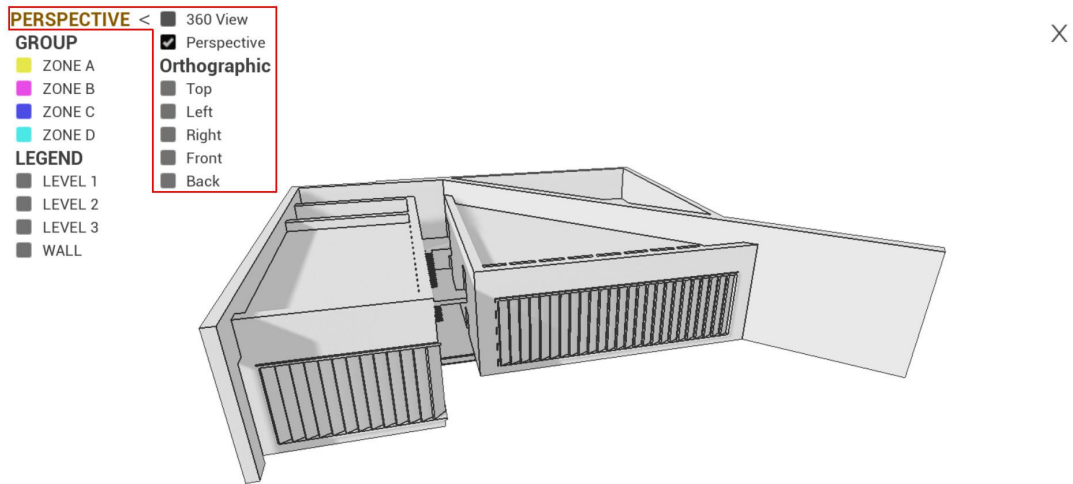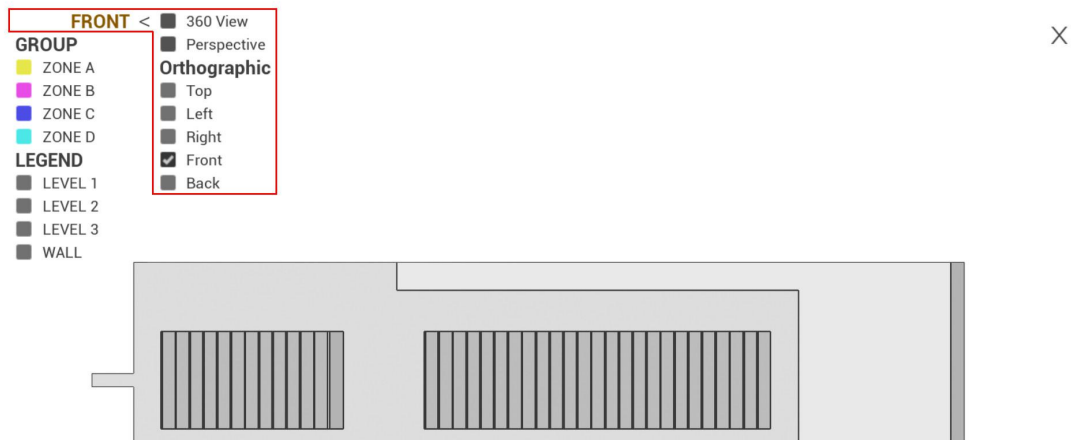This documentation describes how to use the blueprint " **BP_A04_Concept** " of the product "SCL_Assets_04_Museum".

Interactive

1. **Viewport:**
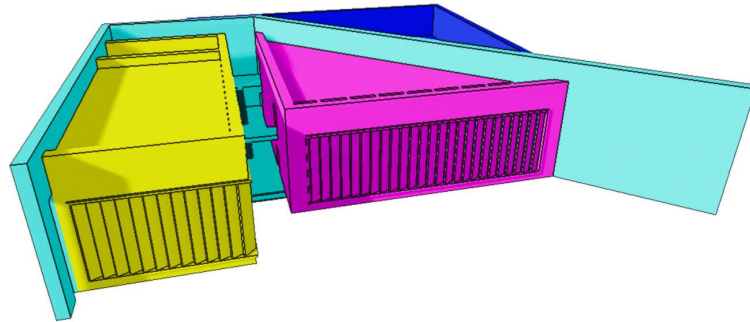

CONCEPT

CONCEPT

2. **Group:** Highlight groups by assigned materials.

