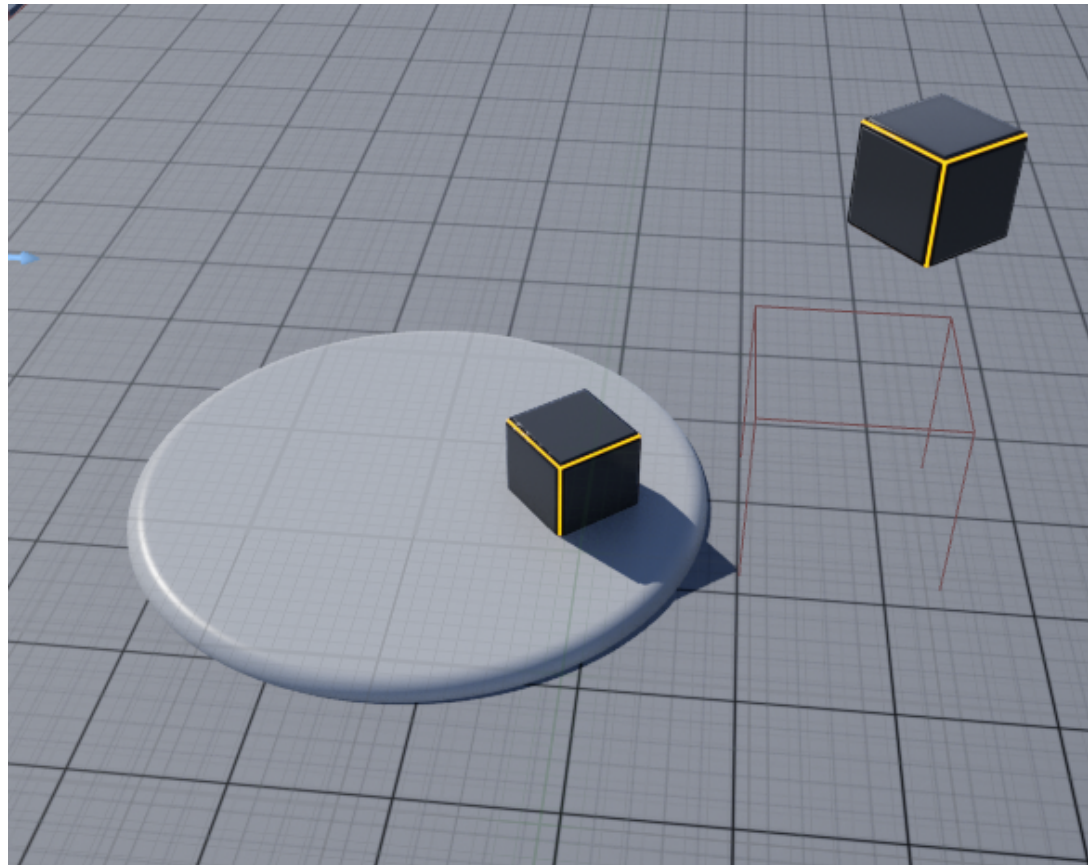# Creating a simple „Drehbühne"

After being familiarised with the general User Interface lets try to create some „interactive" content - a simple „Drehbühne" a staple in in Theater Buildings for the last centuries.
