Niagara Tutorials

A collection of tutorials for creating projects with the Niagara visual effects system.

The **Niagara Tutorials** pages provide step-by-step examples on how to work with the Niagara Editor to create visual effects inside Unreal Engine 5.

Whether you want to learn how to create simple ambient effects for the environment, or setup up complex particle interactions, 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. Click the links to visit each page.

Foundation

Niagara comes installed and enabled by default in Unreal Engine 5. If you are not seeing the Niagara options, learn how to manually enable the Niagara plugin.

Enable the Niagara Plugin

Describes how you can enable the Niagara Plugin.

Level 1 Tutorials - Beginner

Start here to follow step-by-step tutorials of the basics of Niagara. Create Niagara systems to do simple environment effects like smoke.

Sprite Smoke

This document describes how you can create a smoke effect using sprite particles in Niagara.

GPU Sprite Effect

This document describes how you can use your GPU to spawn millions of sprite particles.
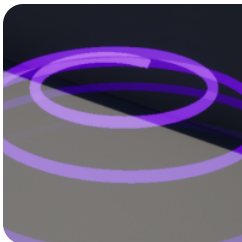
Mesh Balloons

This document describes how you can use a static mesh to create a balloon effect using Niagara.

Particle Lights

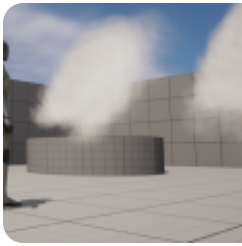How to create particles that emit light in your Niagara system.

Ribbon Effect

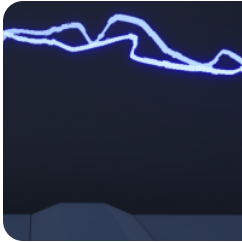This document describes how you can create a ribbon visual effect using Niagara.

Dark Smoke

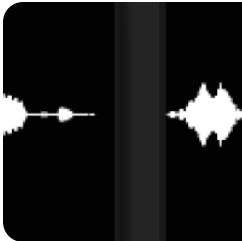This tutorial shows how to modify the sprite smoke effect to create a dark smoke effect.

Steam Effect

This how-to describes how to create a steam effect using Niagara.

Beam Effect

This page shows how to create a beam effect that simulates lightning.
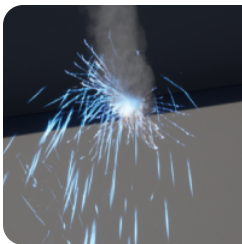

Audio Effects

How to play audio effects within a Niagara simulation

Level 2 Tutorials - Intermediate

Once you are familiar with the basics, these tutorials go a bit further. Learn how to use more than one emitter in a Niagara System.

Sparks Effect

This tutorial shows how to create a sparks effect using Niagara. It shows how to use more than one emitter in a Niagara system.

Niagara for Linear Content

Niagara for Linear Content

Learn about using the Niagara VFX system to create linear content in Unreal Engine.