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# Media Framework Tutorials

Links to step-by-step guides for working with Media Framework in Unreal Engine 5.



This page provides links to step-by-step guides to creating and using the **Media Framework** tools within Unreal Engine 5. If you are looking to quickly get a video asset up and running inside your levels, check out the Beginner tutorials which illustrate how to use files located on disk as well as URL based media sources.

Refer to the table below for more information and click each link to view its contents.

## Level 1 Tutorials - Beginner



### Play a Video File

Illustrates how you can play a video file inside a level on a Static Mesh with the File Media Source asset.



### **Play an Image Sequence**

Example of how you can use playback an Image Sequence with the Image Media Source asset.



### **Play a Video Stream**

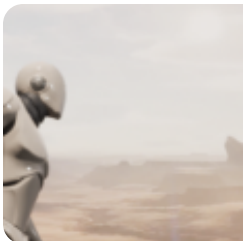
Shows how you can stream video from the internet and play it inside a UI element.

## **Level 2 Tutorials - Intermediate**



### **Control Video Playback with Blueprints**

Example of how you can pause, rewind, fast-forward, and resume playback of your videos in Blueprint.



### **Using Media Playlists**

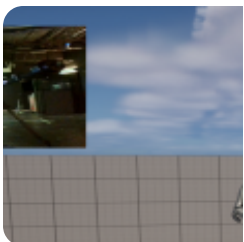
Shows how to create and work with Media Playlists using the Media Framework tools.



### **Playing Platform Specific Media**

Shows how the Platform Media Source asset can be used to play platform specific media.

## **Level 3 Tutorials - Advanced**



### **Playing Live Video Captures**

Illustrates how you can pull live video captures and play it inside UE with the Media Framework tools.

