

# Unreal Engine Practice Test Questions and Answers

## 1. What is a Nav Mesh?

- A) A fishing net
- B) A navigation mesh that defines walkable areas for AI characters, enabling pathfinding
- C) A type of material
- D) A rendering technique

## 2. What is level streaming?

- A) Live streaming gameplay
- B) Loading and unloading sections of the level dynamically based on the player's position to manage memory
- C) A video codec
- D) A networking feature

## 3. What is a Blueprint variable?

- A) A changing Blueprint color
- B) A named data container within a Blueprint that stores values like numbers, vectors, or references
- C) A type of 3D model
- D) A lighting setting

## 4. What is casting in Blueprints?

- A) Throwing objects
- B) Converting a reference from one type to a more specific type to access its unique properties and functions
- C) Creating shadows
- D) Recording gameplay

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

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