequence[Sequence]
      Sequence --> Task_PickTargetLocation[Task_PickTargetLocation]
      Sequence --> MoveTo[Move To  
MoveTo: TargetLocation]
  
```

**Behavior Tree**

Blackboard Asset: MyNPC\_Brain

Blackboard

Time Stamp: 49.382

Current Saved

Search

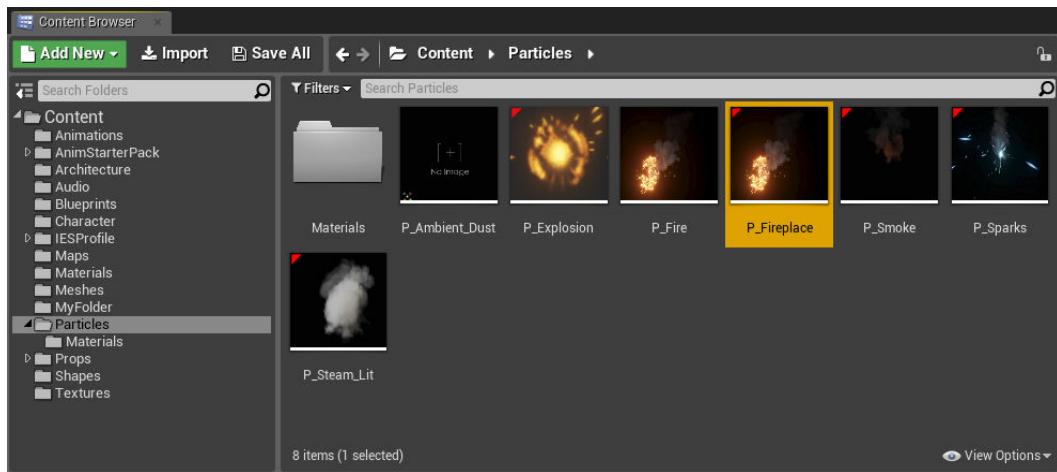
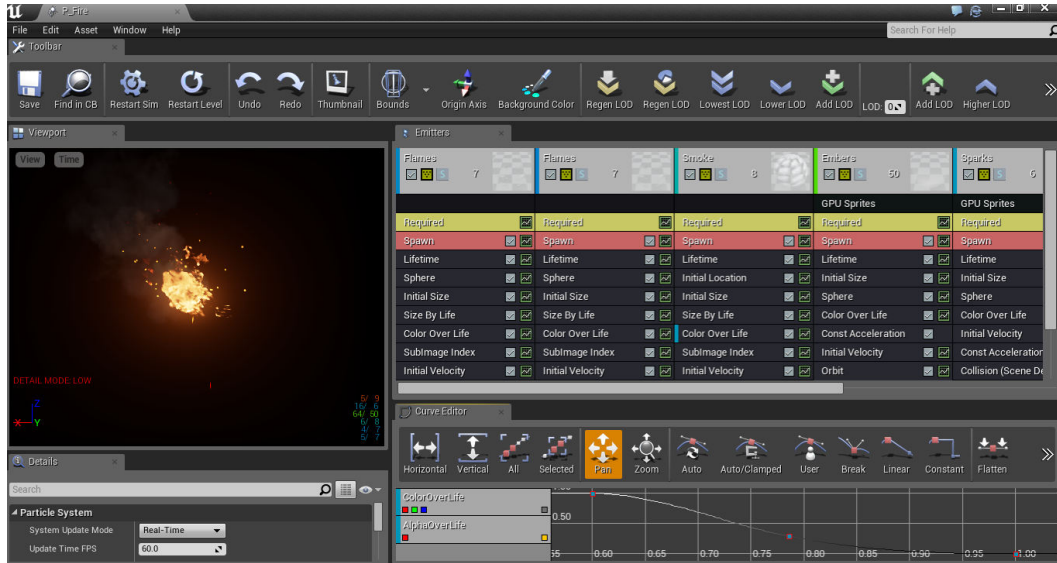
Keys

TargetLocation X=2369.759 Y=-1417.891 Z=0.000

SelfActor

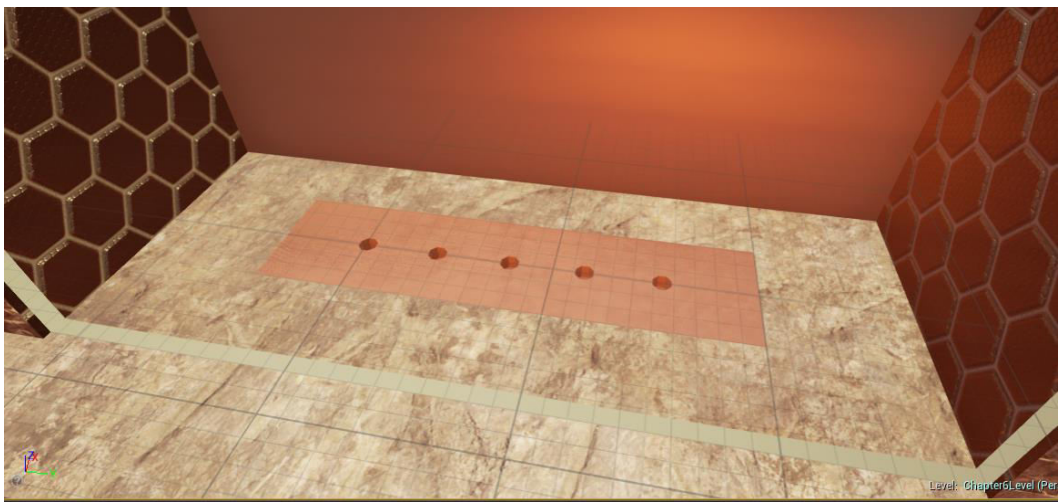


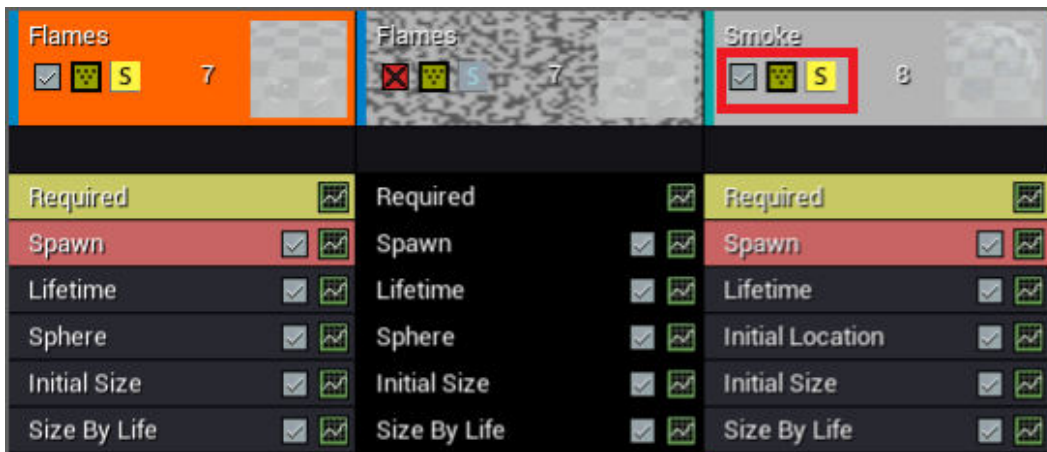
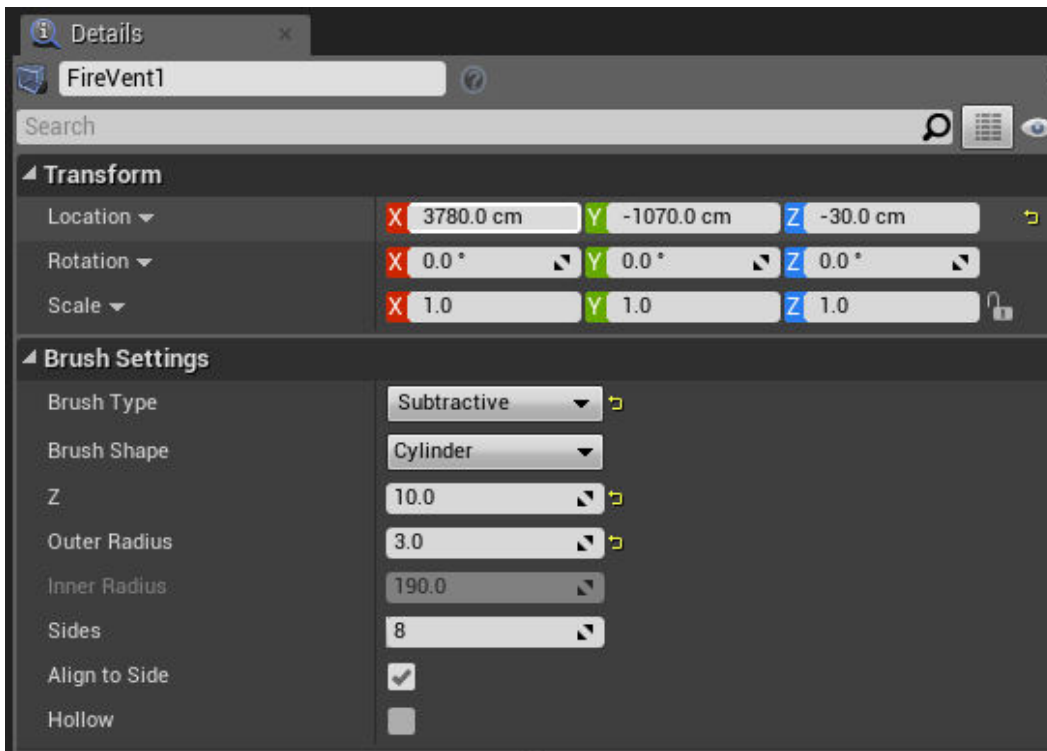
# Chapter 6: A Particle System and Sound

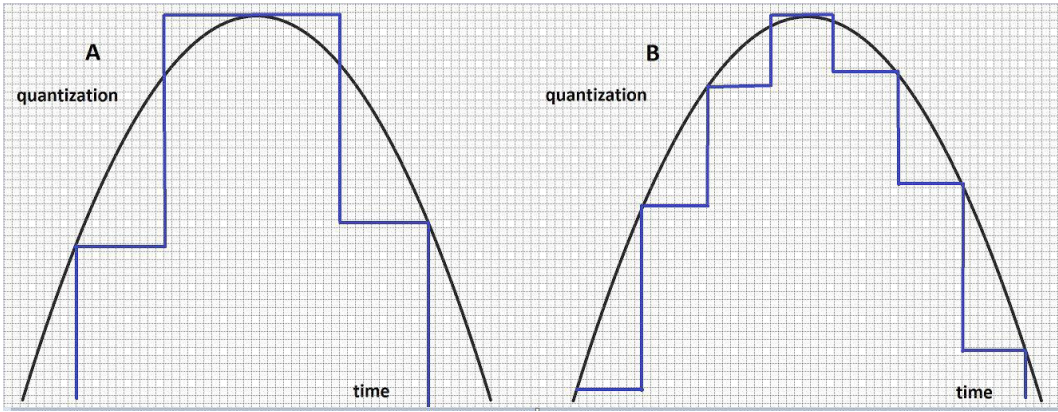












Content Browser

Add New Import Save All

Content Audio

Search Folders

- Content
  - Animations
  - AnimStarterPack
  - Architecture
  - Audio
  - Blueprints
  - Character
  - IESProfile
  - Maps
  - Materials
  - Meshes
  - MyFolder
  - Particles
  - Props
  - Shapes
  - Textures

Filters Search Audio

Collapse01 Collapse02 Collapse\_Cue

Fire\_Sparks01 Fire\_Sparks01\_Cue Light01 Light01\_Cue Light02

