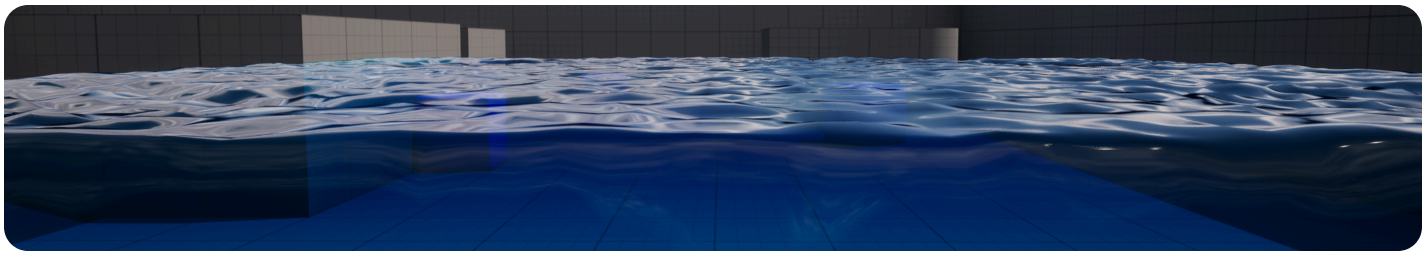
Niagara Fluids in Unreal Engine

Learn how to create real-time fluid effects like fire, smoke, gas, and more.

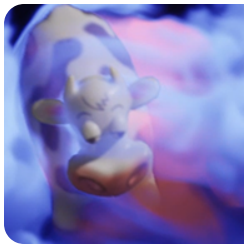


Niagara Fluids brings real-time fluid effects to Unreal Engine. By enabling the Niagara Fluids plugin, you will have access to standard fluids templates that help you get started with effects like fire, smoke, gas, and more. Take advantage of 2D templates that are optimized for games, or 3D templates designed for cinematics.

Fluid simulation methods give natural, realistic results compared with more simple particle-based setups. Fluids are built on top of the Niagara infrastructure. Advanced users can modify them without needing to write code, plugins, or data interfaces.

Getting Started With Niagara Fluids

To get started with Niagara Fluids, start by reading the Fluid Simulation Overview document. Then, follow the Niagara Fluids Quick-Start Guide to learn how to add the templates to your project.



Fluid Simulation Overview

Overview of Fluid Simulation in Unreal Engine.

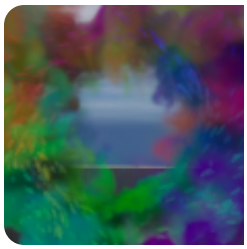
Niagara Fluids Quick Start Guide

A quick start guide for using the Niagara Fluids plugin to create real-time fluid simulation.

Further Reading

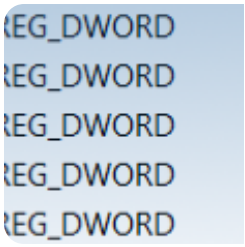
Niagara Fluids are built upon existing Niagara infrastructure. Fluids simulations can be heavy. You may want to create a Fluids emitter, and then bake the results out to a flipbook that you can use on any Material. Find out more about how to do that in the Niagara Flipbook Baker Quick Start Guide.

Fluids scenes can be graphically intensive, and may result in a GPU crash on Windows. If you experience this, you can find out how to fix it below.



Niagara Flipbook Baker Quick Start Guide

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



Dealing with a GPU Crash

An overview of investigating, resolving, and reporting GPU Crashes in Unreal Engine.

Reference Guides

To learn about each of the parameters that you can control within a Niagara Fluids template, read through the Niagara Fluids Reference Guide.

Niagara Fluids Reference Guide

Reference guide for the Niagara Fluids plugin.