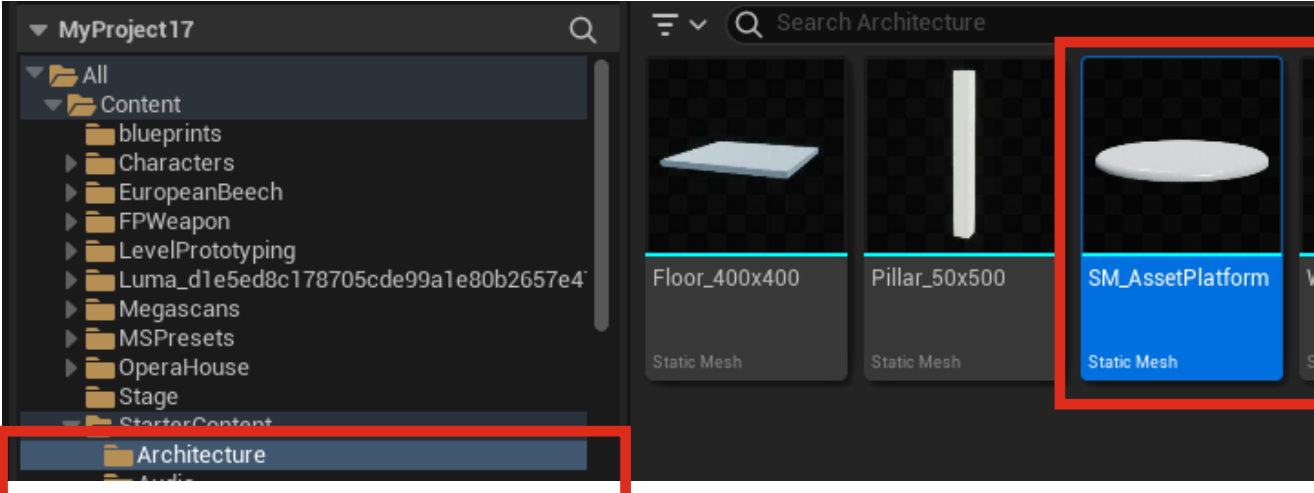
The concept:

Add a cylinder to the scene, scale it down and add a „box collison".
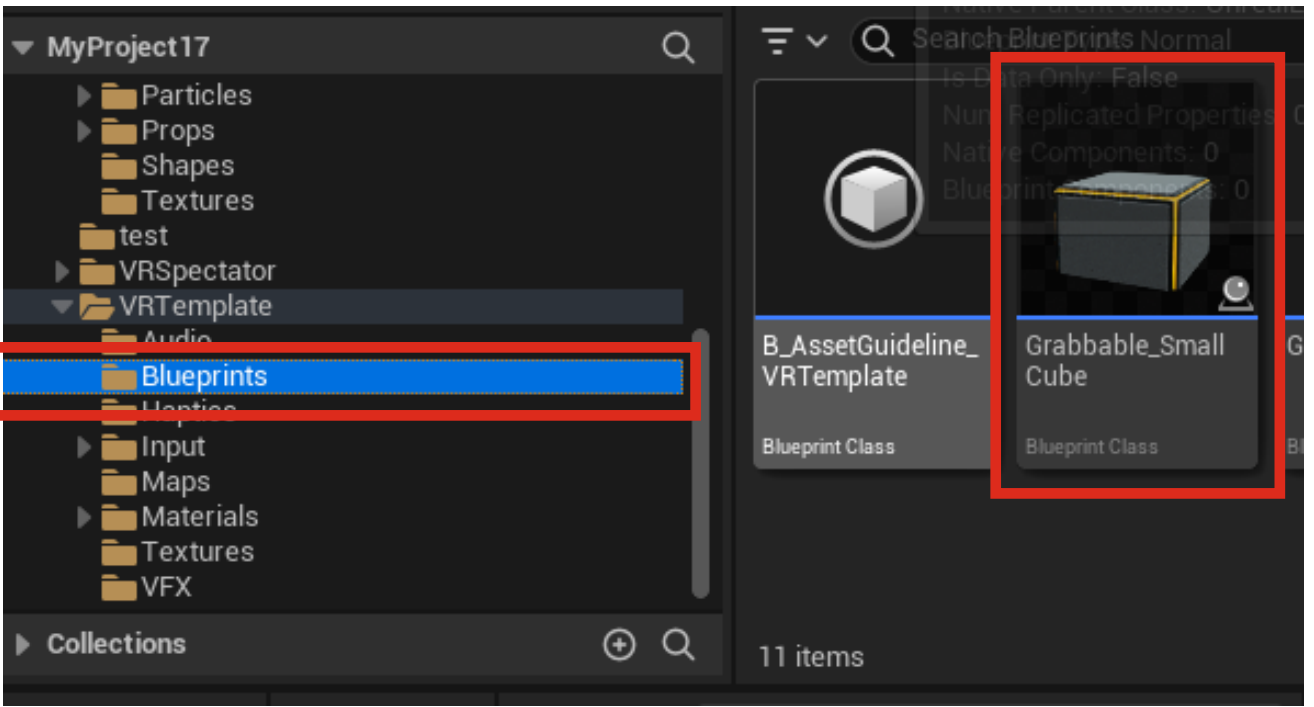Using Blueprint Buildings Blocks in the „Level Blueprint„ we can activate the „Drehbühne" as soon as something or somebody interacts with the collision box.
