

Developer

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/ Animating Characters and Objects

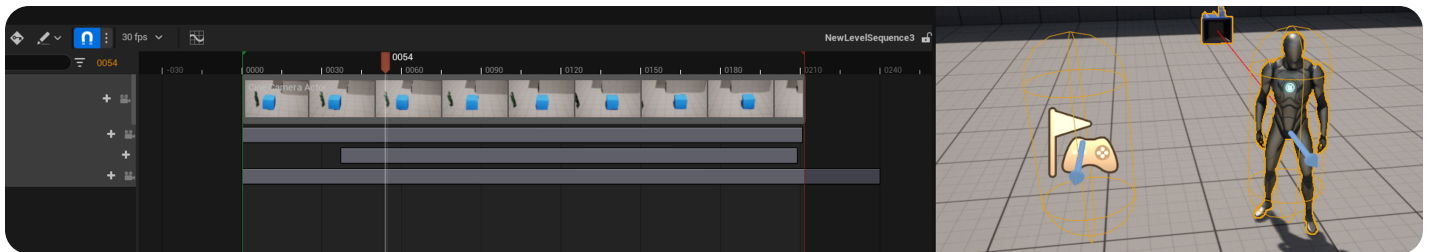
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Referencing the Player in Sequencer

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



When making cinematic content in Sequencer, it may not be clear how to add and animate the player character in the same way you [add other objects or actors](#) in the scene. This document provides the recommended workflow for referencing the player character as a proxy, then binding it to the actual player at runtime.

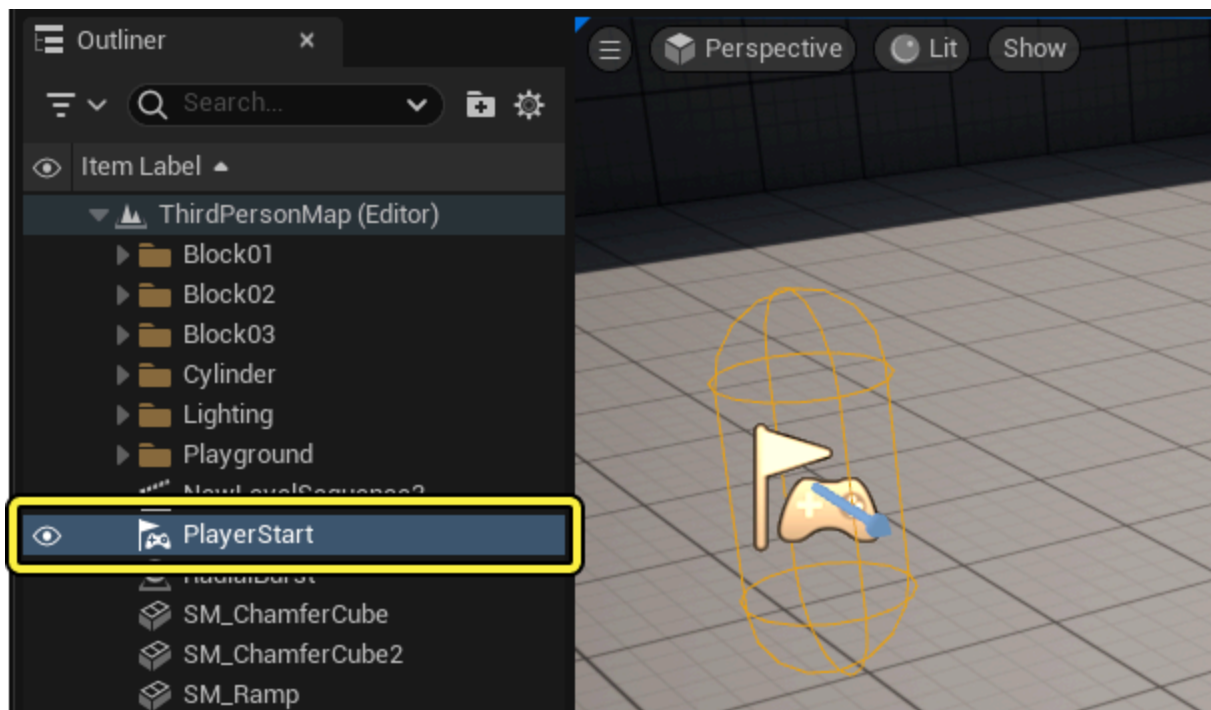
Prerequisites

- You have a controllable player character in your project. For this document, the [Third Person Template](#) is used as an example.
- You are familiar with [animating skeletal meshes in Sequencer](#).
- You are familiar with using [Blueprints](#).