Starter\_Background\_Cue Starter\_Birds01 Starter\_Music01 Starter\_Music\_Cue Starter\_Wind05

Collapse\_Cue (Sound Cue)

Path: /Game/Audio  
Resource Size: 0 Kb  
Volume Multiplier: 0.750000  
Pitch Multiplier: 1.000000  
Duration: 3.917619

Details

Search

Attenuation

Override Atten

Attenuation Ov

Attenuation Se None

Sound

Volume Multipl 0.75

Pitch Multiple 1.0

Sound Class Mister

Playback

Debug

Max Concurrent Prevent New

Max Concurrent 16

Info

Duration 3.917619

Zoom 1:1

Wave Player : Collapse01

Wave Player : Collapse02

Random

Output

Output

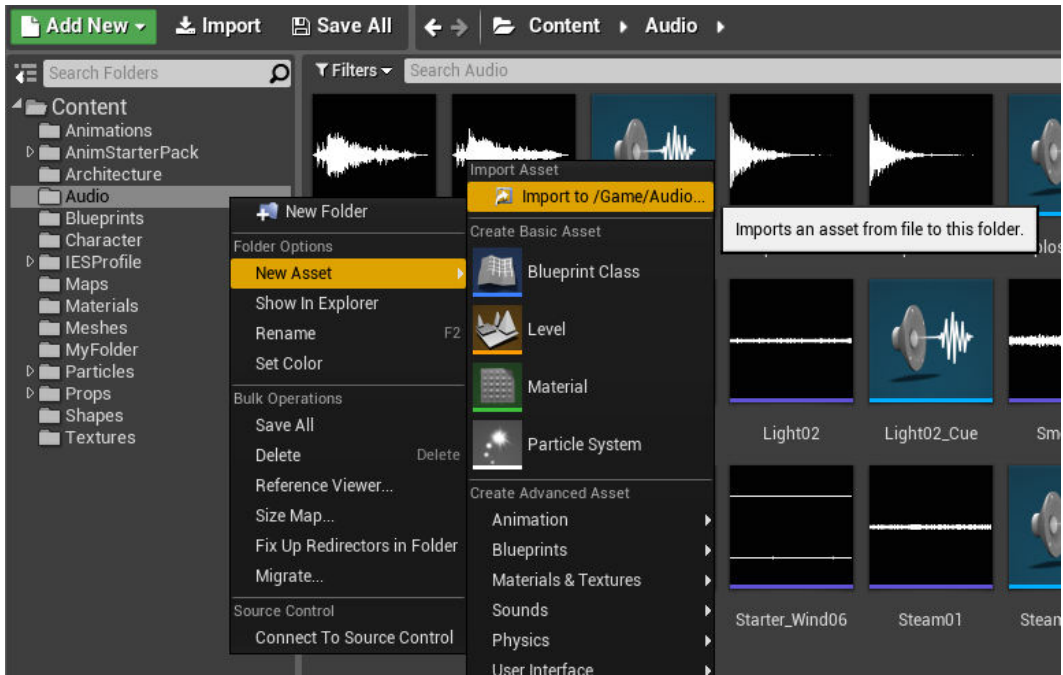
Output

Palette

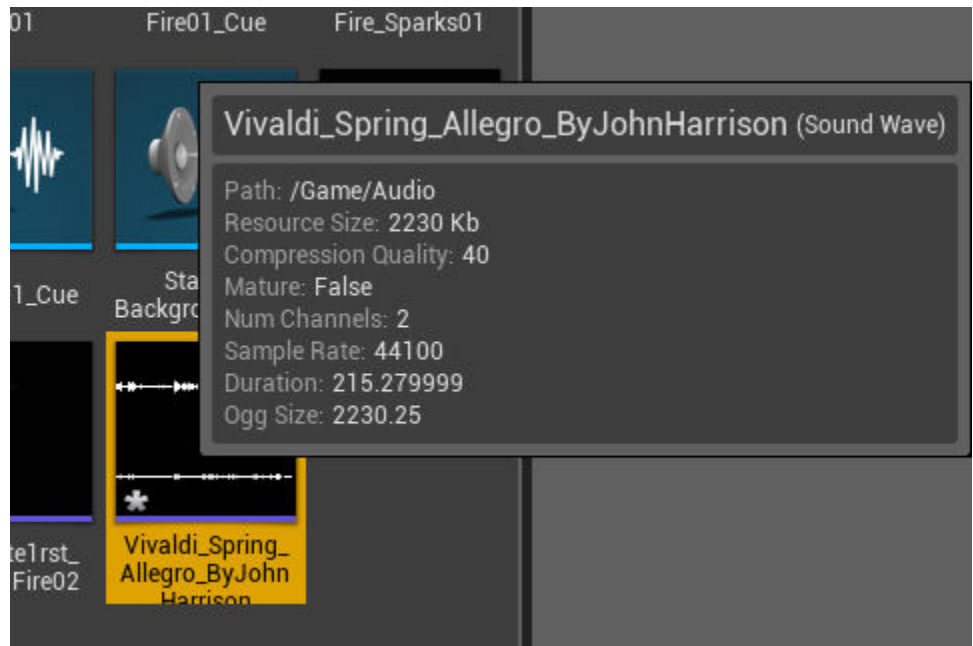
Search

- Sound Node
- Attenuation
- Branch
- Concatenator
- Continuous Modulator
- Crossfade by Distance
- Crossfade by Param
- Delay
- Dialogue Player
- Doppler
- Envelope
- Group Control
- Looping
- Mature
- Mixer
- Modulator
- Oscillator
- Random
- SoundClass
- Switch
- Wave Param
- Wave Player
- Add Comment...

