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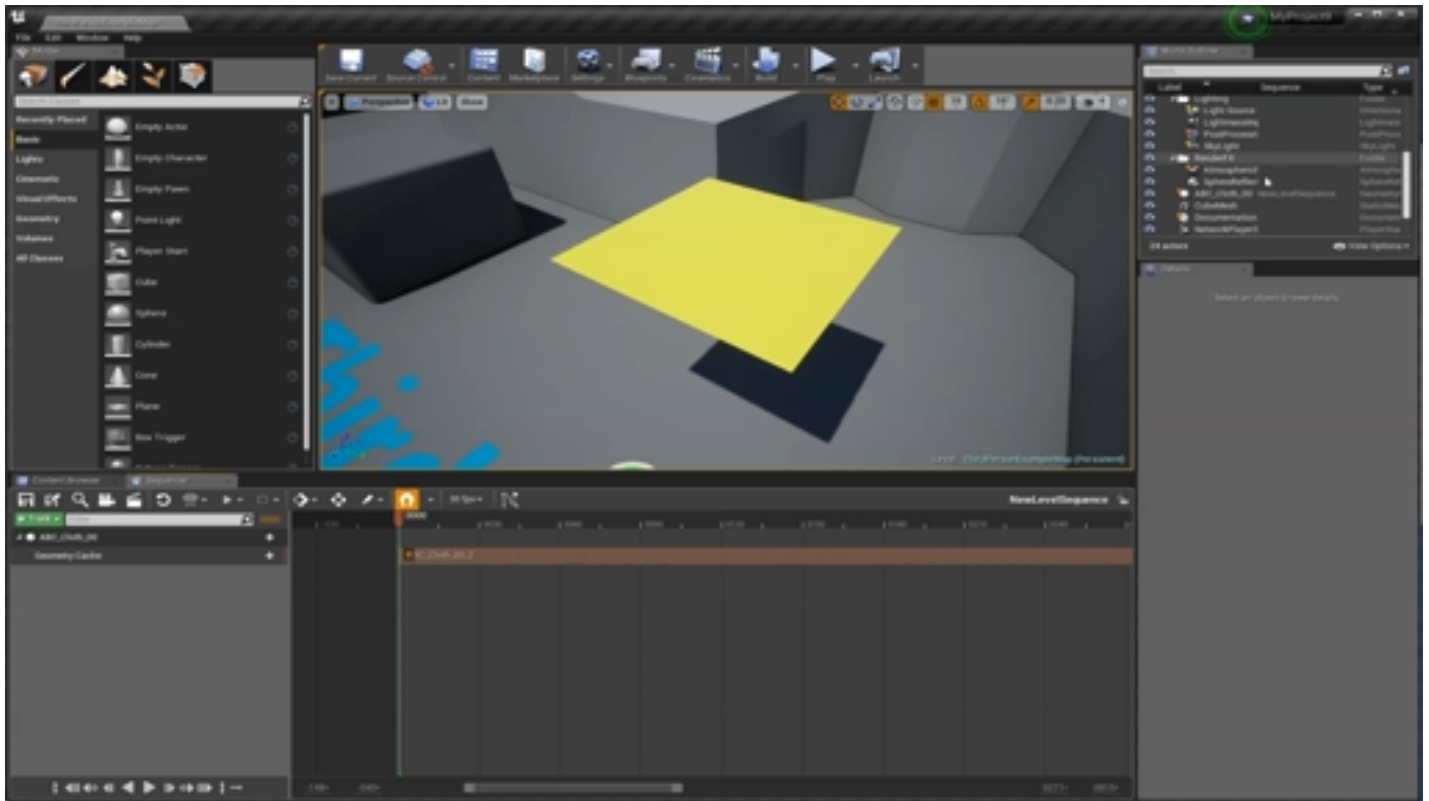
# Geometry Cache Track

The Geometry Cache Track enables the scrubbing and playback of cloth and other Alembic mesh simulations on Static Meshes.



! Learn to use this **Experimental** feature, but use caution when shipping with it.

