**When you want to move up or across without using staircase or a stationary bridge, you might use a lift or an elevator. Here's how to make one.**

1. Model your lift pad in 3D Max. It might as simple as flat disc or as complicated asthe figure shown.

2. Export and import the pad into your UDK level.

3. Open it in the Static Mesh Editor and assign it a simple collision

4. Place it in the level as an "InterpActor".
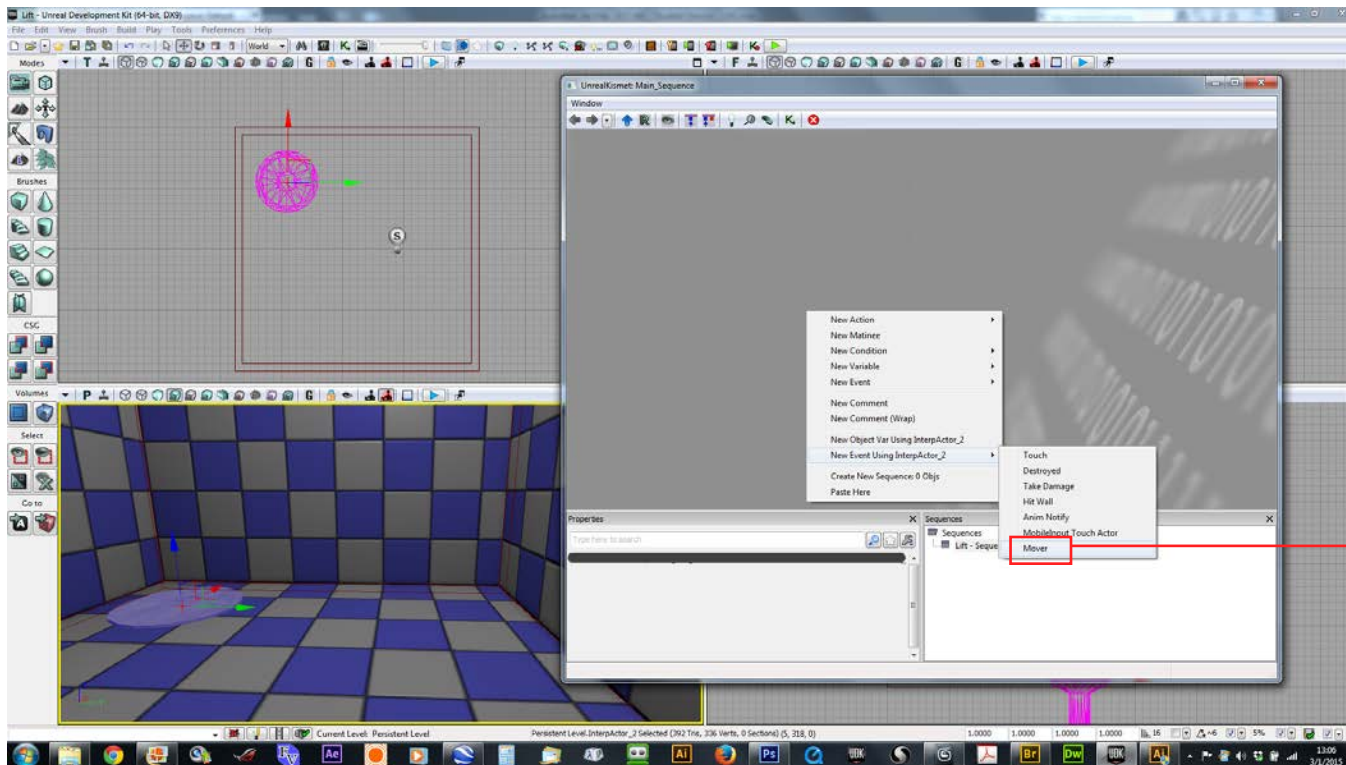
5. Open "Kismet" and select "Mover".

6. Double click on the Matinee.

7. Select the "Movement" track and set the time just as you would when animating a door that opens.

8. Close Matinee.
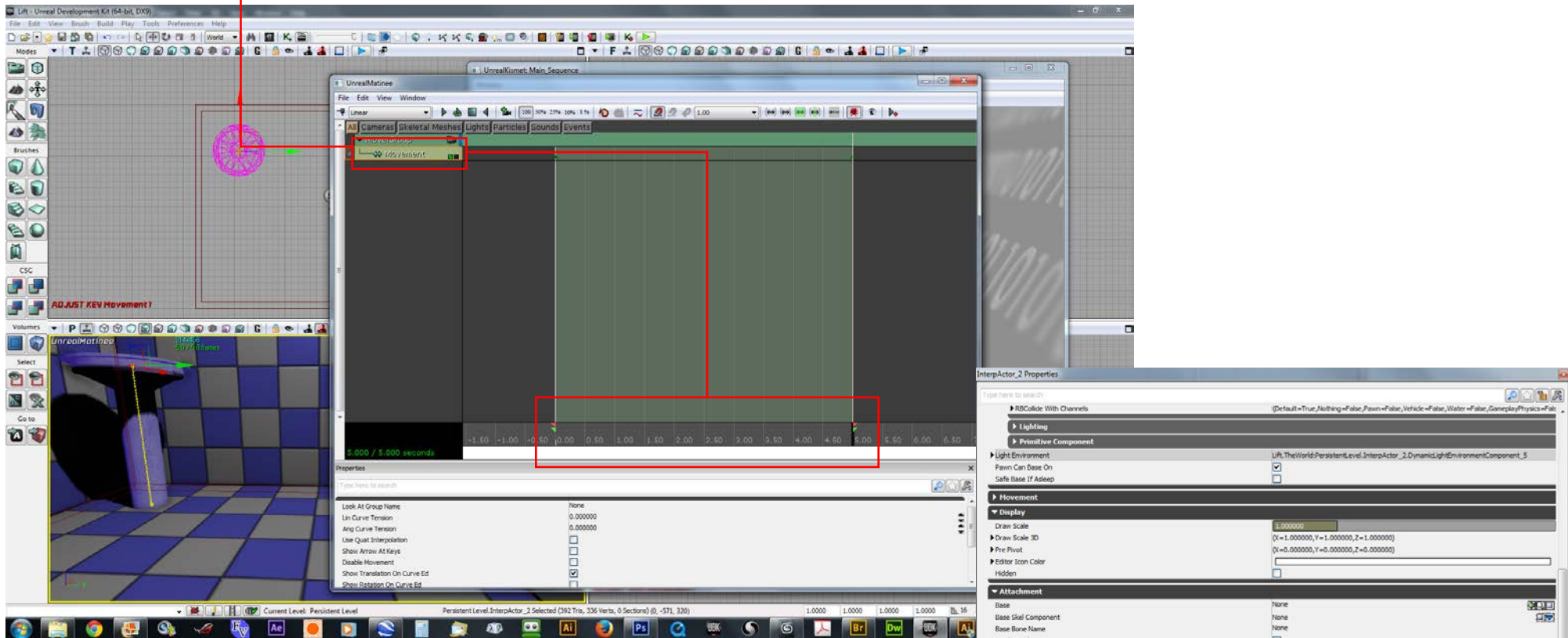
9. Select and right click on the pad and open ts'"Properties". Set the"Collision" to "BlockAll".