Career Technical Education
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Unreal 4 has several types of lights. Lights are fully adjustable. You can dim them, color them, point them, etc. Take a while and play with the light. Color is a particularly powerful lighting effect it can create mood to your level.

1. Place a Spot light into your scene and turn off its' visibility in the Details panel

2. drag a "Box Trigger" into the scene.

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4. In Blueprint right click and choose
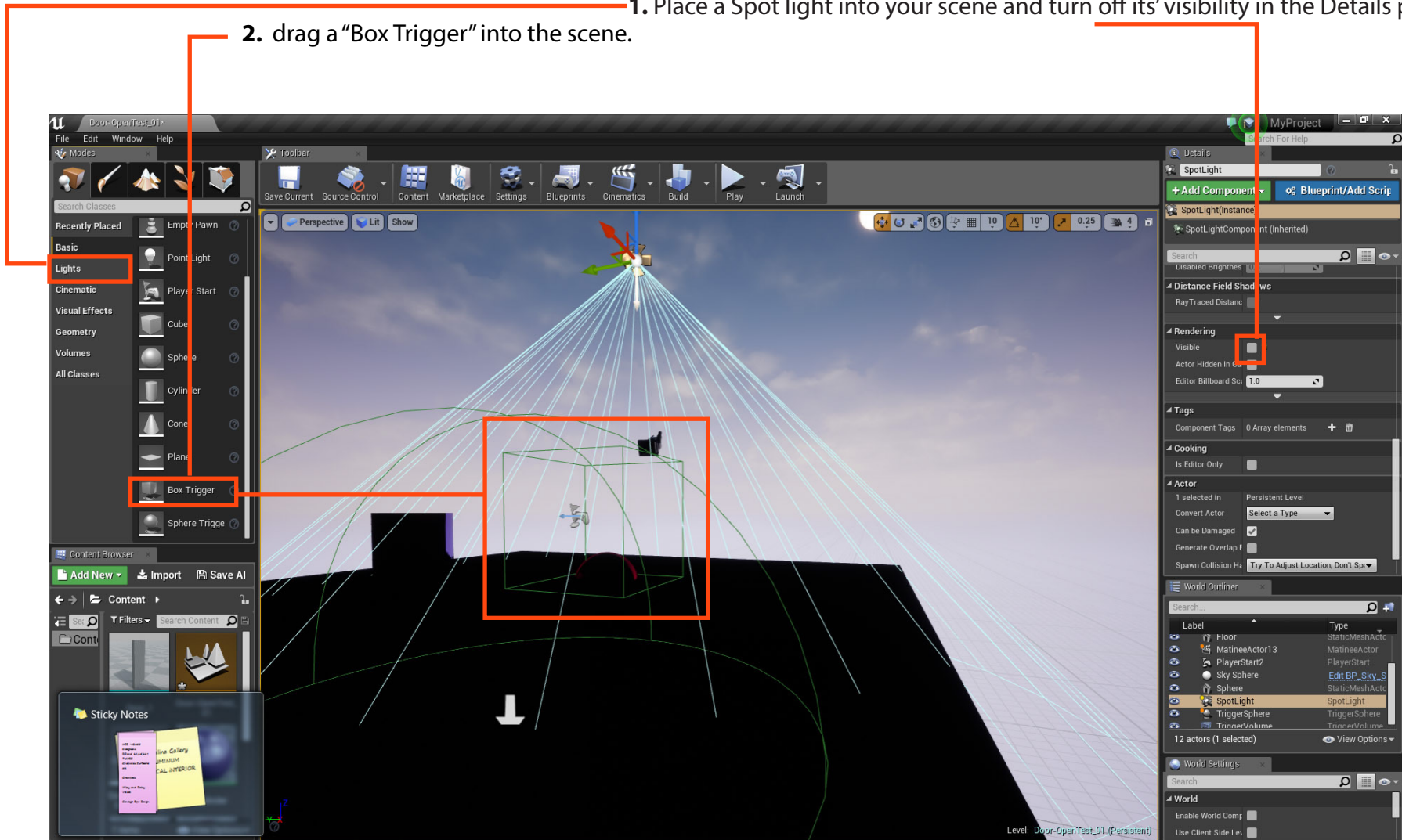
3. Select the Trigger and open the Blueprint
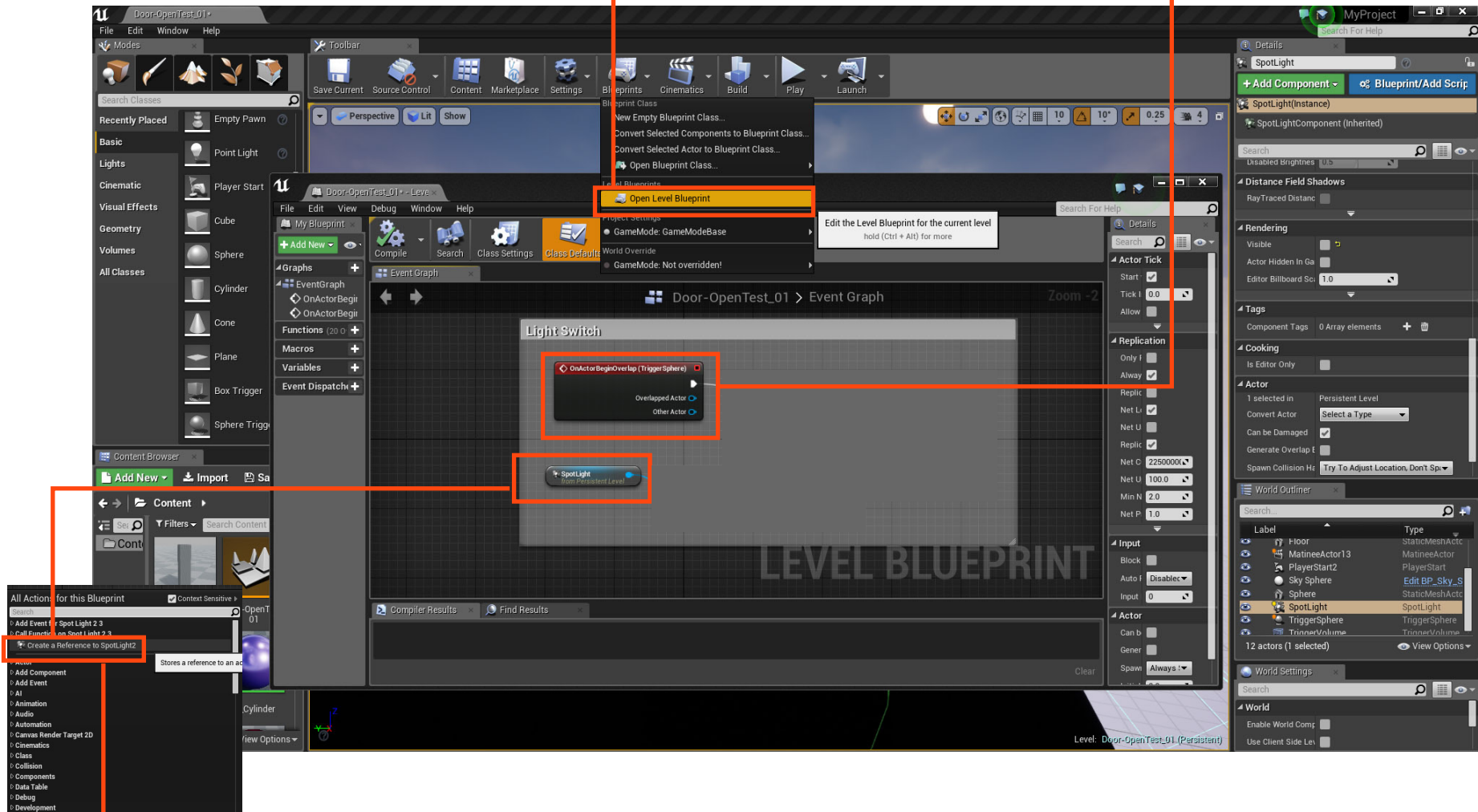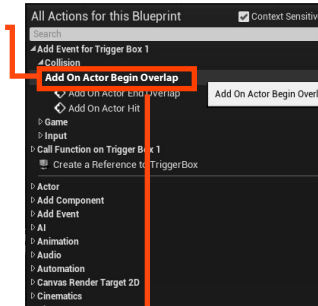
5. In the Viewport select the Spot Light. Right click in Blueprint and create a reference.

