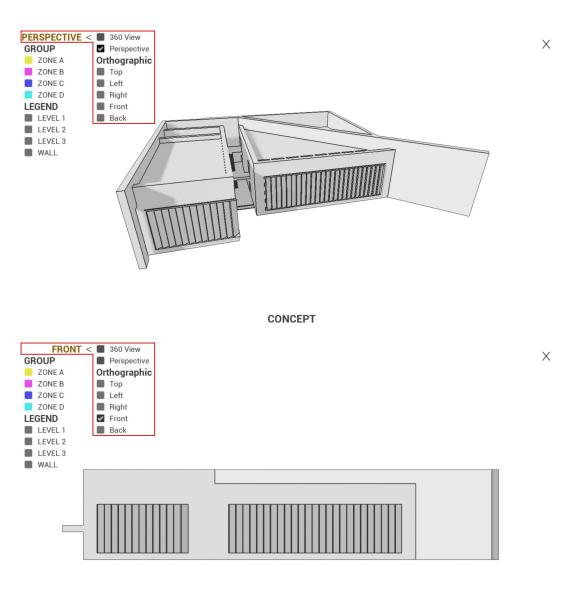
This documentation describes how to use the blueprint " **BP\_A04\_Concept** " of the product "SCL\_Assets\_04\_Museum".

### Interactive

### 1. Viewport:



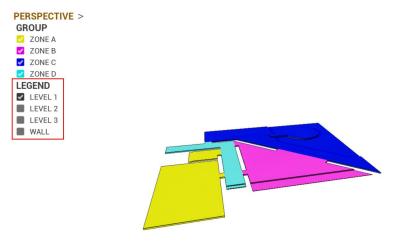
CONCEPT

2. Group: Highlight groups by assigned materials.





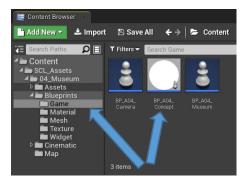
### 3. Legend: Isolate legends.



CONCEPT

# How to Place it into your project

1. Path: /Content/SCL\_Assets/04\_Museum/Blueprints/Game/BP\_A04\_Concept



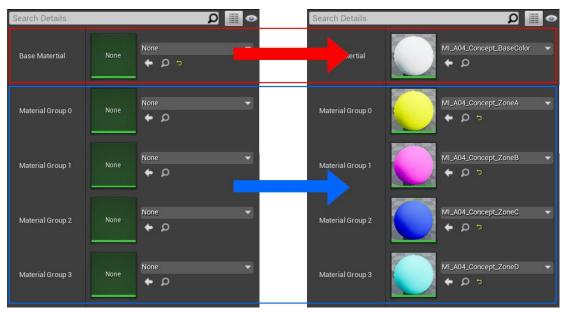
Х

2. Place this blueprint into your existing level or a new empty level

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# Details

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



## • Concept Group

- Adds Element: (0 3)
- > Name Element: (You can name it whatever you like)

Material Group 3		Material Group 3			
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- Group	4 Array elements 🛛 🛨 💼 🕤	⊿ Group	4 Array elements 🛛 🛨 🛅 🕤		
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- Concept Legend
  - > Adds Element
  - Assign Static Mesh
  - > Distribute Map: (Follow the above named groups)

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