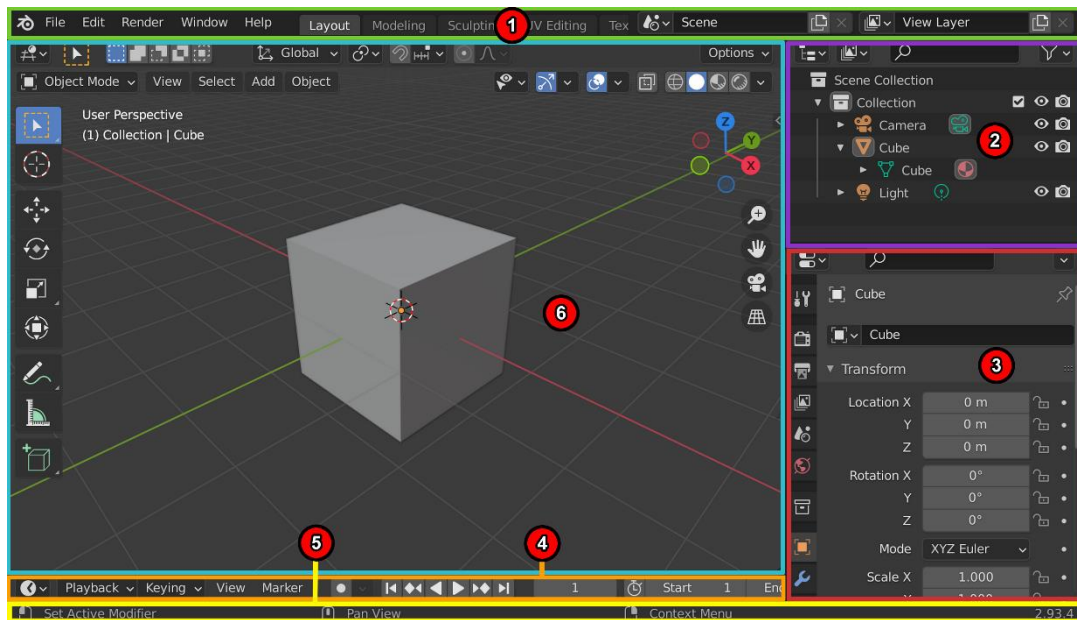
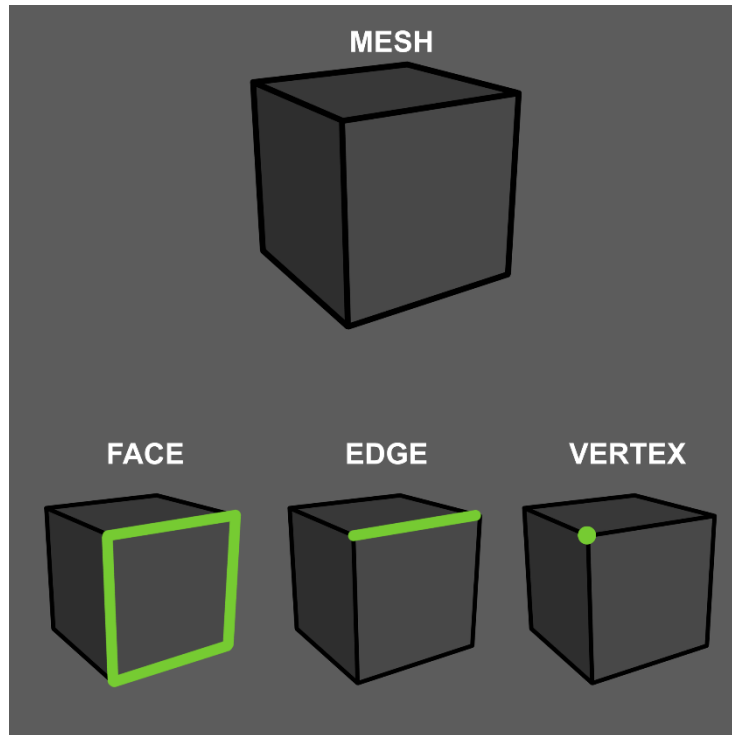
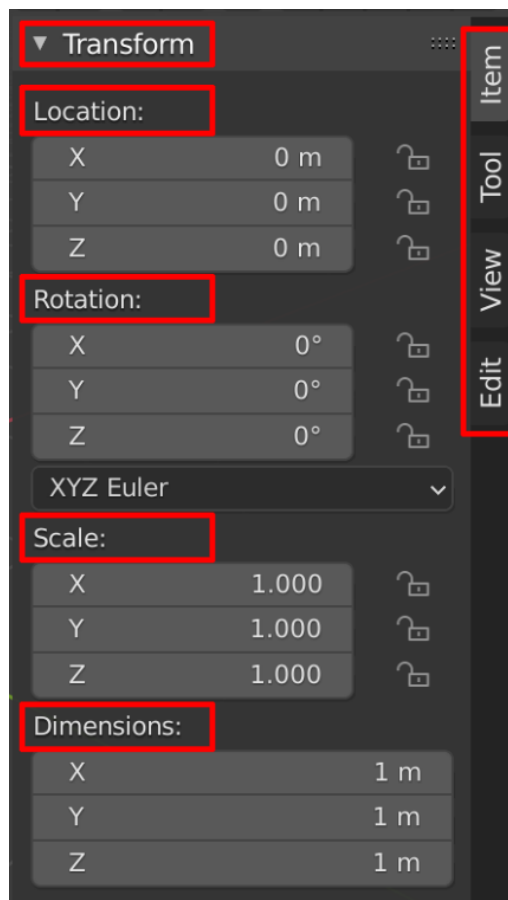
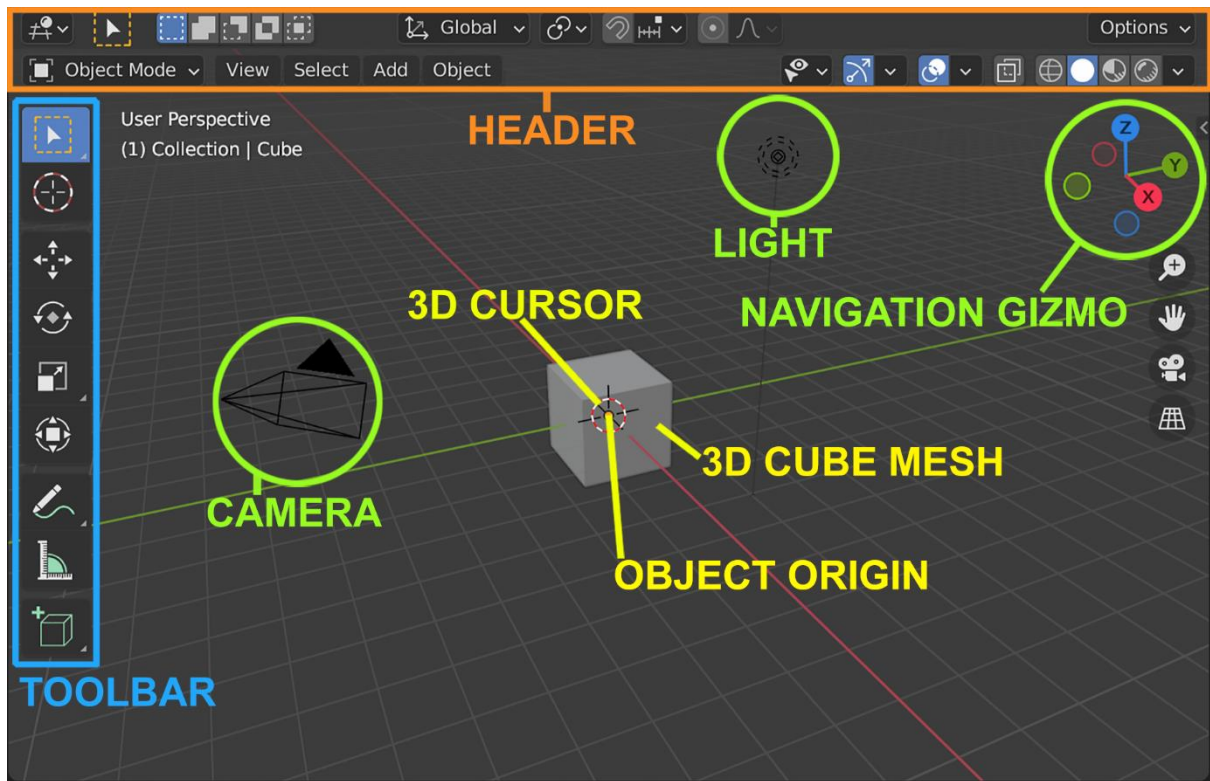
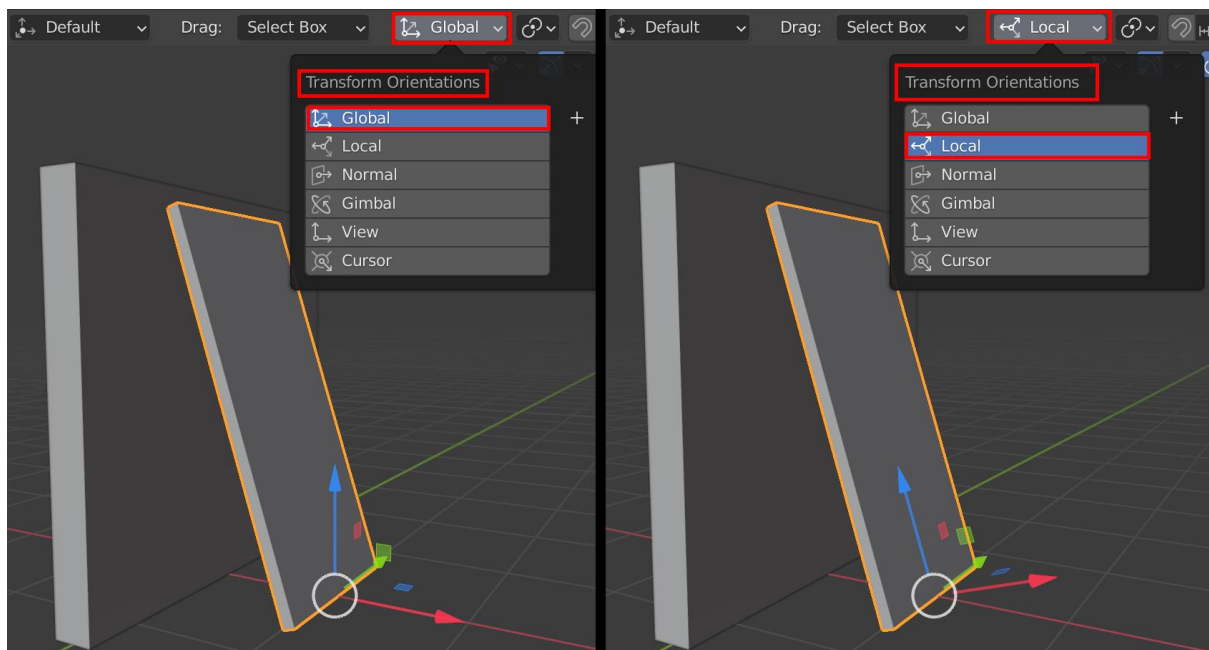
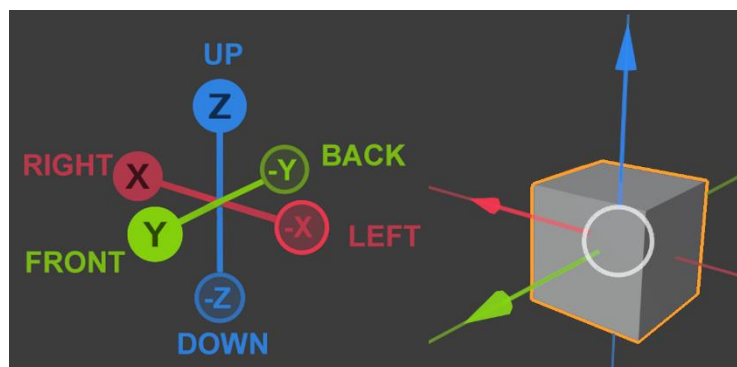
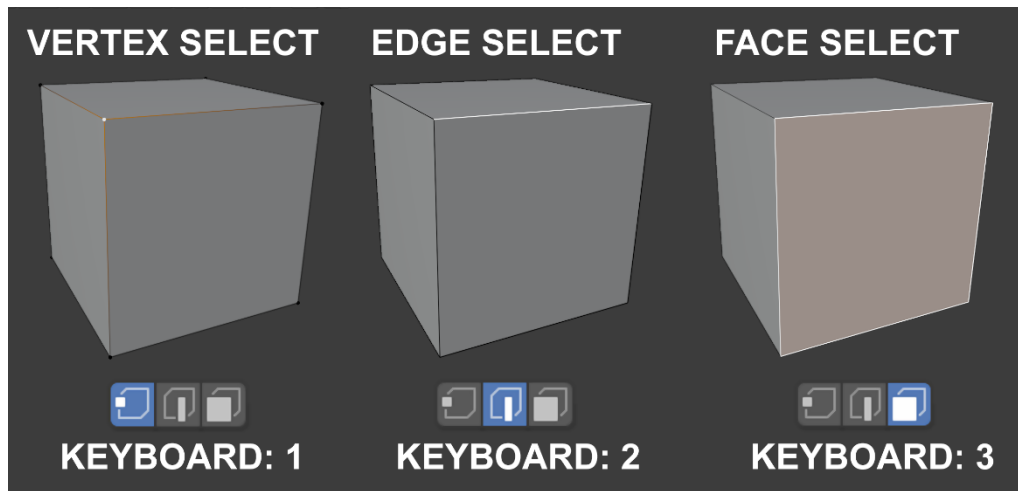
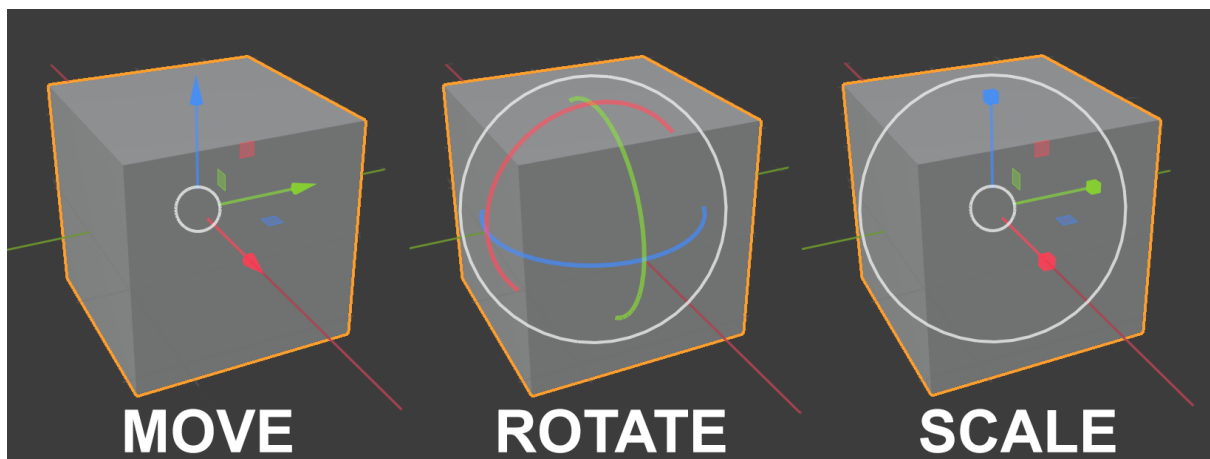
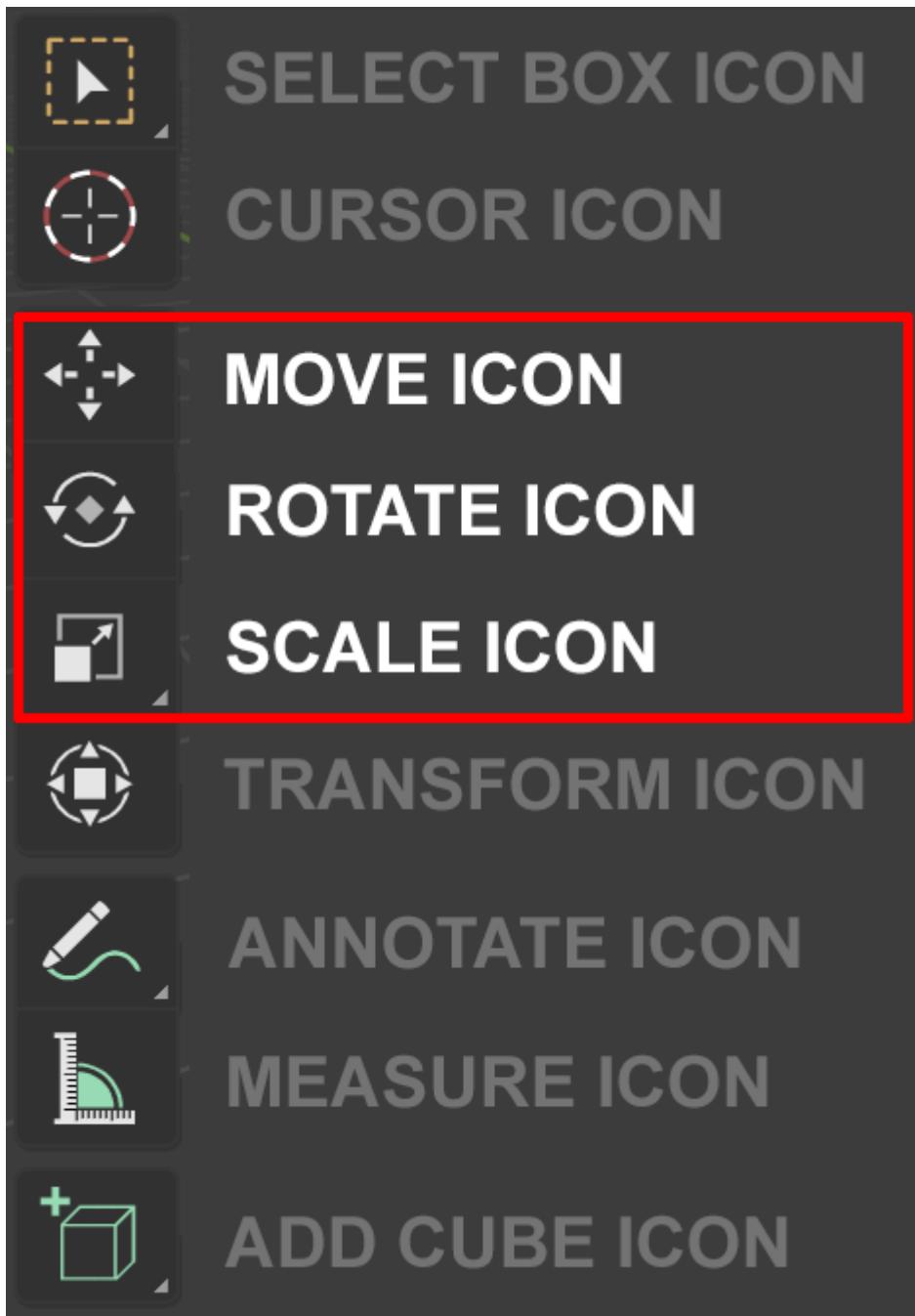


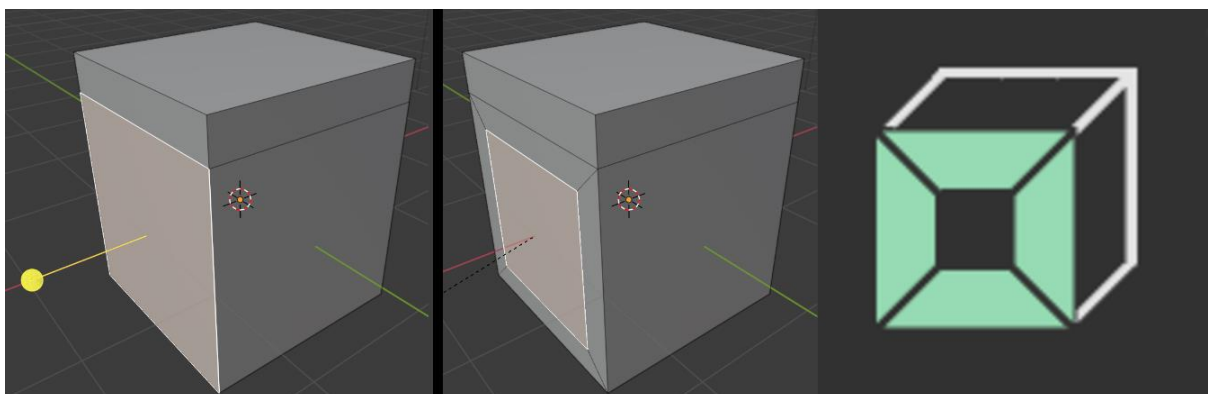
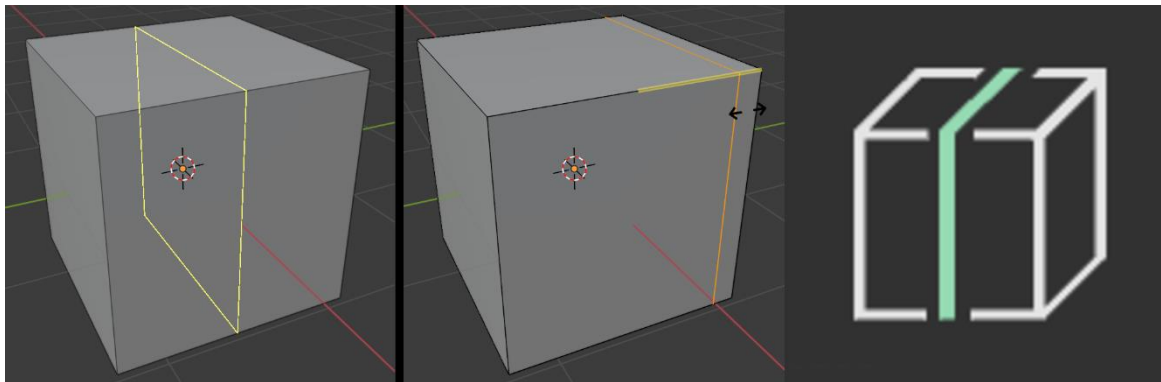
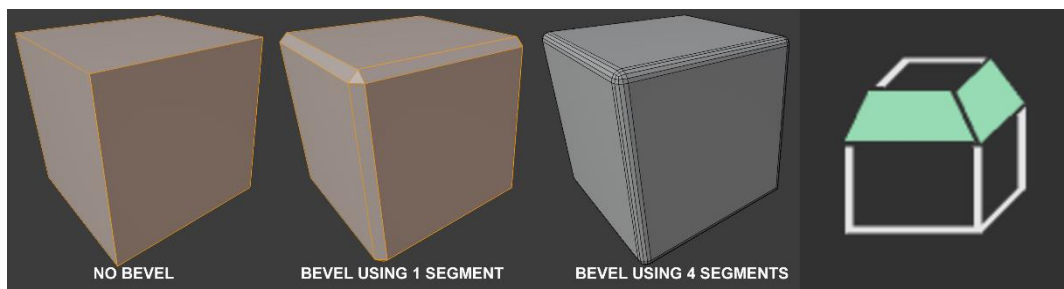
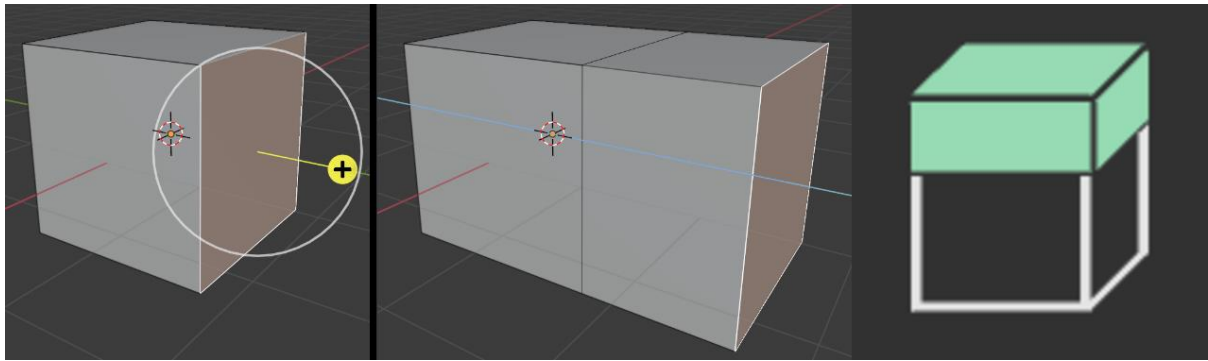
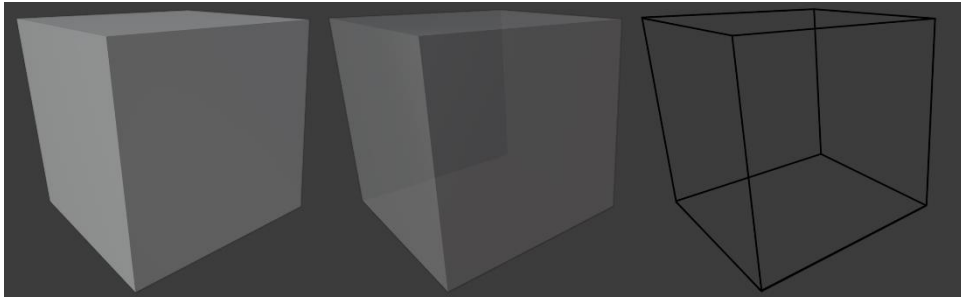
Chapter 1: Introduction to Blender's 3D Modeling and Sculpting Tools

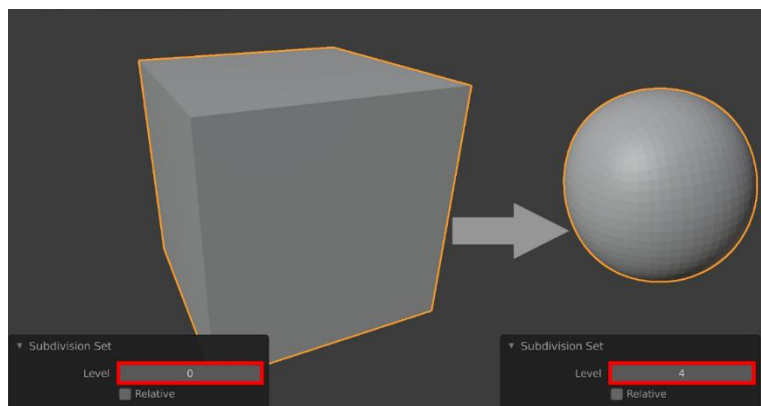
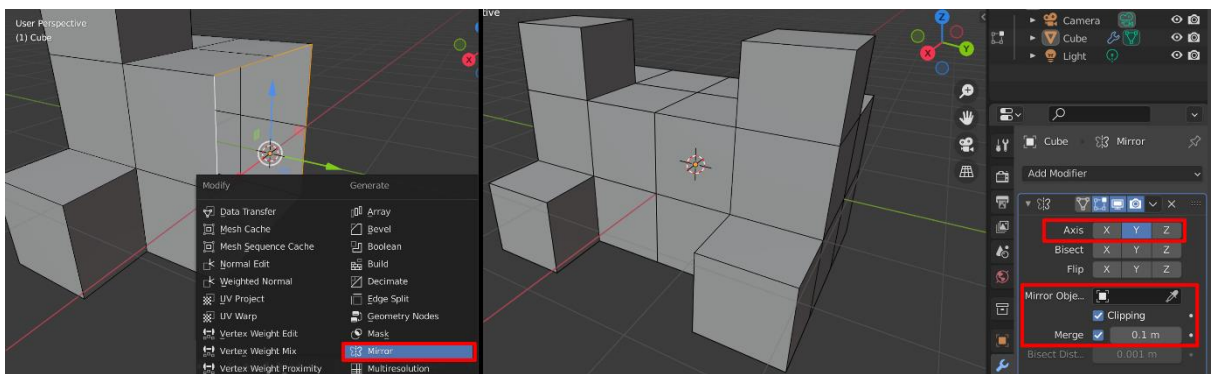
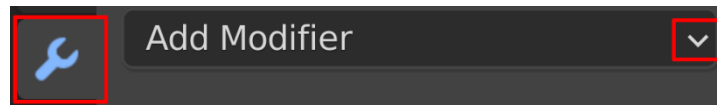
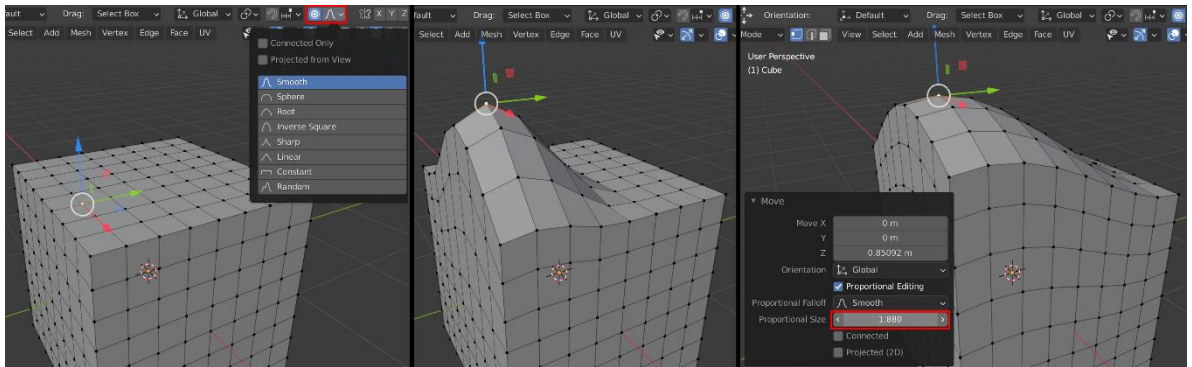
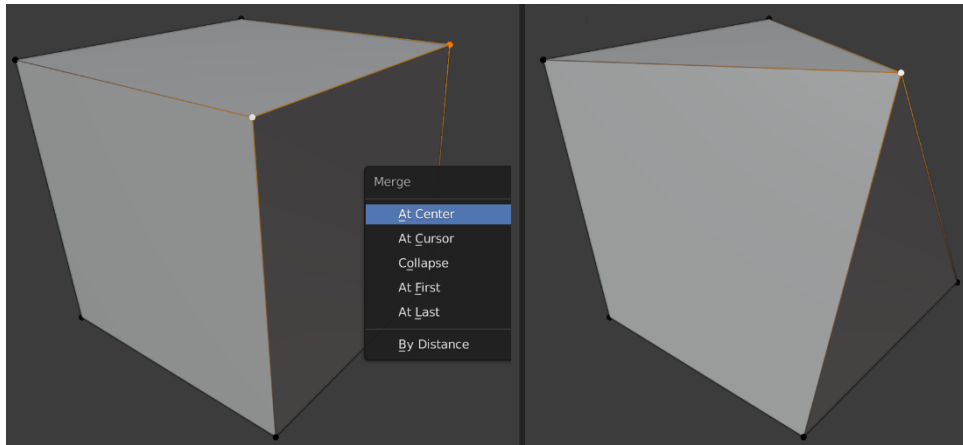




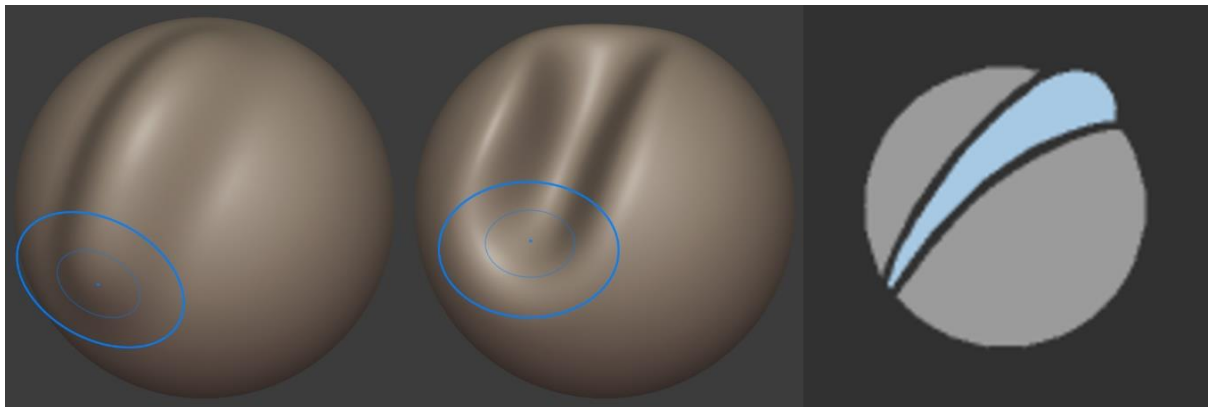
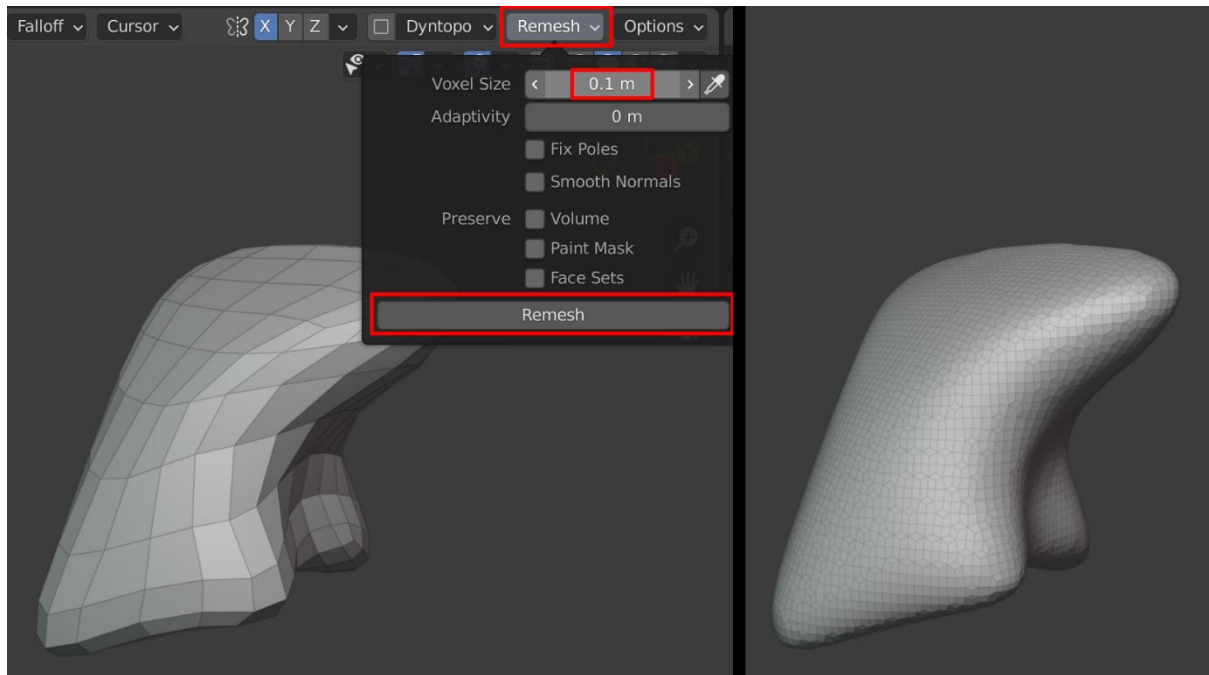


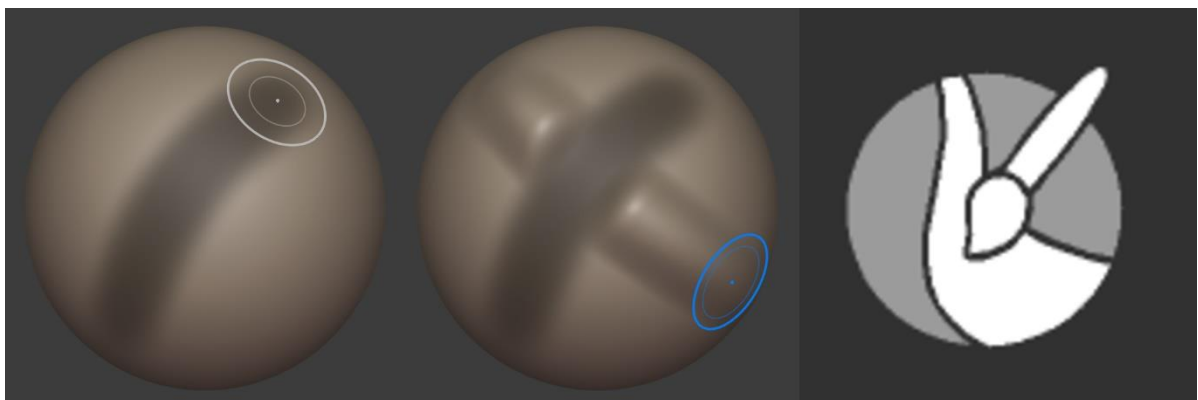
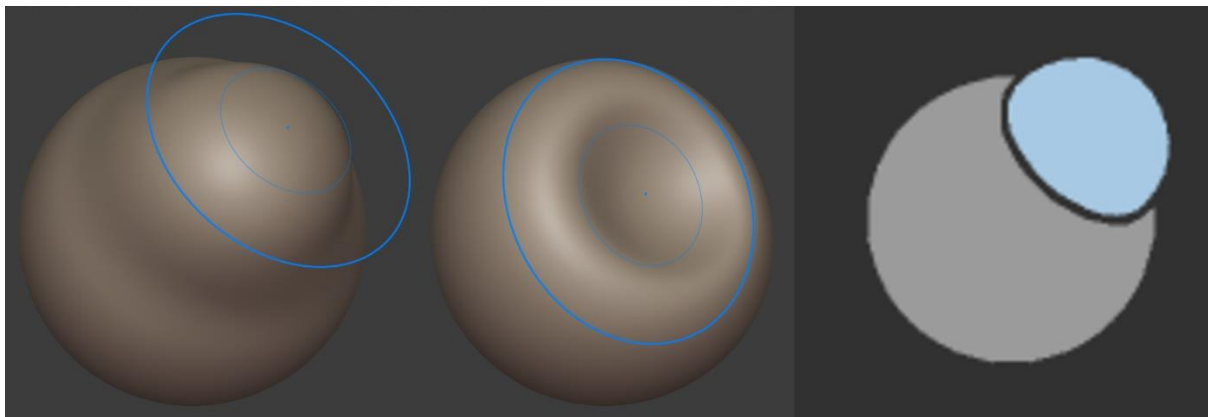
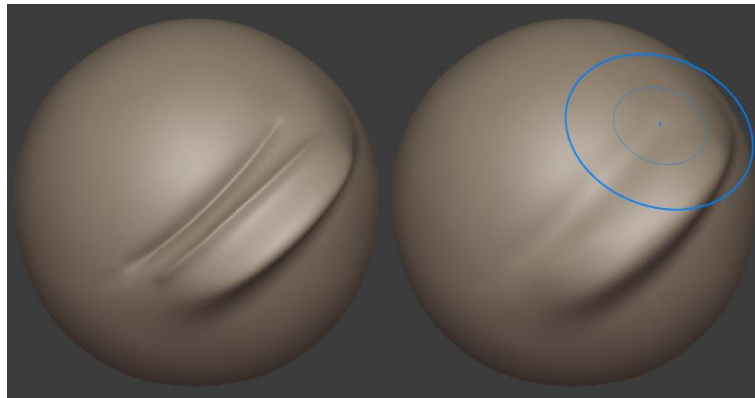
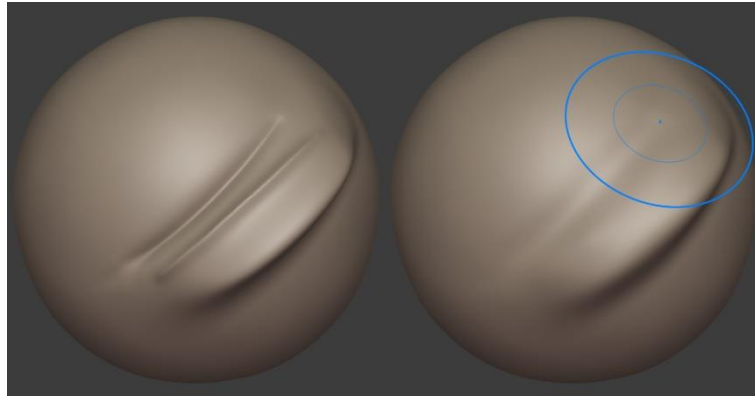


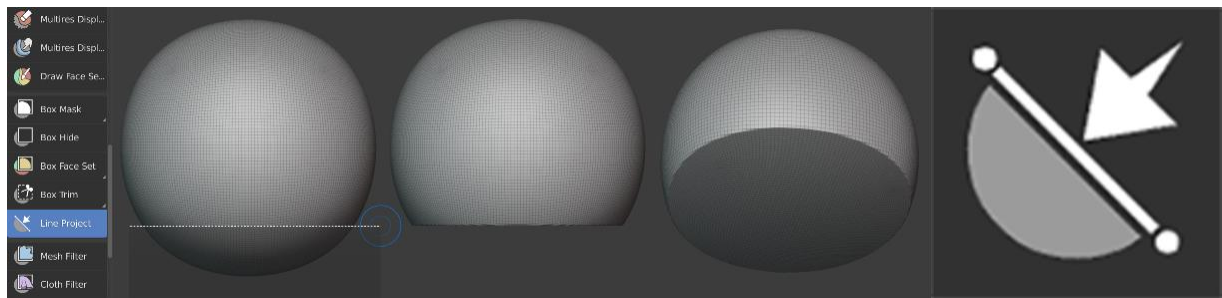




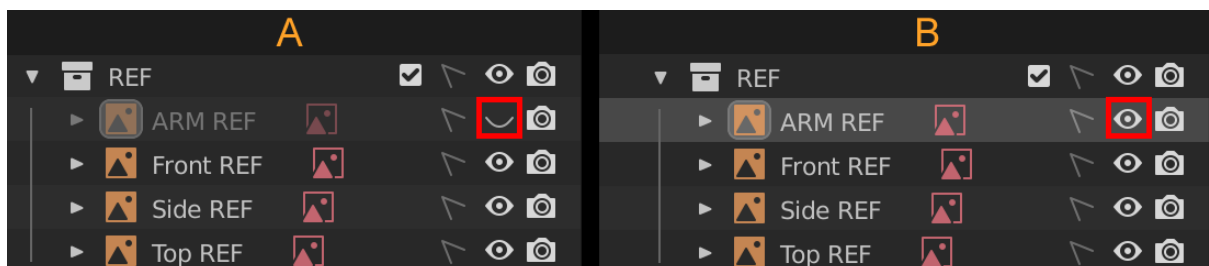
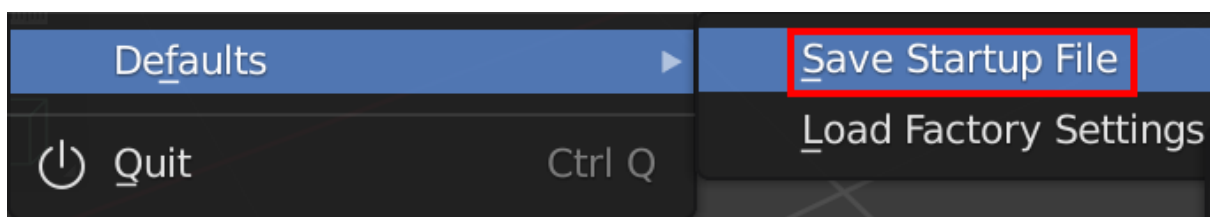
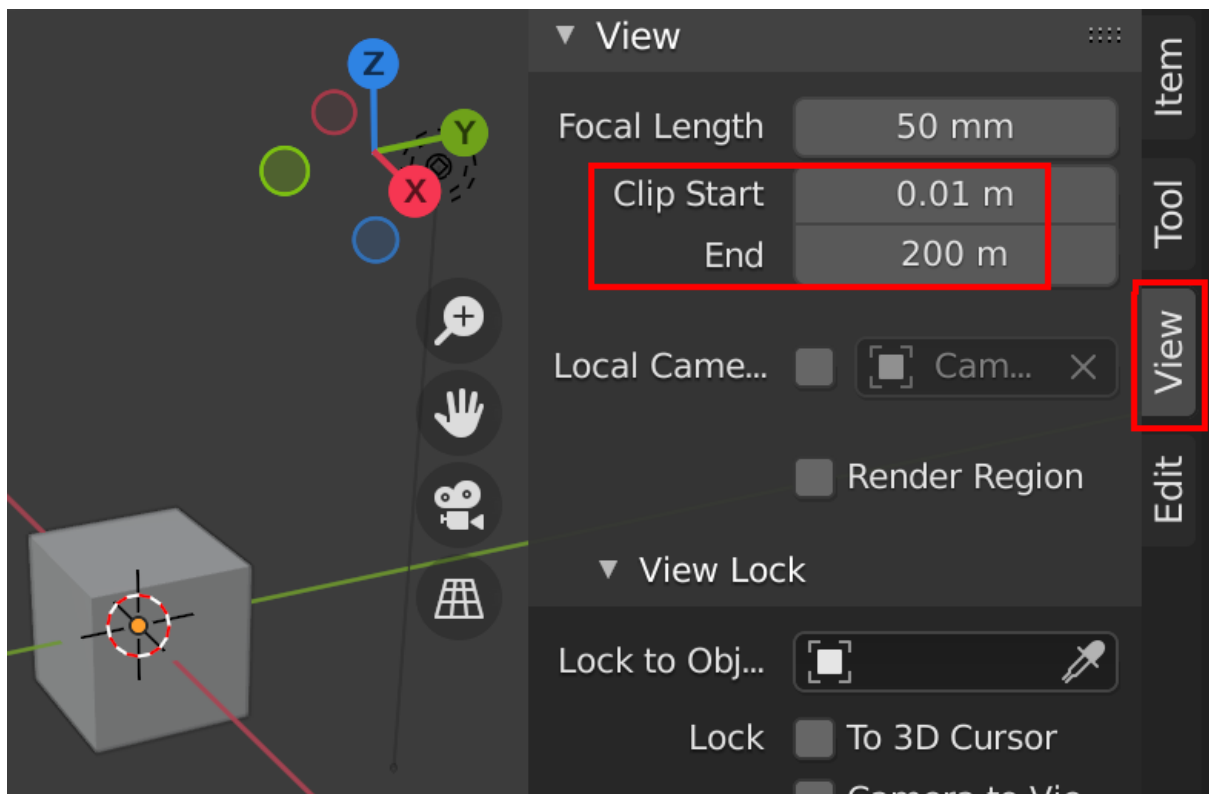
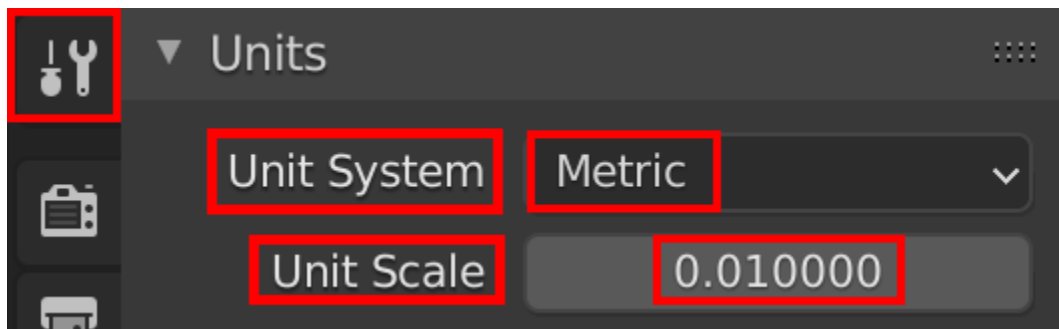
Radius 50 px Strength 0.500

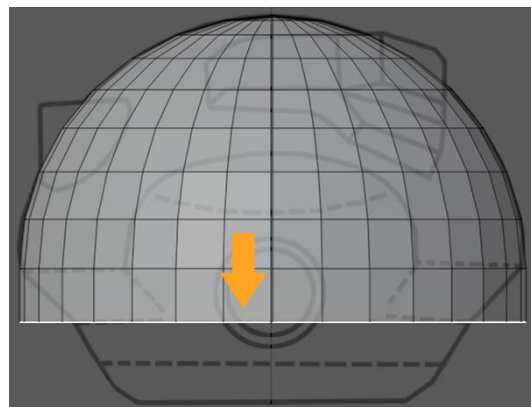
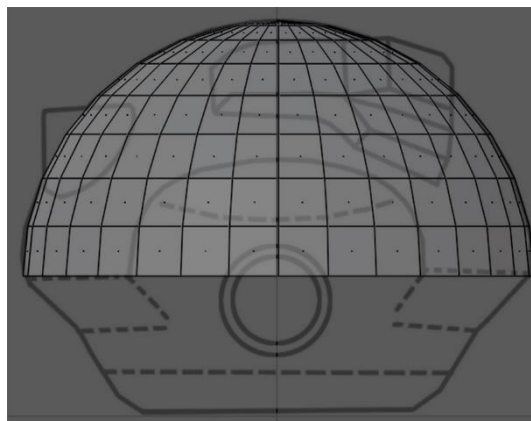
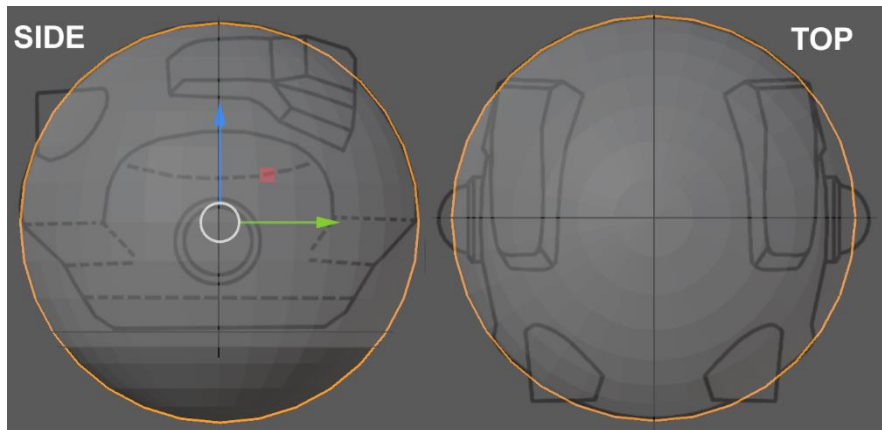


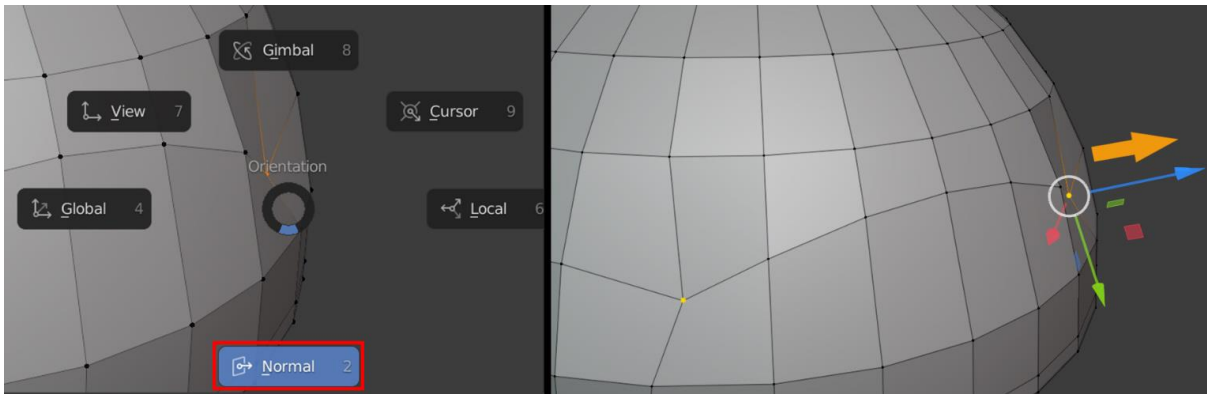
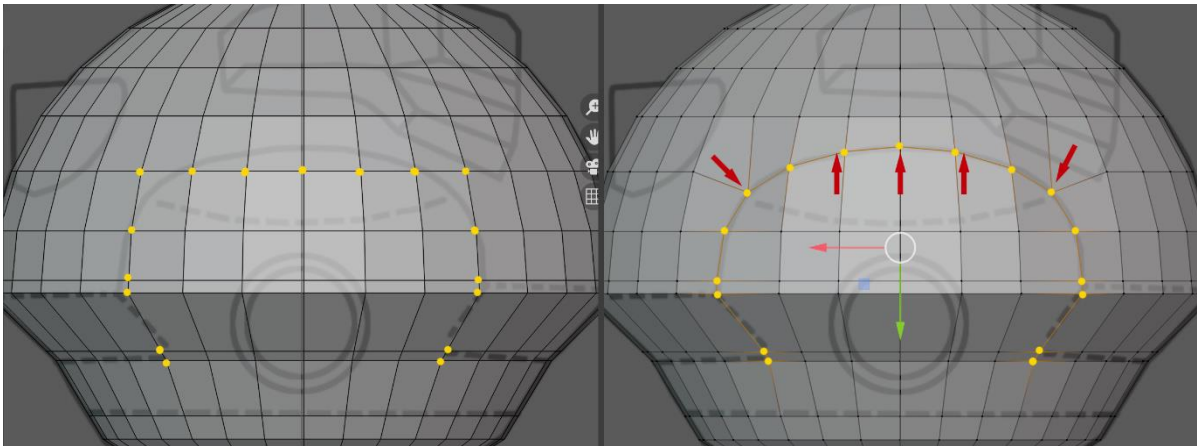
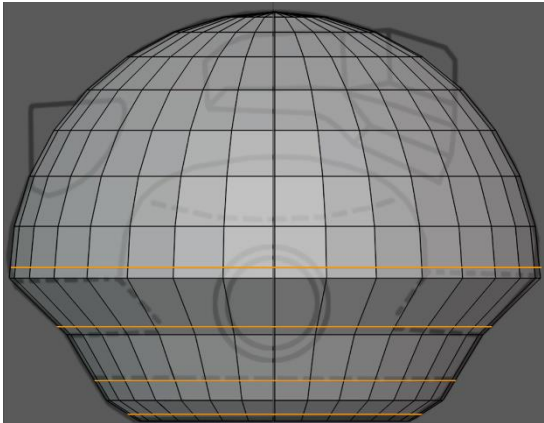
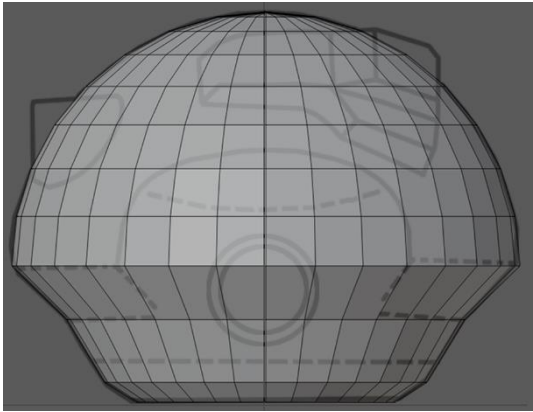


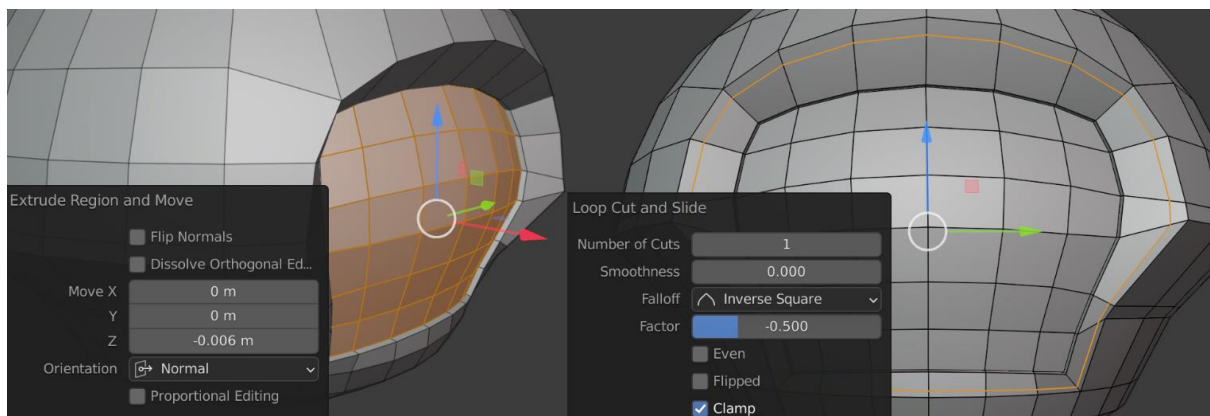
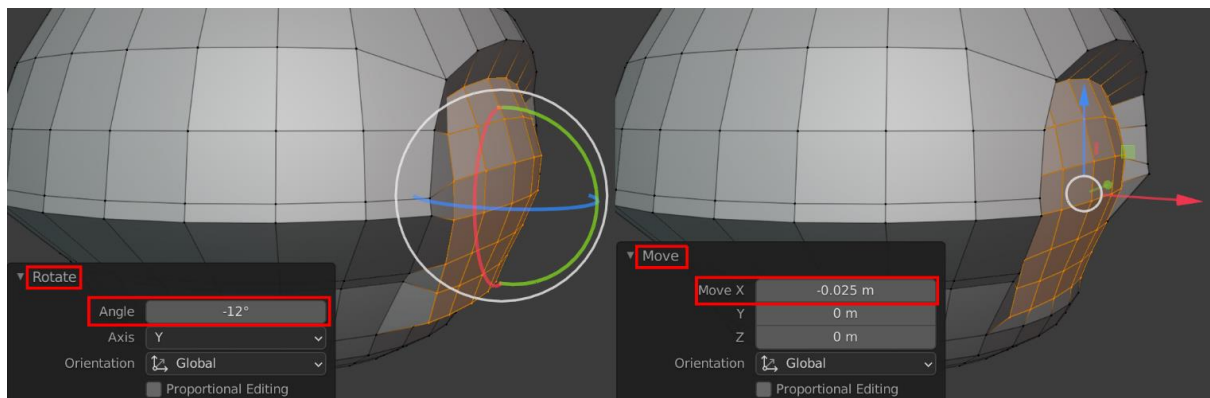
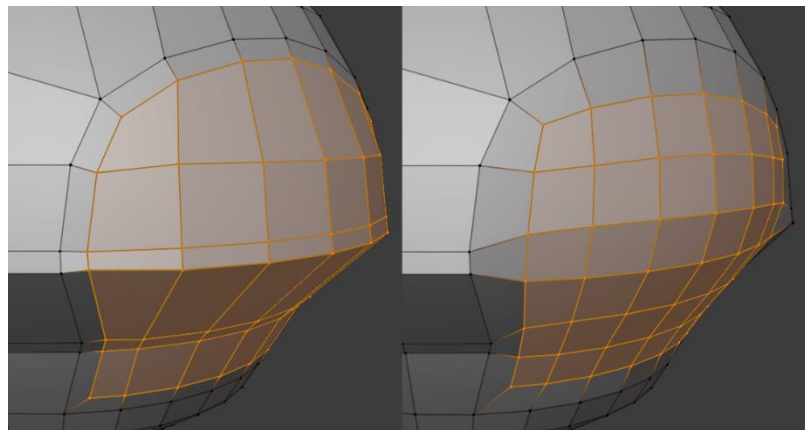
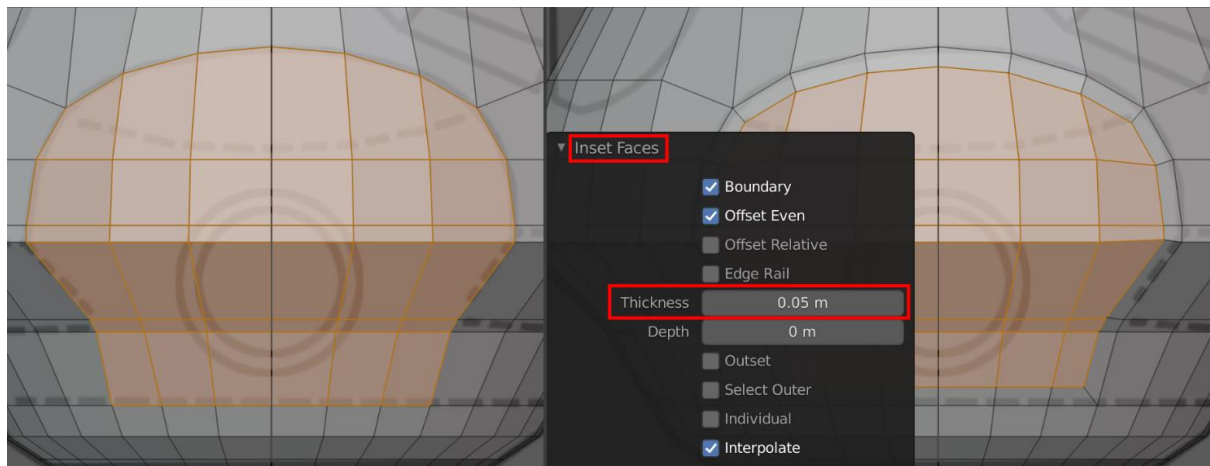


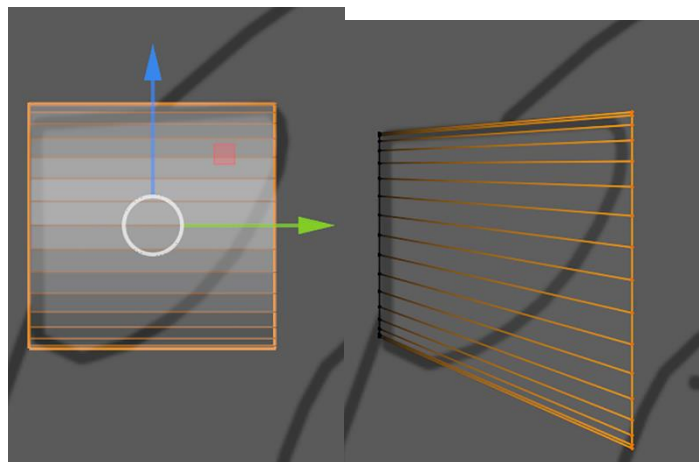
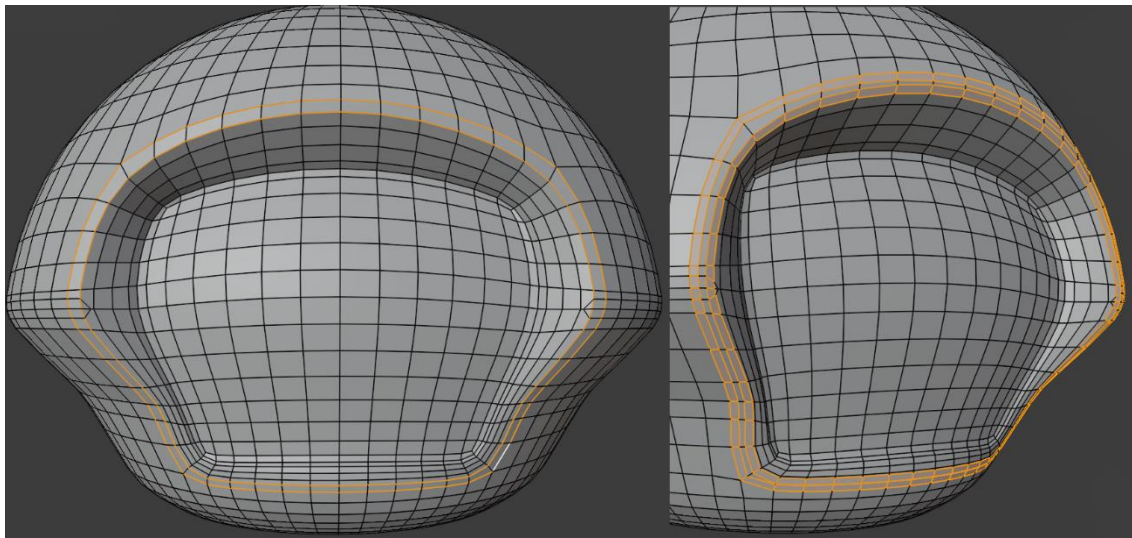
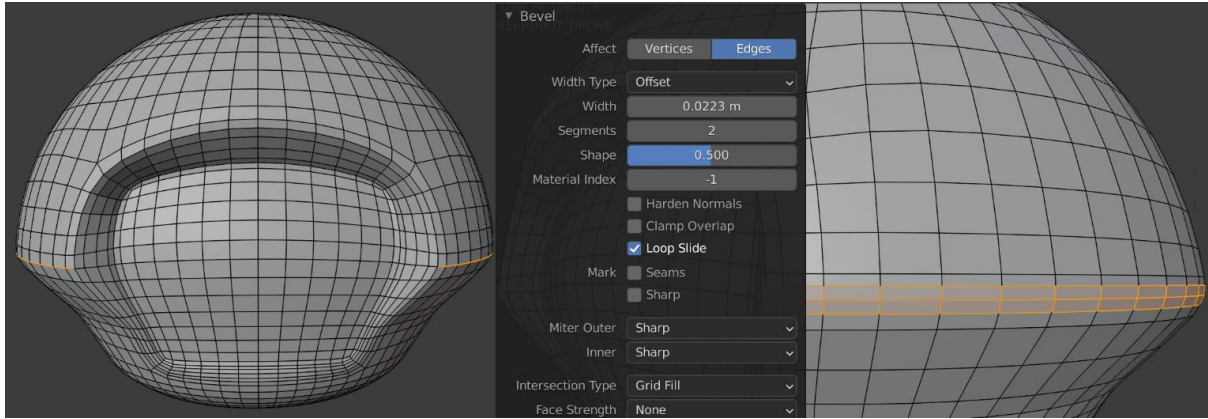
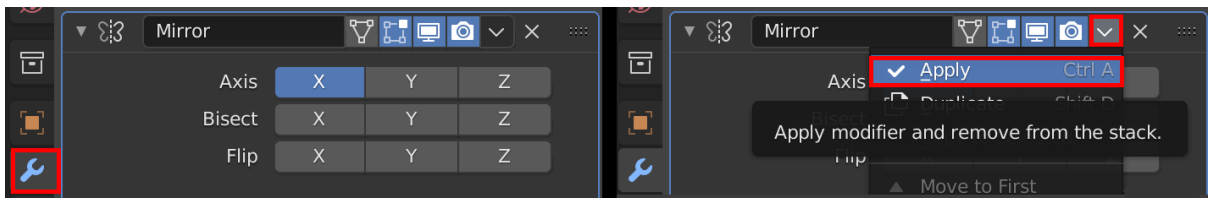
Chapter 2: Modeling a Robot Drone Character