SOUND CUE



01      Fire01\_Cue      Fire\_Sparks01



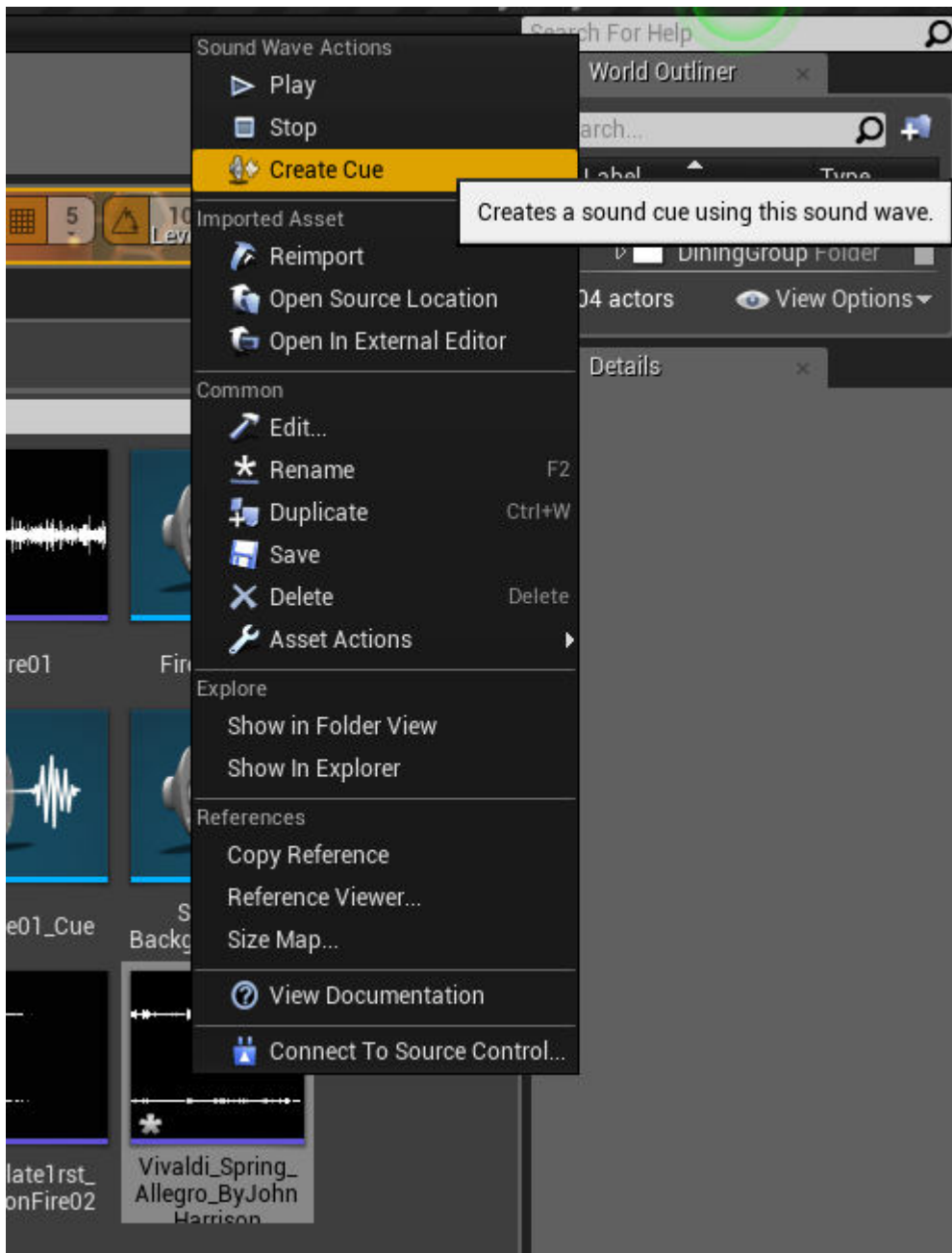
Vivaldi\_Spring\_Allegro\_ByJohnHarrison (Sound Wave)

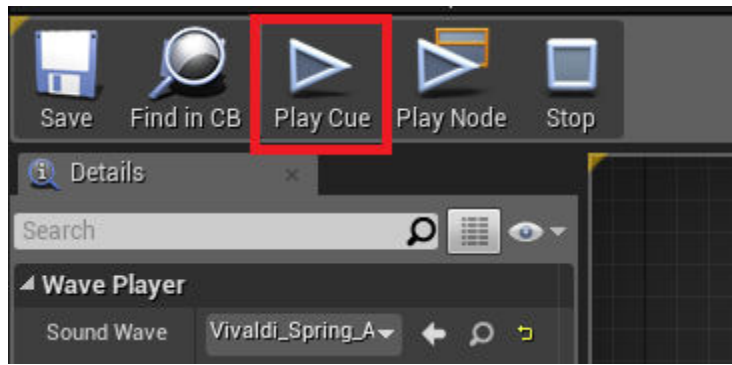
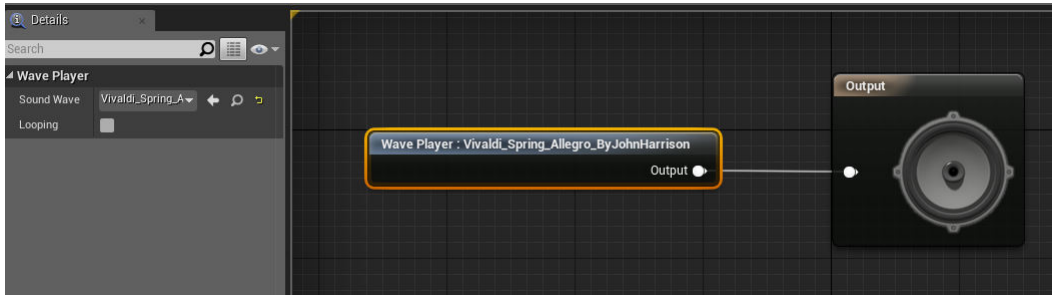
Path: /Game/Audio  
Resource Size: 2230 Kb  
Compression Quality: 40  
