

Blueprint classes

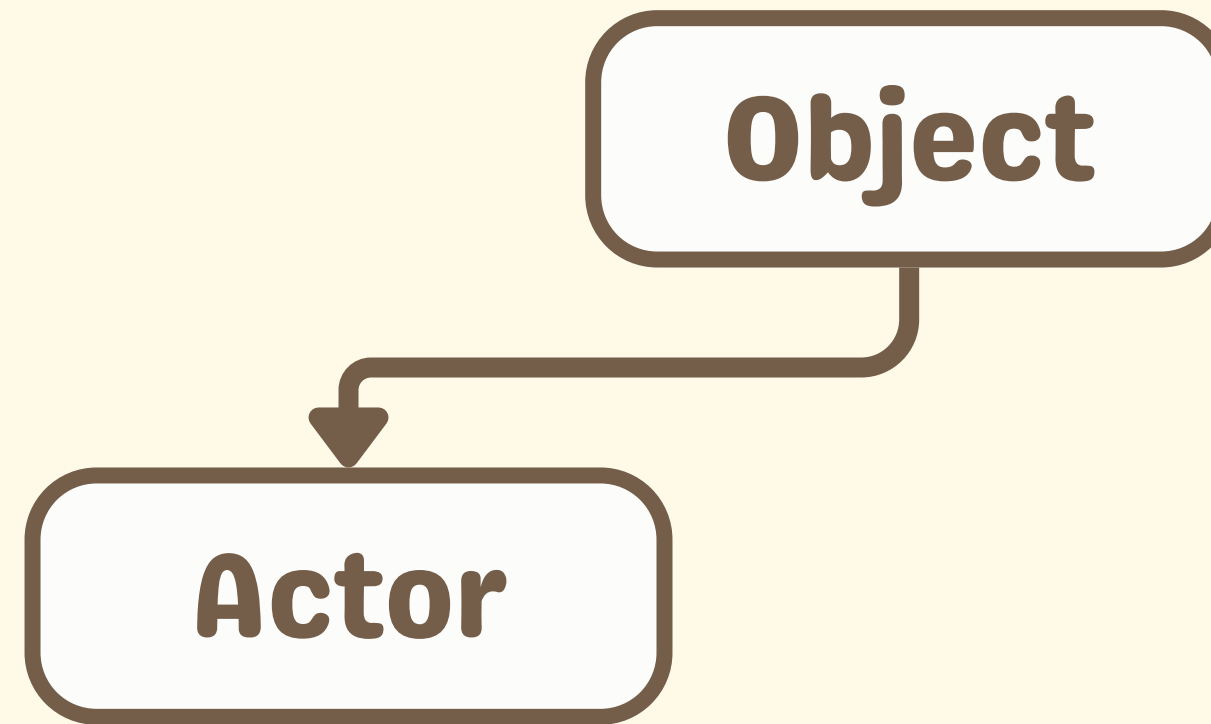


UNREAL
ENGINE

Object

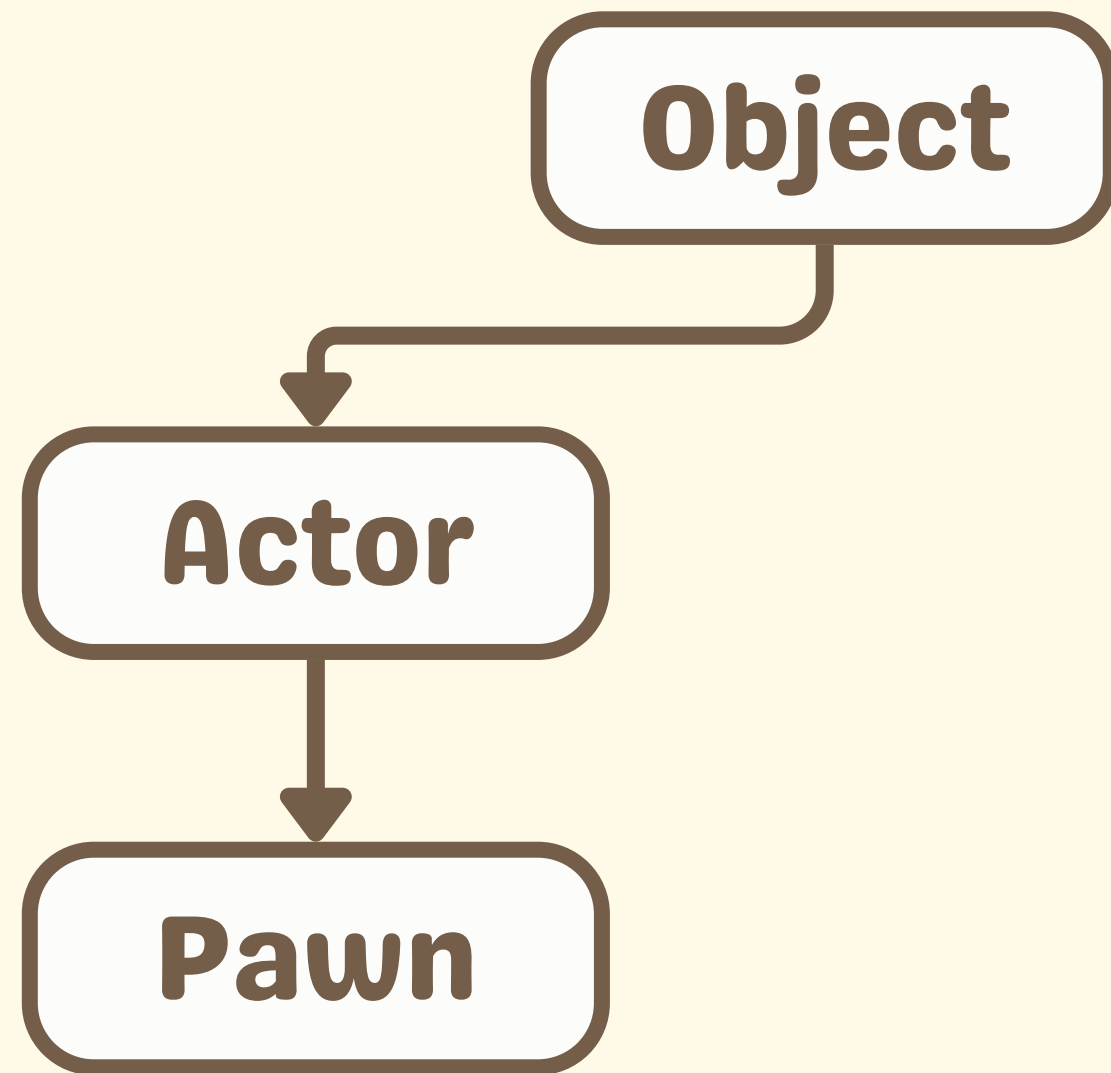
The **Object base class** (UObject) in Unreal Engine is the root class of most engine objects. It provides essential features such as memory management, serialization, and reflection, enabling objects to be created, tracked, and used by the engine.





