

# Epic Games

(v1)

## Your First Hour with Unreal Engine Quiz

Name: Yann GEFFROTIN

Score: 100%

Passmark: 100%

Attempted: Monday, June 24, 2019

Attempt Number: 1

Time Taken: 00:06:59

Locked: No

Marking Required: No

1: Correct		Where can you add and remove the different components of a Blueprint Actor?
Actual Answer	Answer Given	Components tab
		Default Settings
		Event Graph

2: Correct		What is an Actor in Unreal Engine?
Actual Answer	Answer Given	One or more components that work as a single entity.
		A type of object that has special lighting properties.
		A container for everything in the level.

3: Correct		You want to add a model of a tree into your level. Where in the Editor window will you find this assets?
Actual Answer	Answer Given	Content Browser
		Modes Panel
		Components Tab

4: Correct		You want to move asset(s) from one project to another. How could you do that?
Actual Answer	Answer Given	Right click the asset or folder, select "migrate," then choose the destination project.
		Drag and drop the assets from one projects Content Browser into another projects Content Browser.
		You can't, you have to reimport assets into projects manually.
		Import one projects assets into a new project via the World Outliner.

5: Correct		After you've added lights to your scene, you want to change the intensity of the light. After selecting the light, where will you be able to change its settings?
Actual Answer	Answer Given	Details Panel
		Modes Panel
		World Outliner

6: Correct		You want to find a specific actor in your scene. Where would be the best place to find an actor in your level?
Actual Answer	Answer Given	The World Outliner
		The Content Browser
		The Modes Panel
		The Toolbar

7: Correct		What is the benefit to starting a project with a template?
Actual Answer	Answer Given	Project Templates can provide a head start for different types of projects.
		Project Templates provide instruction on how to start that type of project.
		Project Templates set your project to the best Unreal Engine version for that type of project.

8: Correct		You want to add lighting to your level. Which panel in the Editor has a list of Light actors you can add?
Actual Answer	Answer Given	
		Modes Panel
		Content Browser
		World Outliner