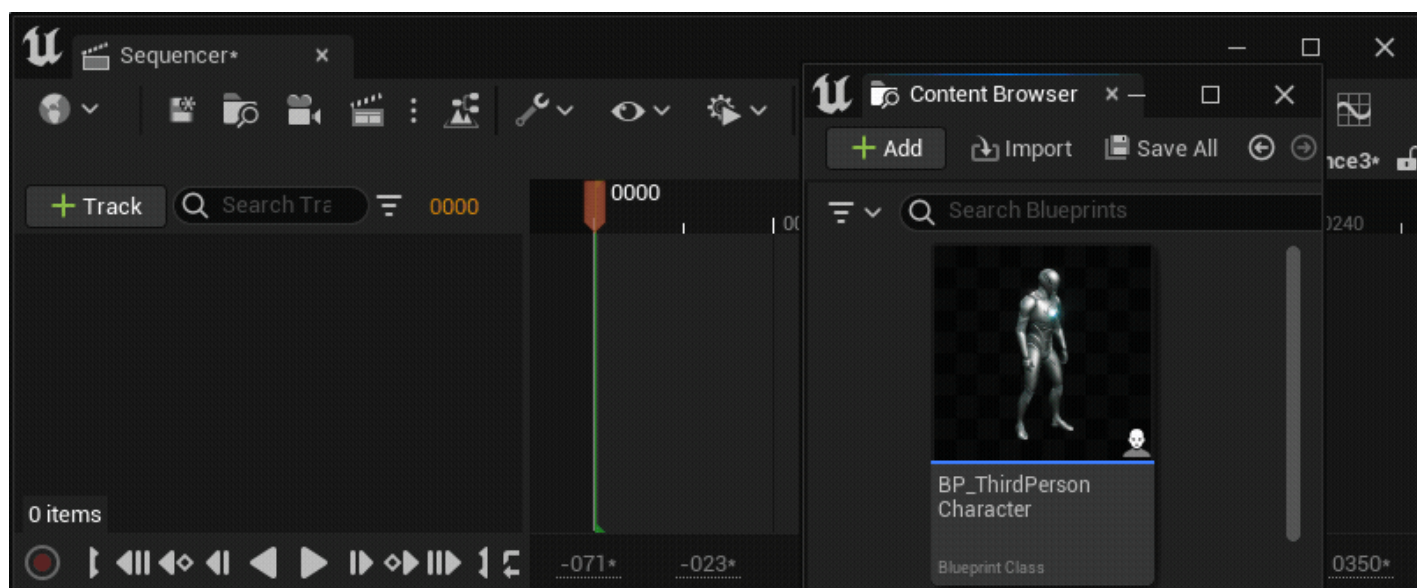
Reference a Proxy Player

While the PlayerStart Actor is the spawn point for the player, this is not a useful or appropriate Actor to use in Sequencer, as it does not include the player mesh or object being