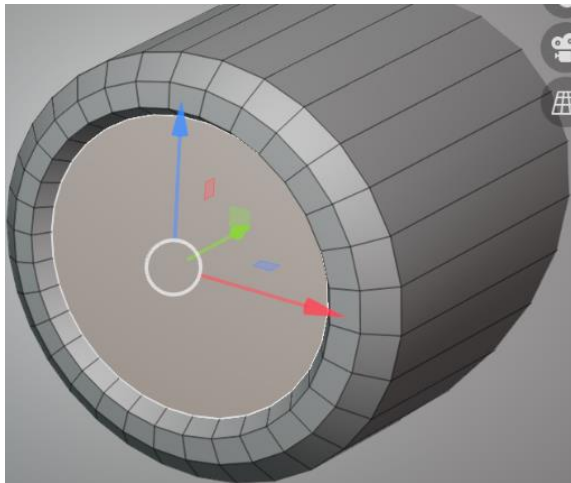
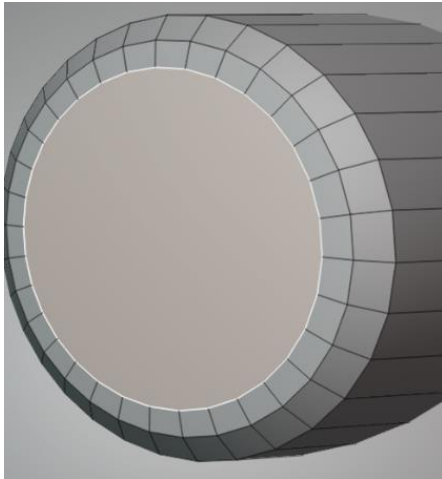
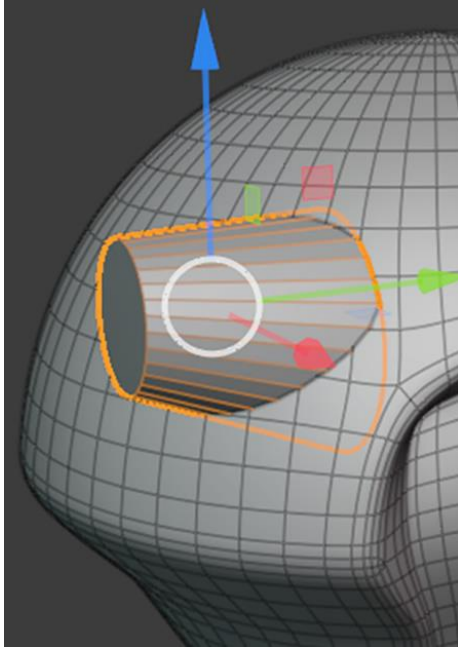


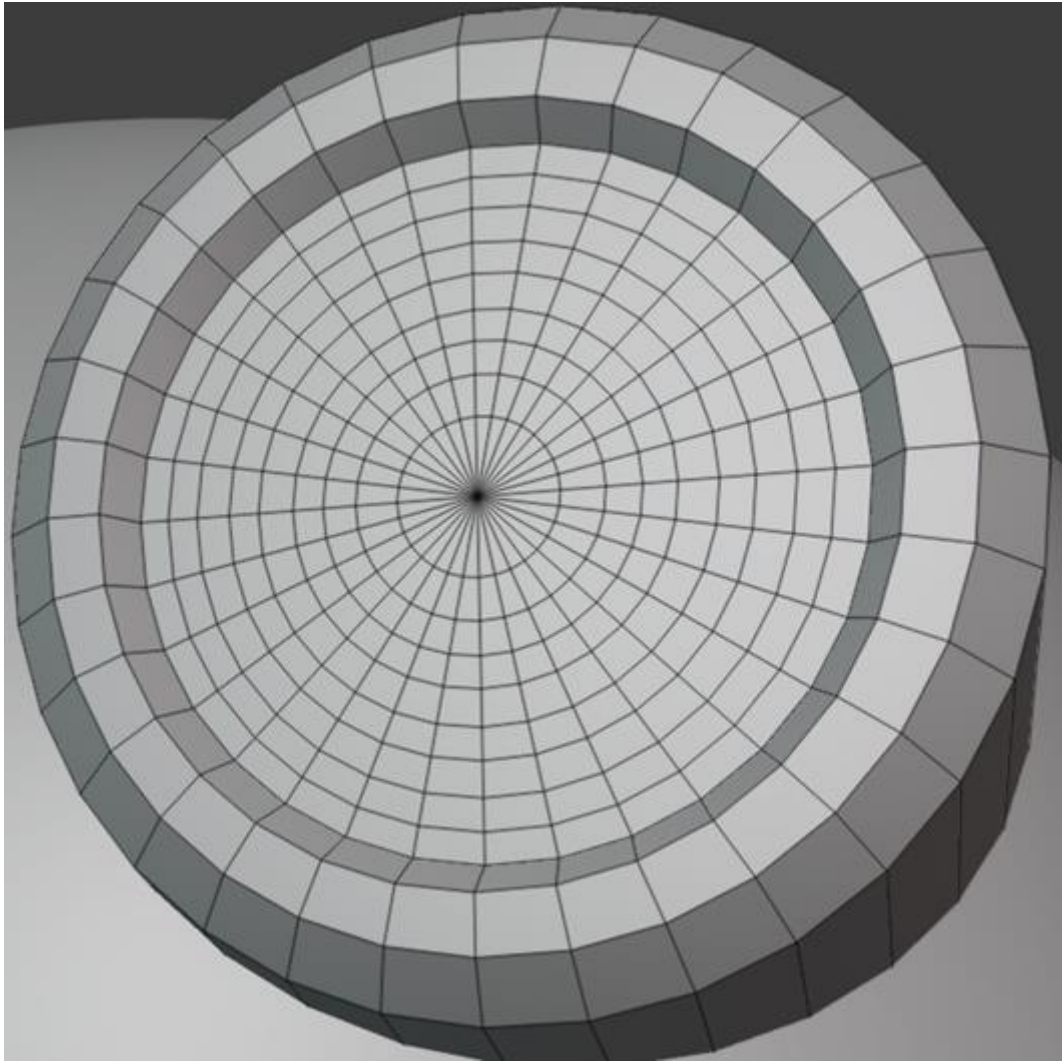


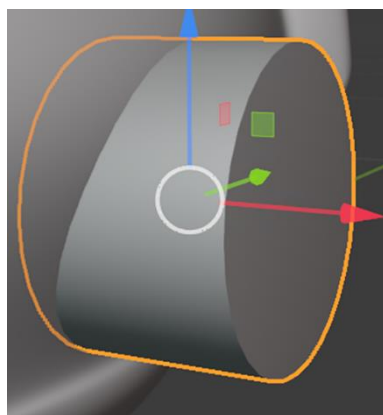
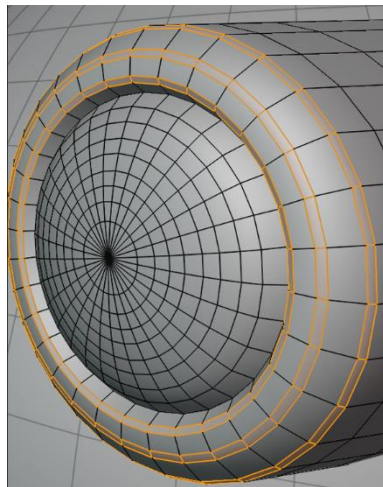
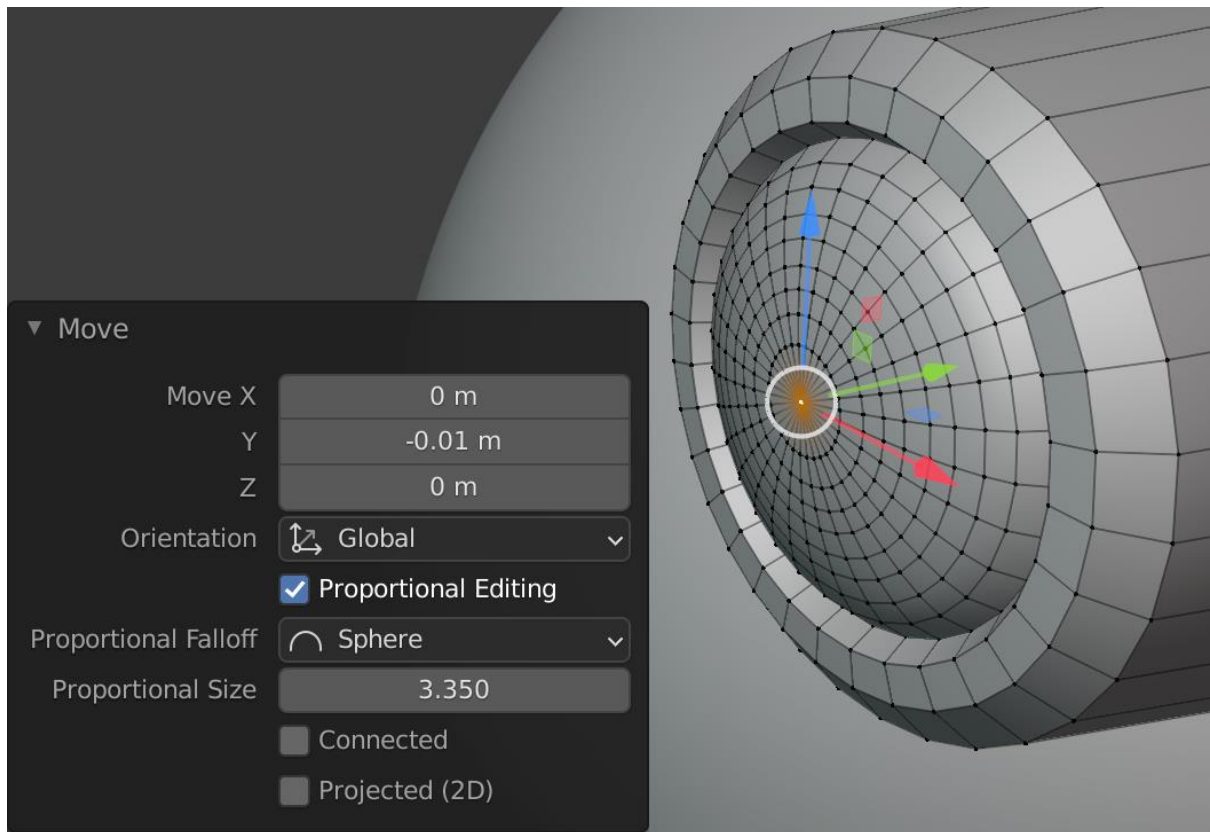


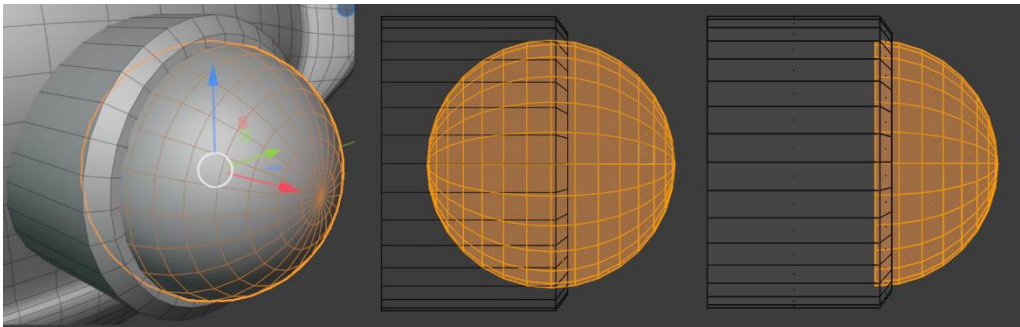
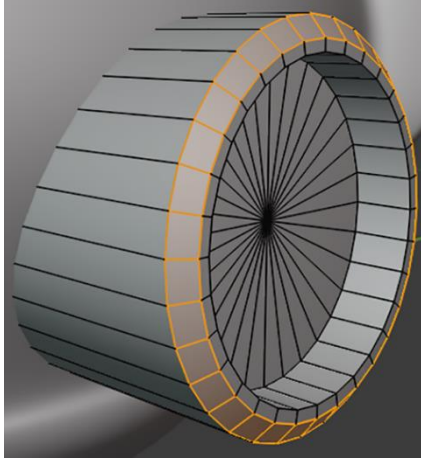
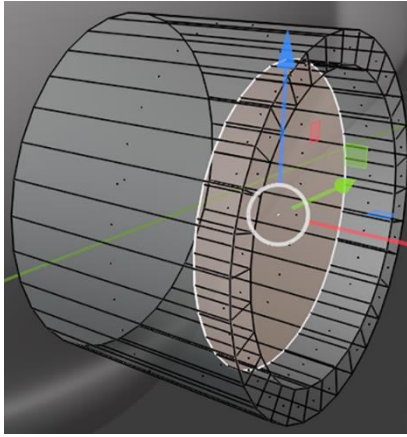
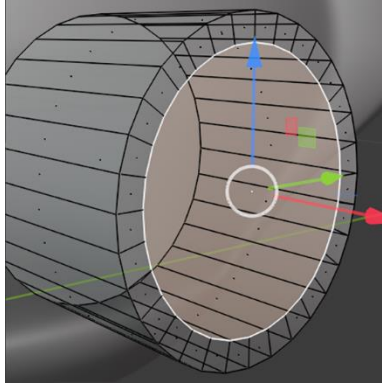


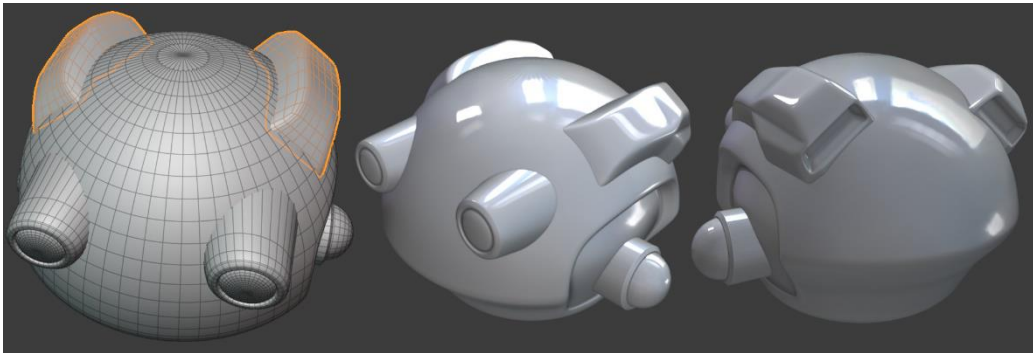
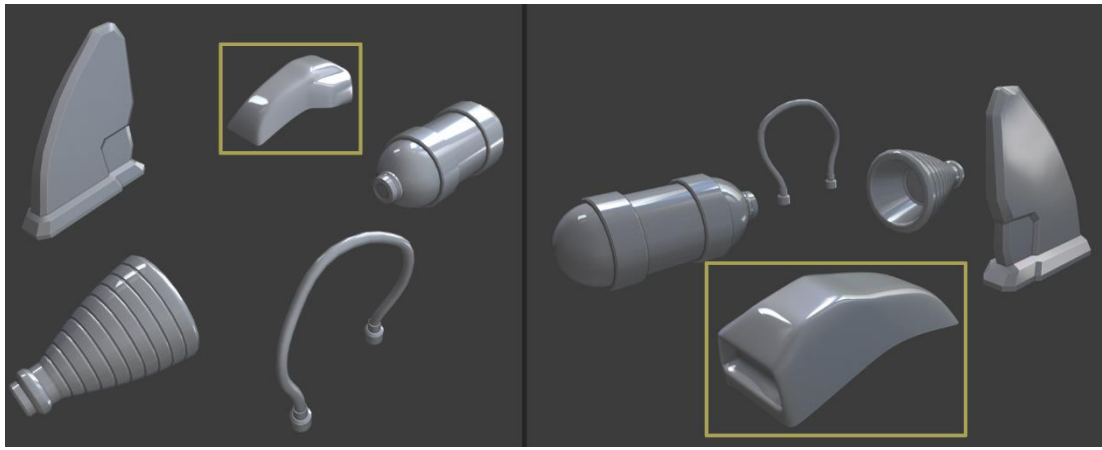
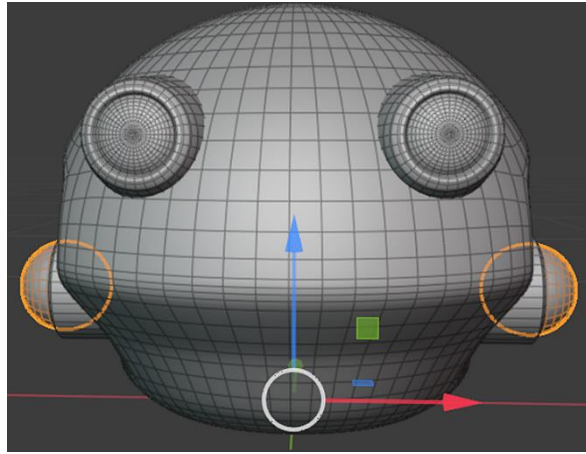


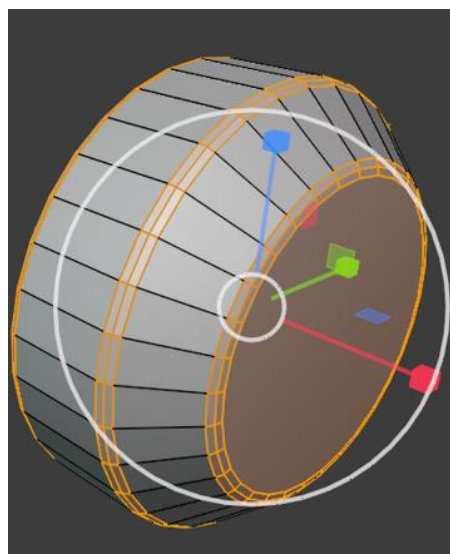
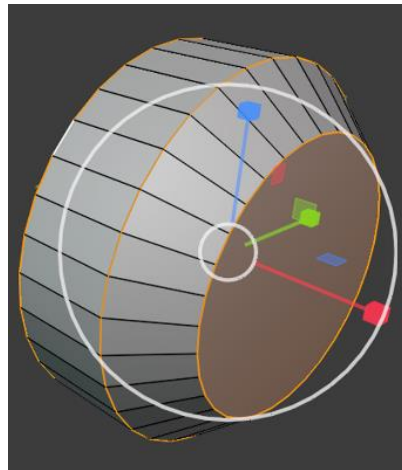
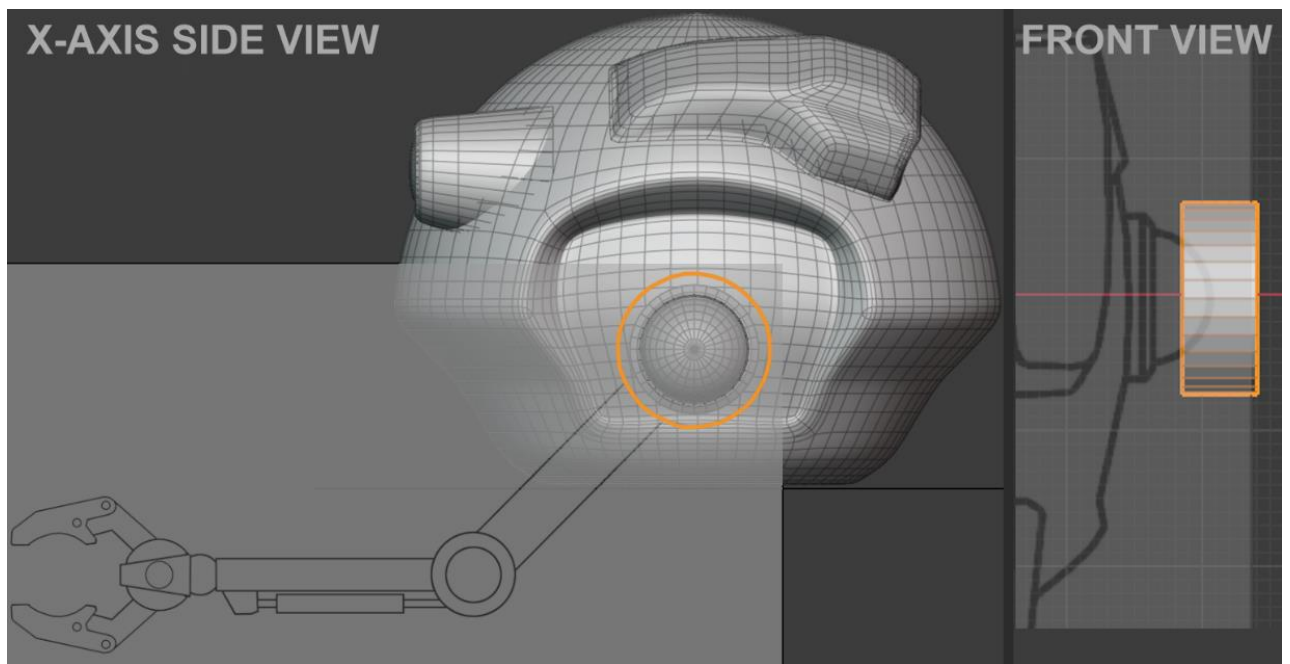


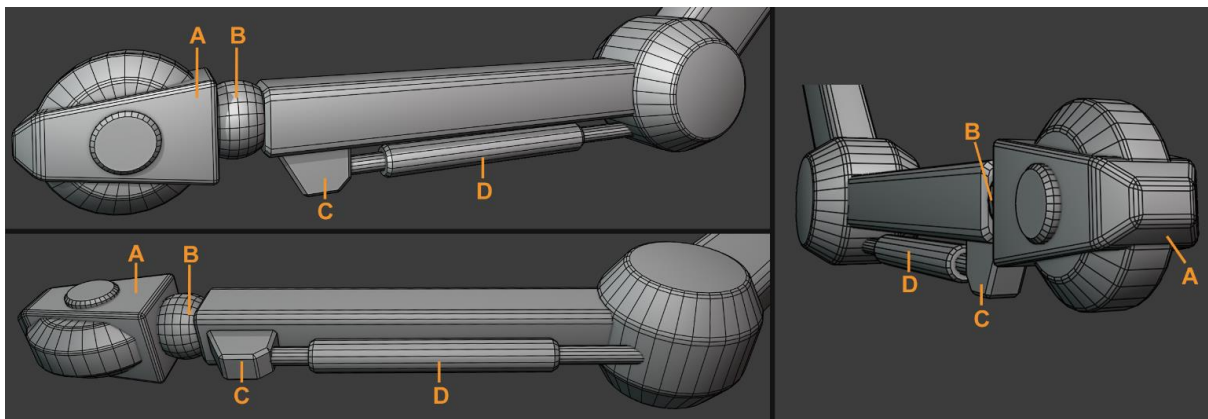
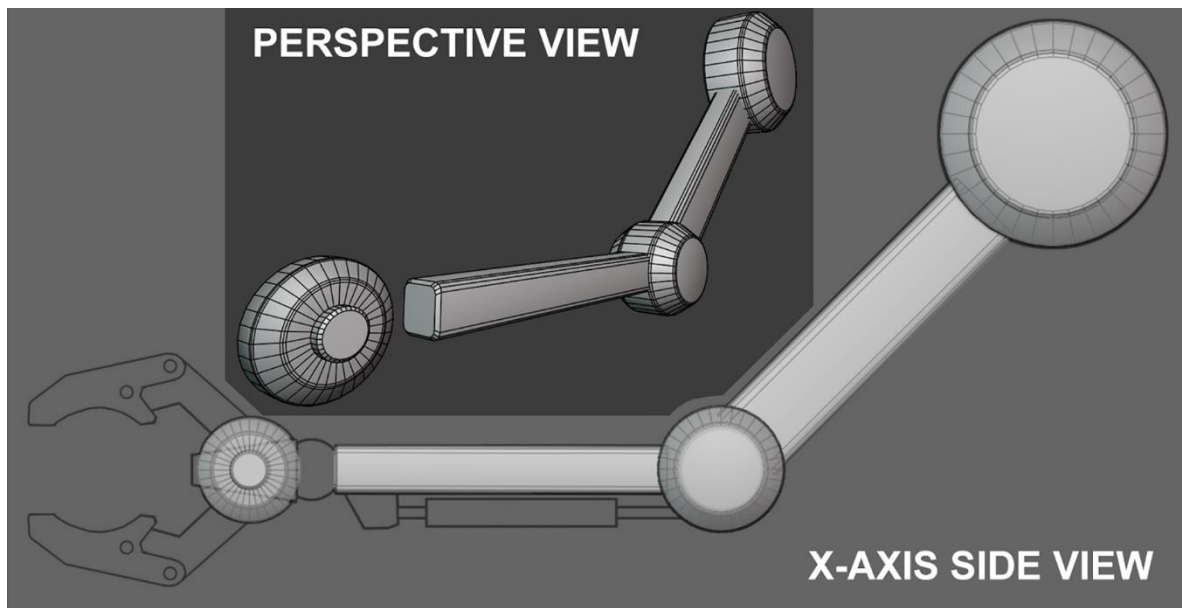
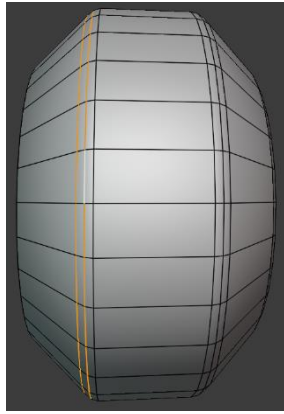


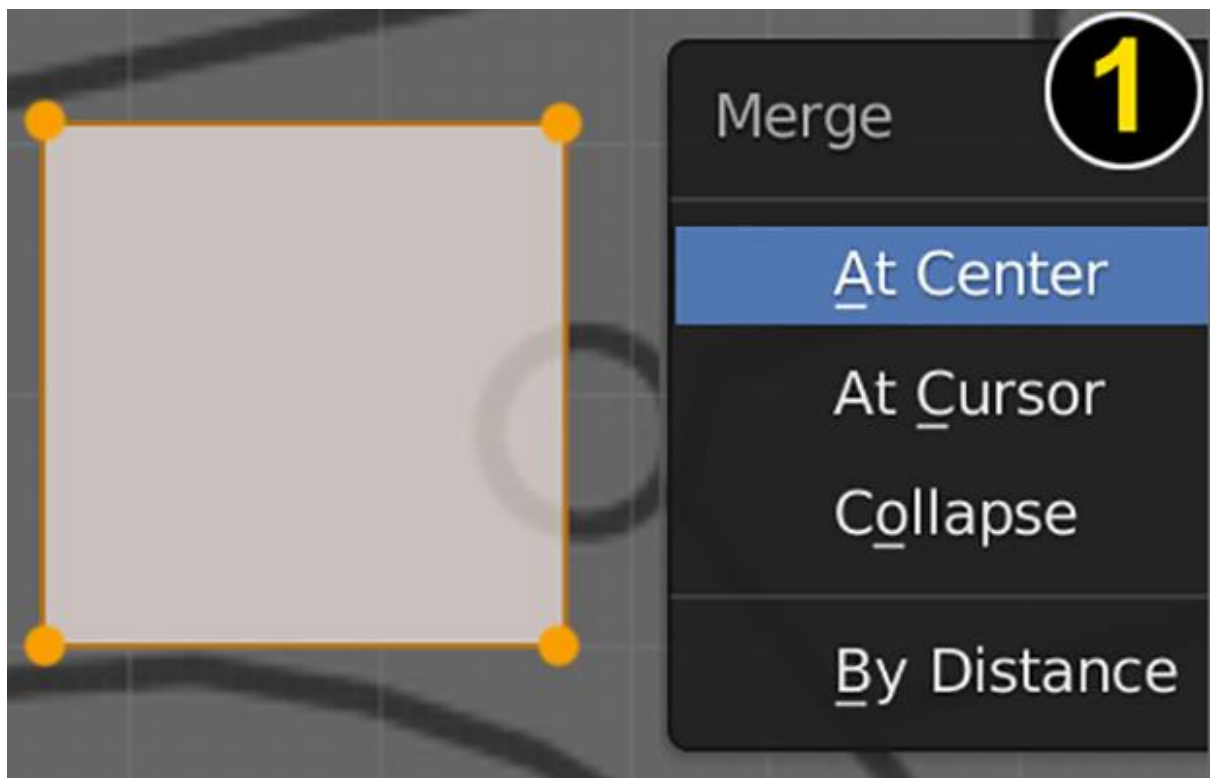


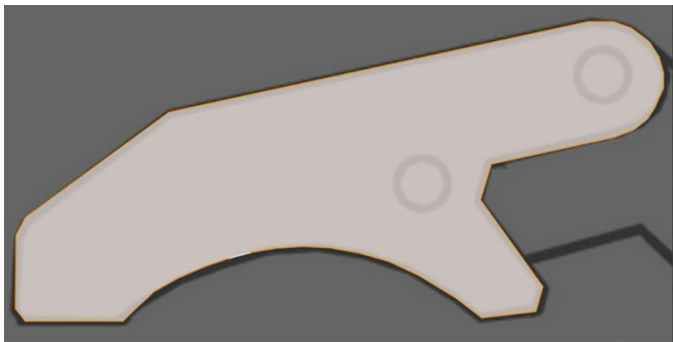
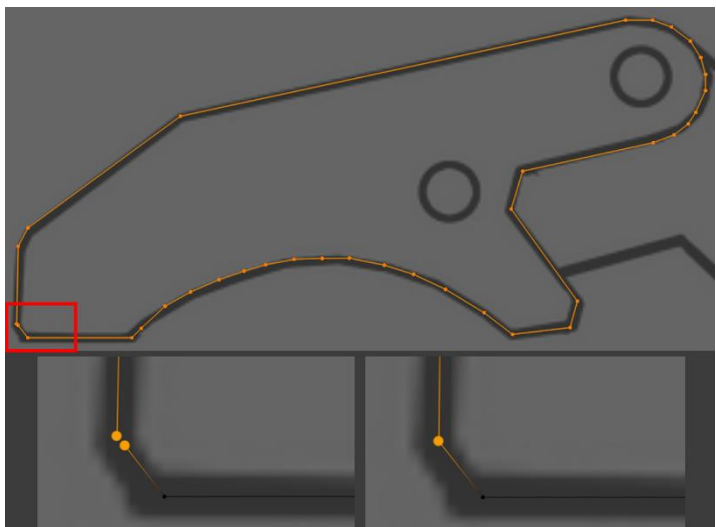


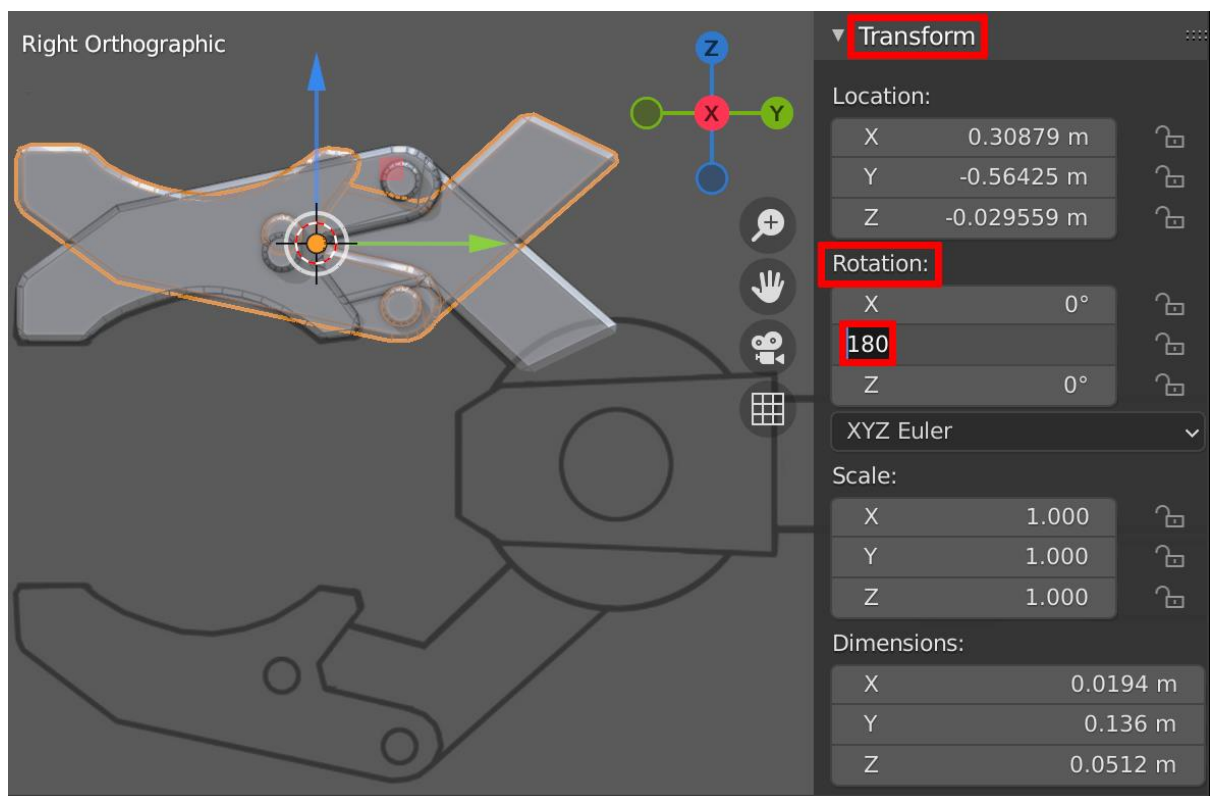
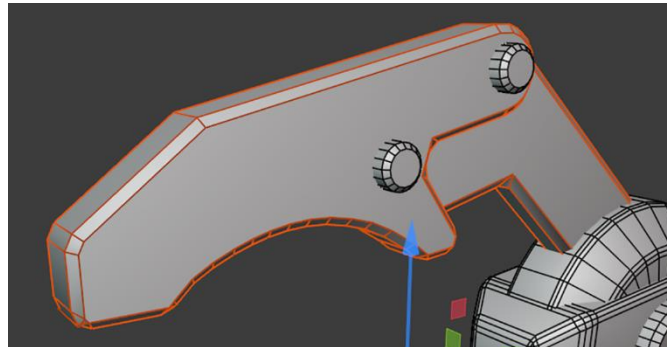
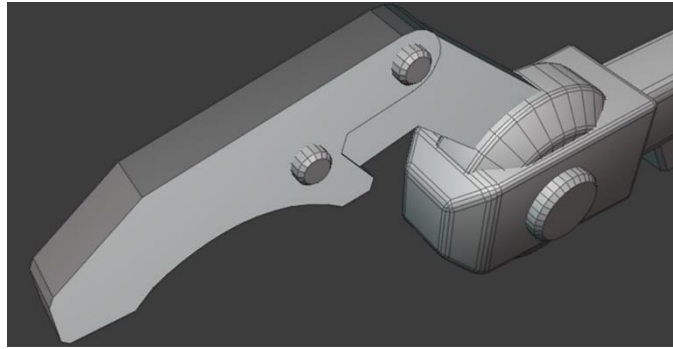


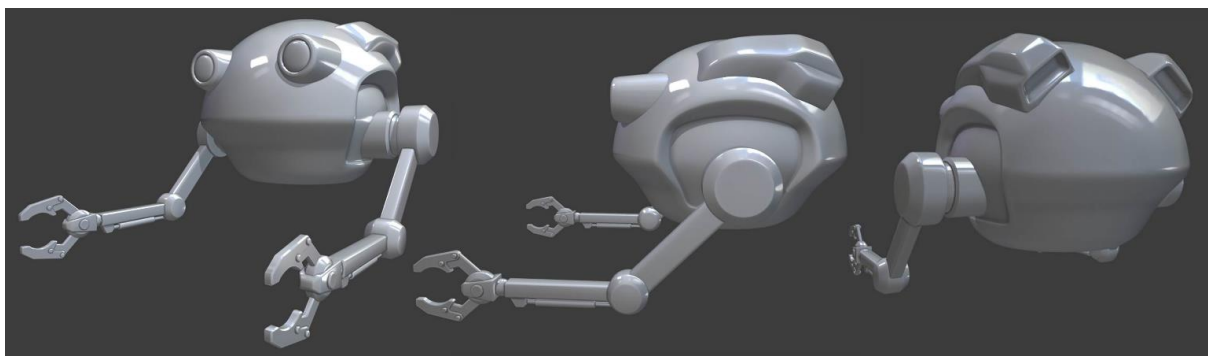
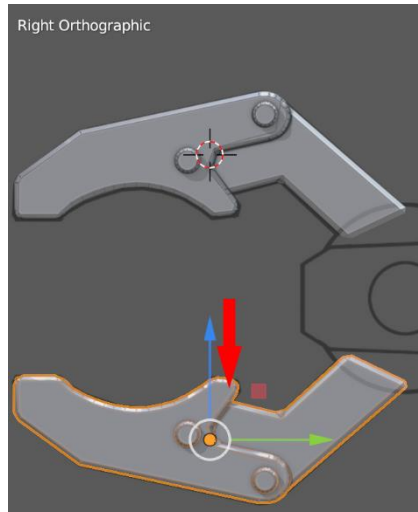






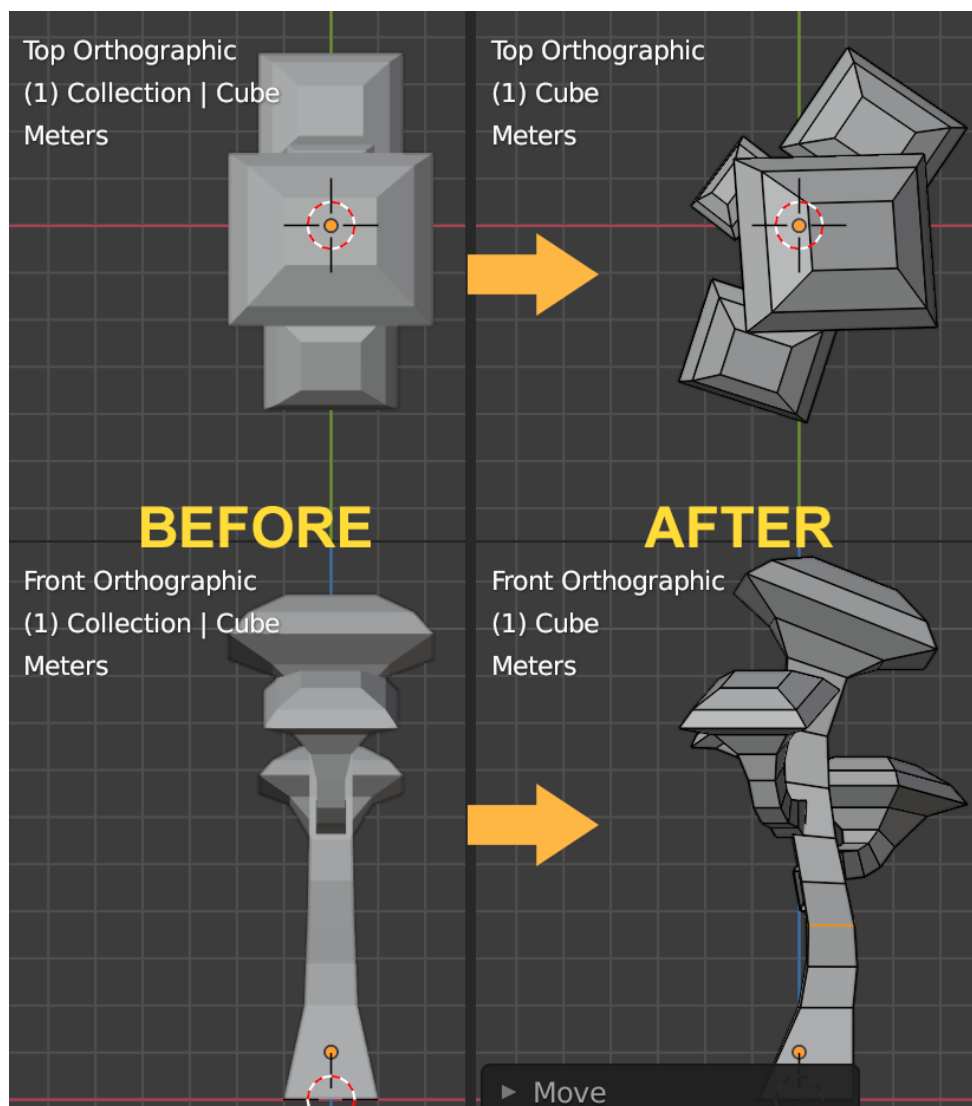


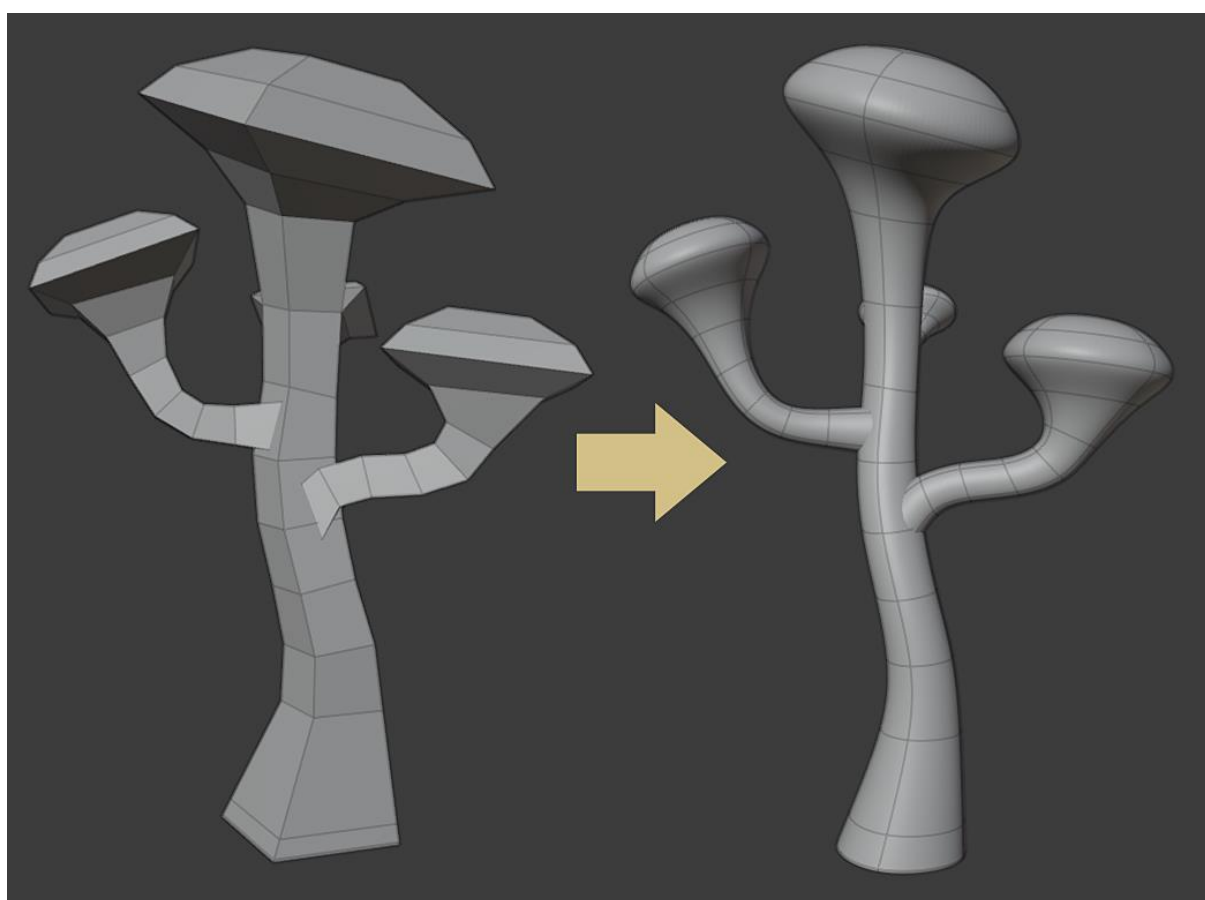
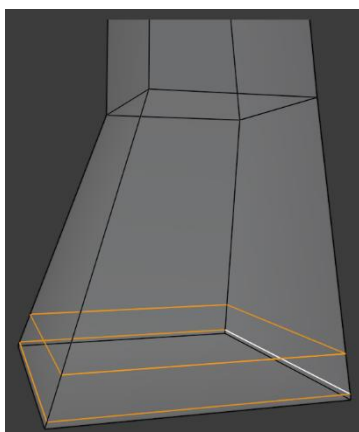


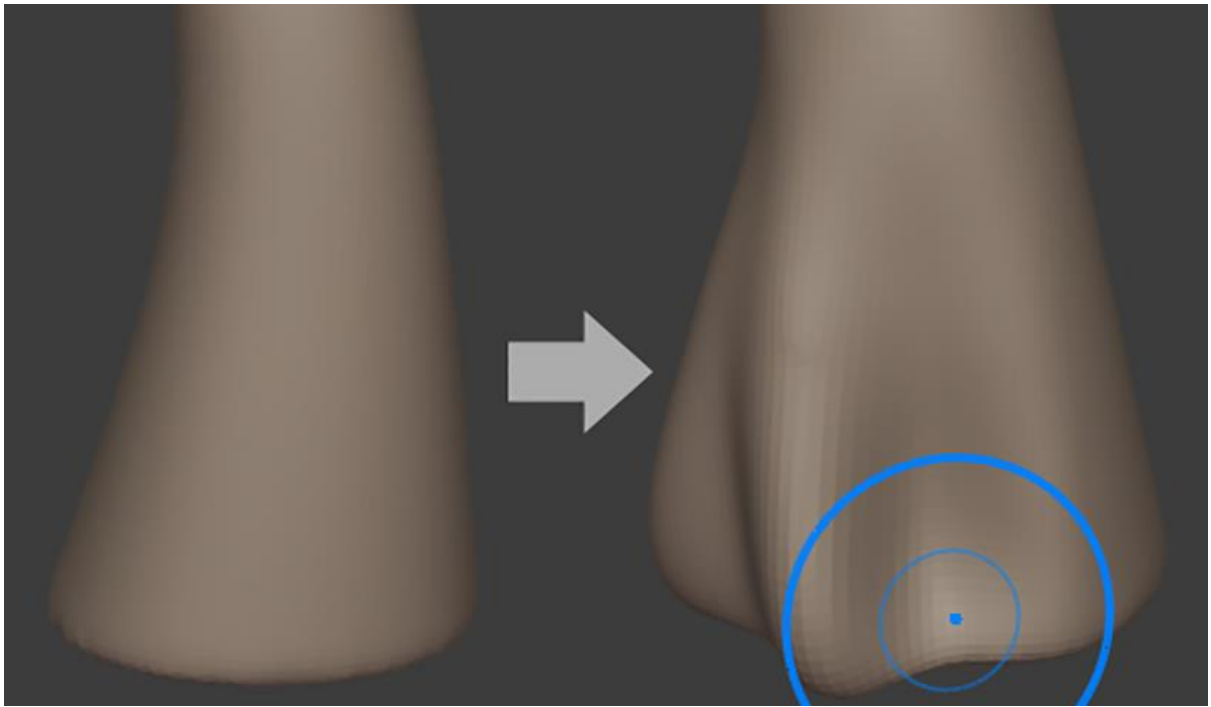
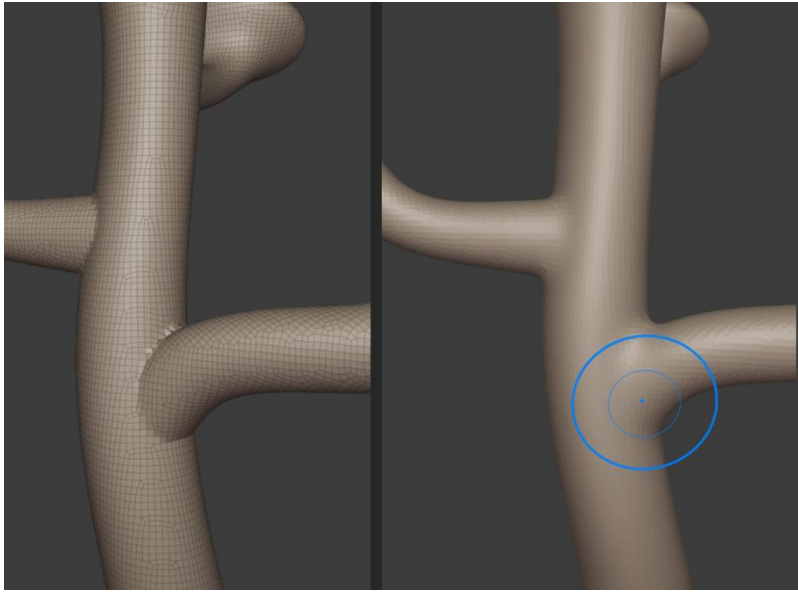


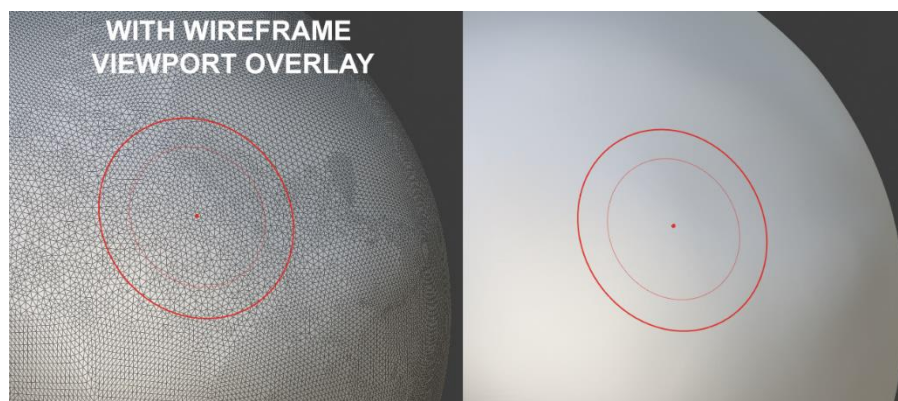
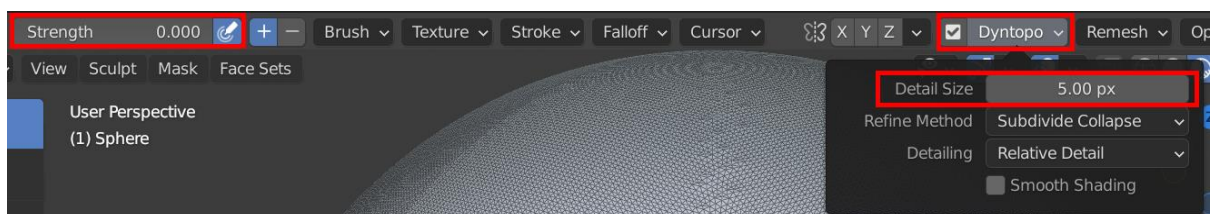
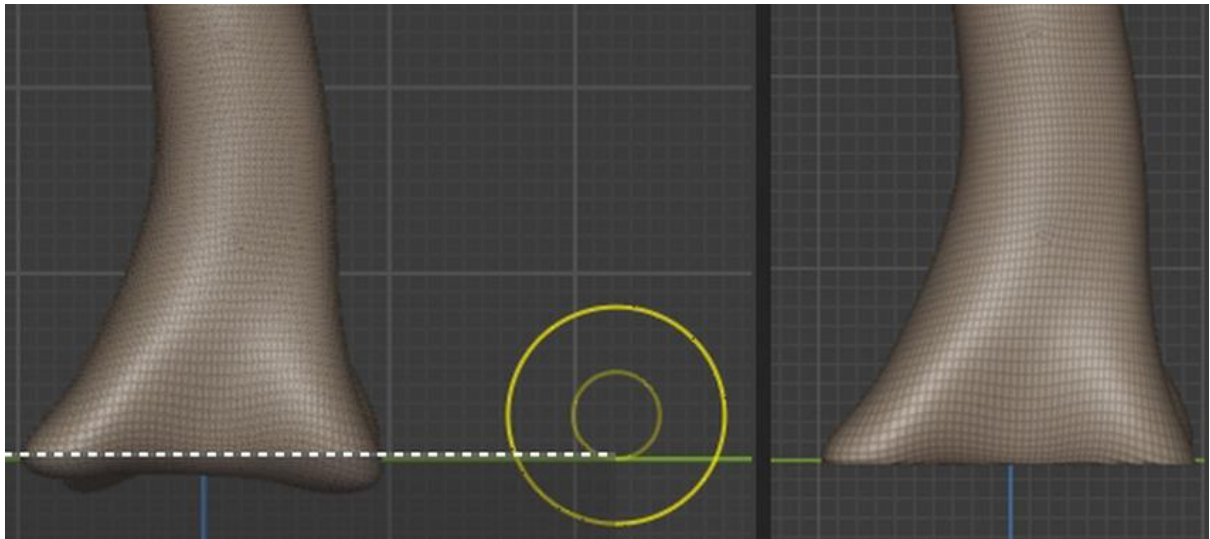
Chapter 3: Let's Sculpt an Alien Plant!

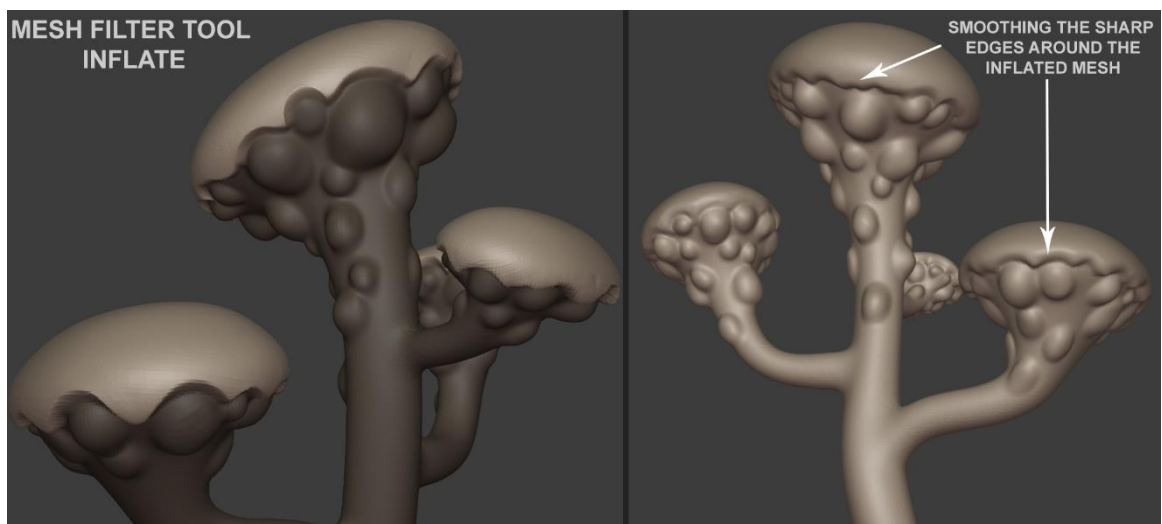
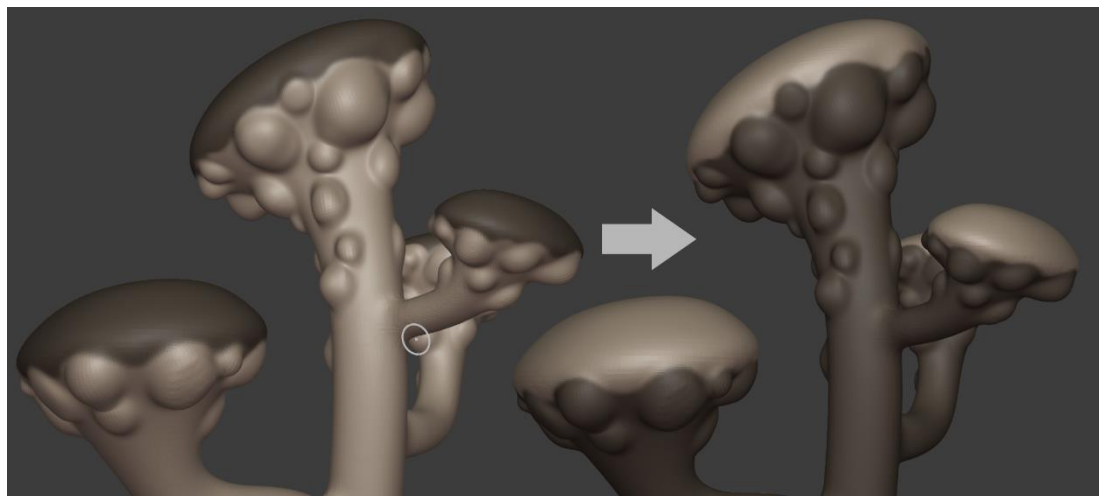
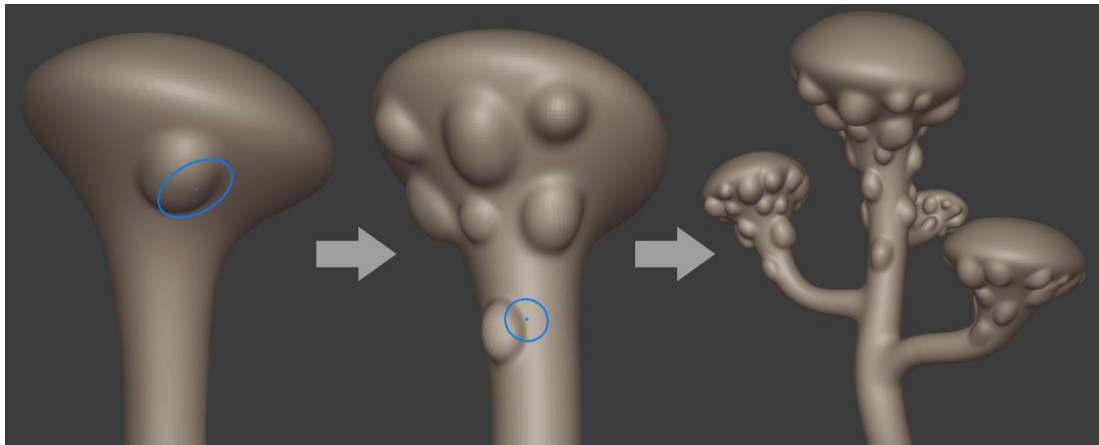


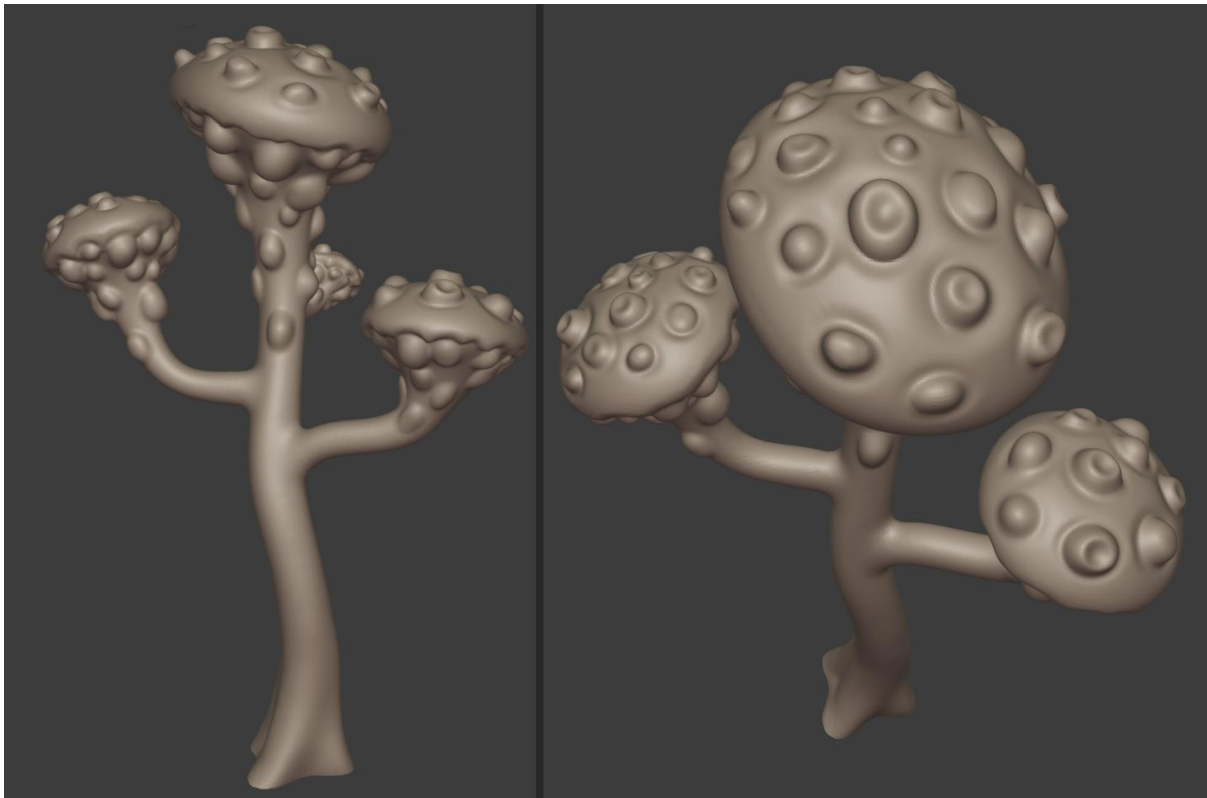
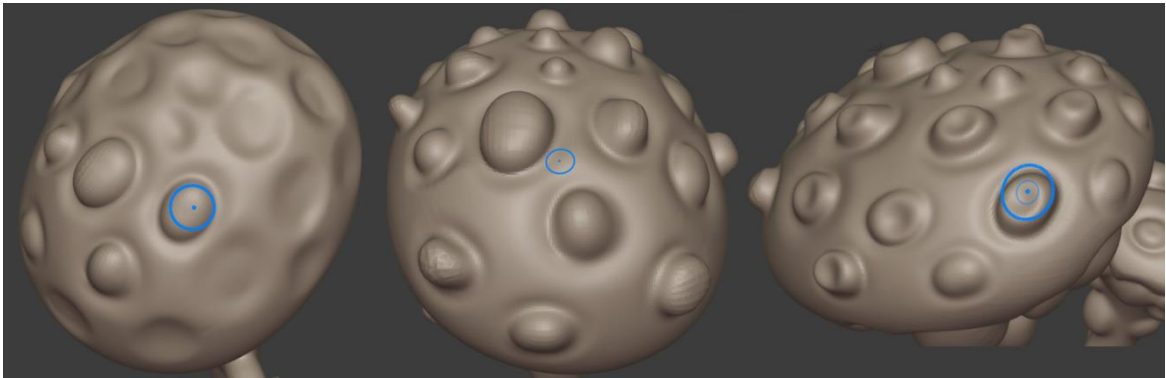


