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A flickering light can be used to make a creepy and disturbing feeling. A flickering can also be used next to a Particle System fire for adding realism to the lighting.

1. Open a New Level, rotate the Light Source to darken the scene, and place a Spotlight near the floor.

2. Select the Spotlight and open a new Blueprint for it and give it a name

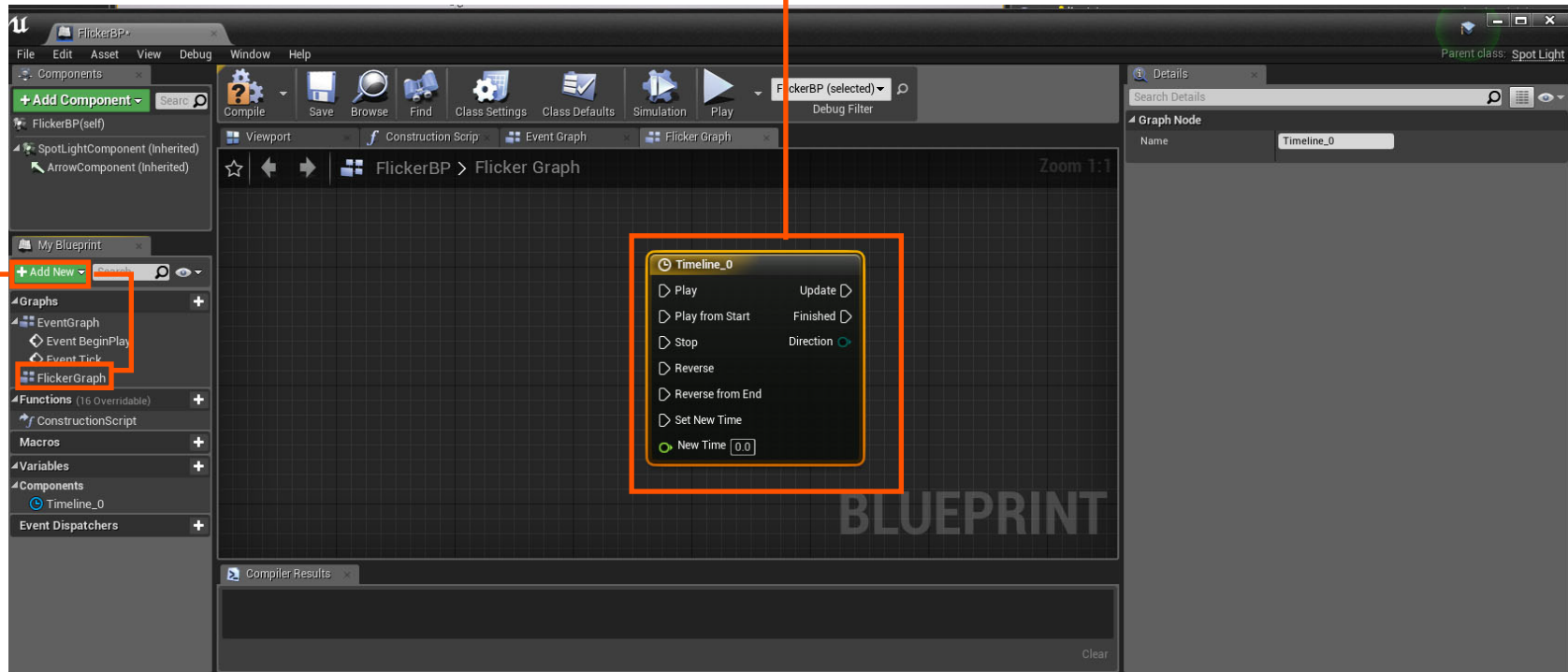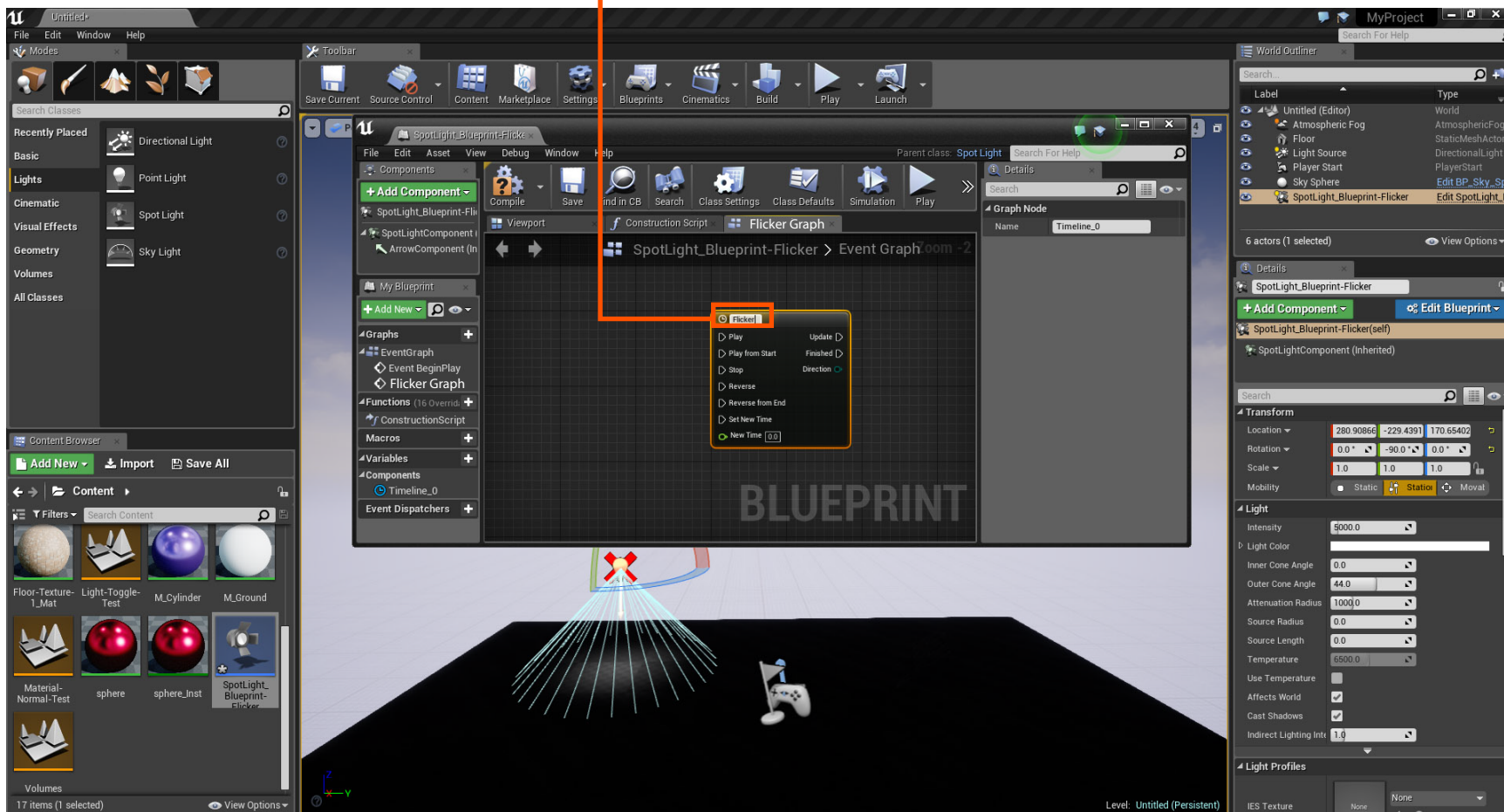Career Technical Education
SoCal ROC

