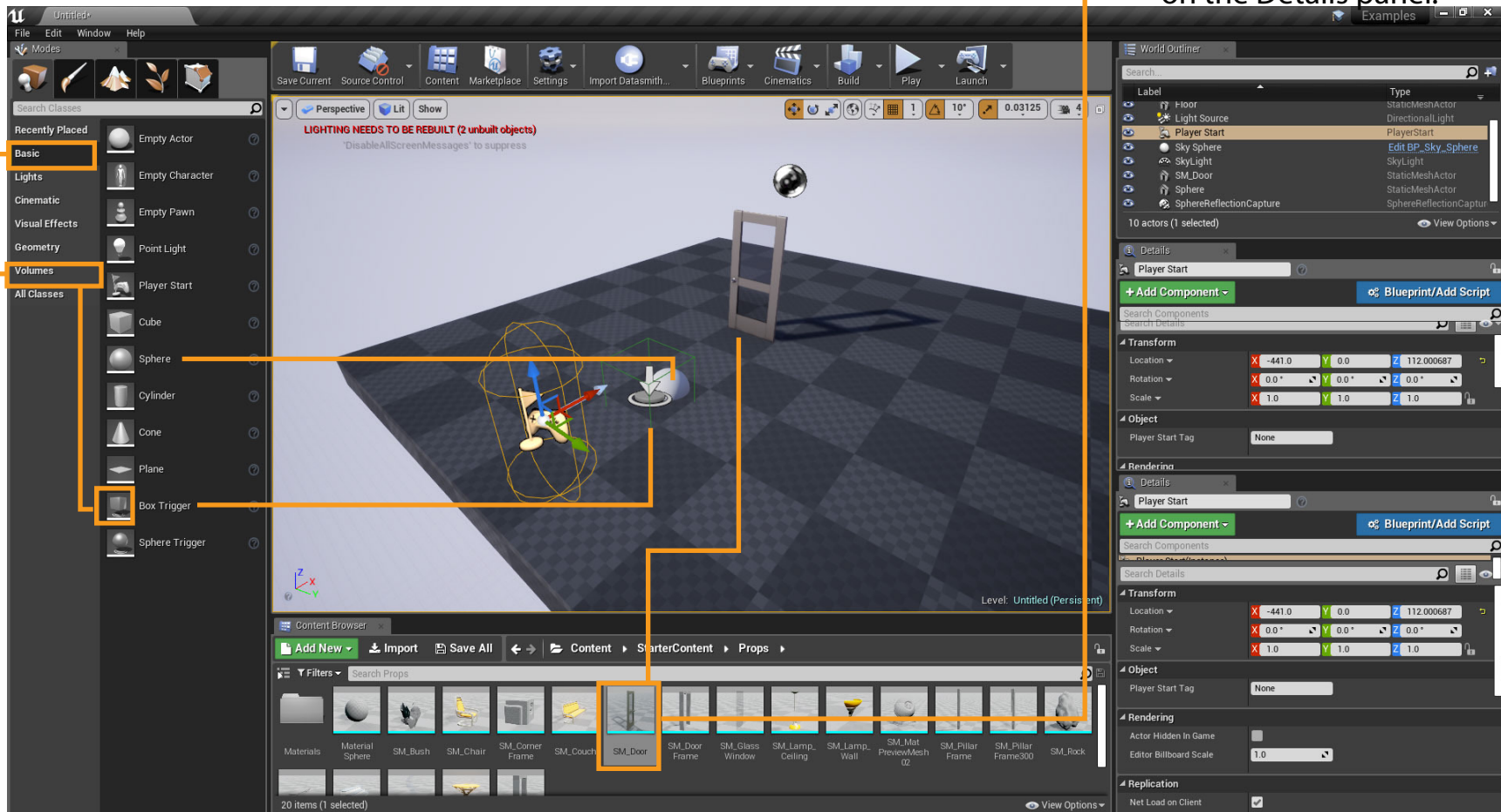


1. Open your level and drag a "Sphere" from the "Modes-Basic" panel to your game area. The sphere will act as marker for the invisible trigger.