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7. Select

6. Drag a connect out from the node and type "Toggle" in the box

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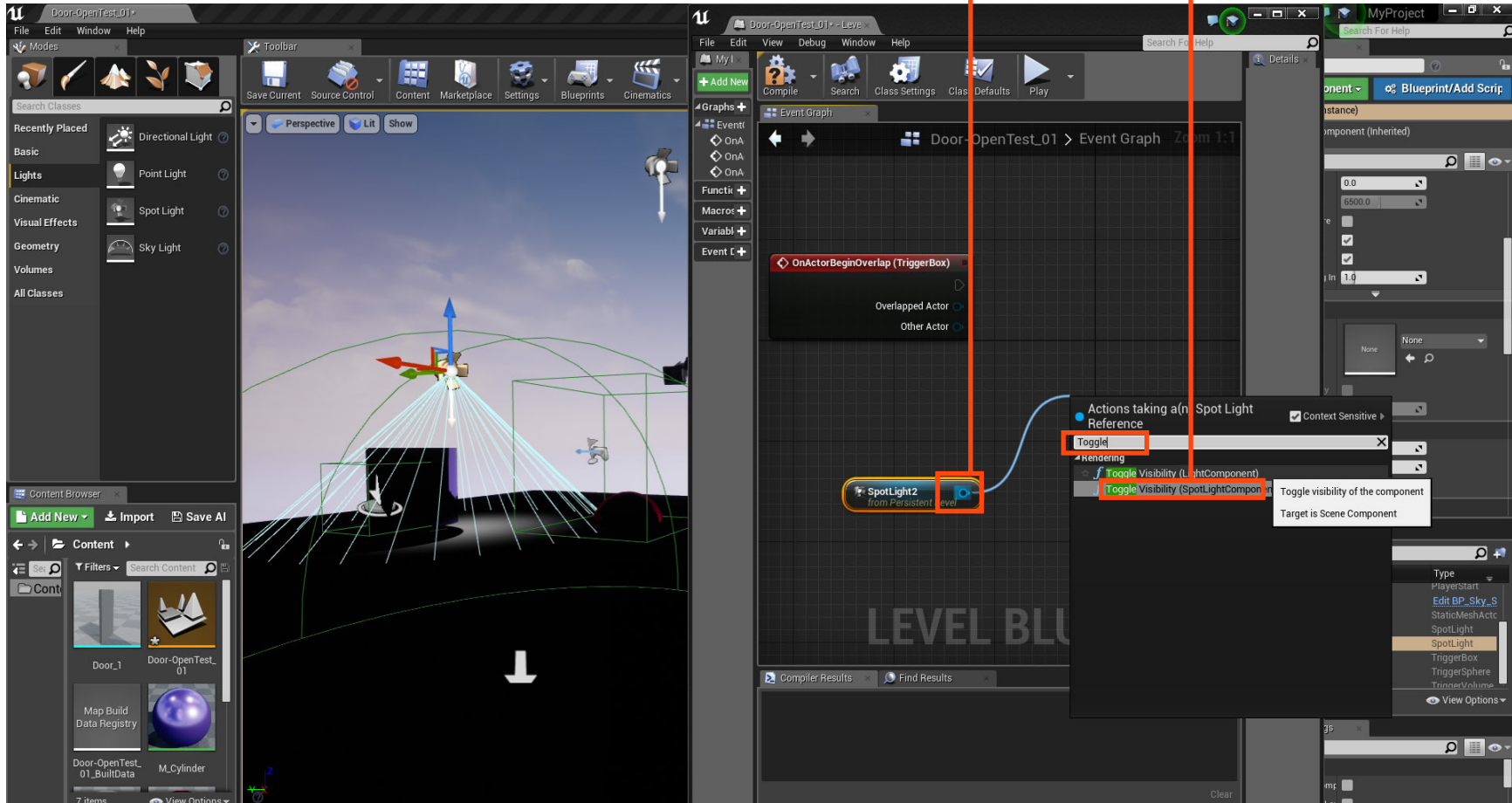
8. Link the nodes together. Your light should now turn on when you enter the trigger zone.