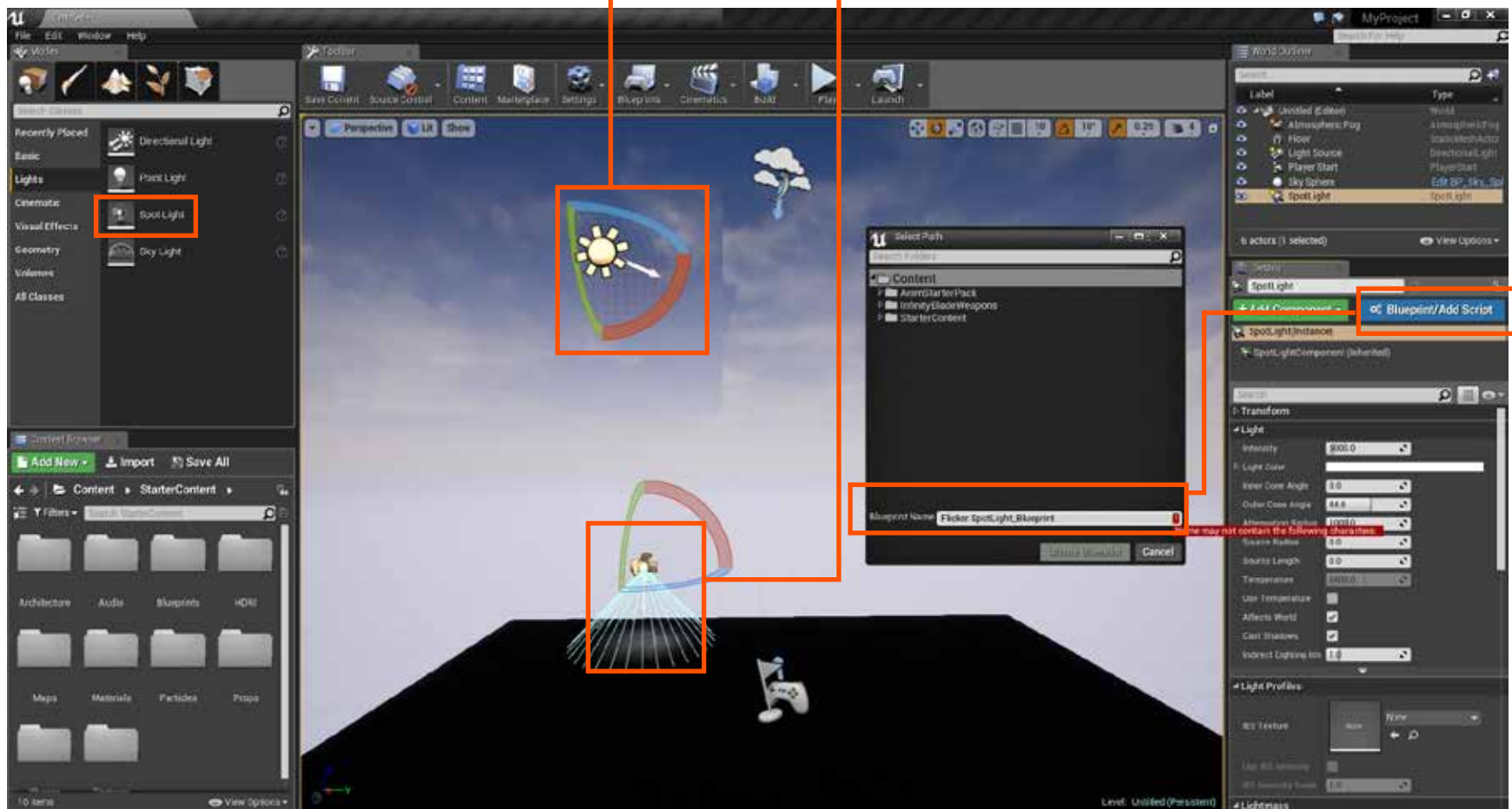


A flickering light can be used to a creepy and disturbing feeling.