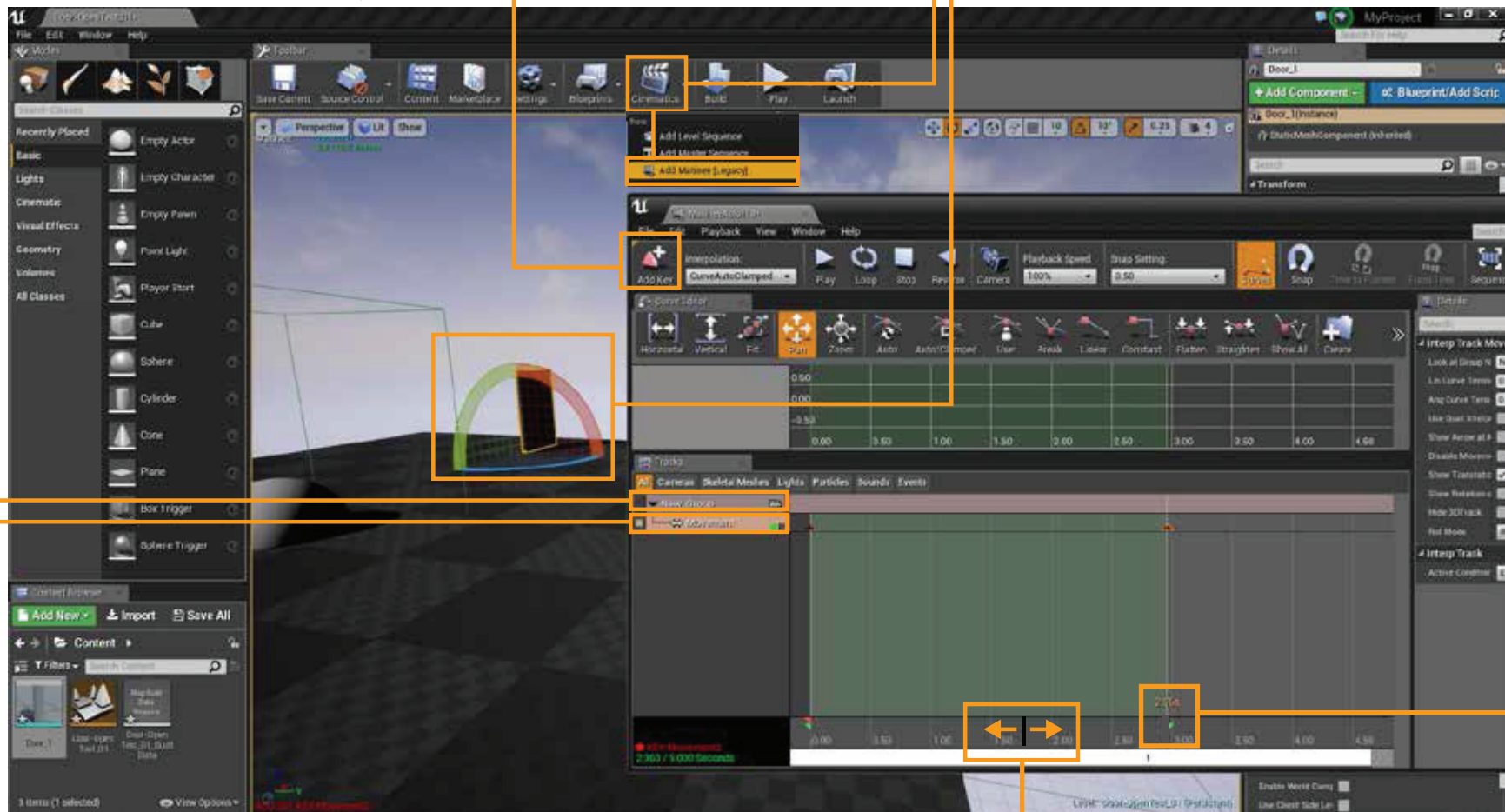
2. Around the sphere place a "Box Trigger" from the "Modes-Volume" panel

3. In the Starter Content "Props" folder find the door and drag into the window

Set the Door as "Move" on the Details panel.



4. Select the Door Model using the rotate tool.
5. Open Cinematics - Select "Add Matinee"
6. IMPORTANT: Reselect the door
7. Right click in gray area. Choose "New Empty Group". Call the Group "Door\_Open1".
8. Right click on the Group and select "New Movement Track".
9. Click the "Add Key" button
10. Set the Scrubber to "3" seconds on the Time-line.
11. Rotate the Door to an open position.
12. Click the "Add Key" button again.



13. Test the animation by sliding the "Scrubber" along the Time-line. Close the Matinee panel.



Matinee Icon

**NOTE:** The “Matinee Icon” referred to in Step 15 is often hidden underneath your scenes’ ground level. You may have to search for it!