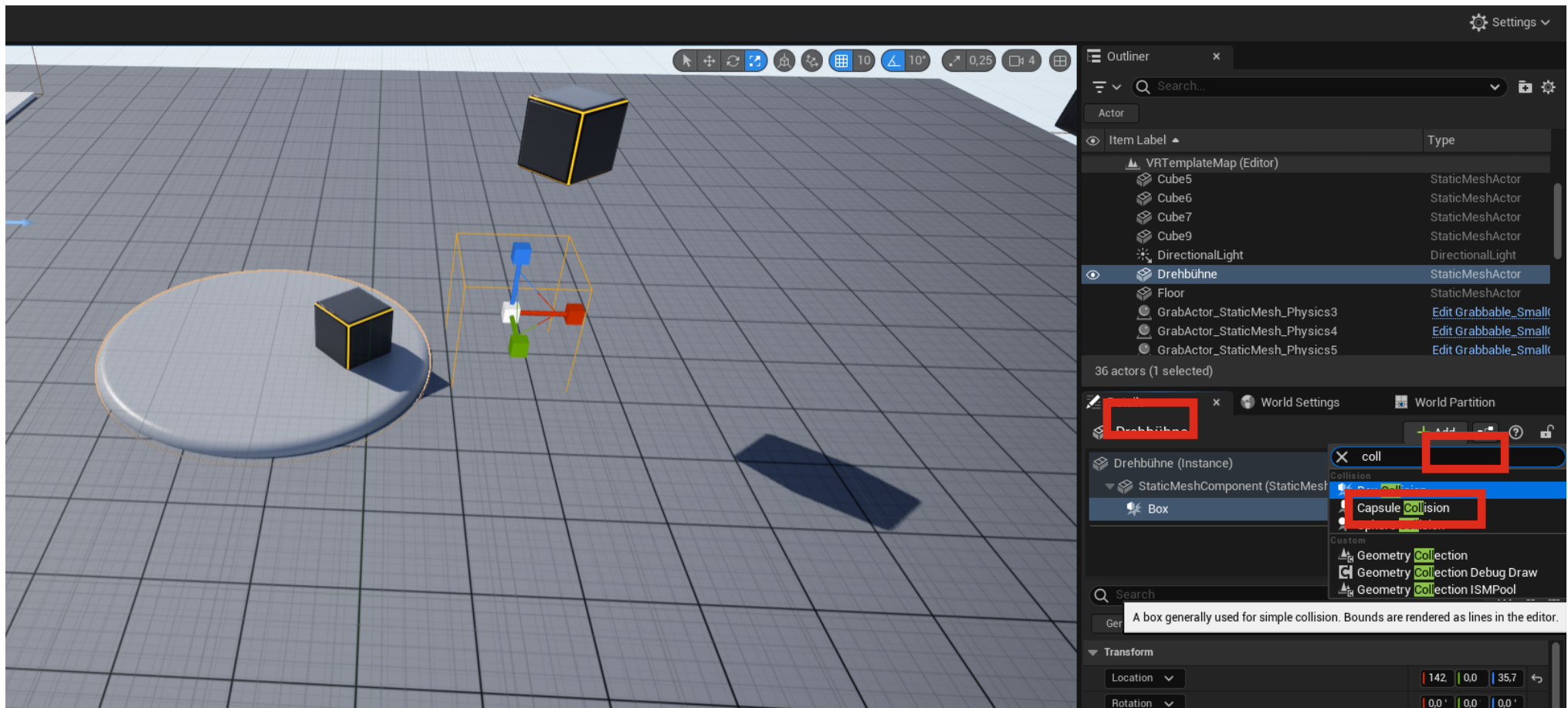
Creating a simple „Drehbühne“
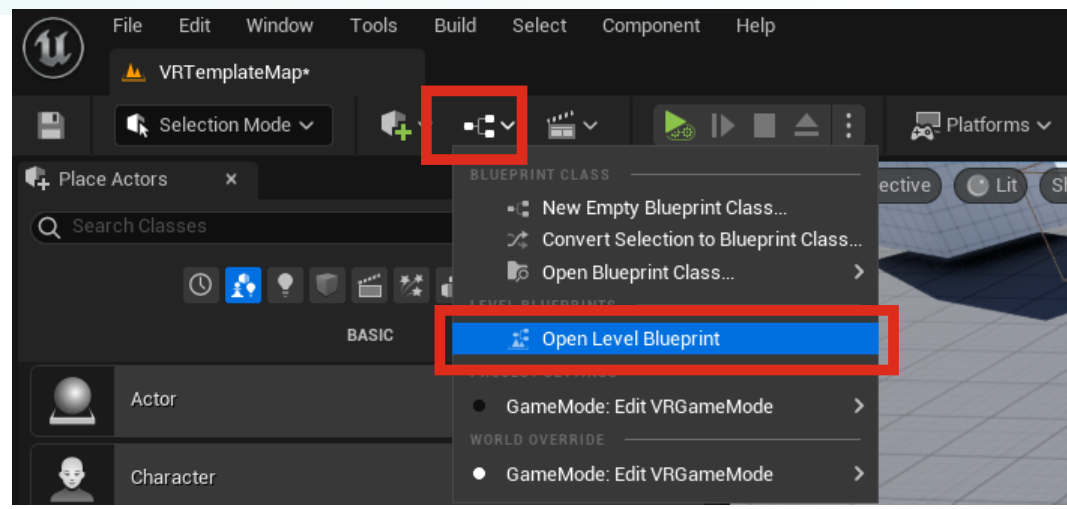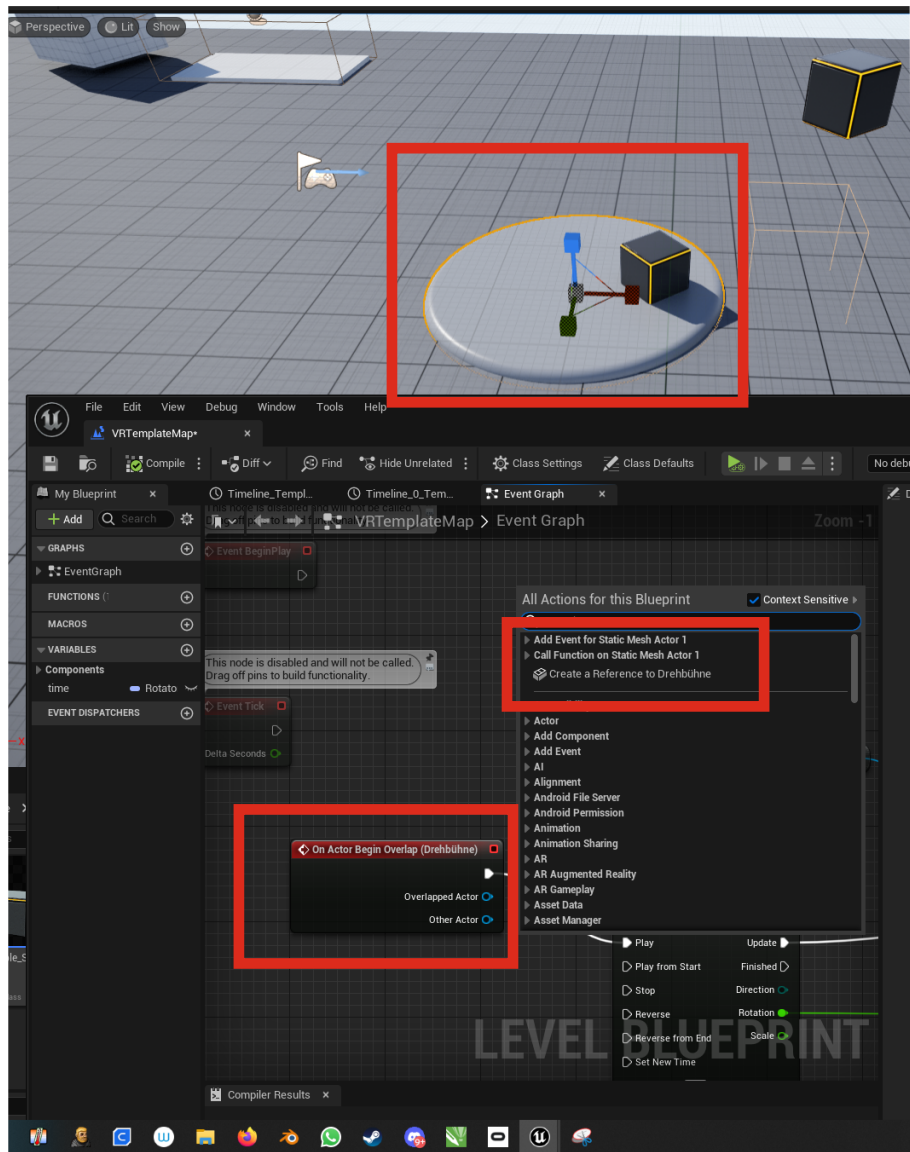

Drag and drop in your scene.

Creating a simple „Drehbühne"

Select the „Drebühne" Object and on the right side under „Details" press „Add" and select a „Box Collision"

Creating a simple „Drehbühne"