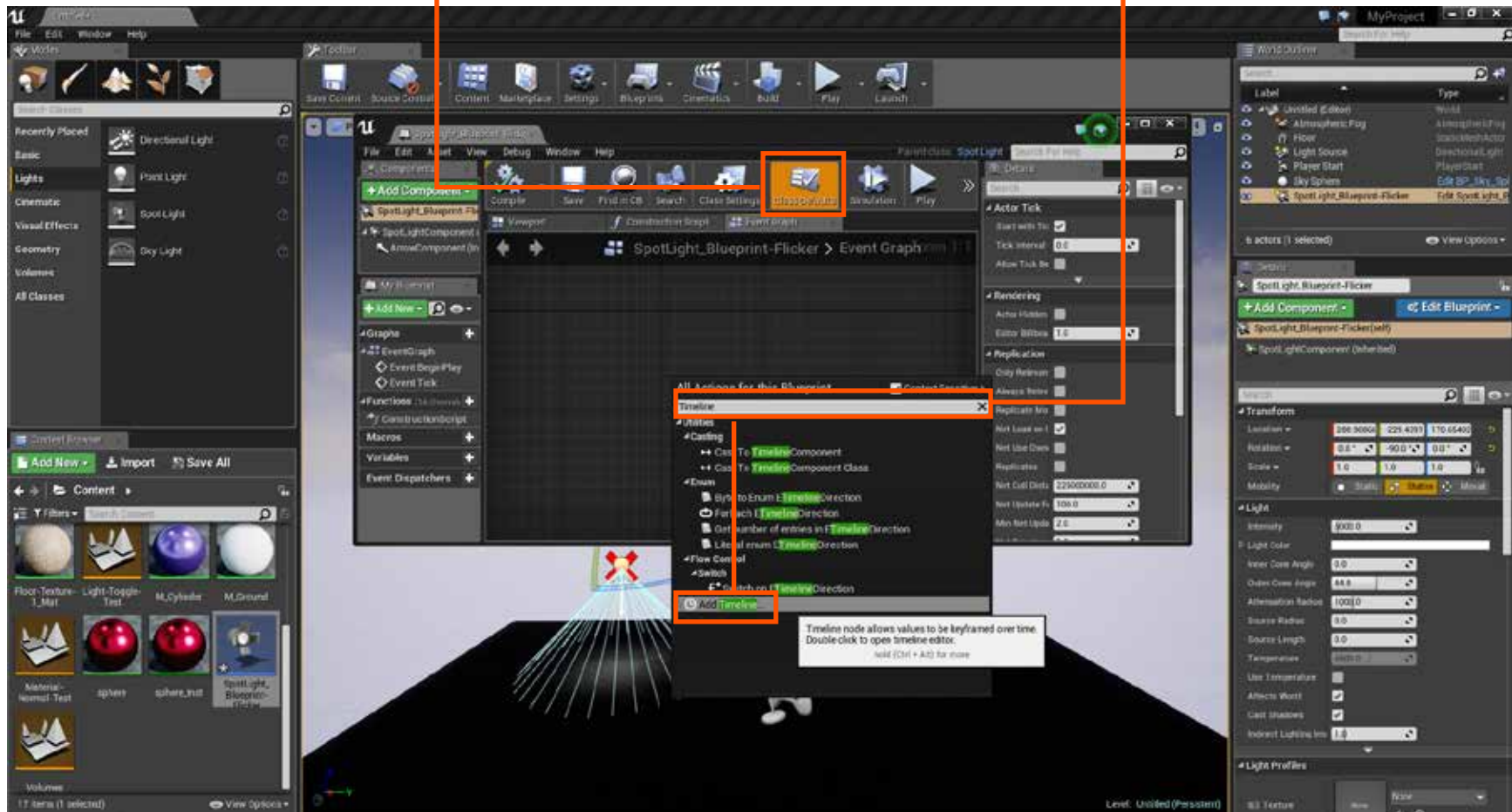
1. Open a New Level, rotate the Light Source to darken the scene, and place a Spotlight near the floor.