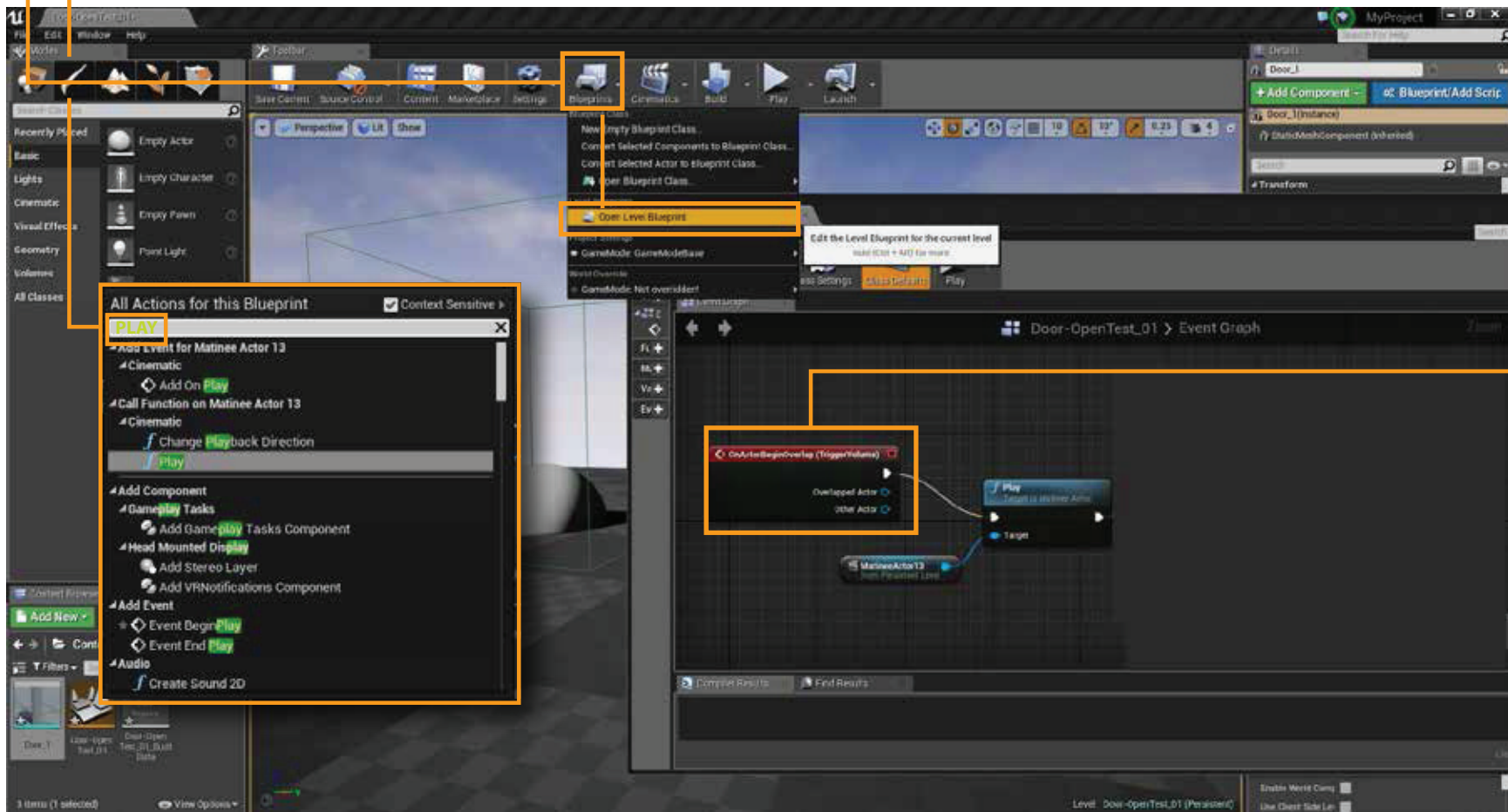
14. Open “Level Blueprint”.

15. Select your Trigger

a. Right click in Blueprint and add “New Event Trigger 1” - “Collision” - “Begin Overlap”. A new node will appear.

16. Select the Matinee icon in the viewport (see NOTE in red above)

a. Right click in Blueprint and type the word “Play” in the top, click enter. A new node will appear. Connect as shown.



**COMPILE AND SAVE - CLOSE BLUEPRINT AND TEST THE DOOR**

**Given that you know how to set the timeline for opening the door, now set the timeline to pause for everl seconds then have the door close.**