Mature: False  
Num Channels: 2  
Sample Rate: 44100  
Duration: 215.279999  
Ogg Size: 2230.25

1\_Cue      Sta  
Backgro

te1rst\_  
Fire02

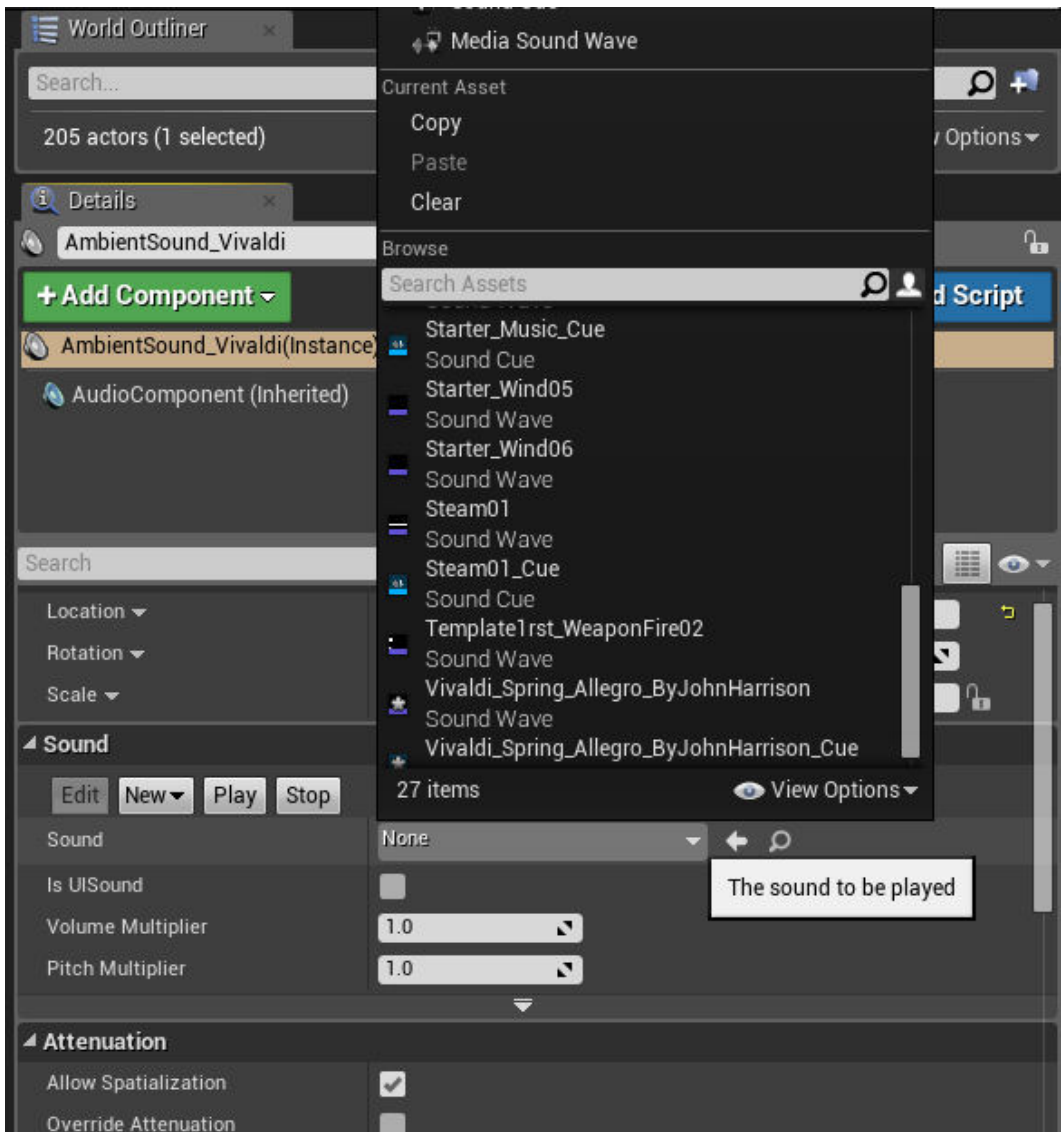
Vivaldi\_Spring\_  
Allegro\_ByJohn  
Harrison

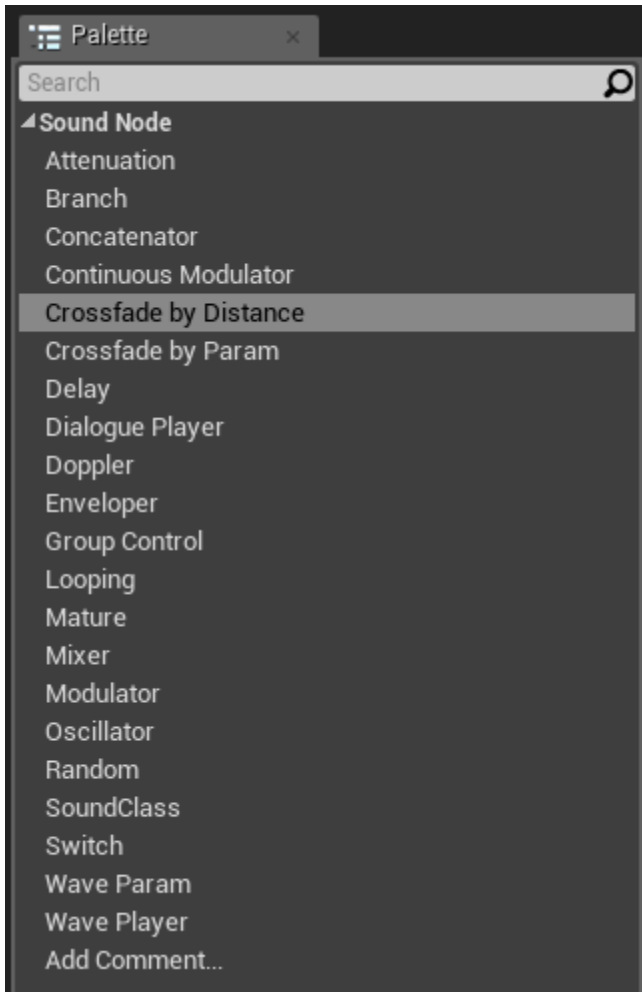




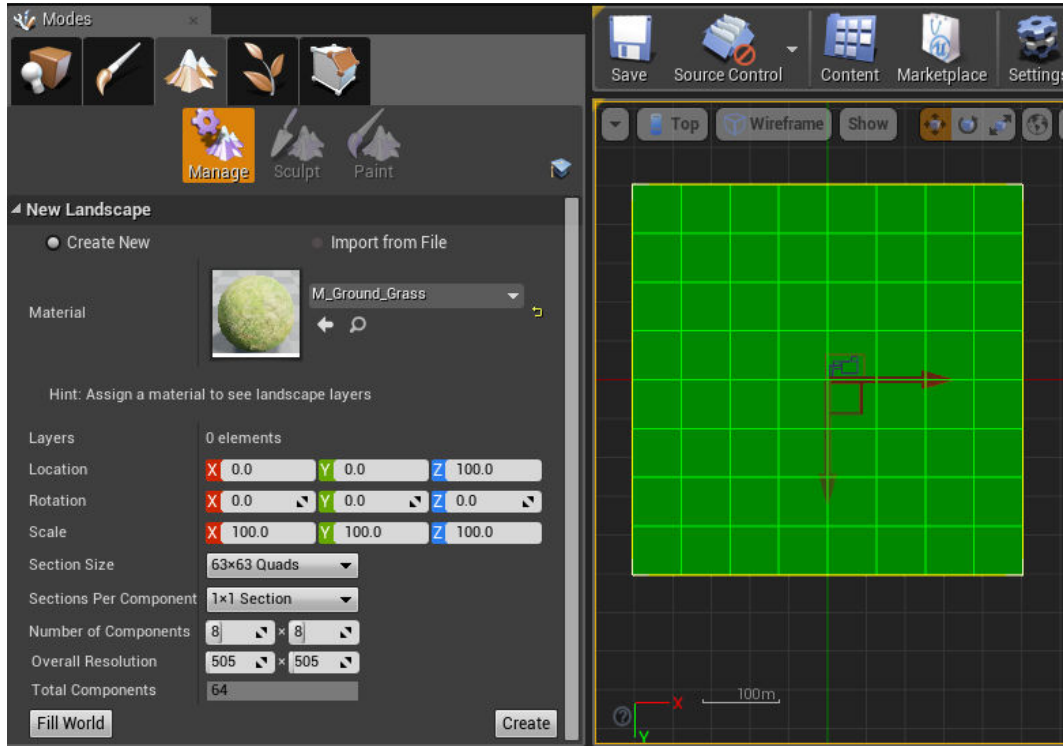


