



## Introducing Unreal Engine

Editor Basics Introduction ✓  
[/course/2436620/module/5328710/open?moduletype=6&assigned=True&LPId=0]

Editor Basics Overview ✓  
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The Viewport ✓  
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World Outliner ✓  
[/course/2436620/module/5328724/open?moduletype=6&assigned=True&LPId=0]

Details Panel ✓  
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Introducing Unreal Engine Quiz 1 ☐  
[/course/2436620/module/5331008/open?moduletype=3&assigned=True&LPId=0]

Modes Panel ✓  
[/course/2436620/module/5329072/open?moduletype=6&assigned=True&LPId=0]

## Review your answers

You have reached the end of the assessment.  
Please review your answers and click "complete" to finish the module.

**1. Your scene has a particle effect that will only run when viewed in-game. What is the quickest way to see your particle effect run?**

Press G to enable Game View.

↑ Change this answer  
[/assessment/question?courseid=2436620&moduleid=5331008&questionid=1]

**2. You've built a scene and want to quickly view it from multiple preset angles. Which Unreal Engine shortcut would work best?**

Bookmarks

↑ Change this answer  
[/assessment/question?courseid=2436620&moduleid=5331008&questionid=2]

**3. You need to manually input the Location, Rotation and Scale values of an object in your scene, where are you able to do this?**

Details panel

↑ Change this answer  
[/assessment/question?courseid=2436620&moduleid=5331008&questionid=3]

**COMPLETE**