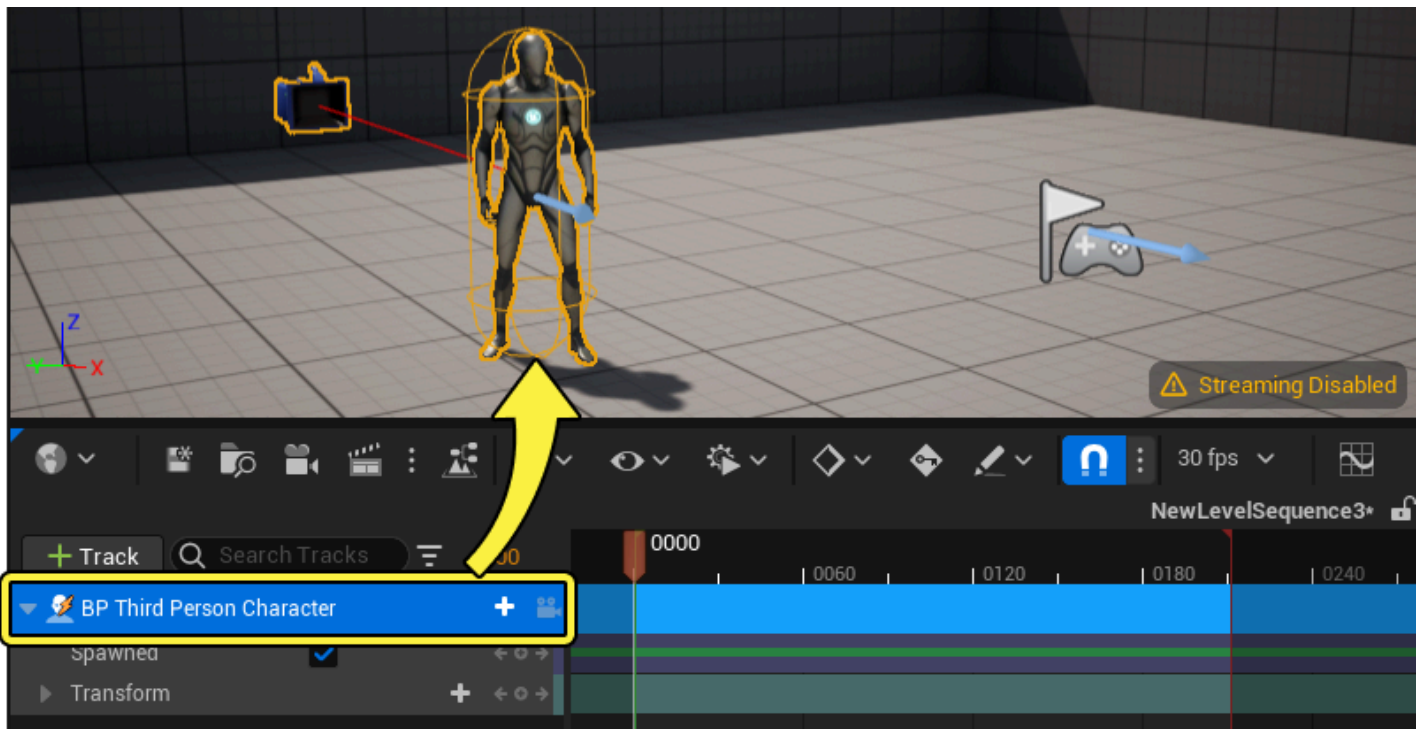
spawned.



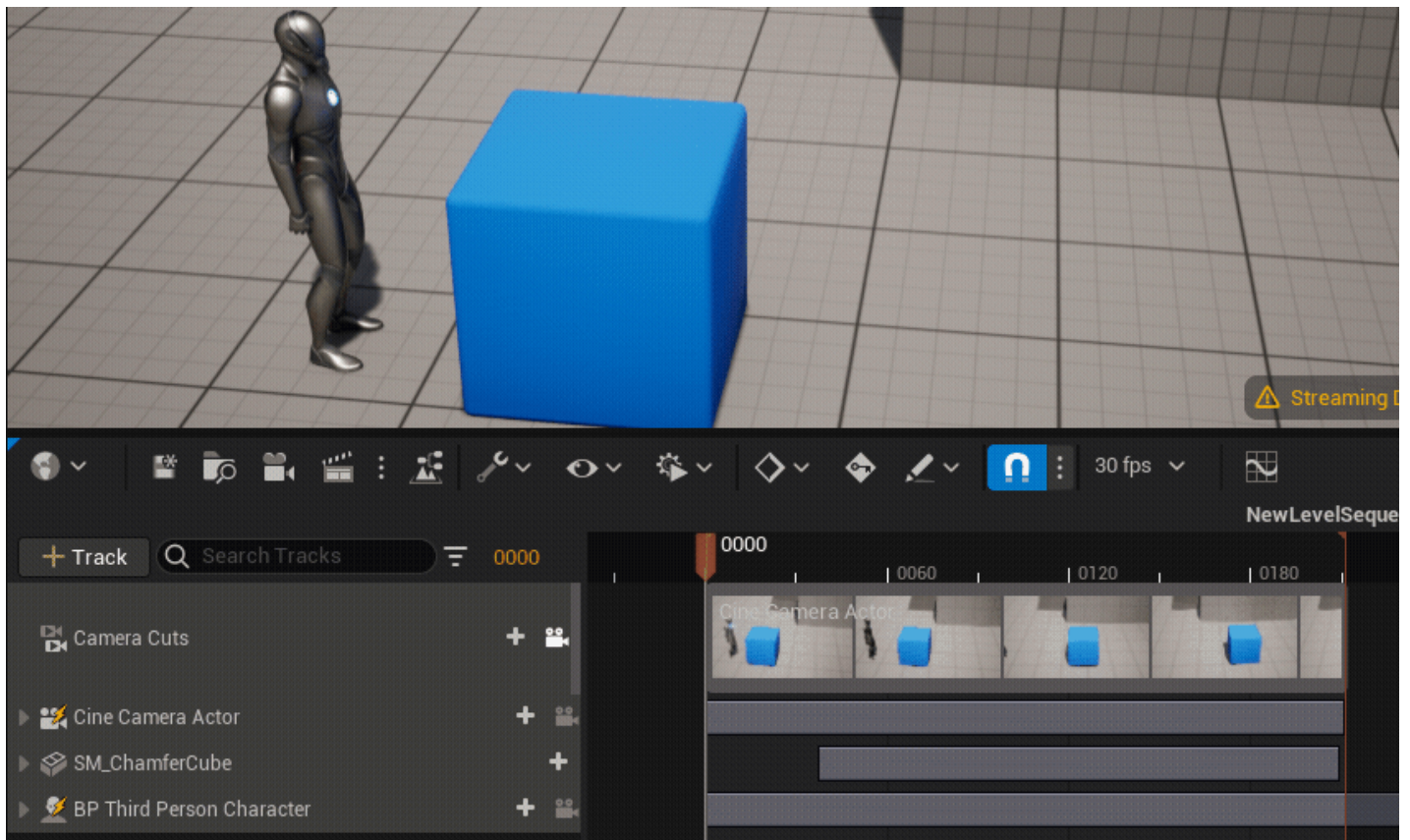
Because of this, you should instead create a proxy (substitute) Actor to animate with instead. One way this can be done is by creating a [spawnable](#) reference of the player **Character Blueprint**. To do this, navigate in the **Content Browser** to the Character Blueprint Asset and drag it into Sequencer.



