

Epic Games

(v1)

Blueprint: Essential Concepts Quiz 3

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Score: 100%

Passmark: 100%

Attempted: Tuesday, November 24, 2020

Attempt Number: 1

Time Taken: 00:01:39

Locked: No

Marking Required: No

Question Type:	Correct	Actual Answer	Answer Given
Multiple Choice	You have selected a few meshes in a scene, and want to make them into a Blueprint Actor . What is one way to do that?		
Weight: 1		Select the meshes, then click on "Blueprint" on the Toolbar, then click "Convert Selected Actors to Blueprint".	Select the meshes, then click on "Blueprint" on the Toolbar, then click "Convert Selected Actors to Blueprint".
		Select the meshes, and hit Ctrl + B.	
		Right-click and select Add to Blueprint.	
Question Type:	Correct	Actual Answer	Answer Given
Multiple Choice	For your visualization, you want to allow all the doors to automatically open and close as the user walks to them. What type of Blueprint would be best for this type of functionality?		
Weight: 1		Blueprint Actor	Blueprint Actor
		Level Blueprint	
		Child Blueprint	
		Animation Blueprint	