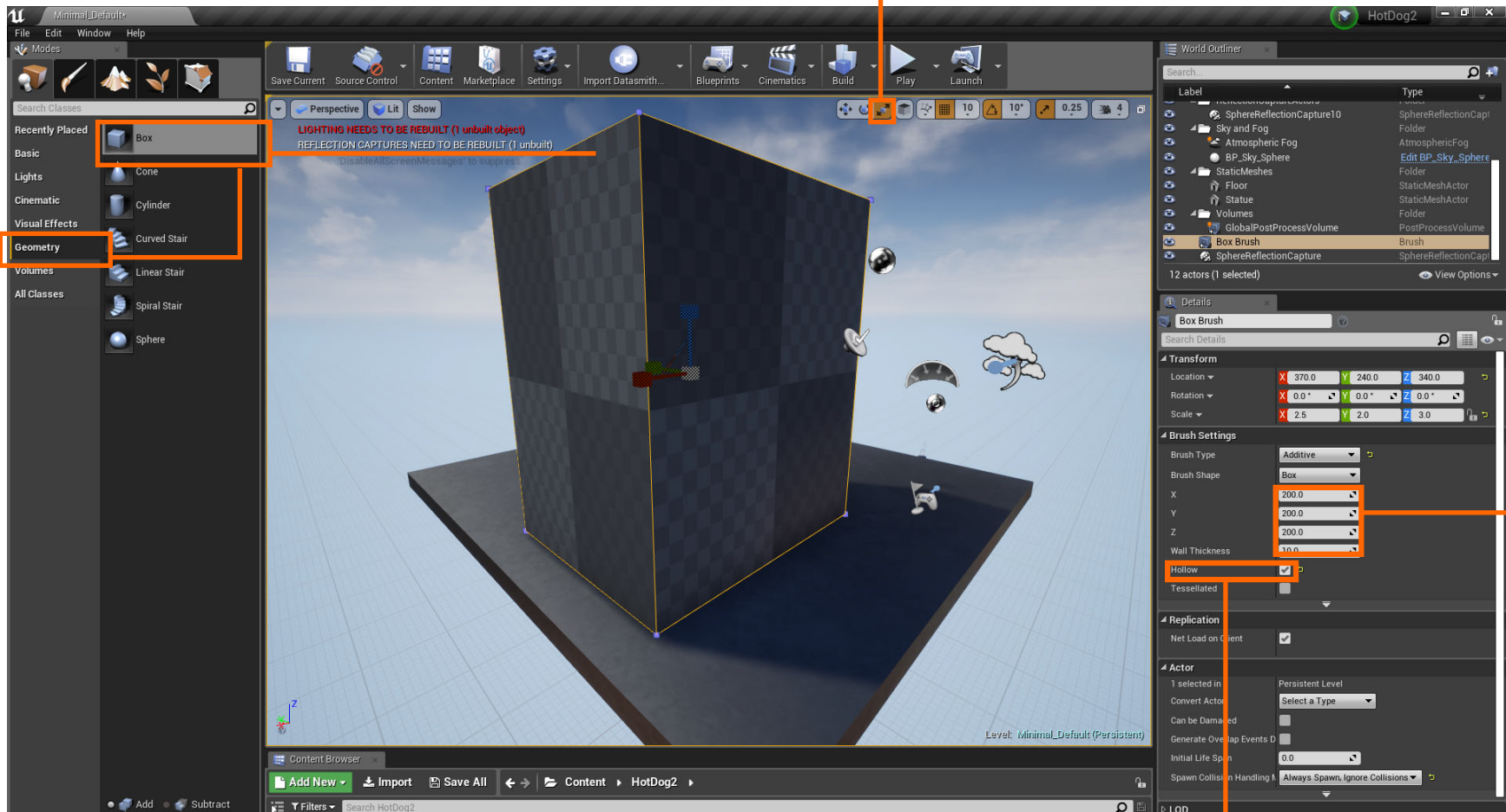


**NOTE\_ An average height of a character in Unrea4 is 185 units (cm). Therefore scale the room and doorway to be large enough to pass through.**

**To make doorways and windows in Unreal 4 you use "Geometry". The geometry shapes are referred to as "Brushes".**

1. Start by dragging a cube from the Geometry panel into the viewport.

2. Size the Cube with the scale tool or by setting the scale here



3. Set the cube to "Hollow".

3. Drag another cube into the scene
4. Set to "Subtractive". Anwhere it intersects the large cube , a door or window will be created.