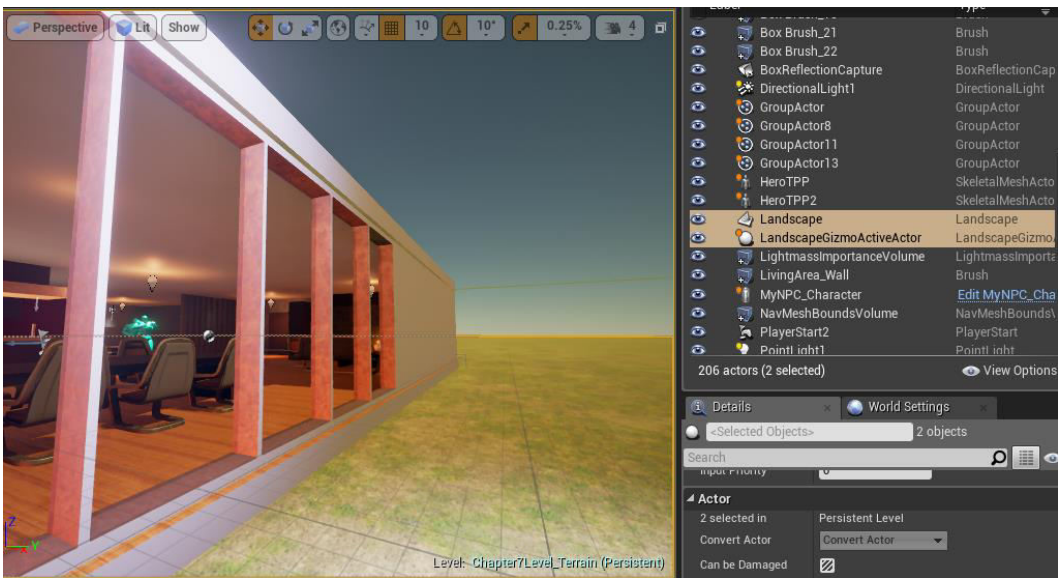


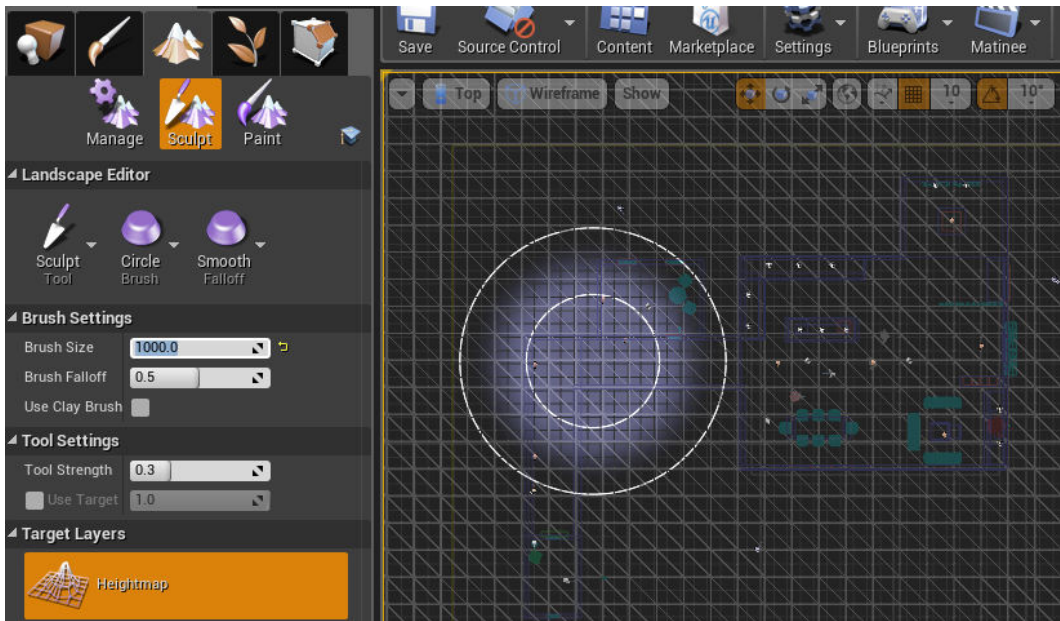
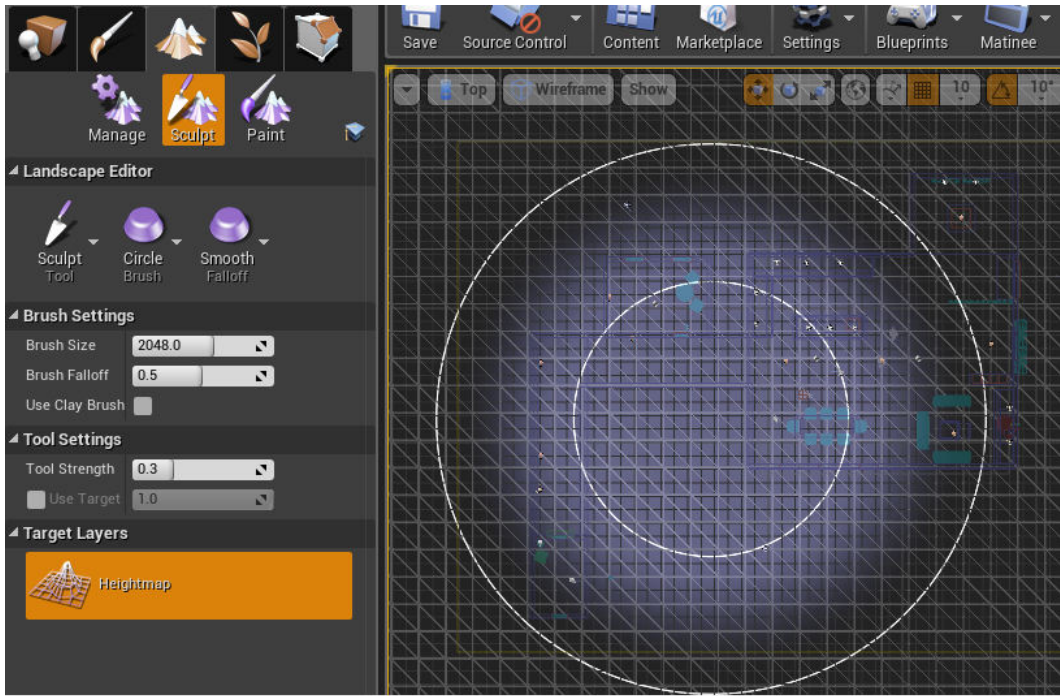


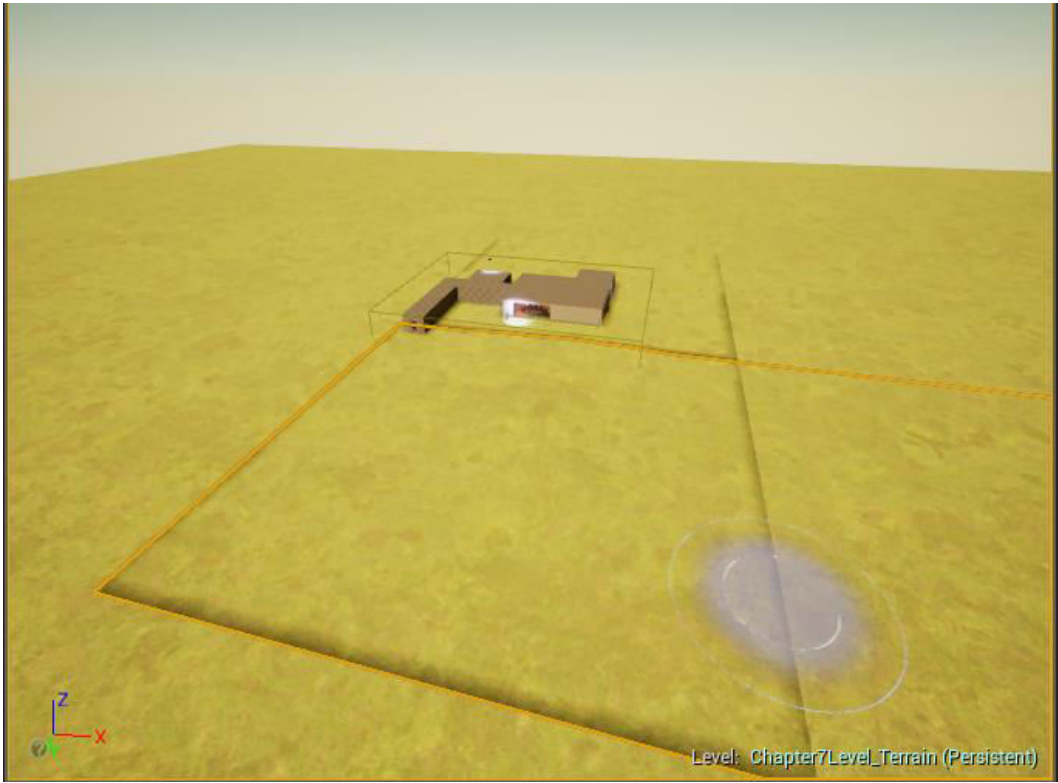


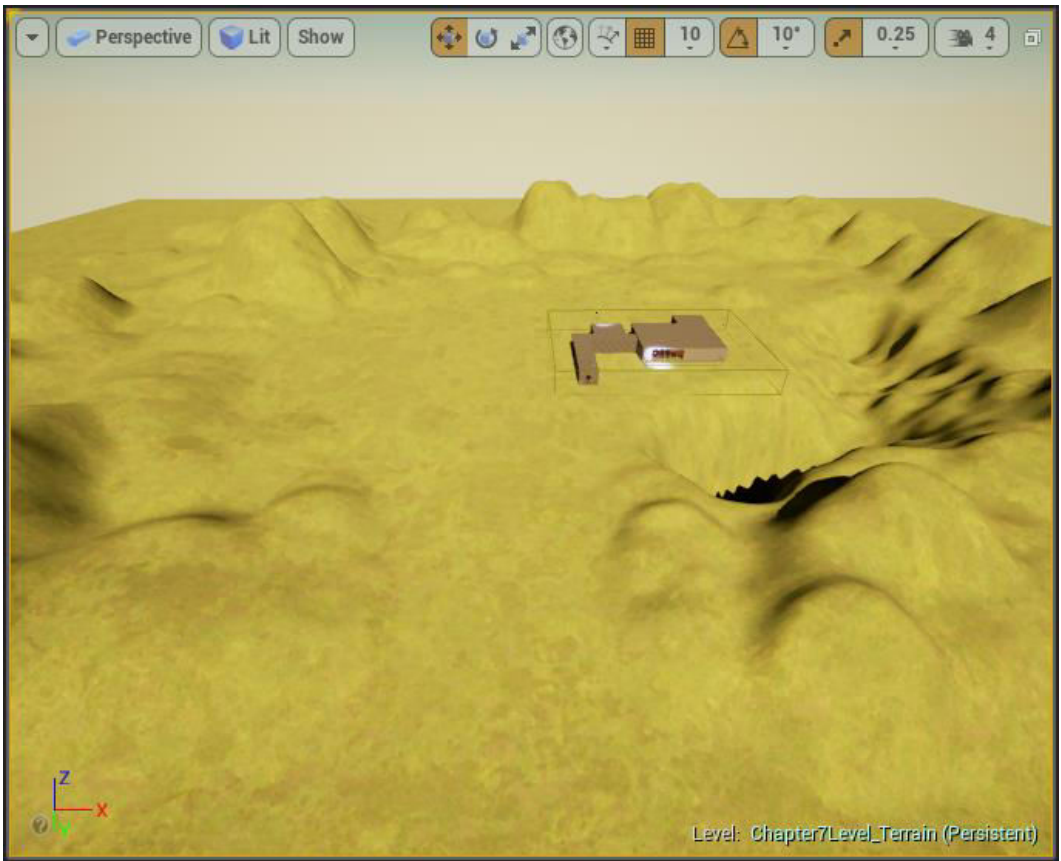
## Chapter 7: Terrain and Cinematics



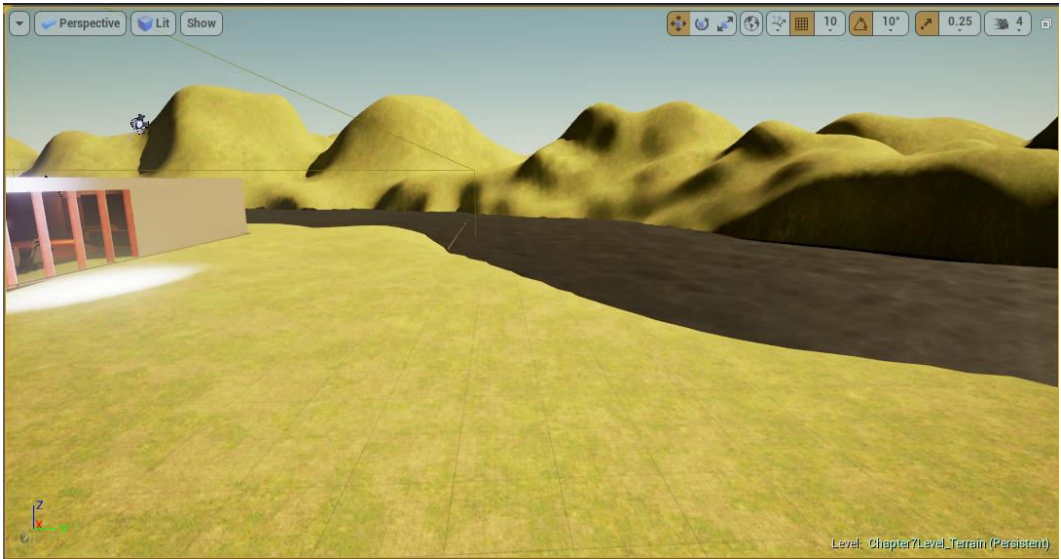


