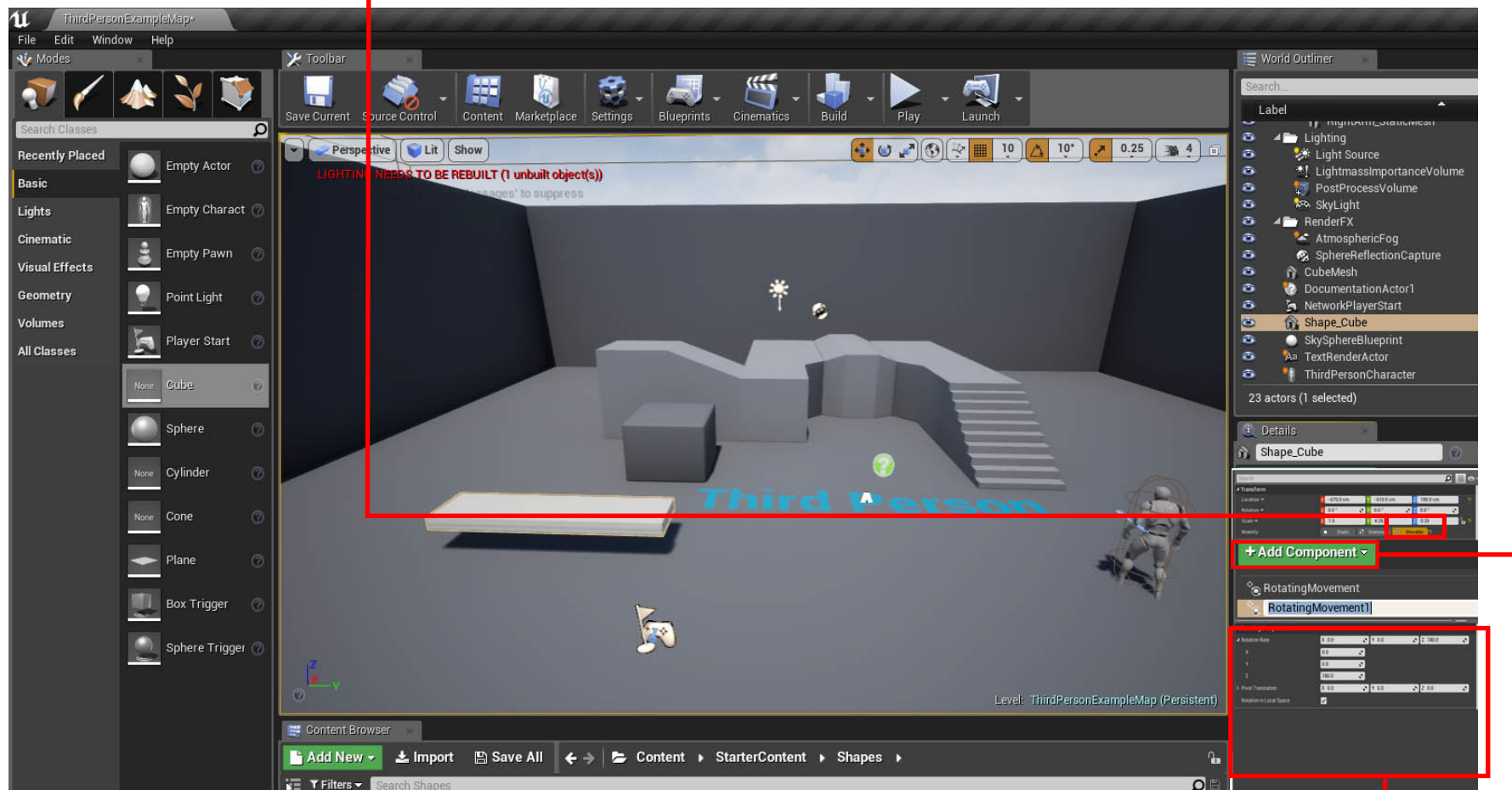


Rotating a static mesh is a great way to create a fan or an obstacle that your player has to avoid. It's a simple process.

1. Open a third person level and stretch a cube into a flatten shape and set it to be "Moveable".

2. Select the cube and add a Rotation Component



3. Adjust the axis and speed of the rotation here.