The **Geometry Cache Track** enables you to scrub through a **Geometry Cache** and render it out with frame accuracy. Once you have imported your Alembic file into Unreal Engine and added it to a Level, you can add it to a **Level Sequence** and add the **Geometry Cache Track** to play your content.

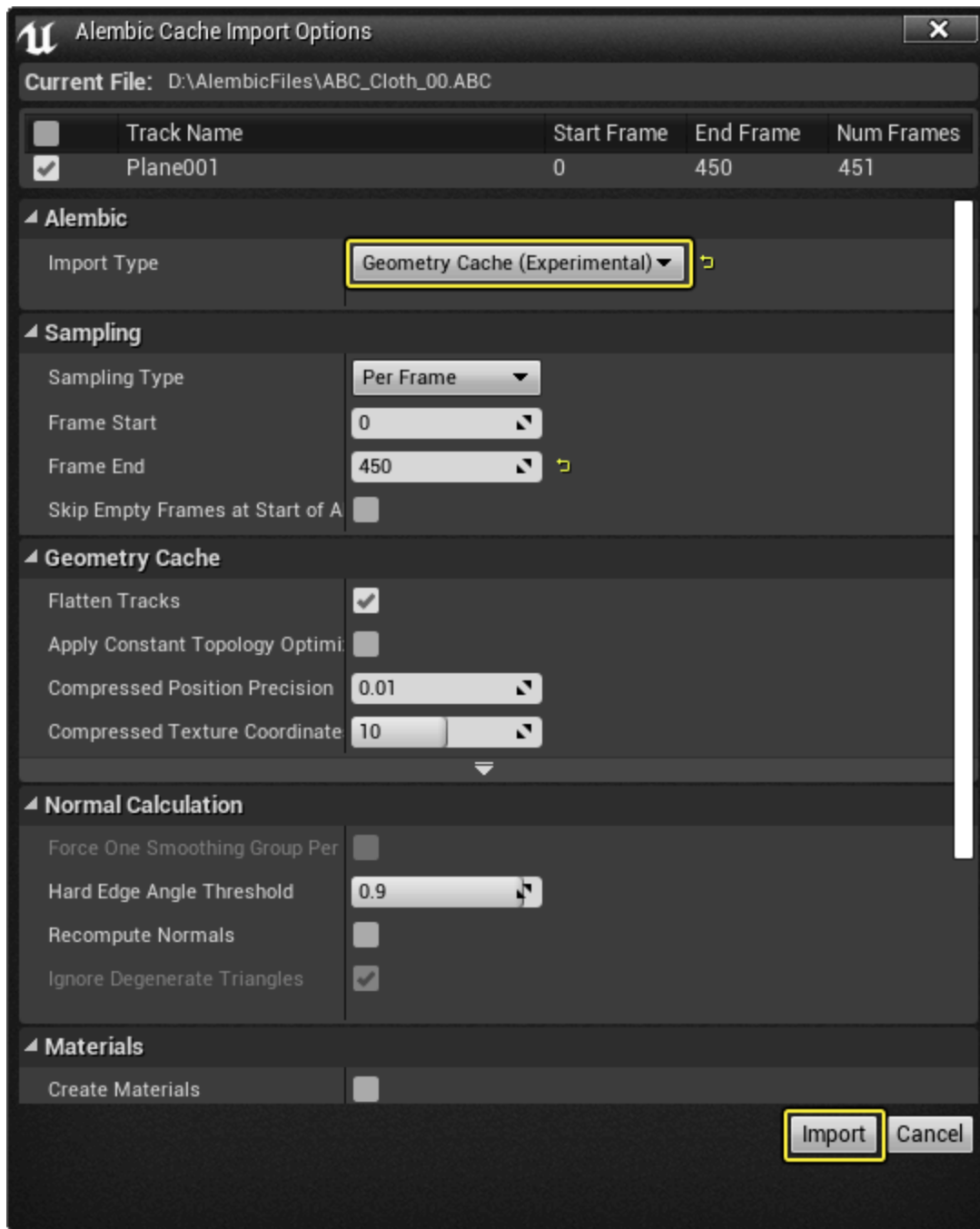


## Steps

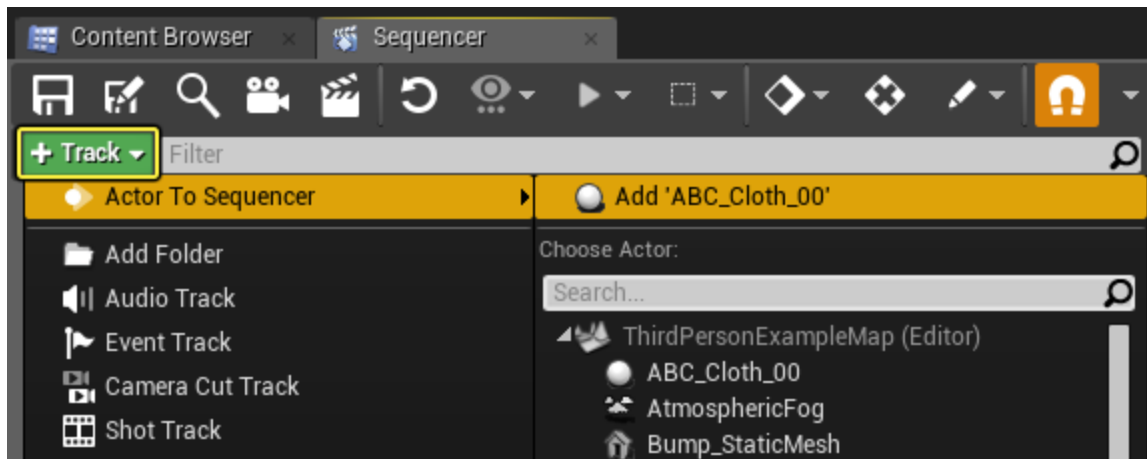