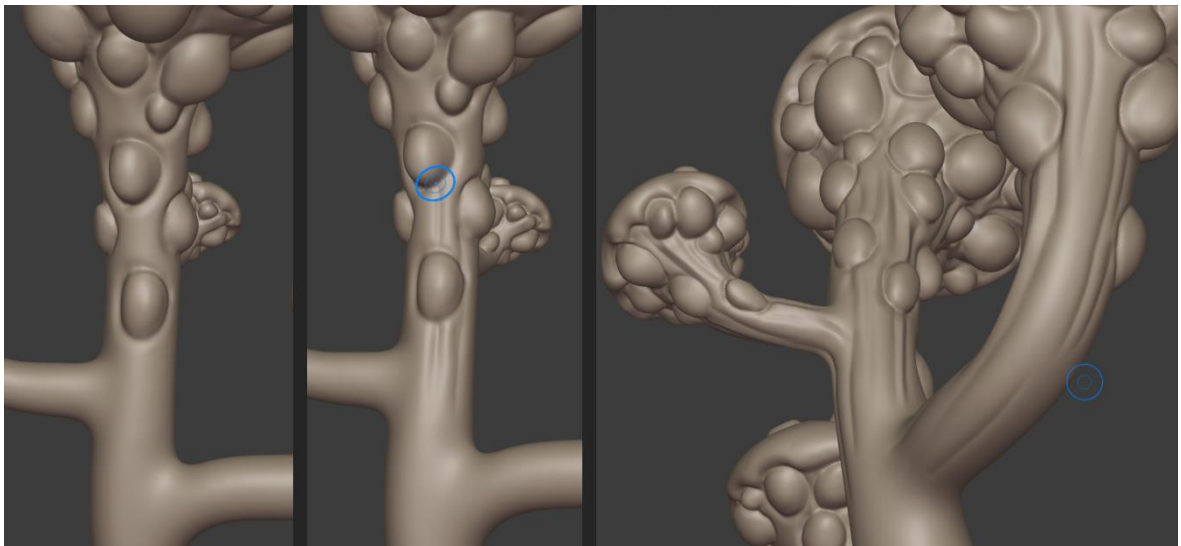
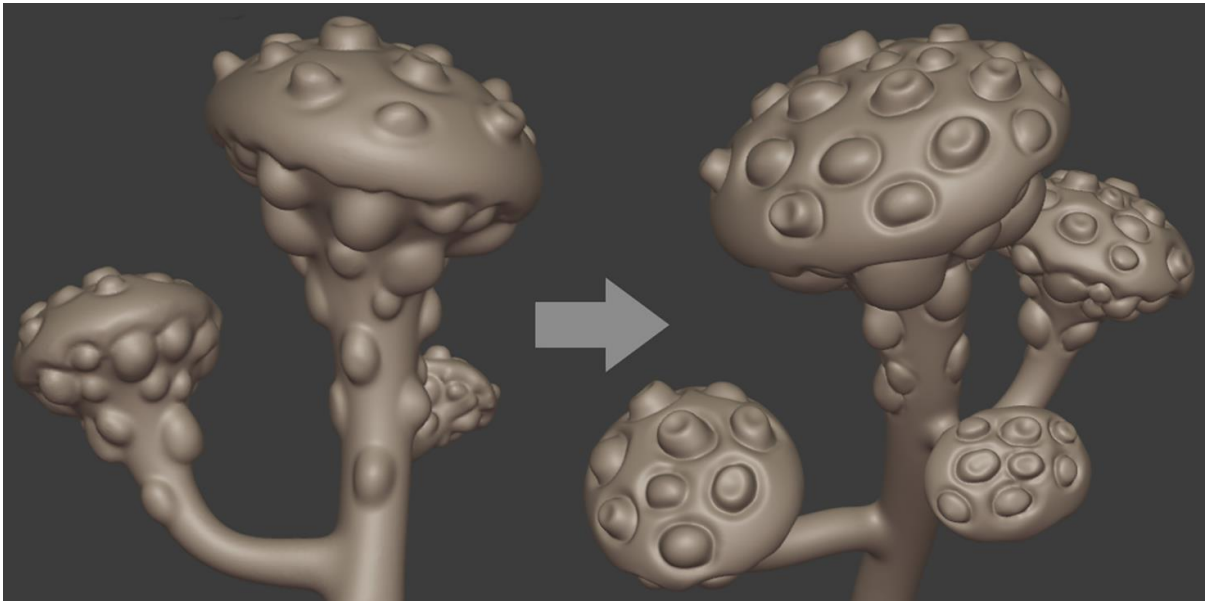
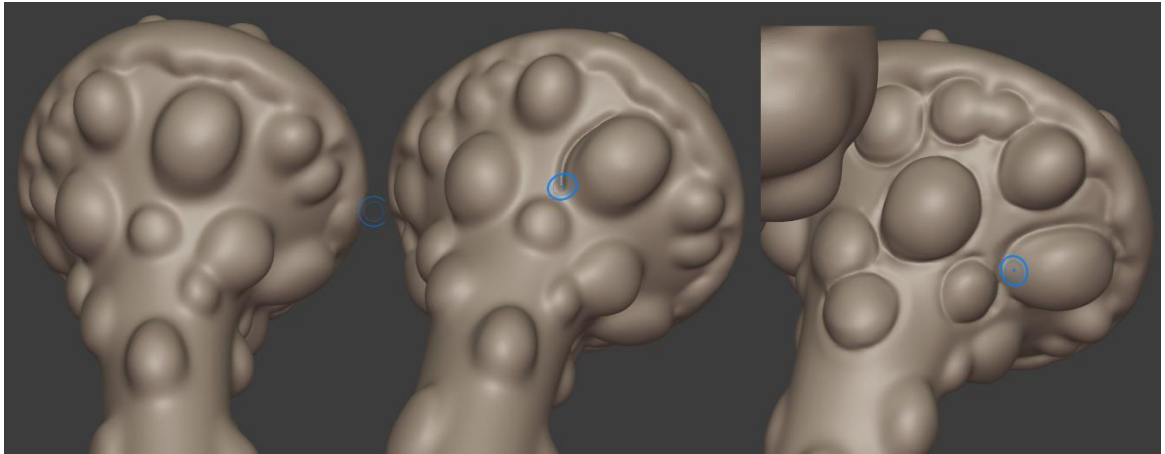




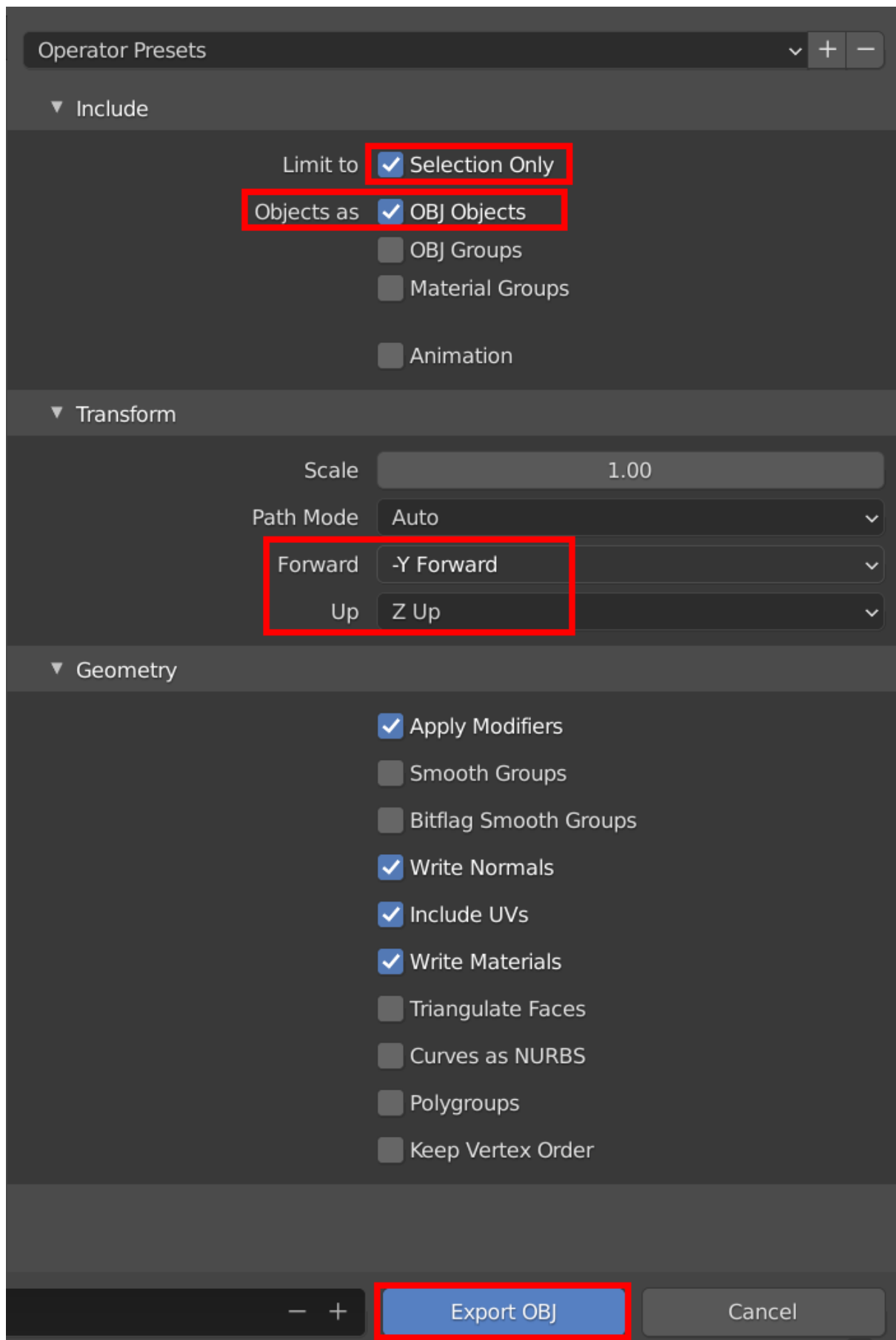


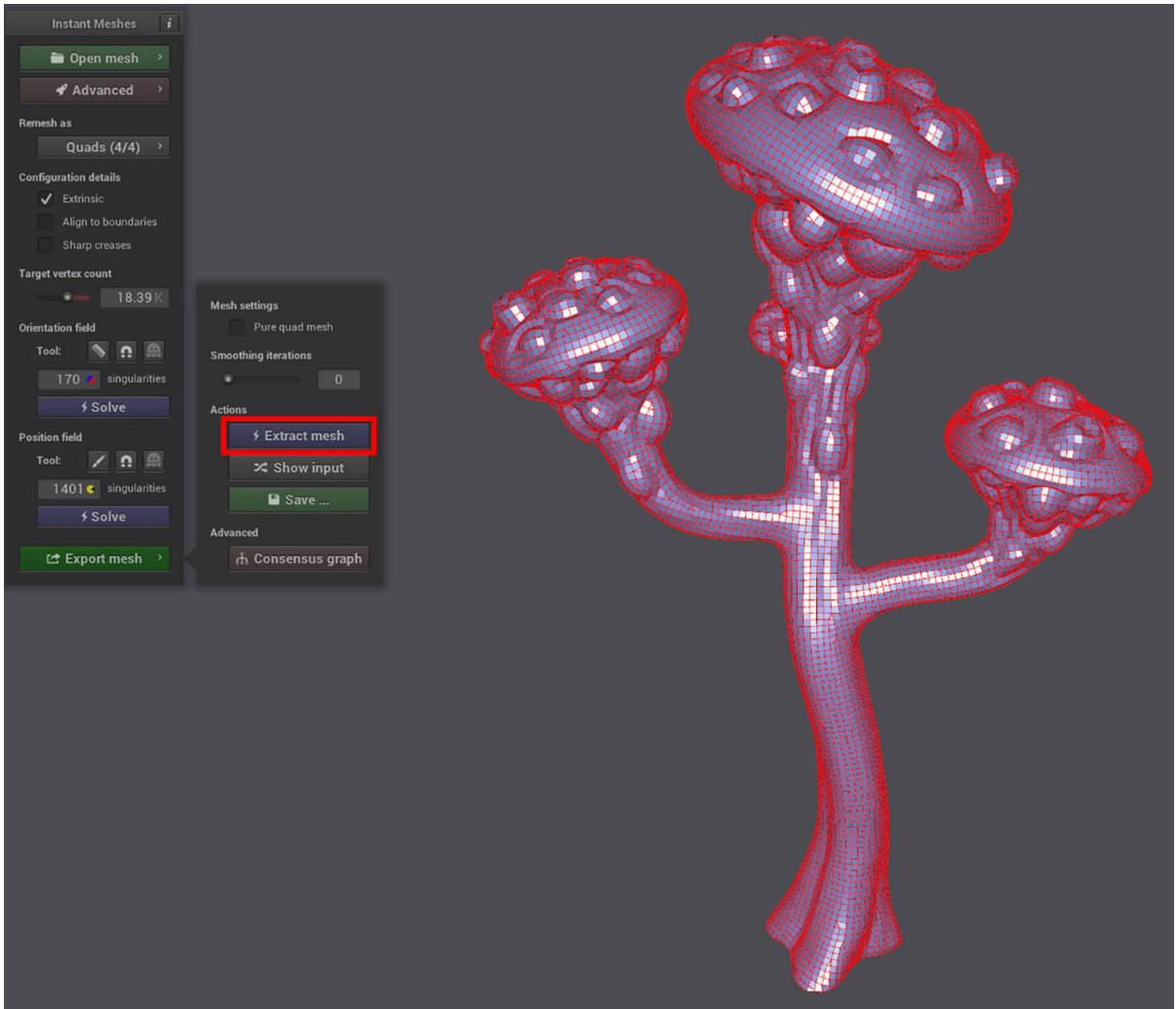
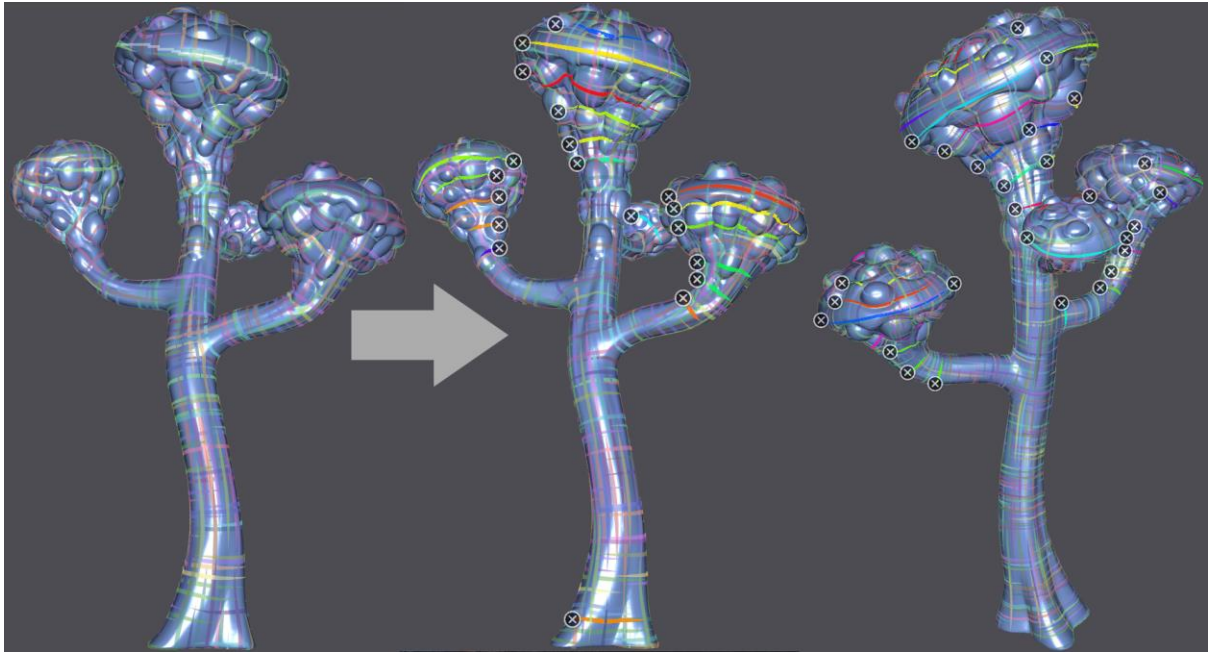




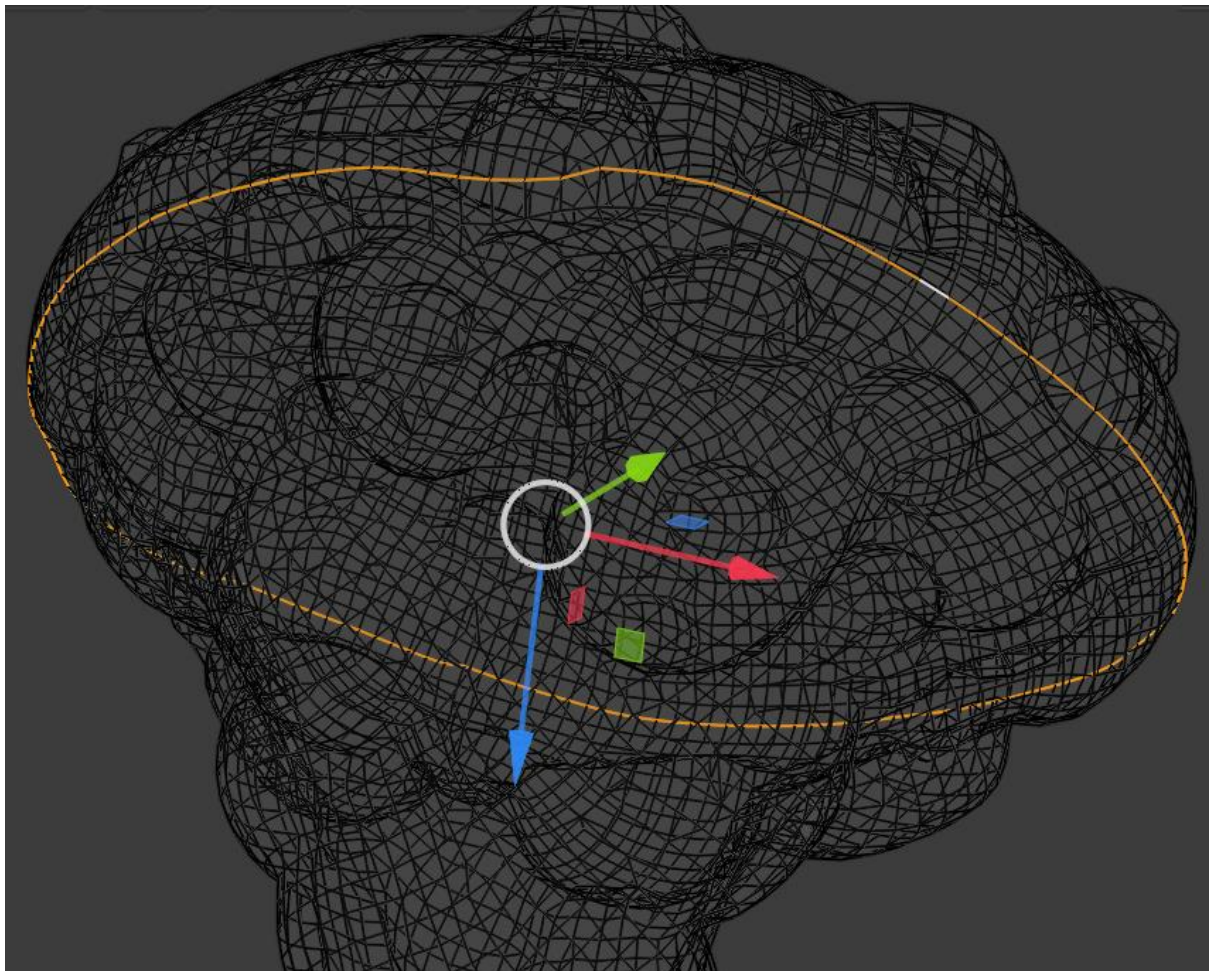
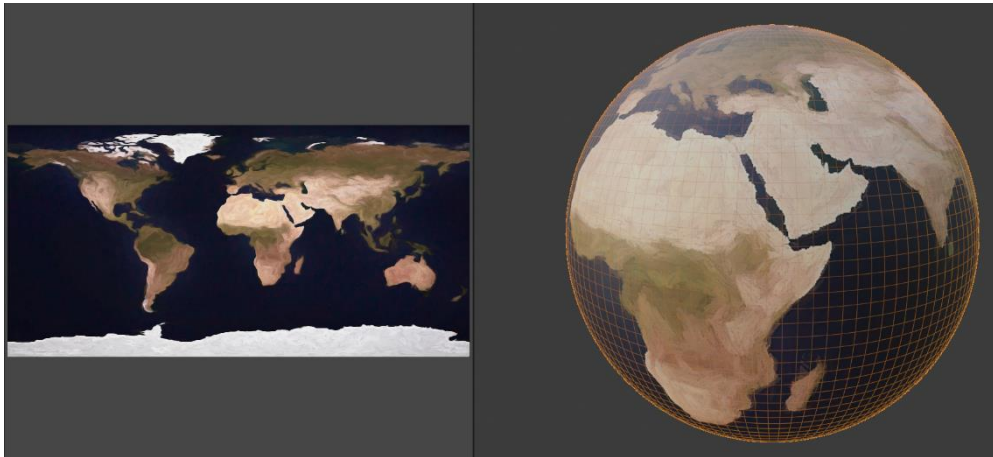








Chapter 4: UV Maps and Texture Baking



New Face from Edges F
Fill Alt F

Loop Cut and Slide Ctrl R
Offset Edge Slide Shift Ctrl R

Knife Topology Tool
Bisect

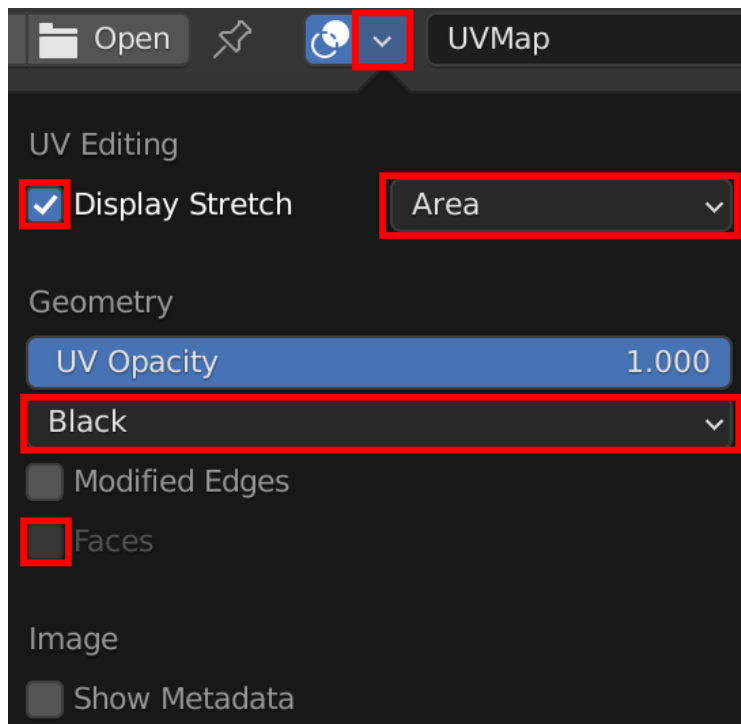
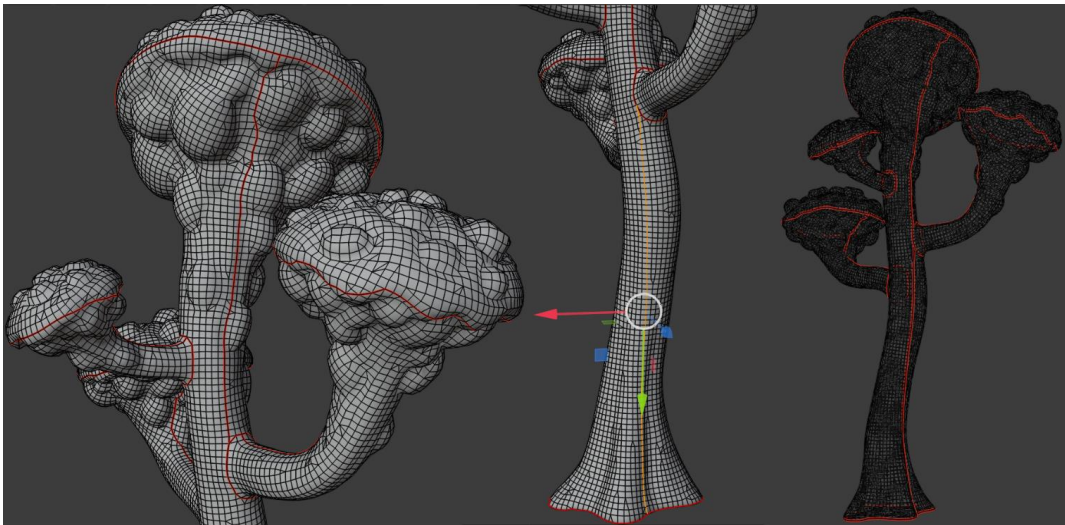
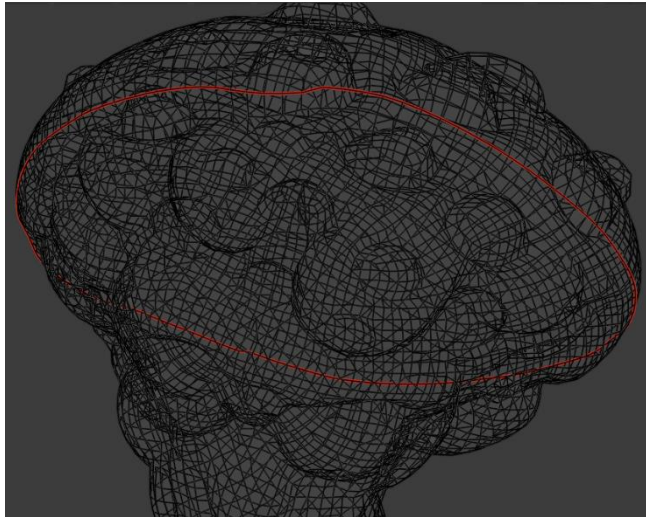
Rotate Edge CW
Edge Slide
Edge Split

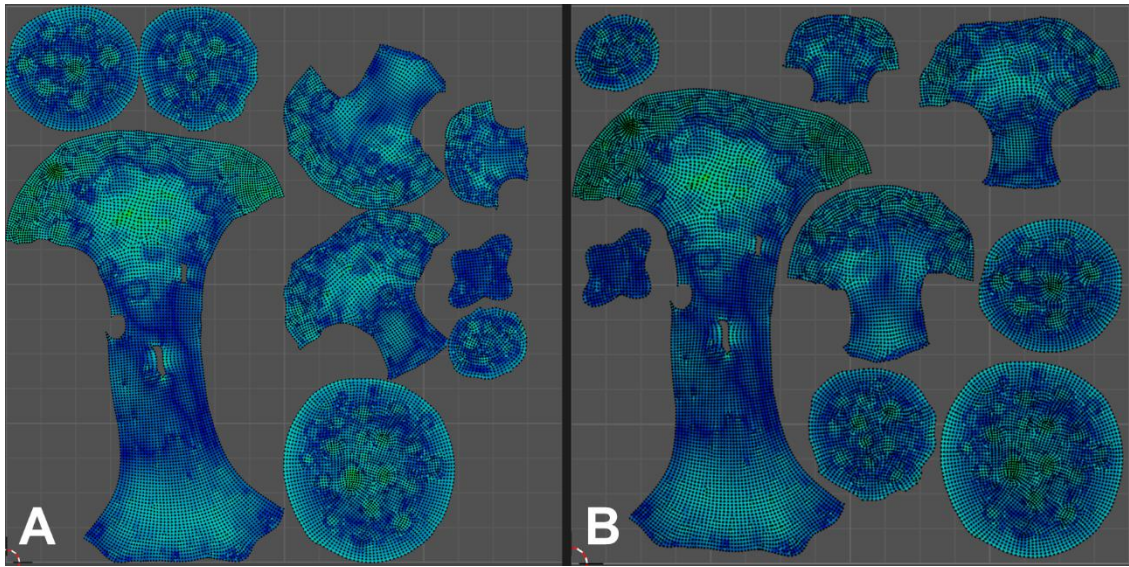
Edge Crease Shift E
Edge Bevel Weight

Mark Seam

Clear Seam

Mark Sharp





▼ Include

Limit to

☒ Selected Objects

☐ Active Collection

Object Types

Empty

Camera

Lamp

Armature

Mesh

Other

☐ Custom Properties

▼ Transform

Scale

1.00

Apply Scalings

All Local

Forward

-Y Forward

Up

Z Up

☒ Apply Unit

☒ Use Space Transform

☐ Apply Transform

▼ Geometry

Smoothing

Face

☐ Export Subdivision Surface

☒ Apply Modifiers

☐ Loose Edges

☒ Tangent Space

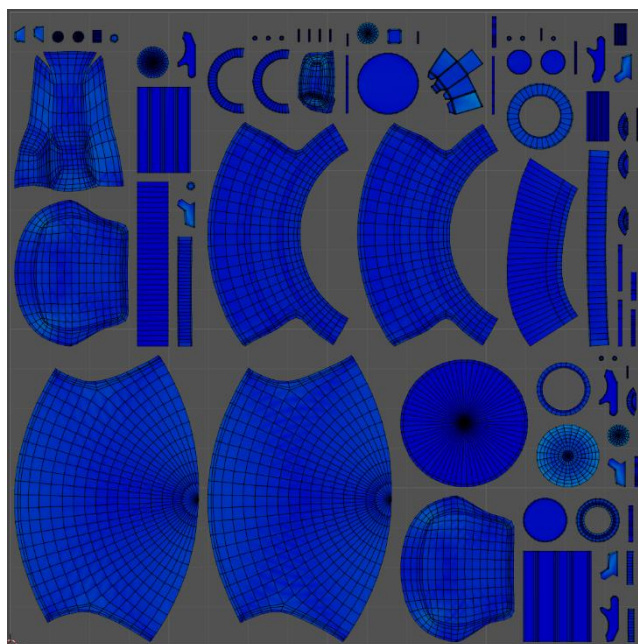
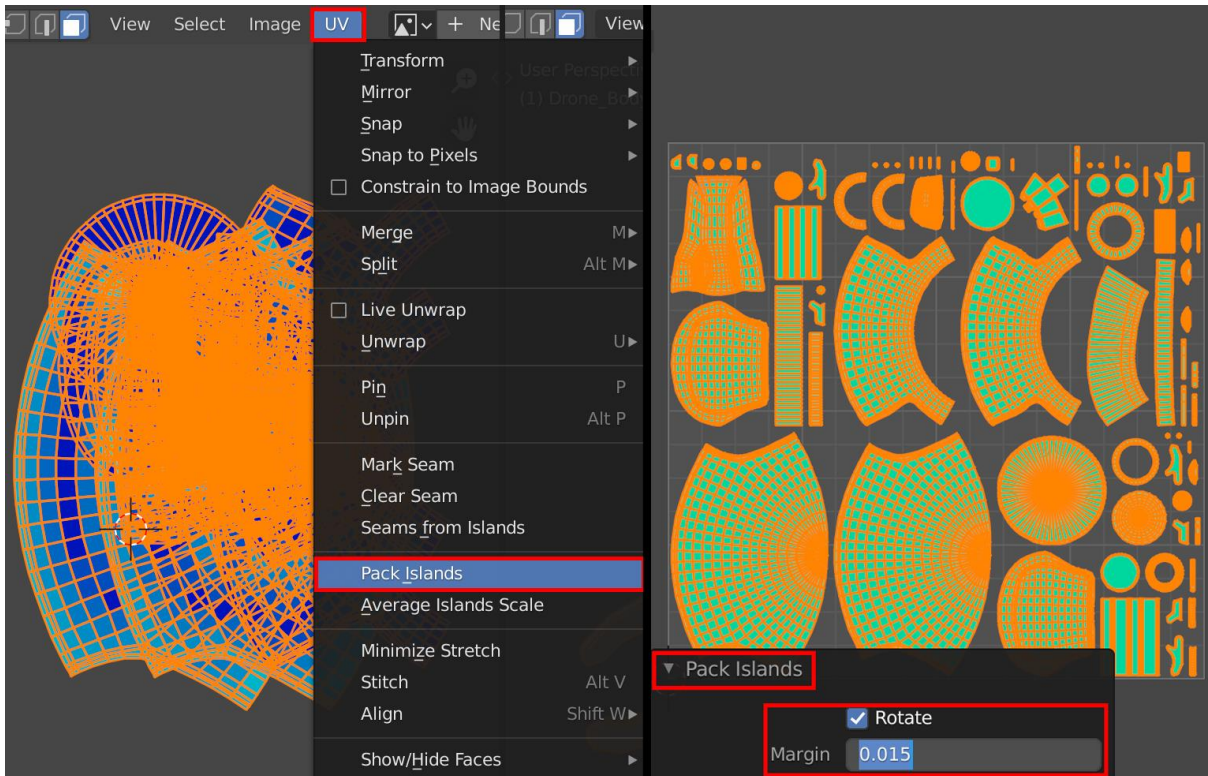
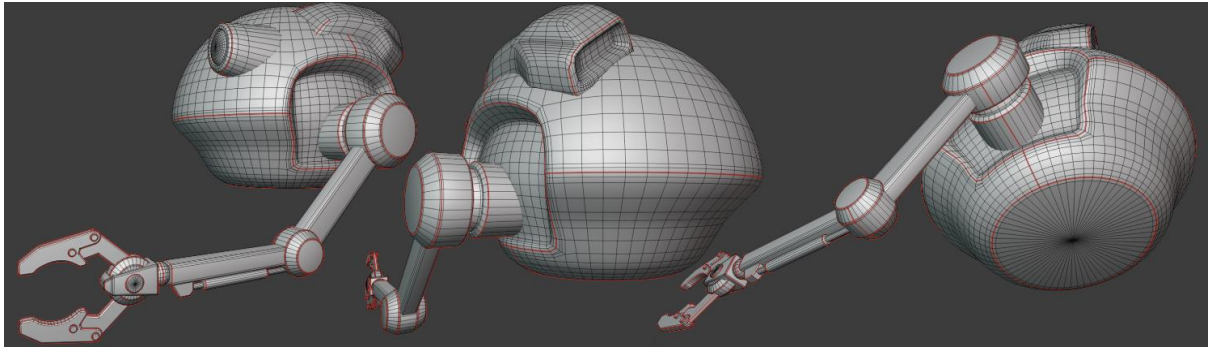
▶ Armature

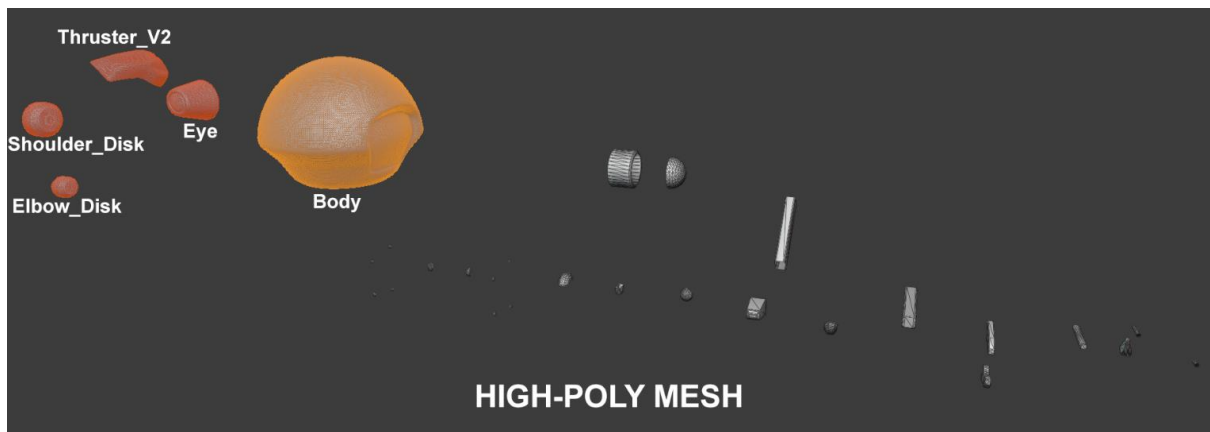
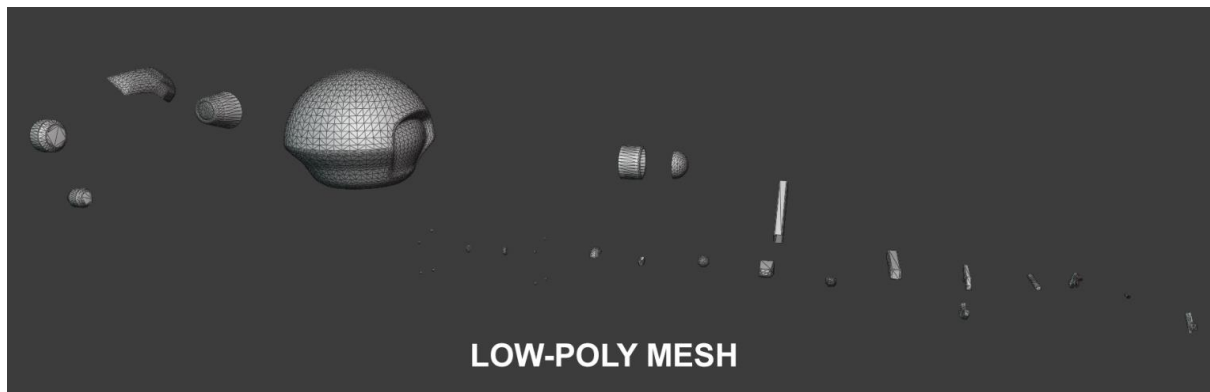
☒ Bake Animation

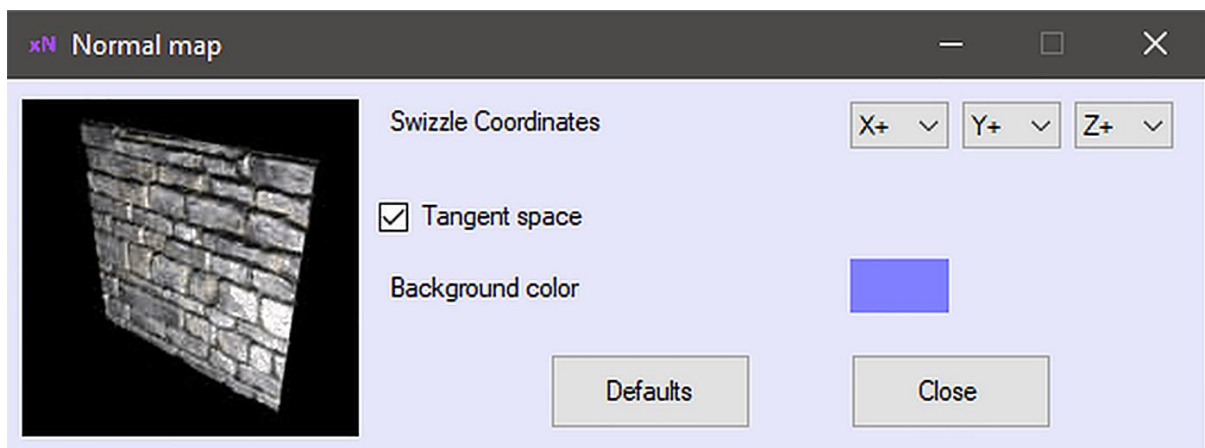
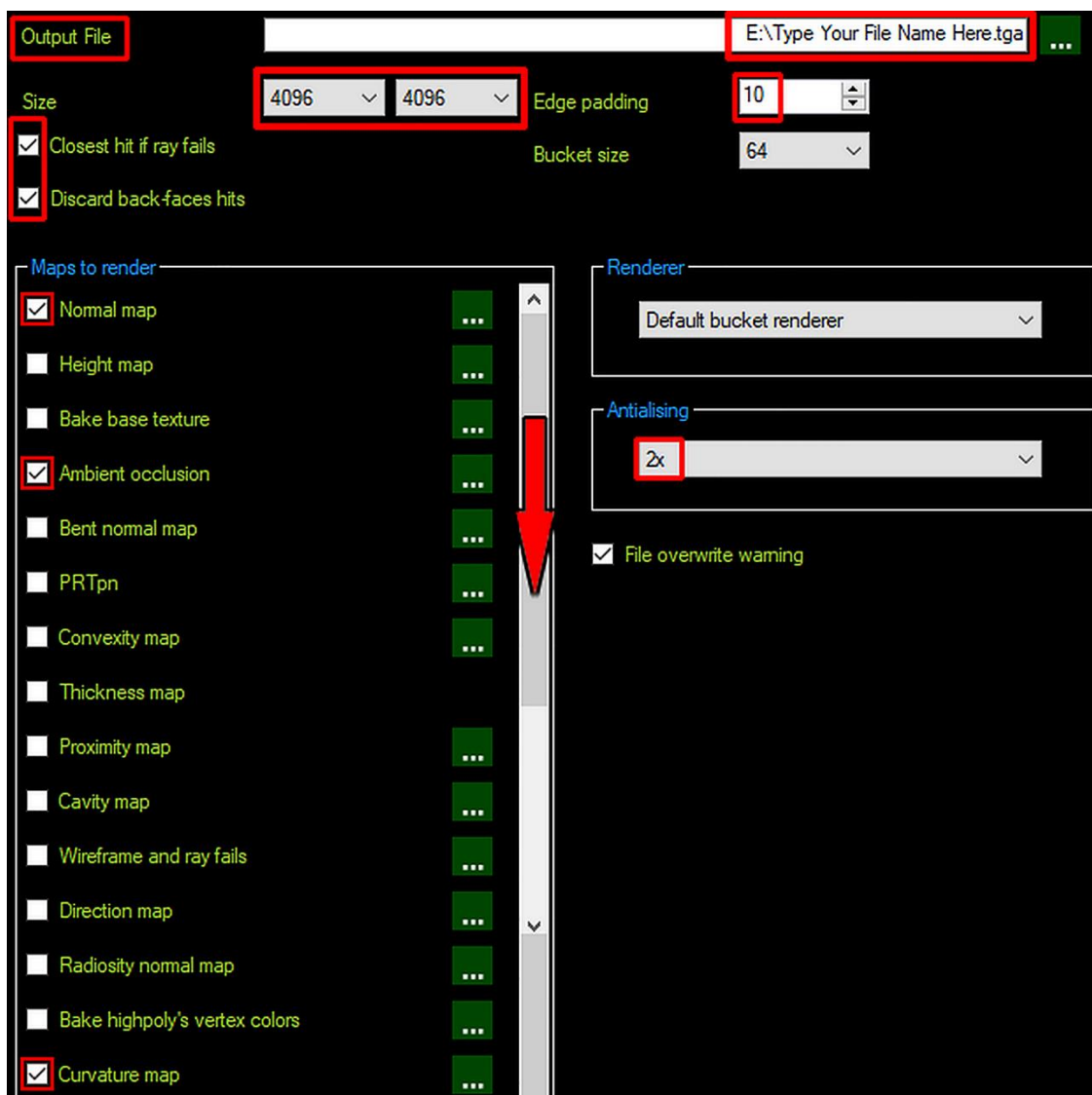
- +

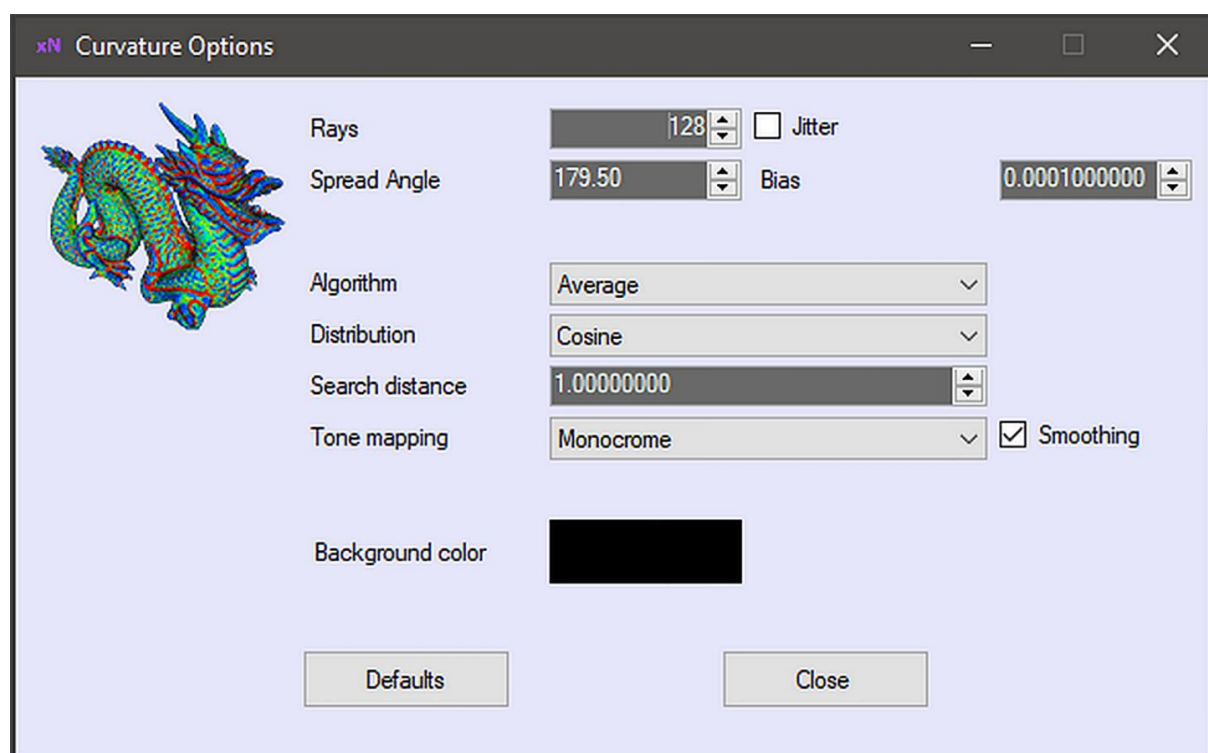
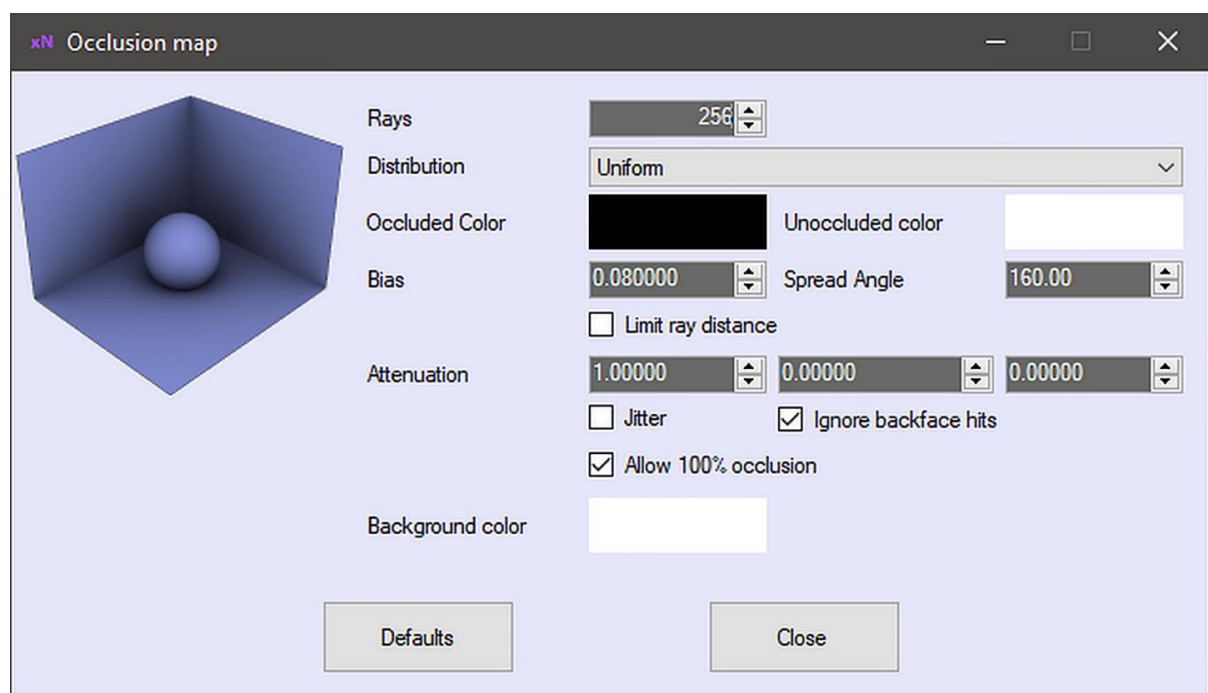
Export FBX

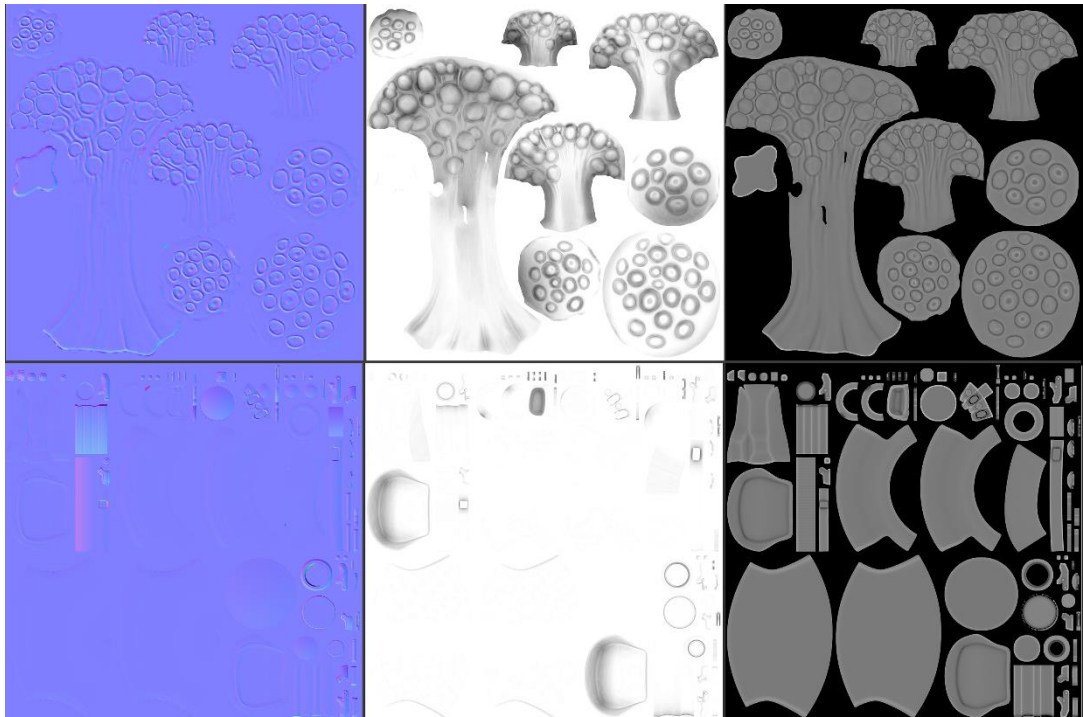
Cancel



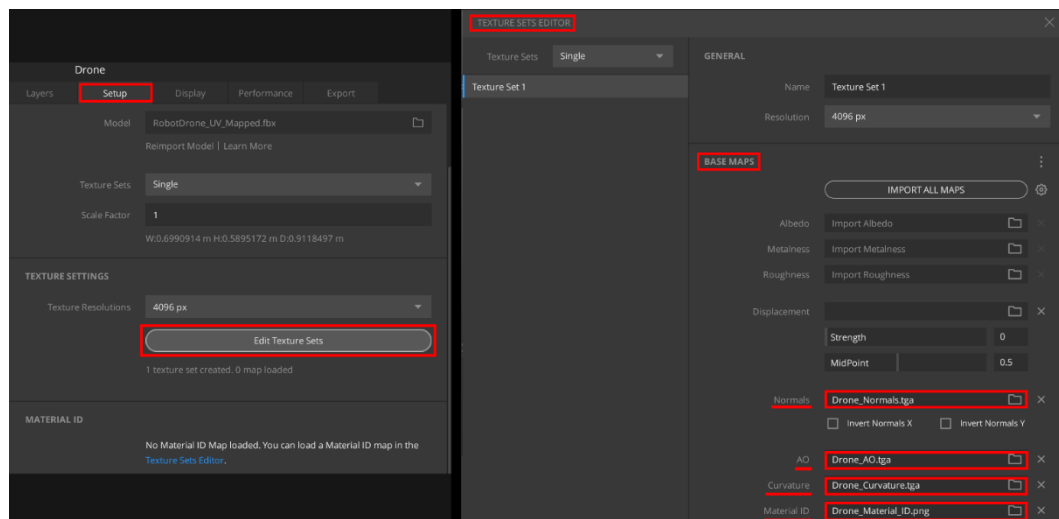
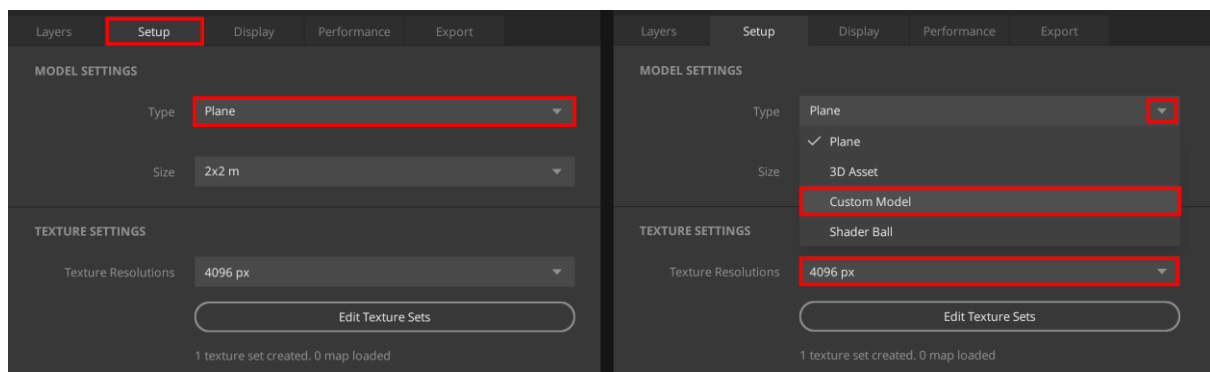
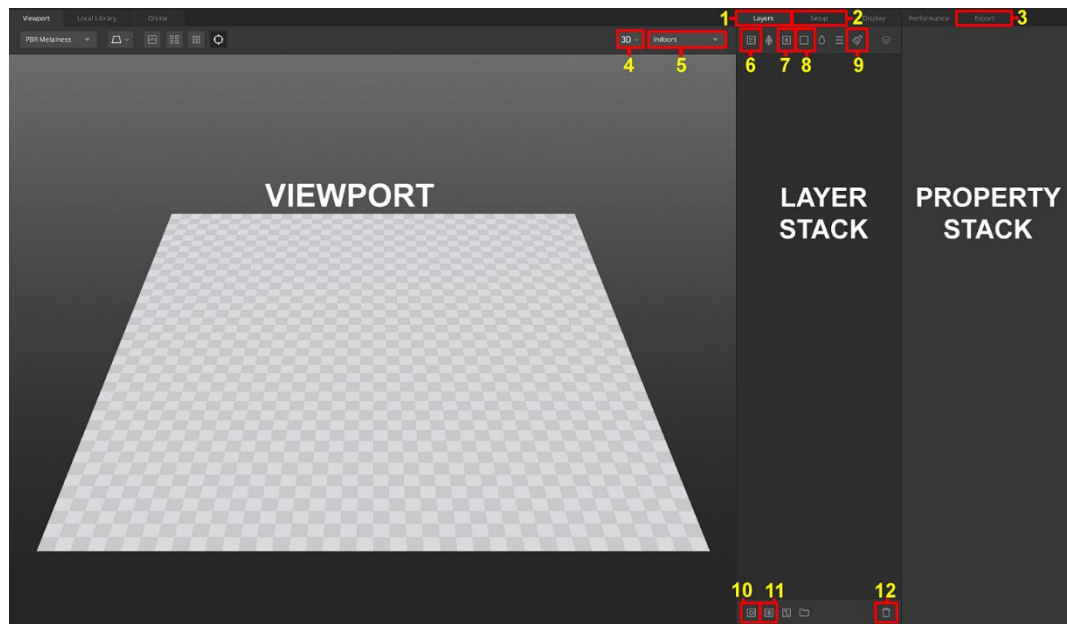


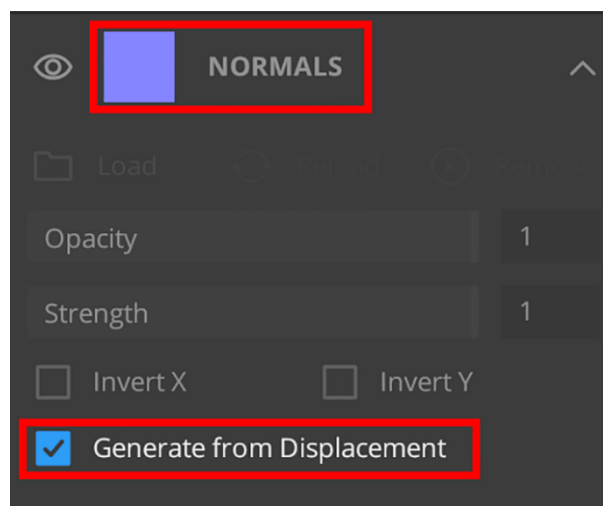
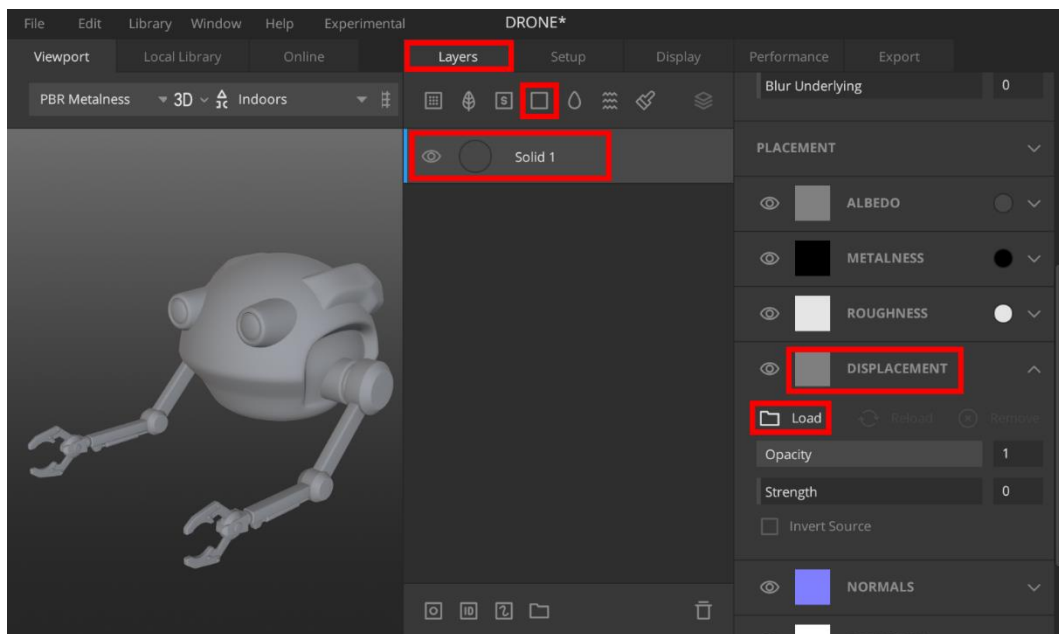
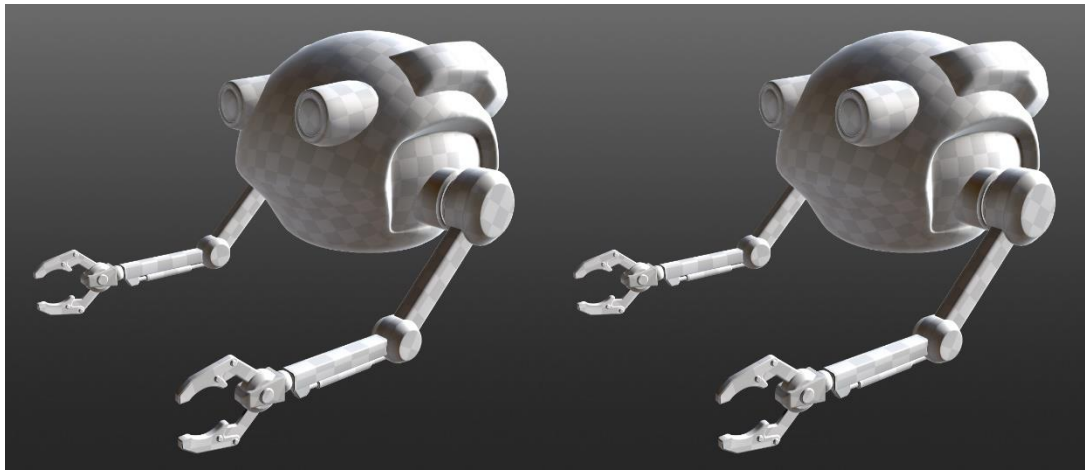






Chapter 5: Texturing Your Models inside Quixel Mixer





PLACEMENT

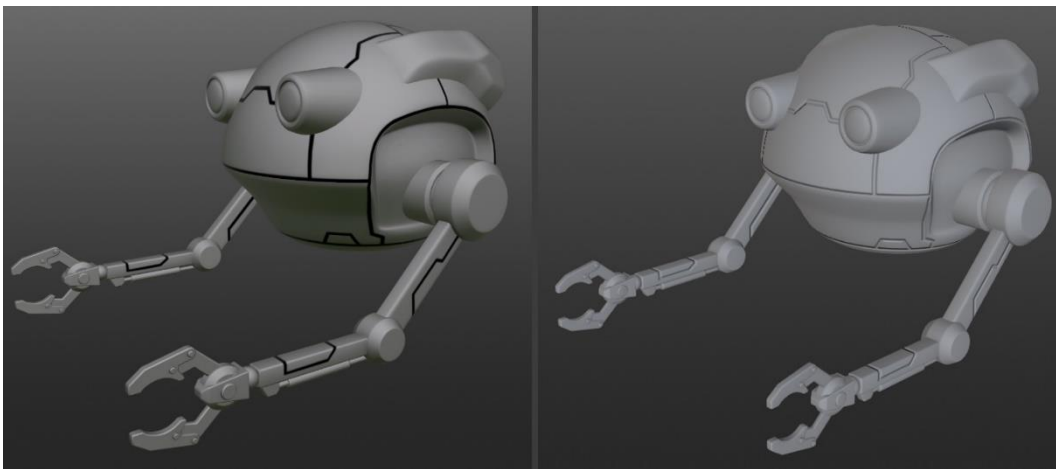
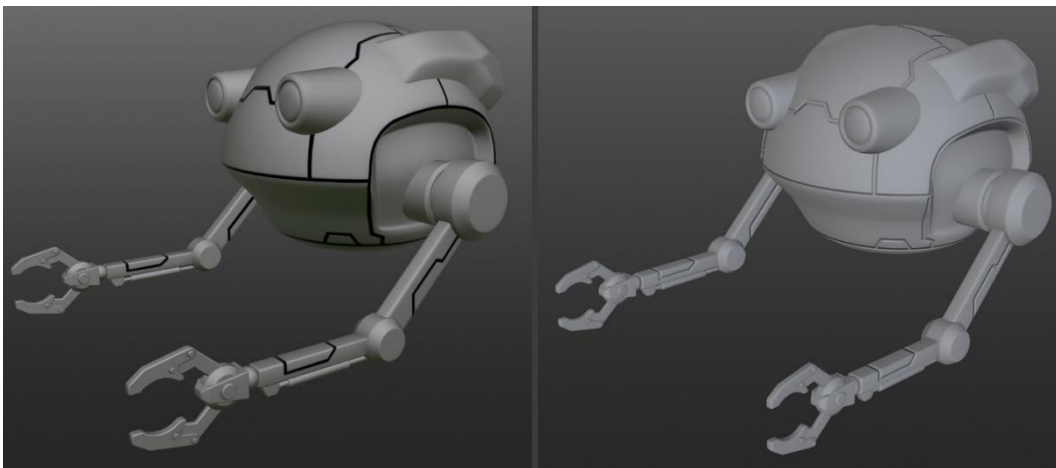
Box Projection