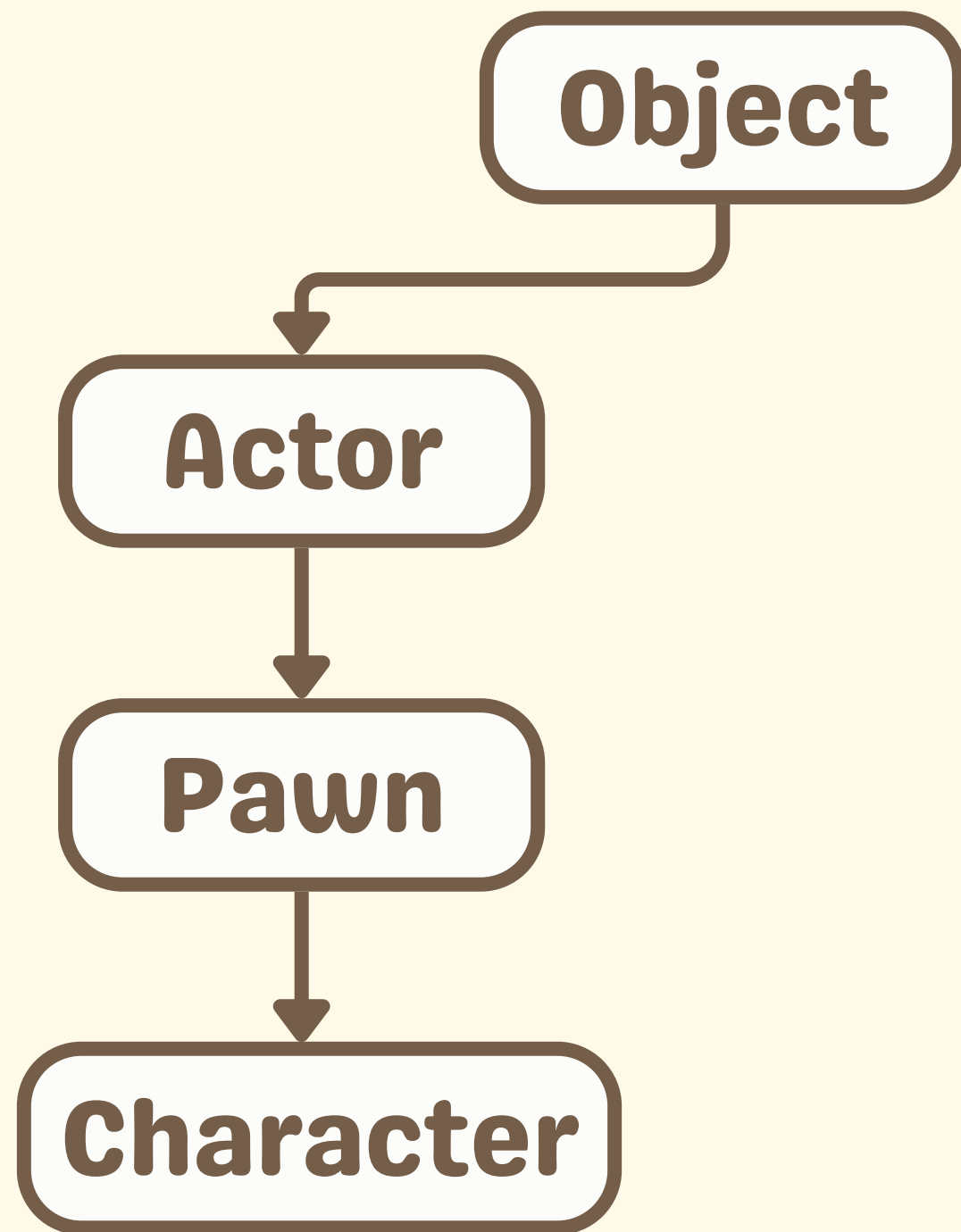
The **Actor class** (AActor) in Unreal Engine is any object that can be placed or created in the game world and has a position, rotation, and scale.





