

Unreal Matinee

Ch. 13

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What is Matinee?

- UnrealEd tool to enable the creation of in-game cinematic sequences

A Basic Matinee Sequence

- On your map, click on the Matinee button in the toolbox to open the Matinee interface
- In the Scenes tab, click the Add New Scene icon to add a Scene Manager Actor to your Scene
- Select your SceneManager and click on the actions tab