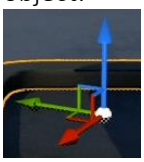
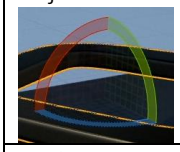
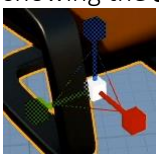
Unreal Engine 5 C++ The Ultimate Game Developer Course

Section 1 – Getting Started

Object Manipulation

Description	Command/Icon
Select Object Selecting an object outlines it in yellow	Left-Click on an Object in the Viewport
Translation Allows us to translate objects in the viewport, showing the **translation gizmo** on the selected object: 	 W – Enter Translation Mode Click and drag an arrow on the translation gizmo to move object in that axis Click and drag a square on the gizmo to translate the object in two axes Click and drag the white sphere in the center to move the object in all directions
Rotation Allows us to rotate objects in the viewport, showing the **rotation gizmo** on the selected object: 	 E – Enter Rotation Mode Click and drag an arc on the rotation gizmo to rotate an object about an axis
Scale Allows us to scale objects in the viewport, showing the **scale gizmo** on the selected object: 	 R – Enter Scale Mode Click and drag a box on the scale gizmo to scale an object in an axis direction Click and drag a triangle on the gizmo to scale the object in two axes Click and drag the white box in the center to scale the object uniformly in all directions
Snapping Moving, rotating, or scaling objects can be done in discrete increments when snapping is enabled. Numbers to the right of the snapping icons determine the snap amount	 Snap mode icons: Translation (Left), Rotation (Middle), Scale (Right)

Local/World Space Transform gizmos will show directions relative to local or world space depending on the mode selected	- World space selected - Local space selected
Snap to Surface Controls how objects snap to surfaces. Change the Surface Offset for objects to snap to surfaces with a desired offset.	
Duplicate Objects Objects can be duplicated in translation or rotation transform mode	ALT + Click and drag an arrow on the translation gizmo ALT + Click and drag an arc on the rotation gizmo