Epic Games

(v1)

Blueprint: Essential Concepts Quiz 2

Name: Yann GEFFROTIN

Score: 100%

Passmark: 100%

Attempted: Tuesday, November 24, 2020

Attempt Number: 3

Time Taken: 00:00:26

Locked: No

Marking Required: No

Question Type: Multiple Choice	Correct A designer has asked to be able to modify a Blueprint Actor's properties and see the changes appear in-editor. Where would these properties be updated within the Blueprint?	Actual Answer	Answer Given	
Weight: 1		Construction Script	Construction Script	
		Event Graph		
		Blueprint Function		
		Blueprint Data Actor		
Question Type: Multiple Choice	Correct If you want to modify Blueprint variables within the editor, what type of variable do they need to be?	Actual Answer	Answer Given	
Weight: 1		Public	Public	
		Private		
		Float		
		Vector		

Question Type: Multiple Choice	Correct You need to add a Trigger Volume to your scene. Within a Blueprint Actor, the trigger then becomes a _____ of the Blueprint Actor.	Actual Answer	Answer Given	
Weight: 1		Component	Component	
		Actor		
		Node		