

**You have so far used a few “Volumes” (Triggers). Experiment with the various volumes.**

Volumes are three-dimensional Actors used to alter the behavior of areas within levels. Volumes can be used for behaviors like:

- Causing damage to the player or other Actors inside the Volume.
- Blocking certain Actors from entering the Volume, acting as a collision surface.
- Opening a door when an Actor enters the Volume.
- Changing the way a level calculates its lighting or visibility.

## Creating and Placing Volumes

Volumes can be created by selecting a Volume from the Volumes tab of the Modes menu and dragging and dropping it into the level view

Once the Volume has been placed in the level, you can resize or reposition it as you see fit. There are two important points to keep in mind when placing Volumes:

- Volumes are support Actors, generally used to detect when certain Actor types have entered a specific area and trigger an effect in response.
- Volumes sometimes have built-in effects of their own (either in code or Blueprints), but most often they'll provide cues to other Actors. They should usually be thought of as parts of a greater system, with some other element acting as a visual cue.

