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# Cameras in Sequencer

Learn about using cameras and its features for your cinematics.



## Overview

Sequencer includes powerful camera tools, enabling you to achieve your filmmaking goals in Unreal Engine. The following pages provide an overview of the different ways you can use cameras and enhance their behavior.

### Cine Camera Actor

The Cine Camera Actor is used as the primary camera type for filming cinematic content in Unreal Engine.

### Virtual Cameras

Control Cameras inside Unreal Engine by using a modular component system to manipulate and output Camera data.

## **Camera Rigs**

Film with real-world techniques in Unreal Engine by using Camera Rigs.

## **Camera Shakes**

Create camera shake effects in Unreal Engine.

## **Cinematic Viewport**

Use the Cinematic Viewport to add filmmaking controls in the viewport.

## **Image Plate**

Play full screen videos and image sequences on your cameras using Image Plates.