Select the „Drehbühne" Object again and
click on „Blueprints" - Open Level Blueprint.
Now the fun begins.

A new Window opens, having the
„Drehbühne" selectect we can rightclick and
create a reference or other events for the
selected Object. We choose „Add event"
and „On event Actor Overlap"
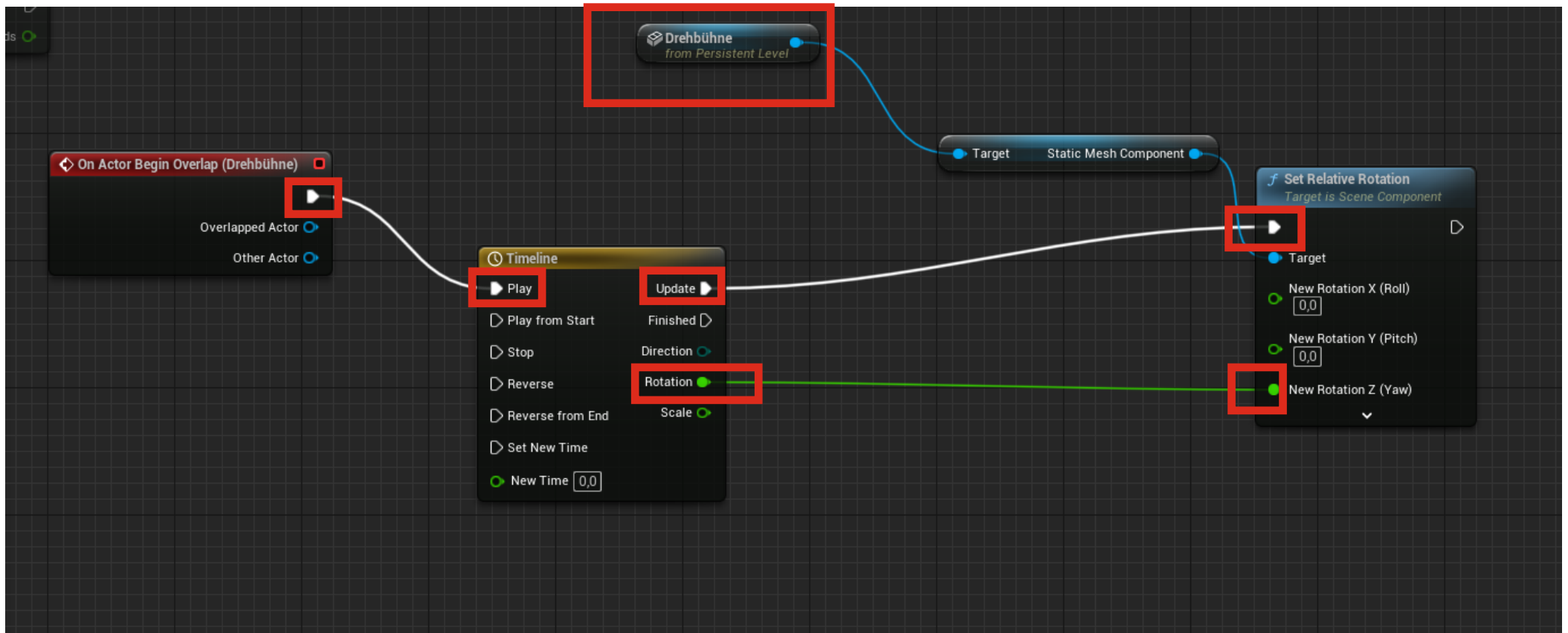
