**Spike:**  *16*

**Title:** Create Simple Scene

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**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 loss the materials that are own them so make sure you import them properly.