Unreal Engine Blueprints Practice Test Questions and Answers

1. What are Blueprints in Unreal Engine?

A) 3D modeling tools

B) Visual scripting system for creating game logic

C) Texture creation tools

D) Animation sequences

2. Which node is used to execute logic when the game starts in Blueprints?

A) Event Tick

B) Event BeginPlay

C) Event EndPlay

D) Event Destroyed

3. What do the white connections between nodes represent in Blueprints?

A) Data flow

B) Execution flow

C) Component hierarchy

D) Material connections

4. Which Blueprint class is typically used to create player characters?

A) Actor

B) Pawn

C) Character

D) GameMode

Answers: 1-B 2-B 3-B 4-C

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