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Blueprints - Tutorials

The Blueprint Tutorial page provides several short step-by-step guides for working with Blueprints.



If you are new to [Blueprints Visual Scripting](#) in Unreal Engine, these Blueprint Tutorials provide information on the core aspects needed to work with Blueprints including Creating Blueprints, Adding and Connecting Nodes, Creating Variables and others as seen in the tables below.

When you are ready and have an understanding of the core aspects behind Blueprints, Gameplay oriented Blueprint Tutorials can be found in [Making Interactive Experiences](#) which illustrate gameplay related elements like Spawning / Destroying Actors, Respawning (OnDestroyed), Using Timers, and more.

Beginner



Creating Functions

Create a Function which displays text when a key is pressed.



Making Macros

A Macro is used to check if a player has enough energy to jump.



Set and Get an Actor Reference

Use an actor reference to move actors around in a level.



Placing Nodes

Illustrates the methods in which you can add nodes to Blueprints.



Collapsing Graphs

Collapsing nodes to a new Graph, a Function, or a Macro.



Connecting Nodes

Examples of the ways to connect nodes together in Blueprints.



Blueprint Debugging Example

Pause execution using Breakpoints to inspect graphs and the values of variables.

Intermediate



Creating Functions

Create a Function which displays text when a key is pressed.



Making Macros

A Macro is used to check if a player has enough energy to jump.



Set and Get an Actor Reference

Use an actor reference to move actors around in a level.



Placing Nodes

Illustrates the methods in which you can add nodes to Blueprints.



Collapsing Graphs

Collapsing nodes to a new Graph, a Function, or a Macro.



Connecting Nodes

Examples of the ways to connect nodes together in Blueprints.



Blueprint Debugging Example

Pause execution using Breakpoints to inspect graphs and the values of variables.

Advanced



Creating Functions

Create a Function which displays text when a key is pressed.



Making Macros

A Macro is used to check if a player has enough energy to jump.



Set and Get an Actor Reference

Use an actor reference to move actors around in a level.



Placing Nodes

Illustrates the methods in which you can add nodes to Blueprints.



Collapsing Graphs

Collapsing nodes to a new Graph, a Function, or a Macro.



Connecting Nodes

Examples of the ways to connect nodes together in Blueprints.



Blueprint Debugging Example

Pause execution using Breakpoints to inspect graphs and the values of variables.