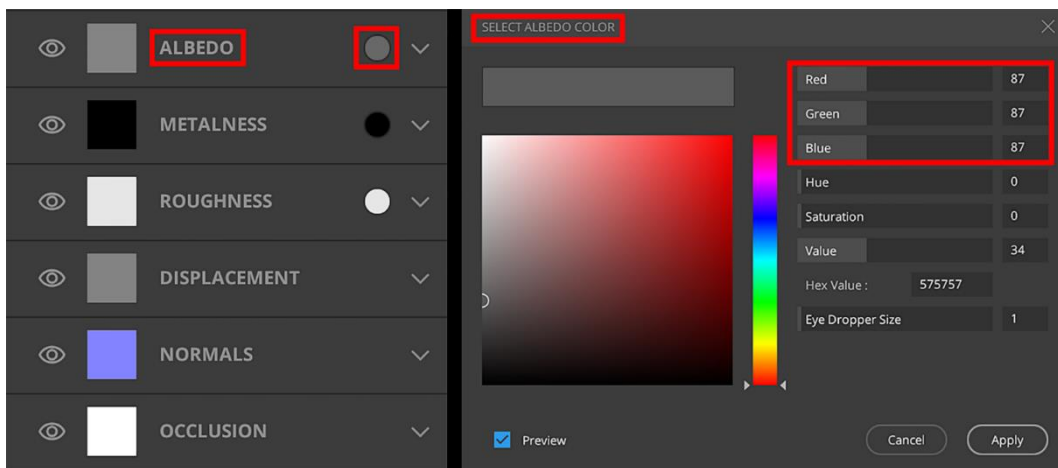
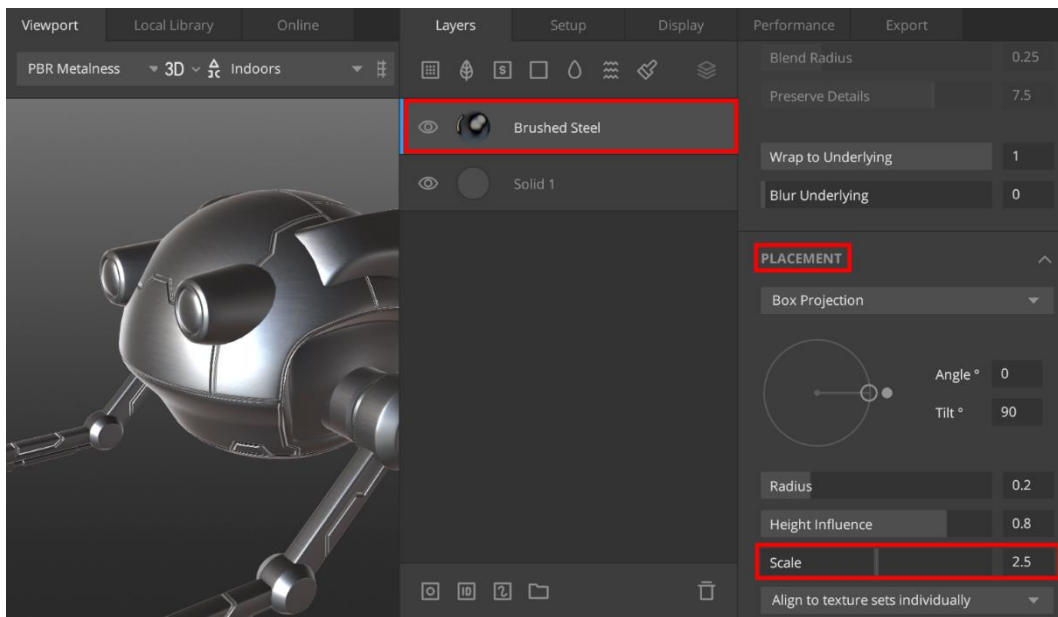
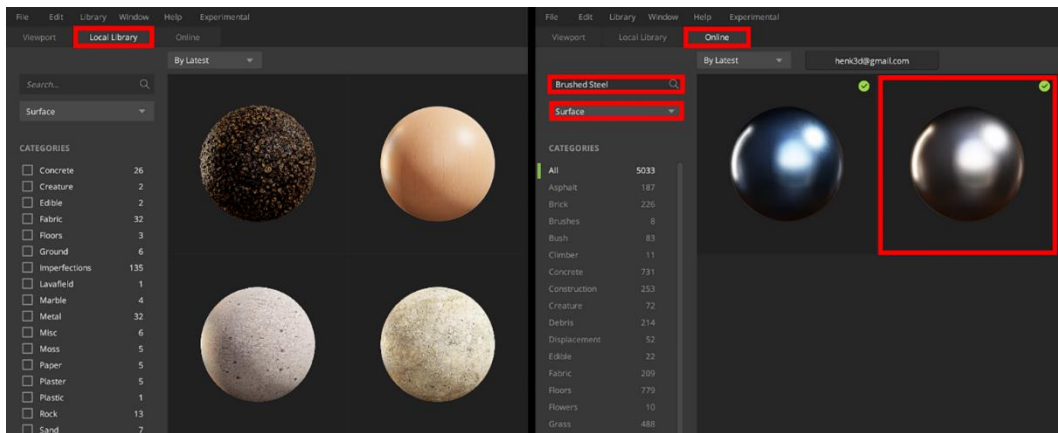


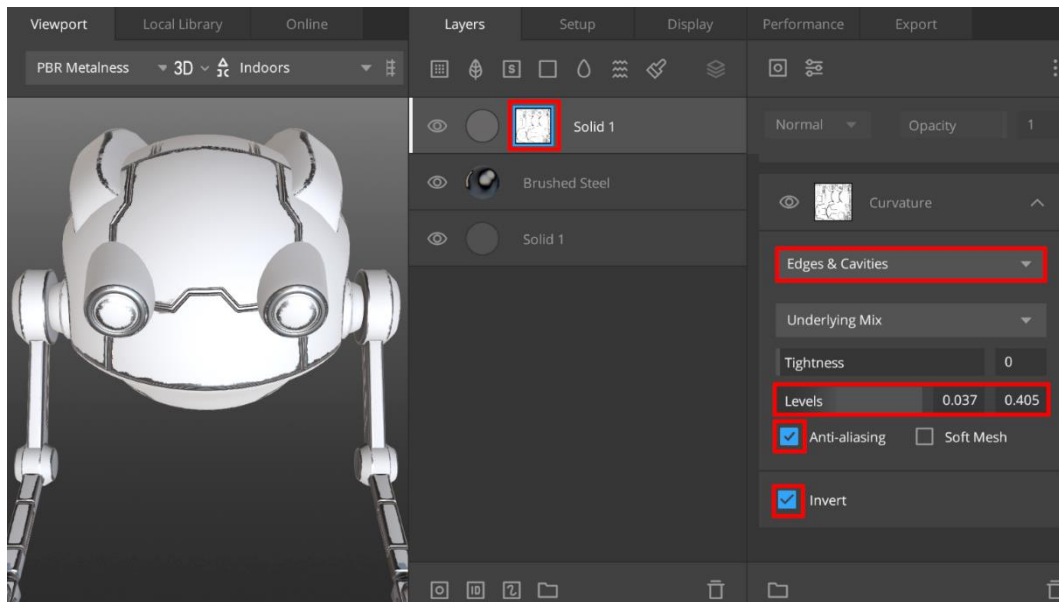
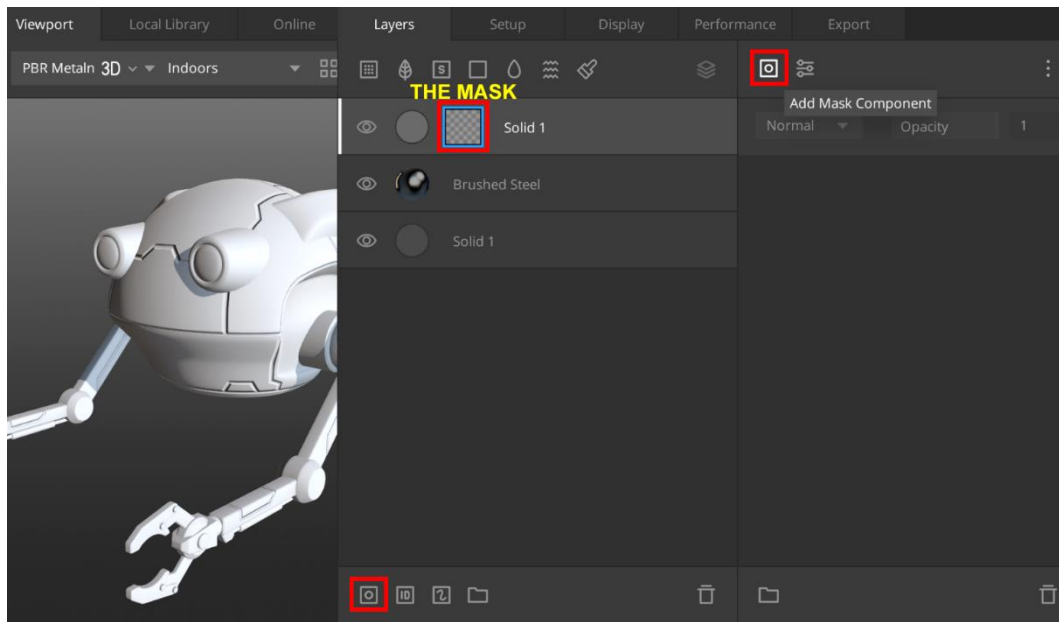
Tiling

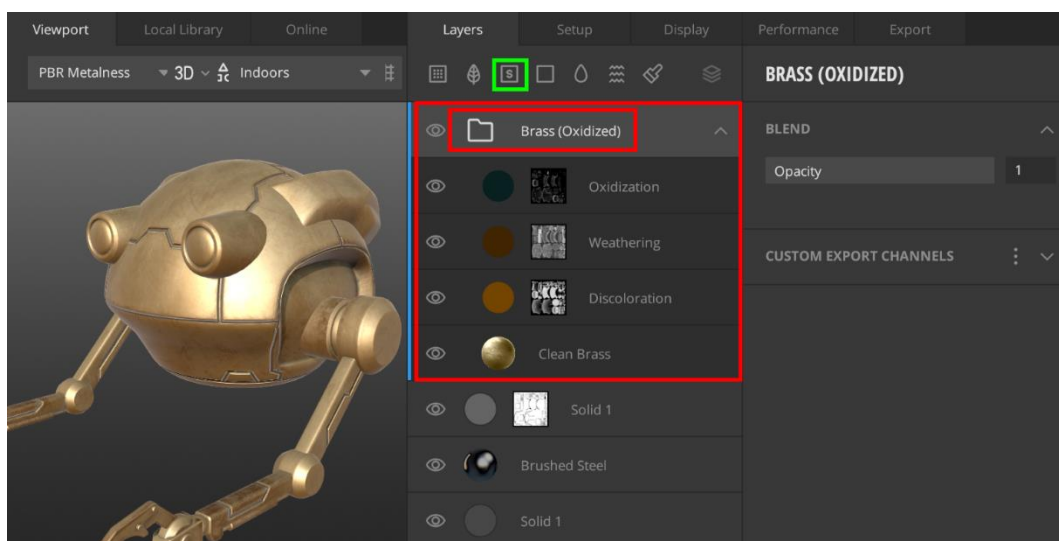
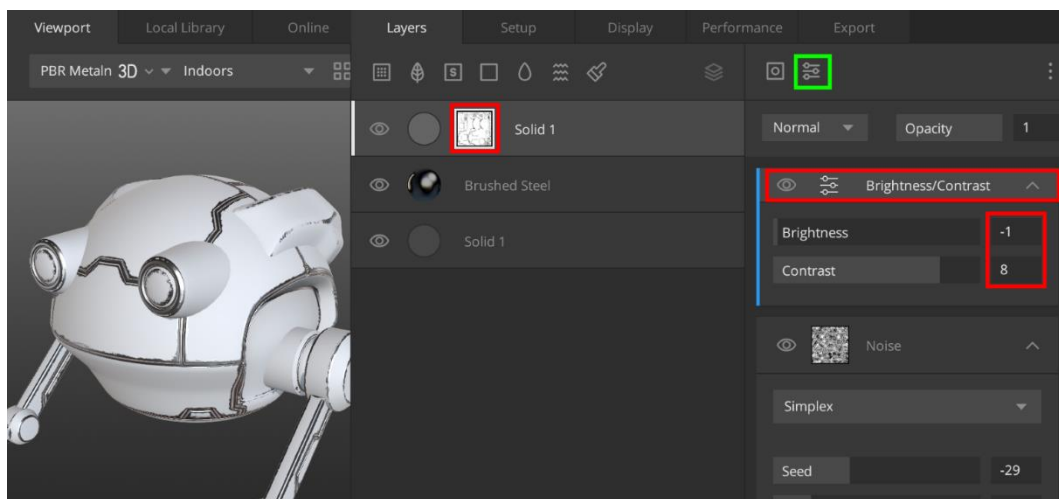
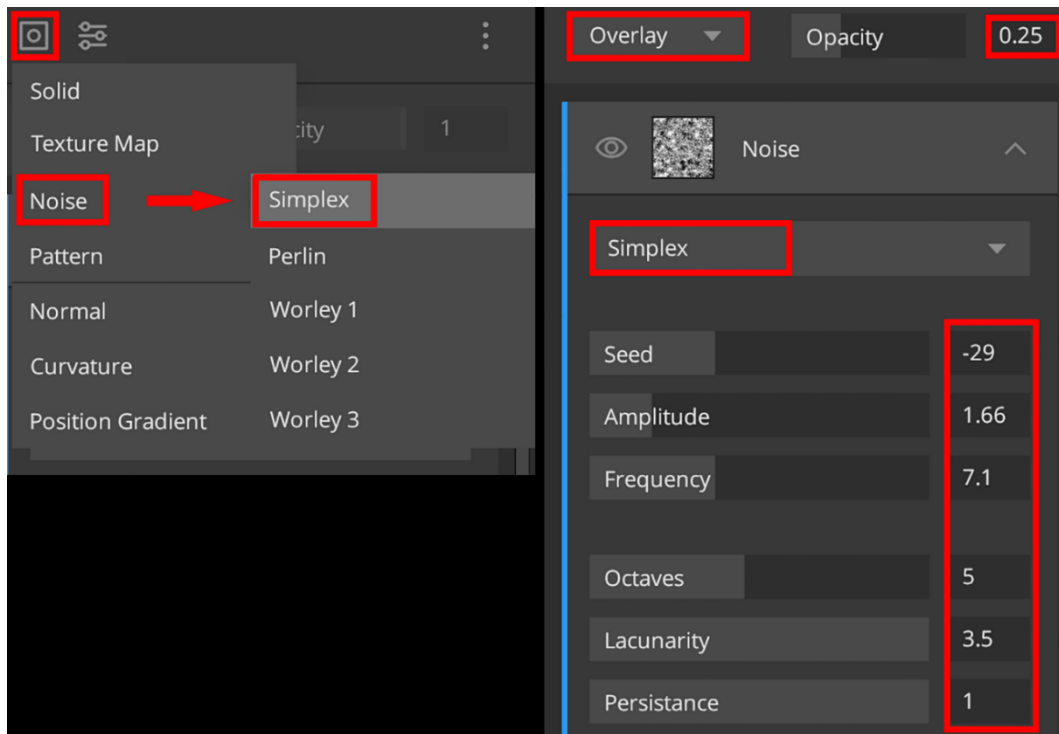
Freeform

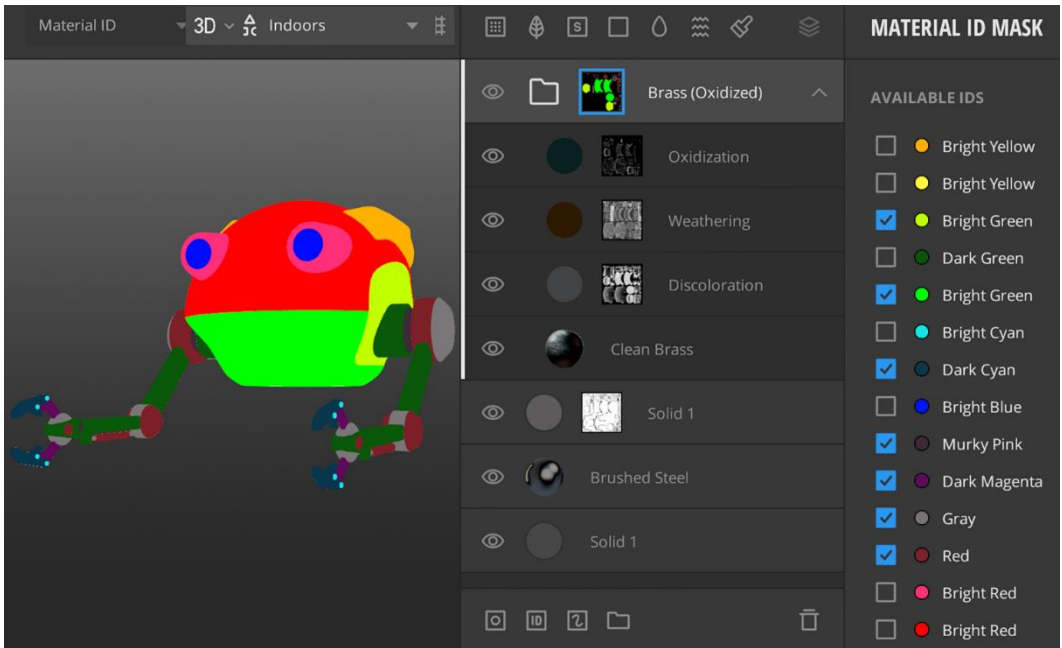
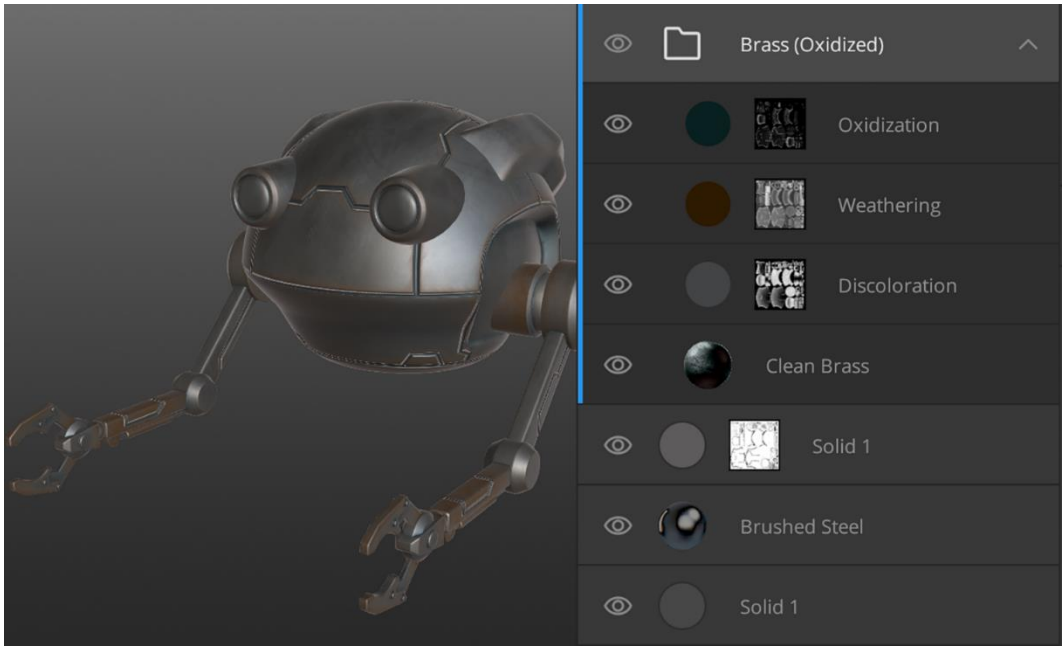
✓ Box Projection

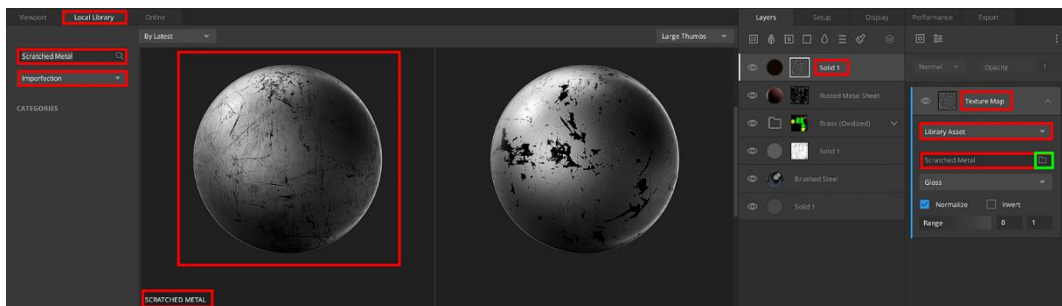
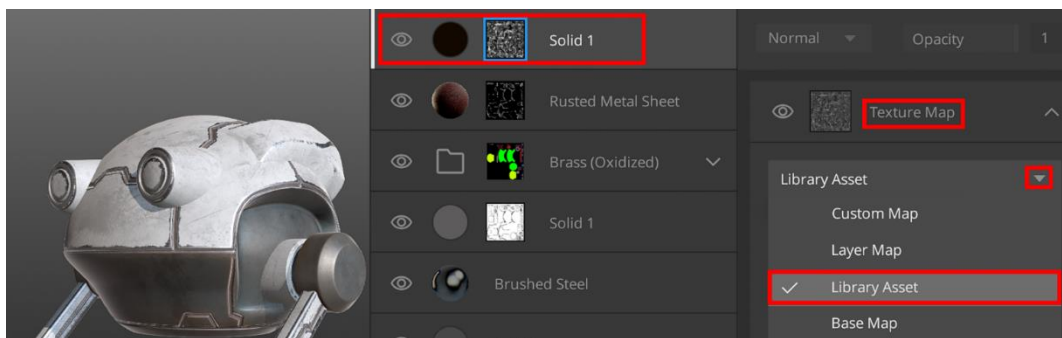
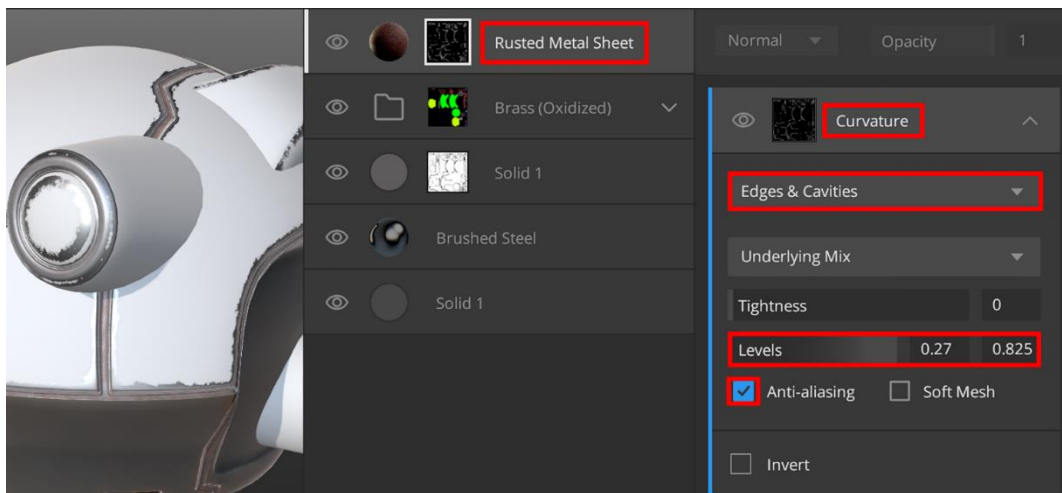
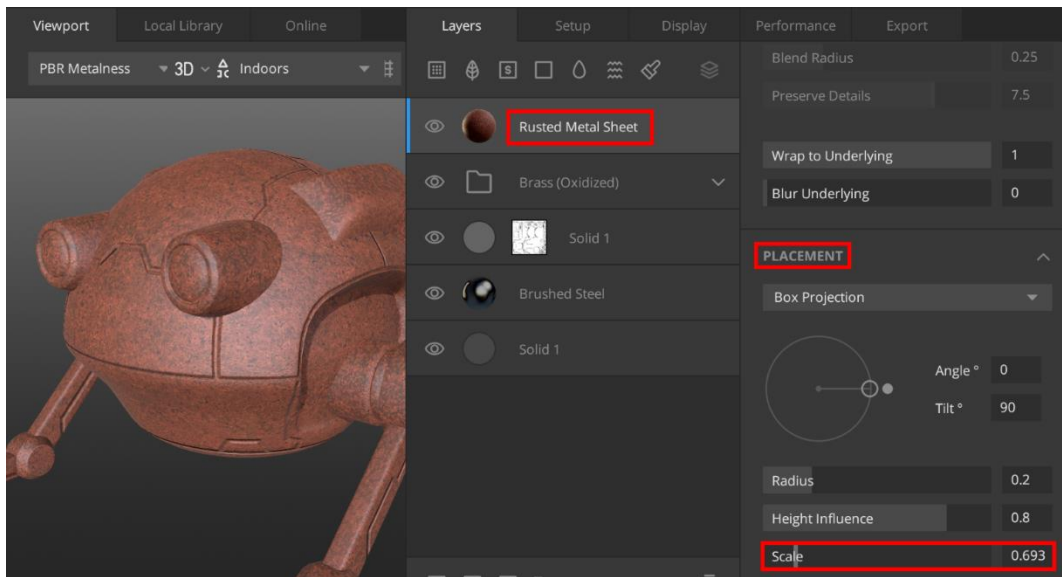


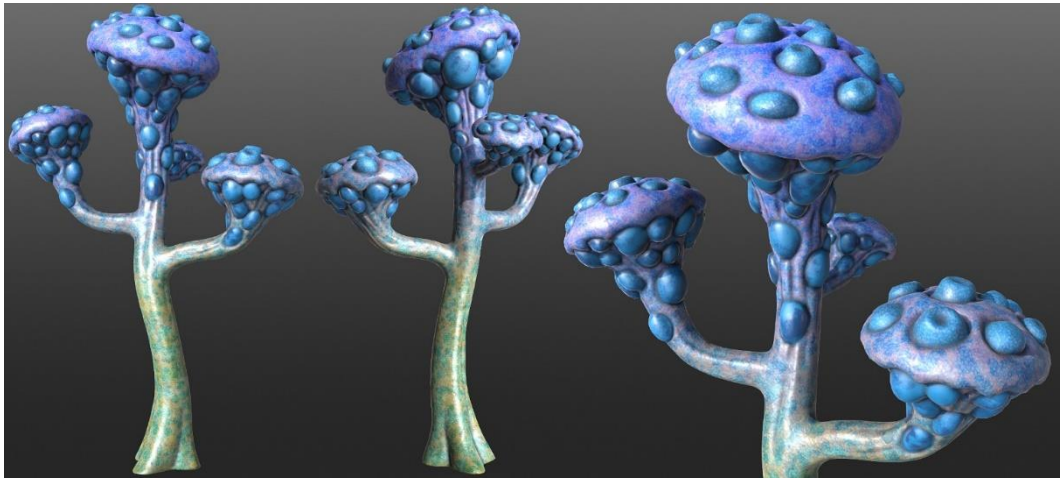
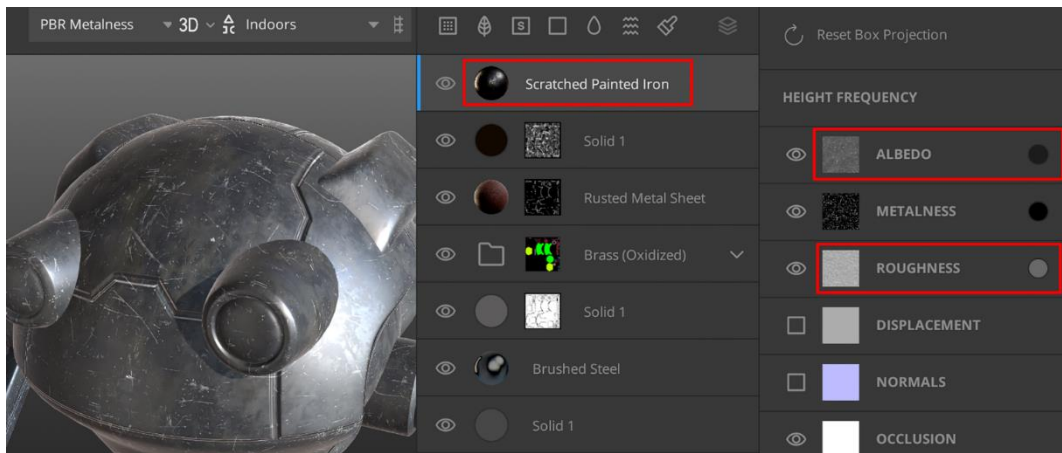


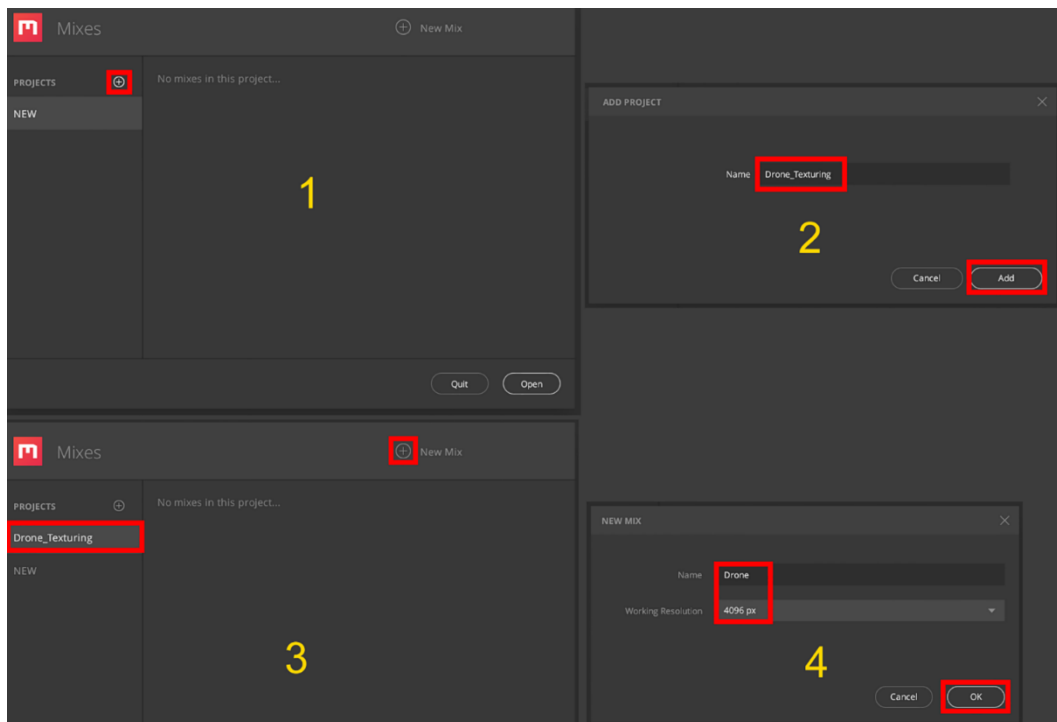
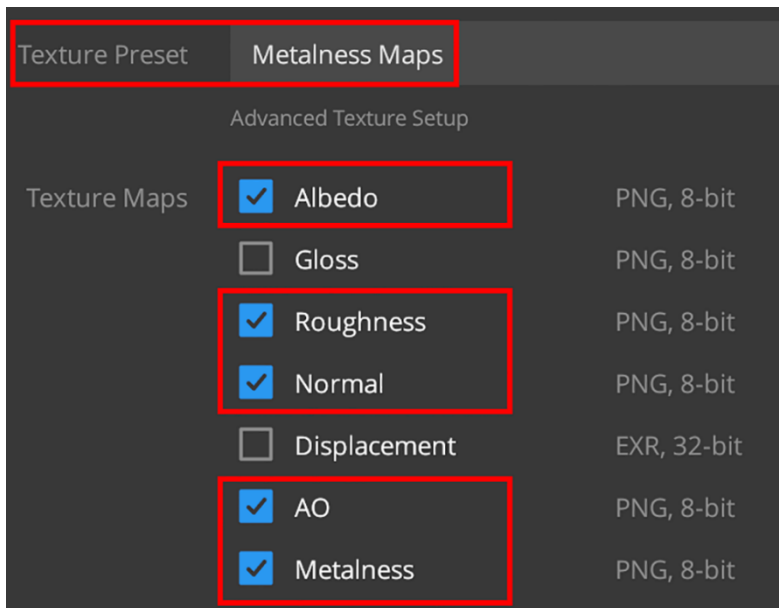













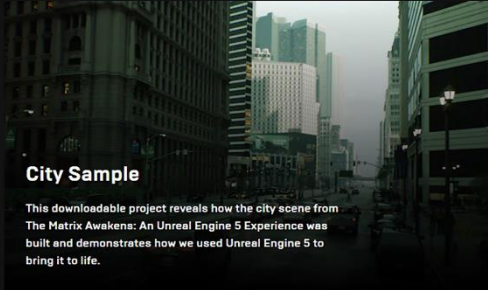
Chapter 6: Exploring Unreal Engine 5

SamplesMarketplaceLibraryTwinmotion



Lyra Starter Game


Lyra Starter Game is a sample gameplay project built alongside UE5 development to serve as an excellent starting point for creating new games. We plan to continue to upgrade it with future releases to demonstrate our latest best practices.




City Sample

This downloadable project reveals how the city scene from The Matrix Awakens: An Unreal Engine 5 Experience was built and demonstrates how we used Unreal Engine 5 to bring it to life.


UE Feature Samples




City Sample



Content Examples




Broadcast Sample



Car Configurator

MarketplaceLibraryTwinmotion




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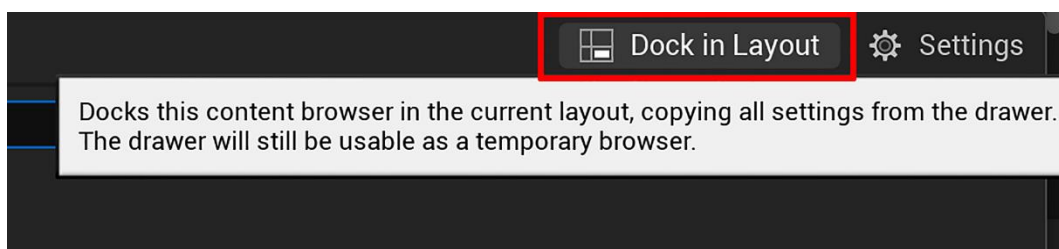
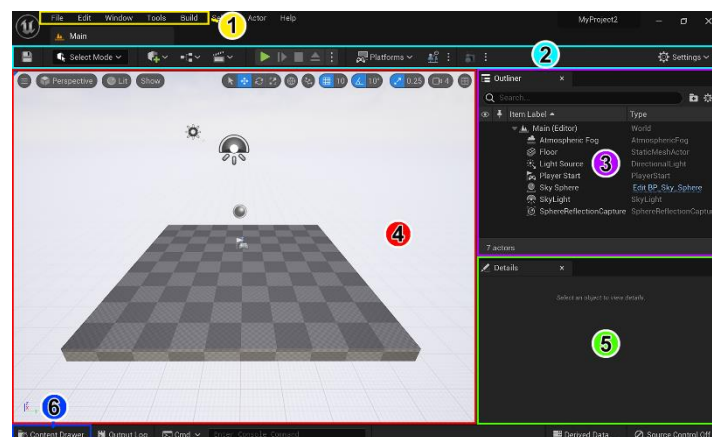
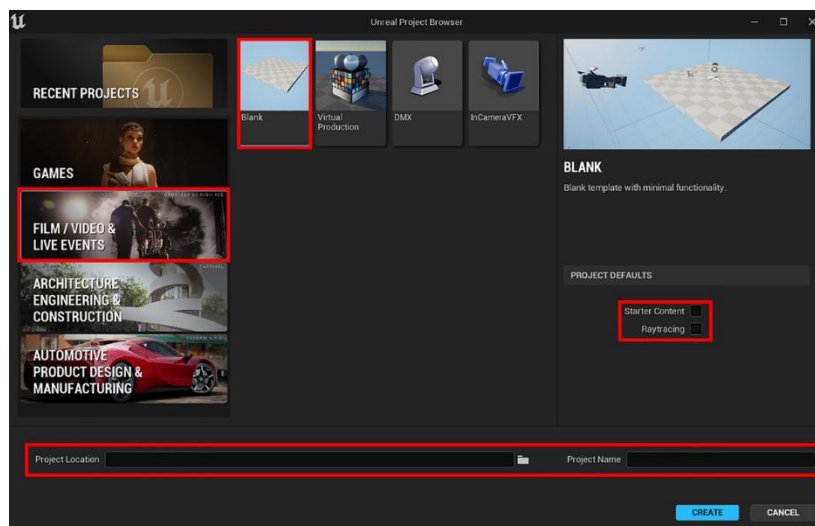
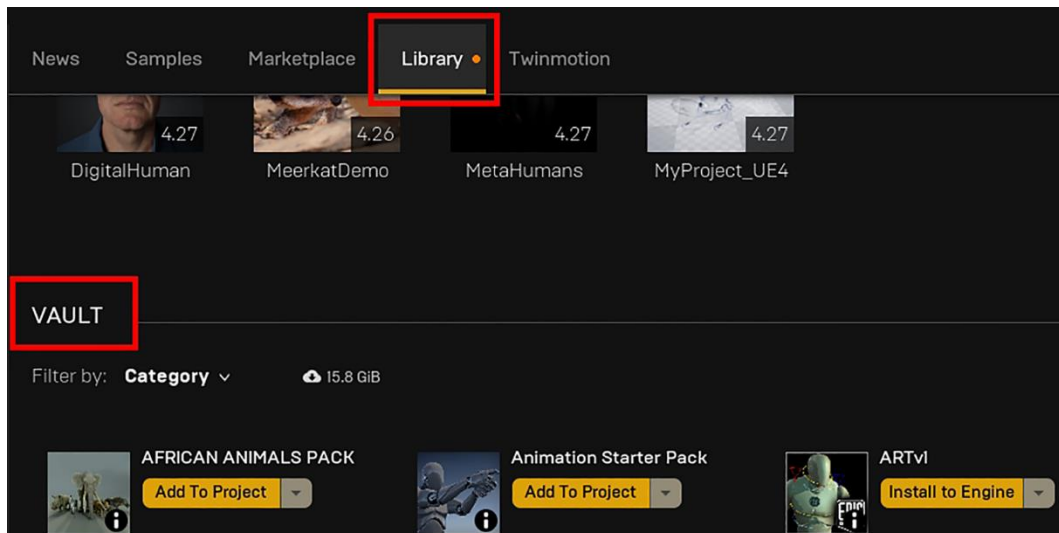
Supported Engine Versions

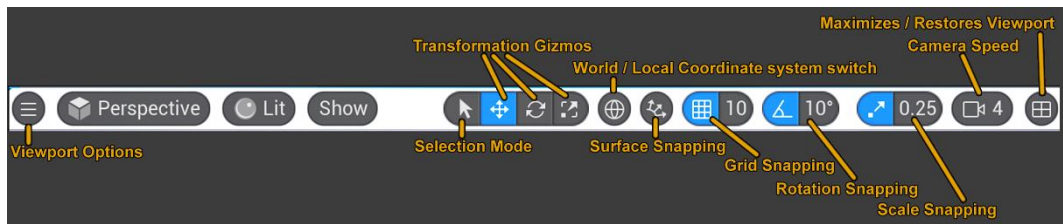
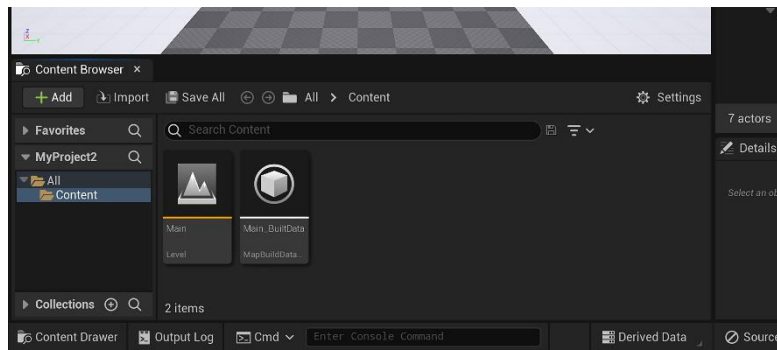
5.0 5.0 4.27 Show

uninstalled versions

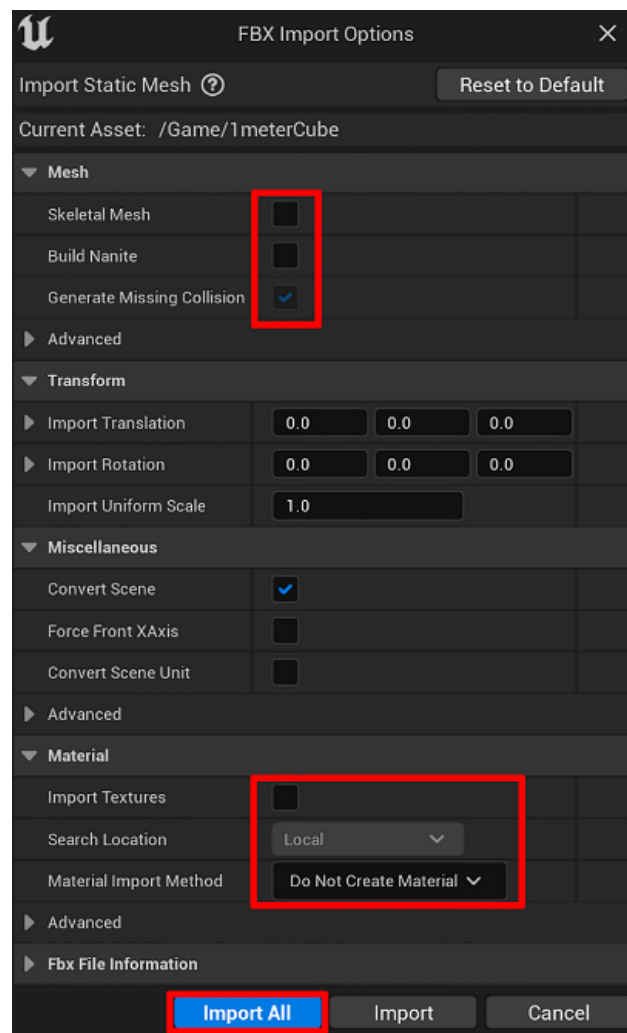
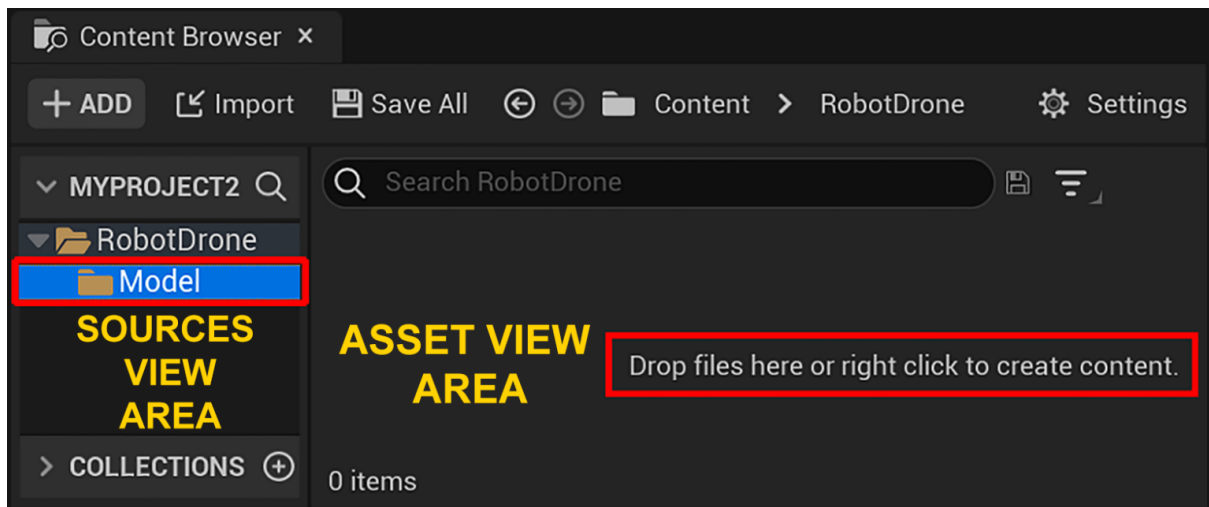
Supported Platforms

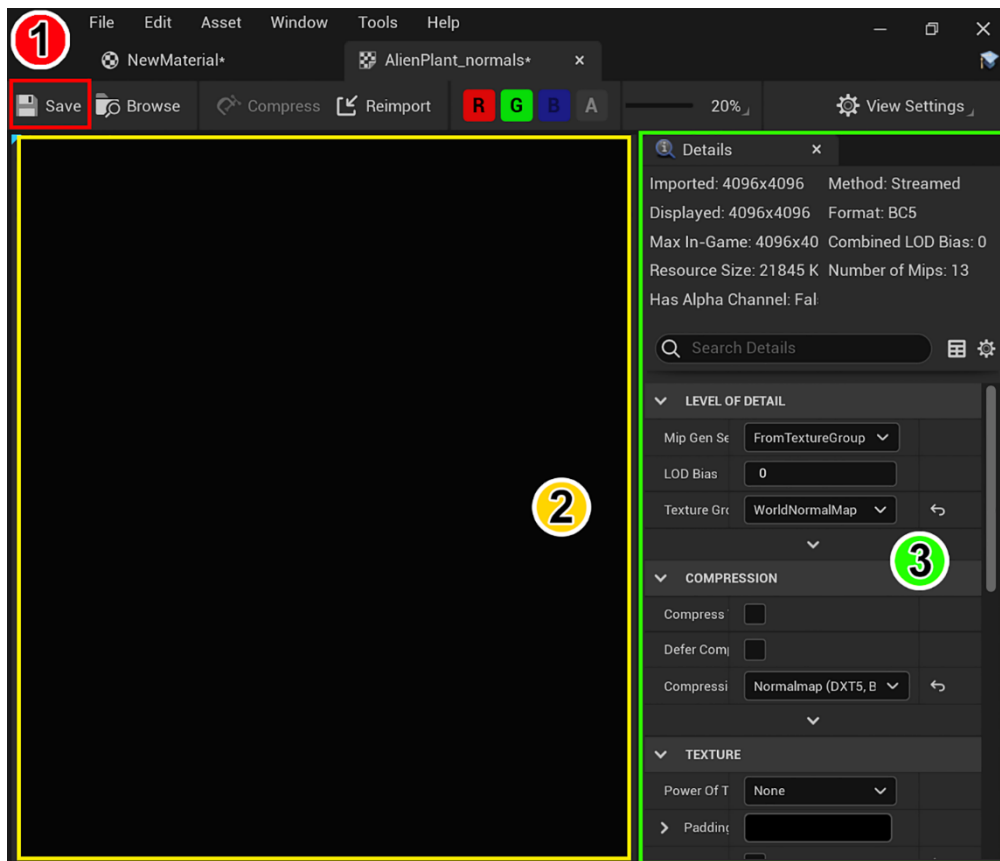
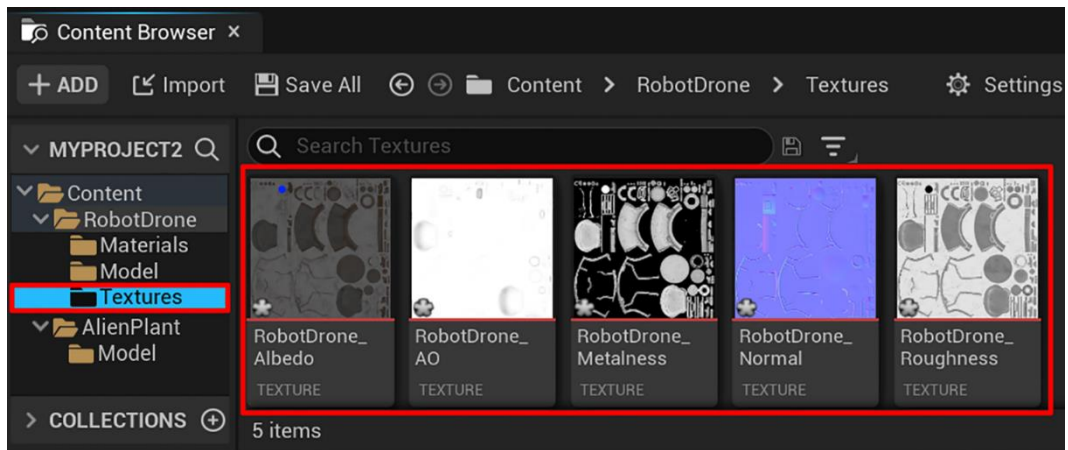
Android Gear VR HoloLens 2

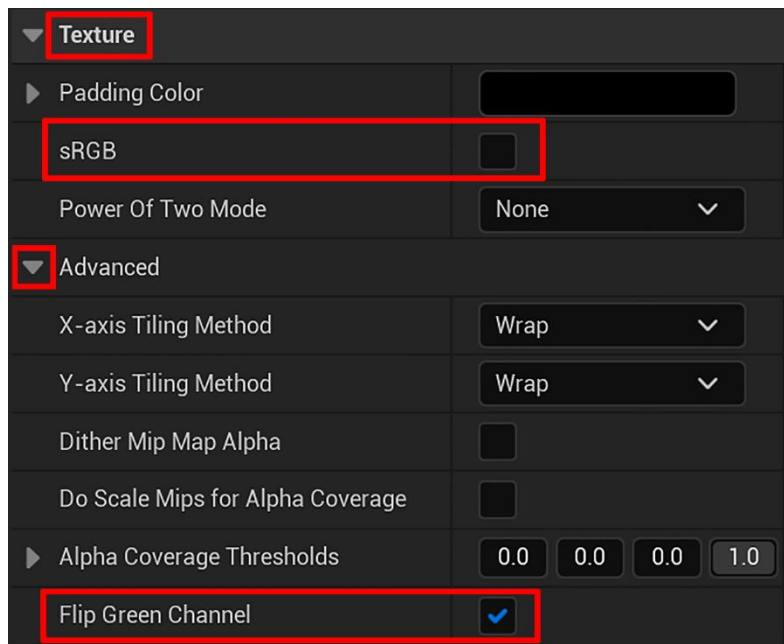
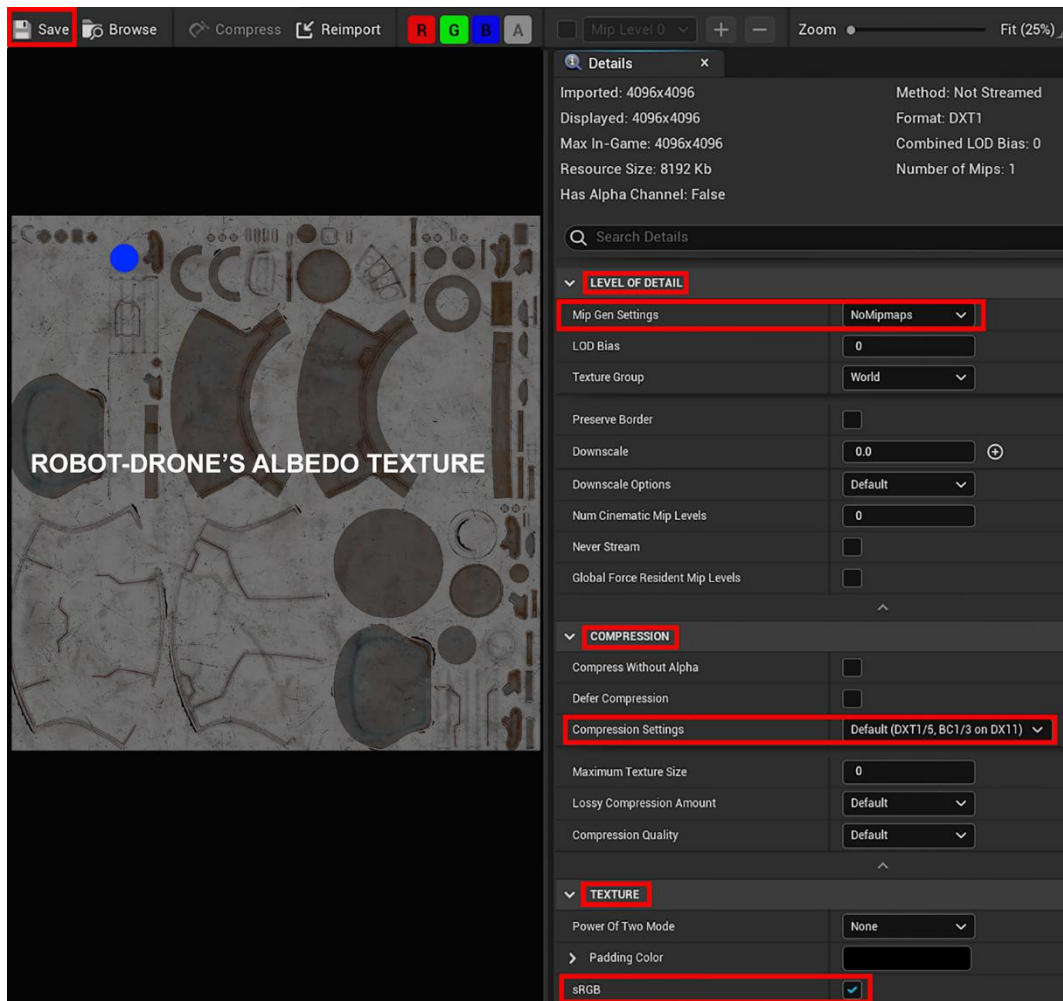


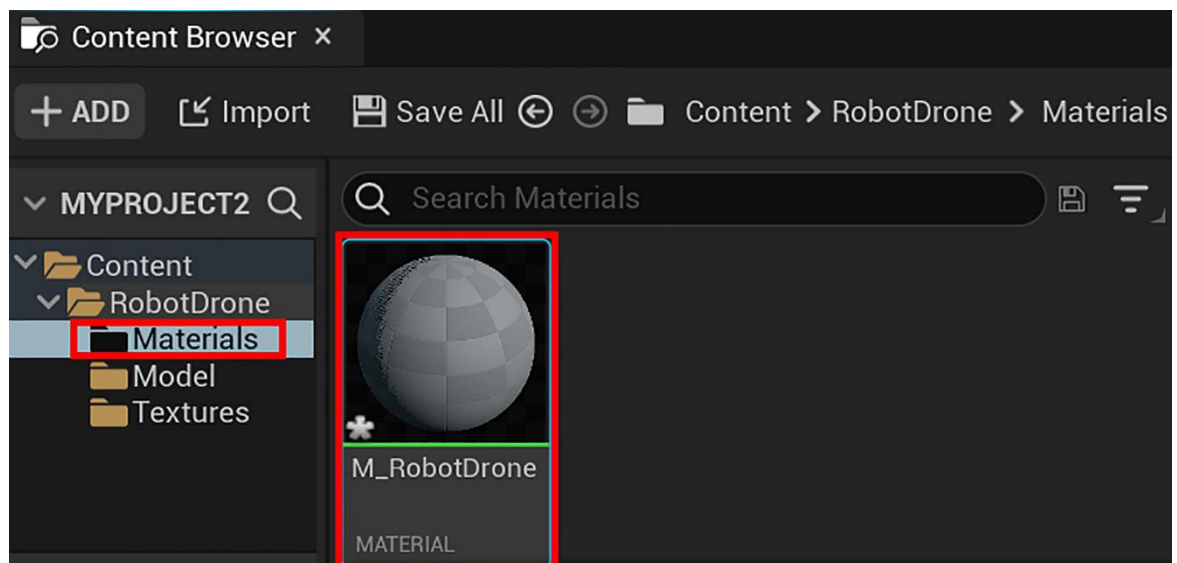
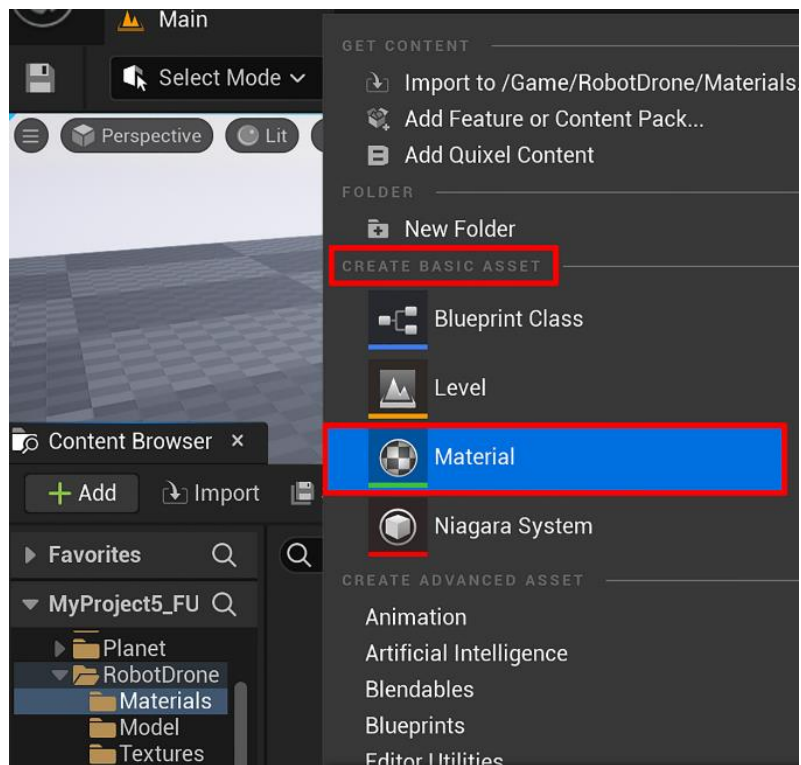


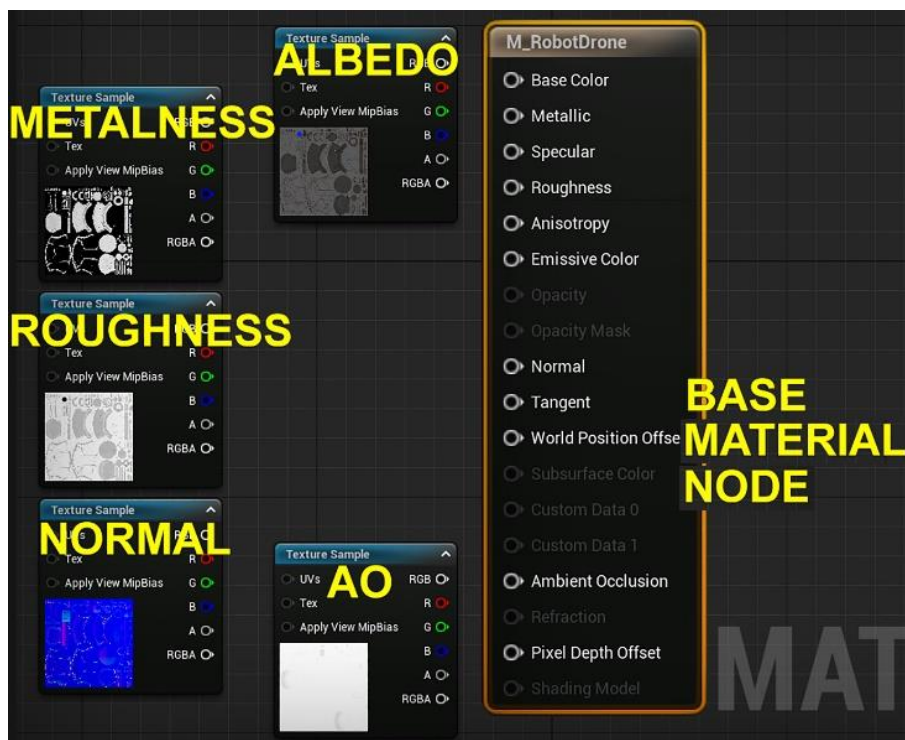
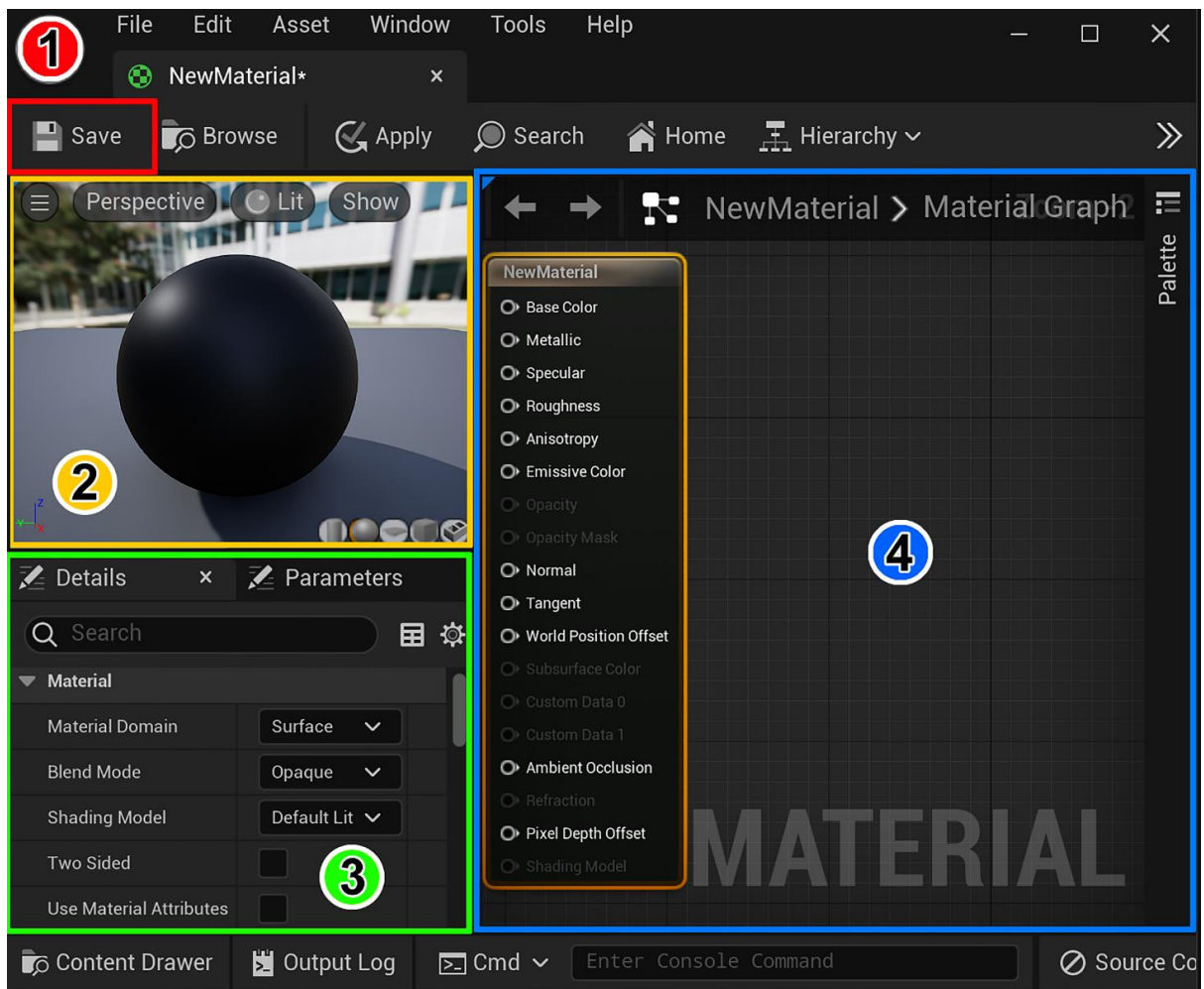
Chapter 7: Setting Up Materials in UE 5

