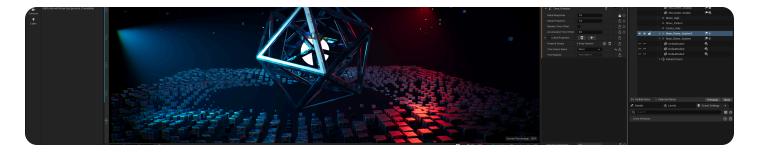
- Developer
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- / Unreal Engine 5.4 Documentation
- / Motion Design

## **Motion Design**

How to create graphics and animations for broadcast using Motion Design.



① Learn to use this **Experimental** feature, but use caution when shipping with it.

Motion Design is a feature set for motion graphics artists who need a streamlined and creative suite of tools that provide for rapid iteration and scalability. Motion Design includes a reworked world outliner, user interface, rigging tools, cloners, customizable 2D/3D shapes, and a new way to create materials using a streamlined, layer-based workflow called Material Designer.

Everything you create can be rigged with customizable logic that you can version using a variety of approachable solutions. Motion Design offers a robust Rundown tool that, in conjunction with its Transition Logic system, can run live-updated broadcast graphics with minimal rigging.

All of Motion Design's features combine to help you create on-air compatible graphics as well as high-end 3D product design and advertising visuals.

## **Using Motion Design**



**Motion Design Quick Start Guide** 

Get started working with Motion Design.



**Your First Graphic with Motion Design** 

Learn how to create your first graphic using Motion Design.