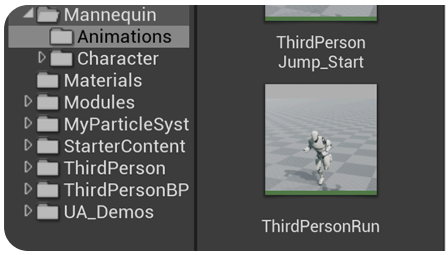
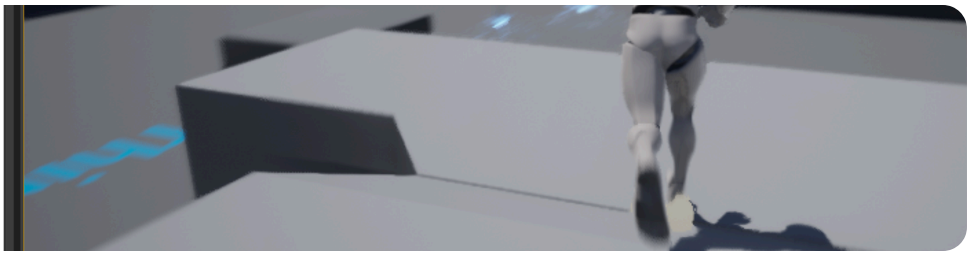
Getting Started in Niagara

This page collects all the getting started learning materials for Niagara.

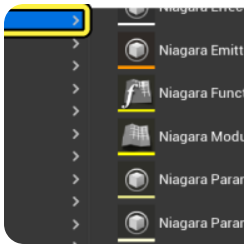




To get started in Niagara, the following materials are available to you.

Niagara Overview Pages

These page goes over the basics of Niagara. They describes the basic building blocks of Niagara systems, emitters, and modules. They also provide some information on how to create Niagara systems and emitters. Read them to learn all about the design philosophy.



Niagara Overview

This page gives an overview of the Niagara VFX system in Unreal Engine 5.

Niagara Key Concepts

This page explains the key concepts and design philosophy behind Niagara.

Events and Event Handlers Overview

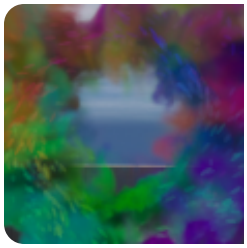
This page gives basic information about using Events and Event Handlers in Niagara.

Niagara Quick-Start Tutorials

These Quick Start guides are step-by-step tutorials that take you through creating your first Niagara projects. Learn how to create an effect and attach it to an animation. Learn how to bake a Niagara system into a flipbook.

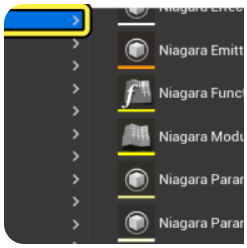
Niagara Quick Start

A guide to help you quickly start using the Niagara visual effects system.



Niagara Flipbook Baker Quick Start Guide

A quick start guide for creating Niagara flipbooks in Unreal Engine.



Summary View Quick Start Guide

Overview of Niagara's Summary View in Unreal Engine.

Additional Information to Get You Started

These pages are targeted for users with different types of projects. Check the Cascade to Niagara Converter Plugin page if you are migrating from Cascade. Read through the Large World Coordinates page if you are planning to create a large project.

Cascade to Niagara Converter Plugin

This page discusses and demonstrates the plugin to convert Cascade particle systems to Niagara particle systems.

Large World Coordinates in Niagara

An overview of how to use the Large World Coordinate System with Niagara.