## **Opening Doors Using Triggers, Matinée, and Blueprint**

#### Page 1

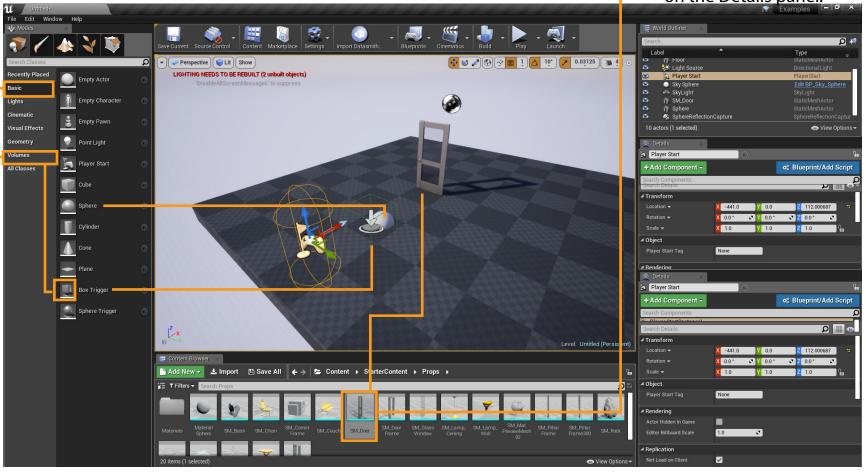
## Socal Roc

1.Open your level and drag a "Sphere" from the "Modes-Basic" panel to your game area. The sphere will act as marker for the invisible trigger.

2. Around the sphere place a "Box Trigger" from the "Modes-Volume" panel

**3.** In the Starter Content "Props" folder find the door and drag into the window

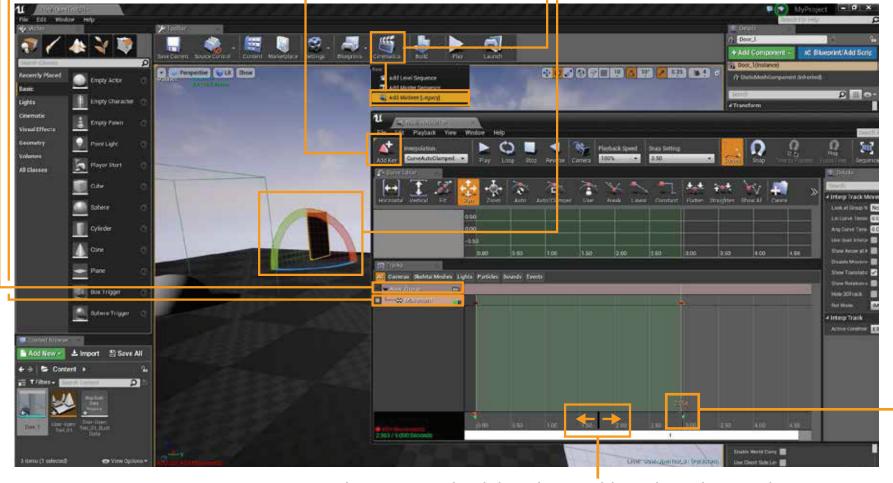
Set the Door as "Move" on the Details panel.



# Socal Roc

- **4.** Select the Door Model using the rotate tool.
- **5.** Open Cinematics Select "Add Matinee"
- 6. IMPORTANT: Reselect the door
- **7.**Right click in gray area. Choose "New Empty Group". Call the Group "Door\_Open1".
- 8. Right click on the Group and select "New Movement Track".
- 9. Click the "Add Key" button-

- 10. Set the Scrubber to "3" seconds on the Time-line.
- **-11.** Rotate the Door to an open position.
- **12.** Click the "Add Key" button again.



**13.** Test the animation by sliding the "Scrubber" along the Time-line. Close the Matinee panel.

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Career Technical Education

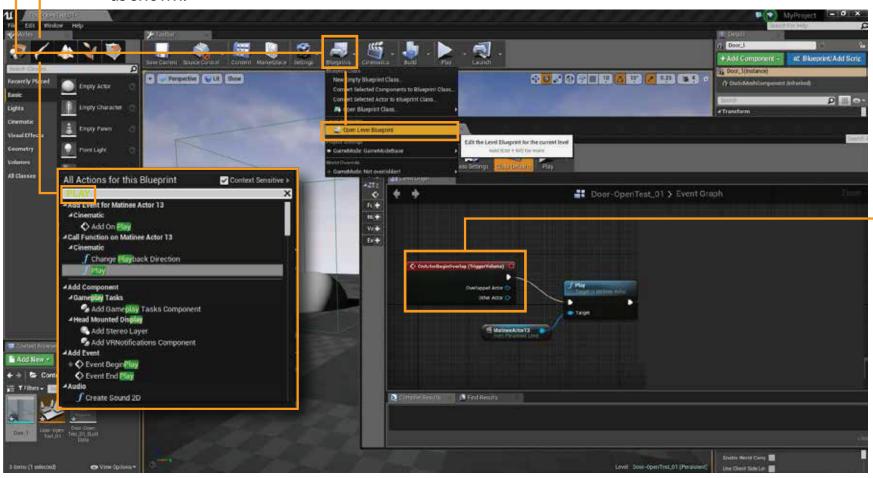
SoCal ROC



**NOTE:** The "Matinee Icon" referred to in Step 15 is often hidden underneath your scenes' ground level. You may have to search for it!

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- 14. Open "Level Blueprint".
- 15. Select your Trigger
  - a. Right click in Blueprint and add "New Event Trigger 1" "Collision" "Begin Overlap". A new node will appear. -
- **16.** Select the Matinee icon in the viewport (see NOTE in red above)
  - a. Right click in Blueprint and type the word "Play" in the top, click enter. A new node will appear. Connect as shown.





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Given that you know how to set the timeline for opening the door, now set the timeline to pause for everl seconds then have the door close.