3A. Add an Event Graph and name it.

3B. Right click in the BluePrint area and type "Timeline" and select "Add a Time-line".

3C. This box will appear.

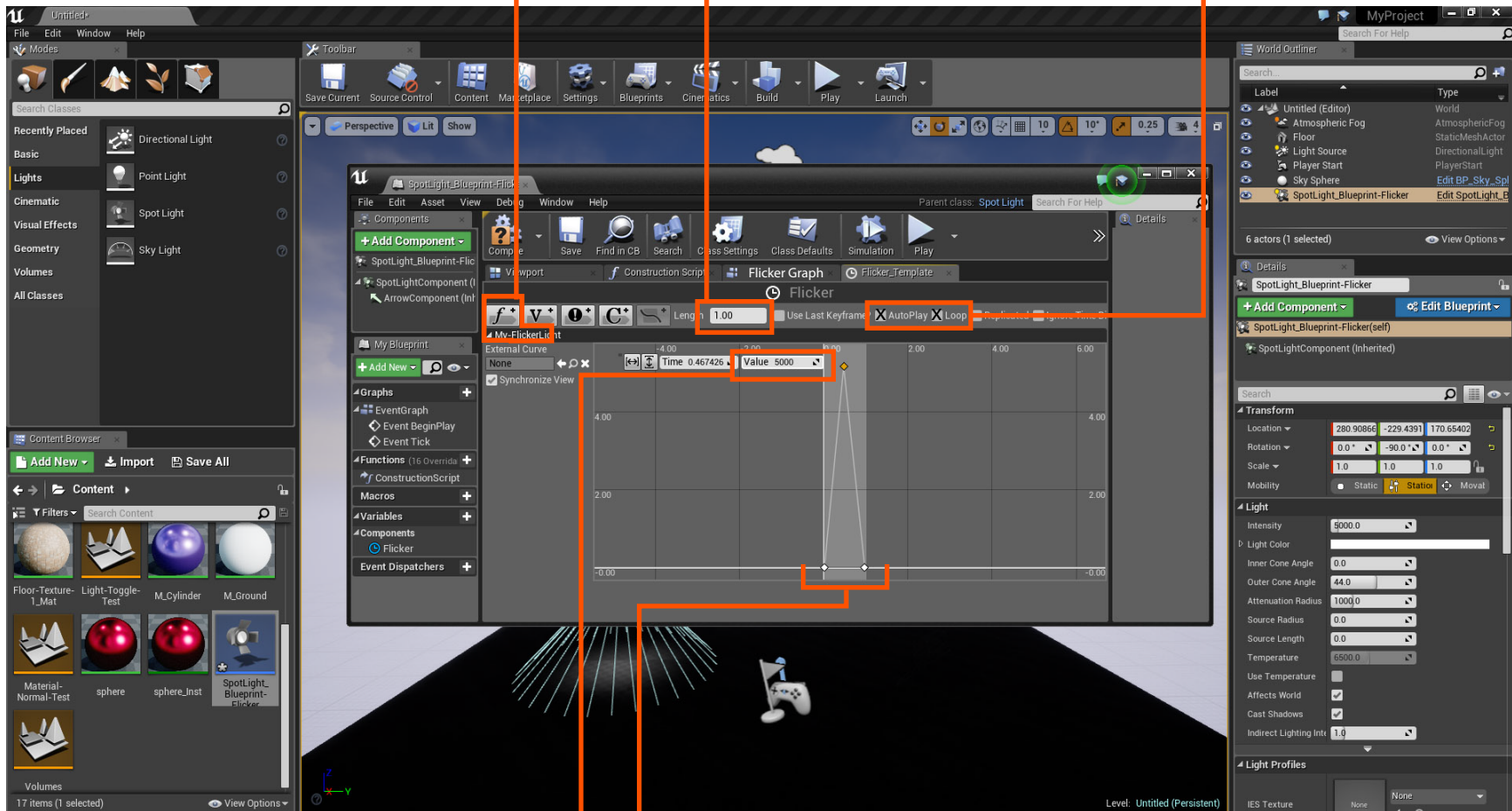**4.** Name then double click the new Time-line Node. This will open the time-line.