Creating a simple „Drehbühne"

This is the setup we will create. With a Timeline Vector we can create a value that changes over time and then diced what this value is. in Our cas it will be rotation around the Z Axis, but it can easily be a different scale or location value.

Setting up Nodes works by dragging them out of the blocks.
We drag and release from the small triangle in the actor begin overlap block and select „Timeline" in the Menu.
From the Timeline Box we drag the Update and choose „Set Relative Rotation".
To set the correct target we again rightclick and ad a reference to our Drehbühne Object. connect the „Drehbühne Object" to the Target node in the last block.
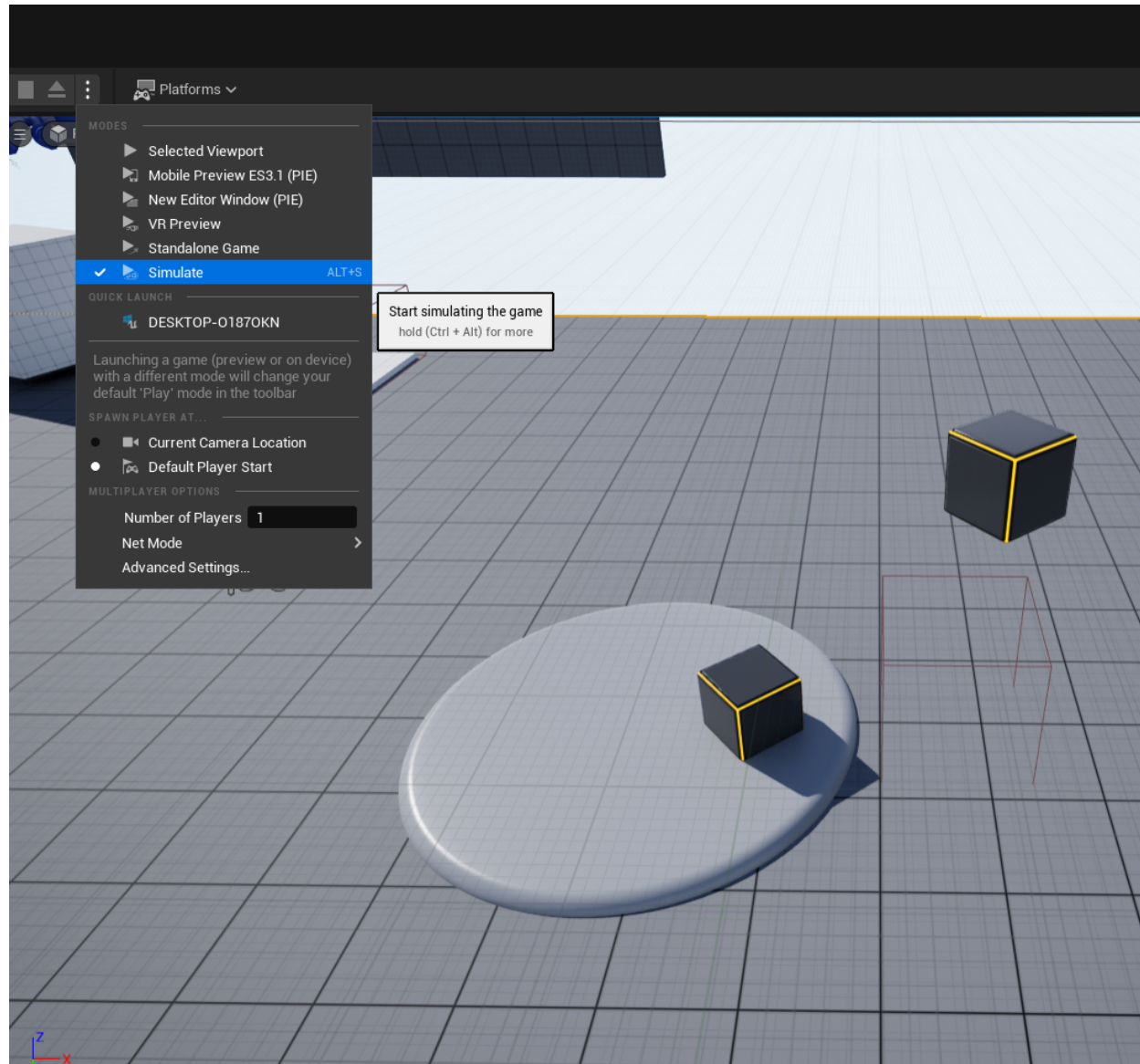
Creating a simple „Drehbühne"

Double click the „Timeline" and add a ne Flowat Track.
Set the Duration to 20 and in the graph field do a right click and add a key. edit the Time and Value numbers anf do the ame thin again for the second key (0/0 and 20/360 in our case)- then press „Compile" and exit the window.