This creates a spawnable Actor based on the player Character Blueprint in your Sequence. It is a temporary Sequencer-only character, which can be useful to not pollute your level with proxy references.



You can now animate and create content on this proxy character in your cinematic sequence.

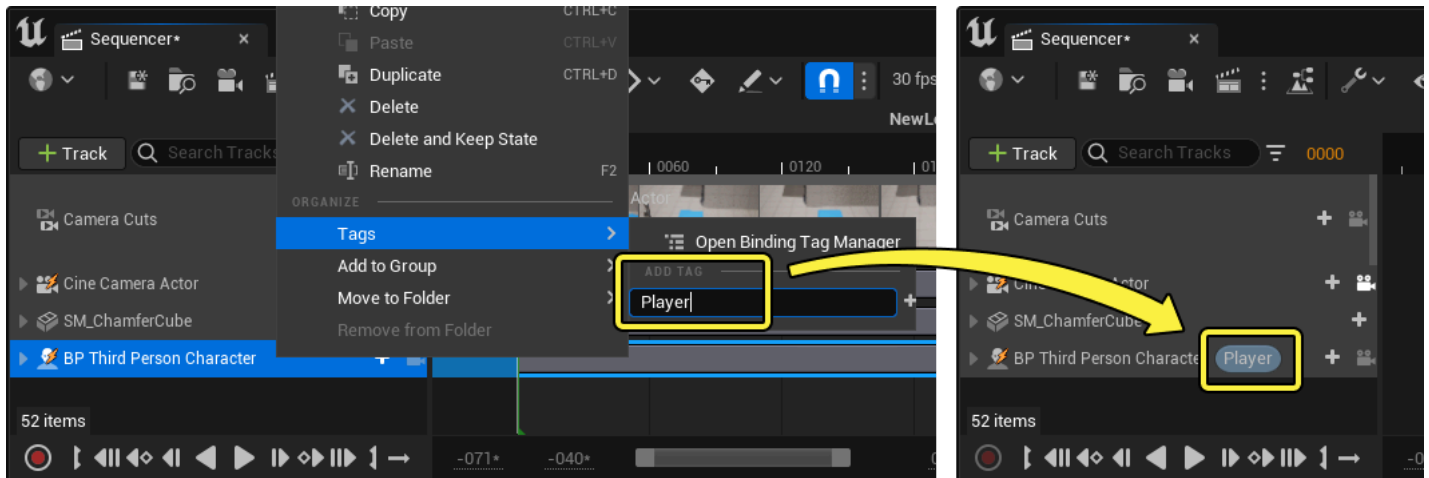


Rebind Proxy to Actual Player

Once your content is ready, the proxy character must be replaced with the actual player before the sequence plays.