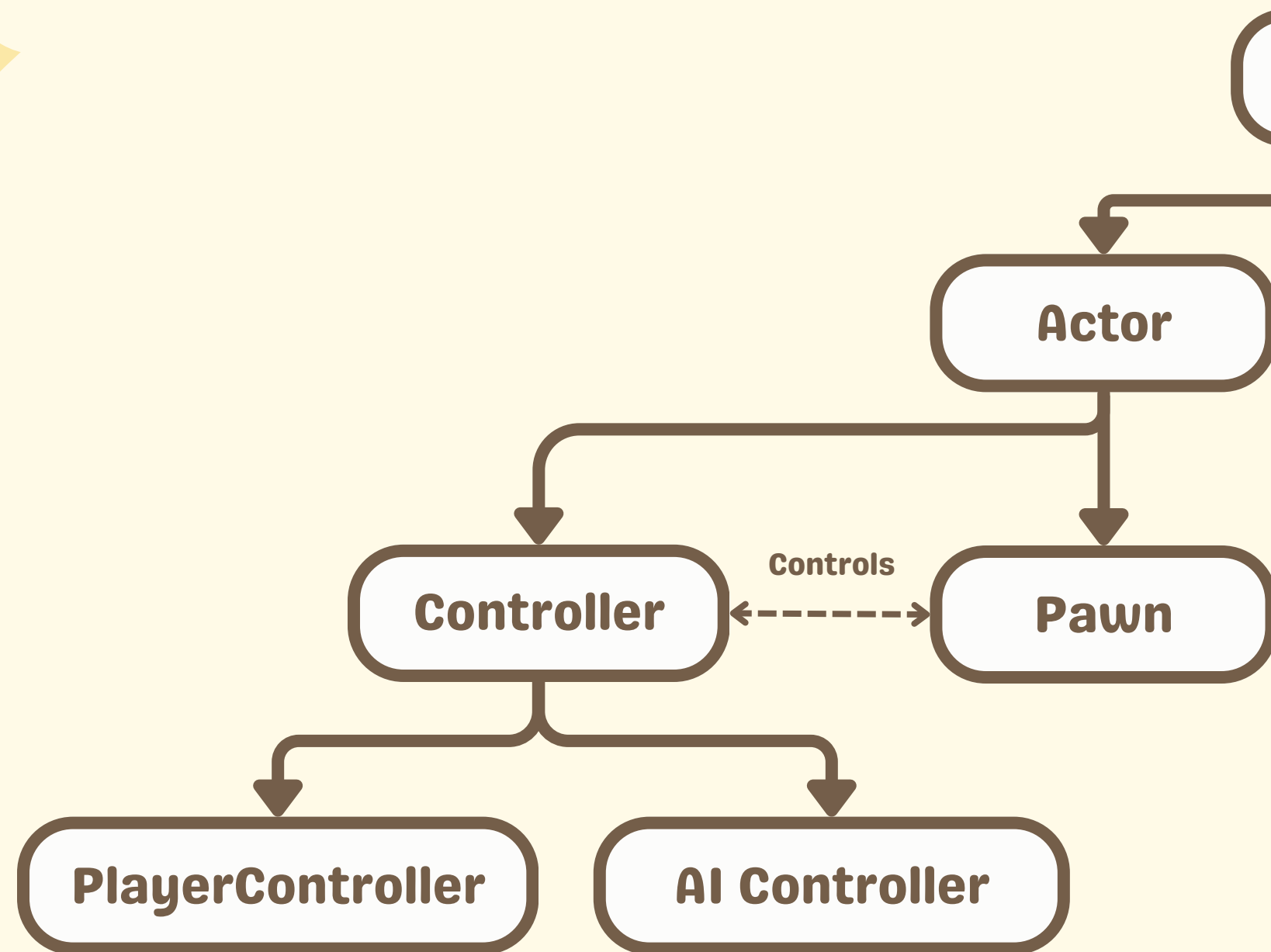
The **Pawn class** (APawn) in Unreal Engine is an Actor that can be controlled by a player or AI through a Controller. It represents a character or entity in the game world that can receive input, move, and interact with the environment.





