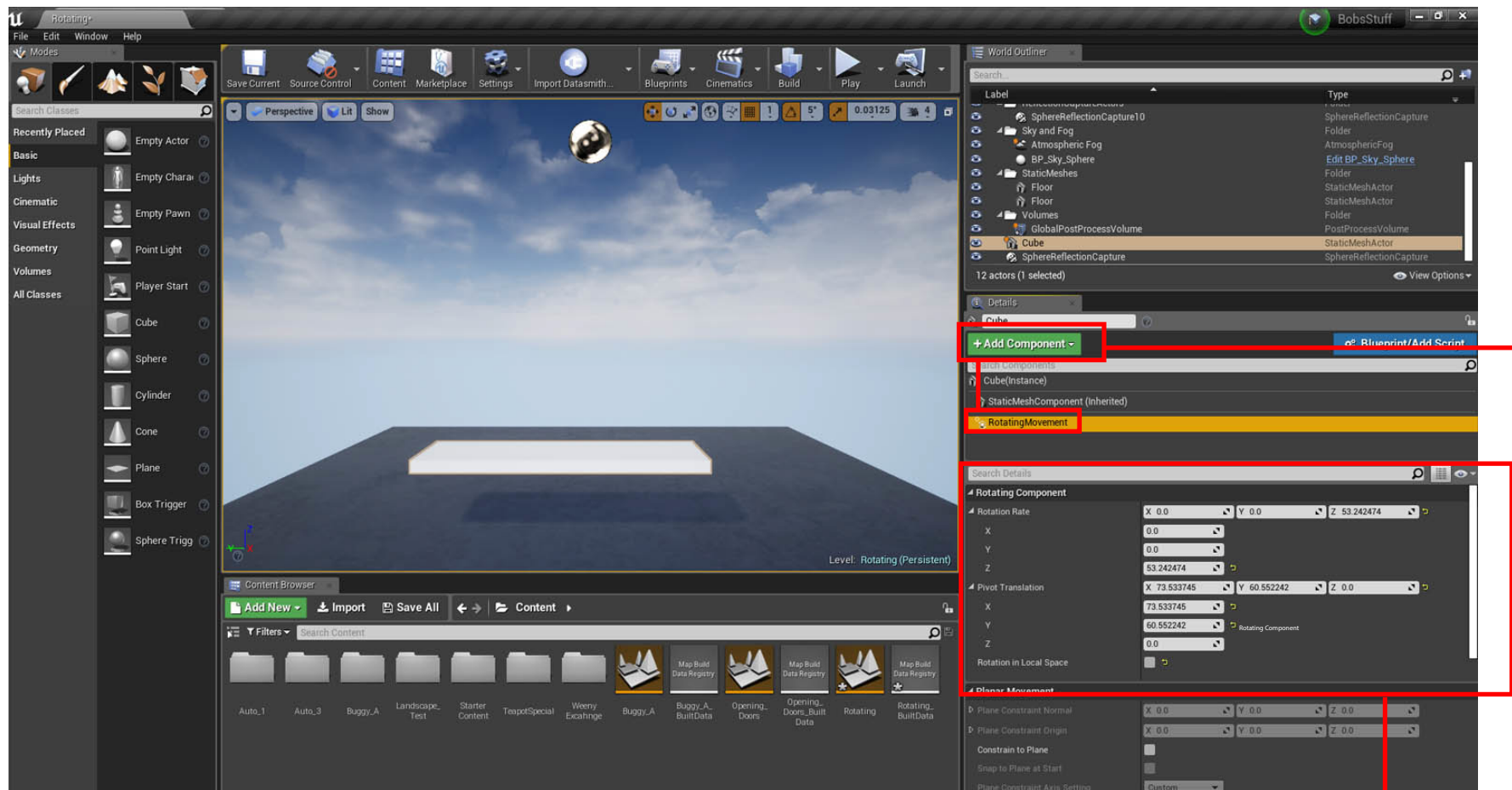Career Technical Education
SoCal ROC

Rotating a static mesh is a great way to create a fan or an obstacle that your player has to avoid. It's a simple process.

1. Stretch a cube into a flattened shape and set it to be "Moveable".

2. Select the cube and add a Rotation Component

3. Adjust the pivot point and speed of the rotation here.