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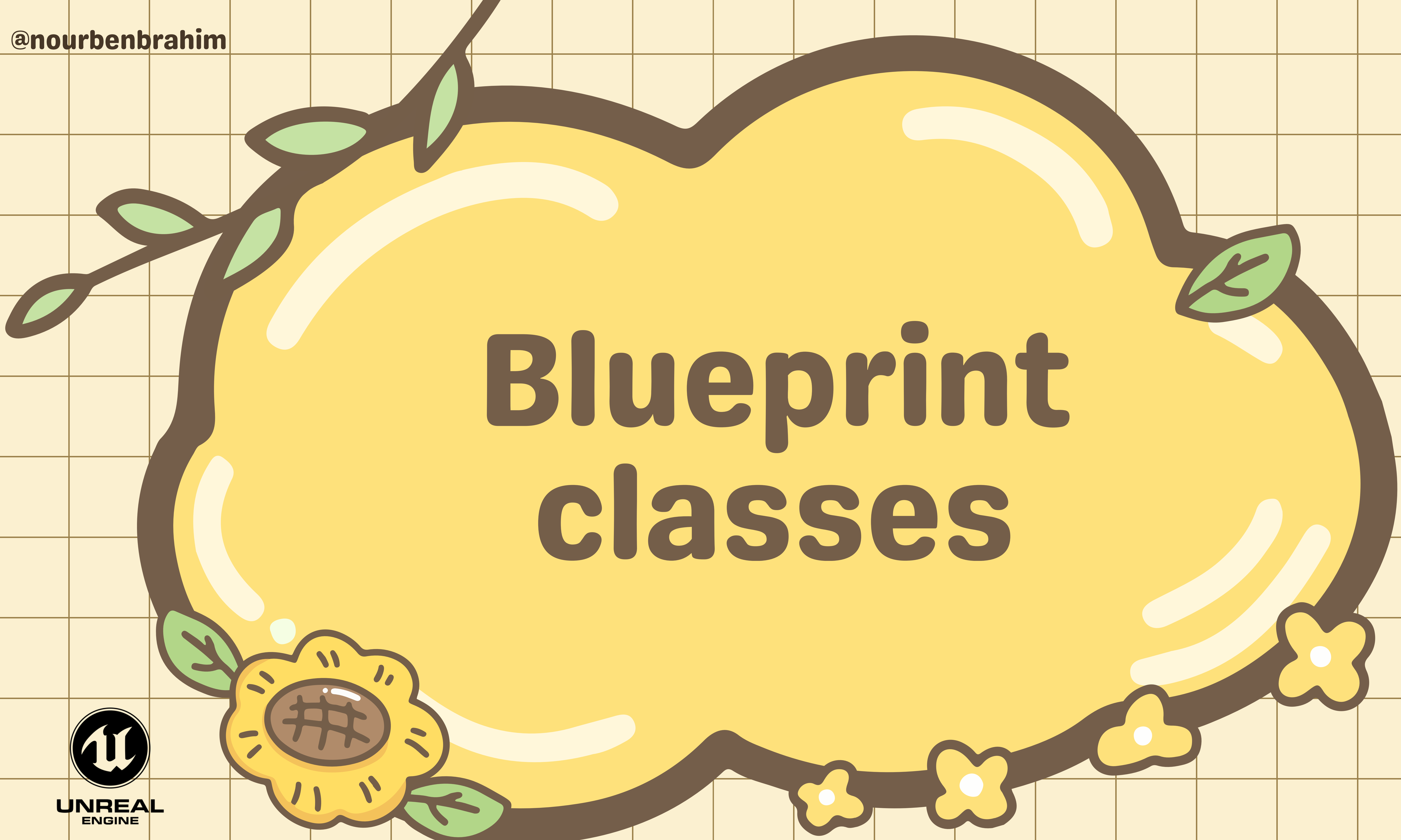

Blueprint classes

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Object

The **Object base class** (UObject) in Unreal Engine is the root class of most engine objects. It provides essential features such as memory management, serialization, and reflection, enabling objects to be created, tracked, and used by the engine.

