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 Dashboard


[/home]

 Content Library

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 Achievements

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Your First Hour with Unreal Engine Quiz

(https://learn.unrealengine.com/course/2503277)

/ Assessment Results

Your First Hour with Unreal Engine Quiz was completed by Joshua Nguyen on 08/02/2020 03:22:26 PM .

Attempts
 2

Time Taken
 00:01:56

Score (Passmark 100%)

100% - Passed

Correct

You want to add a model of a tree into your level. Where in the Editor window will you find this assets?

- ☒ ☐ Content Browser
- ☐ Modes Panel
- ☐ Components Tab

Correct

Where can you add and remove the different components of a Blueprint Actor?

- ☒ ☐ Components tab
- ☐ Default Settings
- ☐ Event Graph

Correct

What is the benefit to starting a project with a template?

- ☒ ☐ Project Templates can provide a head start for different types of projects.

(<https://www.unrealengine.com/>)

☐ Project Templates provide instruction on how to start that type of project. (<https://www.unrealengine.com/blog>)

☐ Project Templates set your project to the best Unreal Engine version for that type of project.

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Correct

What is an Actor in Unreal Engine?

- ☒ ☐ One or more components that work as a single entity.
- ☐ A type of object that has special lighting properties.
- ☐ A container for everything in the level.

Correct

After you've added lights to your scene, you want to change the intensity of the light. After selecting the light, where will you be able to change its settings?

- ☒ ☐ Details Panel
- ☐ Modes Panel
- ☐ World Outliner

Correct

You want to find a specific actor in your scene. Where would be the best place to find an actor in your level?

- ☒ ☐ The World Outliner
- ☐ The Content Browser
- ☐ The Modes Panel
- ☐ The Toolbar

Correct

You want to add lighting to your level. Which panel in the Editor has a list of Light actors you can add?

- ☒ ☐ Modes Panel
- ☐ Content Browser
- ☐ World Outliner

Correct

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You want to move asset(s) from one project to another. How
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could you do that?

- ☒ ☐ Right click the asset or folder, select "migrate," then choose the destination project.
- ☐ Drag and drop the assets from one projects Content Browser into another projects Content Browser.
- ☐ You can't, you have to reimport assets into projects manually.
- ☐ Import one projects assets into a new project via the World Outliner.

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