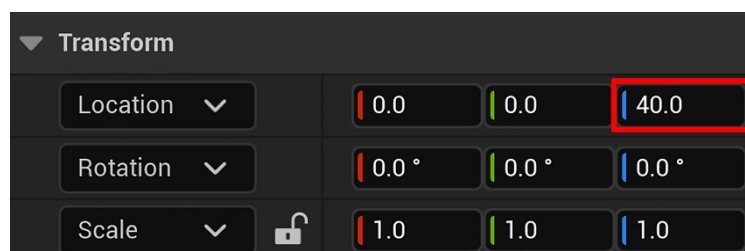
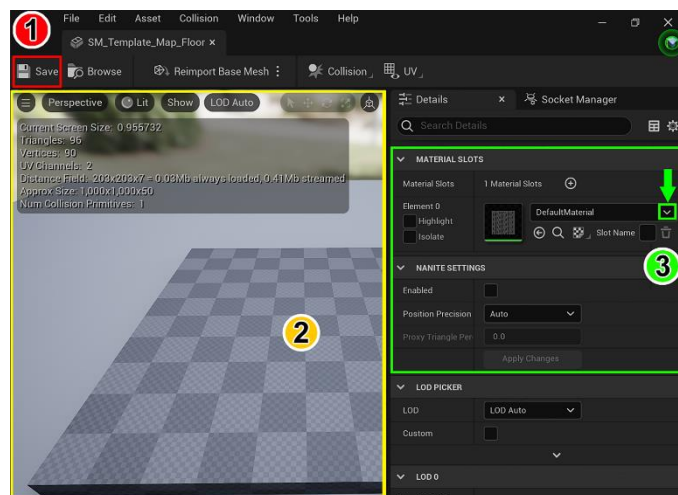
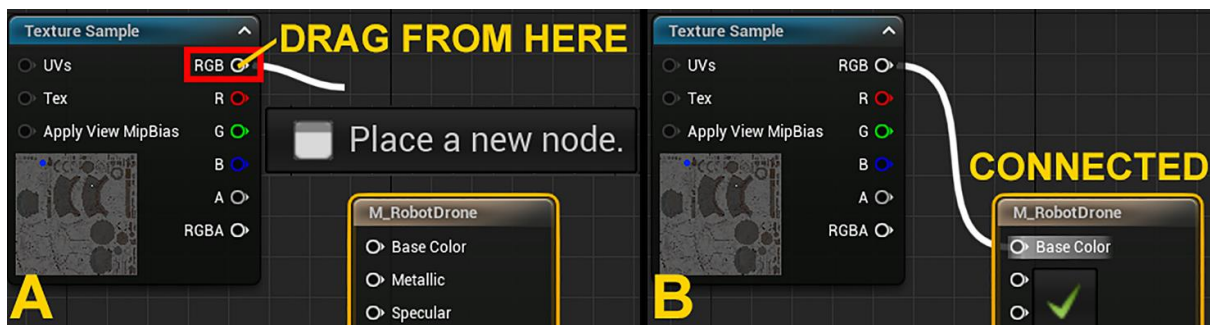
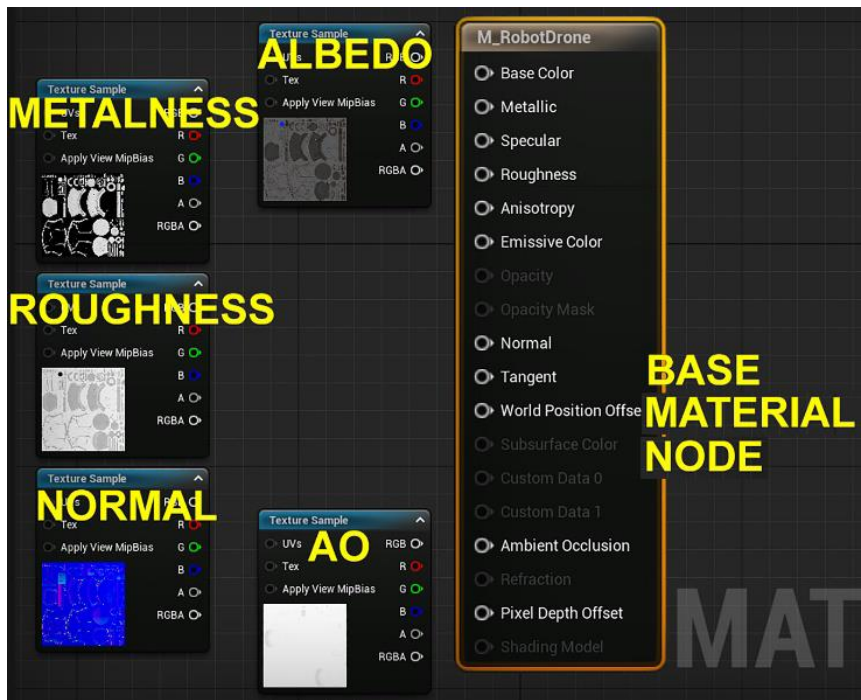


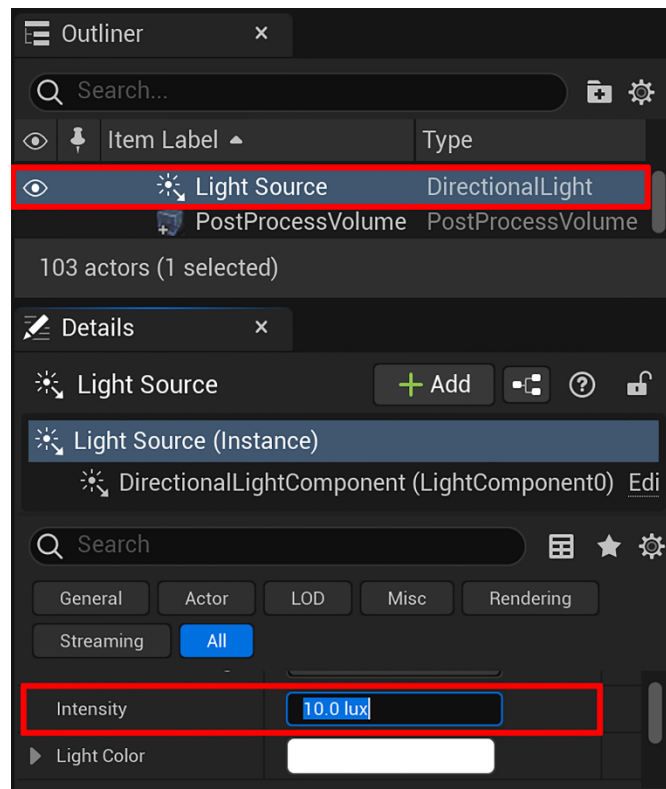
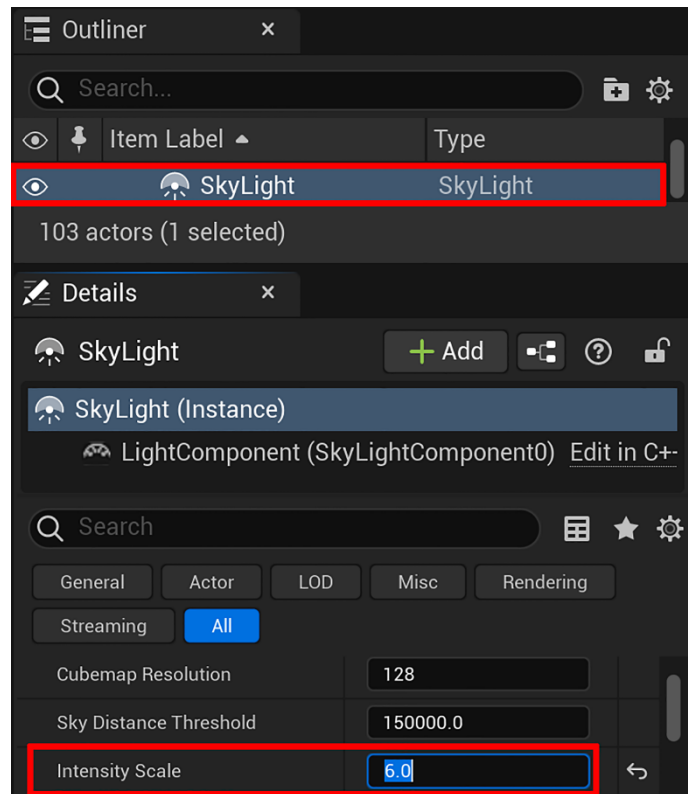






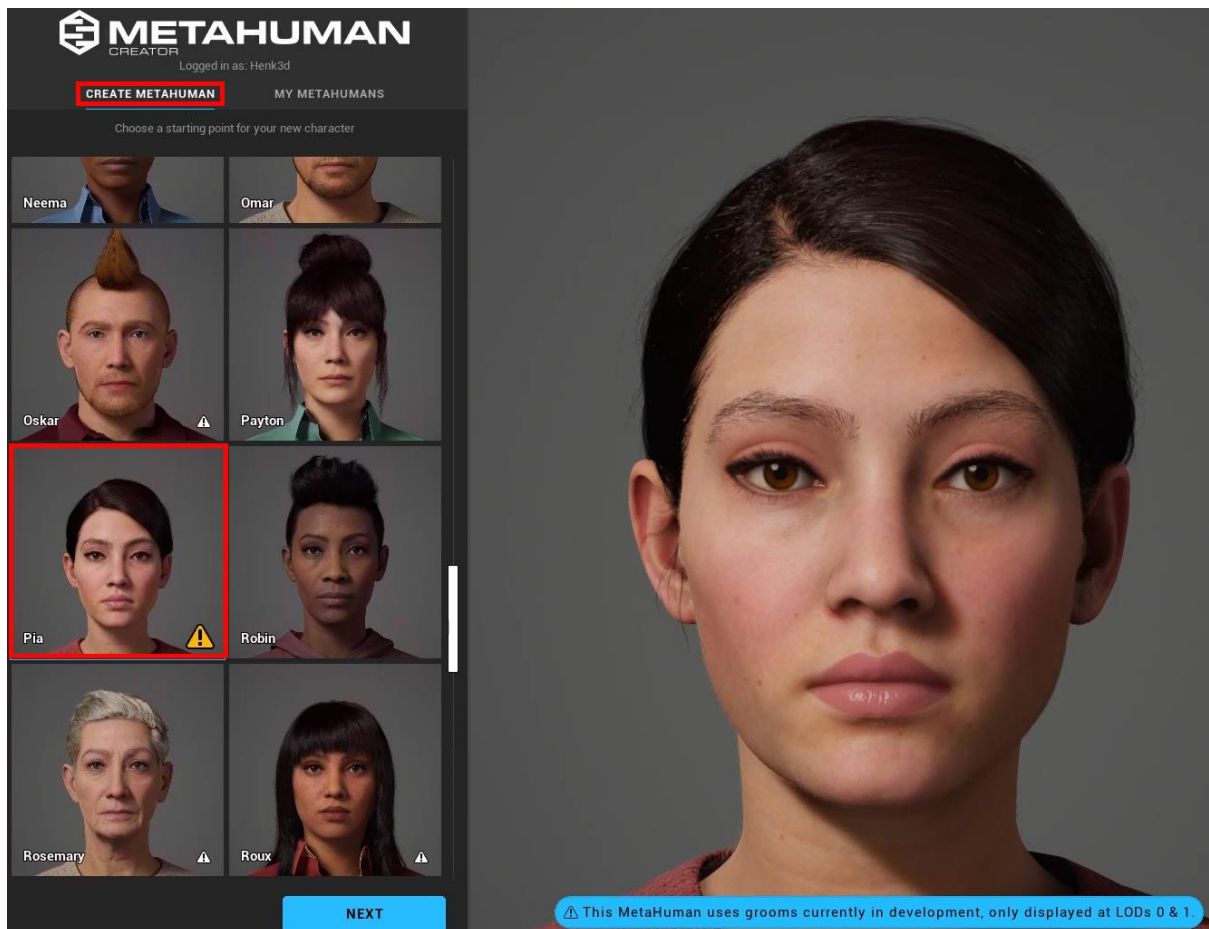


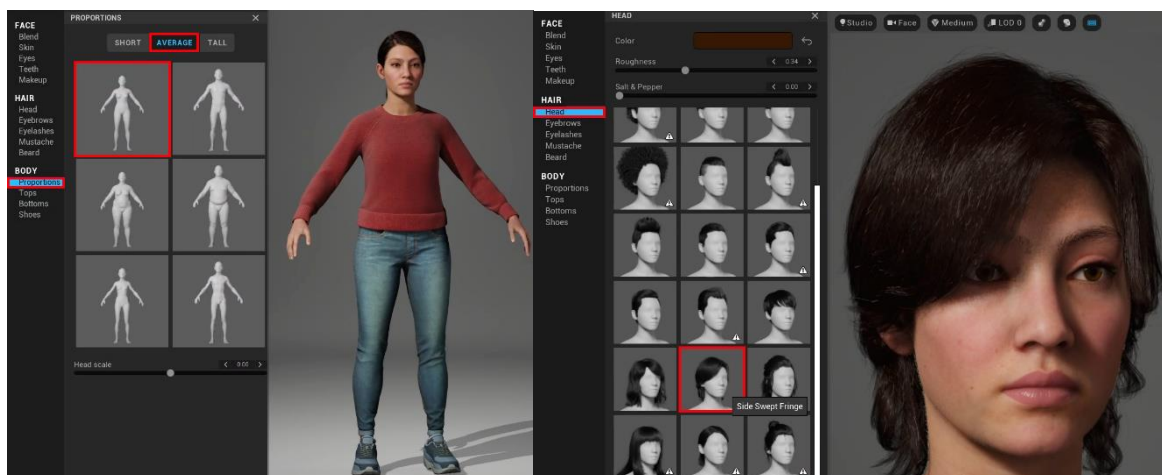
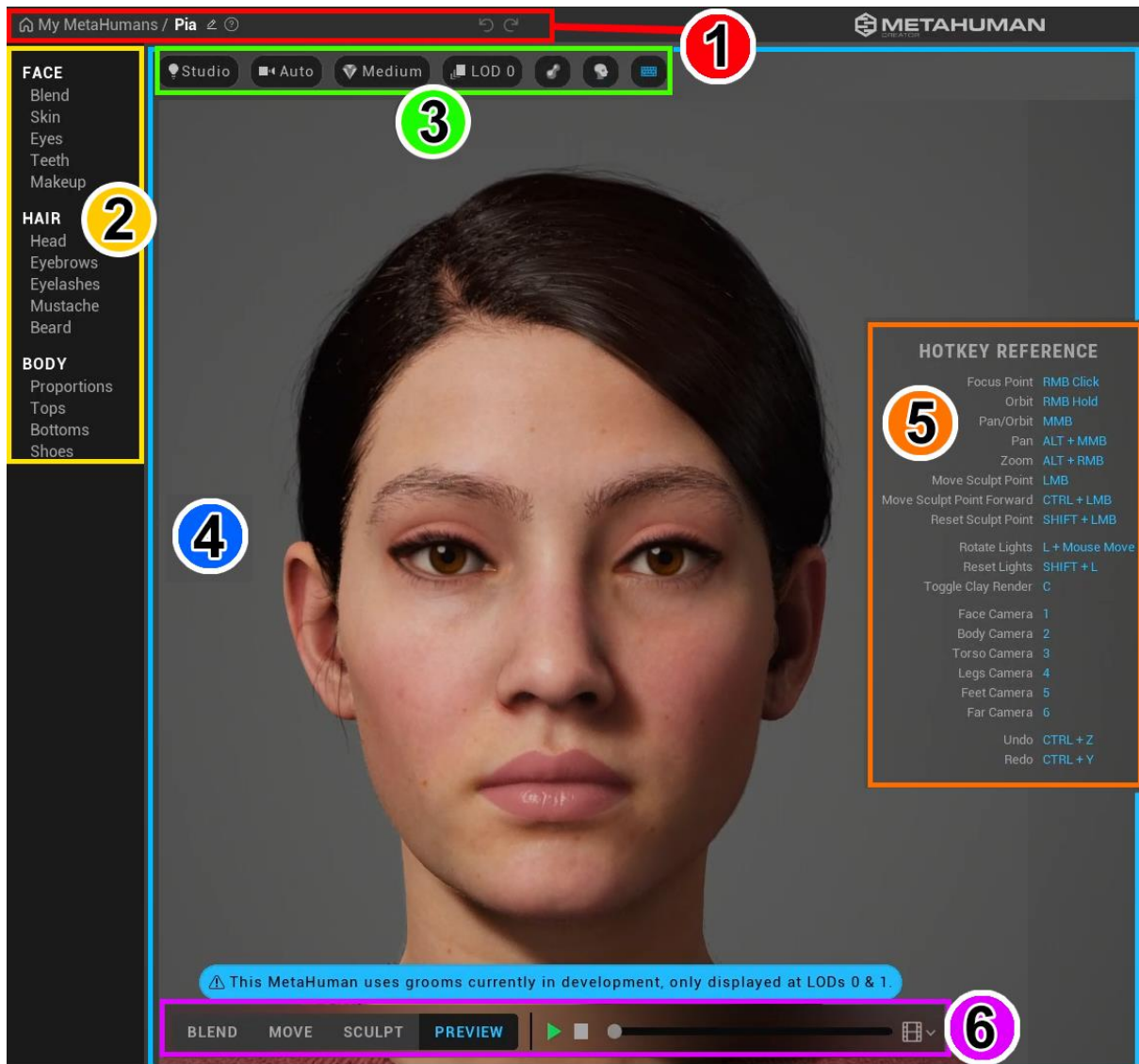


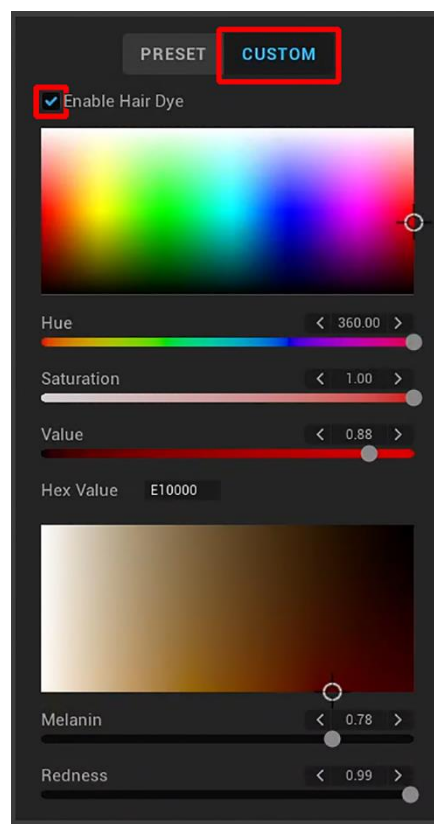


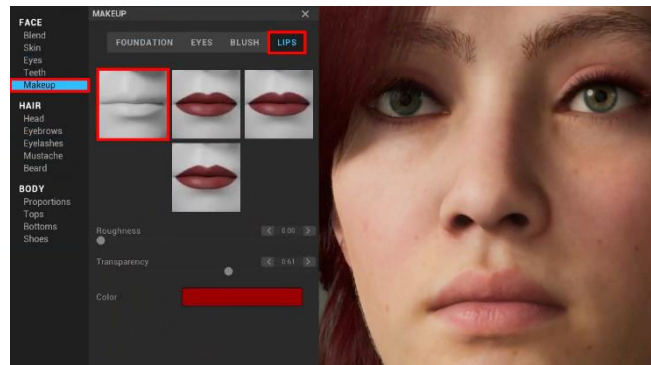
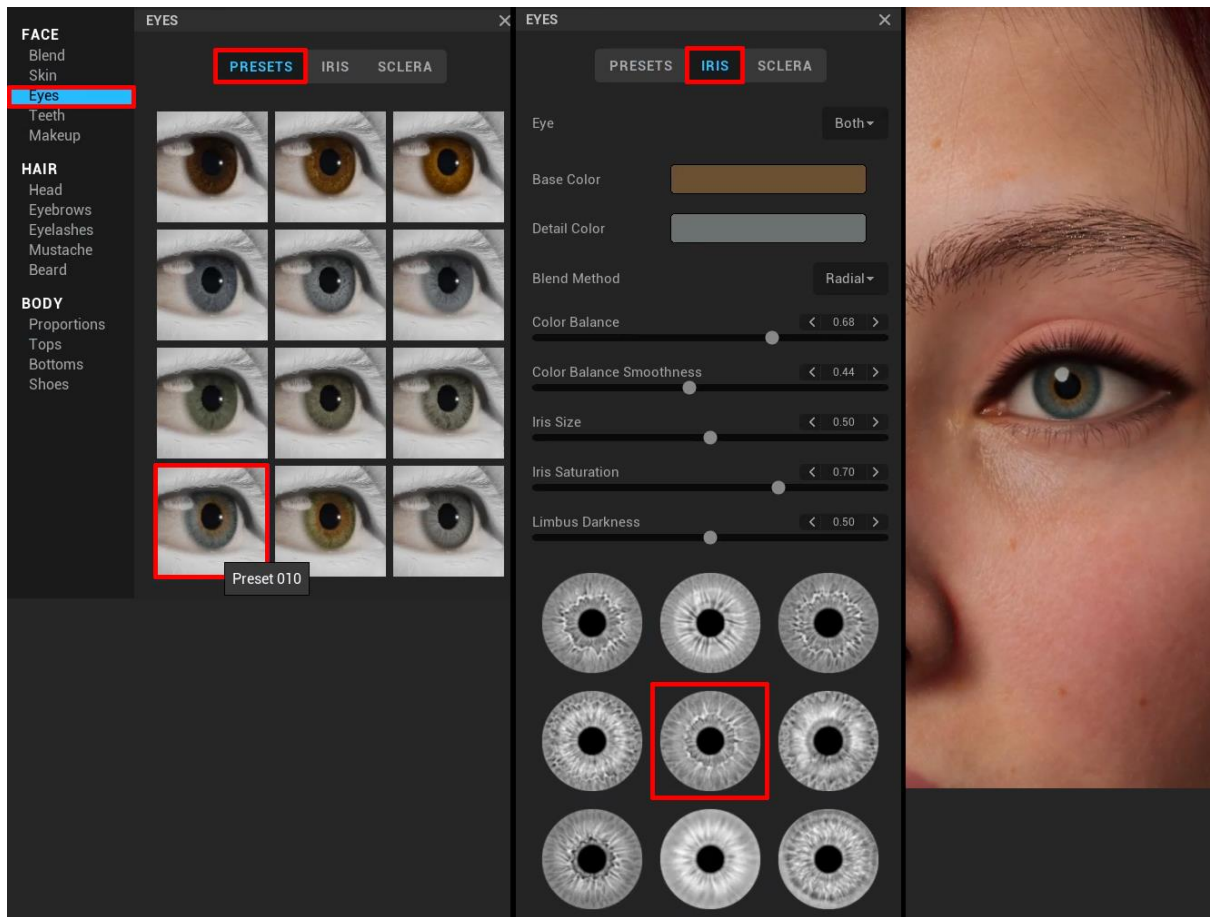


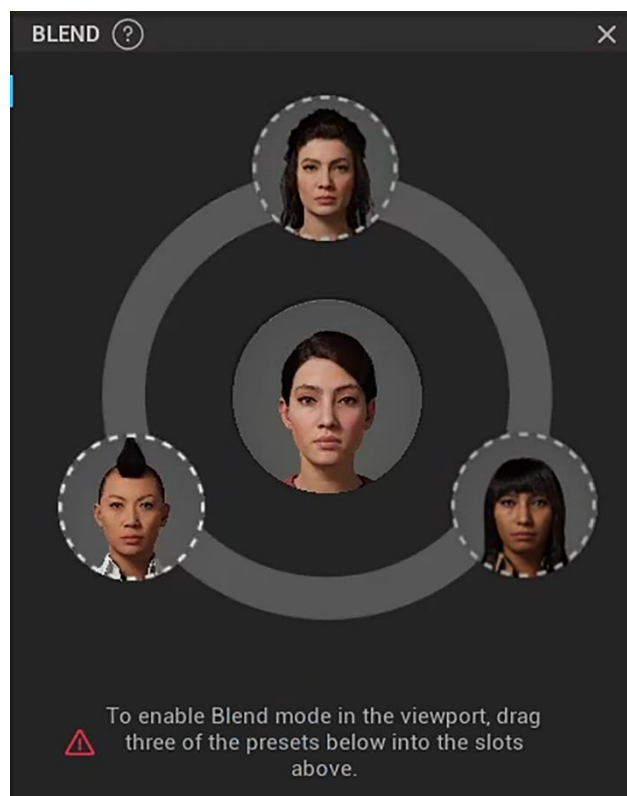
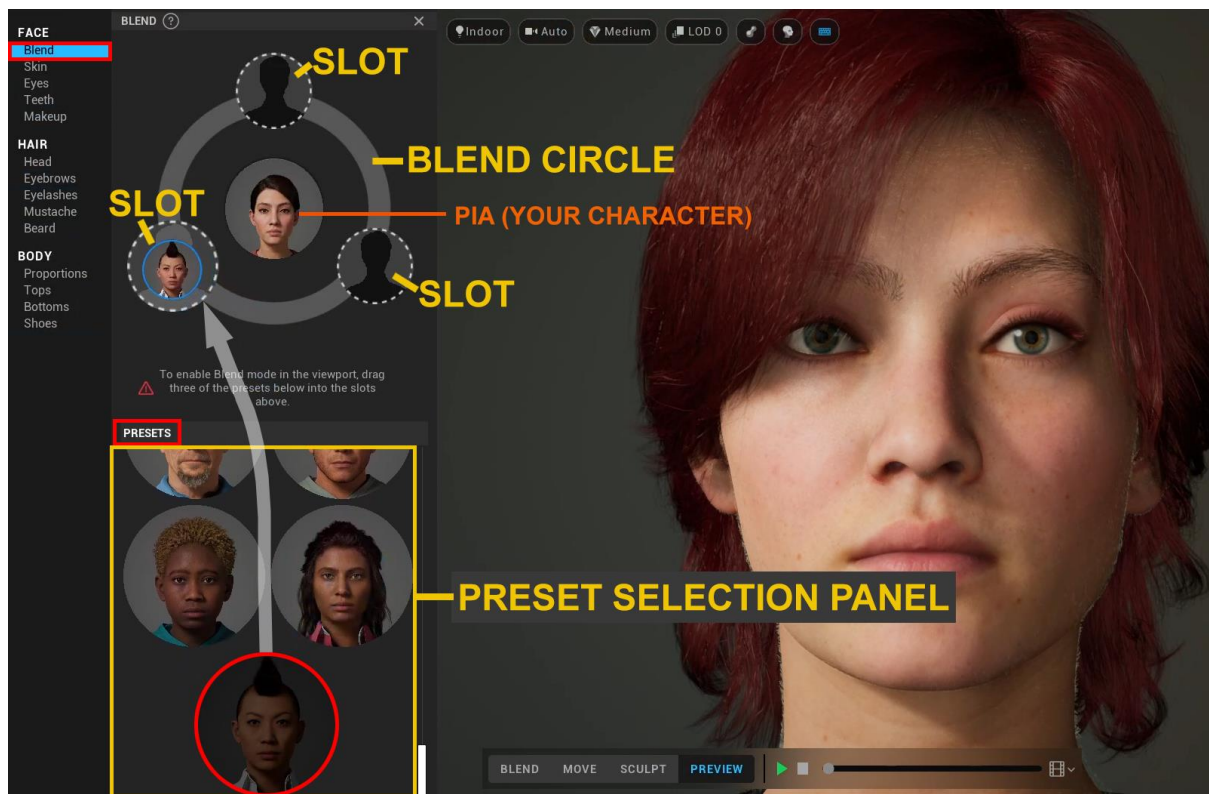
Chapter 8: Using MetaHuman to Create a Photorealistic Human for UE5

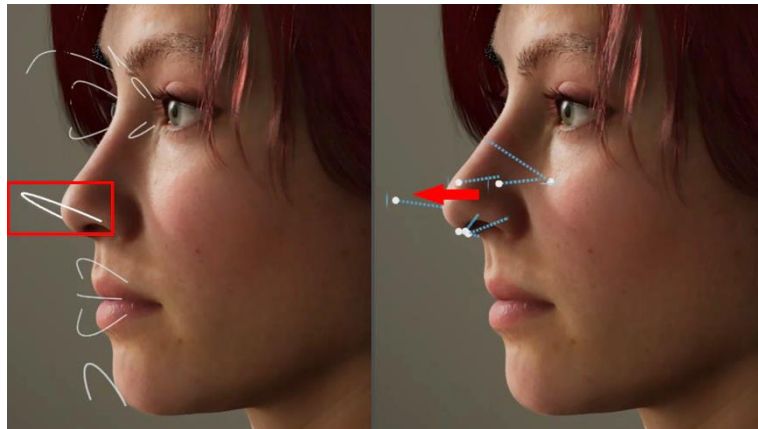
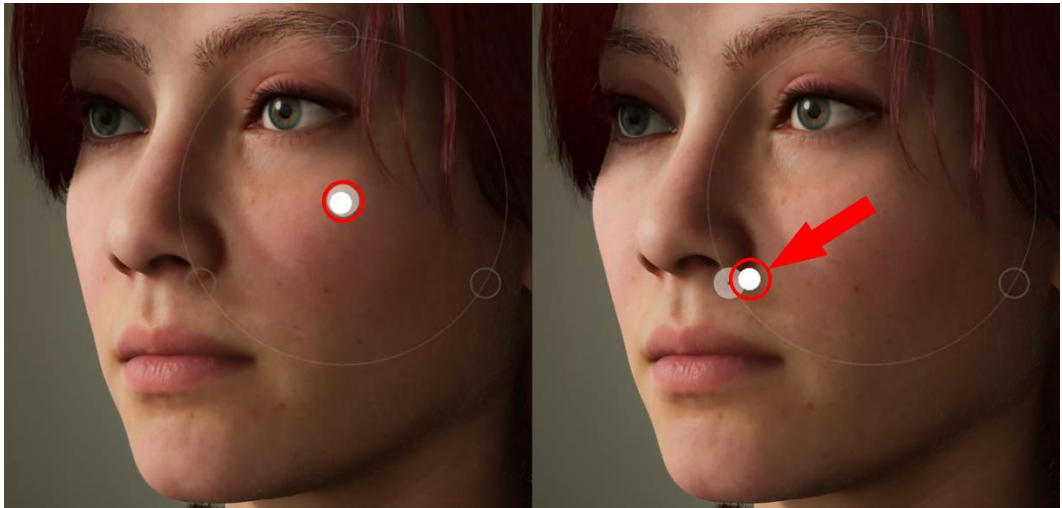




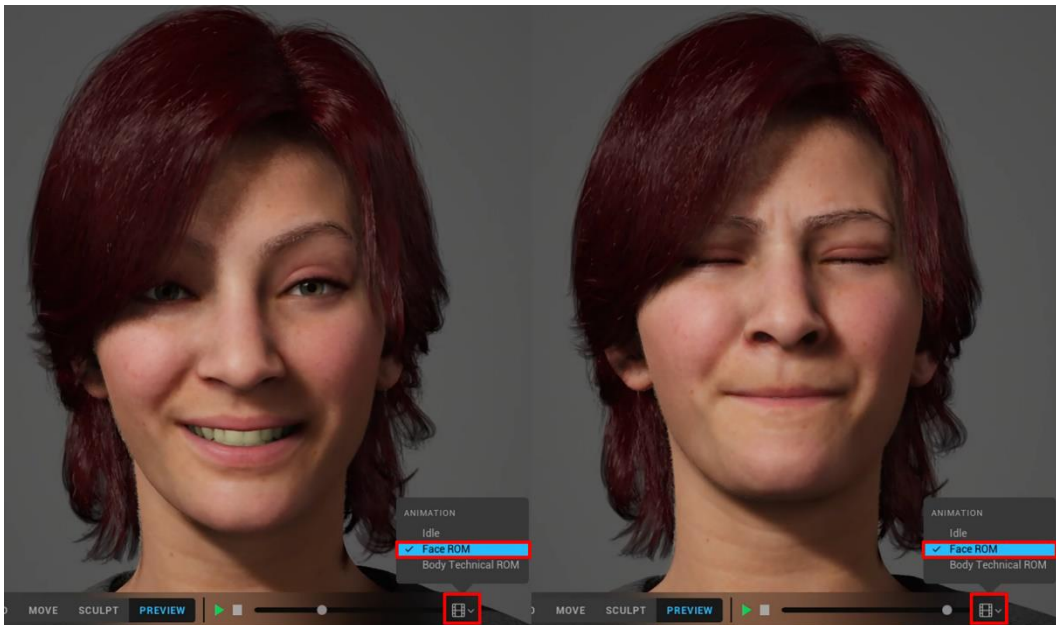


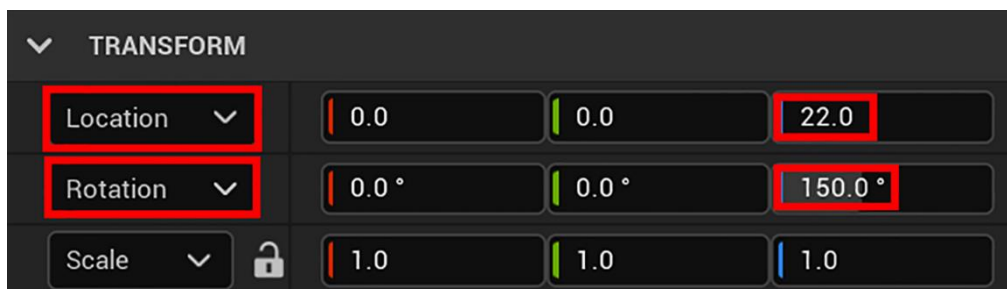
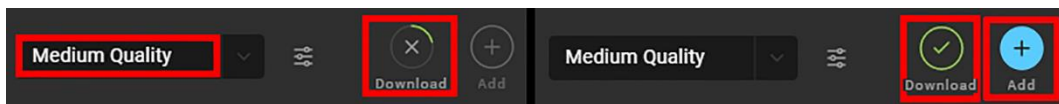
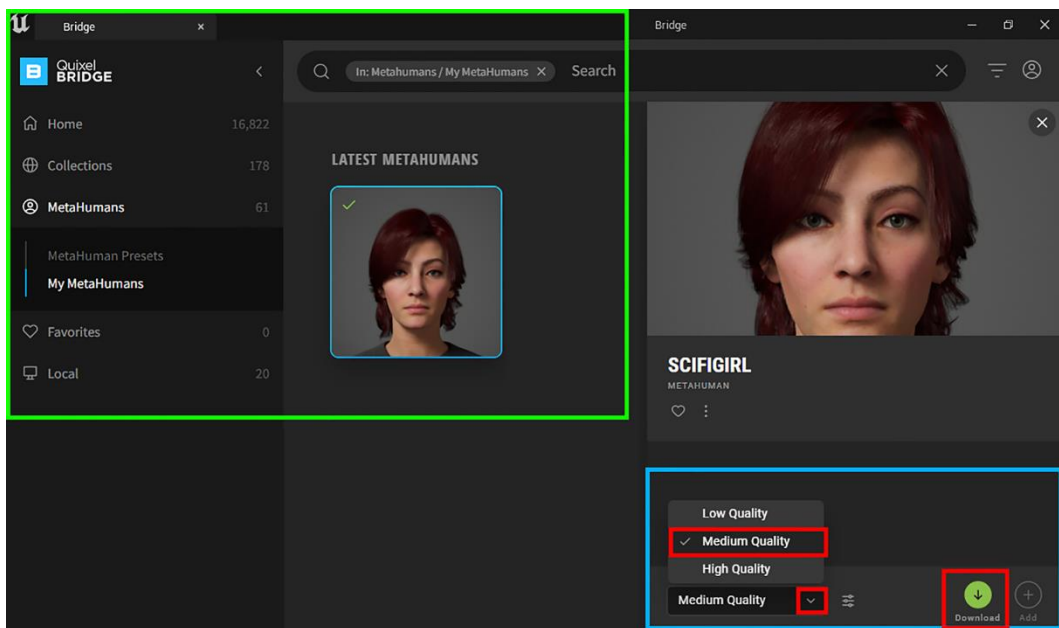


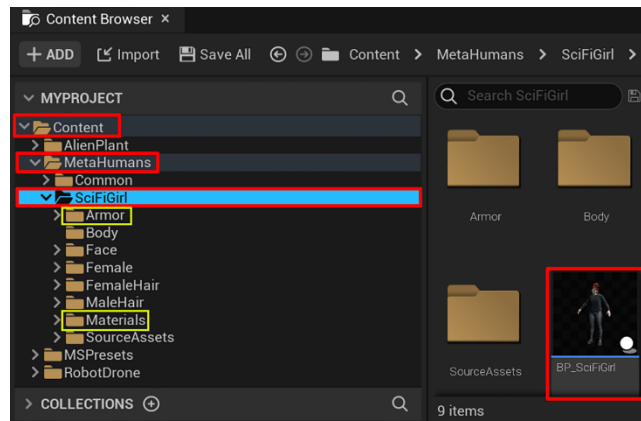




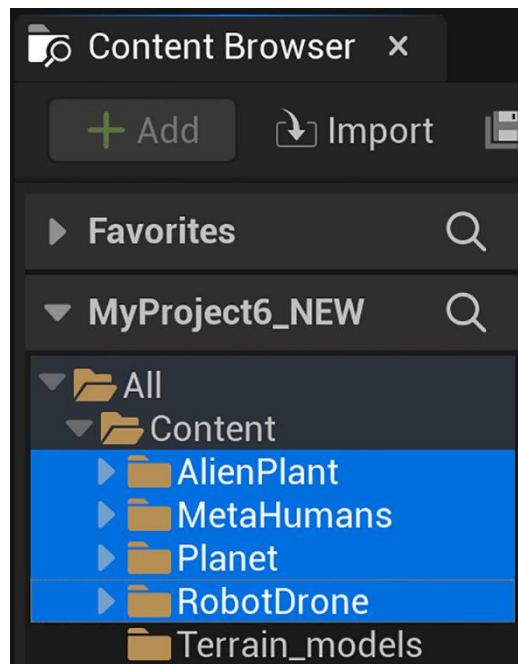




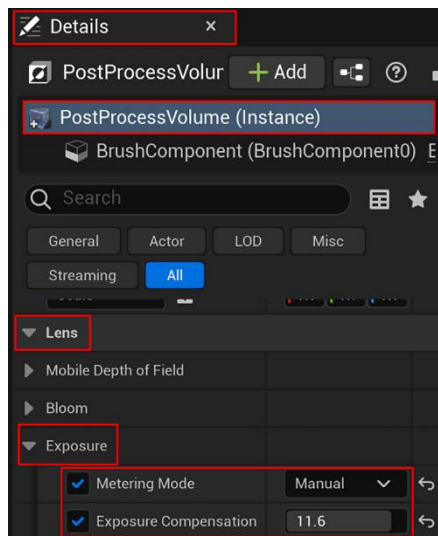
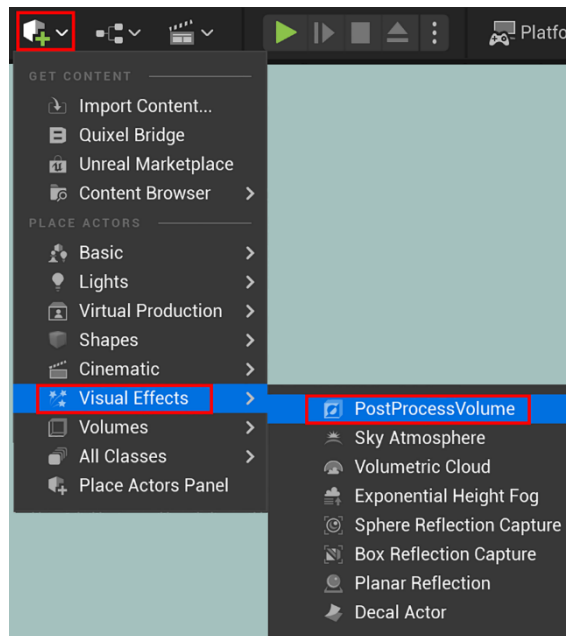


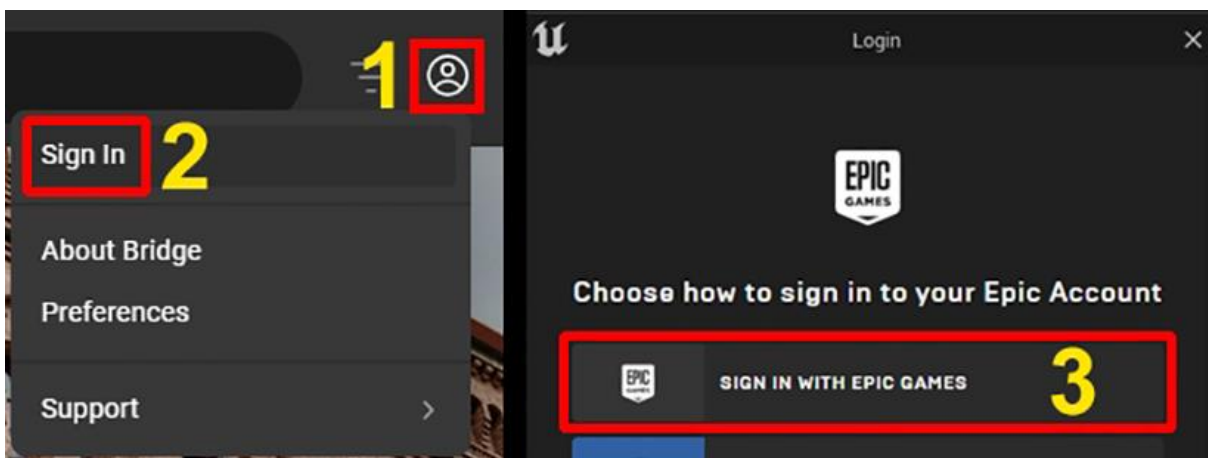
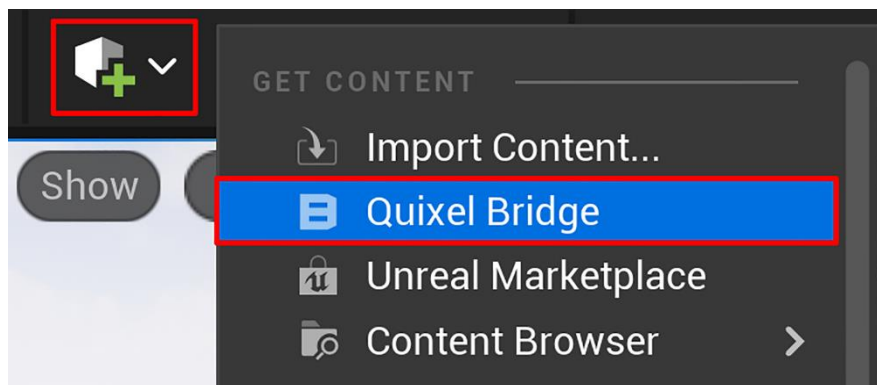
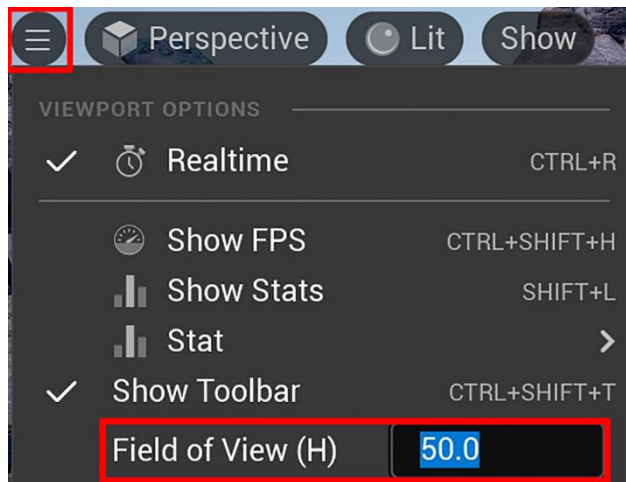


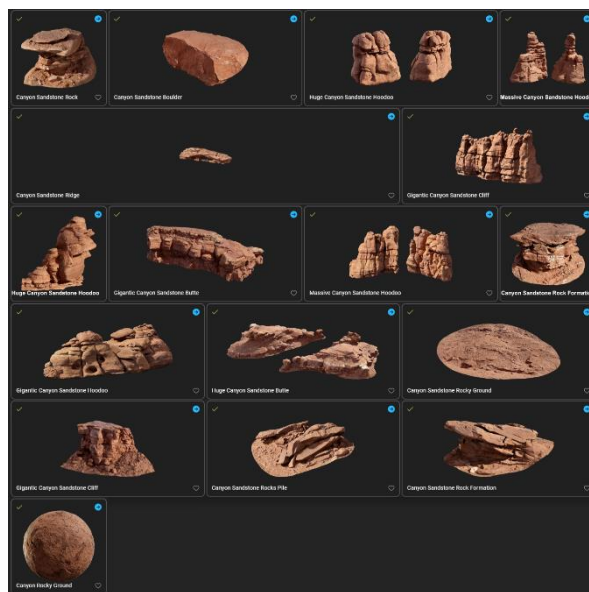
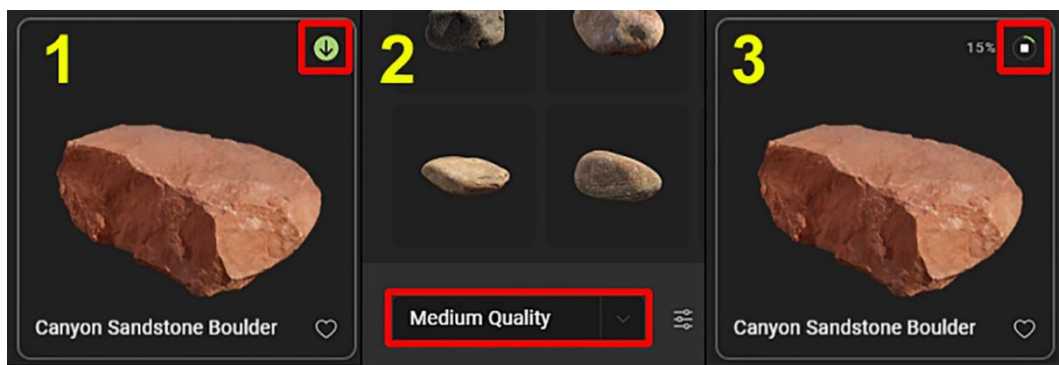
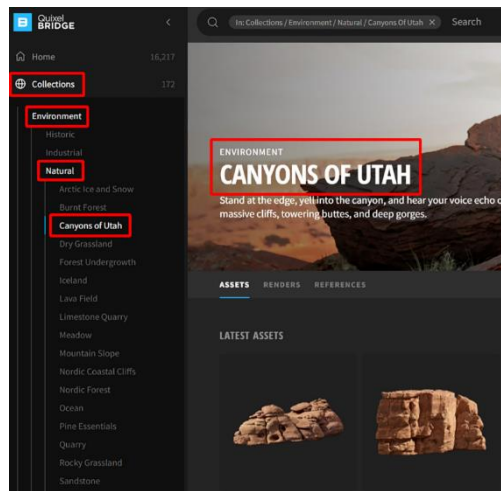
Chapter 9: Let's Build a Virtual 3D Movie Set



TRANSFORM	X-AXIS	Y-AXIS	Z-AXIS
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Rotation	0.0 °	0.0 °	0.0 °
Scale	1.0	1.0	1.0



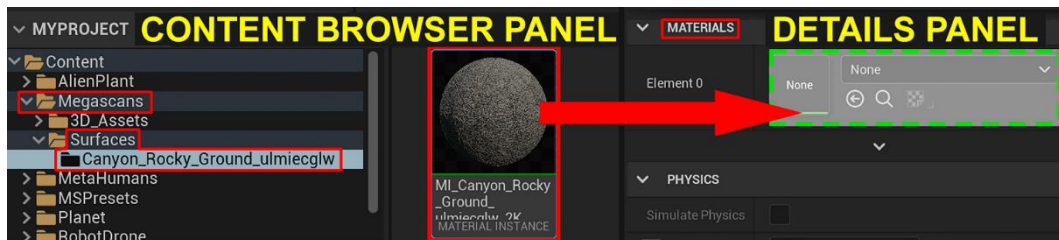
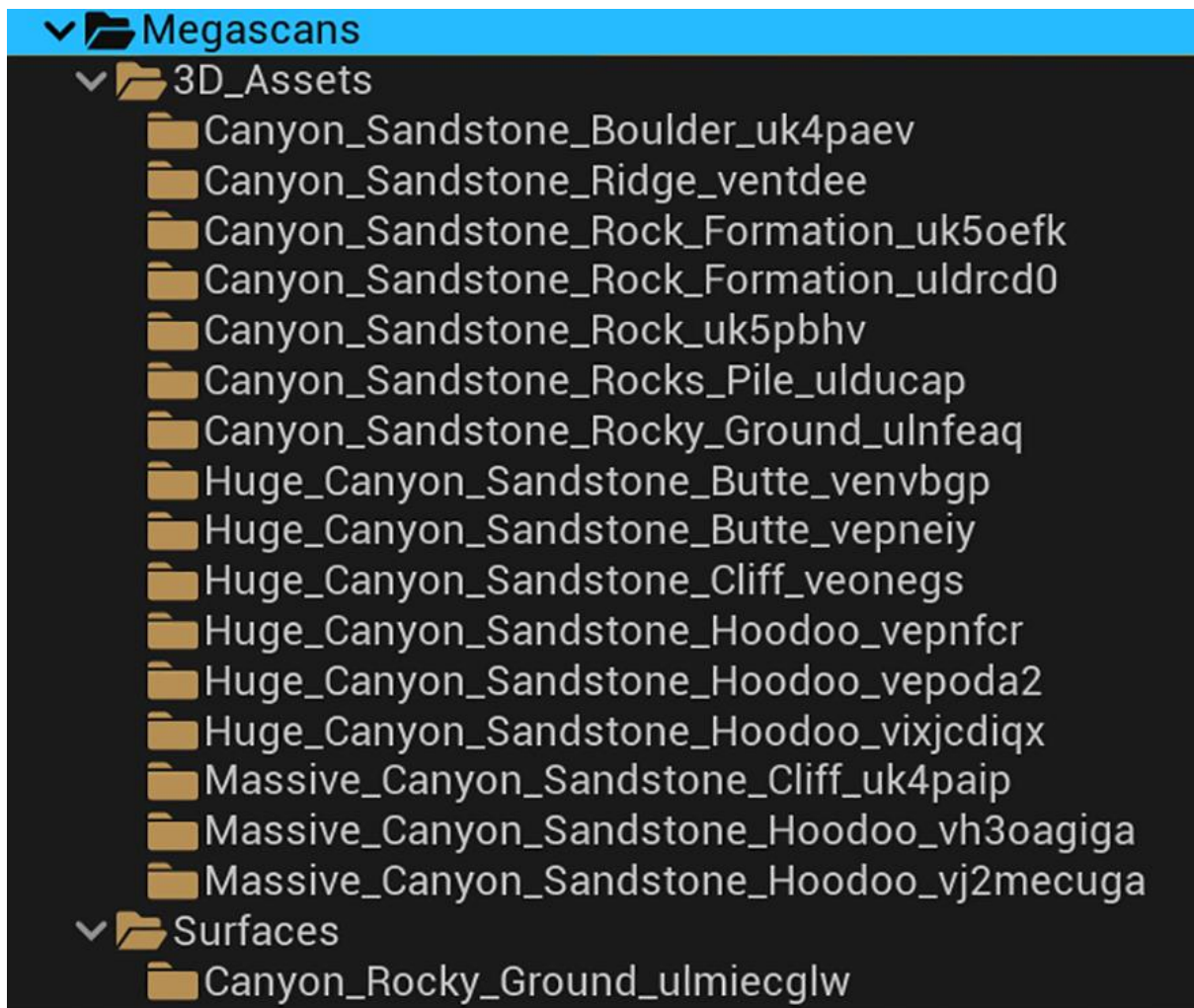


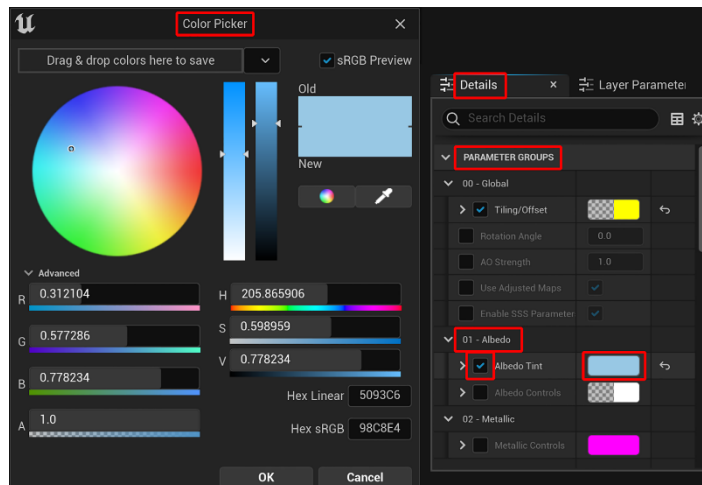
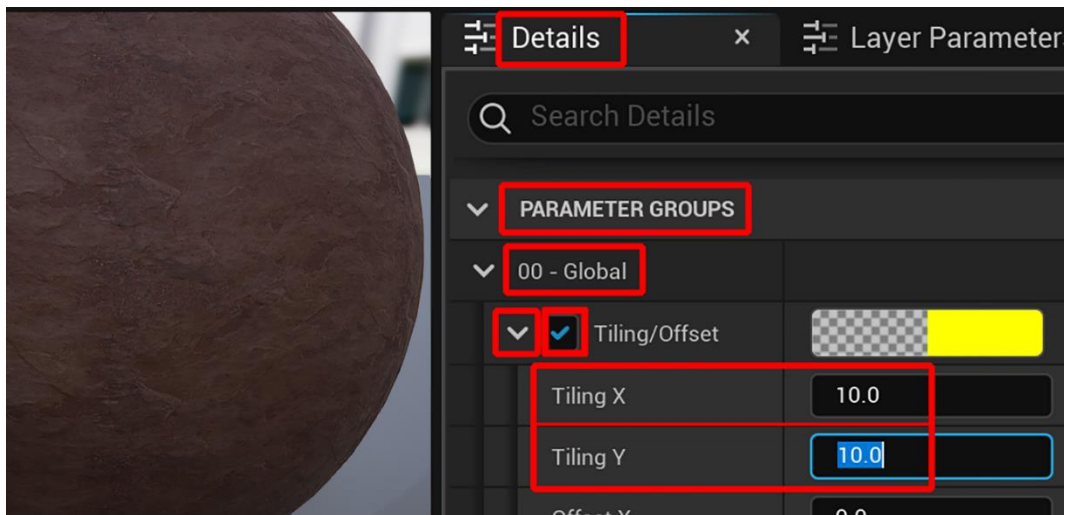
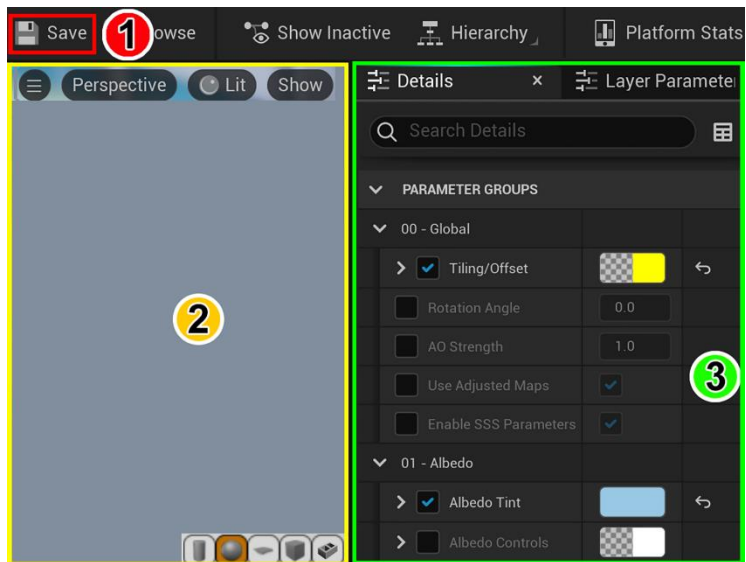


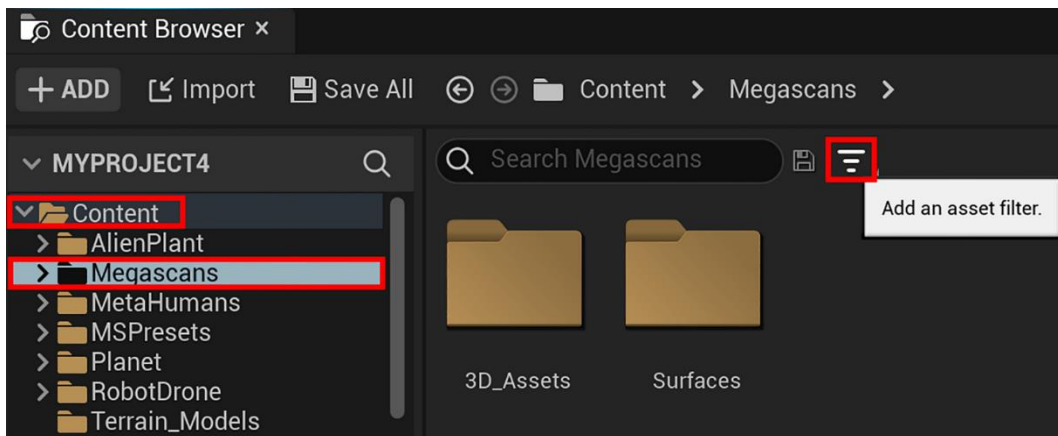
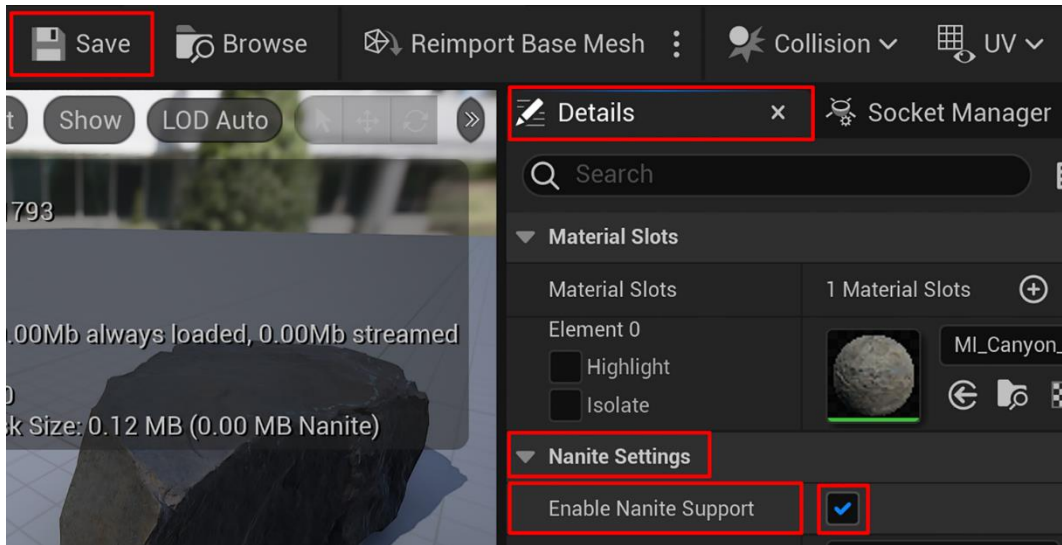


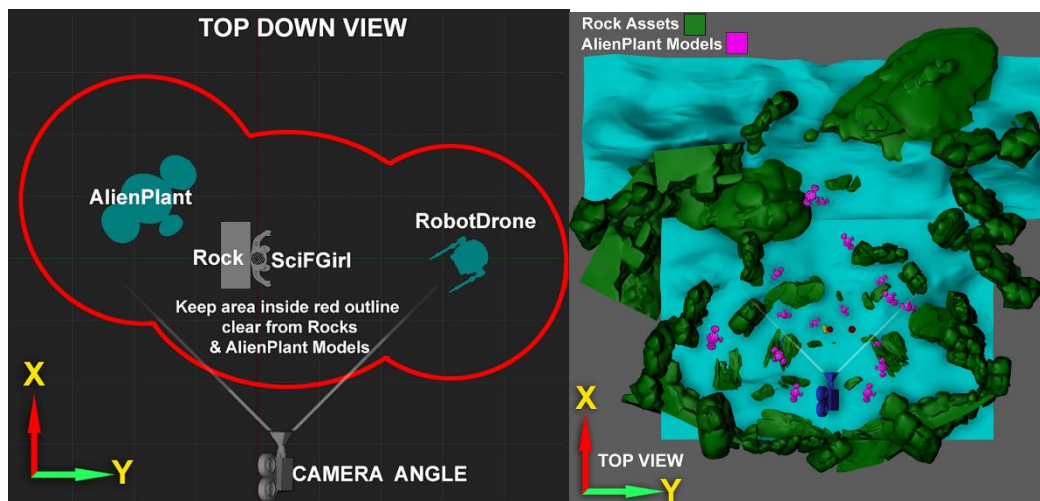
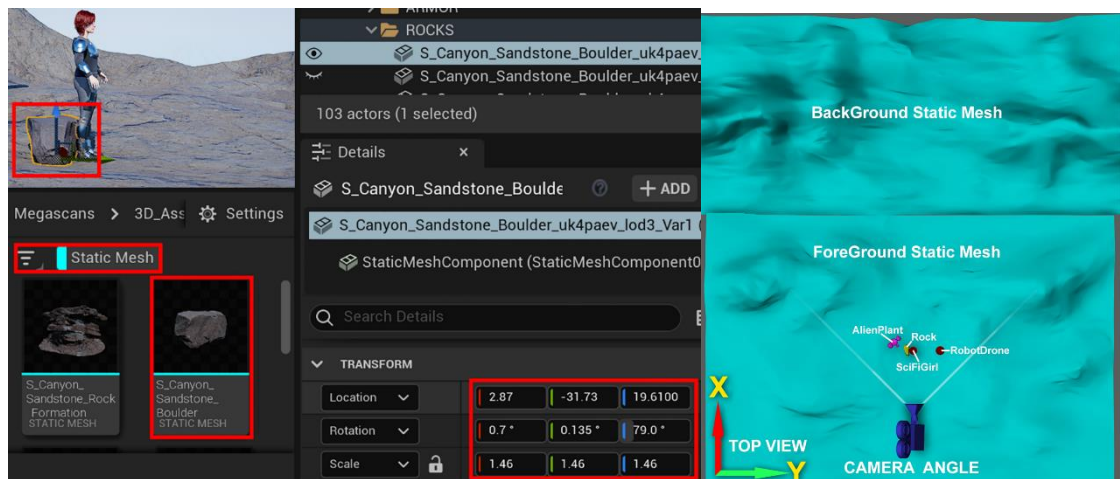
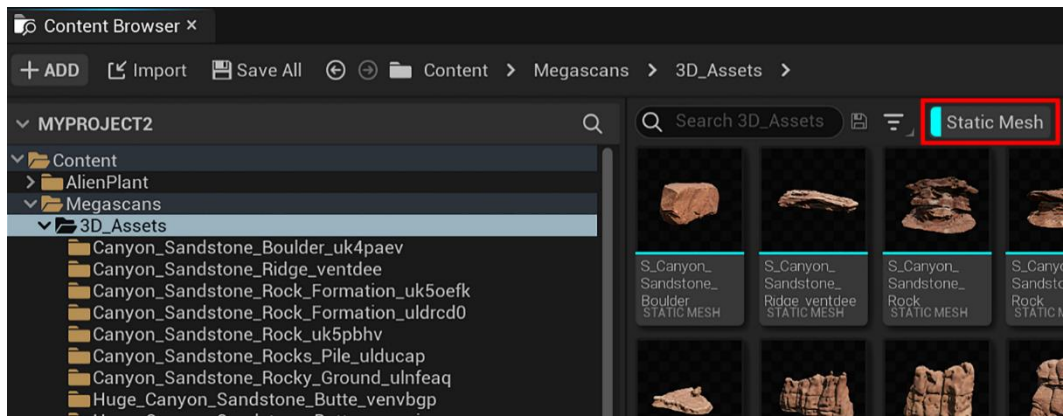
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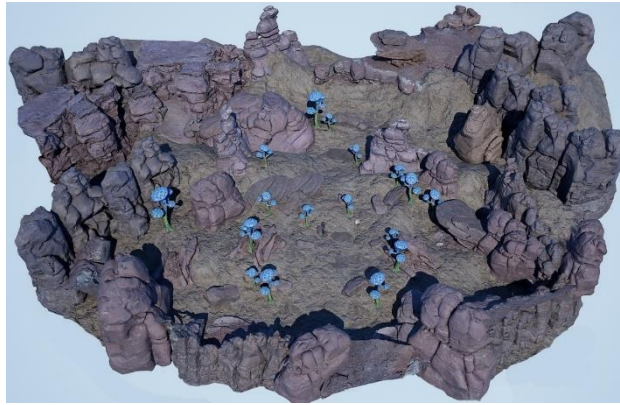
- > AlienPlant
- > Megascans
- > MetaHumans
- > MSPresets
- > Planet
- > RobotDrone
- Terrain_Models





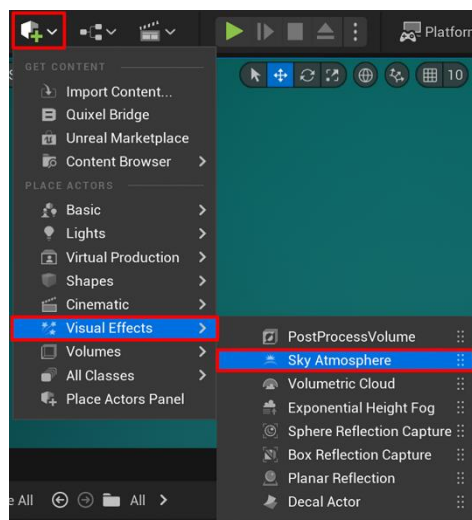
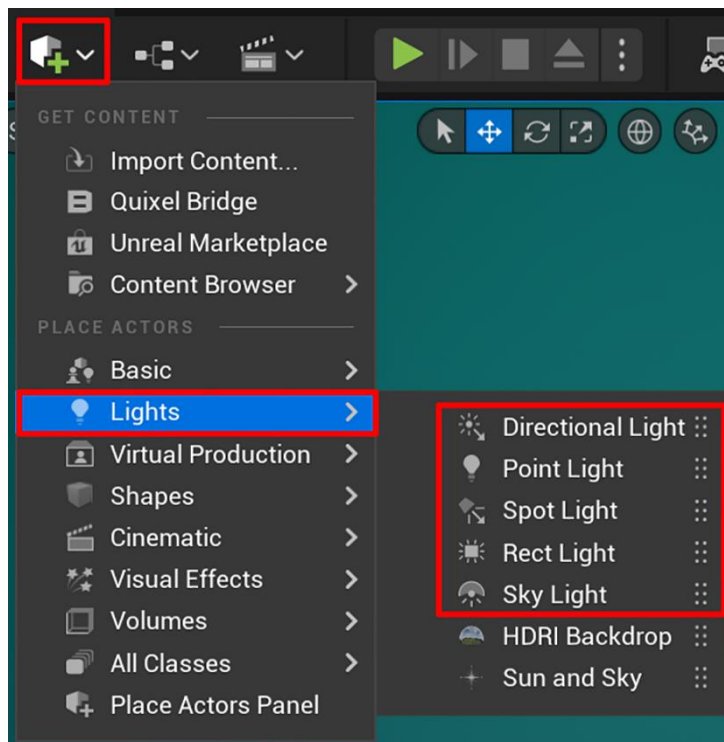
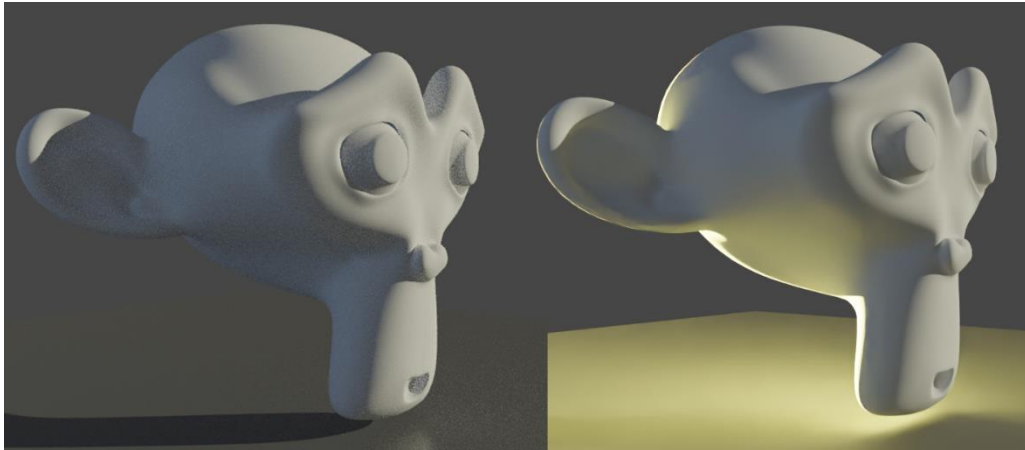