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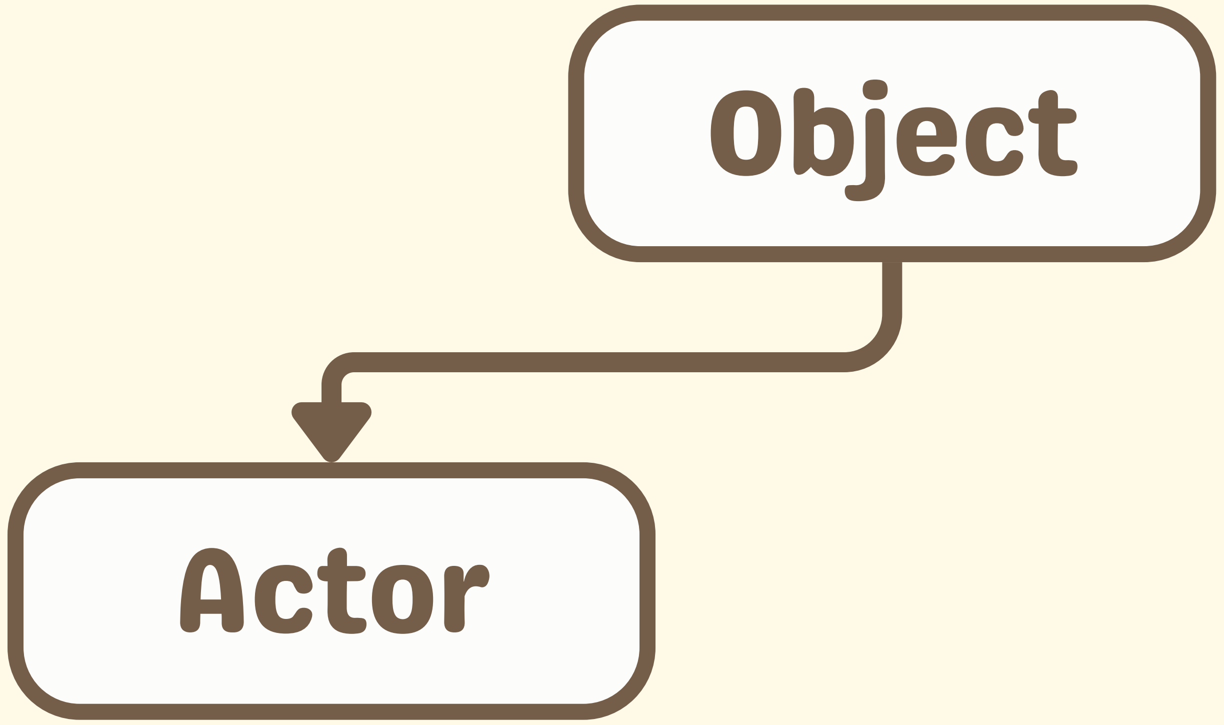
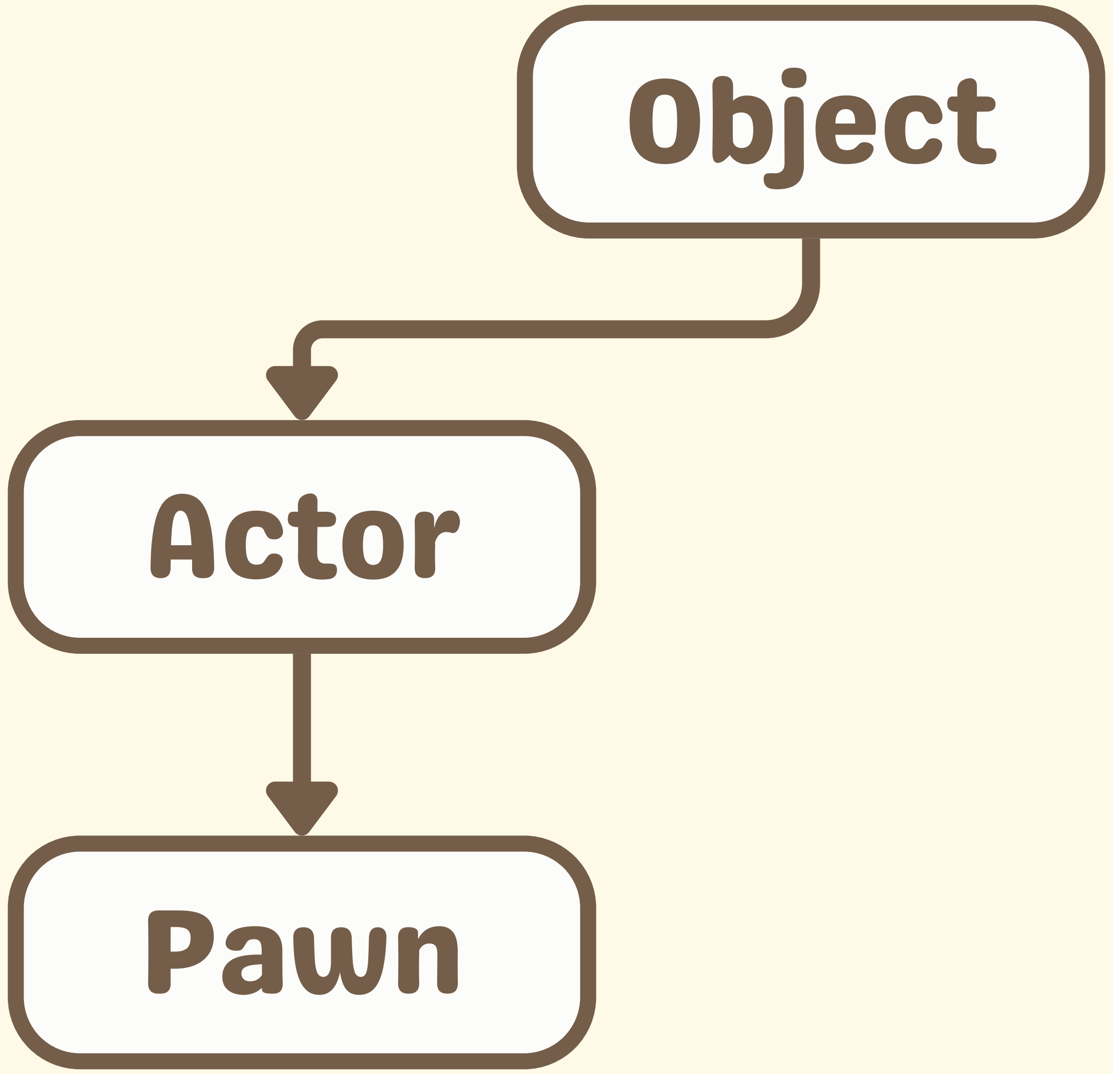
