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# Sequencer Basics

Get started making cinematics and animations with Sequencer.

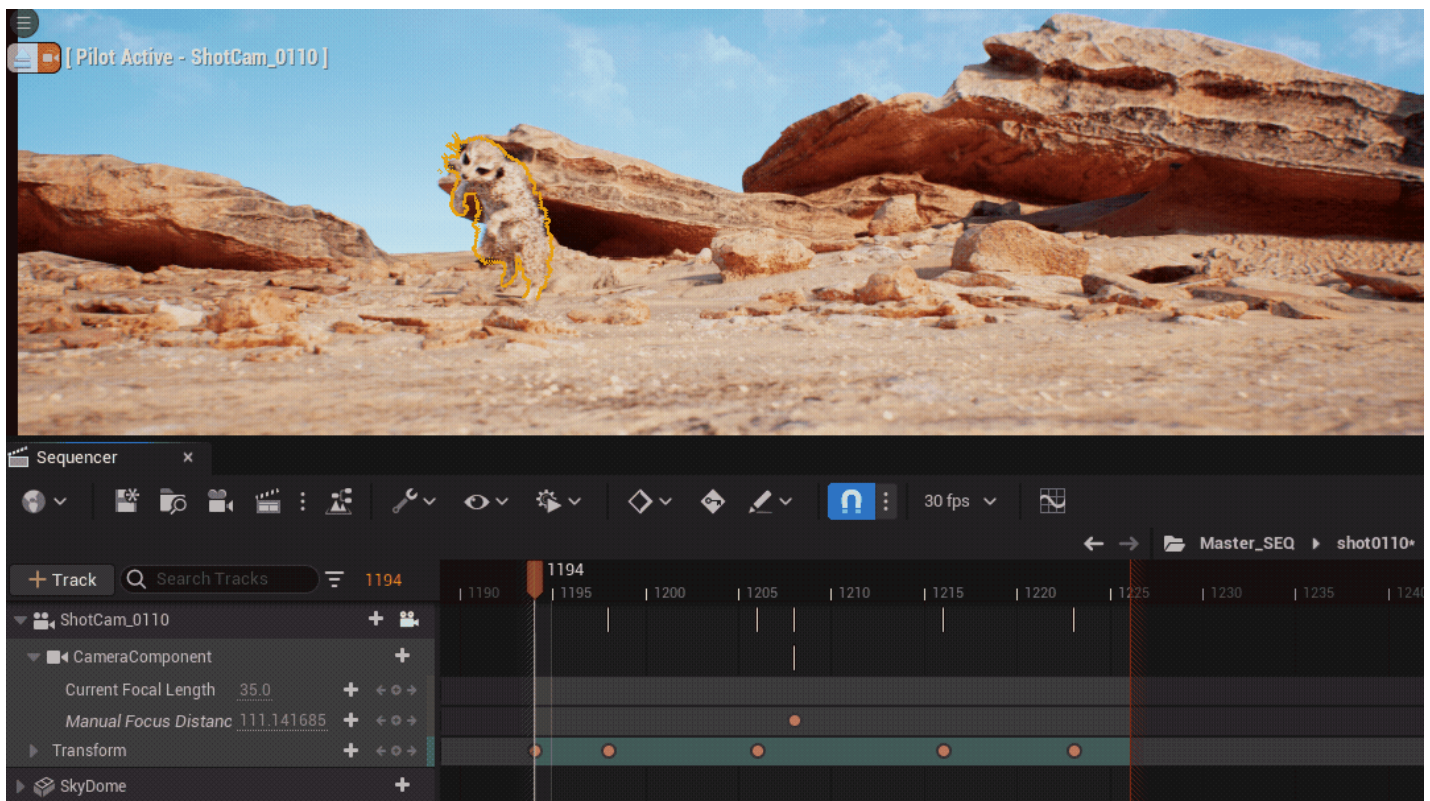


This guide explains the basics of setting up **Sequencer** to create cinematics and event triggers in Unreal Engine.