For this How-to guide, we are using the **Blueprint Third Person** template project. You will also need an Alembic file to import into the Engine. If you do not have your own asset, download this [Sample File](#).

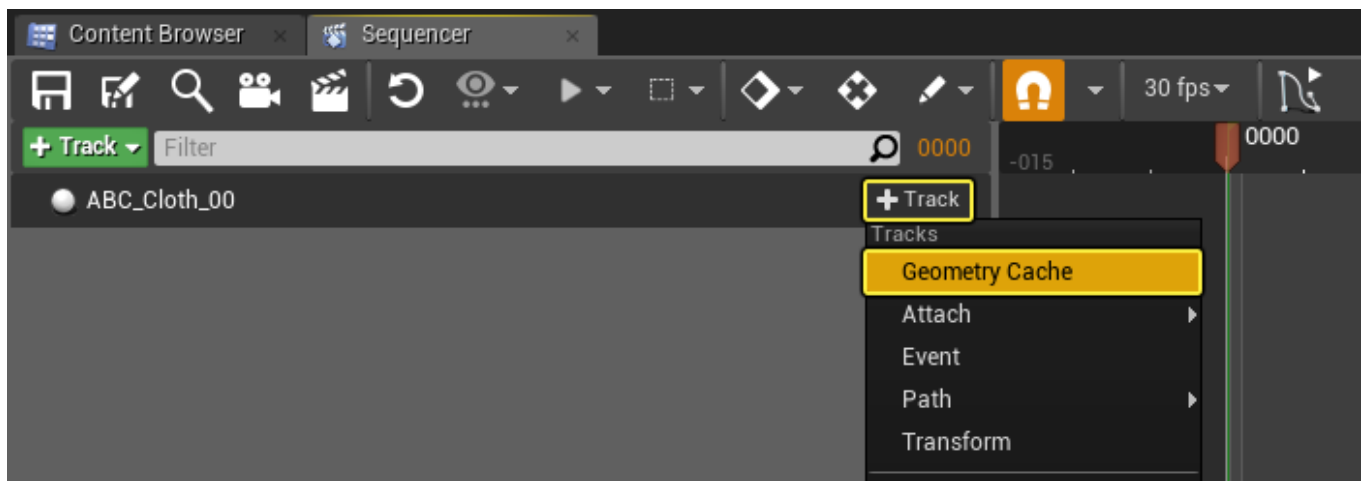
1. Import your Alembic file(s) into Unreal Engine [as a Geometry Cache](#) and define your desired settings.