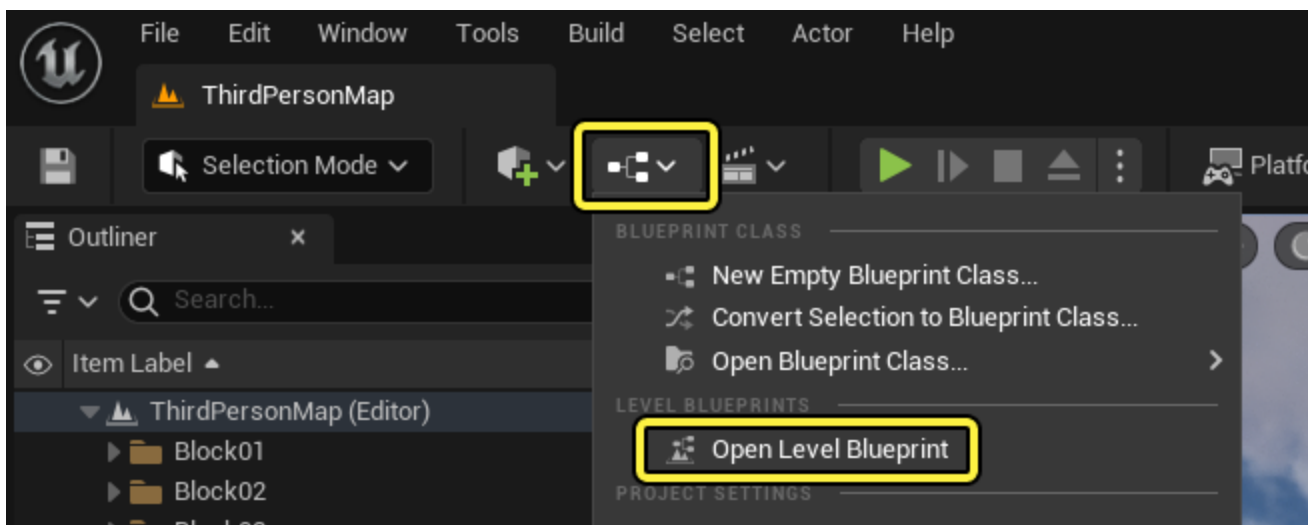
Create Player Tag

To make finding the proxy character to replace easier, assign a [Tag](#) to the character track. To do this, right-click the track and select **Tags**, then type a tag name in the **Add Tag** menu and press **Enter**. This creates a tag on the character track.