## What is Sequencer?

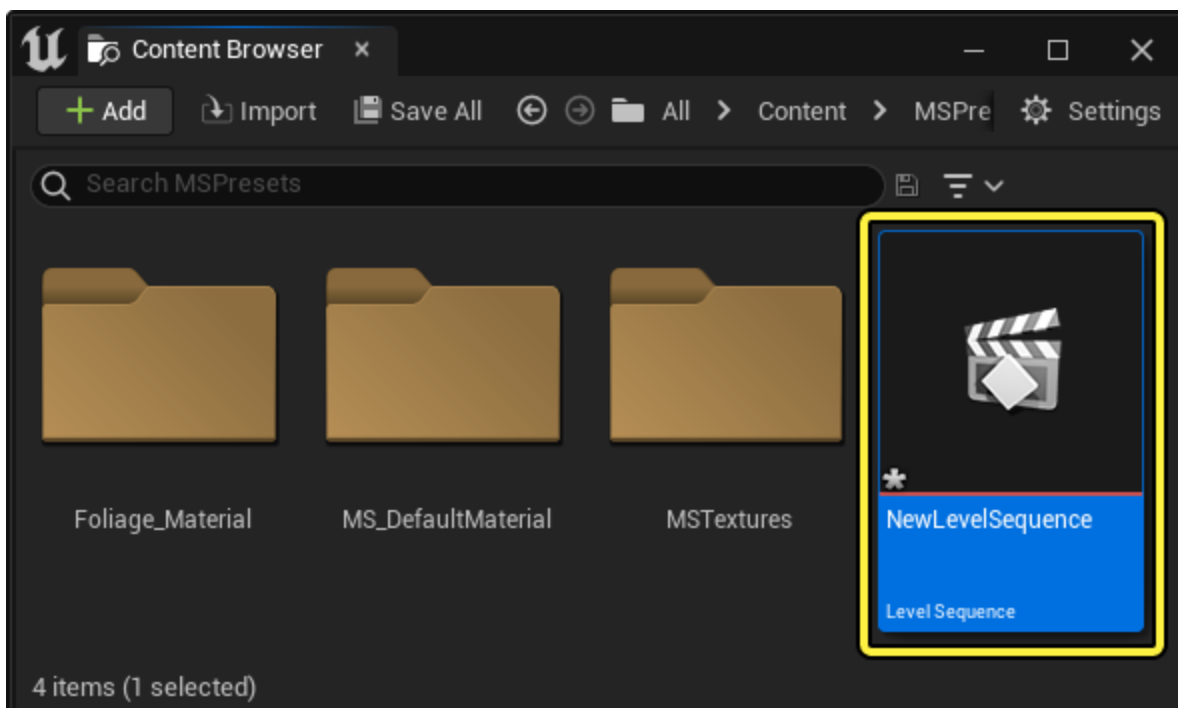
Sequencer is Unreal Engine's cinematic editor for animating characters, cameras, properties, and other actors over time. It has a non-linear editing environment where you can create and modify tracks and keyframes along a timeline.

For an overview of Sequencer and its primary features, see [Sequencer Overview](#).