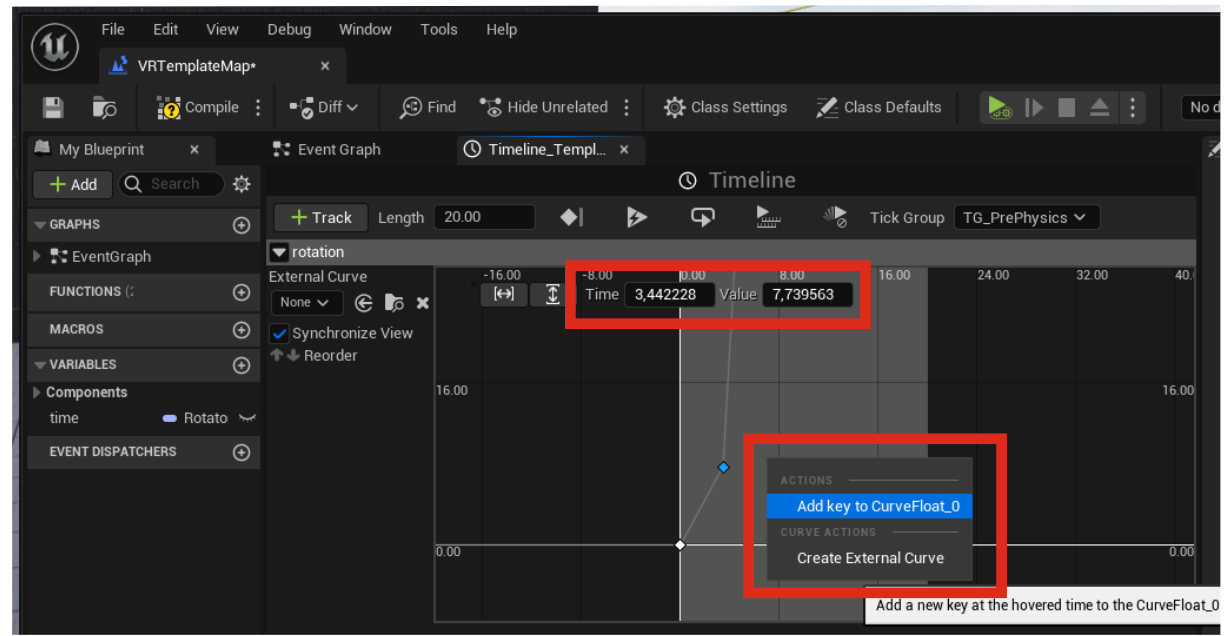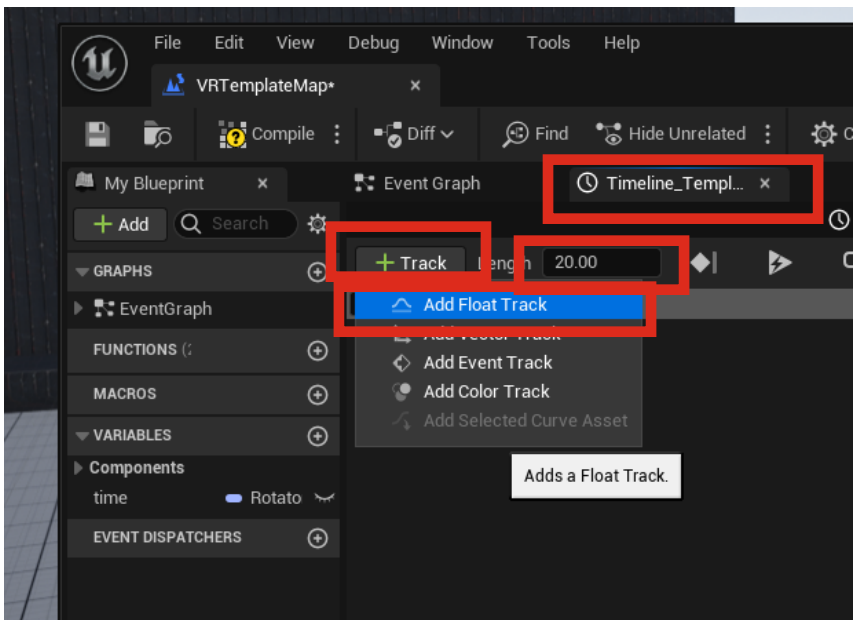
Creating a simple „Drehbühne"

In the Viewport position 1 „Grabcube" on the „Drehbühne" and 1 a little bit above the Collision box. If we now hit the „simulate" Button, the „Grabcube" falls in to the Collision Box (overlaps) and triggers the Movement of the Drehbühne.

Creating a simple „Drehbühne"

Exercise:
Try to replicate this setup and experiment with more than one key in the Timeline and maybe try to add a transformation (scale, or location) to Drehbühne.