GROUP
- ☑ ZONE A
- ☑ ZONE B
- ☑ ZONE C
- ☑ ZONE D

LEGEND
- ☐ LEVEL 1
- ☐ LEVEL 2
- ☐ LEVEL 3
- ☐ WALL
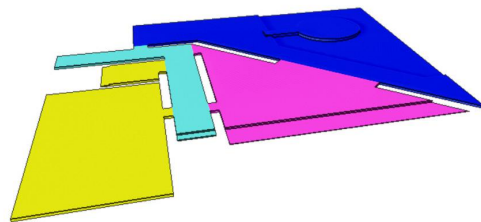
CONCEPT

3. **Legend:** Isolate legends.

PERSPECTIVE >

GROUP
- ☑ ZONE A
- ☑ ZONE B
- ☑ ZONE C
- ☑ ZONE D

LEGEND
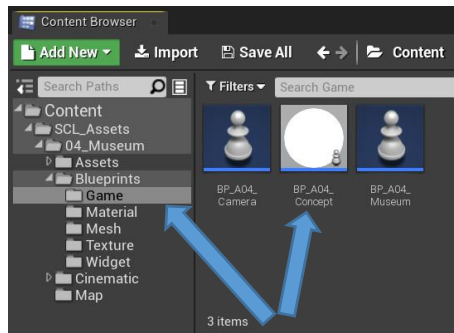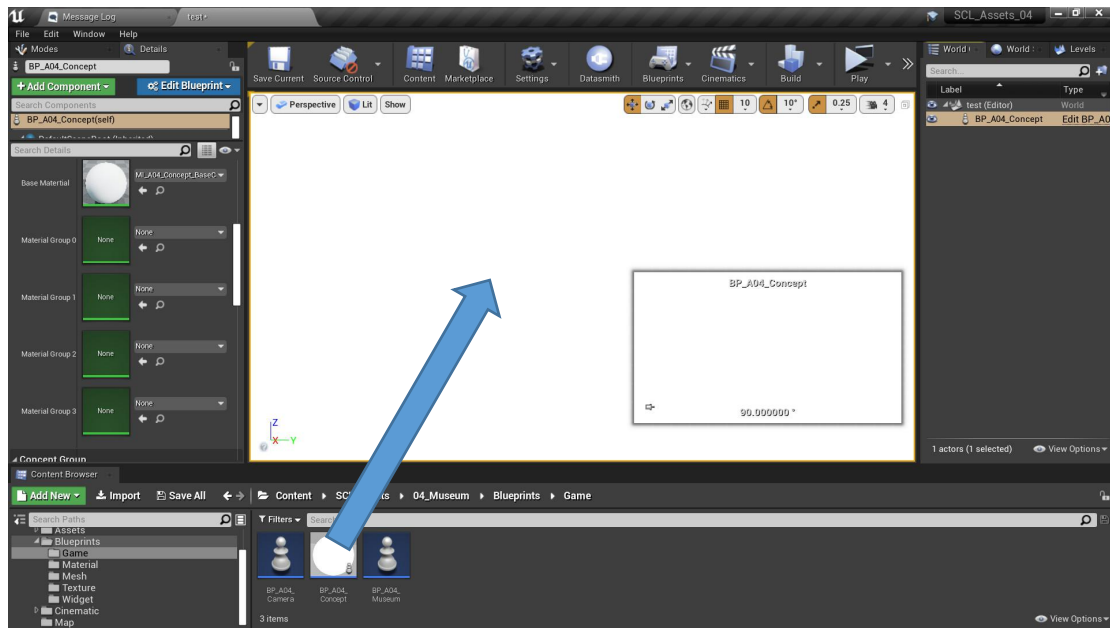- ☑ LEVEL 1
- ☐ LEVEL 2
- ☐ LEVEL 3
- ☐ WALL

