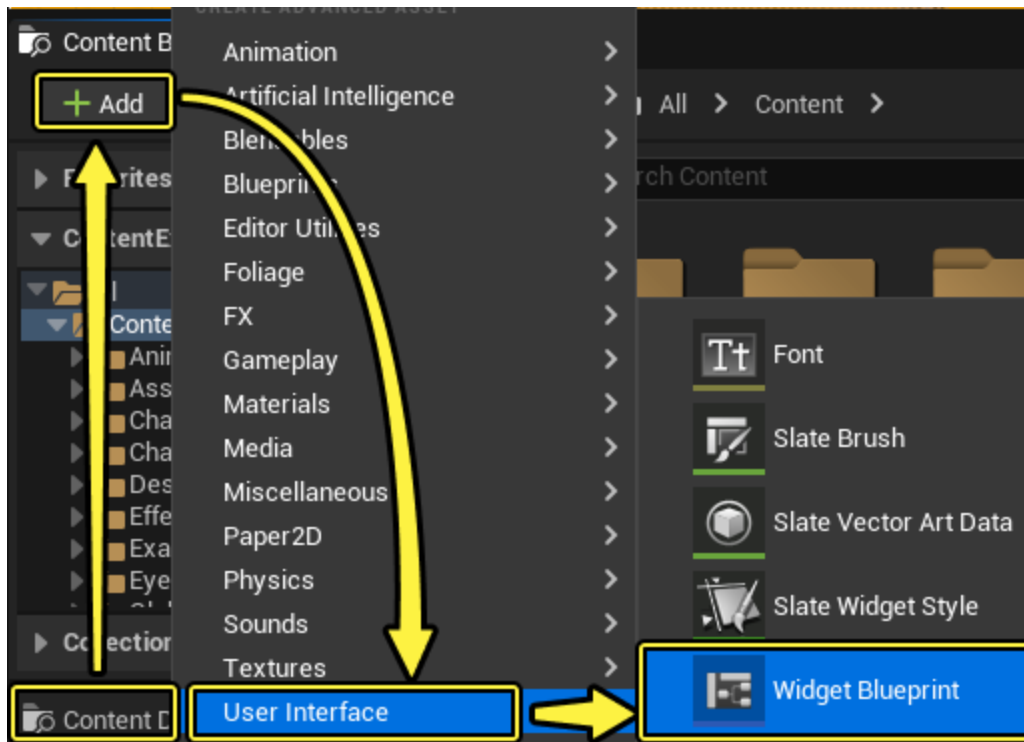# Widget Blueprints

How to create a Widget Blueprint and Overview of the Widget Blueprint Interface.

At first, you should create a **Widget Blueprint**, as shown below. With the help of this, you will be able to start working with **Unreal Motion Graphics (UMG)**.

1. Create **Widget Blueprint**. Click the **Add** in the **Content Browser**, then select **User Interface > Widget Blueprint**.
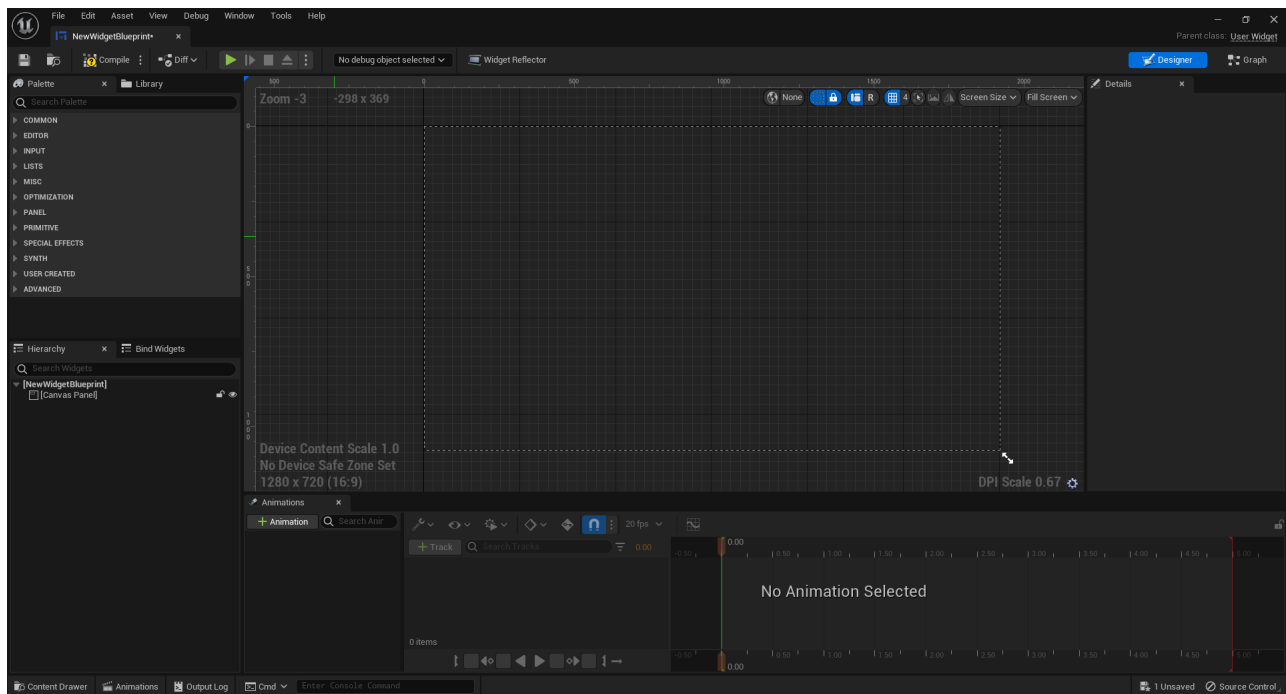
> ℹ️ You can also **Right-click** in the **Content Browser** instead of clicking the **Add** button.