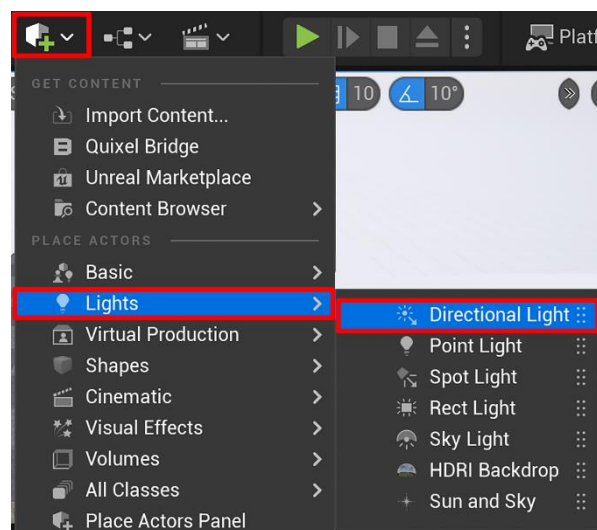
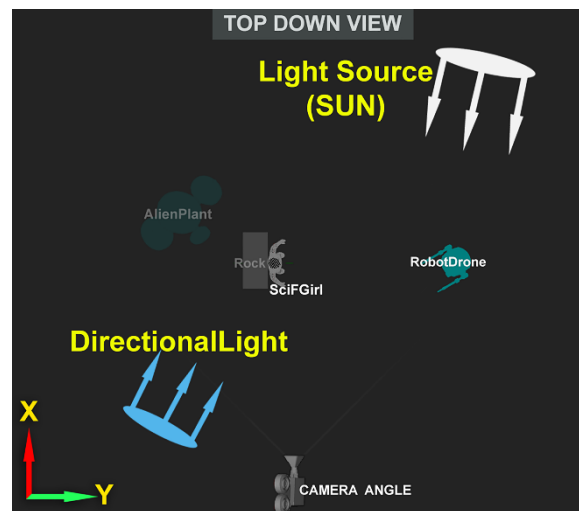


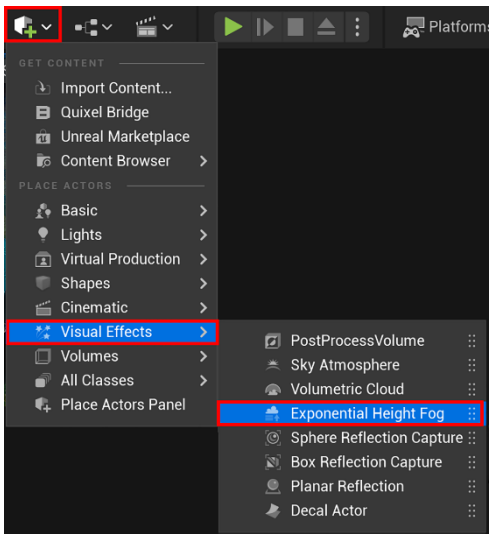


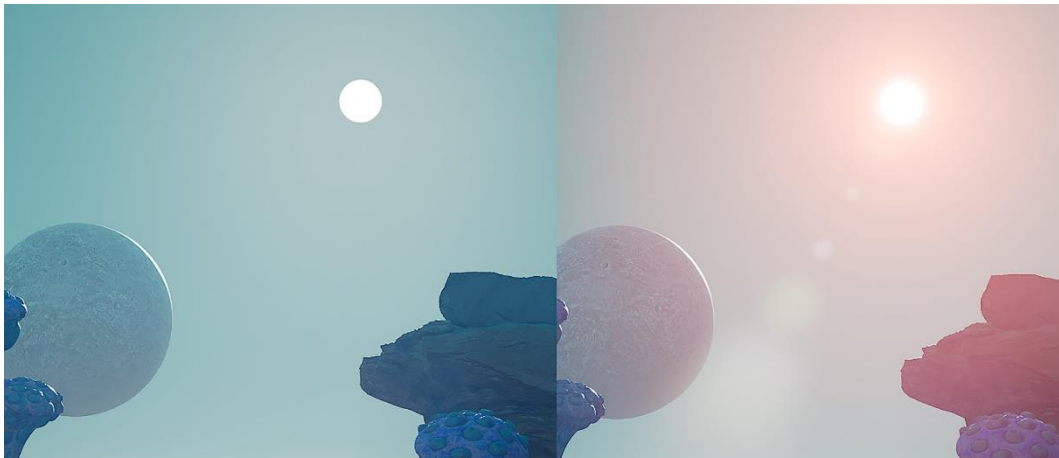
Chapter 10: Adding Lighting and Atmospheric Visual Effects in UE5





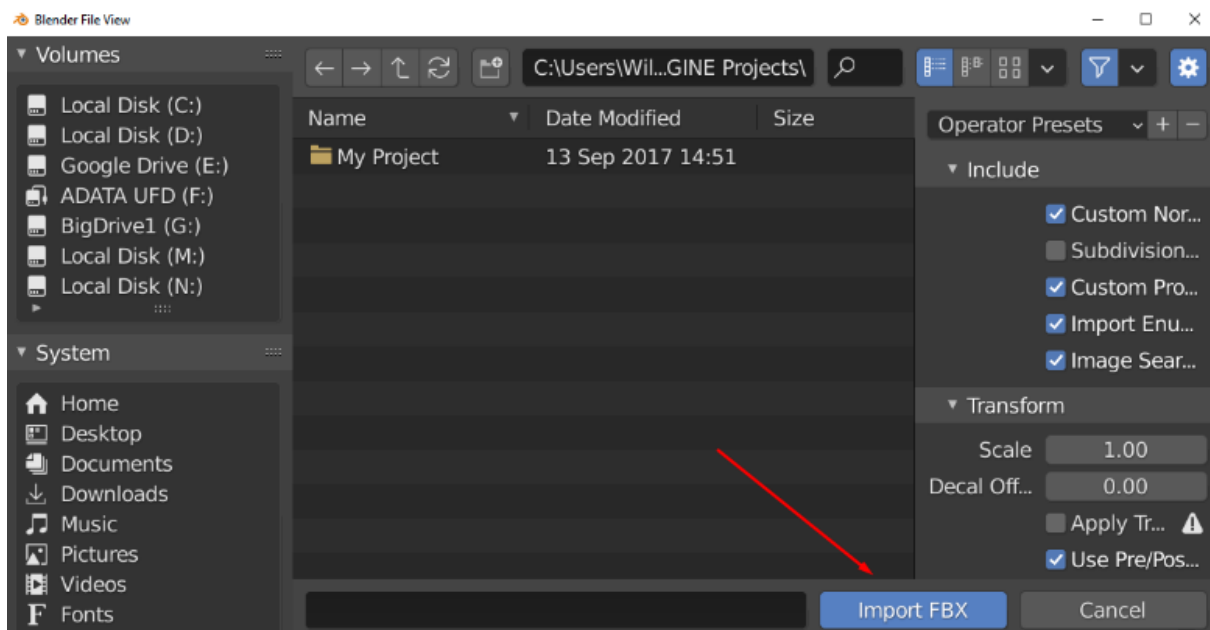
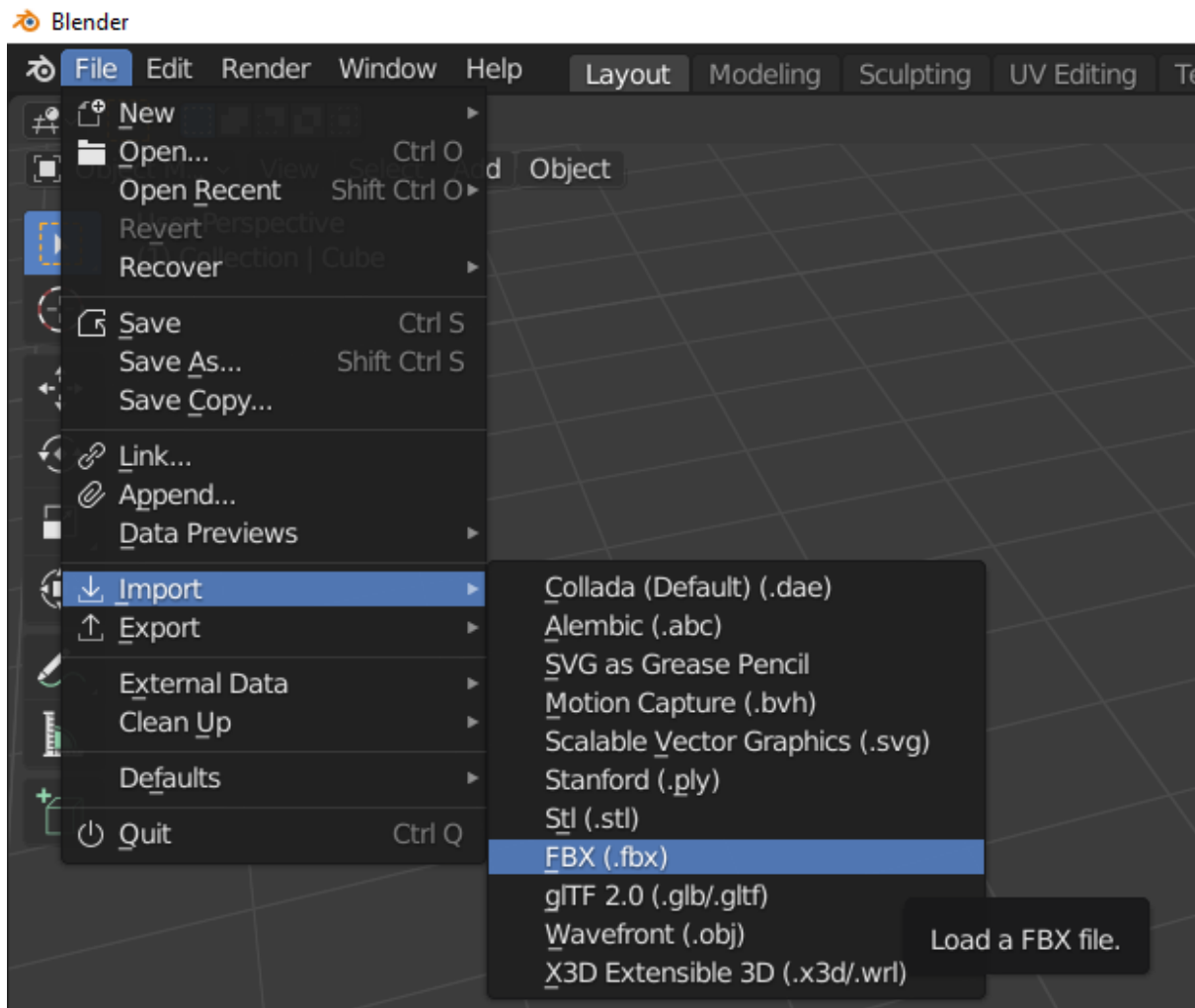


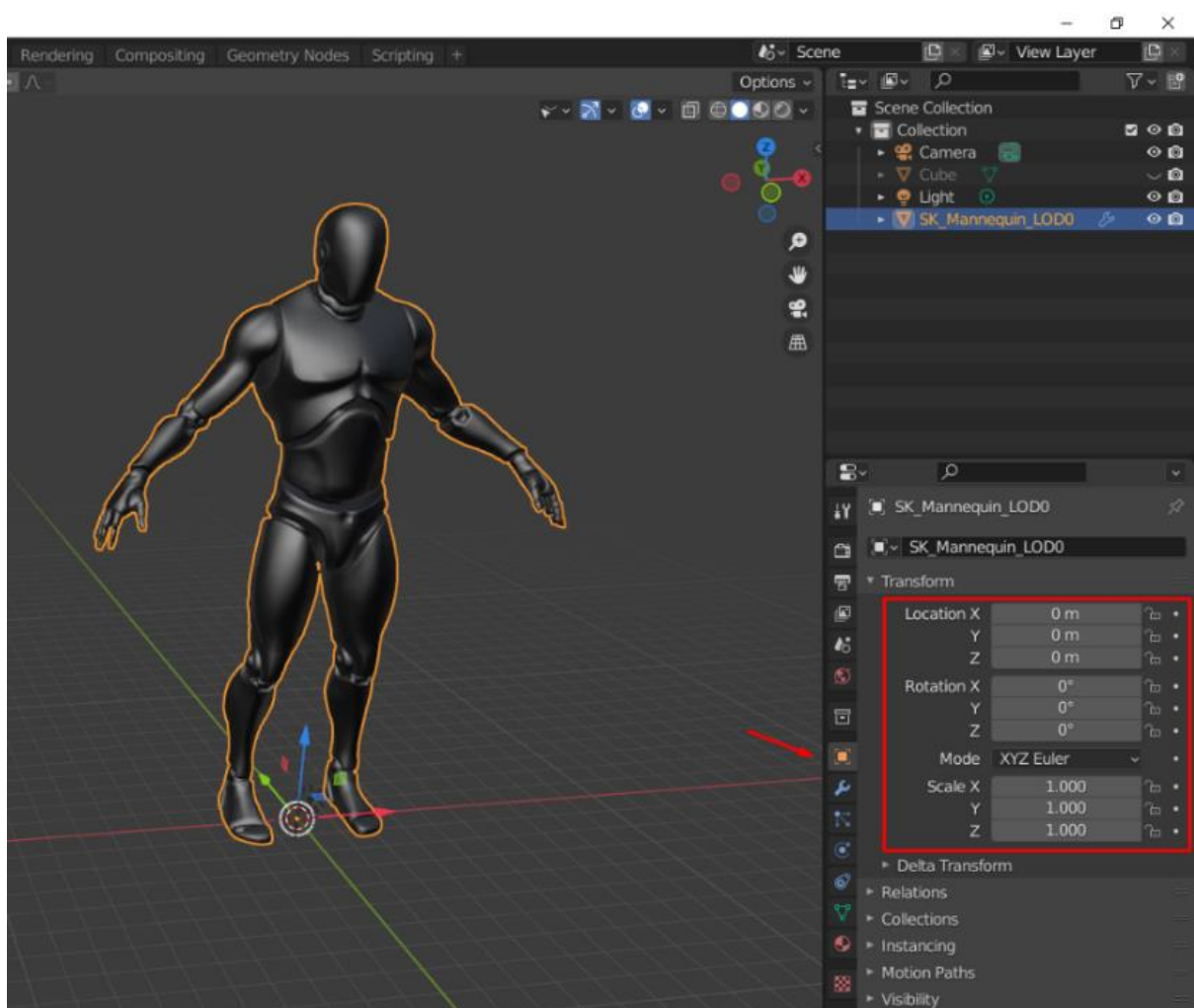


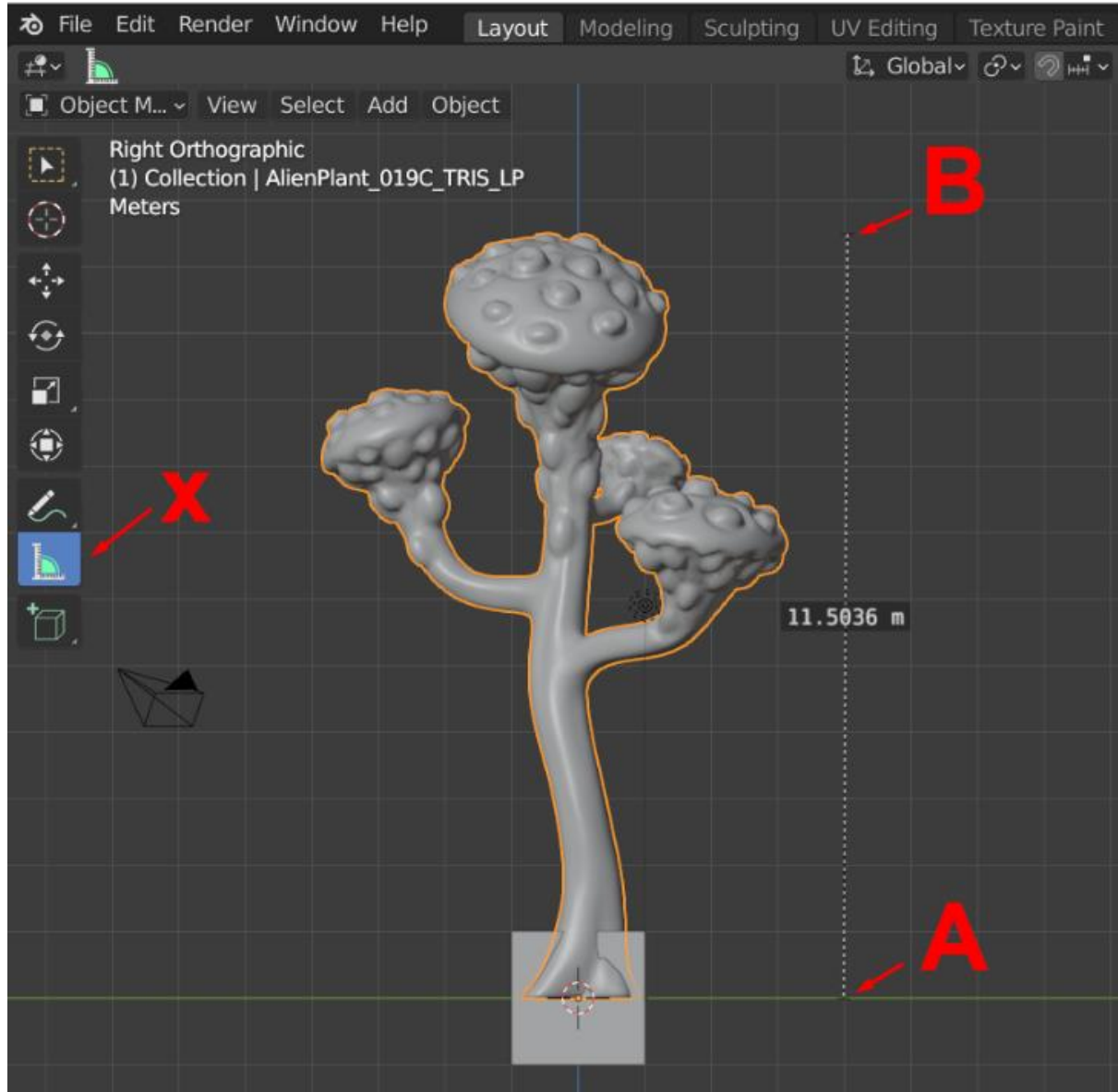


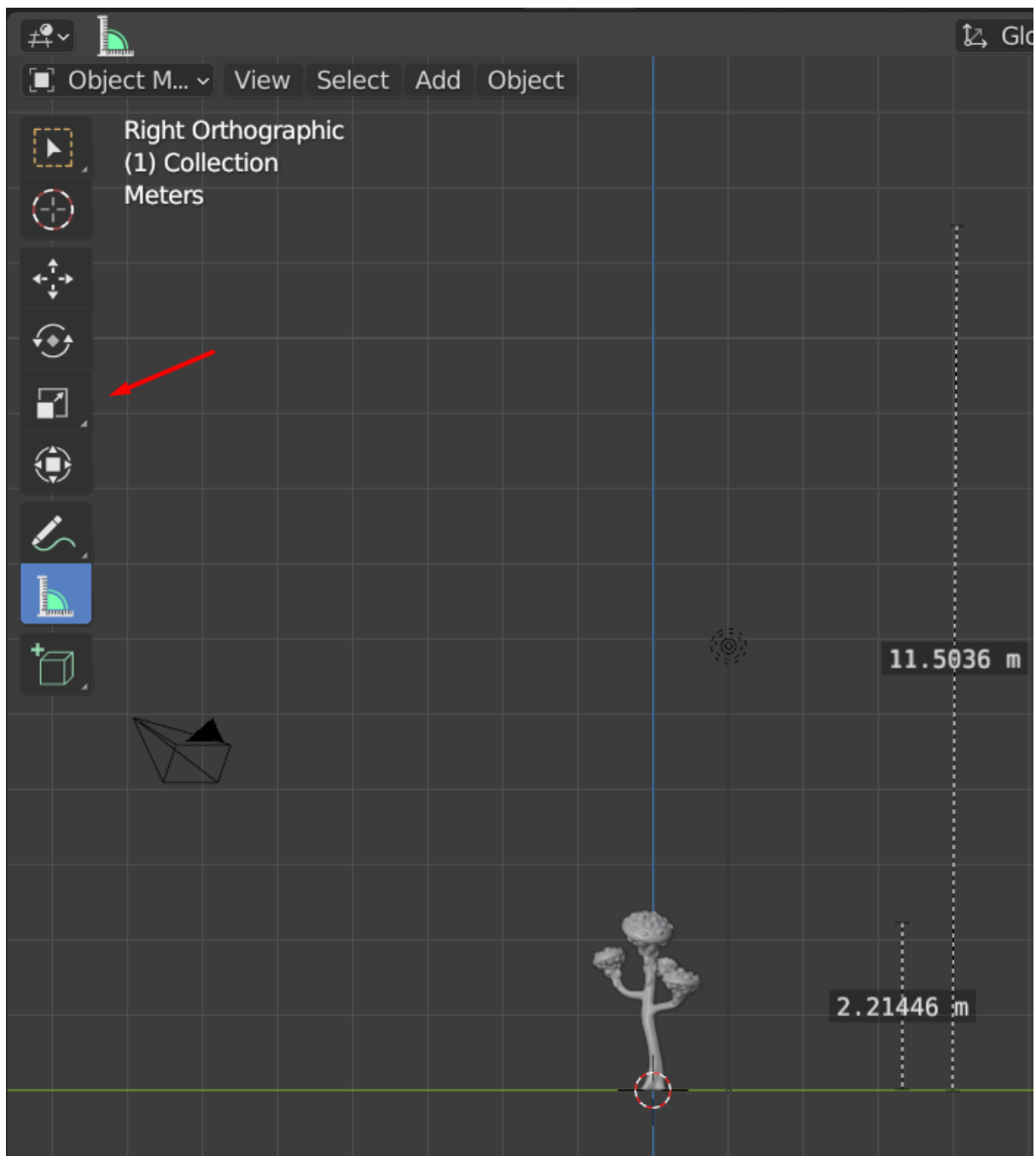


Chapter 11: Alien Plant Joint Setup in Blender

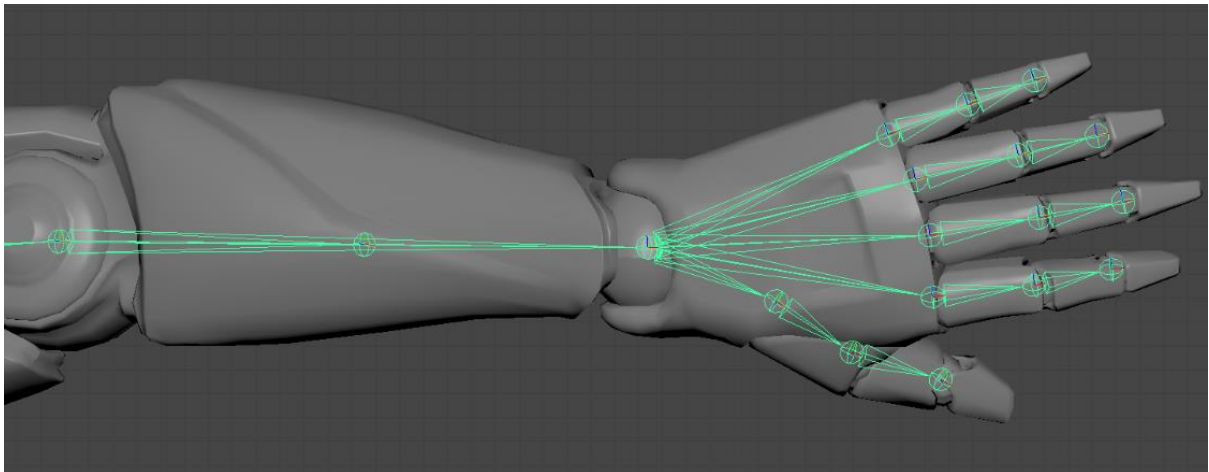
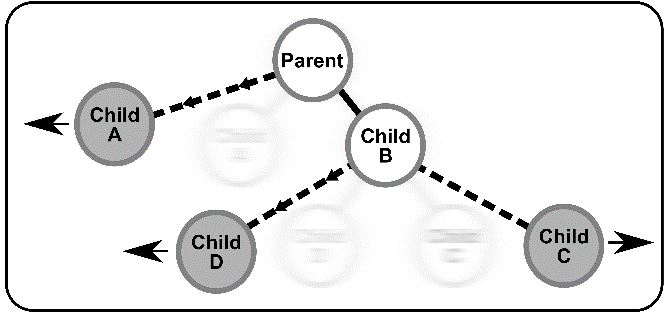
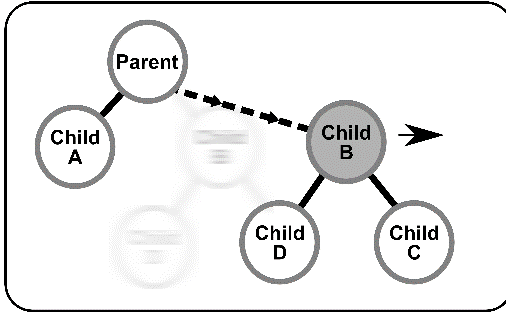
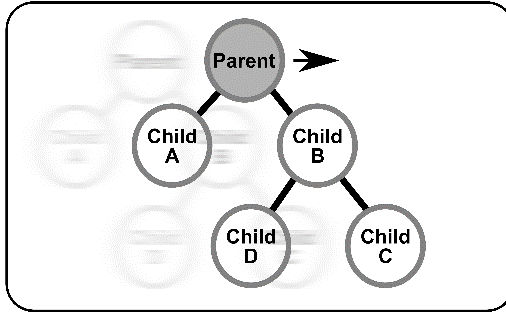
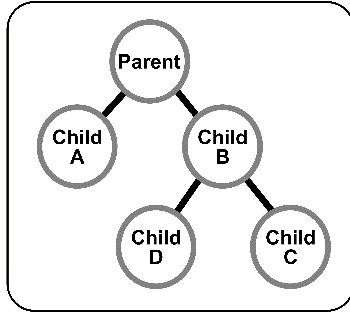


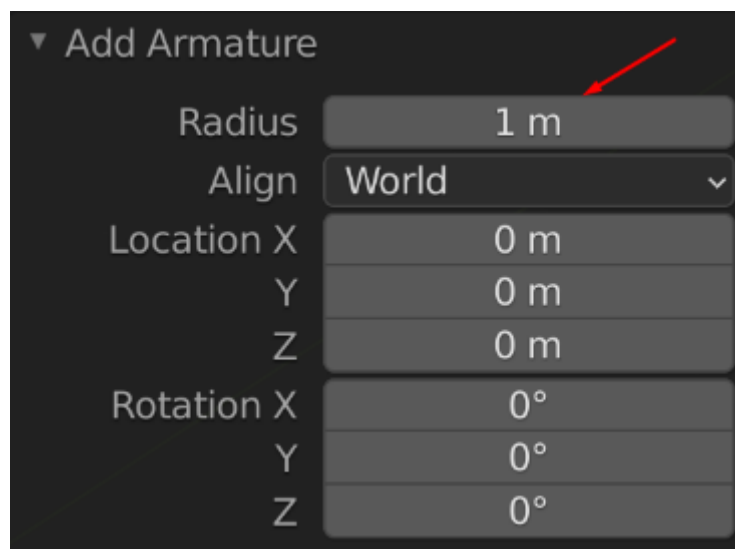


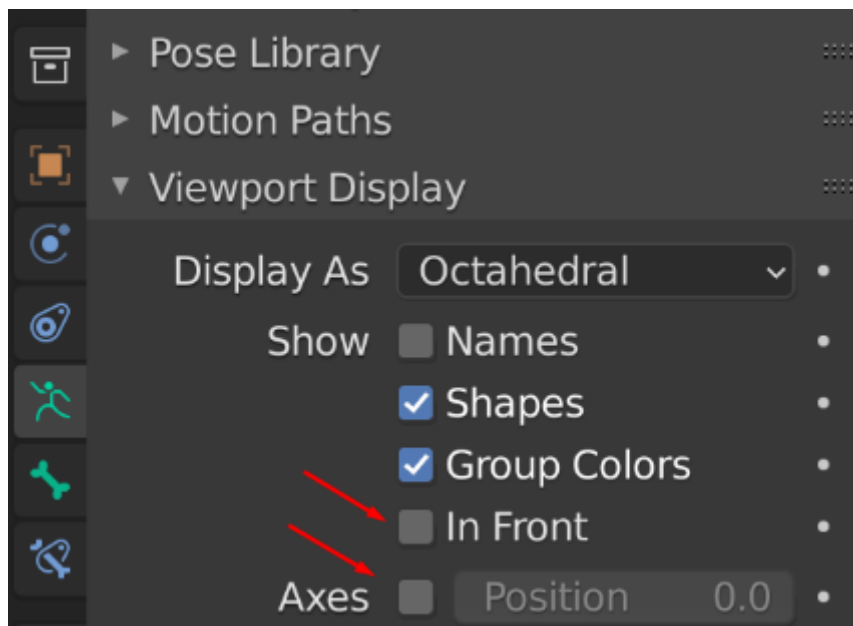


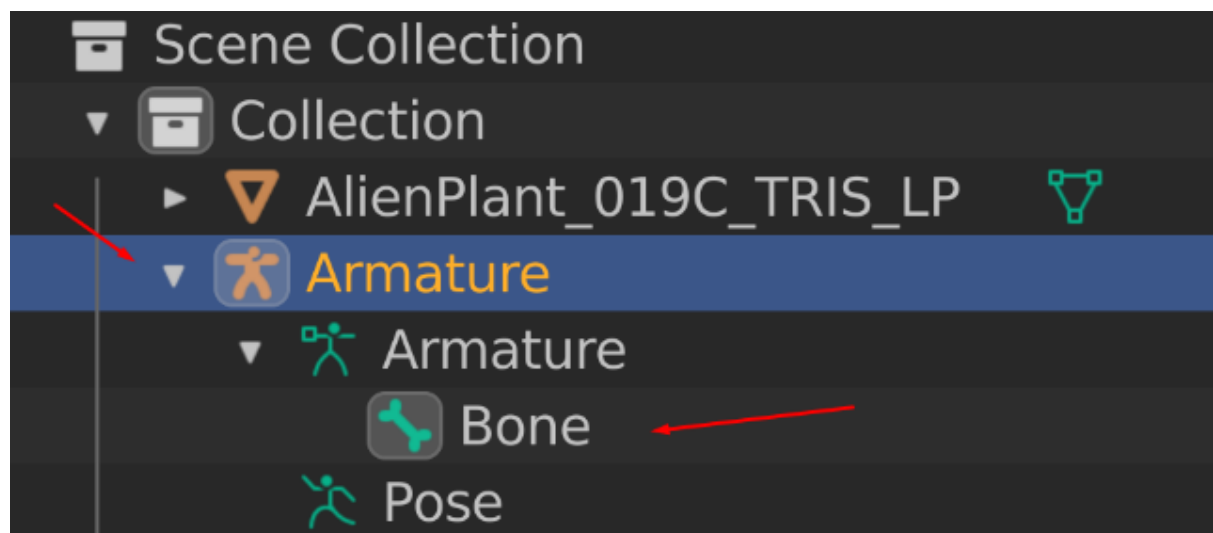


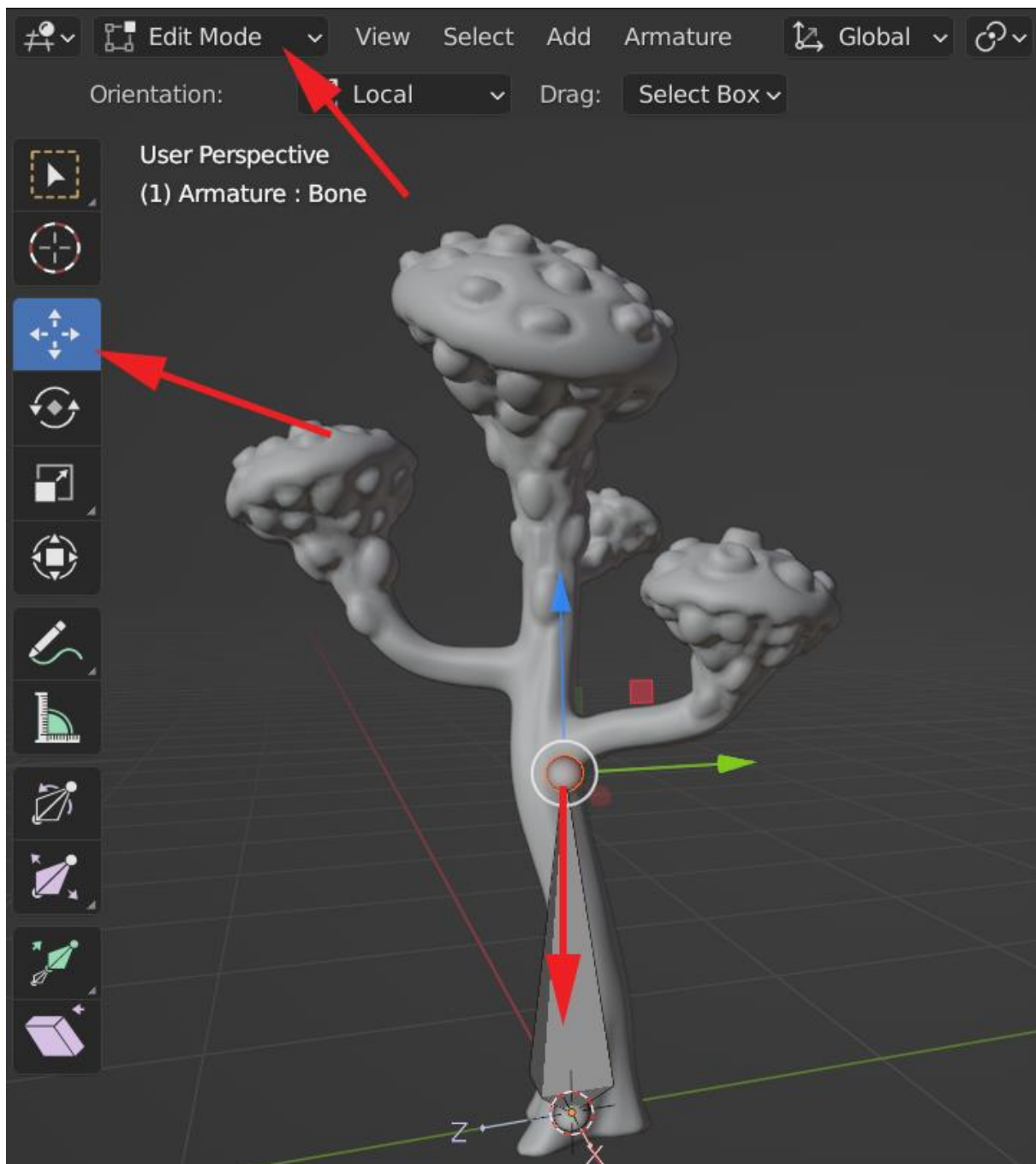


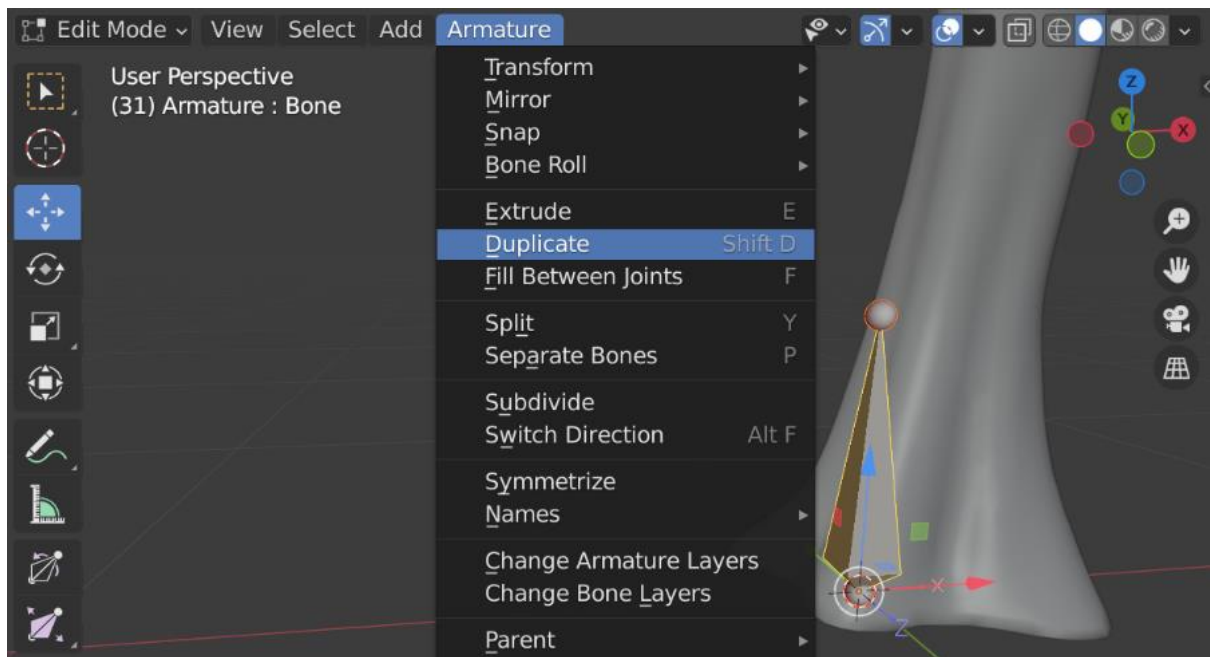
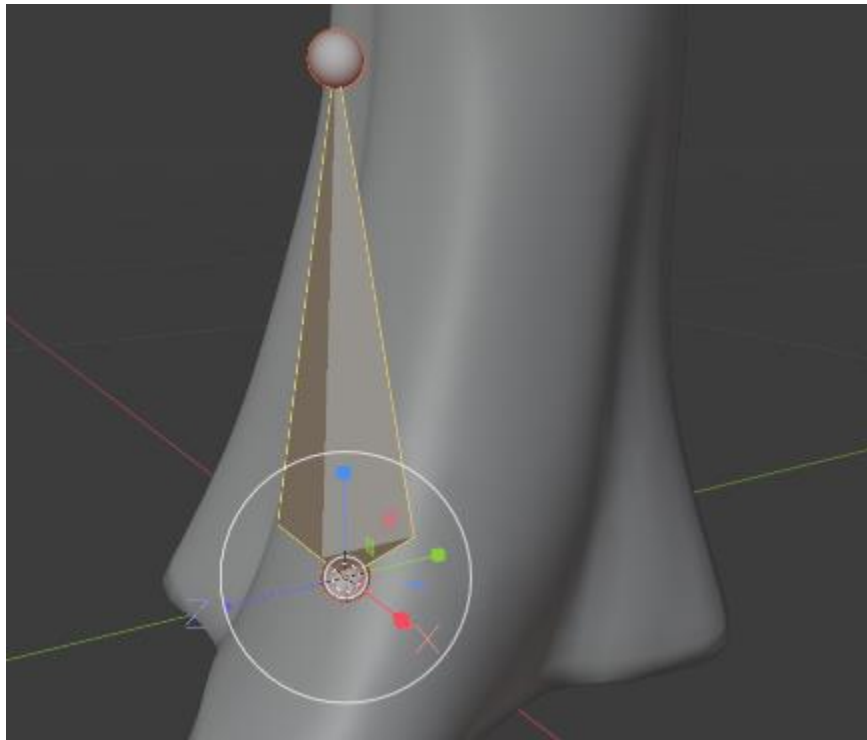


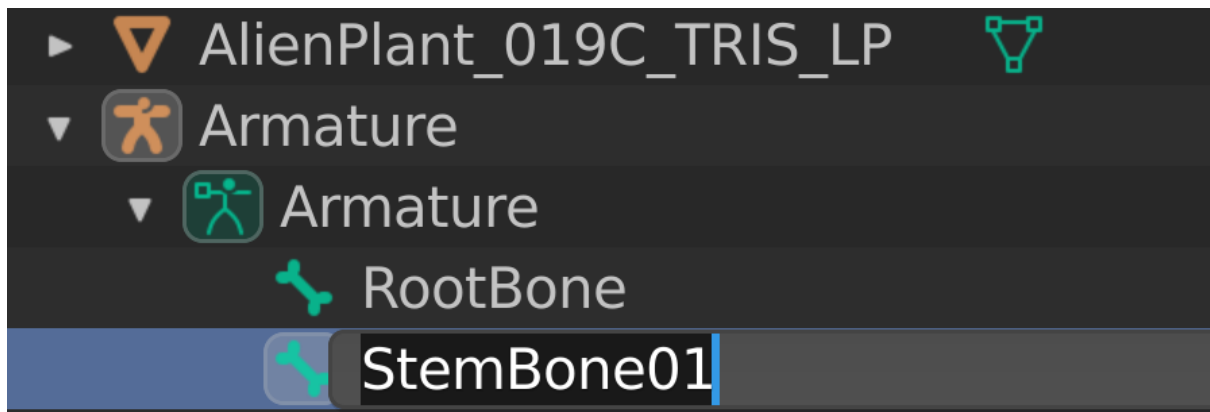
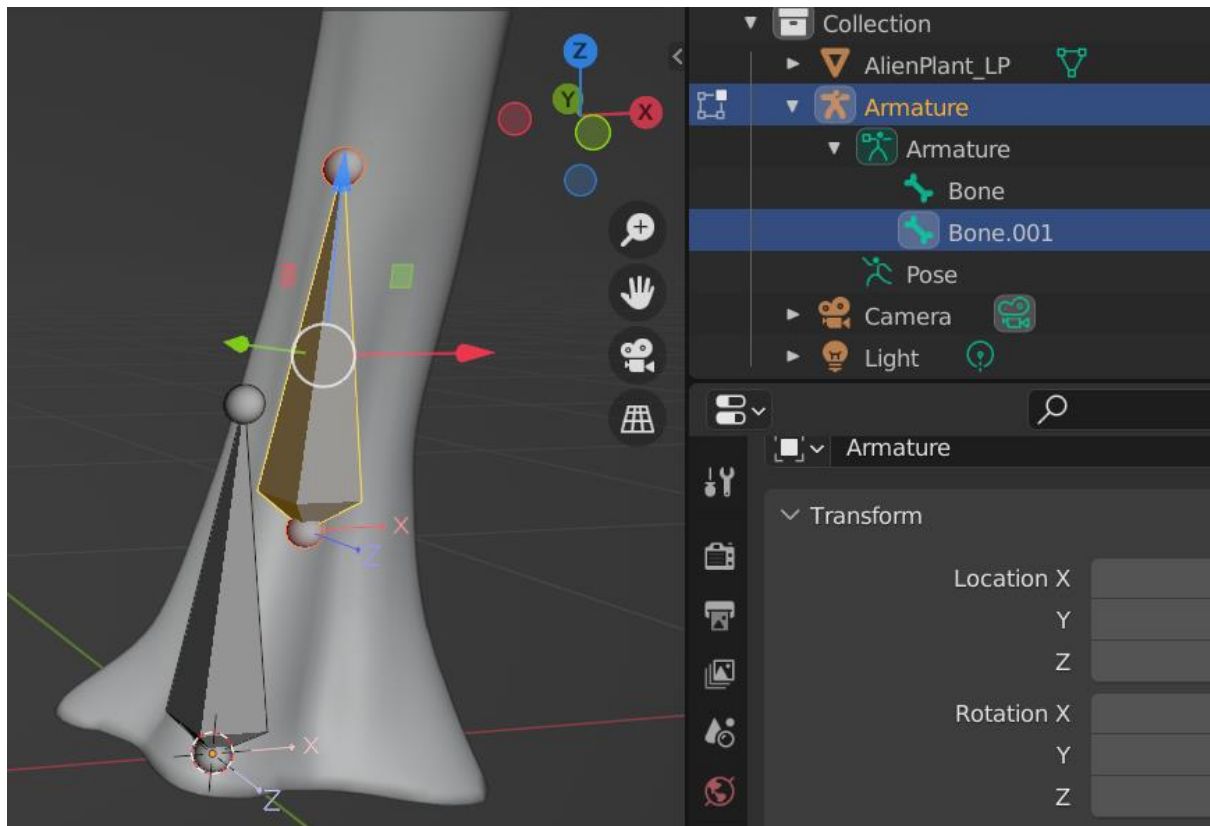


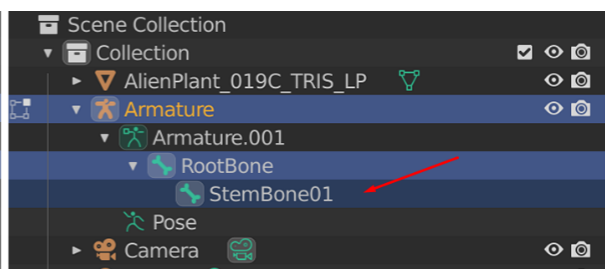
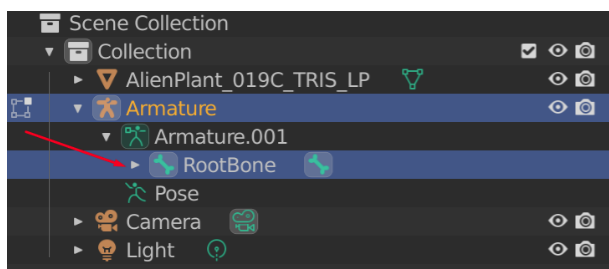
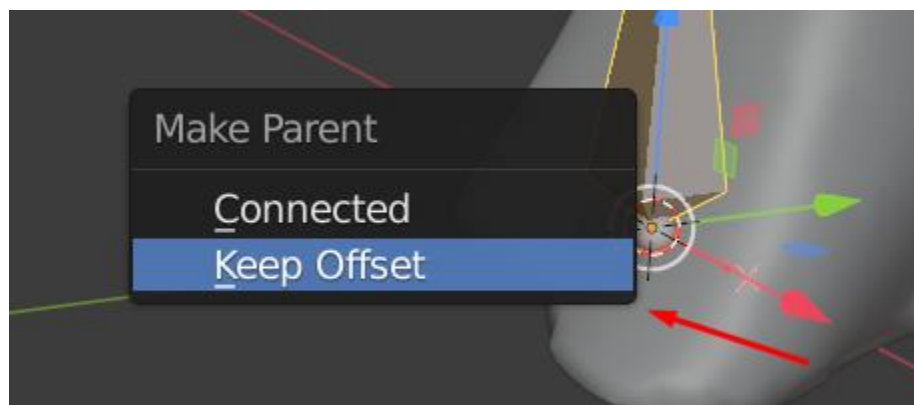
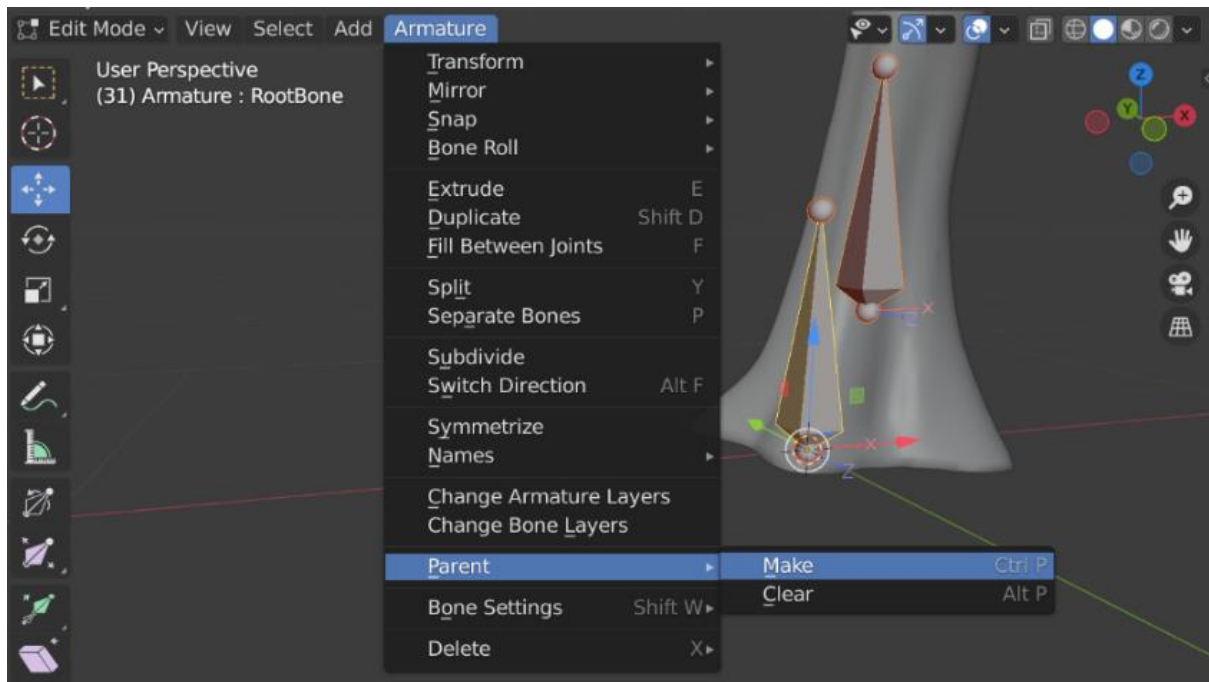


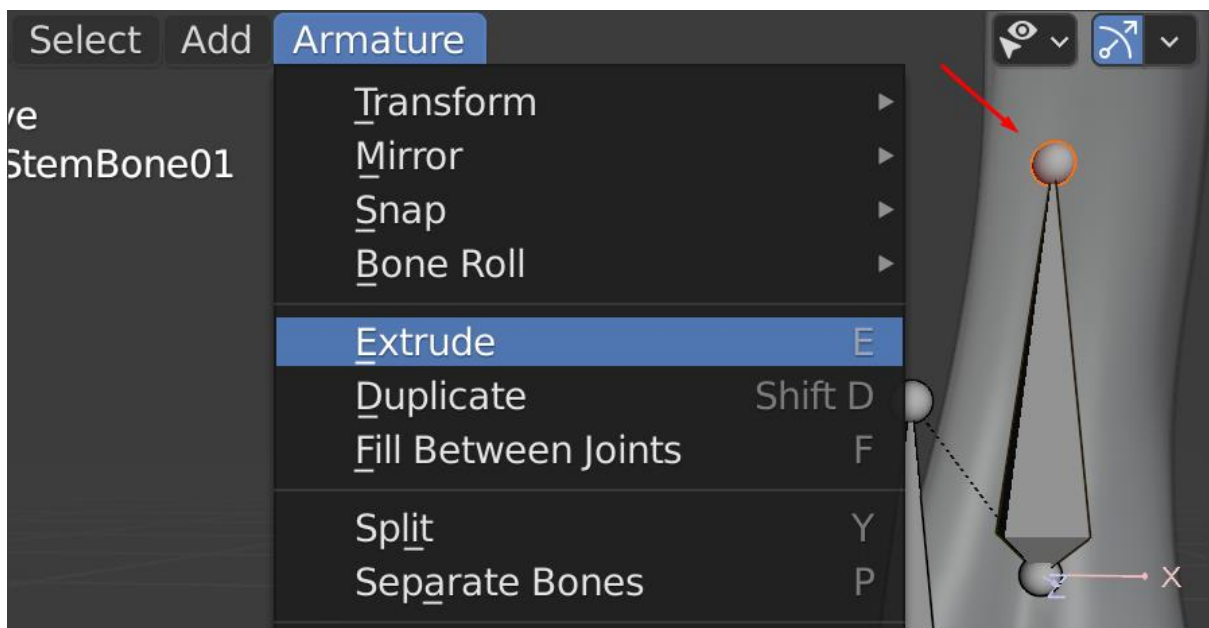
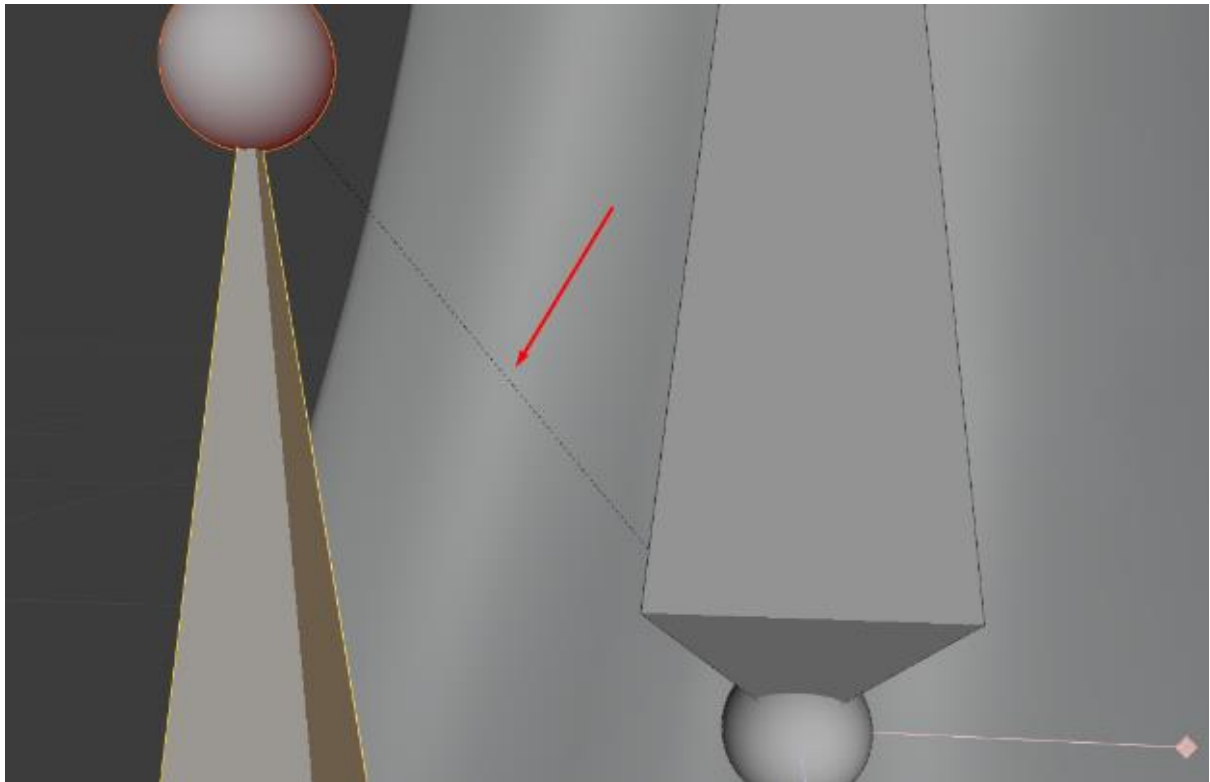