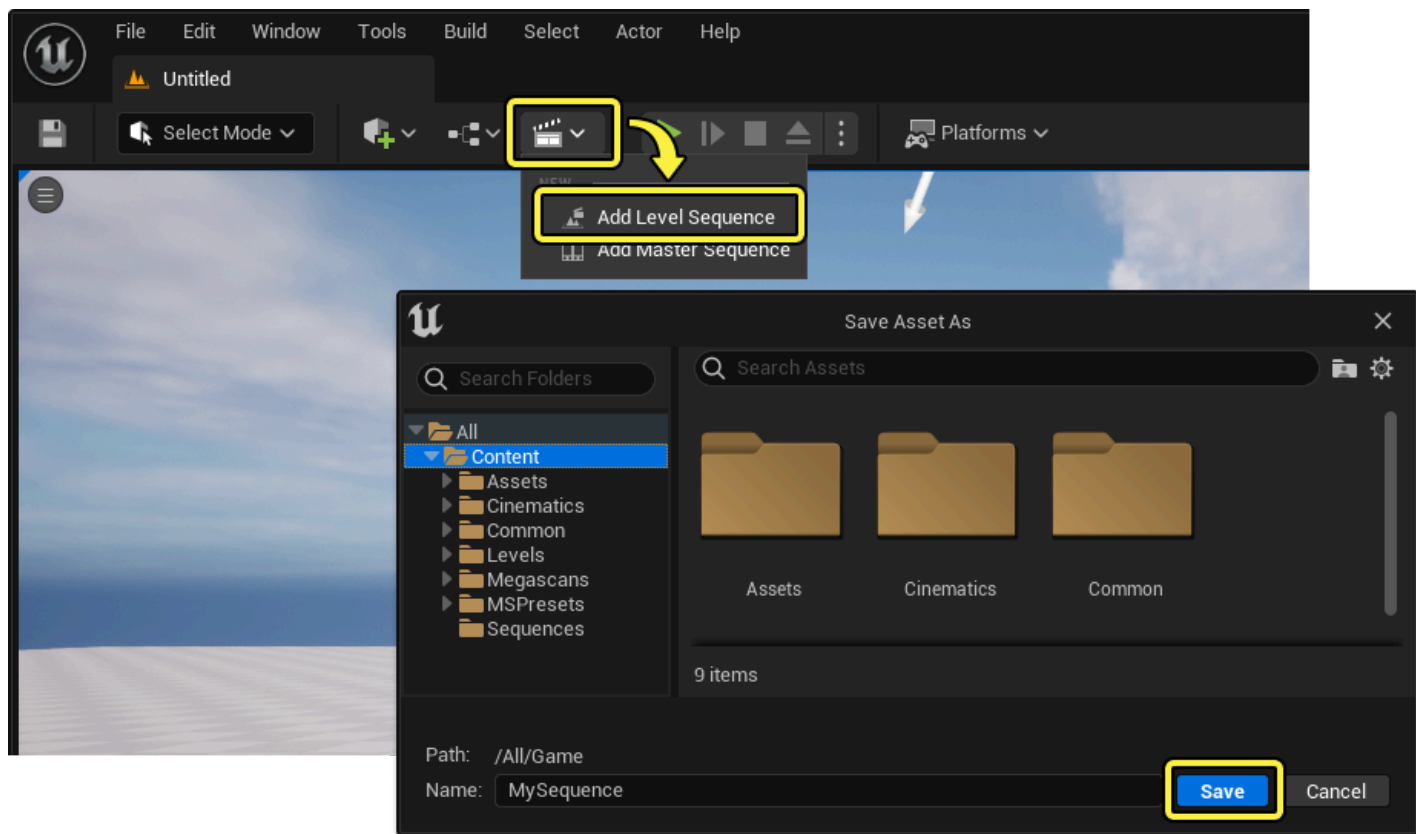
## How to Create and Open Sequencer

Sequencer requires the creation of a **level sequence asset**. The asset is saved in the [Content Browser](#) and referenced by a **level sequence actor** to bind Sequencer's data to the level.

