

Below is a check off list of the actions covered so far in this class. Your level should show examples of most. Check off those that are in your level. Leave this list with Mr. Schuchman.

Building a Simple Landscape/Terrain (One Material)

Building a Multi-Material Landscape/Terrain

Making and Opening a Door

Lights - How to Set Them to Turn On & Off

Lights - Flickering

Adding BOTS

Migrating Assets From One Project to Another

Swimmable Water

Breaking Stuff - Destruction

Scaling Materials

Making Stuff Spin - Rotation

Adding a Sound

Switched Between Levels

Created objects in 3D Max

Imported object from 3D Max into Unreal 4

NAME _____