Career Technical Education
SoCal ROC

5. Open a new Flow Chart. Give it a name.

6. Set the time to whatever length you desire. (seconds)

9. Select "Auto Play" & "Loop"
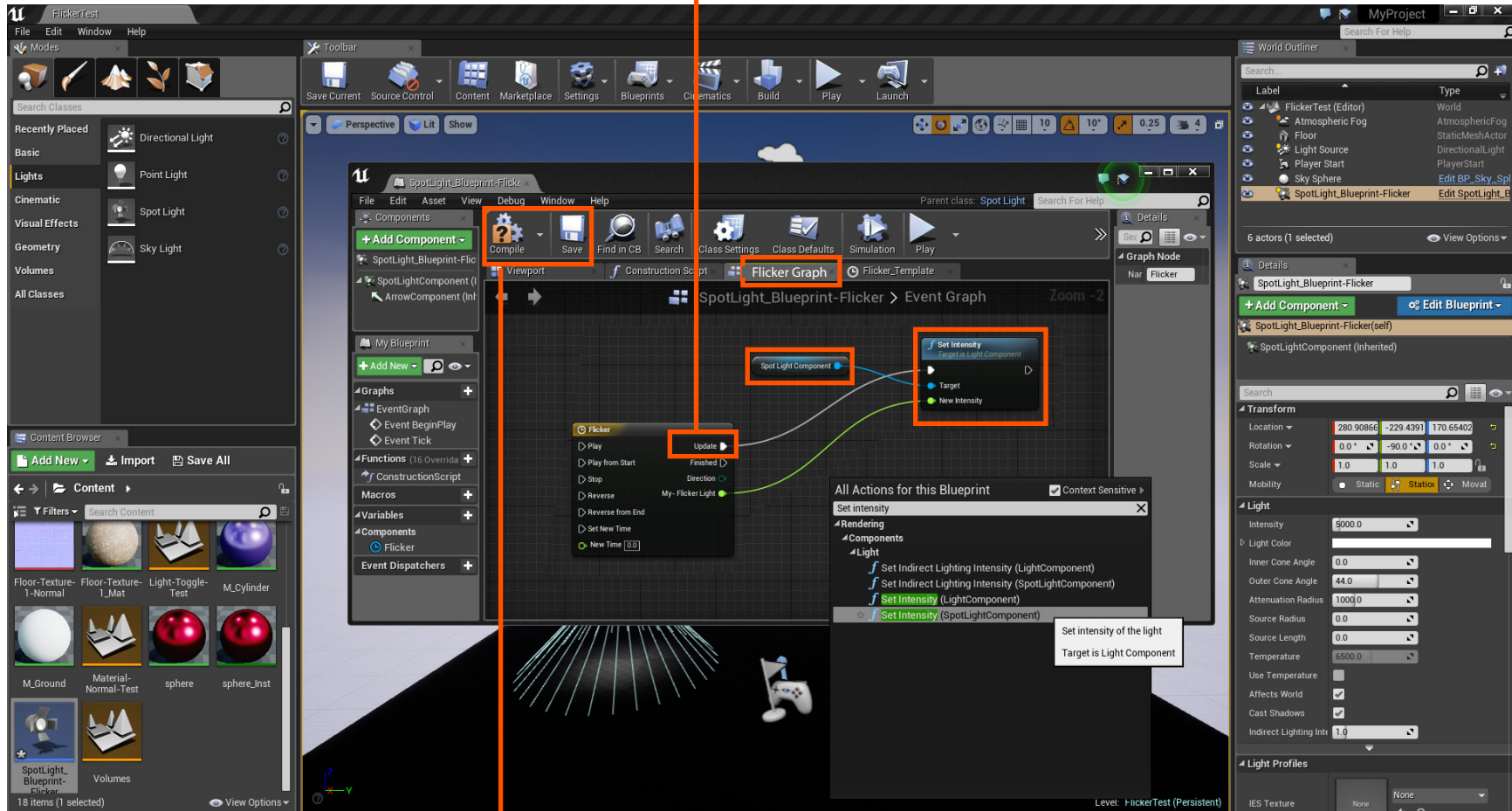
10. Go to the "Event Graph"

7. Hold down Shift and click along the timeline. Each click will set a key frame. Each keyframe will be a light flicker.

8. Select a keyframe and adjust the brightness.

Career Technical Education

SoCal ROC

13. The Flicker Light is now in your "Content Browser". Drag it into the game space. Right click and save it. Then test the effect.