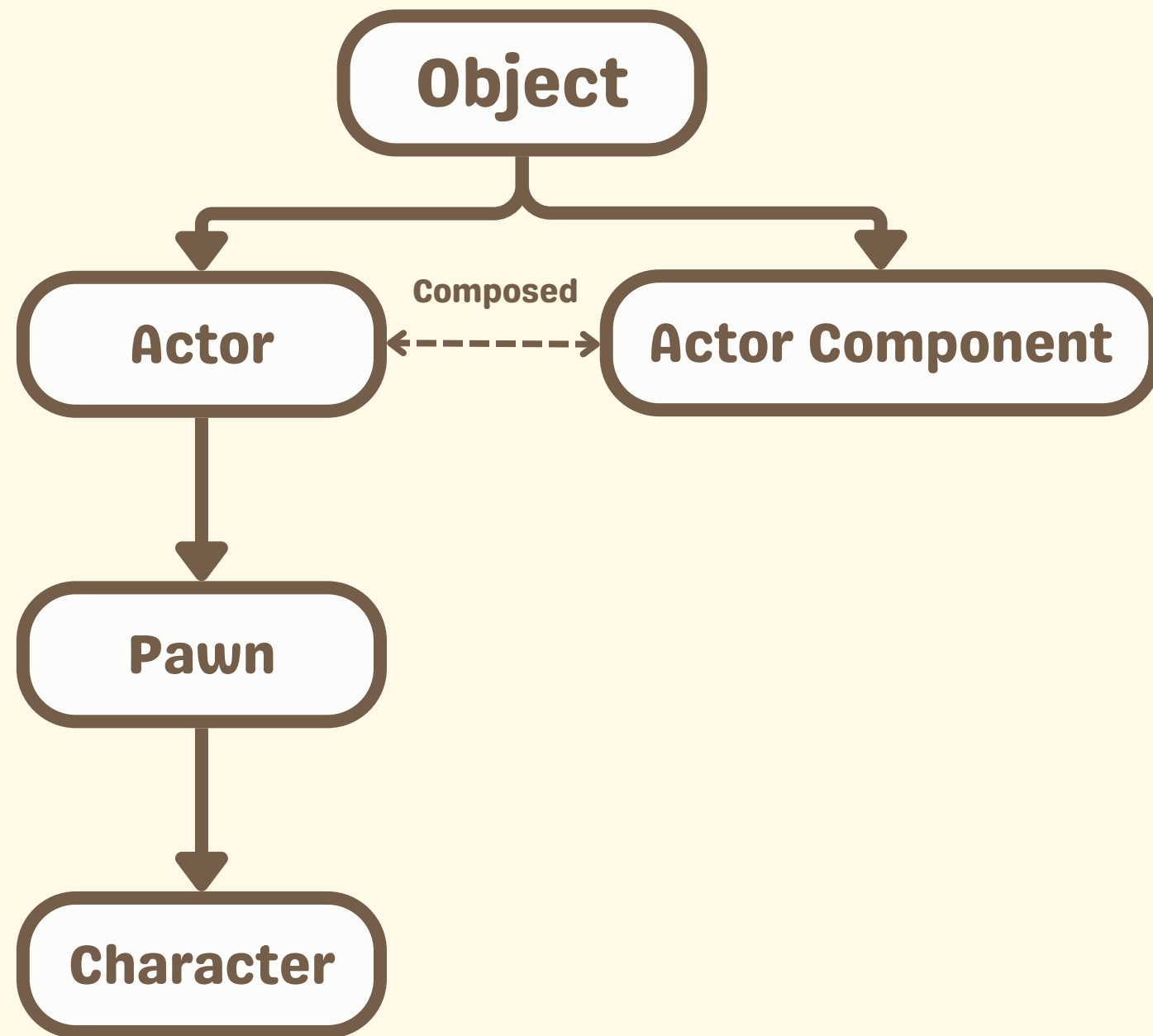
The **Character class** (ACharacter) in Unreal Engine is a specialized type of Pawn that includes a skeletal mesh for animation and a movement component to handle walking, jumping, and other types of movement.