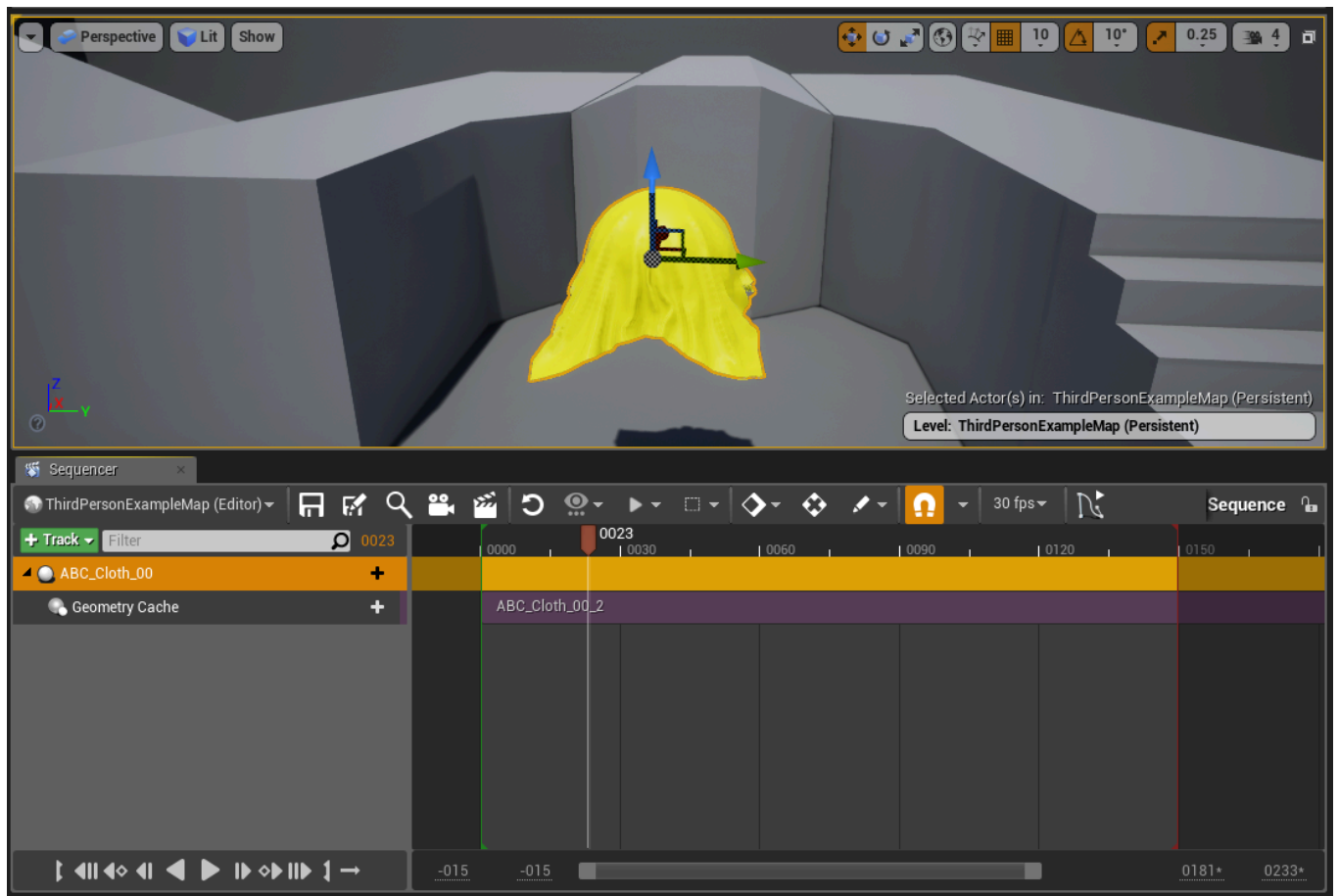
2. Place your **Geometry Cache** in the Level, then create a **Level Sequence** and add it to **Sequencer** with the **+ Track** button.