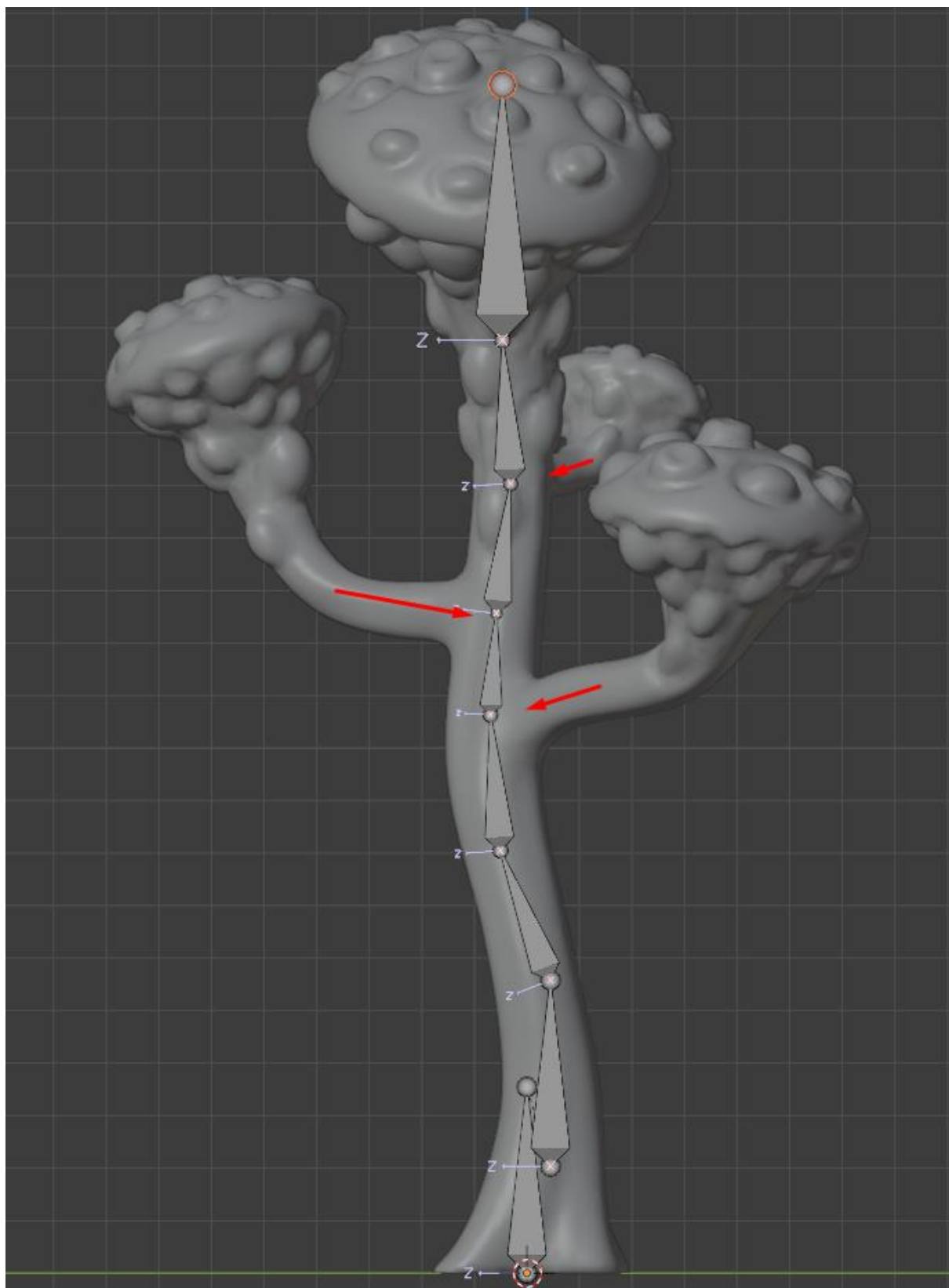


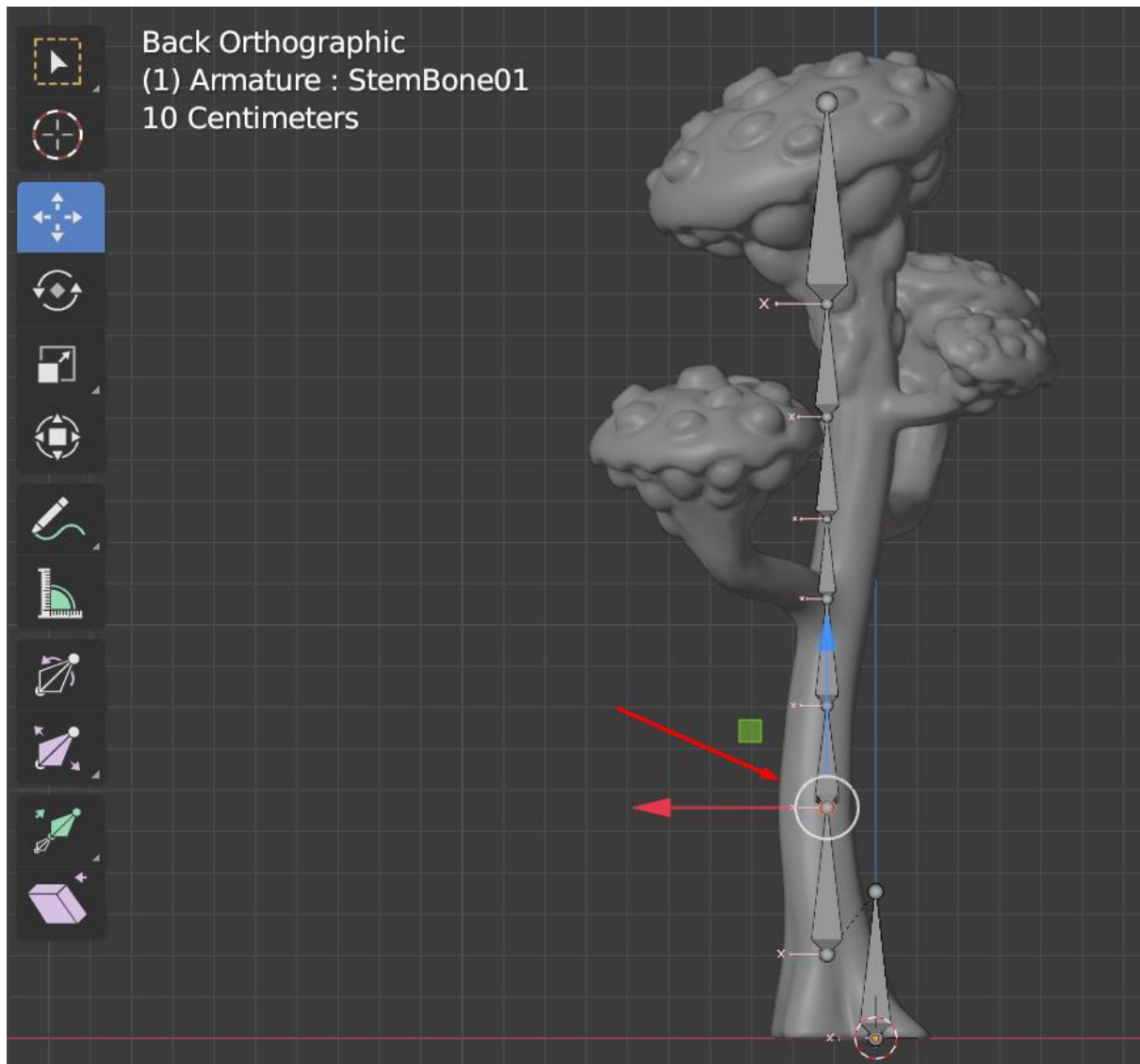


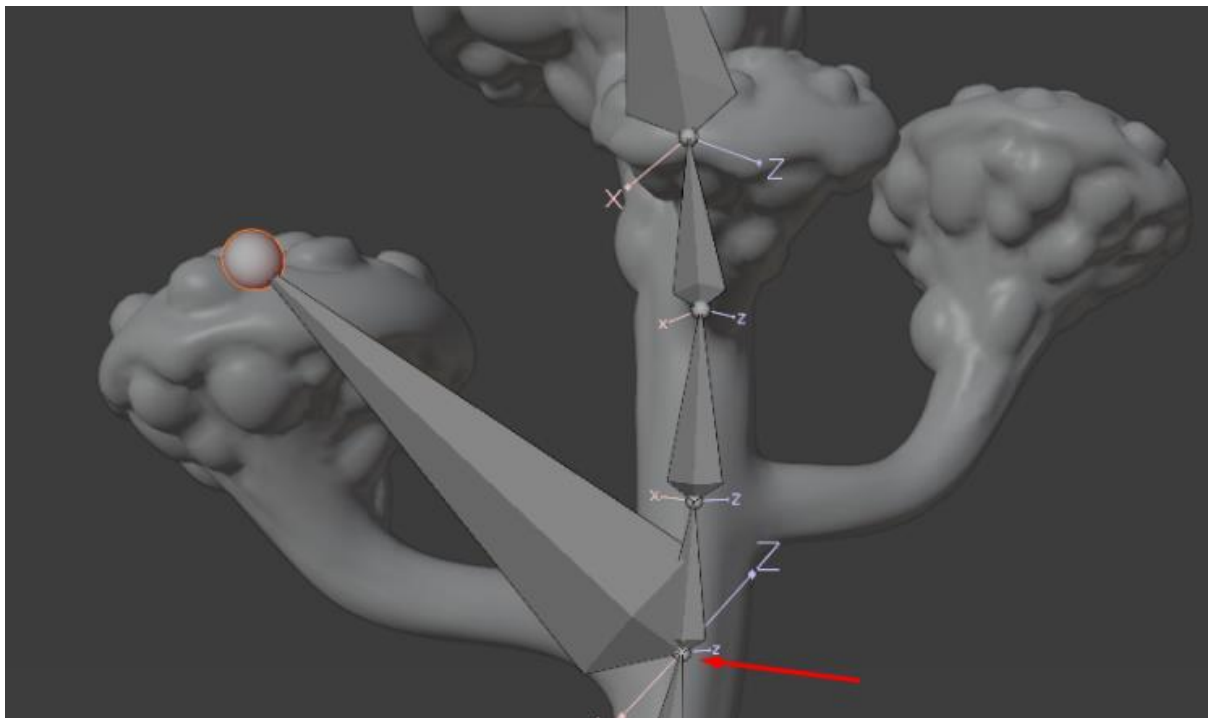


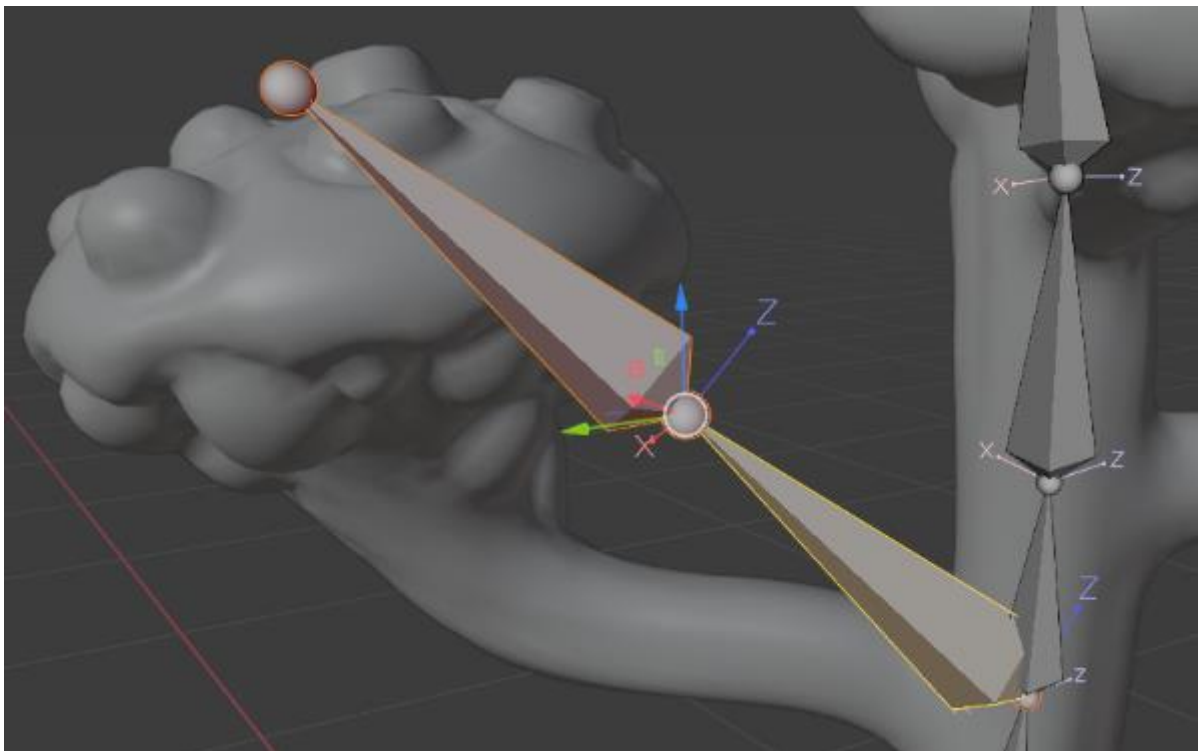
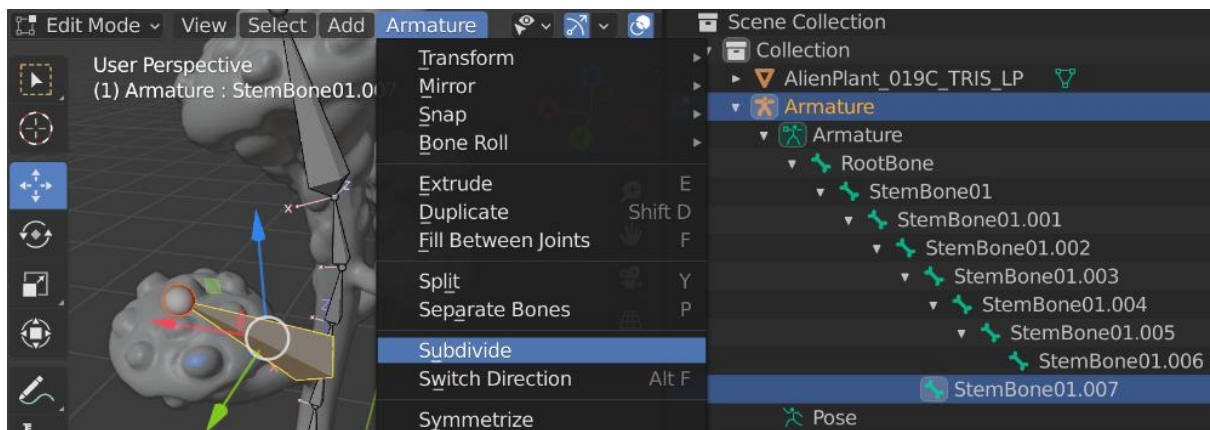
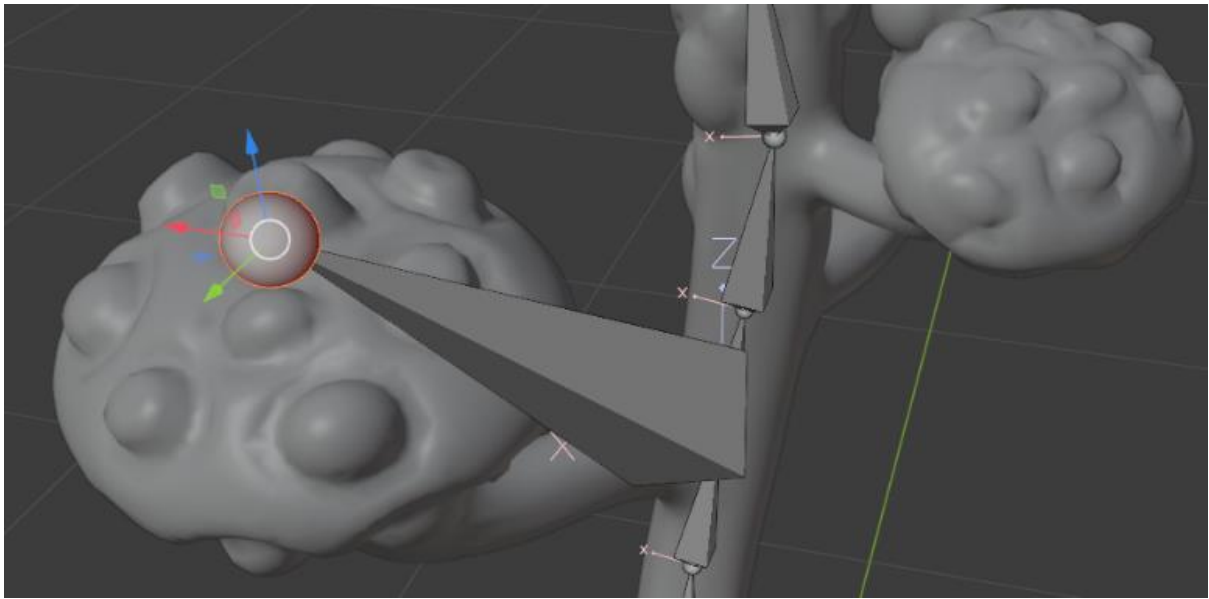


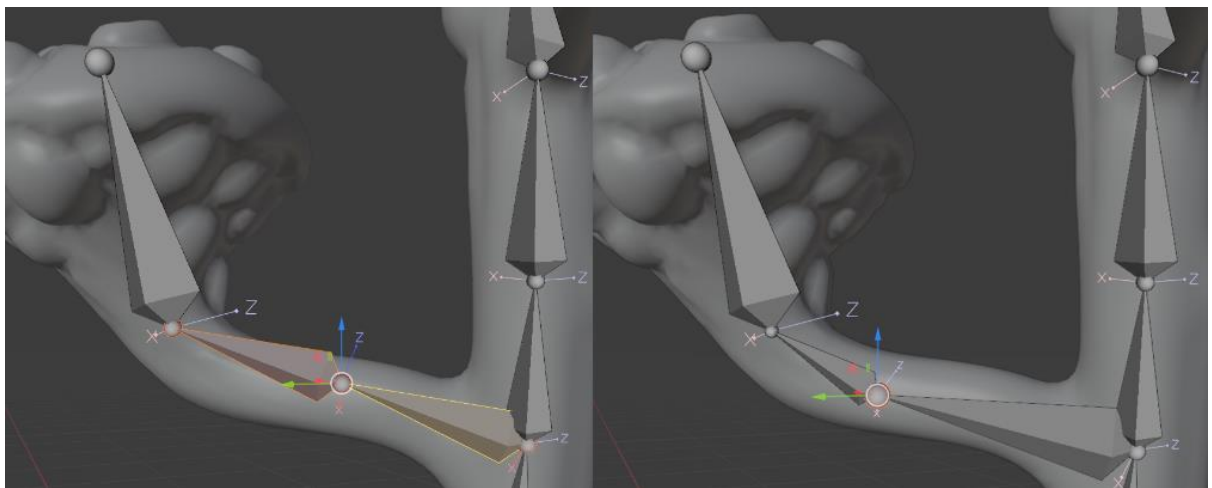
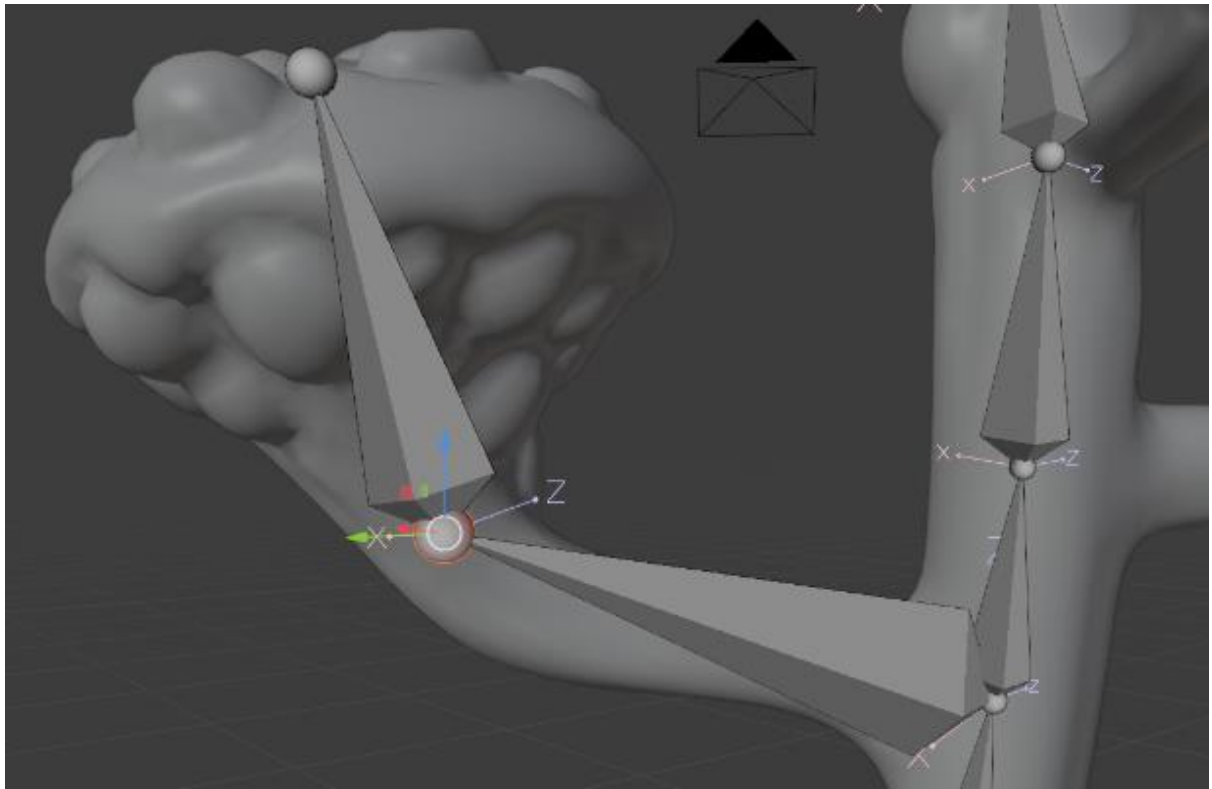


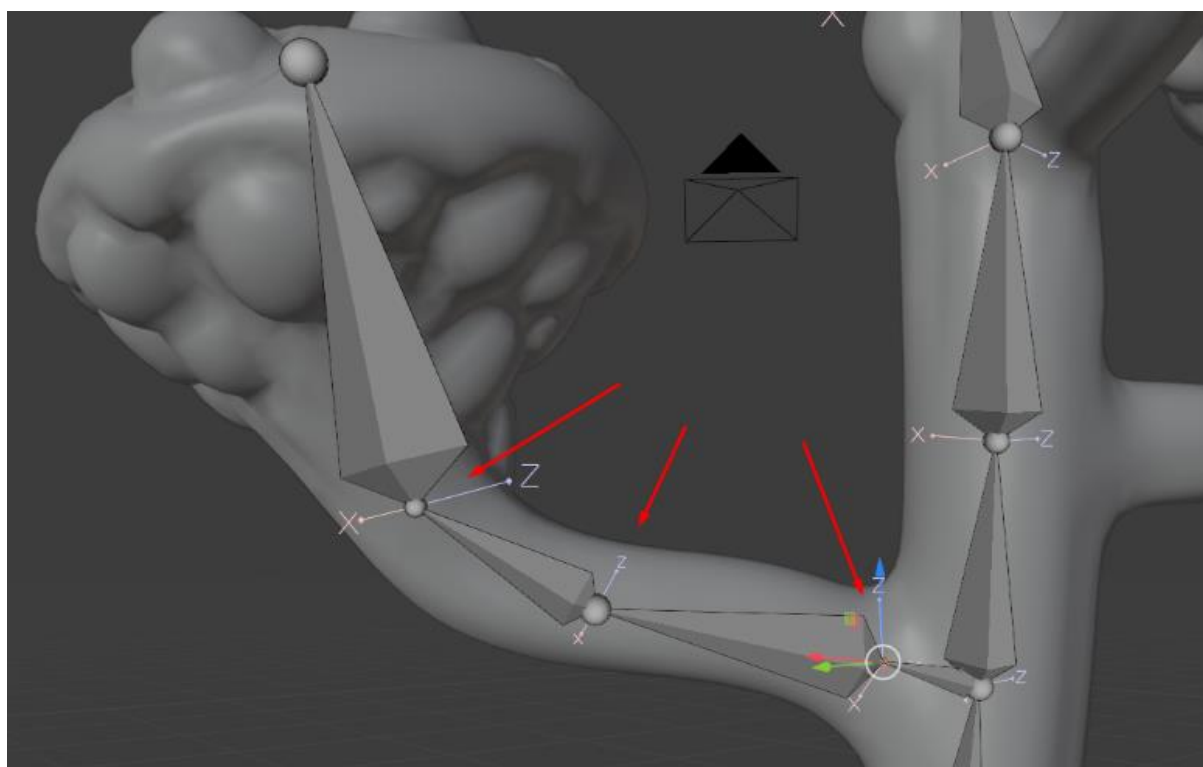


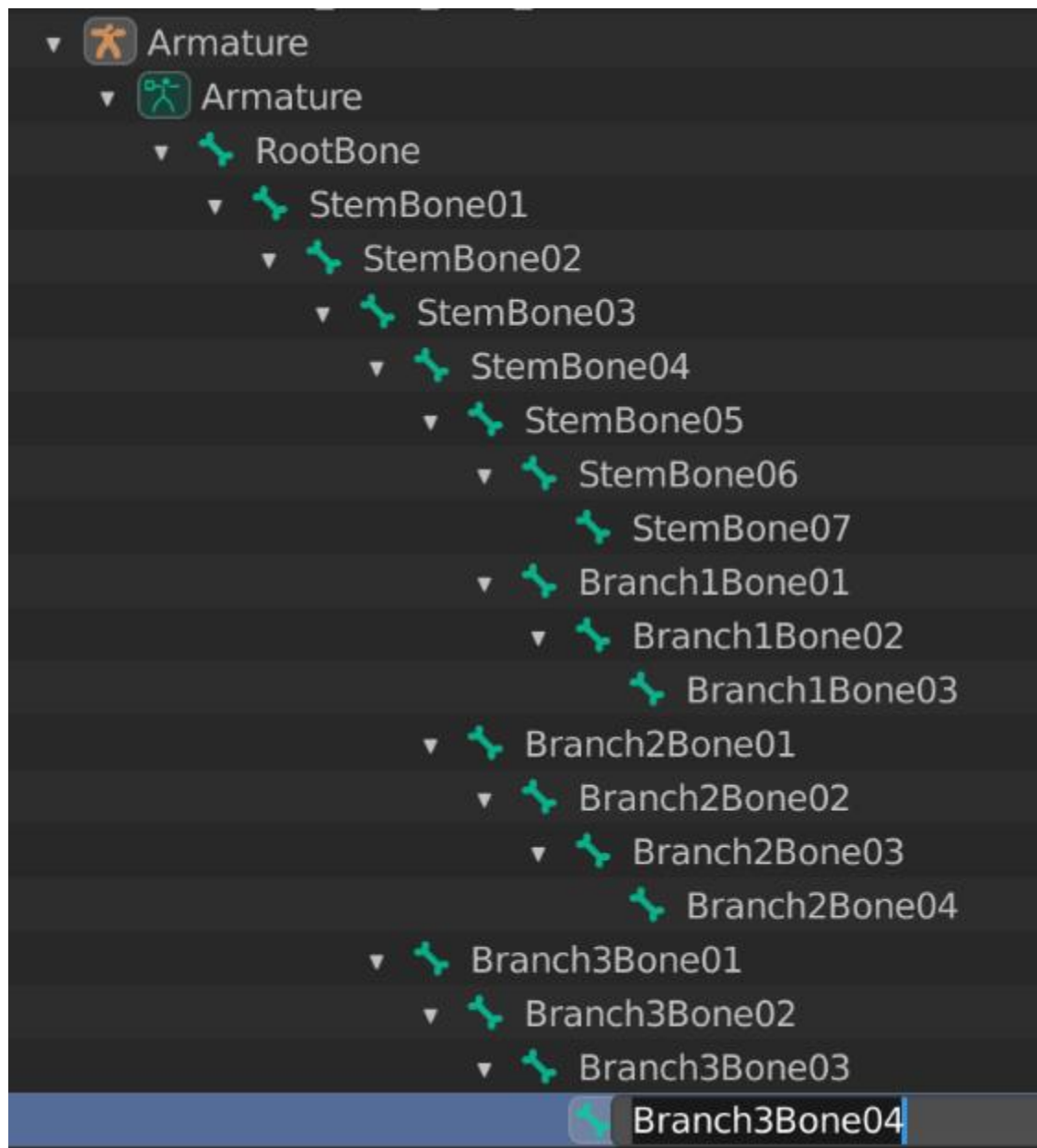




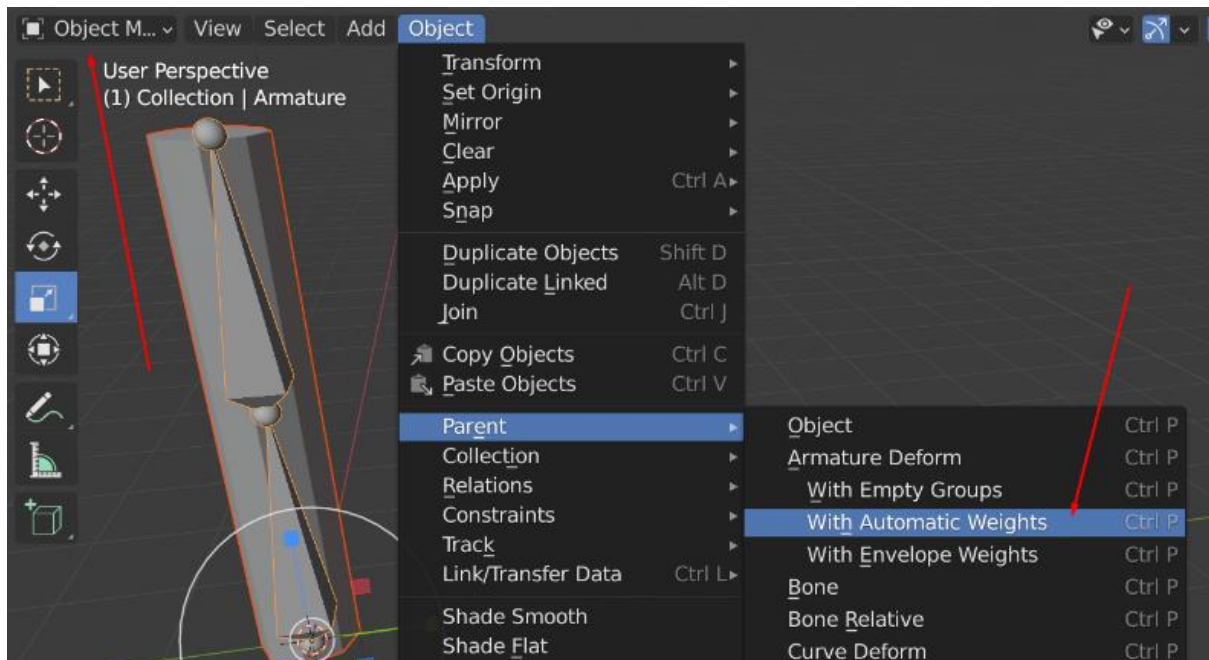
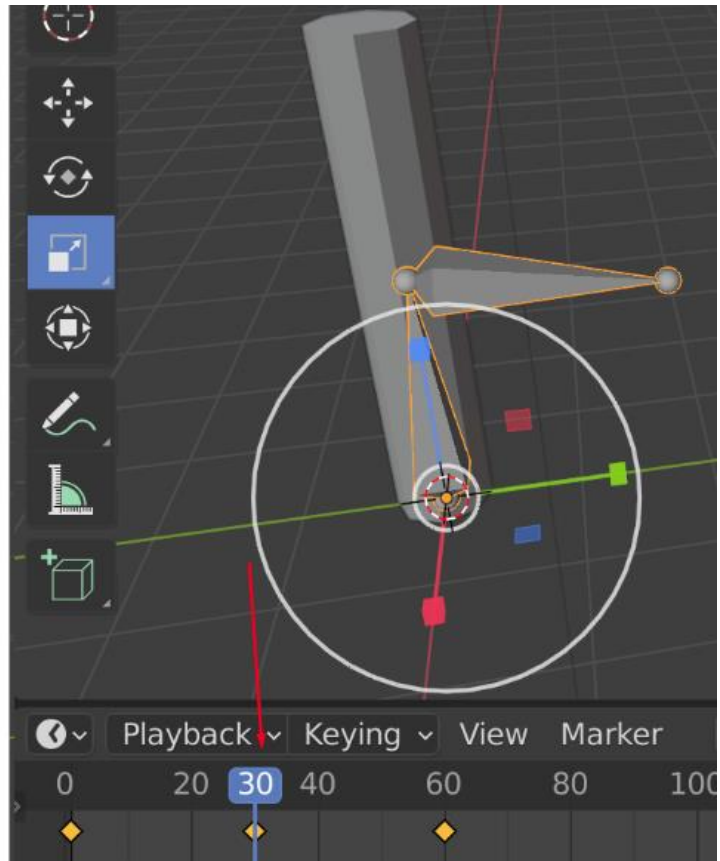
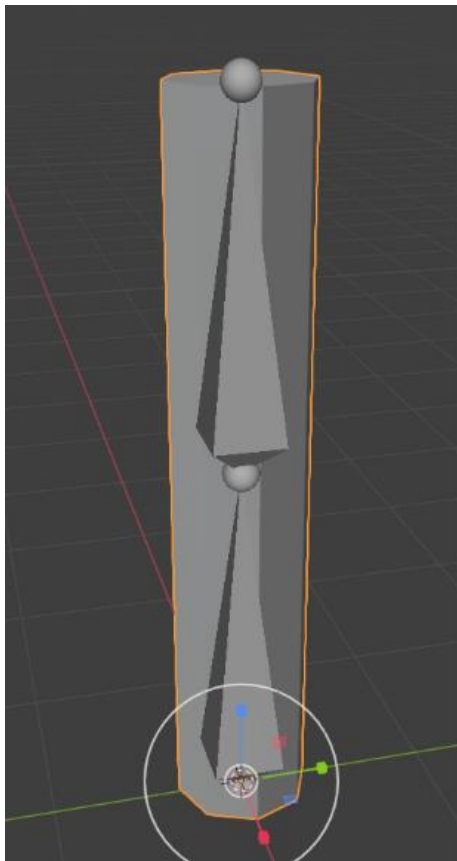


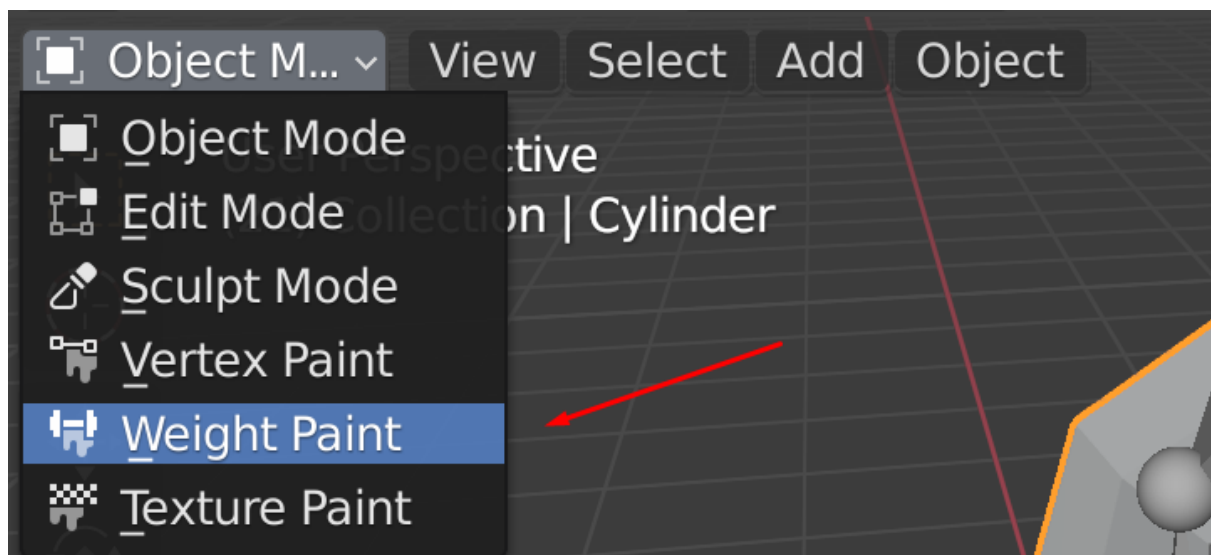
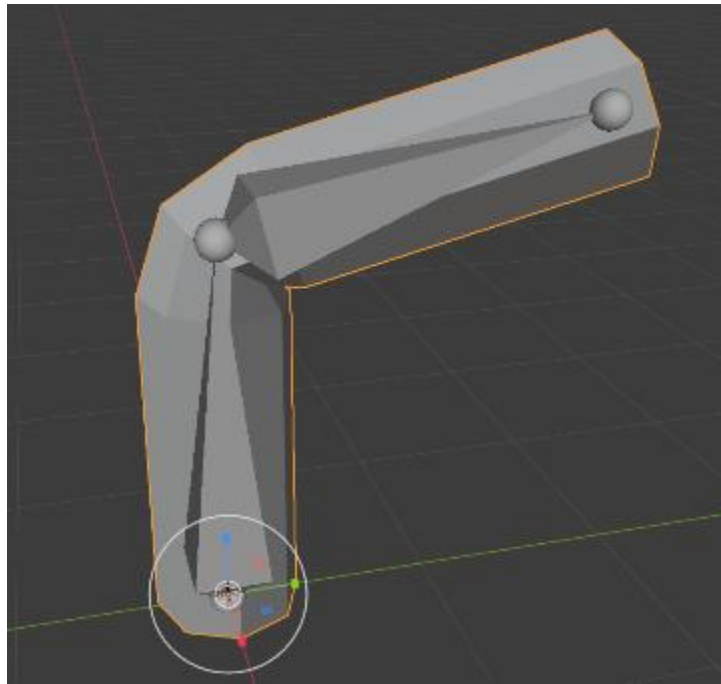


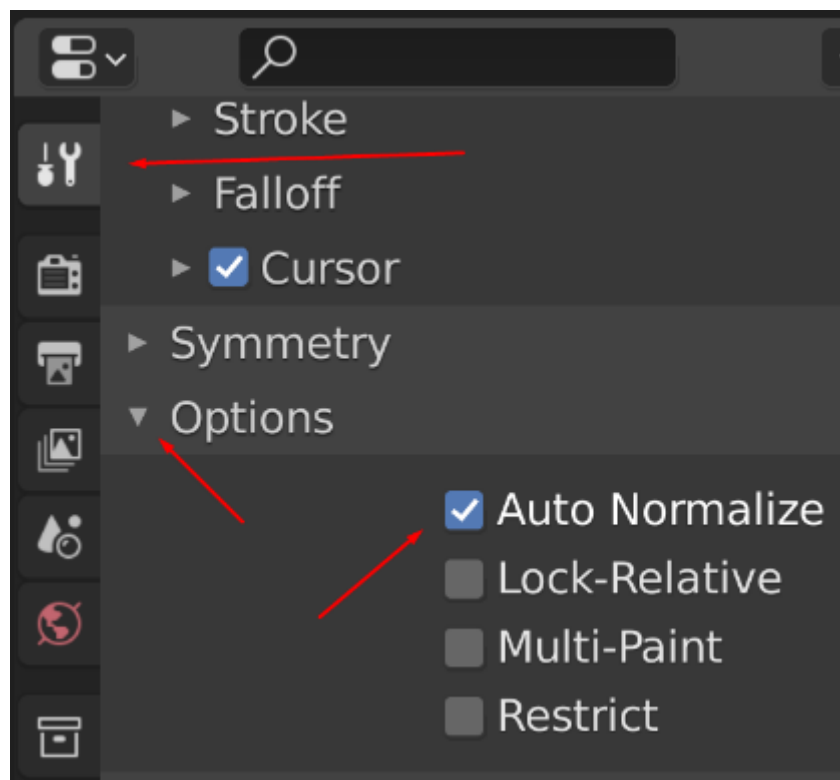
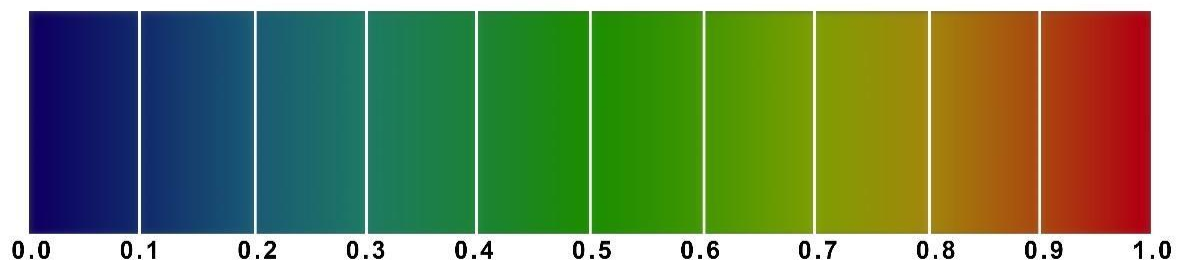
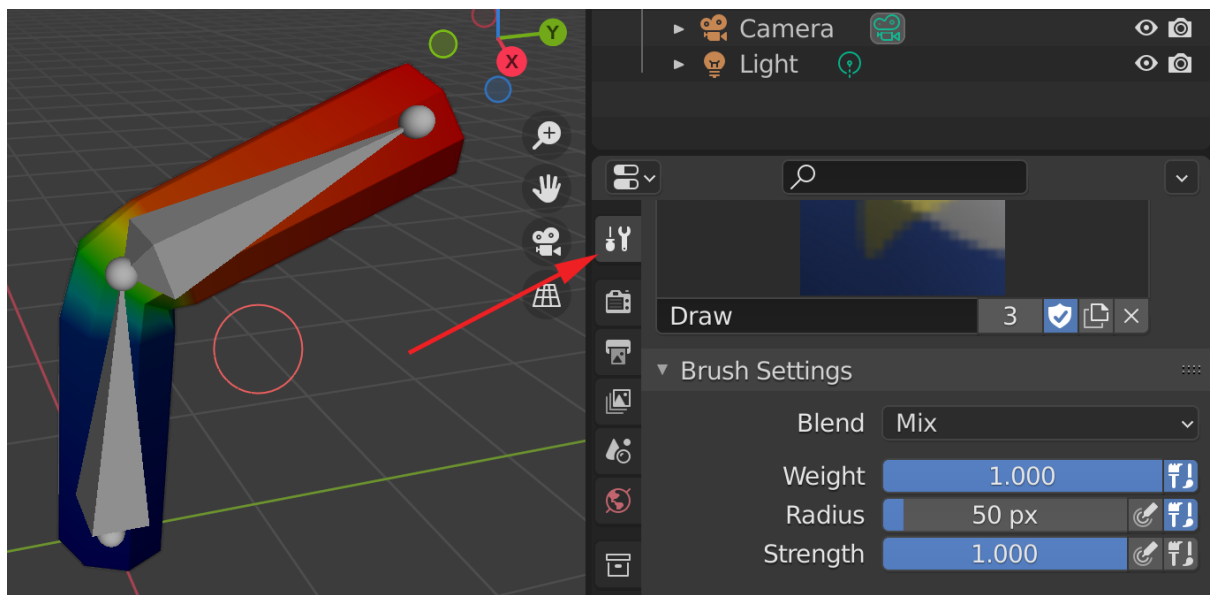


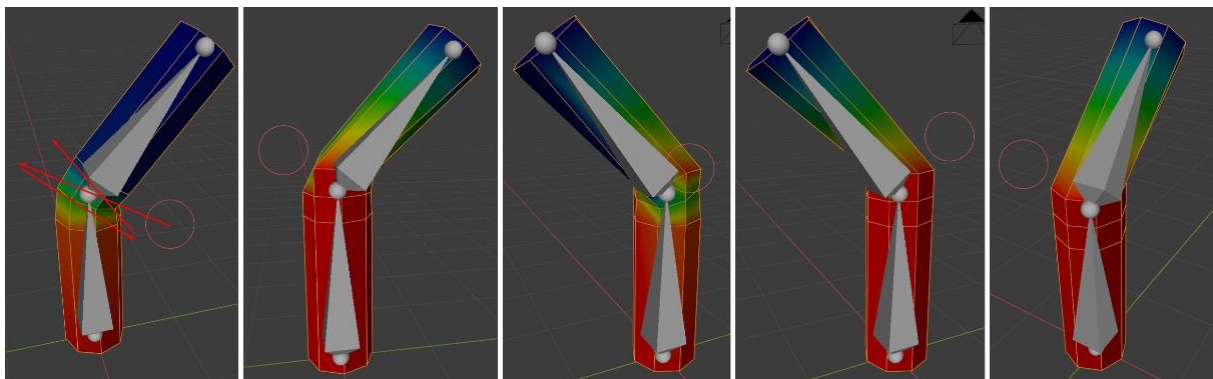
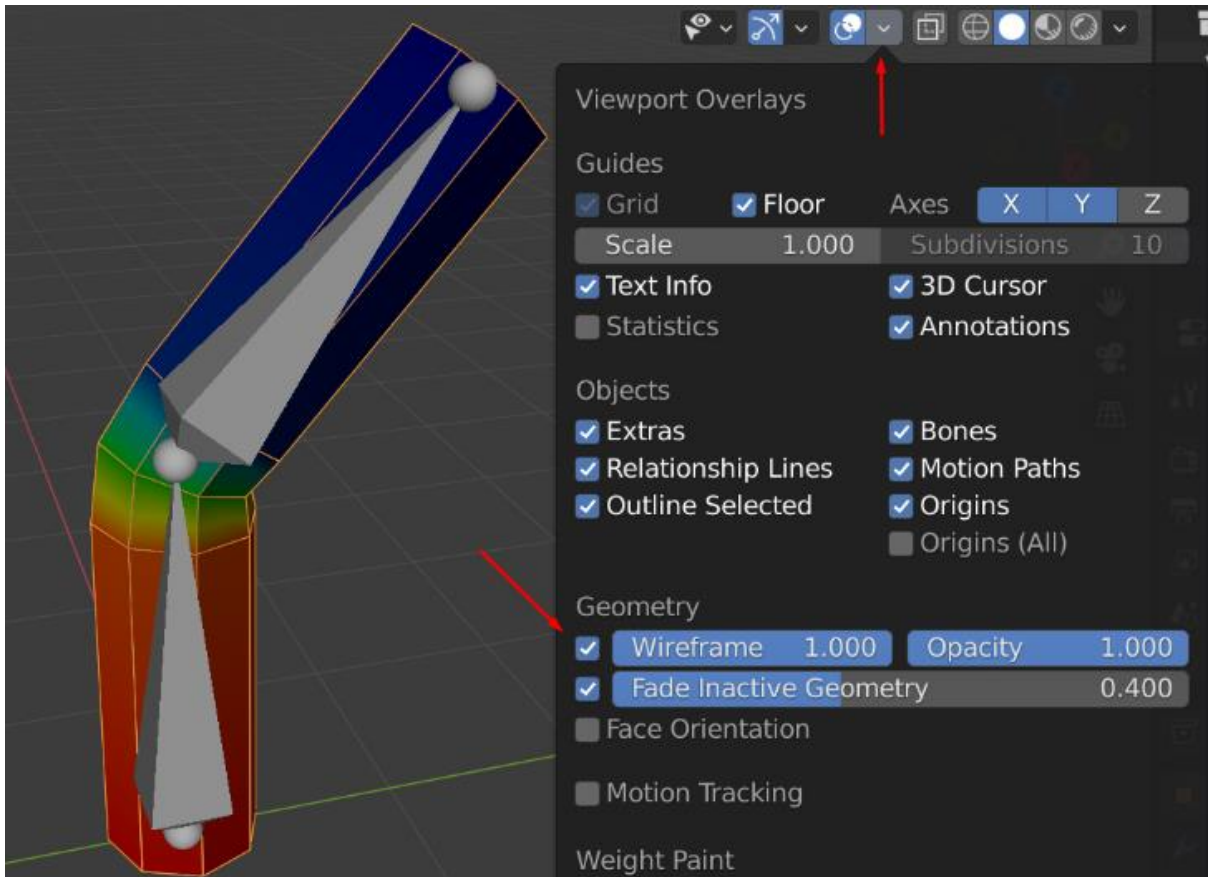
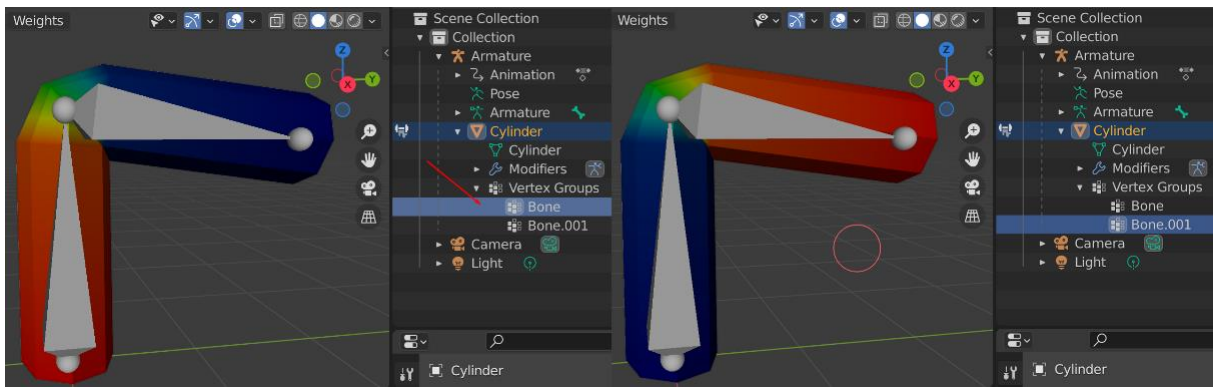


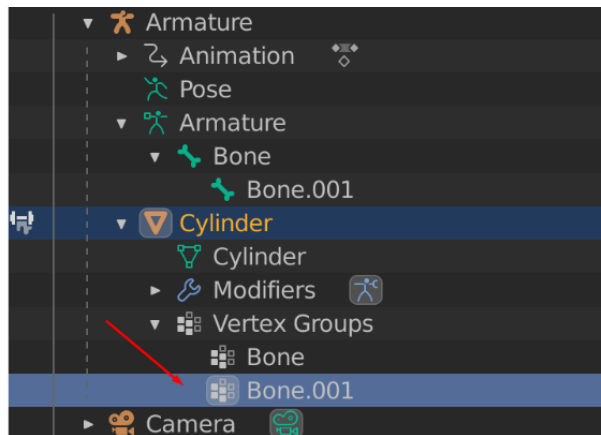
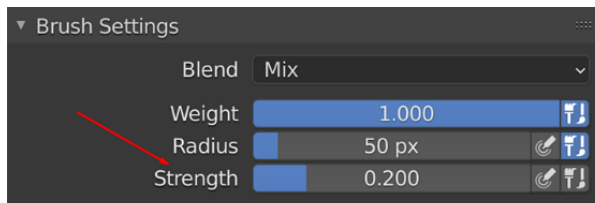
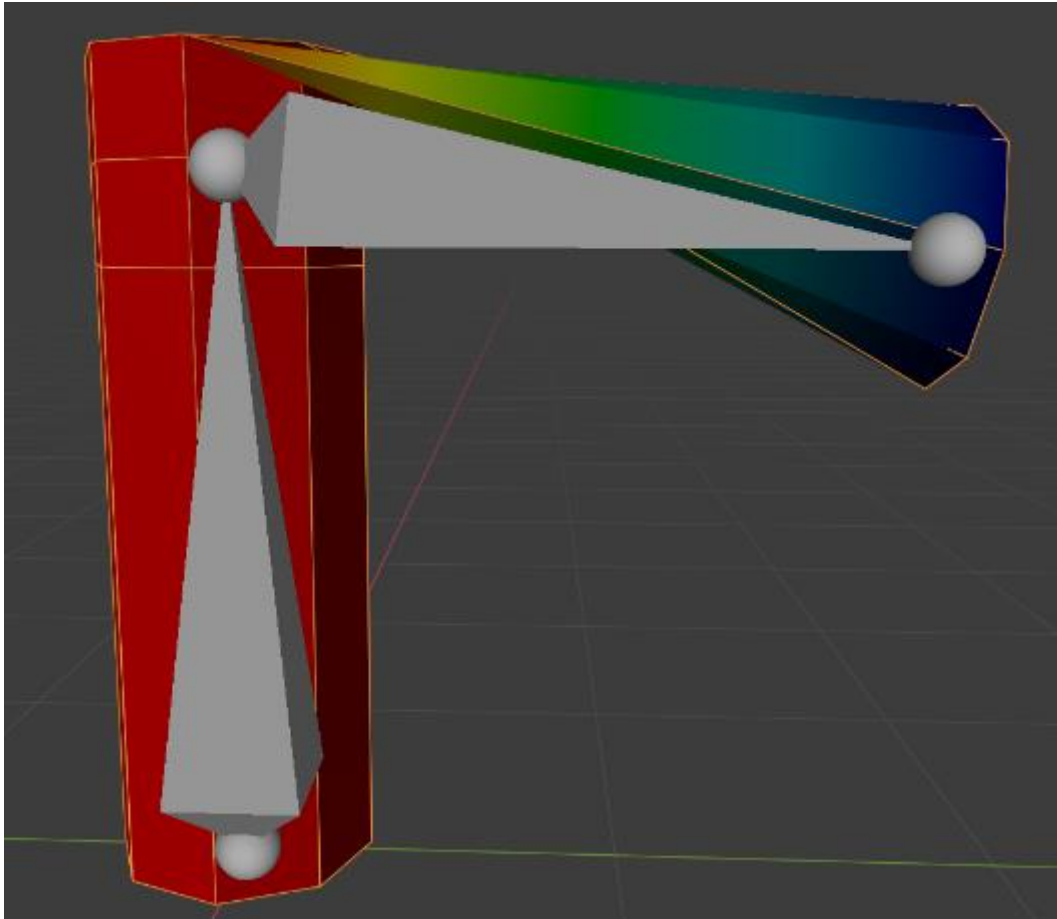
Chapter 12: Alien Plant Skinning in Blender

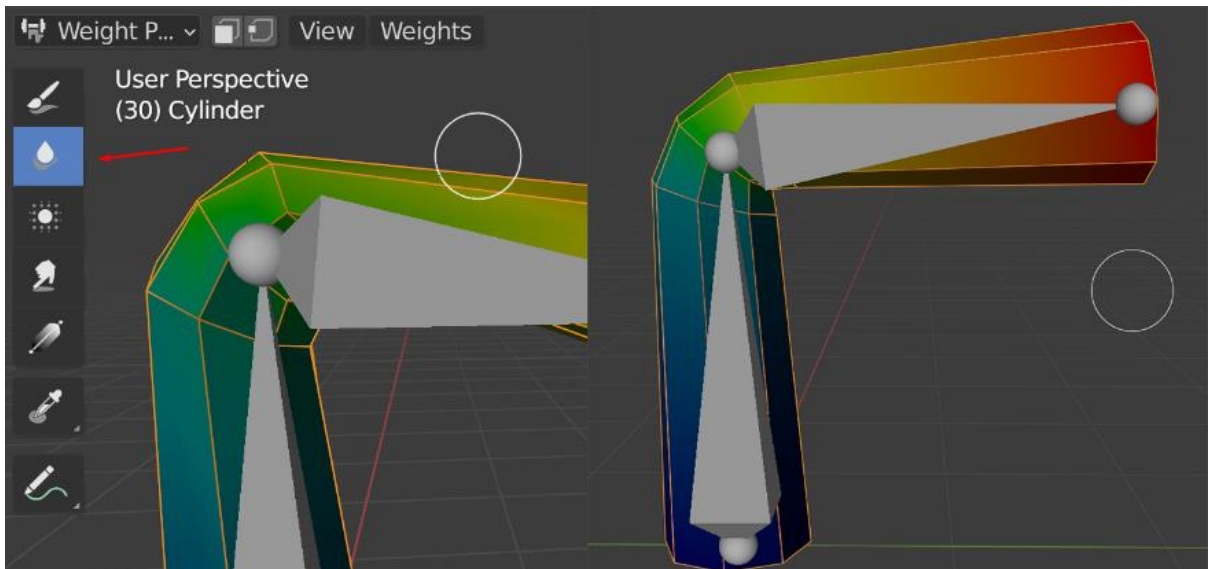
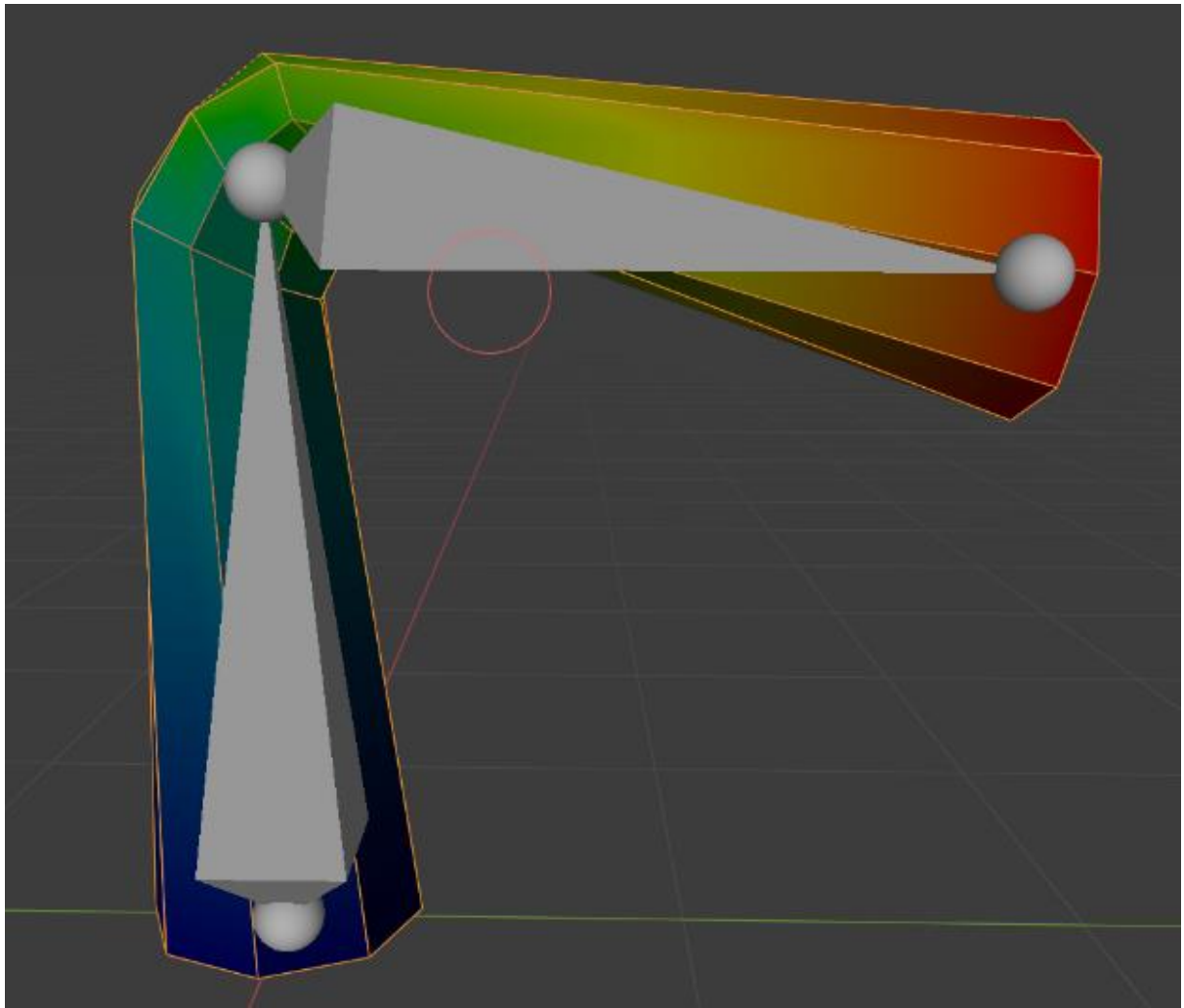


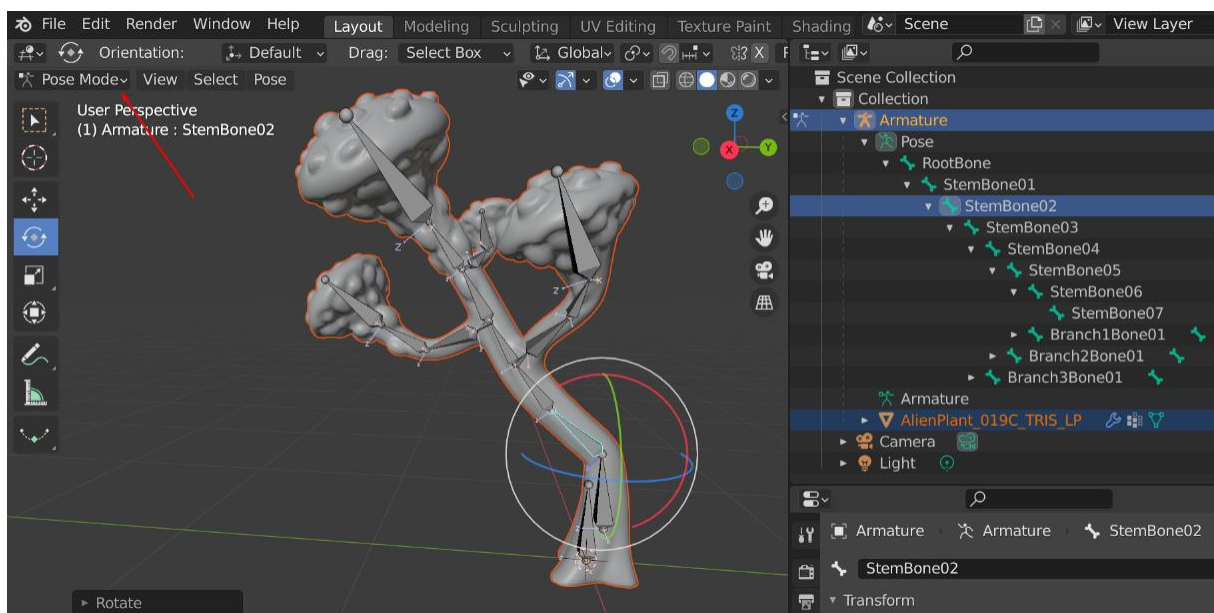
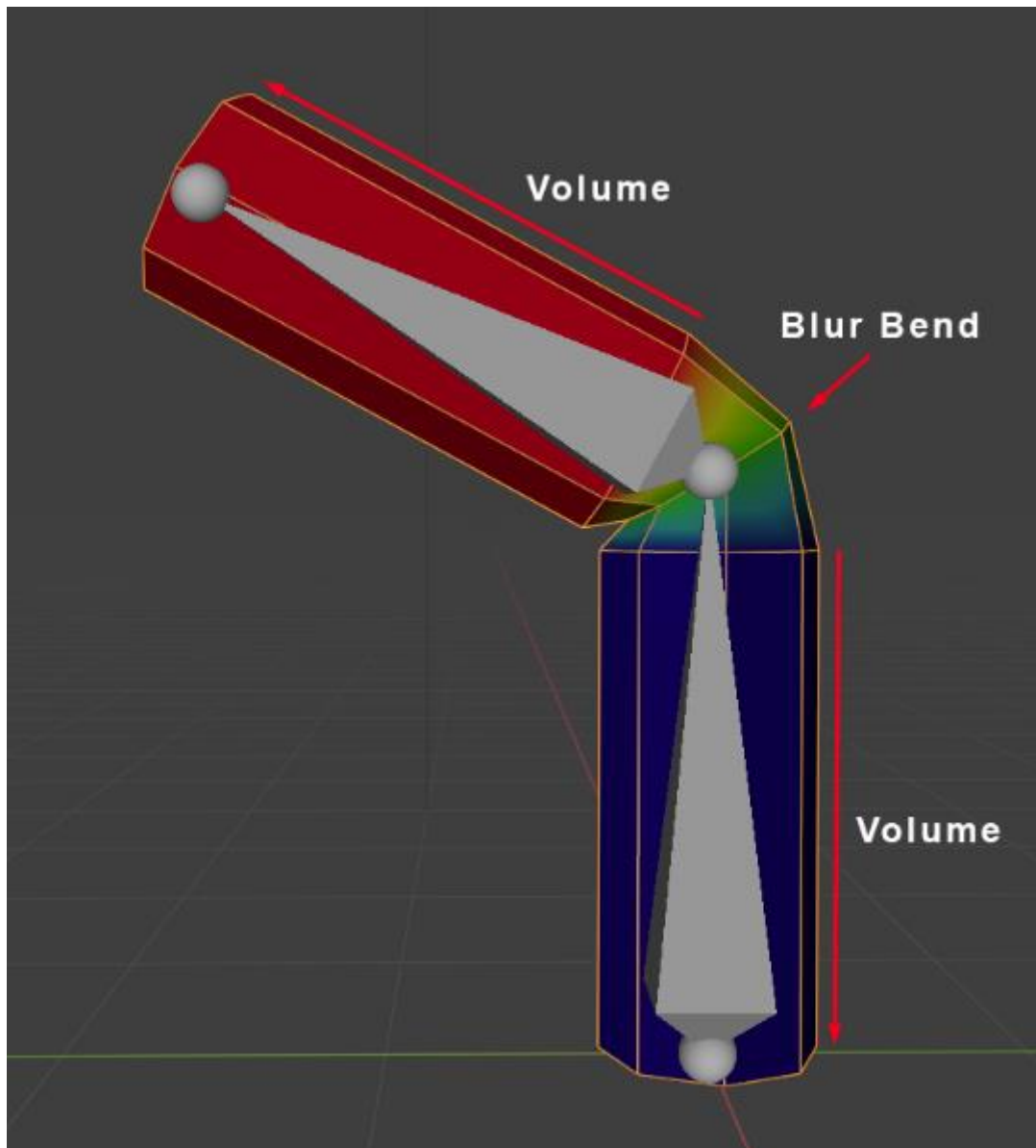


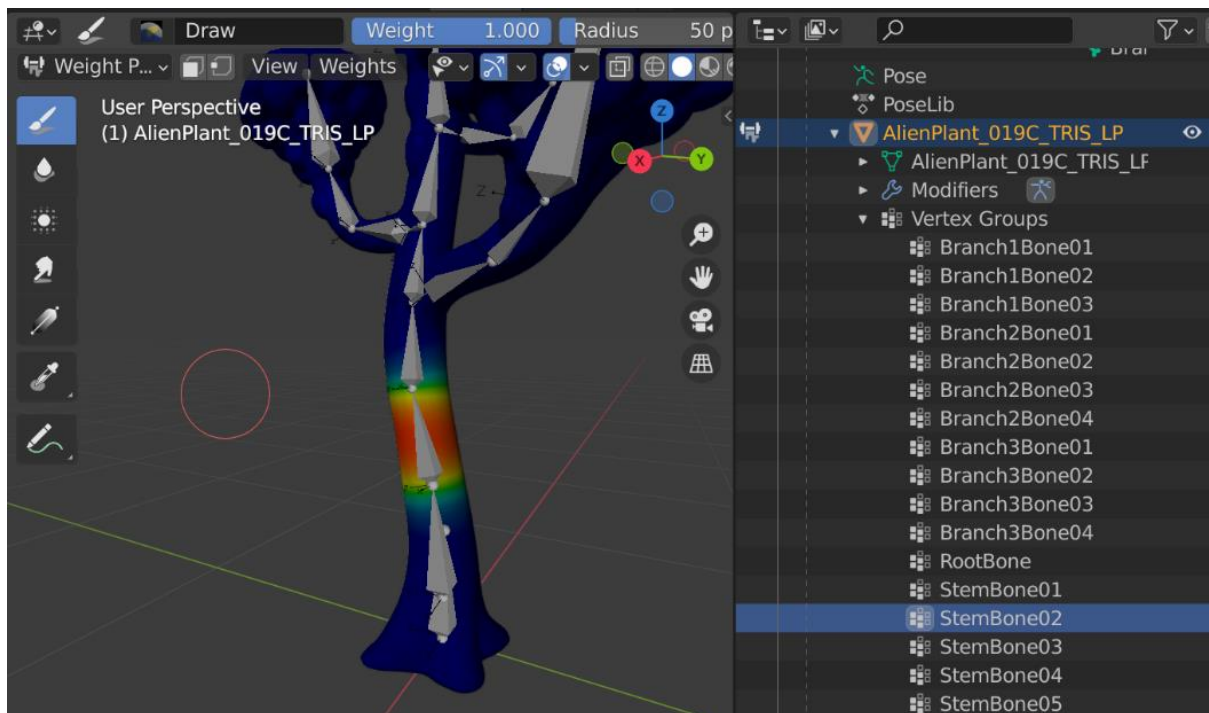
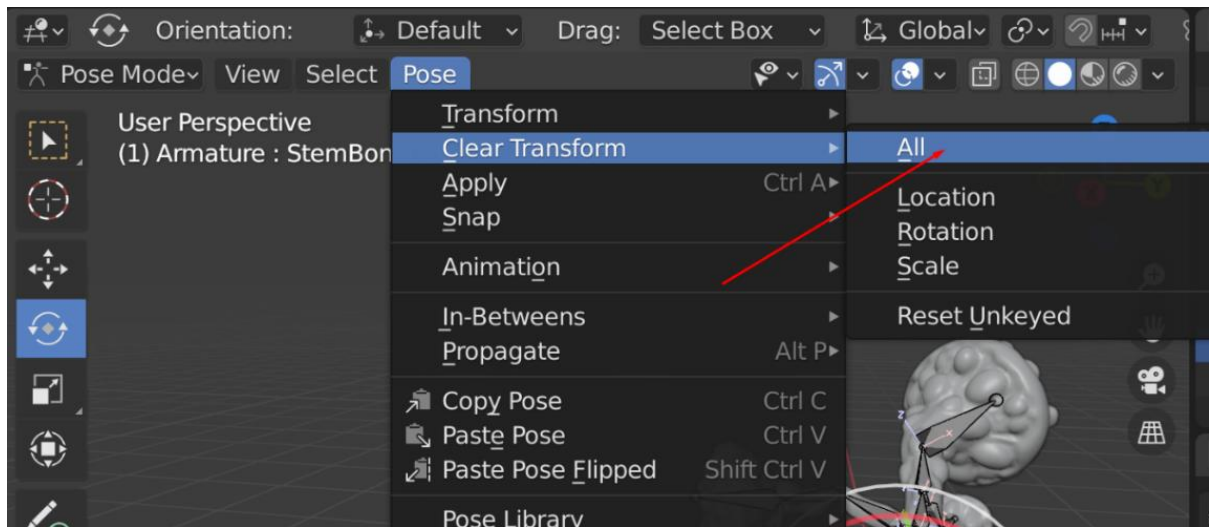




