

Spike: 16**Title:** Create Simple Scene**Author:** Steven Efthimiadis, 1627406**Goals / deliverables:**

Create a new scene and import 2 actors and create two light sources. One dynamic and one baked.

To create this spike, you require:

- Importing Assets
- Creating Light Sources

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Download/ Importing Assets
 - <http://www.turbosquid.com/>
 - <https://docs.unrealengine.com/latest/INT/Engine/Content/SpeedTree/ImportingModelsIntoUE4/>
- Unreal Lighting
 - <https://docs.unrealengine.com/latest/INT/Engine/Rendering/LightingAndShadows/>

Tasks undertaken:

- Download Assets
- Import assets
- Create the different lights.

What we found out:

- Sometimes when you import assets. You can lose the materials that are on them so make sure you import them properly.