2. Select the Spotlight and open a new Blueprint for it and give it a name

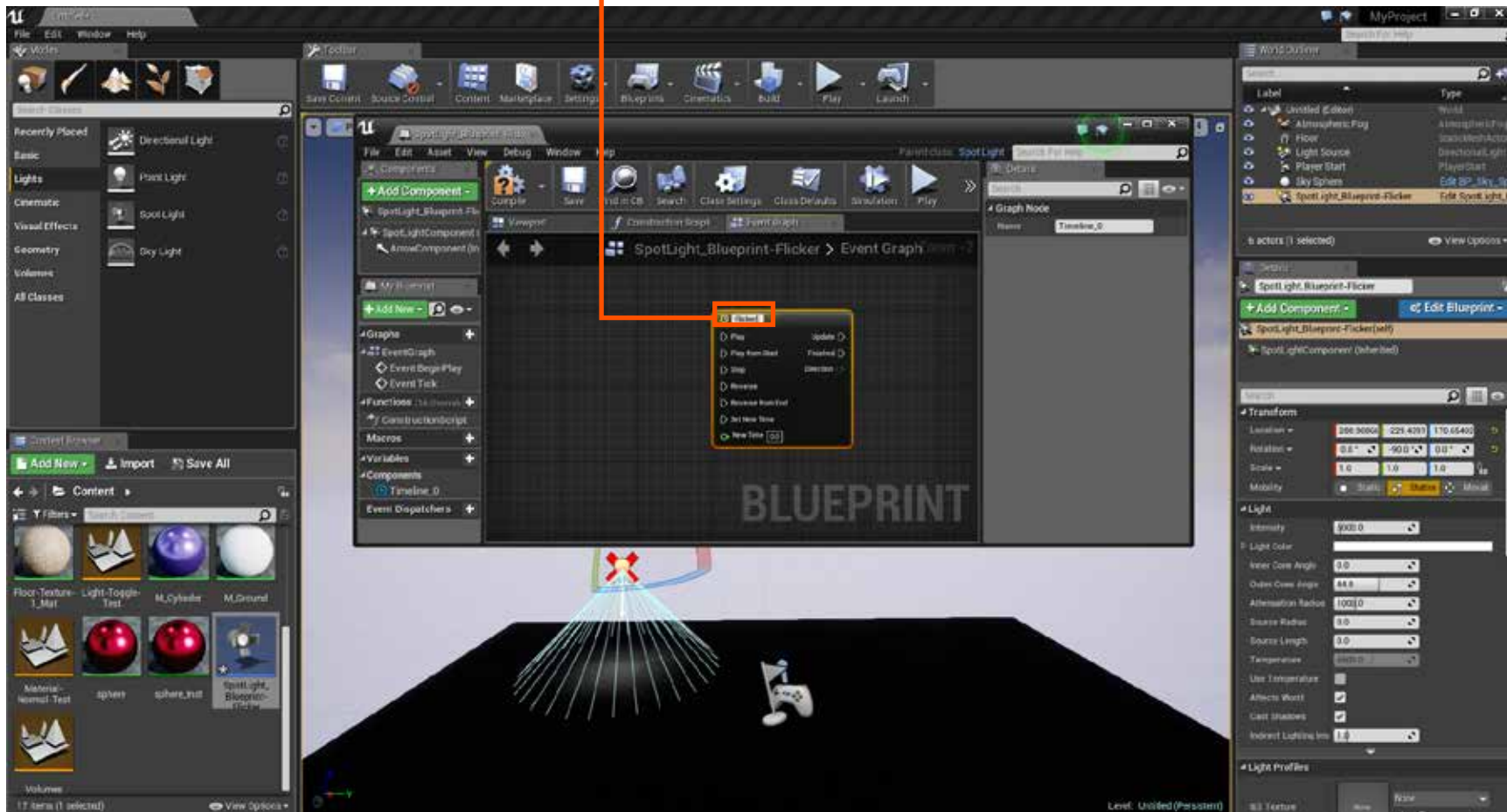


3. Add an Event Graph.

3. Right click and type "Time-line" and select "Add a Time-line"



4. Name then double click the new Time-line