



Here's an easy way to animate an object without using Kismet and Matinee. The down side is that you have no control over the timing. When the game opens, the object rotates.

1. Import the object you want to rotate into UDK. In this example we using a simple wall.
2. Give the wall a collision and place it in the level as a UT Rigid Body.
3. Reset the Properties of the Wall to "Rotate". The "Yaw" setting controls the direction of the rotate and the speed.