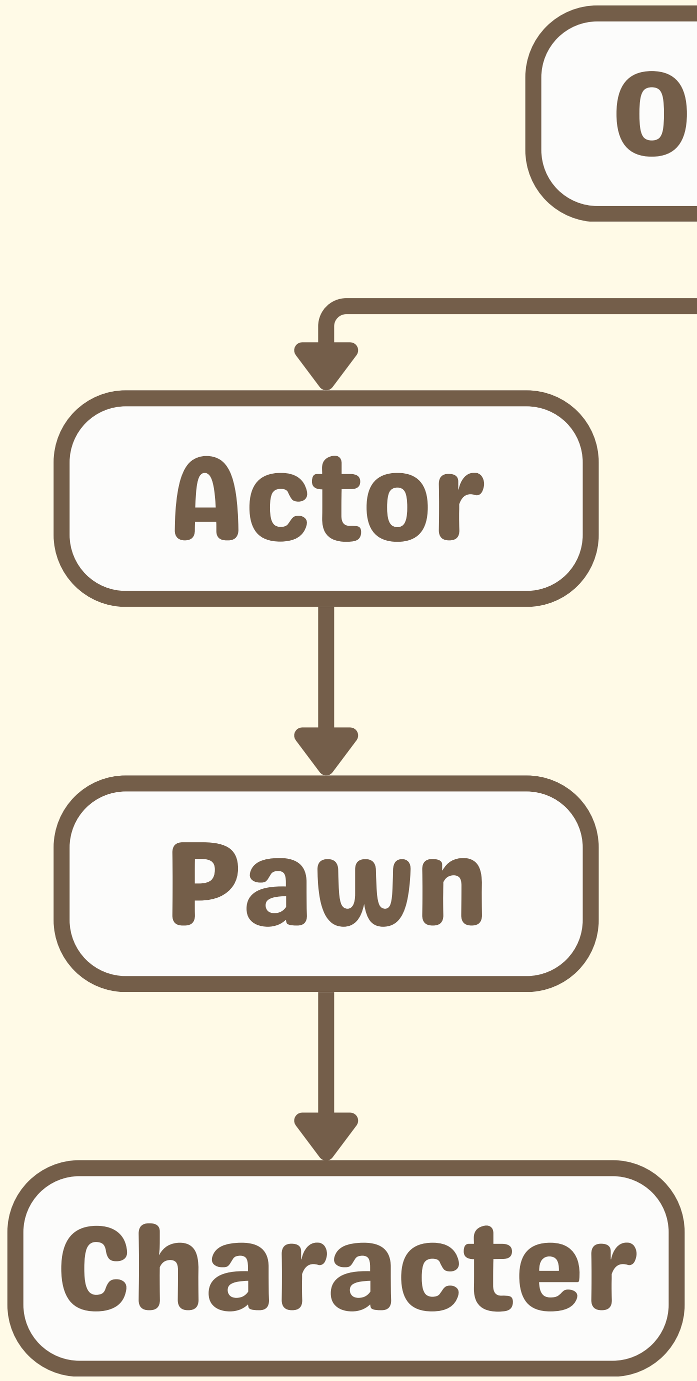