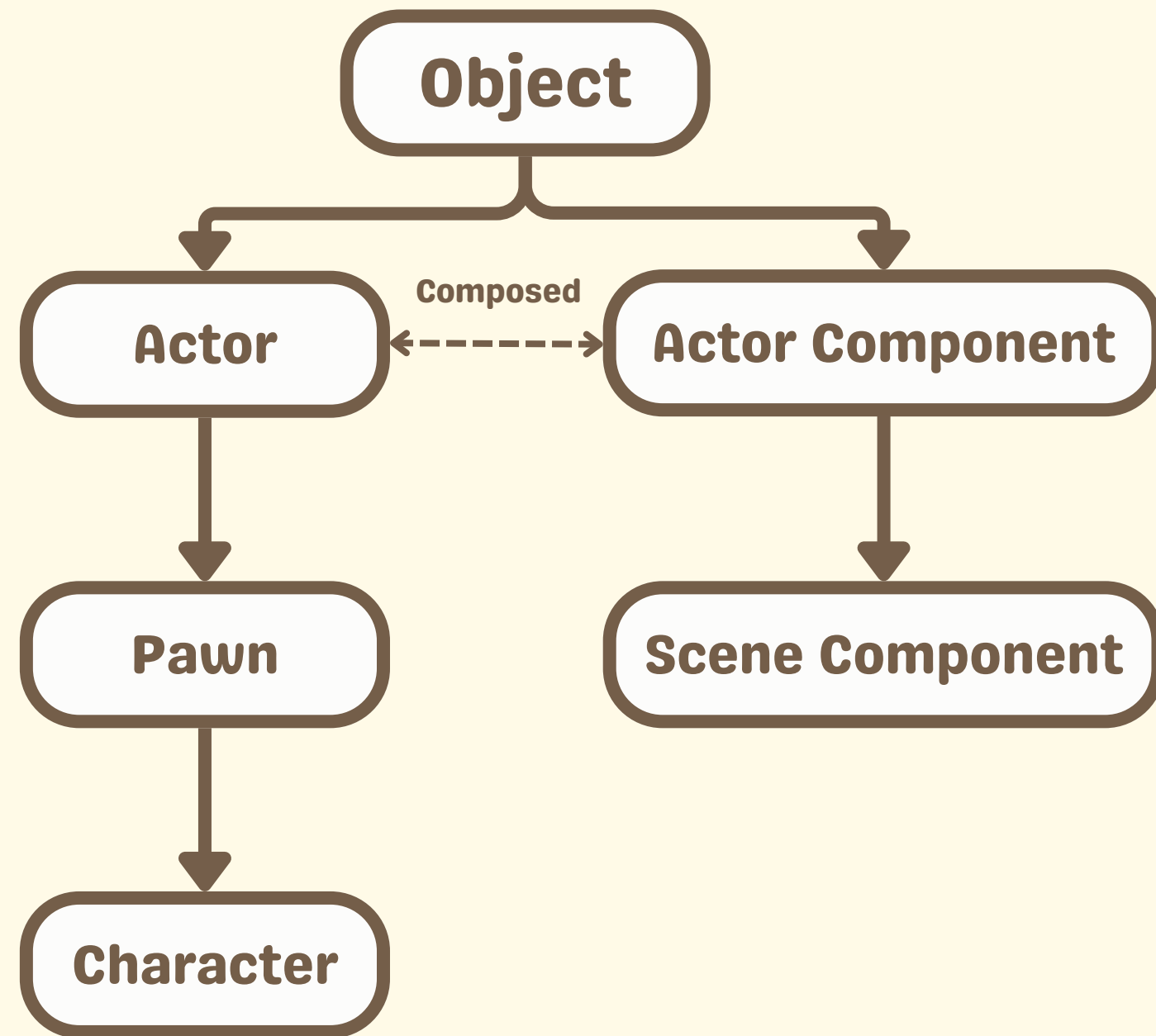
The **Controller class** in Unreal Engine is an object that controls a Pawn. It processes input and makes decisions for the Pawn, whether controlled by a player (APlayerController) or AI (AAIController)





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.





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