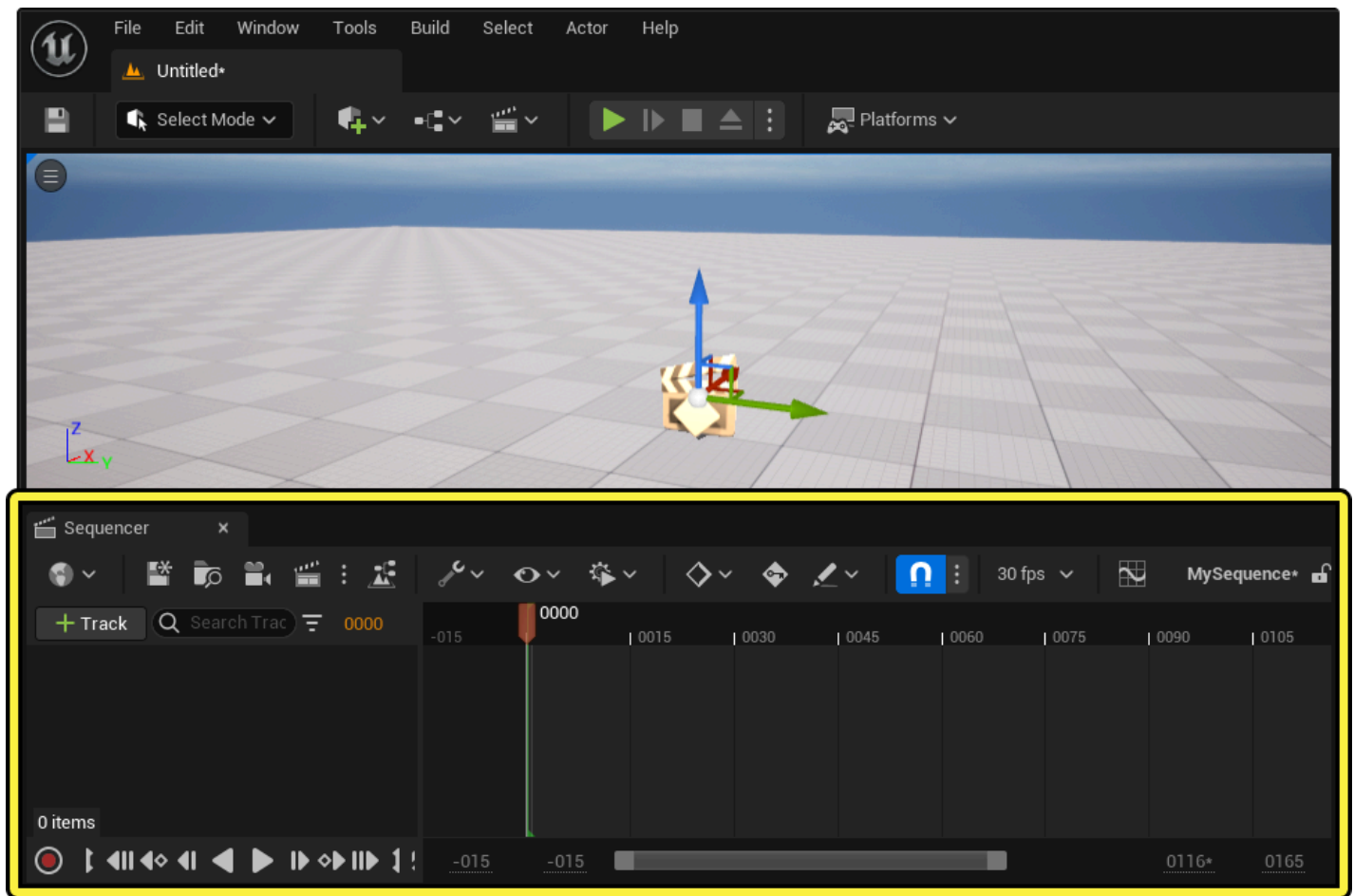


To create a level sequence, use one of the following methods:

- Click the cinematics icon in the [main toolbar](#) and select **Add Level Sequence**.
- In the Content Browser, right-click an open area and select **Cinematics > Level Sequence**.



To open Sequencer, double-click any level sequence in your project. The **Sequencer Editor** will open at the bottom of the Unreal Editor.



# How to Create Content with Sequencer

The following guides show common actions you can perform with Sequencer.



## Create Camera Animation

A beginner's look at how to create camera animation in Sequencer.



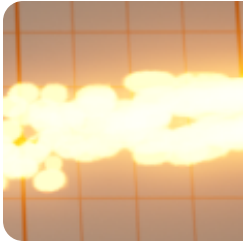
## Apply Animation to a Character

A beginner's guide at how to add character animation in Sequencer.



## **Animate a Light**

A beginner's guide at how to animate lights in Sequencer.



## **Enable Particles**

A beginner's look at how to enable different types of particles in Sequencer.