The **Actor class** (AActor) in Unreal Engine is any object that can be placed or created in the game world and has a position, rotation, and scale.



The **Pawn class** (APawn) in Unreal Engine is an Actor that can be controlled by a player or AI through a Controller. It represents a character or entity in the game world that can receive input, move, and interact with the environment.



Object

Actor

Pawn

Character

The **Character class** (ACharacter) in Unreal Engine is a specialized type of Pawn that includes a skeletal mesh for animation and a movement component to handle walking, jumping, and other types of movement.

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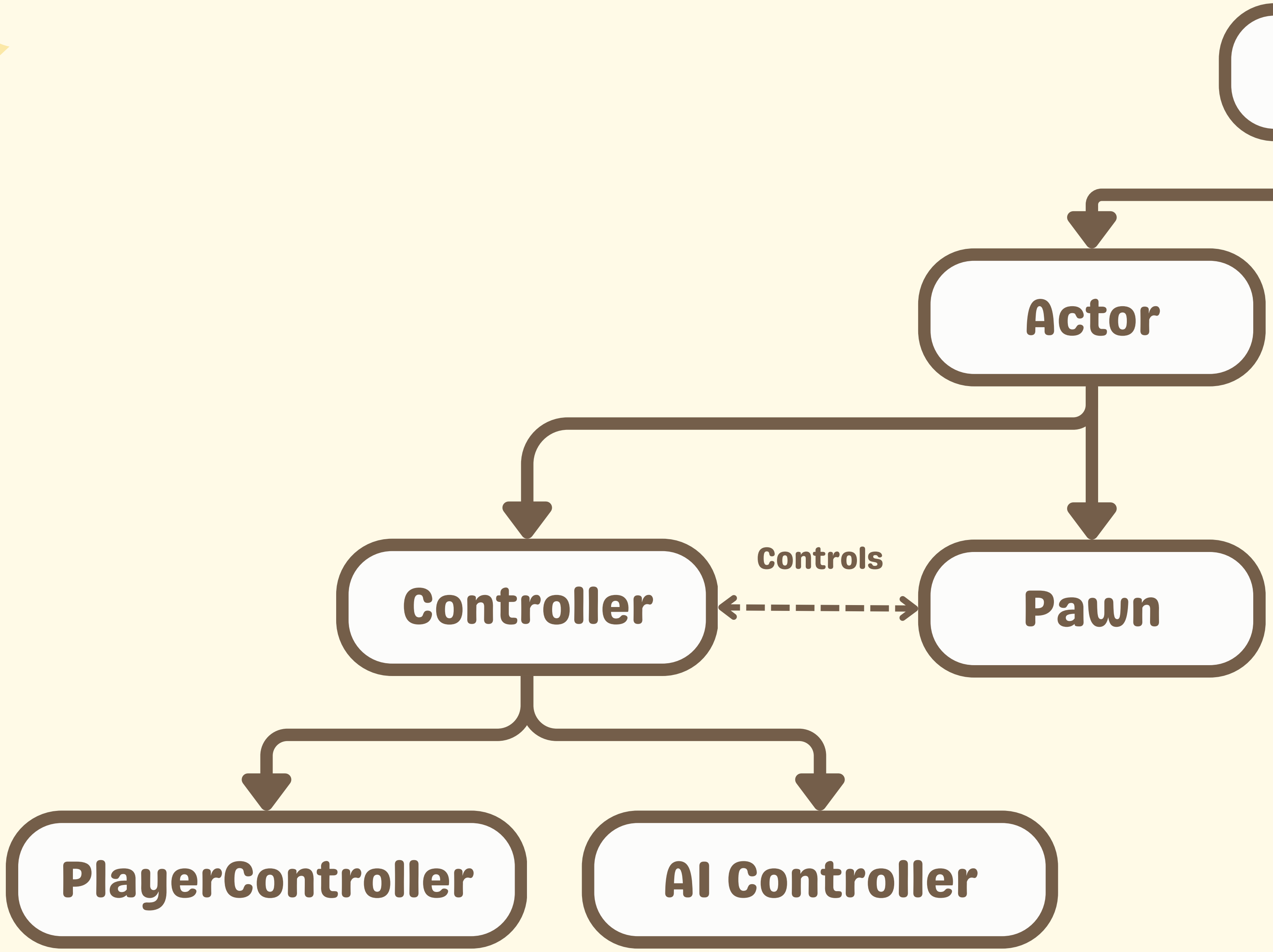
Object
Actor
Controller
Controls
Pawn
PlayerController
AI Controller

The **Controller class** in Unreal Engine is an object that controls a Pawn. It processes input and makes decisions for the Pawn, whether controlled by a player (APlayerController) or AI (AAIController)