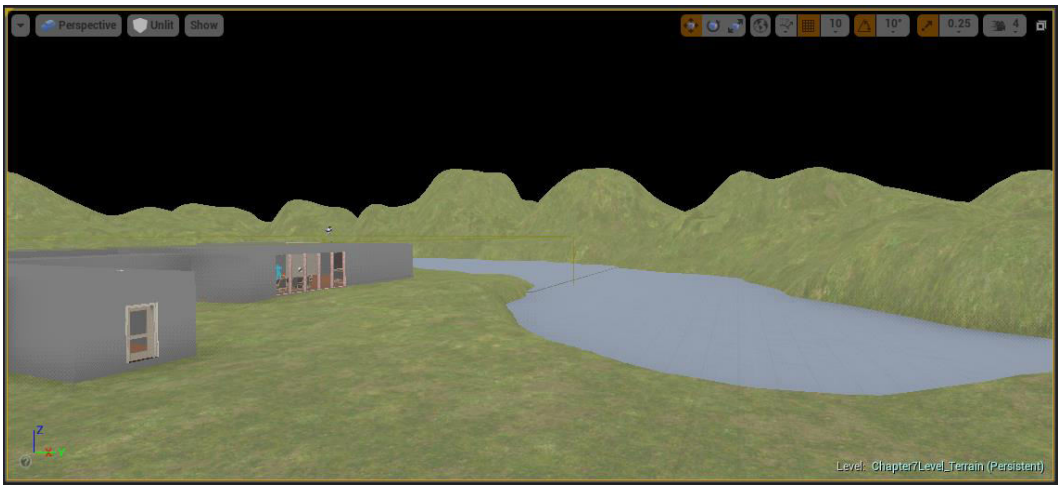












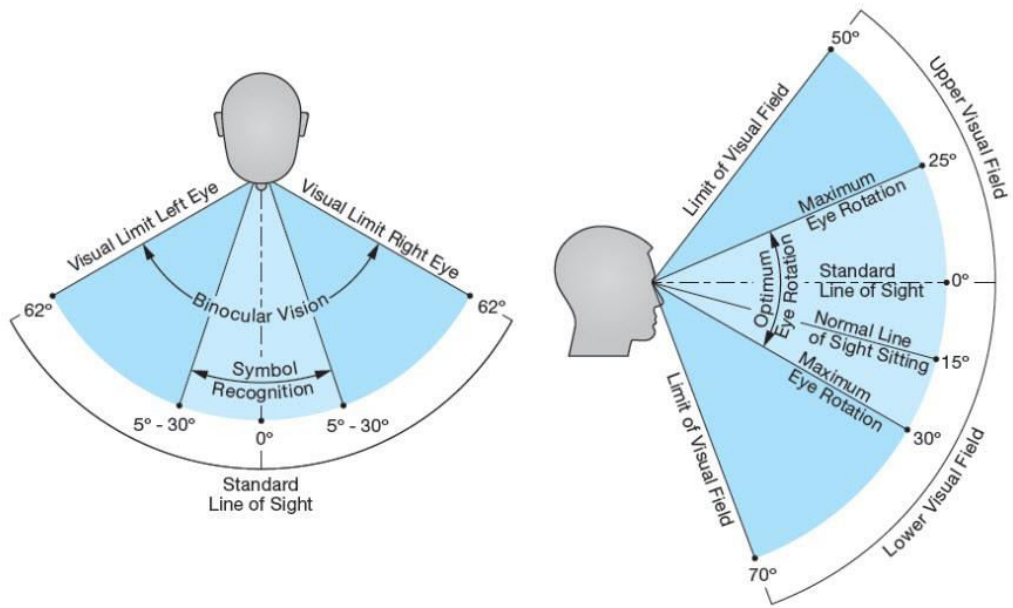
Horror Hospital  
Pack  
\$54.99

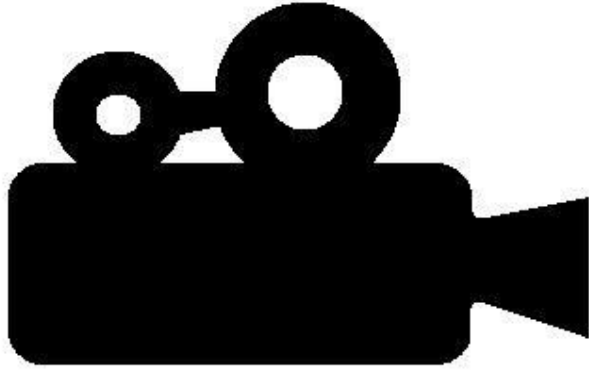


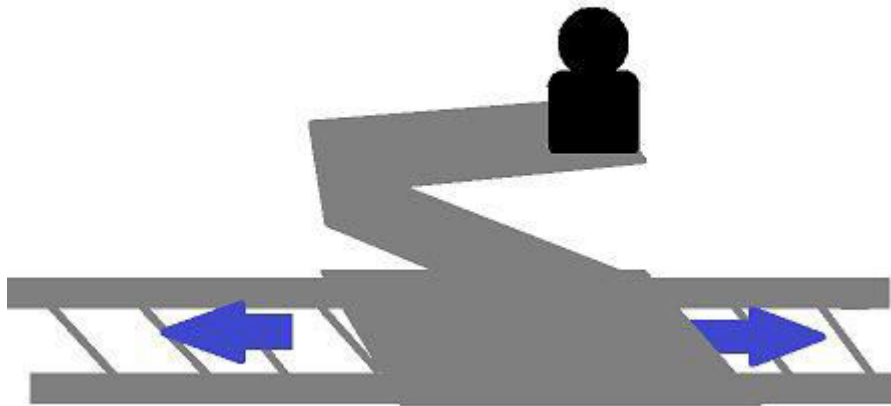
Retro Office  
Environment  
\$54.99

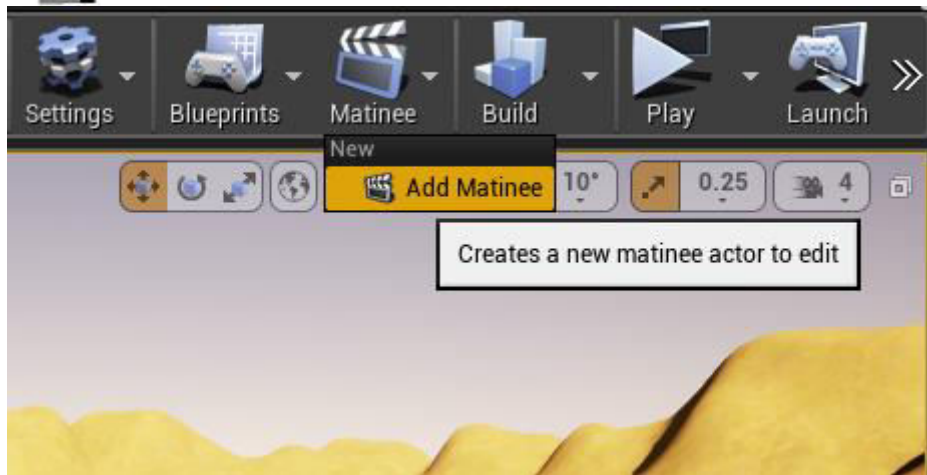