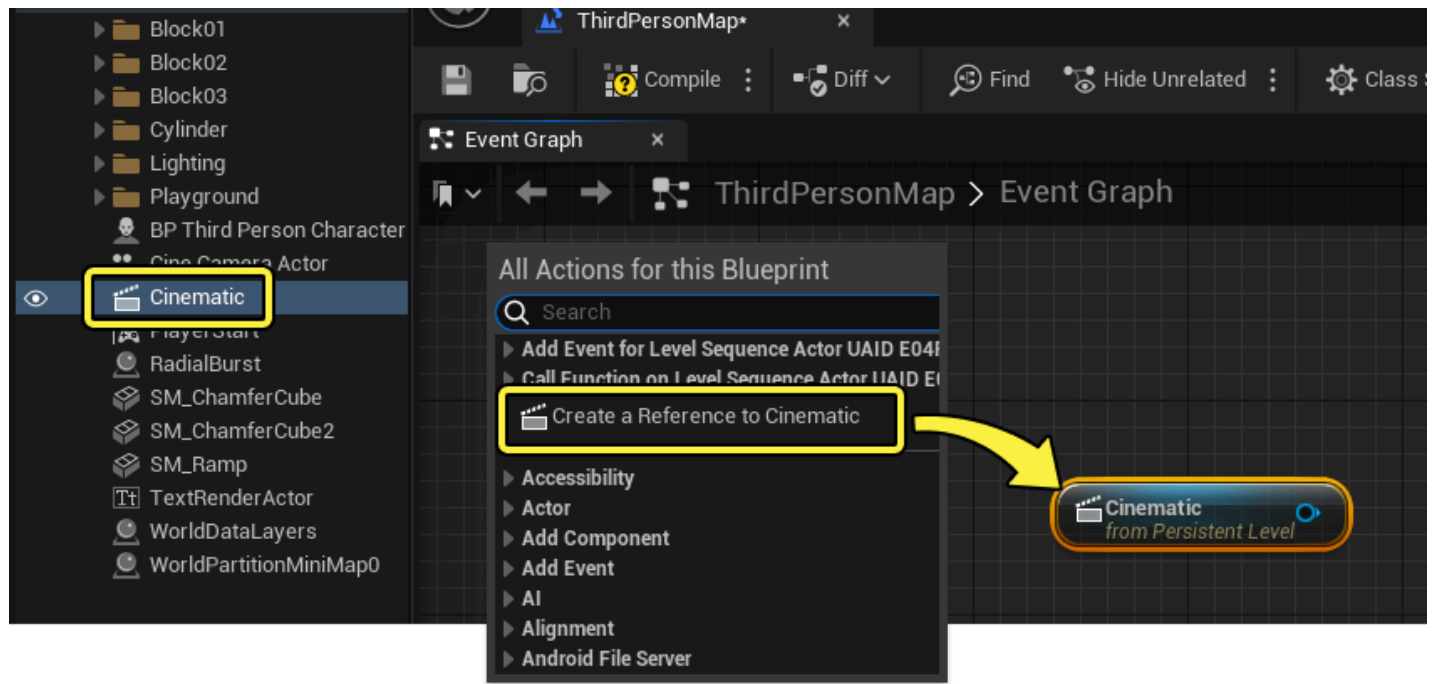


Blueprint Setup

Next, open your Level Blueprint by clicking **Level Blueprint** in the **Level Toolbar** and selecting **Open Level Blueprint**.

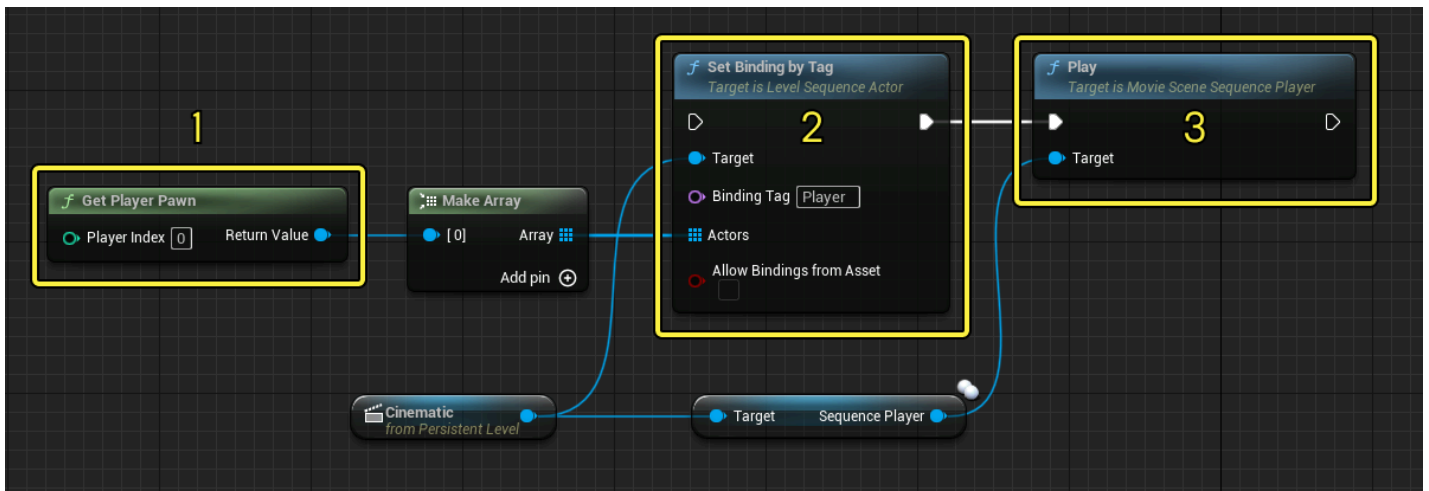


Reference your sequence in Blueprints by selecting the **Level Sequence Actor** in your level, then right-click in the **Event Graph** and select **Create a Reference to Level Sequence**.



Create the following logic:

1. Create a **Get Player Pawn** node, which gets the current actual player during runtime. This is the actor that replaces your proxy character.
2. Drag off the Level Sequence reference and create a **Set Binding by Tag** node, which is used to change the binding of an object or Actor on a track by tag name. On this node, do the following:
 - Connect your **Level Sequence** reference to **Target**.
 - Set **Binding Tag** to the tag name you created earlier on the proxy character track.
 - Connect **Get Player Pawn** to **Actors**.
 - Ensure **Allow Bindings from Asset** is **disabled**. If **enabled**, the proxy actor remains and won't be overridden, resulting in both the player pawn and the proxy actor bound to the track.
3. After binding, **Play** the sequence.



Results

When executing this logic, you should see the player correctly animating in your cinematic sequence.