2. You can rename or use the default name for the Widget Blueprint you created in the Content Browser.

3. **Double-click** the created **Widget Blueprint** to open it in the **Widget Blueprint Editor**.

Click image for full view.

Widget Blueprint Editor

The **Designer** tab is tab by default in the opened **Widget Blueprint Editor**. With the help of available editor tools, you can customize the appearance of the UI. Also, you can get the visual preview of the in-game screen, due to layout you adjust.
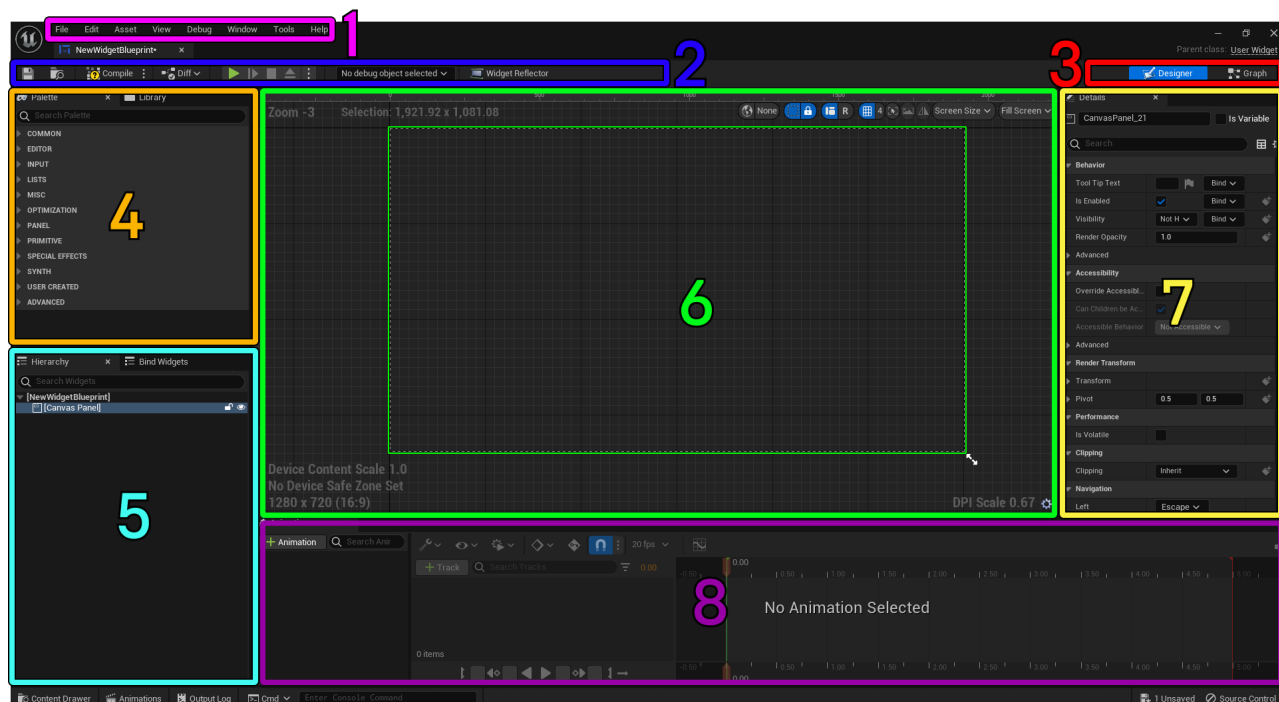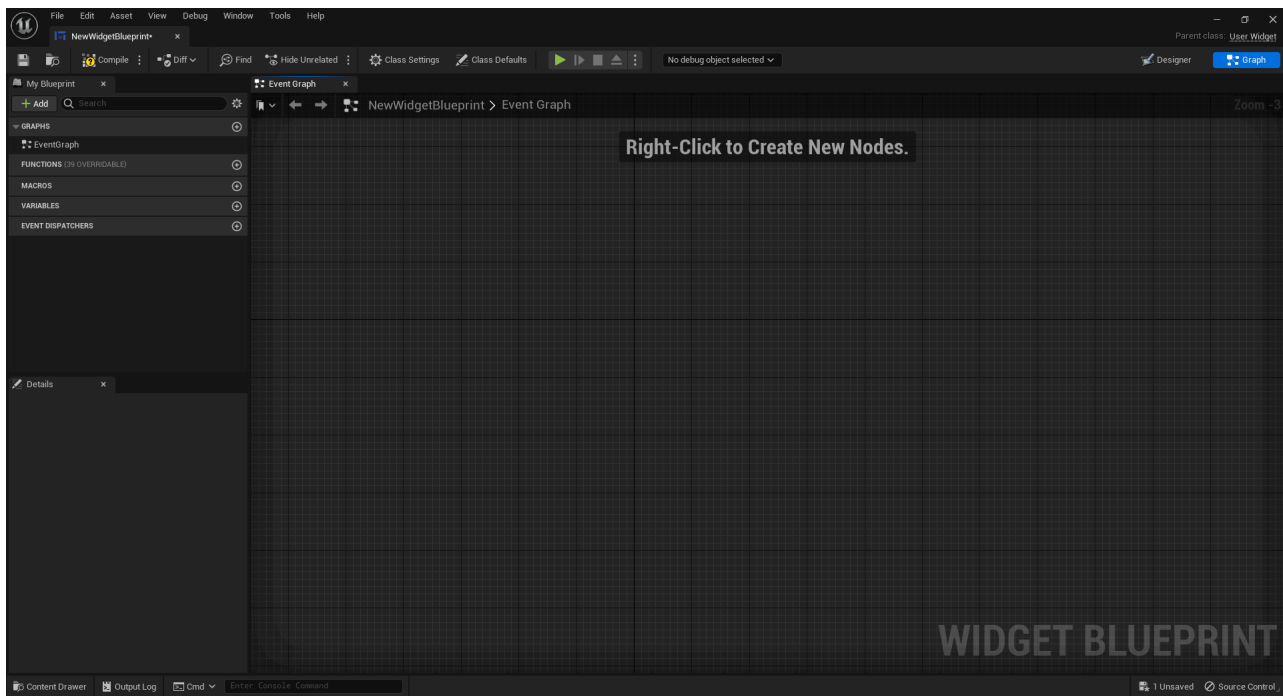

Click for full view.

Number	Window	Description
1	**Menu Bar**	It contains the common menu options.
2	**Tool Bar**	It contains a number of commonly used functions for the Blueprint Editor, such as **Compile**, **Save**, **Browse**, **Play**, and so on.
3	**Editor Mode**	It switches the Blueprint Editor between **Designer** and **Graph** modes.
4	**Palette**	It contains the list of widgets, that you can drag into the **Visual Designer** window. Displays any class inheriting from UWidget.
5	**Hierarchy**	It displays the structure of the User Widget. You can also drag widgets from **Palette** panel into this panel.
6	**Visual Designer**	It is the visual representation of the UI layout. Also, you can manipulate widgets you dragged into the Visual Designer.
7	**Details**	It displays the properties of the selected widget. You can adjust them via this panel.
8	**Animations**	This is the animation track for UMG which allows you to keyframe animations for your widgets.

> ⓘ The **Visual Designer** window by default is 1:1 scale. You can change the scale by holding **Ctrl** and using **Mouse-Wheel**.

The **Graph** tab of the **Widget Blueprint Editor** looks as following.

Click for full view.

The Graph tab has similar functions to the Designer tab of the Blueprint Editor. For more information on the basic functionality of the Graph tab see Blueprint Editor Graph Editor.