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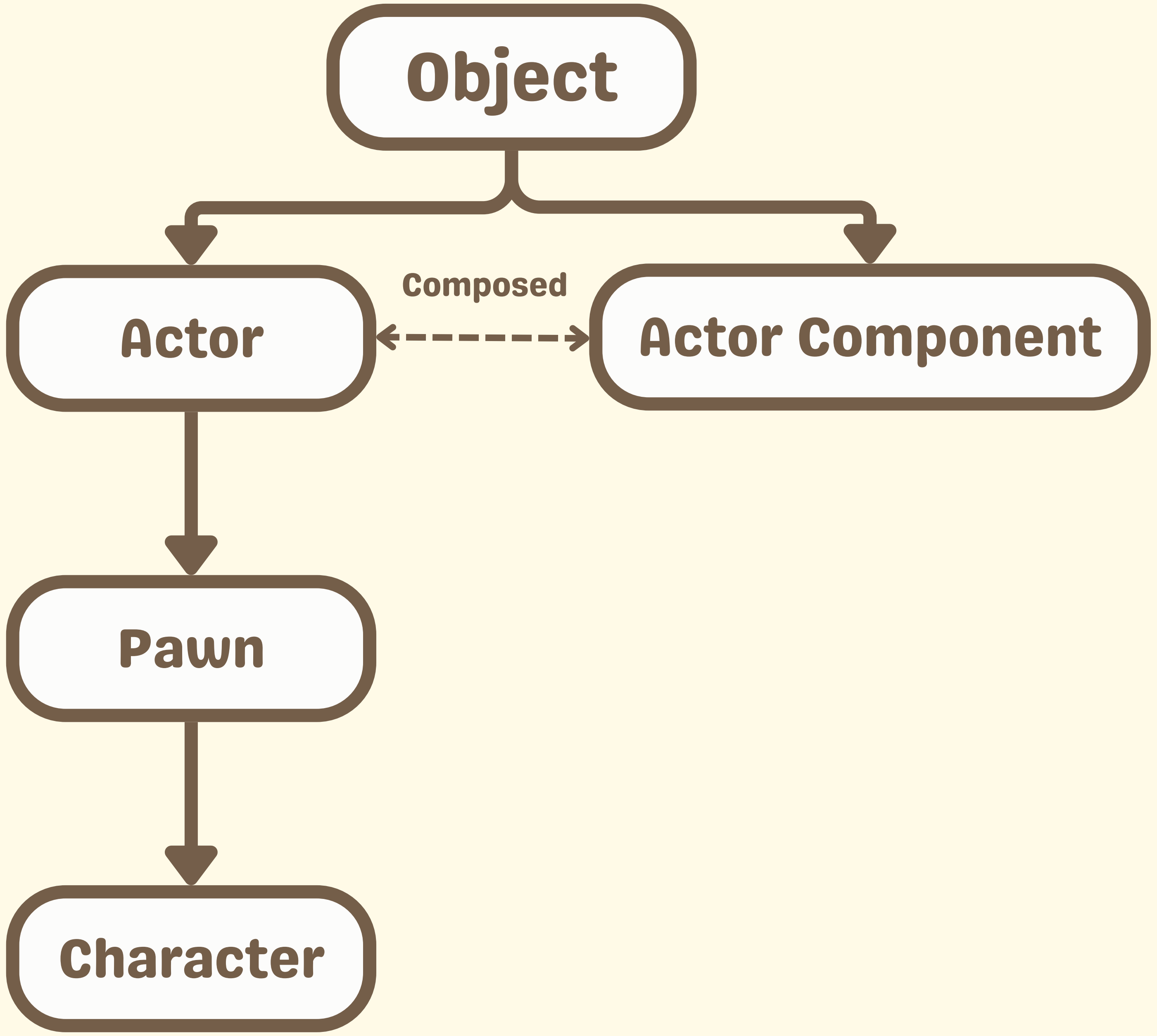


