how to do boolean operations?

Here are the steps you can follow to perform boolean operations in Unreal Engine:

1. Select the objects you want to perform a boolean operation on. For example, you may want to subtract a cube from a sphere to create a dome-like shape.
2. Right-click on the selected objects and choose "Add to Boolean" from the context menu.
3. In the "Boolean" section of the Details panel, select the operation you want to perform, such as "Addition" or "Subtraction".
4. Adjust the options in the Details panel to fine-tune the operation, such as setting the priority, mesh type, or collision options.
5. Click the "Apply" button to apply the boolean operation to the selected objects.

Once you have performed a boolean operation, the resulting object will be a new mesh asset that you can use in your game or interactive experience. It's worth noting that boolean operations can be computationally expensive and may cause performance issues in complex scenes on lower-end hardware. Therefore, it's important to use them sparingly and optimize your assets as much as possible.

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