Node. This will open the time-line.

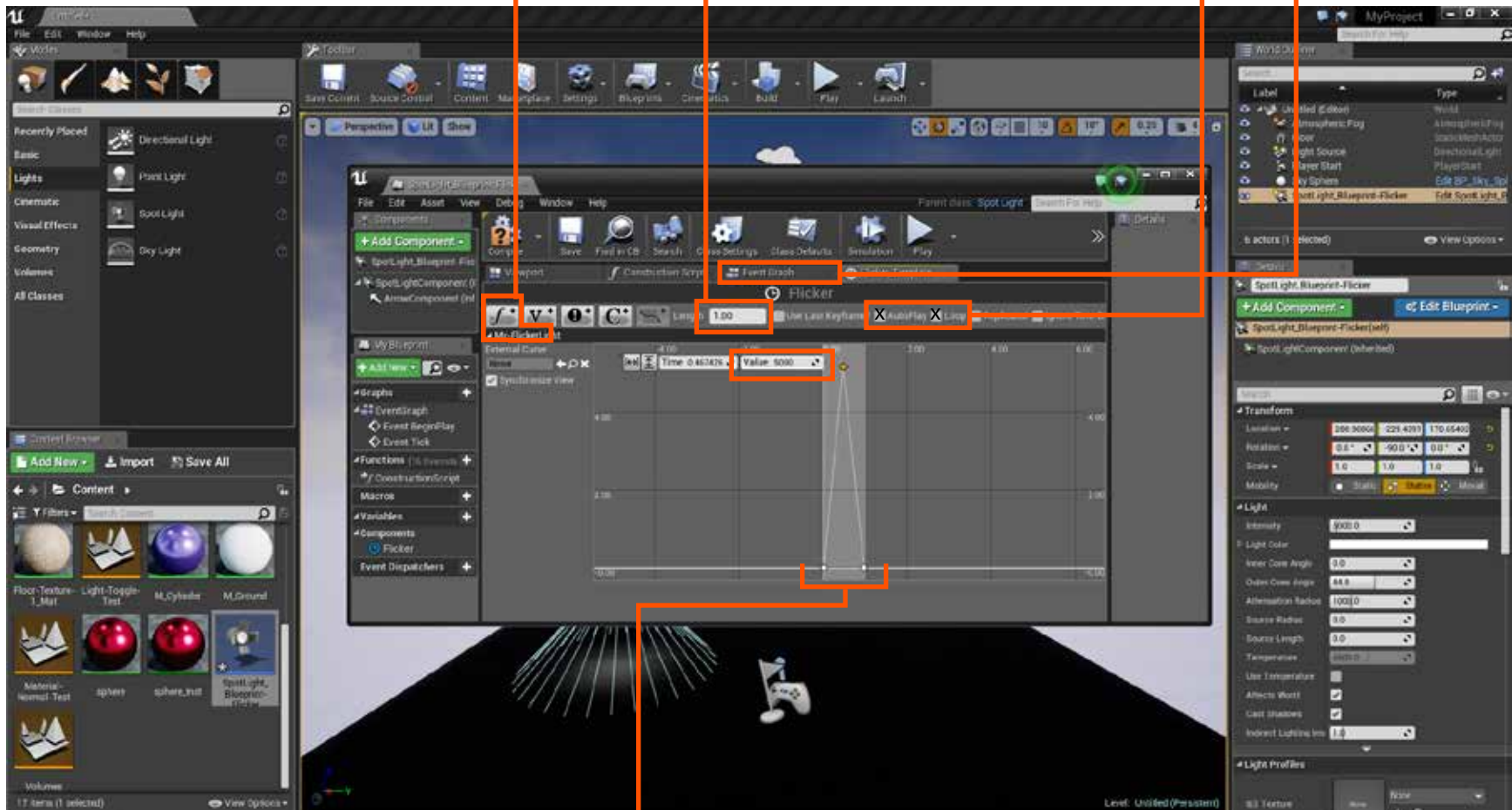


5. Open a new Flow Chart. Give it a name.

6. Reset the time to 1.0

9. Select "Auto Play" & "Loop"

10. Go to the "Event Graph"

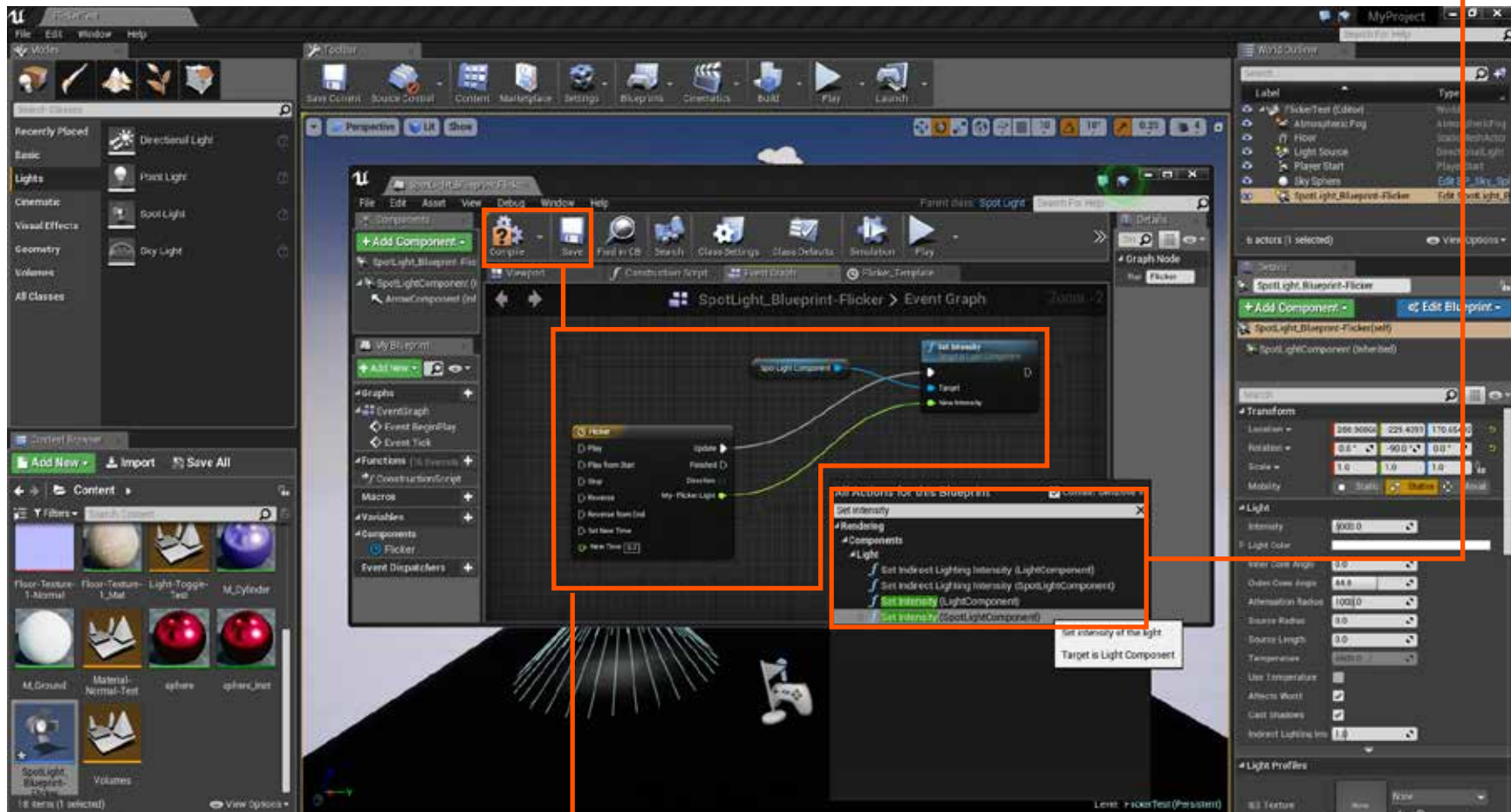


