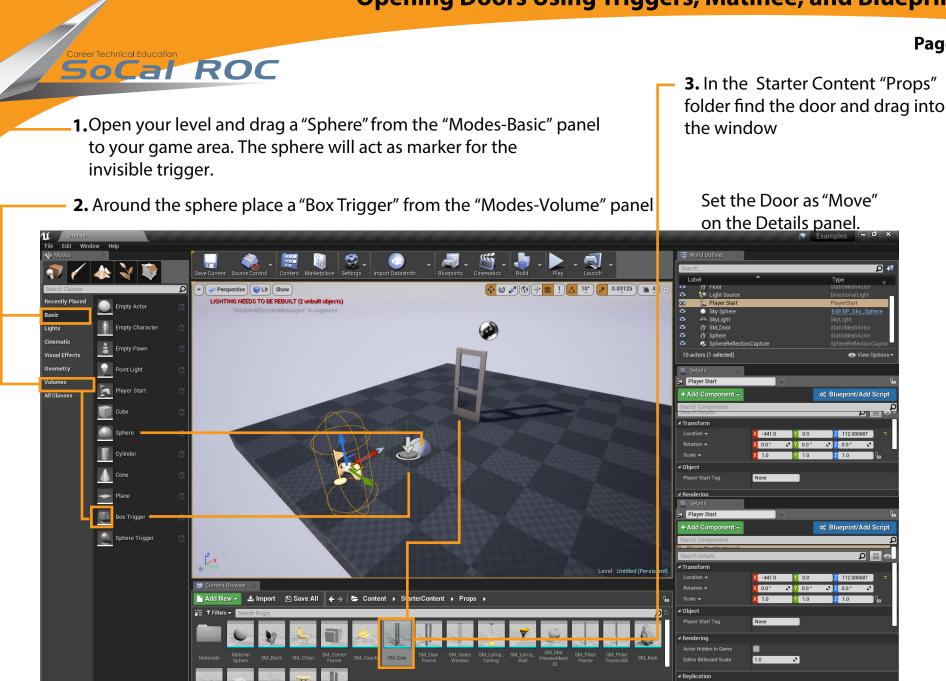
Opening Doors Using Triggers, Matinée, and Blueprint

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Opening Doors Using Triggers, Matinee, and Blueprint

Socal Roc

- **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.

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- **11.** Rotate the Door to an open position.
 - **12.** Click the "Add Key" button again.

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

Opening Doors Using Triggers, Matinee, and Blueprint

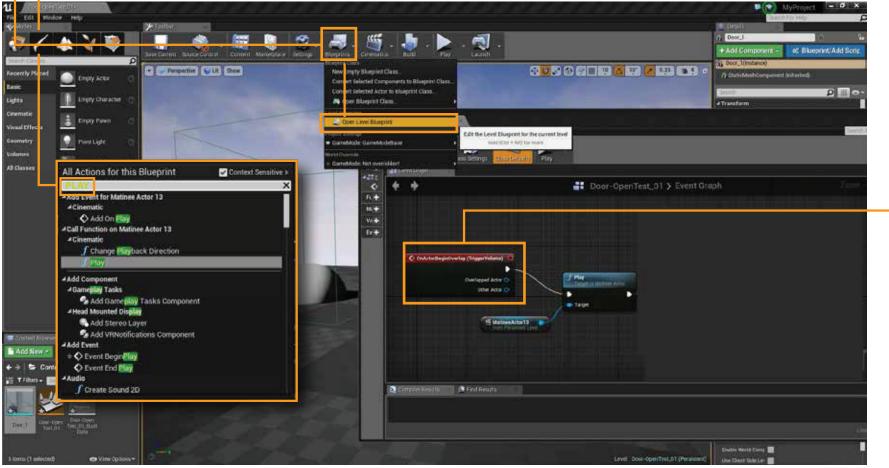




NOTE: The "Matinee Icon" referred to in Step 15 is often hidden underneath your scenes' ground level. You may have to search for it!

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- **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

Making & Opening Doors Using Triggers, Matinee, and Blueprint

Page 6

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.

Socal Roc

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