Object

Actor

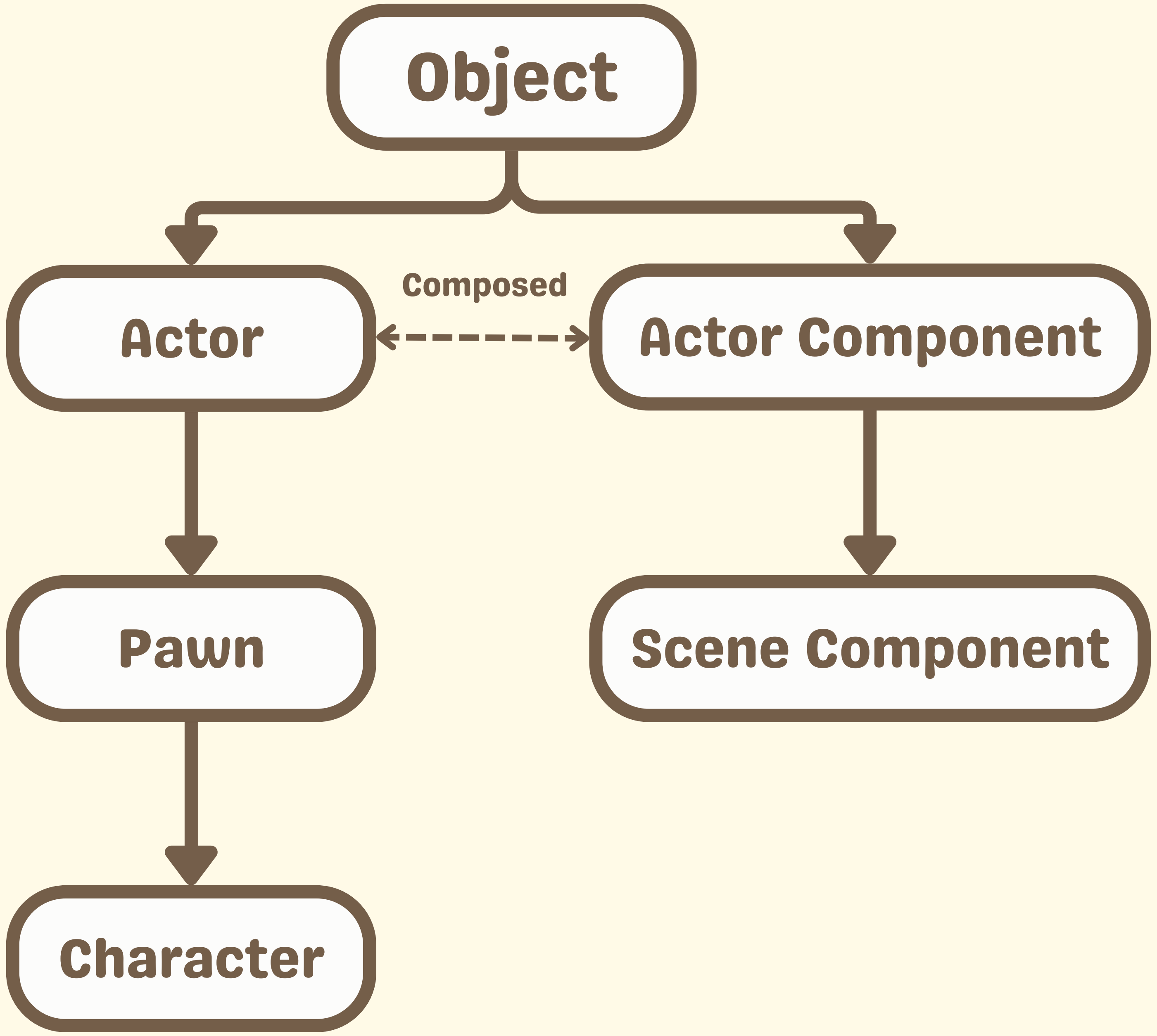
Composed

Actor Component

Pawn

Character

The **Actor Component class** in Unreal Engine is piece of functionality that can be attached to an Actor to extend its behavior. It provides specific features like movement, AI, audio, or input handling without being a full Actor itself.



Object

Actor

Composed

Actor Component

Pawn

Scene Component

Character

The **Scene Component class** in Unreal Engine is an Actor Component that has a transform (location, rotation, and scale)

Questions

1. What are the differences between an **Actor**, a **Pawn**, and a **Character** in Unreal Engine?
2. A **Character** is..........and.........
3. What is the relationship between an **Actor** and a **Component**?
4. Before using the **Event On Begin Overlap**, what must be set up first?
5. How can a **Timeline** be linked to a **Lerp** (Linear Interpolation) function?

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Get in touch

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