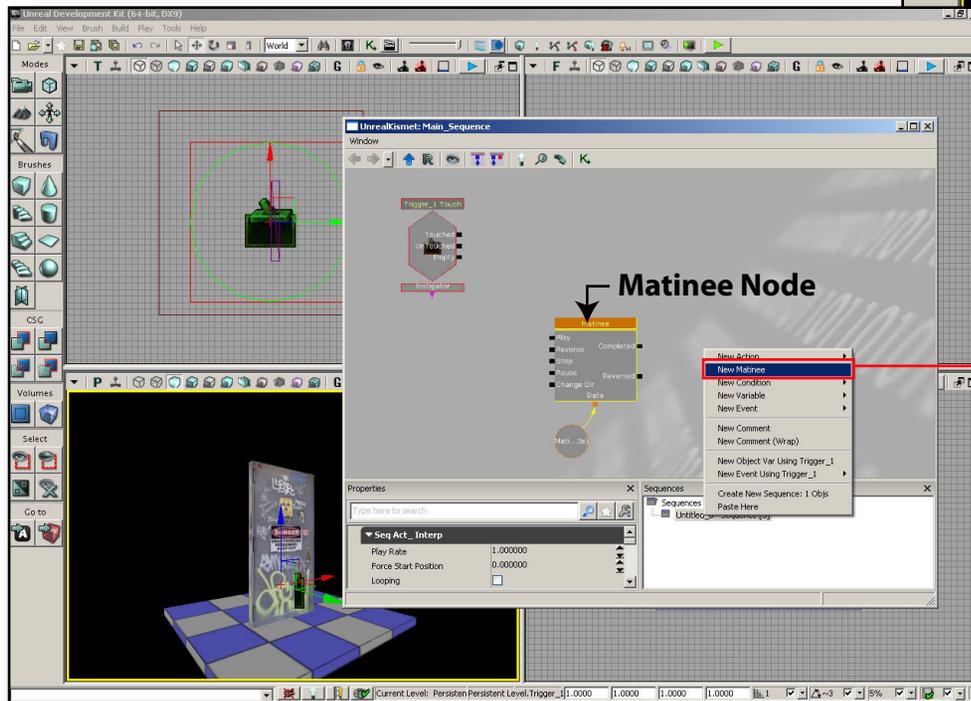
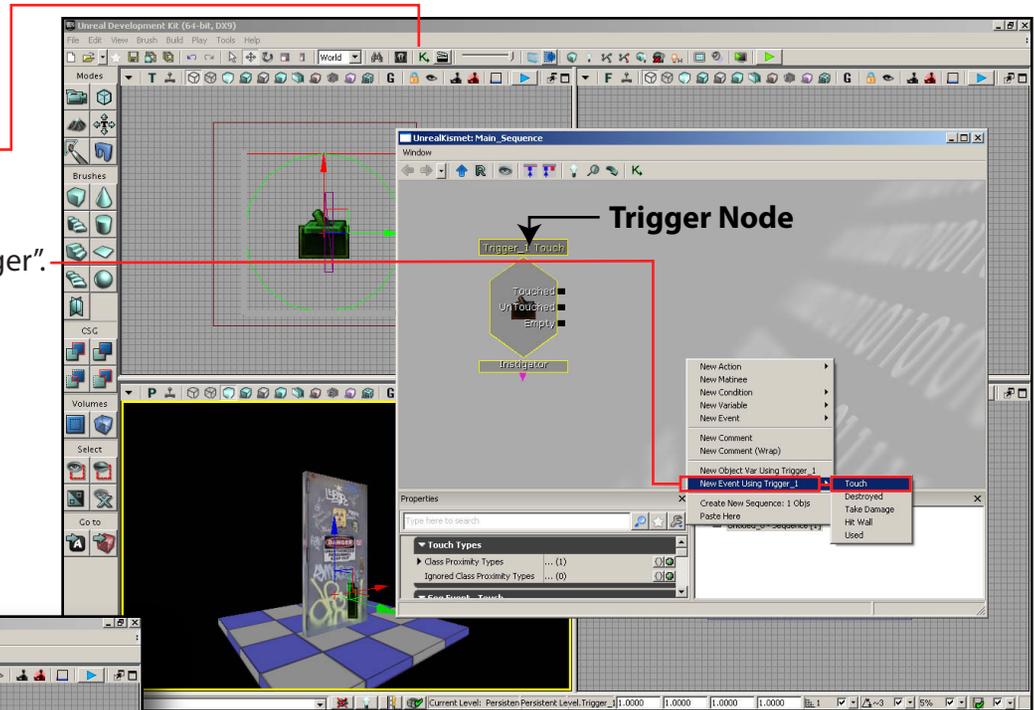


Next we will set up the animation for the door. For this we use "Kismet".
Kismet is Unreal's animation module.

1. Note: Make sure you have the "Trigger" selected
2. Open "Kismet" by selecting the green "K" on the tool bar.
3. Right click in the Kismet panel and select "New Event Using Trigger".
4. Then select "Touch".

An object will appear on the Kismet panel called a "Node".



Next we'll create a "Matinee". This is the node that creates animation.

5. Right click in the Kismet panel and select "New Matinee".

Matinee is Unreal's "Animation" module.

6. Double click the Matinee Node and the the Matinee Editor (see next page) will open.