3. Click the **+ Track** button for the newly created Track and select **Geometry Cache** from the **Tracks** menu.



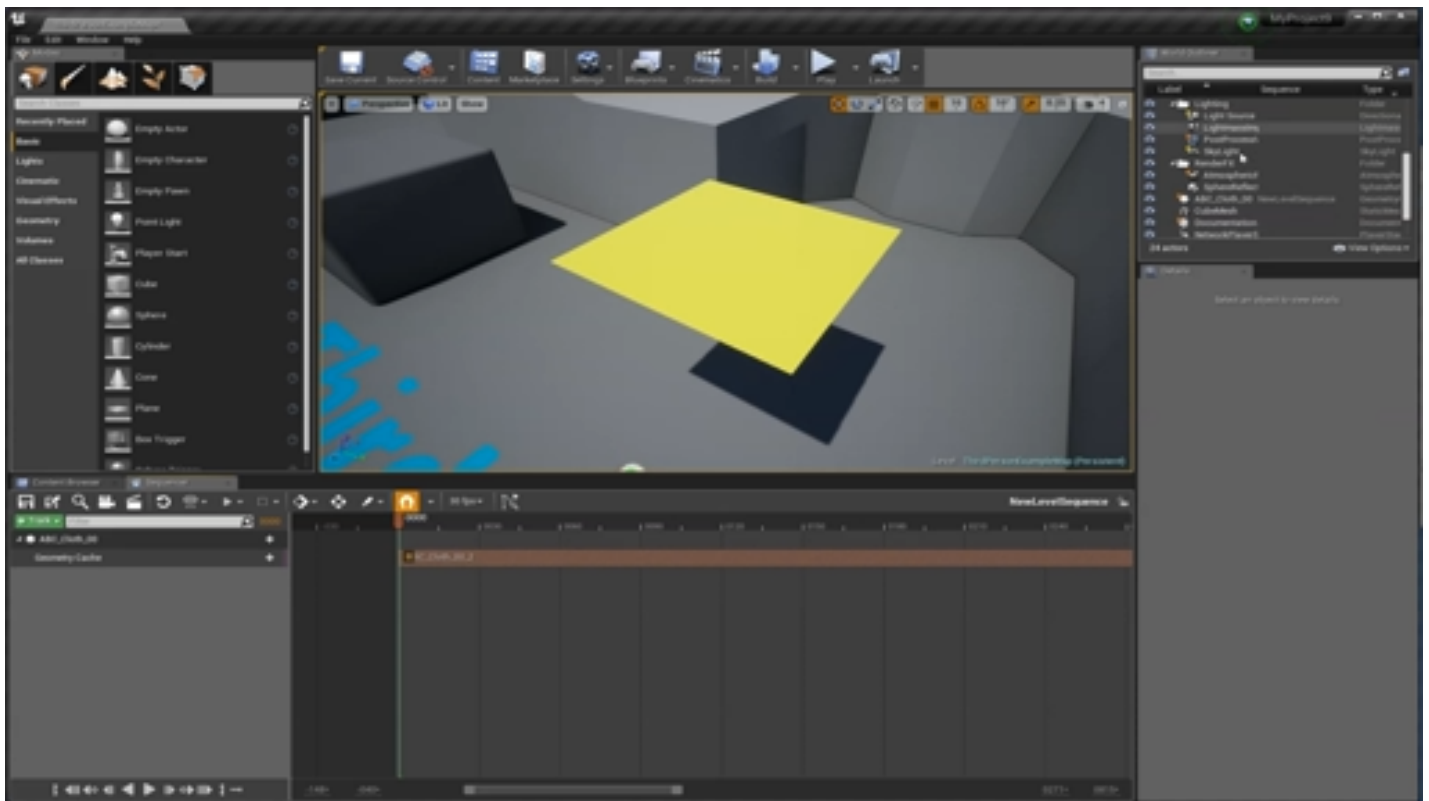
4. Scrub the **Timeline** to view a playback.



