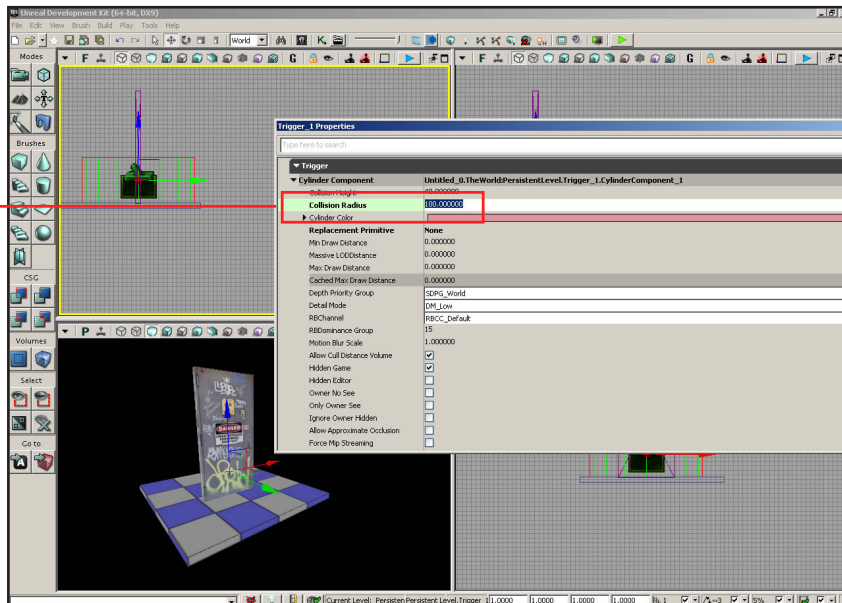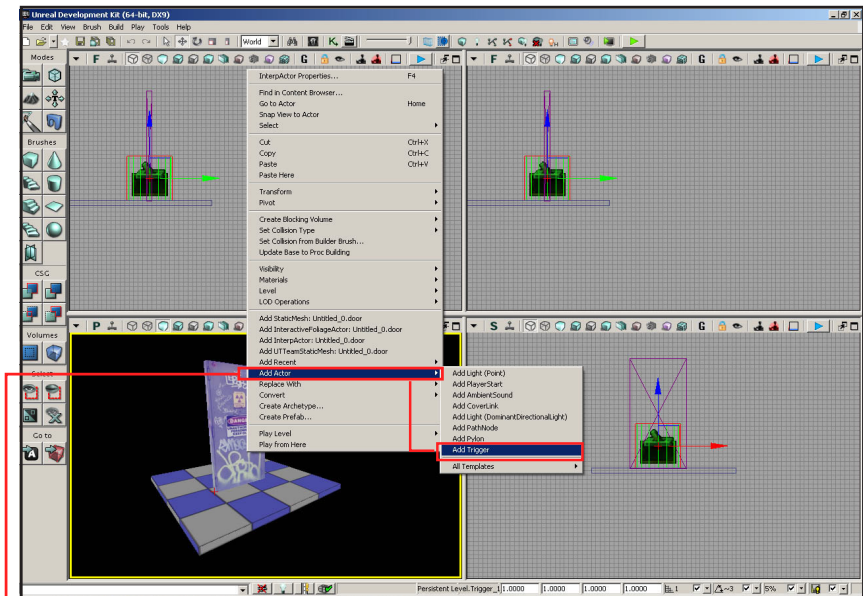**Now we'll open up UnReal (UDK) Engine and import the FBX file.**

1. Open the UnReal Editor

2. In the "Content Browser" select "New Packages".

3. Click "Import" and open your FBX door file.

4. Next, create a small platform for the door to stand on.

5. With the Door Static Mesh selected, right click on the platform and choose "Add InterpActor".

Now we need a trigger to tell the door when to open.
6. Right click on the Door and select "Add Actor" then "Trigger".

Now we'll set the radius of the trigger
7. Position the trigger in the middle of the doorway.
8. Right click on the trigger and open it's properties
9. Select "Collision Radius" and type in an amount large enough to circle the doors width, let's say 70.0000