

Rotating a static mesh is a great way to create a fan or an obstacle that your player has to avoid. It's a simple process.

1. Stretch a cube into a flattened shape and set it to be "Moveable".

2. Select the cube and add a Rotation Component BobsStuff - 🗷 🗙 0 + SphereReflectionCapture10 Recently Placed Empty Actor BP_Sky_Sphere Lights Visual Effect 12 actors (1 selected) View Options Player Start All Classes Cone Q ... ▲ Rotating Component Y 0.0 Z Z 53.242474 Sphere Trigg Level: Rotating (Persistent) 53.242474 X 73.533745 Y 60.552242 Z 0.0 🖺 Add New 🤛 🕹 Import 🖺 Save All 🛛 😝 🗁 Content 🕨

3. Adjust the pivot point and speed of the rotation here.