

Developer

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/ Unreal Engine 5.4 Documentation

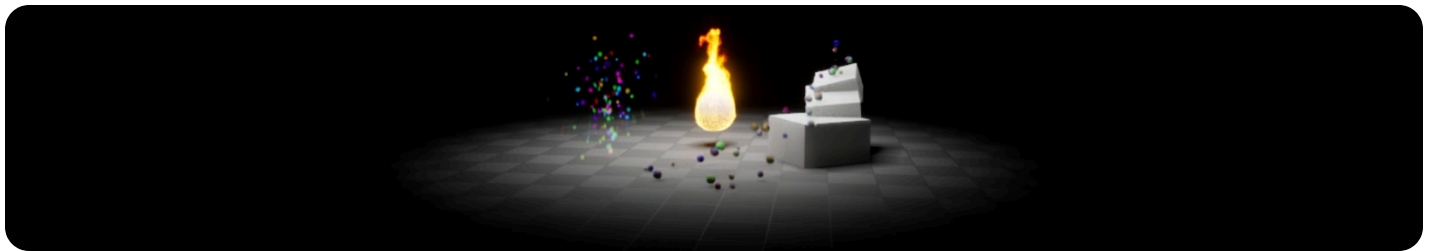
/ Creating Visual Effects

/ Niagara Tutorial

/ Niagara for Linear Content

Niagara for Linear Content

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

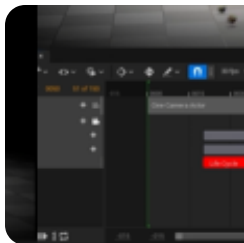


In this tutorial series, you'll learn about how to use and reuse Niagara simulations with Sequencer. The series discusses how to ensure that your simulation is consistent throughout a sequence, and how to reuse a simulation so that it is the same each time. It also covers how to use pre-roll warm-up so simulations are ready by the time the sequence starts, and how to handle motion blur on simulations. It concludes with considerations for working with Niagara simulations in a production environment.



Rendering your Niagara Systems

Learn how to set up and render your Niagara systems in Unreal Engine.



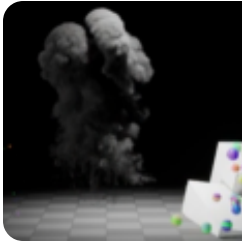
Controlling your Niagara Systems

Learn how to control your Niagara system in Unreal Engine.



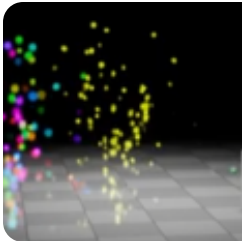
Setting your Display Rate

Learn how to set up an appropriate framerate for Niagara to match your output.



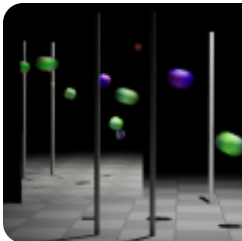
Caching and Reusing your System

Learn how to cache and reuse your Niagara system in Unreal Engine.



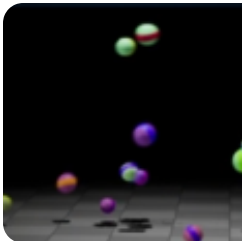
Setting Up Pre-Roll

Learn how to set up pre-roll for your Niagara system.



Setting Up Motion Blur

Learn how to set up motion blur for your Niagara system render.



Production Considerations

Learn about production considerations when rendering your Niagara systems.