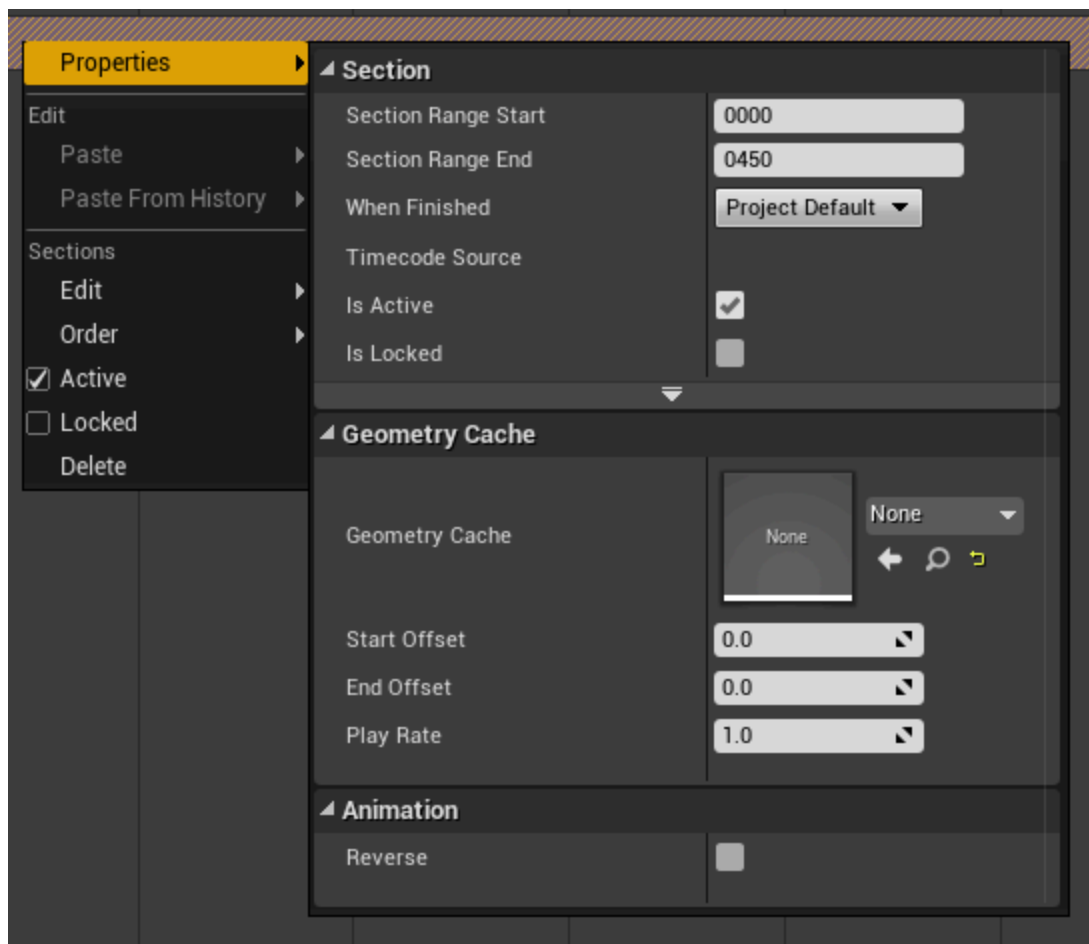
You can also set the **Level Sequence** to **Auto Play** before selecting Play in the Level.

## End Result

With the **Geometry Cache Track** set, you can scrub through your content or it will play back automatically when your Level Sequence plays.



You can access the properties of the Geometry Cache by right-clicking on the Track in the **Tracks Window**. From the properties menu, you can change which **Geometry Cache** asset is being used, add a **Start** or **End Offset**, or adjust the **Play Rate**. There are also options for the **Section** itself and whether to play the animation in **Reverse**.



The following properties are available for Geometry Cache tracks from the right-click context menu, under **Properties**:

Property	Description
<b>Geometry Cache</b>	Specifies the Geometry Cache asset to play.
<b>Start Offset</b>	Number of frames to offset into the beginning of the animation clip.
<b>End Offset</b>	Number of frames to offset into the end of the animation clip.
<b>Play Rate</b>	Defines the playback rate of the animation clip (lower to slow down, increase to speed up).