Cinematic Workflow Guides and Examples

A How To Guide for creating cinematic sequences with the Sequencer Editor.

The **Sequencer - How To...** pages provide step-by-step examples on how to work with the **Sequencer** Editor in various capacities inside Unreal Engine. Whether you would like to learn how to animate a character, setup up multi-camera sequences or learn about working with cameras in general, these pages will guide you each step of the way. Reference links are also included to provide more detailed documentation of the systems and content being outlined in each guide.

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

Creating Level Sequences with Dynamic Transforms

Dynamically change locations of your Sequencer content using Transform Origin Actors.

Blending Gameplay and Sequencer Animation

Seamlessly blend character and camera animation from Sequencer to gameplay using Animation Blueprints and Slots.

Switching Actor Materials in Sequencer

How to change materials for an Actor in a Sequence.

Referencing the Player in Sequencer

Reference the player in Sequencer by using a proxy substitute, then changing the binding at runtime.

Rendering Out Cinematic Movies

Shows you can render out your cinematic sequences to a saved movie file on your computer.
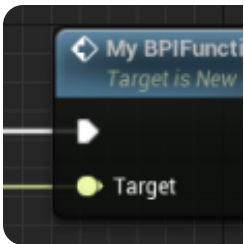
Rendering from Multiple Camera Angles

Learn how to render from multiple cinematic cameras within the same sequence without needing to create extra shots or takes.

Calling Events through Sequencer

Example of how you can use Sequencer's Event Track to fire off Events in Blueprint.

Trigger Level Blueprint Events from Sequencer

Use Blueprint Interfaces to communicate Sequencer's Event Track to a Level Blueprint

Using Take Recorder

How-to use Take Recorder to record sequences with motion capture.

Creating Camera Cuts Using Sequencer

Learn how to create camera cuts in Sequencer.

Actor Rebinding in Blueprints with Sequencer

This example illustrates how you can apply Sequences to dynamic objects at runtime that are different than the one the Sequence was authored with.

Applying Burn Ins

Shows how you can apply overlays from UMG to rendered Sequencer movies.

Controlling Anim Instances with Sequencer

Shows how to animate variables on anim instances through possessables
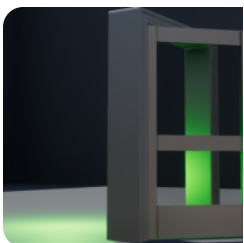
Importing & Exporting Edit Decision Lists (EDLs)

Illustrates how you can import and export EDLs for use in external video editing software applications.

Triggering Sequences from Gameplay

Illustrates how to trigger a Sequence from an in-game event.

Keeping or Restoring Changes Made by Sequencer

Describes how to keep any changes made through Sequencer when it has completed or restore changes back to their original state.

Blending Animation Blueprints with Sequencer

Describes how you can take a the pose from an Animation Blueprint and blend it with animations defined inside a Level Sequence.