CONCEPT

How to Place it into your project

1. **Path:** /Content/SCL_Assets/04_Museum/Blueprints/Game/BP_A04_Concept
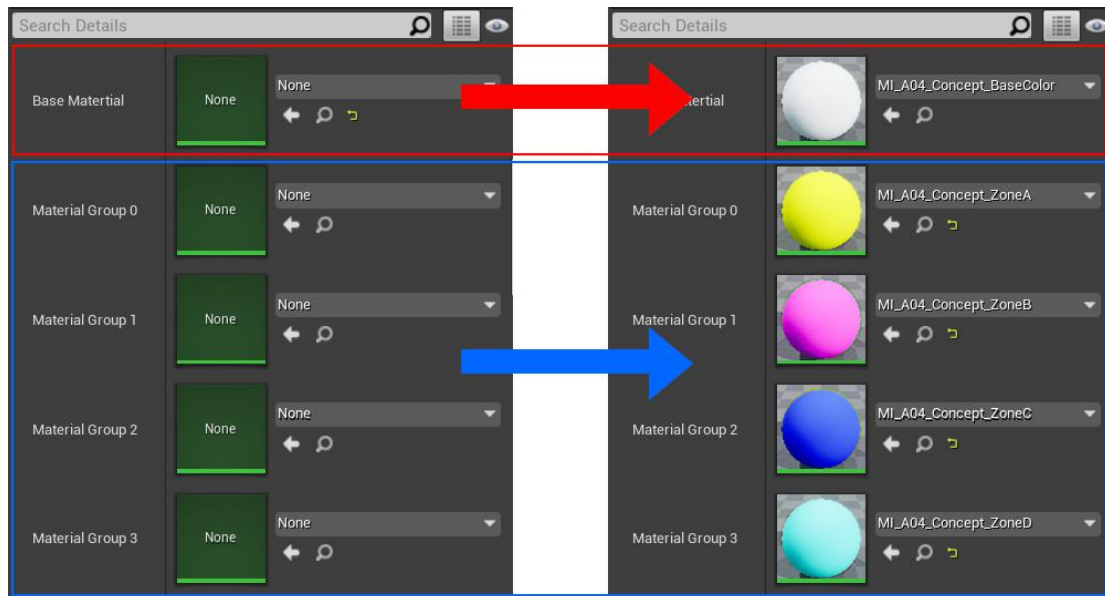
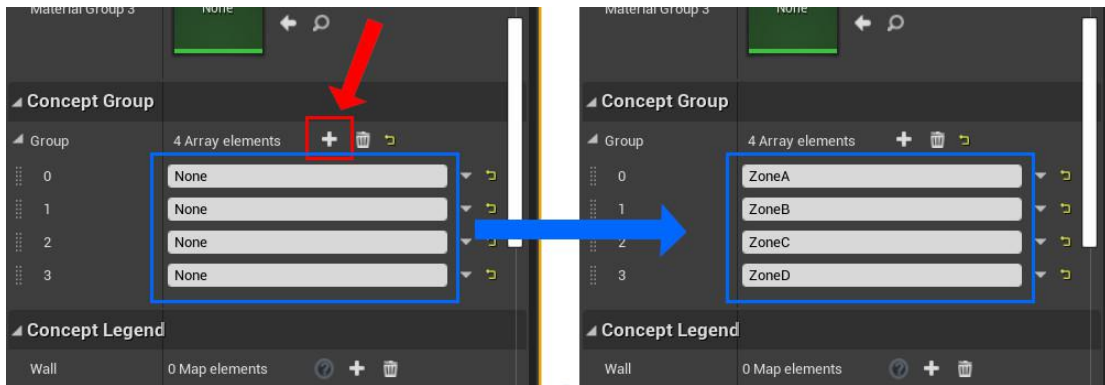2. **Place** this blueprint into your existing level or a new empty level

Details

- **Material**
  - ➢ **Base Material**
  - ➢ **Highlight Materials:** Group (0 - 3)

- **Concept Group**
  - ➤ **Adds Element:** (0 - 3)
  - ➤ **Name Element:** (You can name it whatever you like)

- **Concept Legend**
  - ➤ **Adds Element**
  - ➤ **Assign Static Mesh**
  - ➤ **Distribute Map:** (Follow the above named groups)