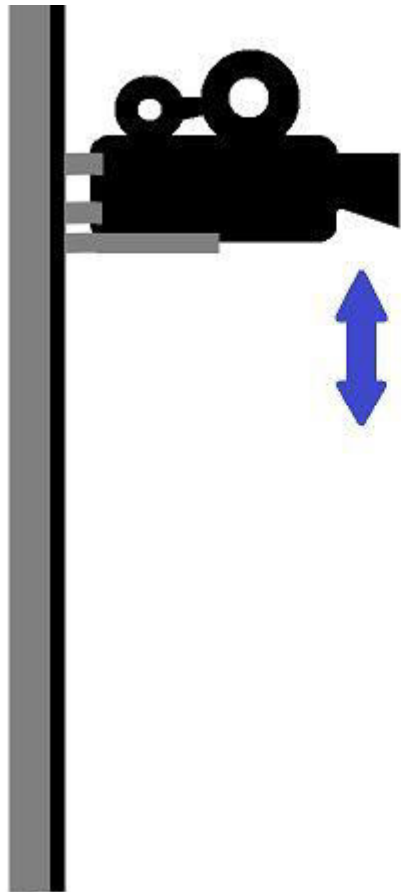


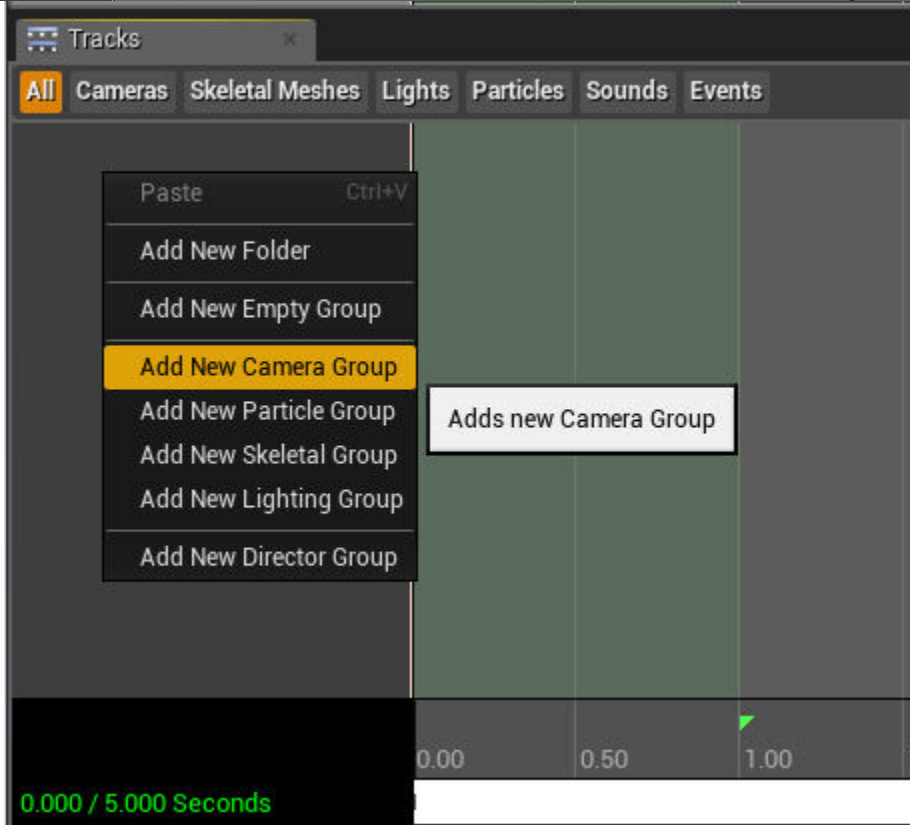
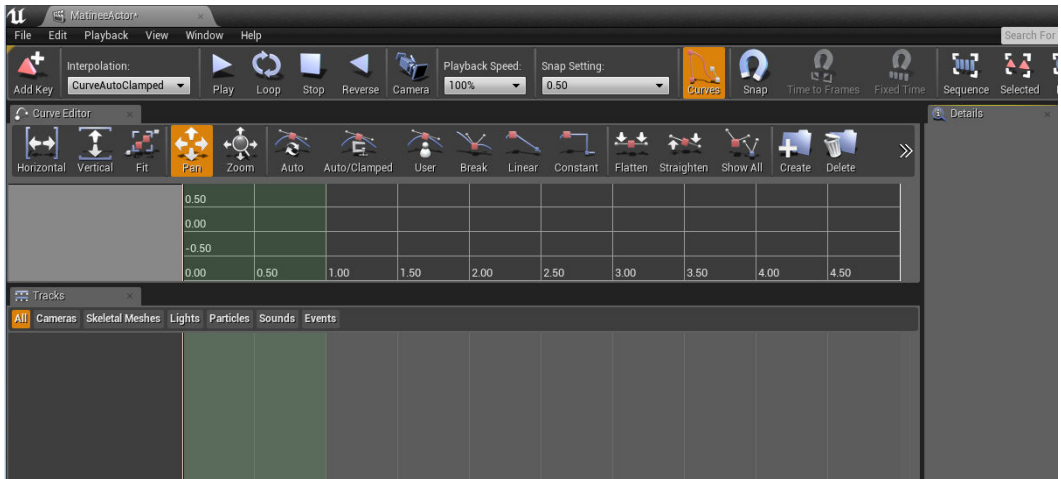
Open World Demo  
Collection  
Free

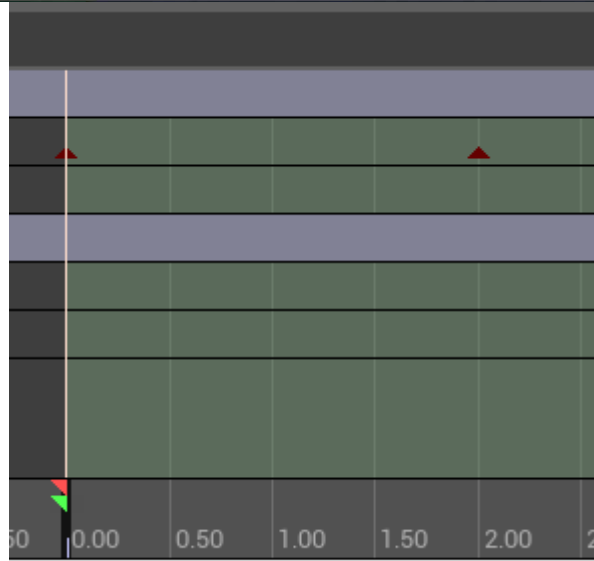




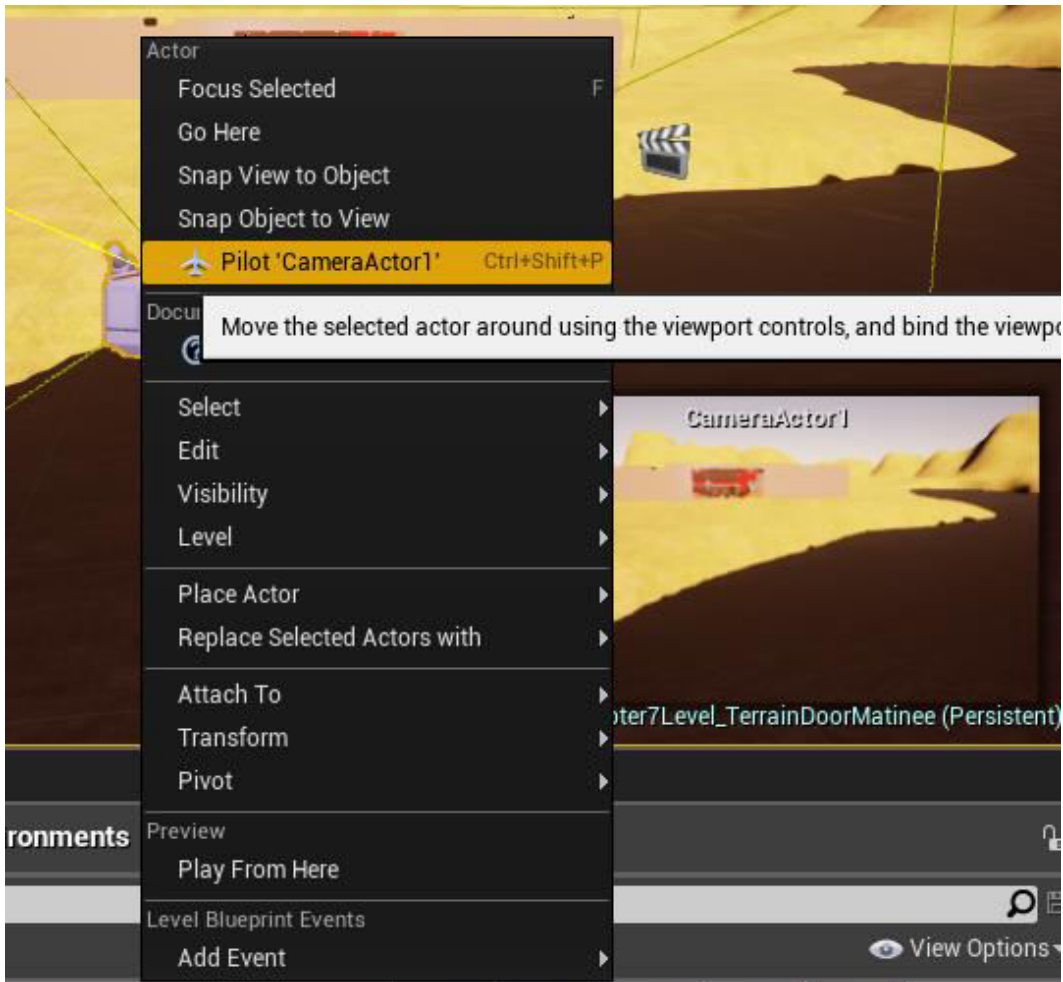


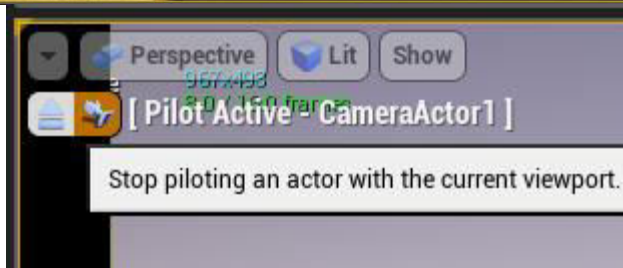