7. Hold down Shift and click 3 times along the time-line to set 3 keyframes.

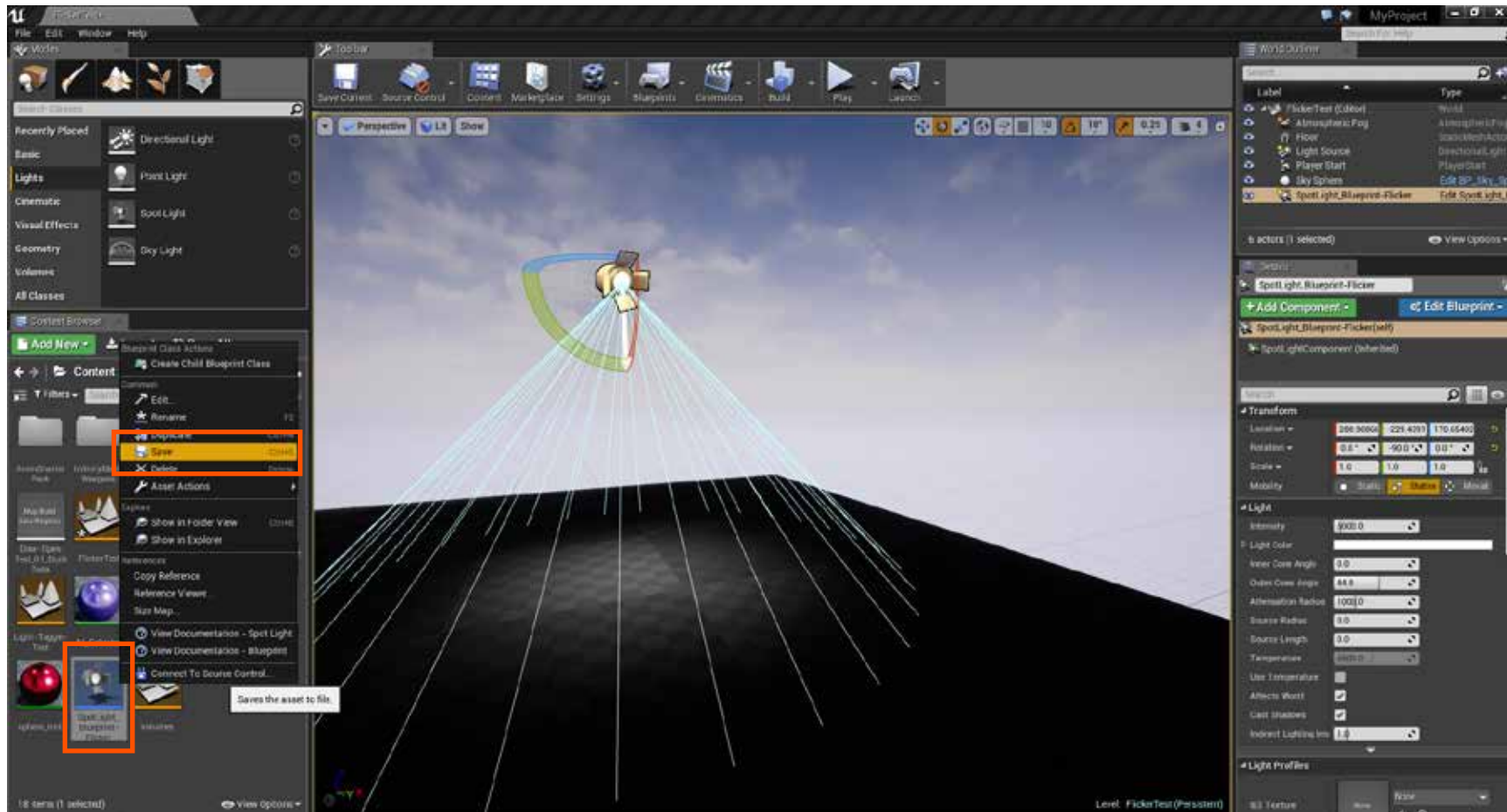
8. Select the middle keyframe and adjust it to 5000.  
These keys set the light to be off, then on, and then off.



11. Rick click in the Event Graph window and type "Set Intensity" and select "Spot Light Component"



12. Connect the nodes as shown and compile and save.



13. The Flicker Light is now in your "Content Browser". Right click and save it. Then test the effect.