GET UNREAL

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Blueprints Visual Scripting

The **Blueprints Visual Scripting** system in Unreal Engine is a complete gameplay scripting system based on the co
based interface to create gameplay elements from within Unreal Editor. This system is extremely flexible and powerfu
for designers to use virtually the full range of concepts and tools generally only available to programmers.

Through the use of *Blueprints*, designers can prototype, implement, or modify virtually any gameplay element, such a

- **Games** - set up game rules, tweak gameplay conditions, etc.
- **Players** - create variants with different meshes and *Materials* or character customization.
- **Cameras** - prototype new camera perspectives or change the camera dynamically during play.
- **Input** - change the player controls or allow players to pass input to items.
- **Items** - weapons, spells, pickups, triggers, etc.
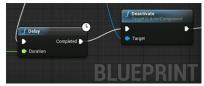- **Environments** - create randomized props or procedurally-generated items.

Introduction to Blueprints

If you are just getting started with Blueprints,
this provides a high-level overview of what
they are and what they can do.

Blueprint Overview

The Blueprint Overview page breaks down
the anatomy of a Blueprint and the different
types of Blueprints available.

Blueprint User Gu

The User Guide is t
the different parts o
that are available to

Blueprint Editor Reference

The Blueprint Editor Reference page
outlines the Blueprint Editor's Interface
elements and its basic usage instructions.

Blueprint Node Reference

Comprehensive reference covering all
function calls, events, and other Blueprint
nodes

Blueprints - How

The Blueprint How
short step-by-step g
Blueprints.

🌐 Guides

Blueprint Editor Cheat Sheet

Blueprint Best Practices

Using Bluepr

Blueprint Communication Project

🎬 Video Tutorials

Full Topic Index

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