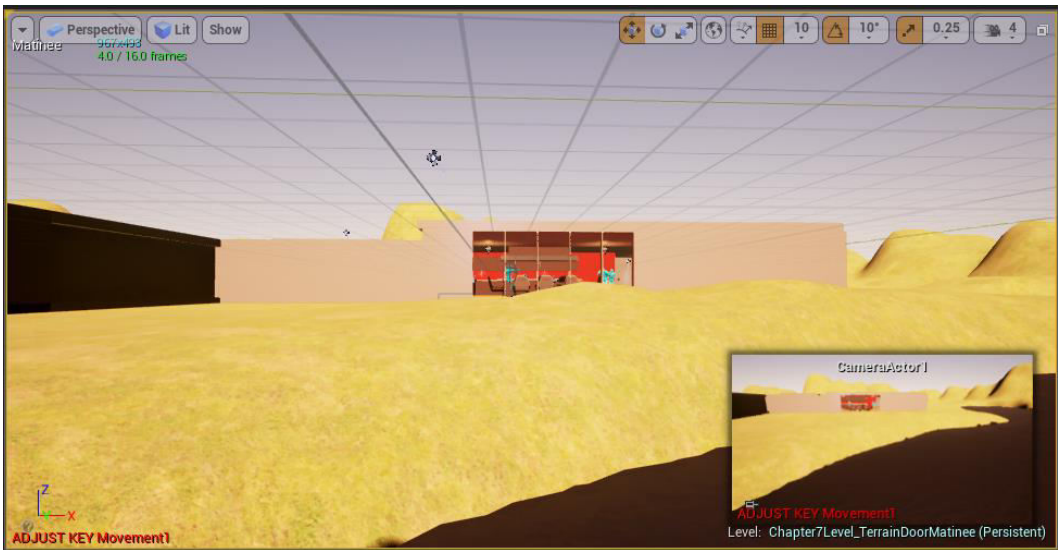














Tracks

All Cameras Paste Ctrl+V articles Sounds Events

- Camera
- Camera
- Camera

- Add New Folder
- Add New Empty Group
- Add New Camera Group
- Add New Particle Group
- Add New Skeletal Group
- Add New Lighting Group
- Add New Director Group**

Adds new Director Group