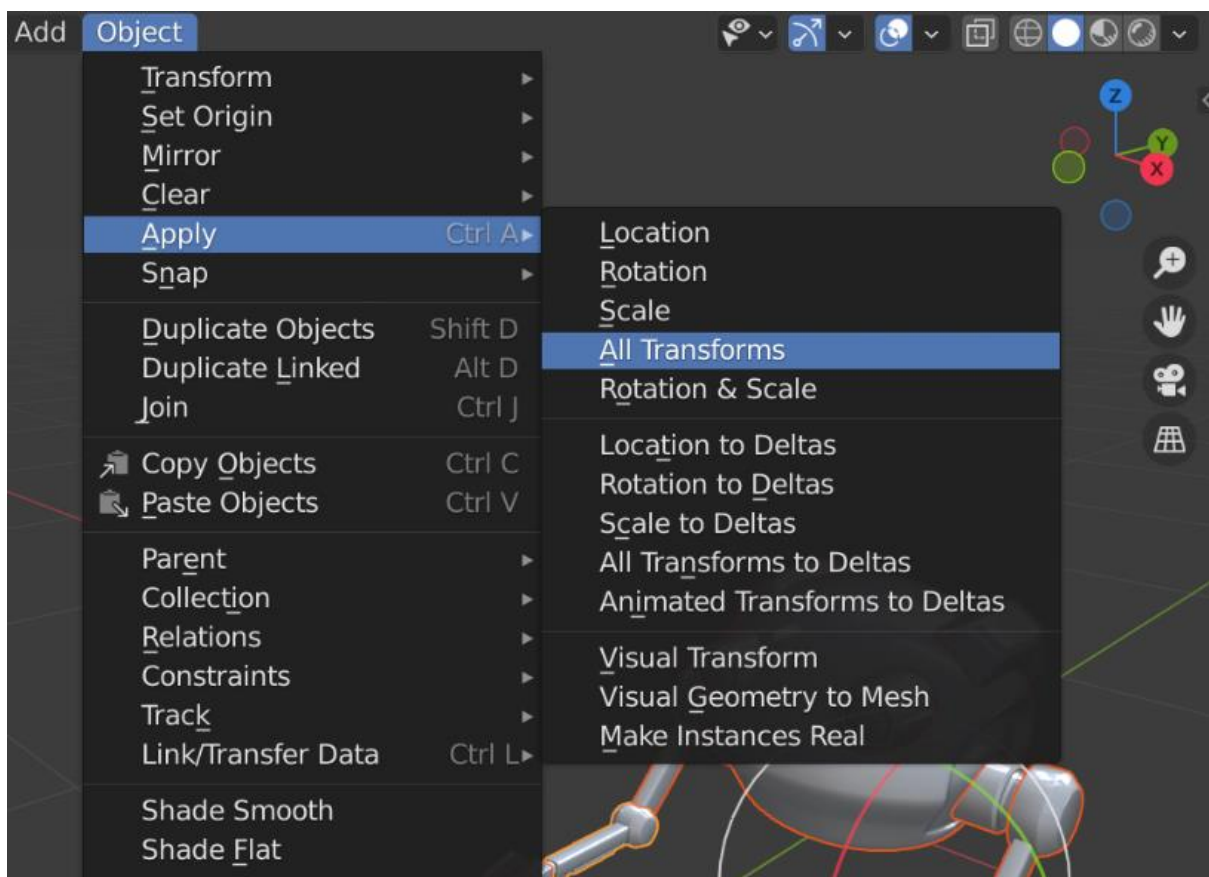
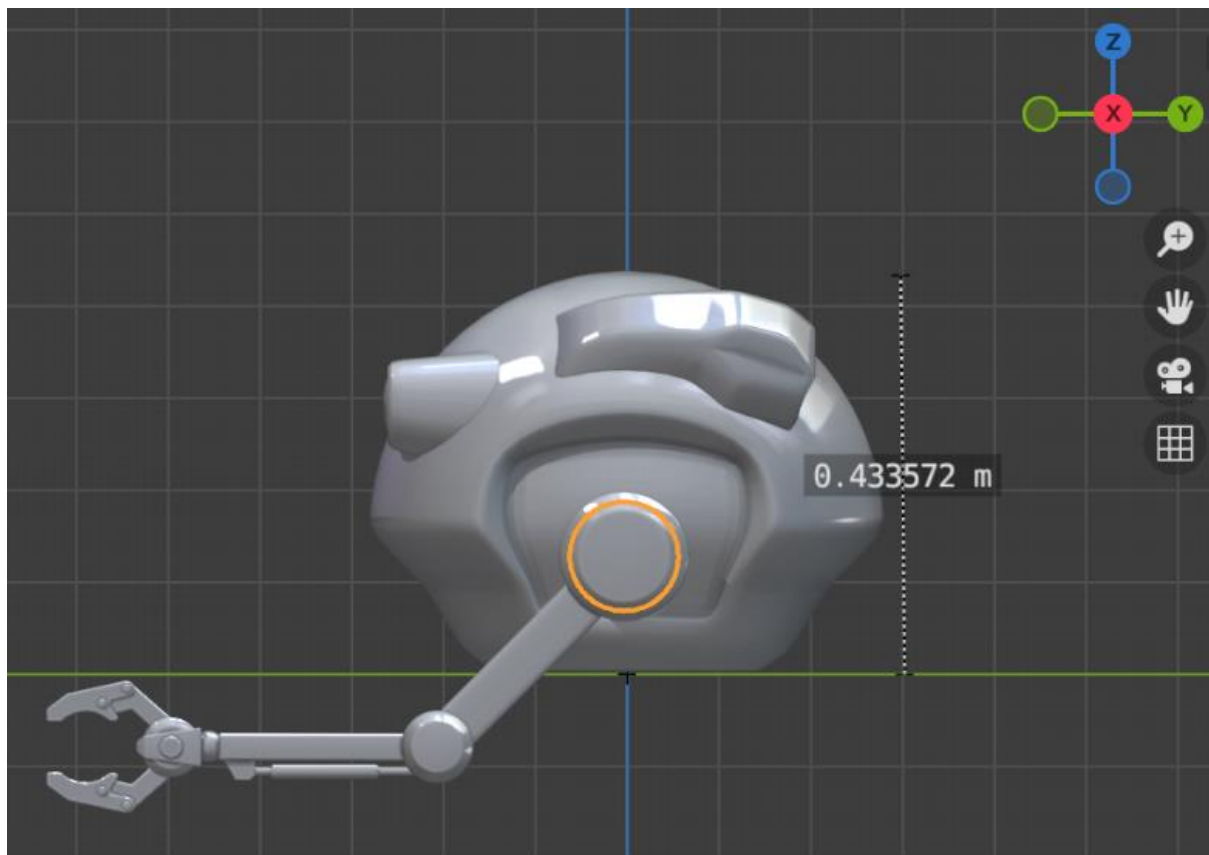


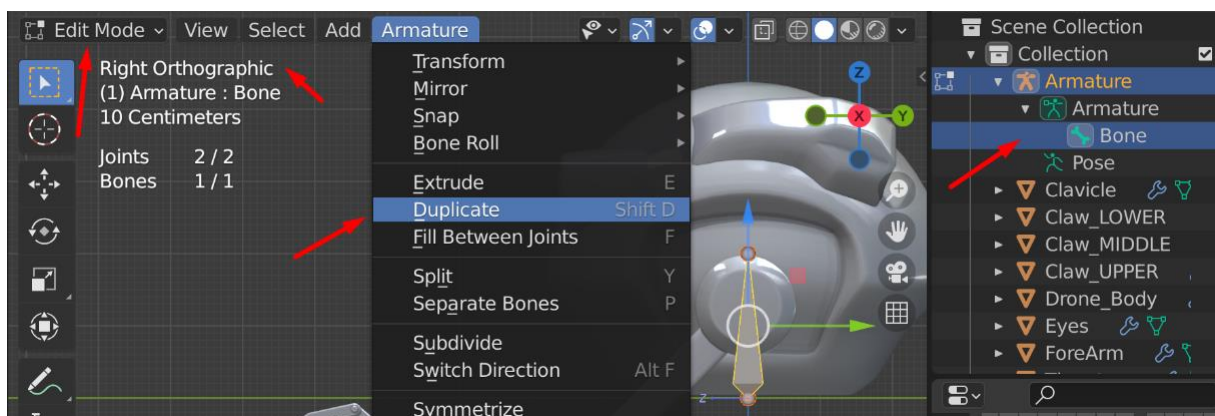
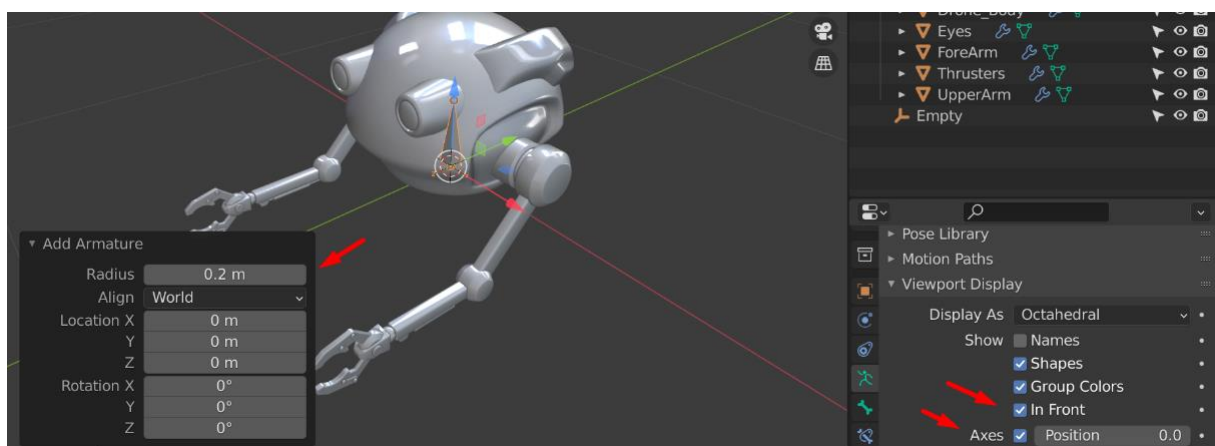
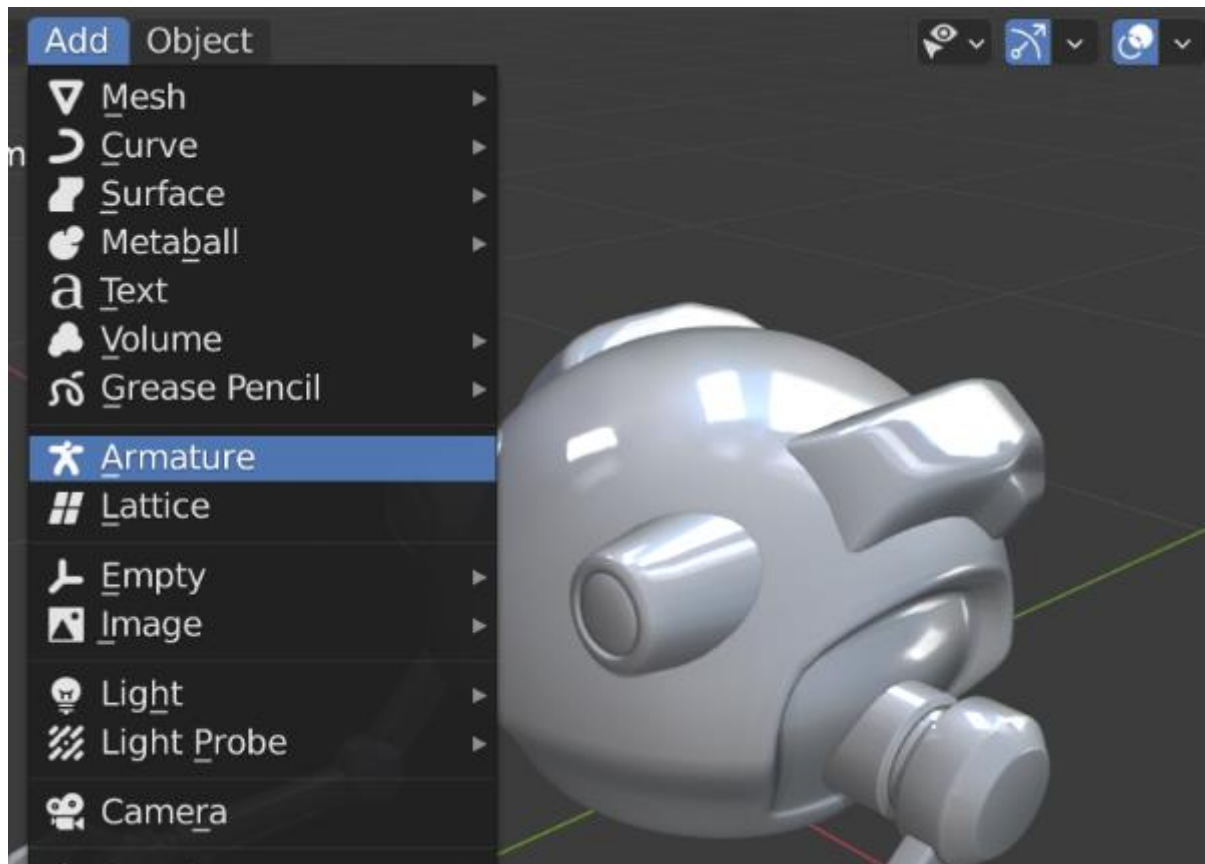






Chapter 13: Robot Joint Setup and Skinning in Blender





(1) Armature : Bone.001
10 Centimeters

Joints 2 / 4
Bones 1 / 2

▼ Duplicate

☐ Flip Names

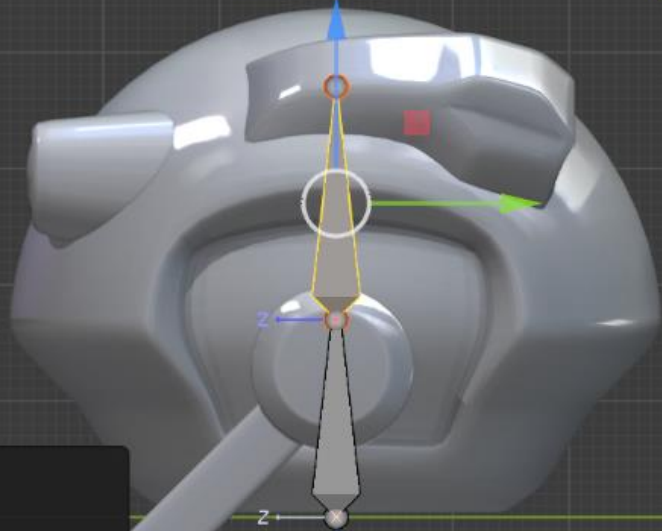
Move X 0 m

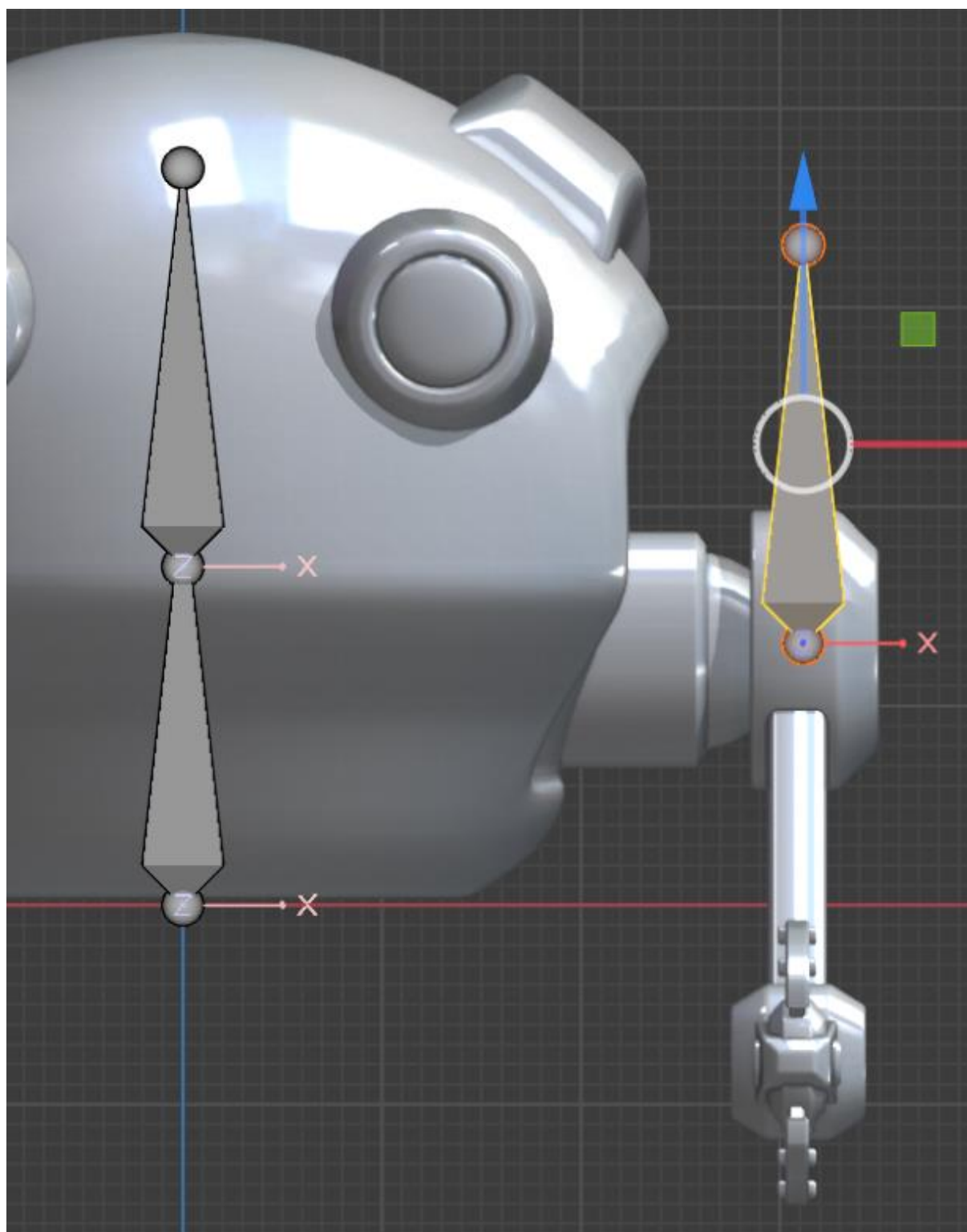
Y 0 m

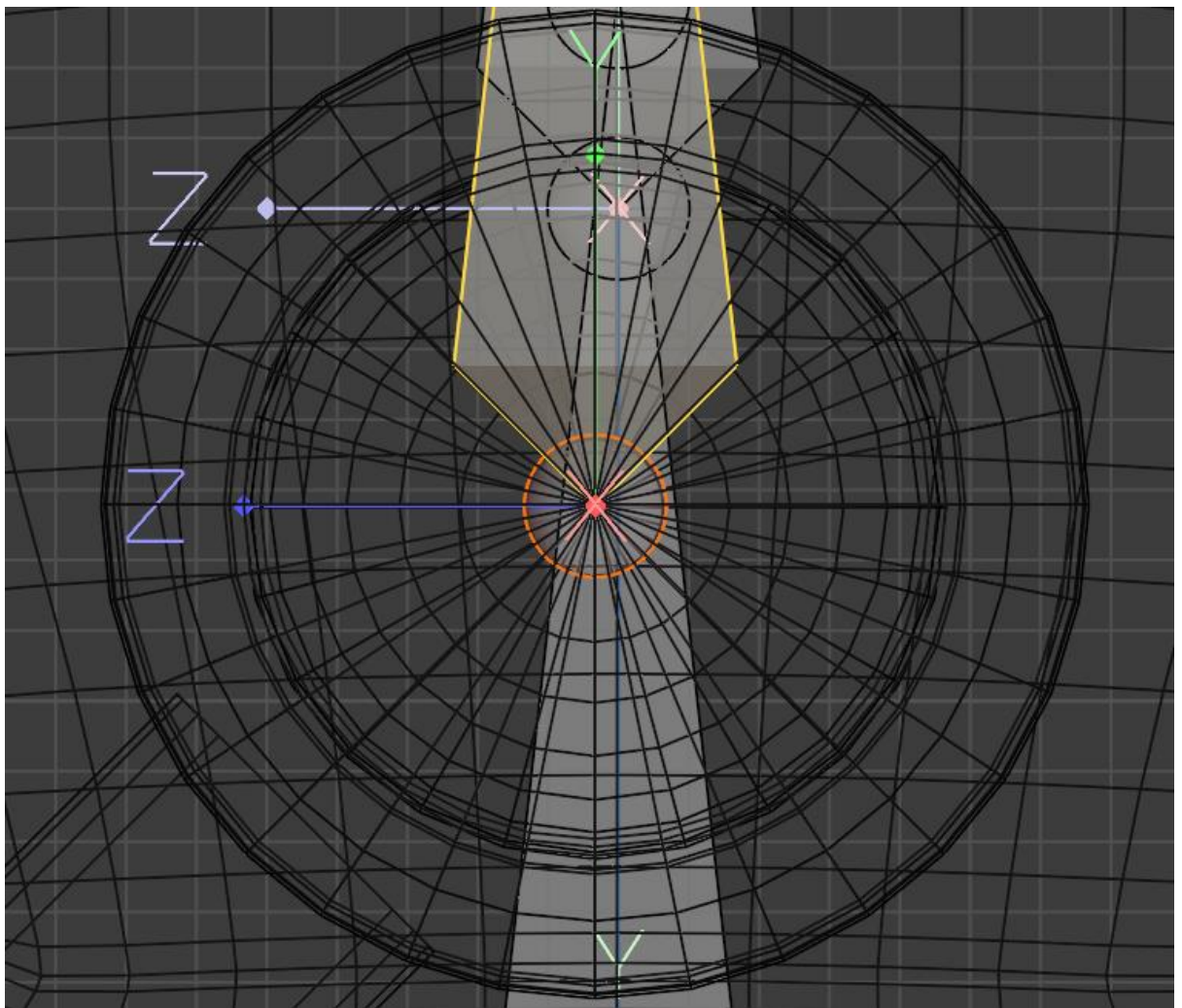
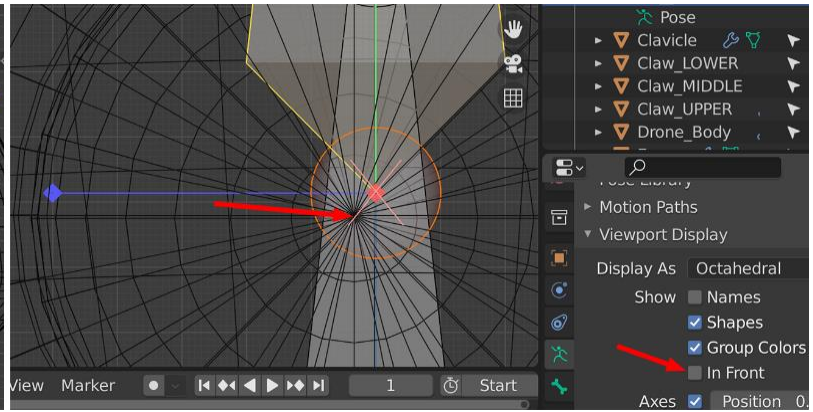
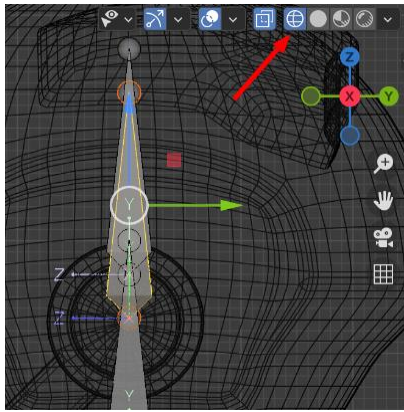
Z 0.17 m

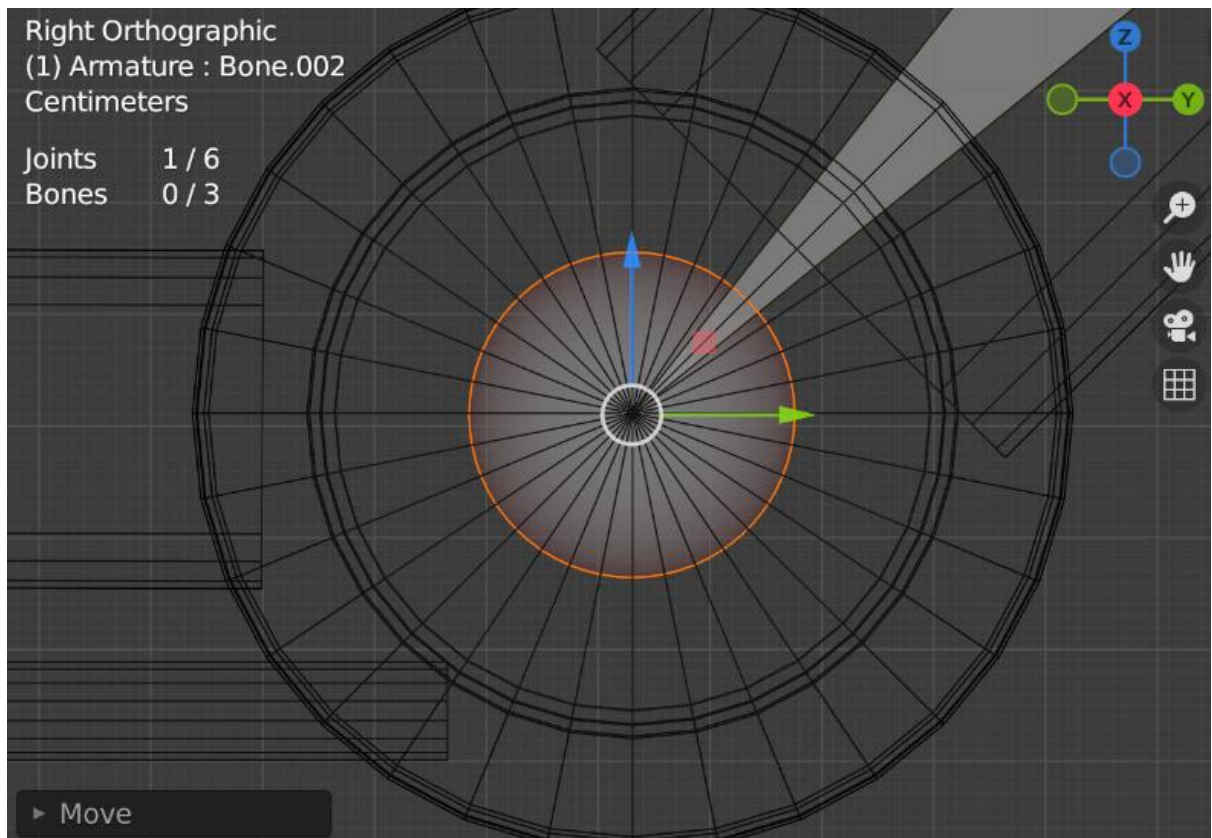
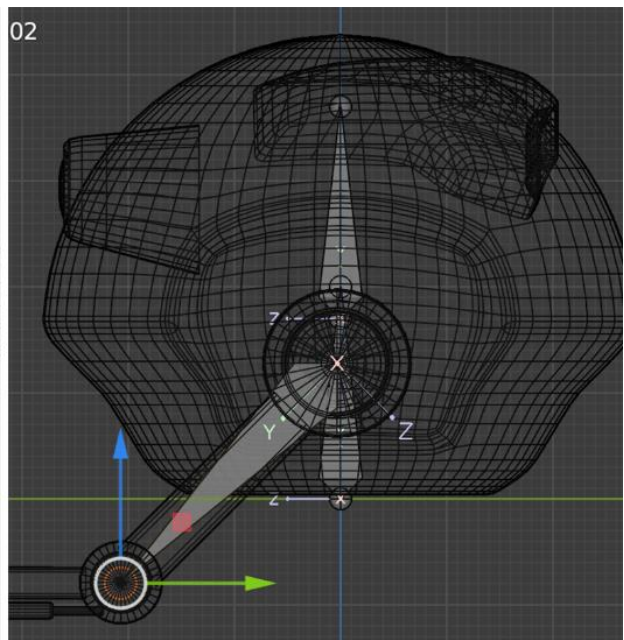
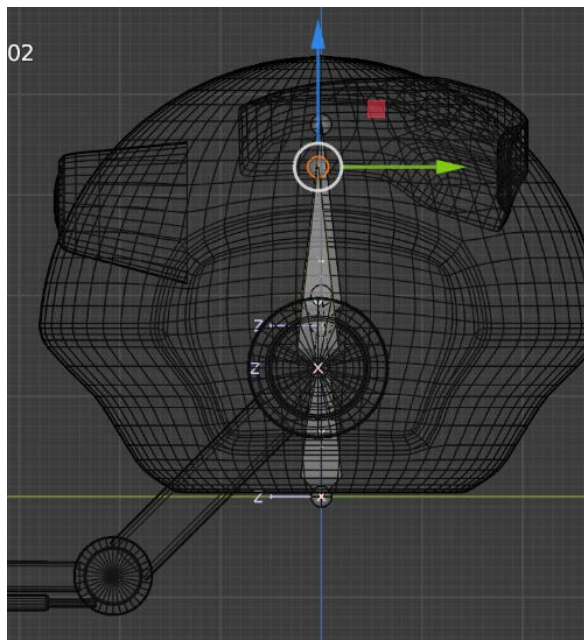
Orientation  Global ▼

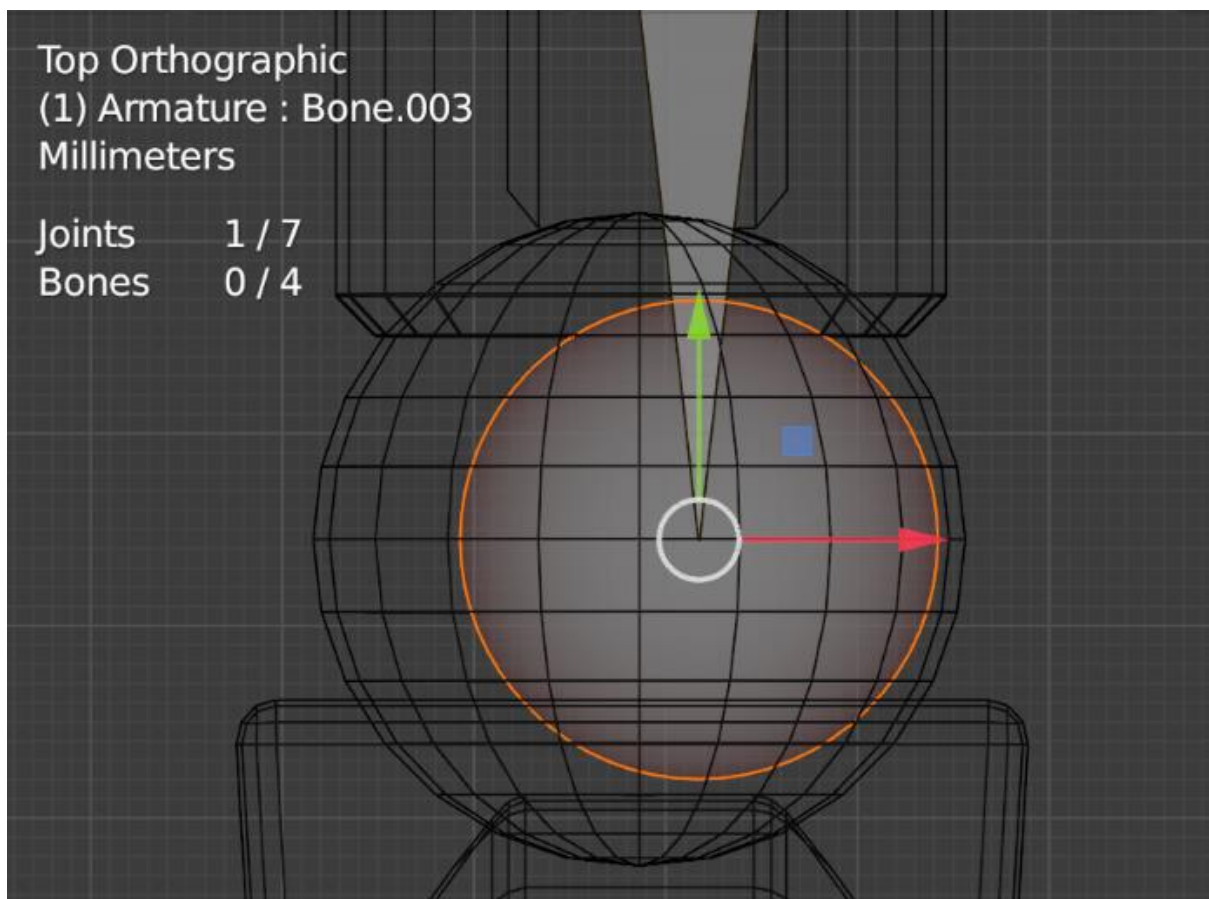
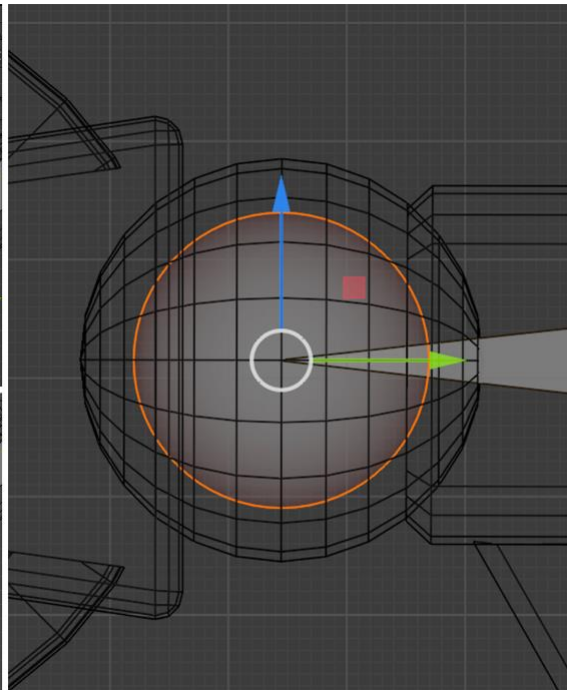
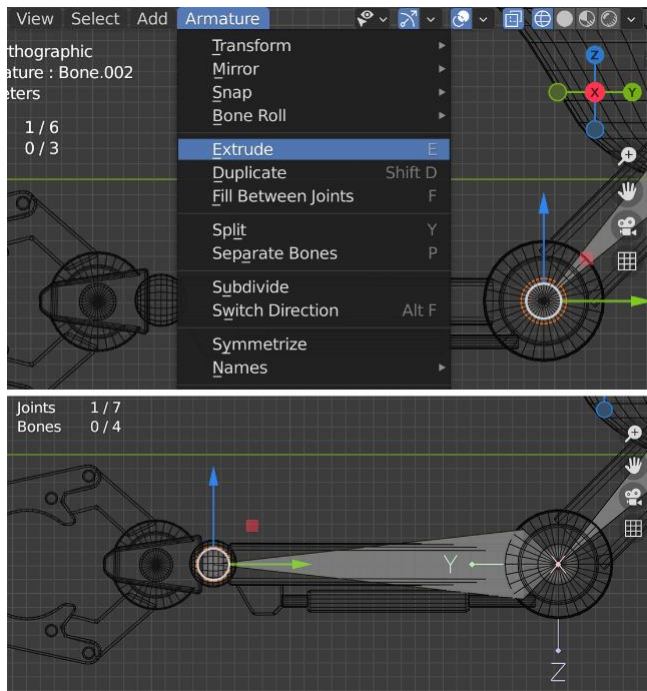
☐ Proportional Editing

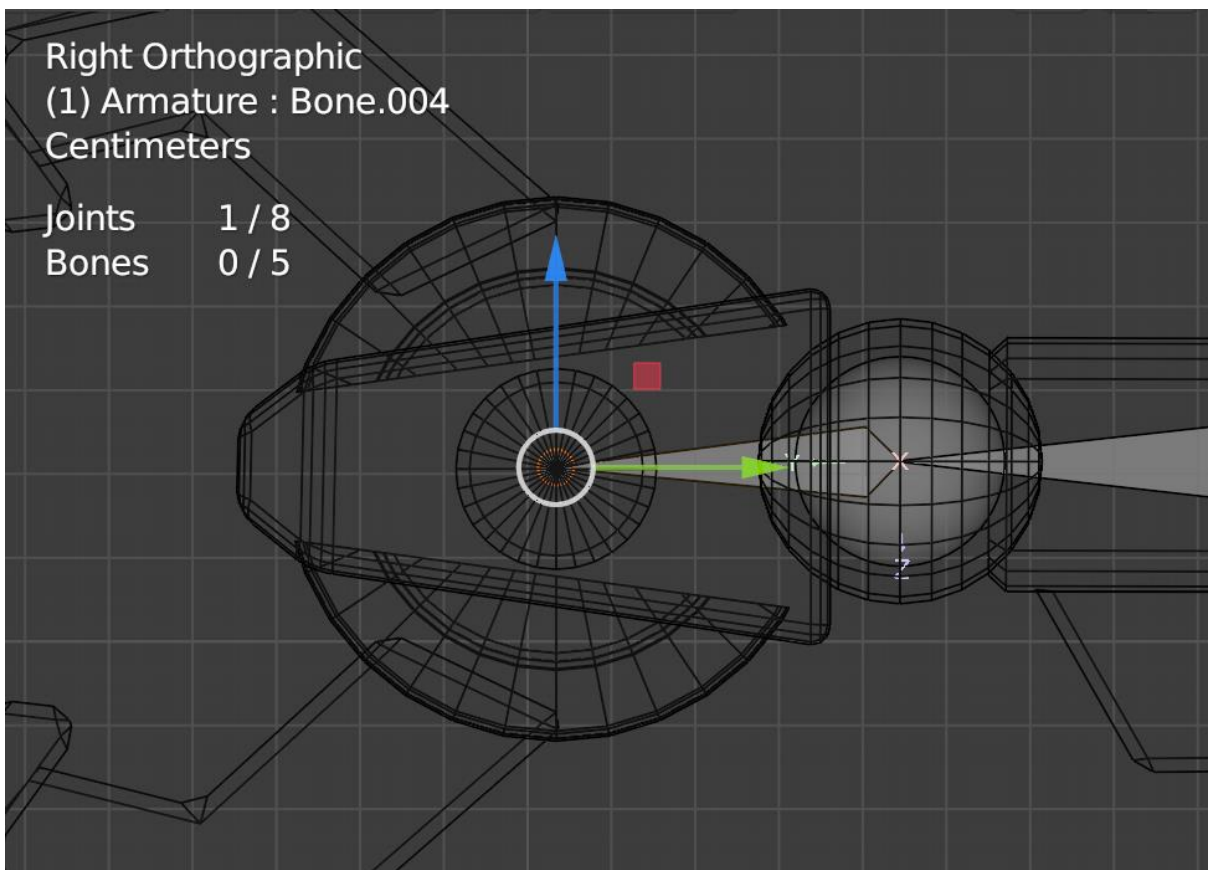
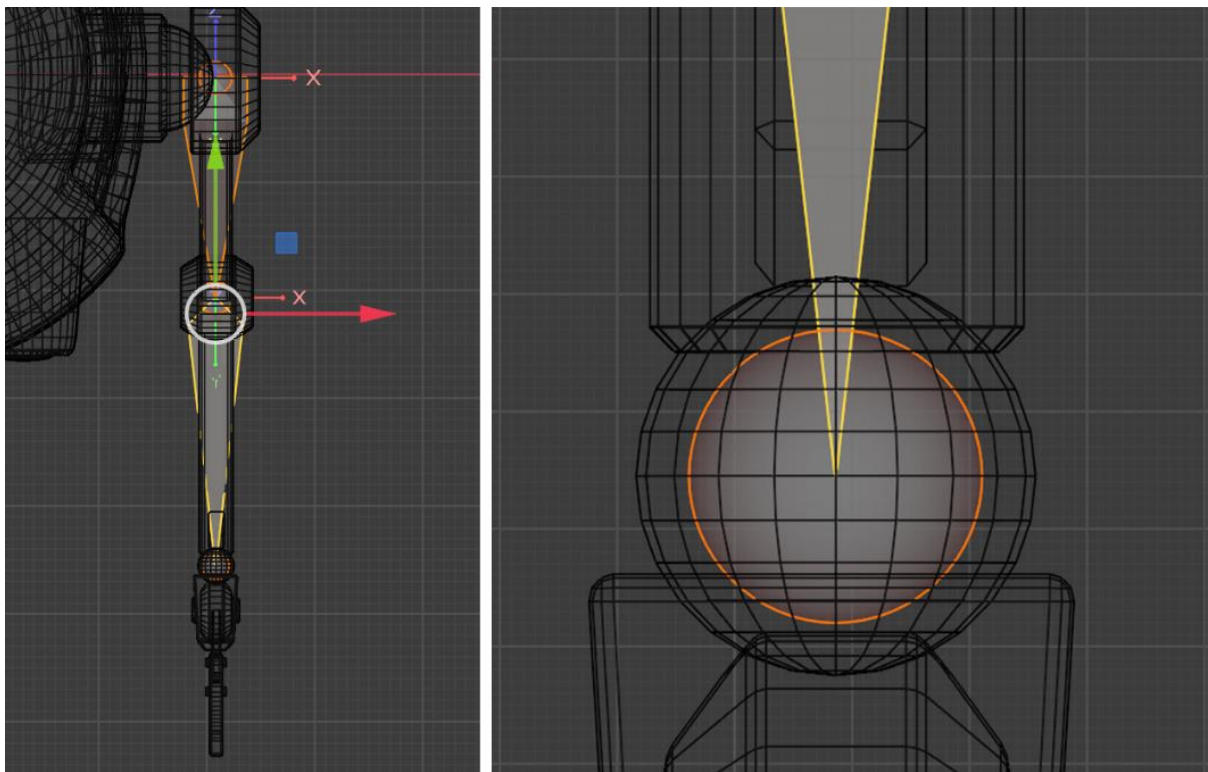






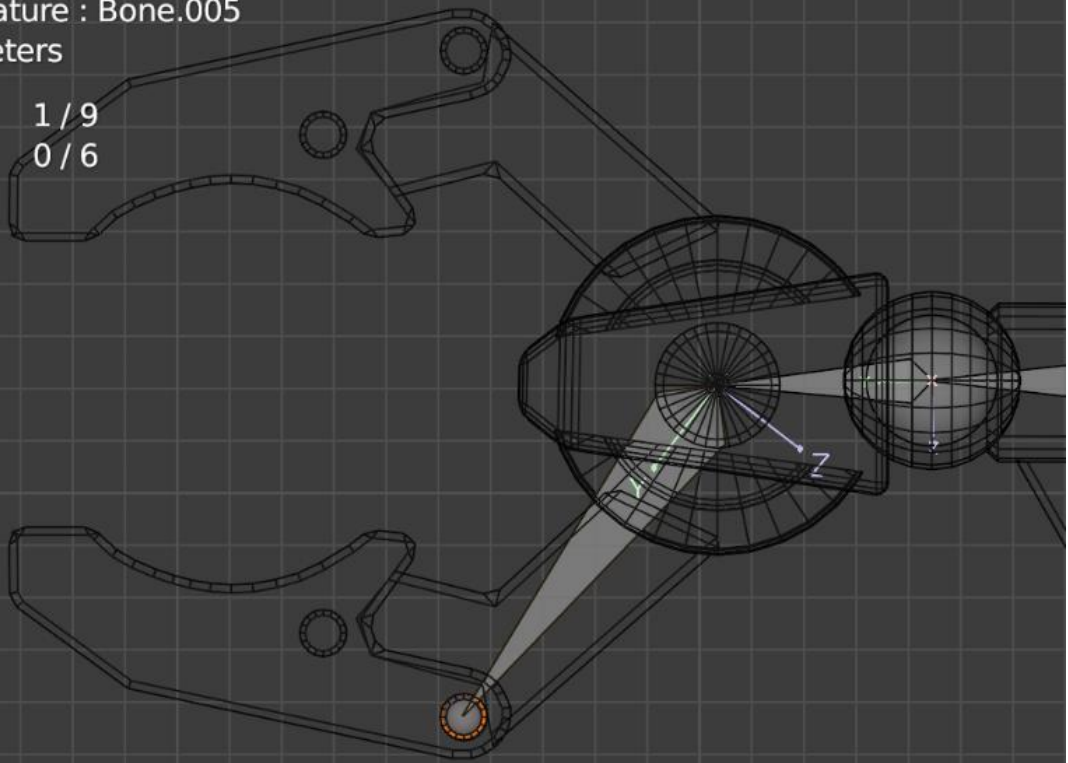






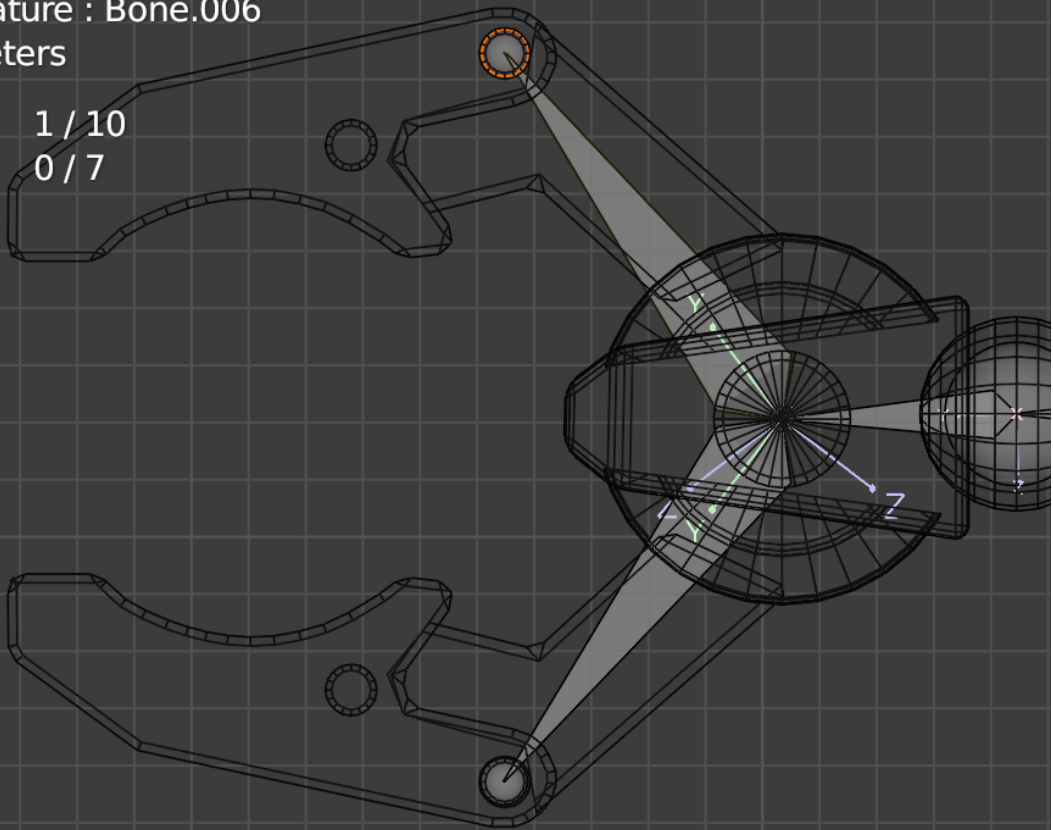
Right Orthographic
(1) Armature : Bone.005
Centimeters

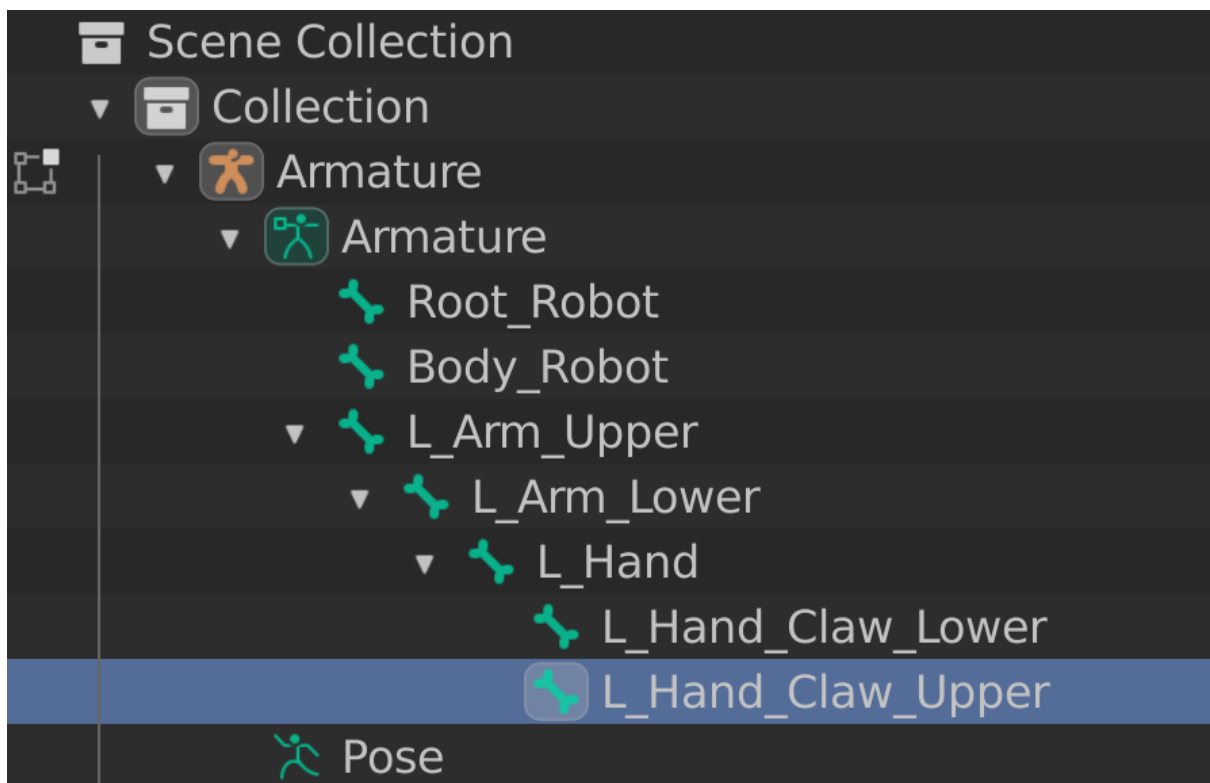
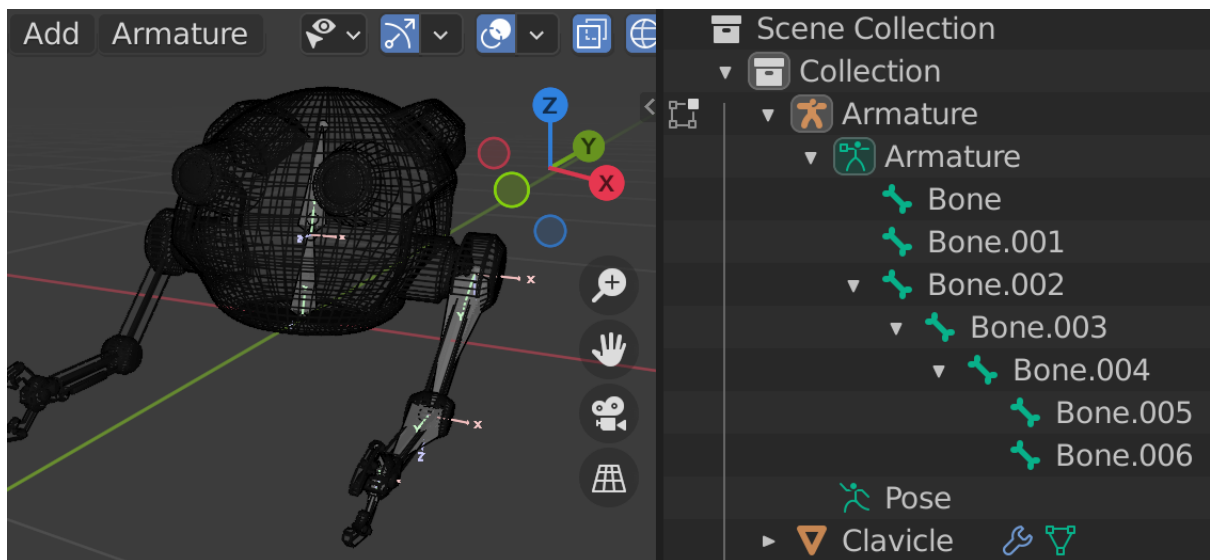
Joints 1 / 9
Bones 0 / 6

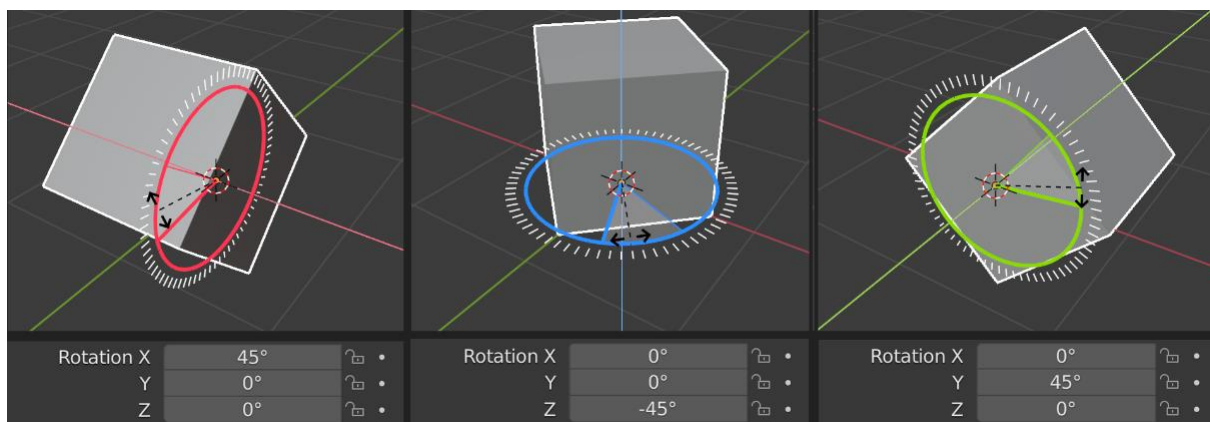
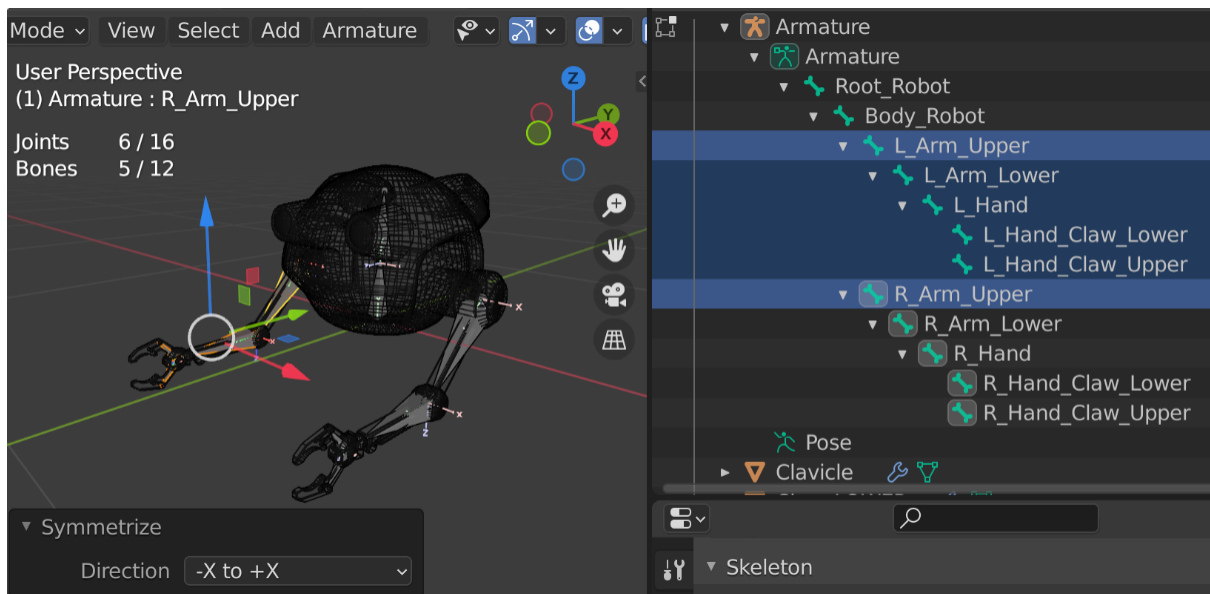
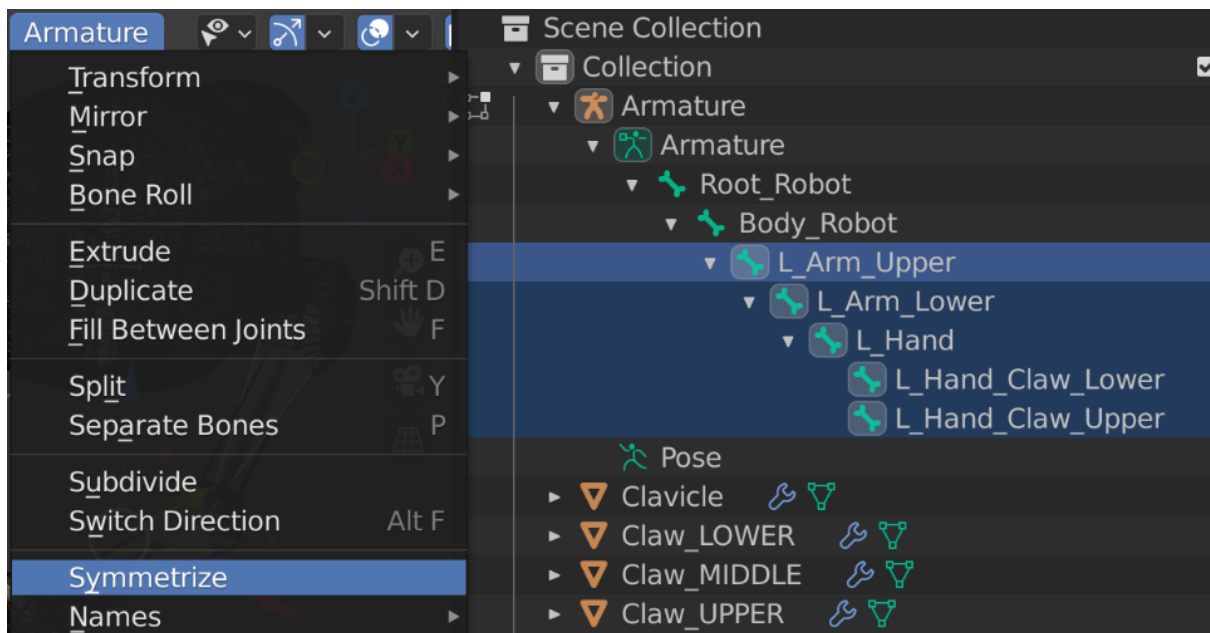


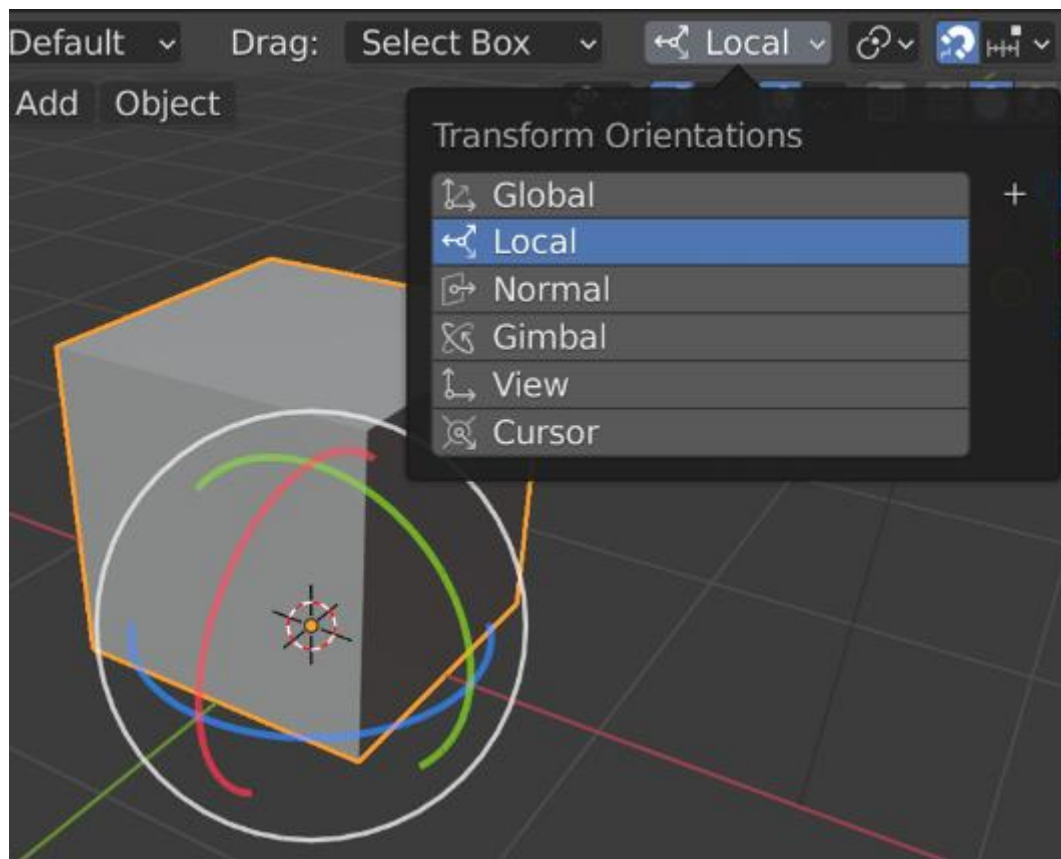
Right Orthographic
(1) Armature : Bone.006
Centimeters

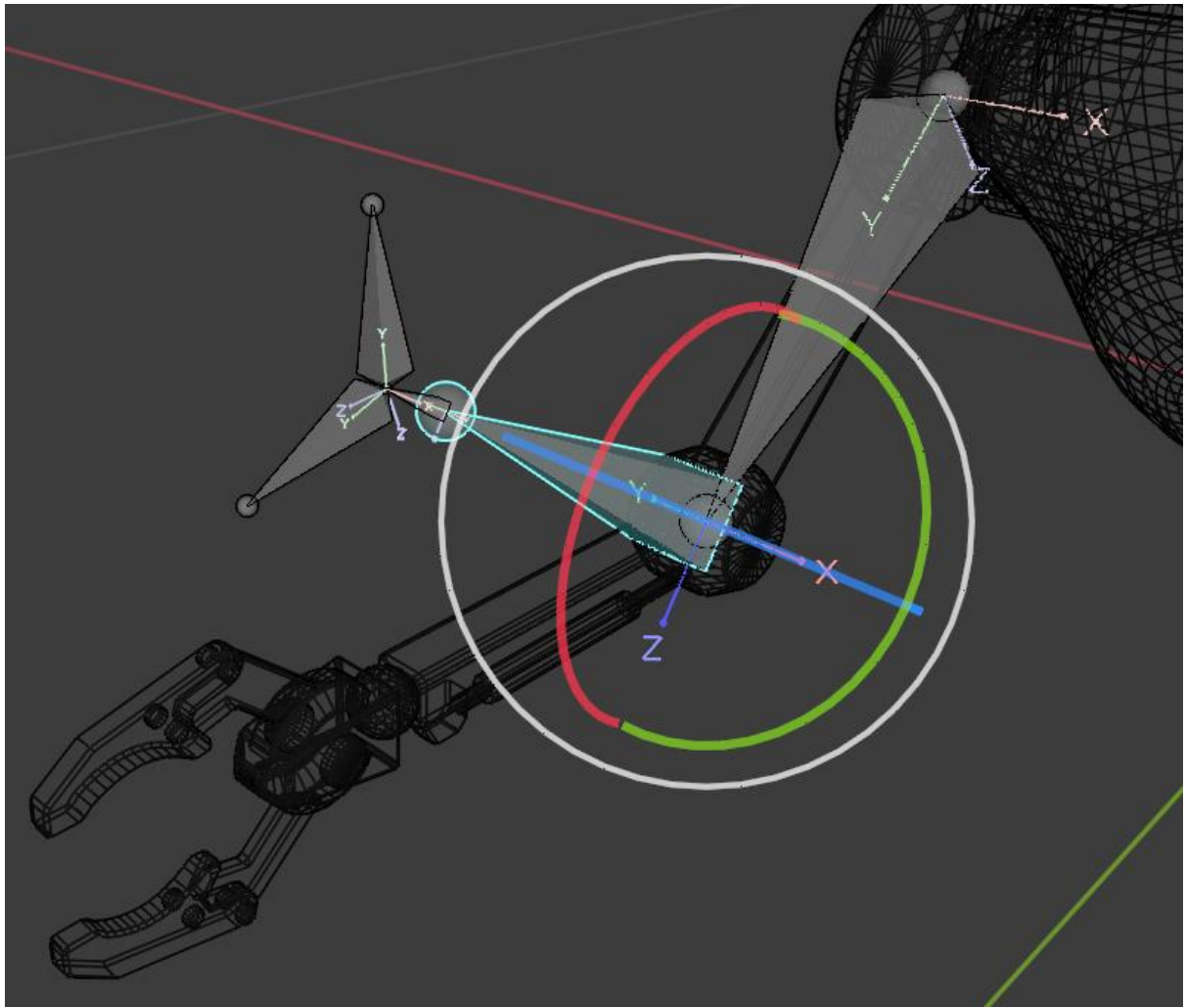
Joints 1 / 10
Bones 0 / 7

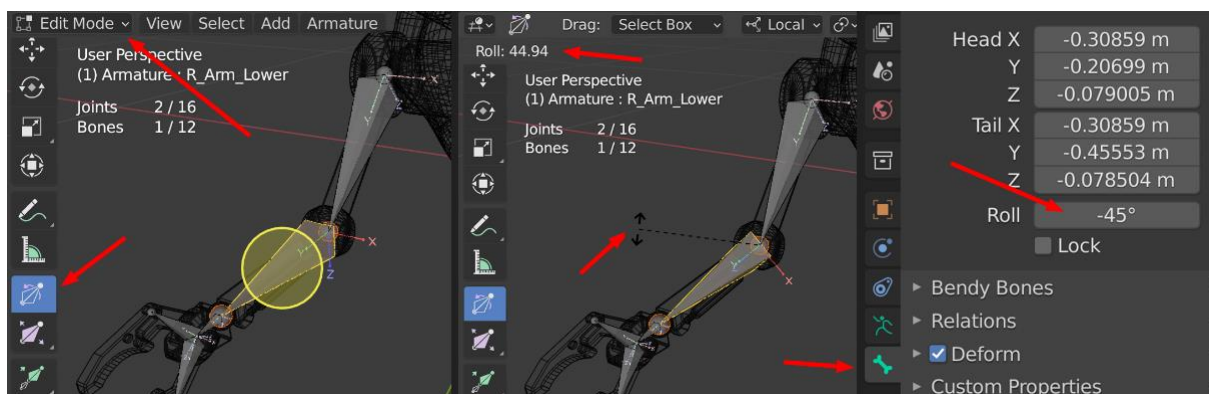
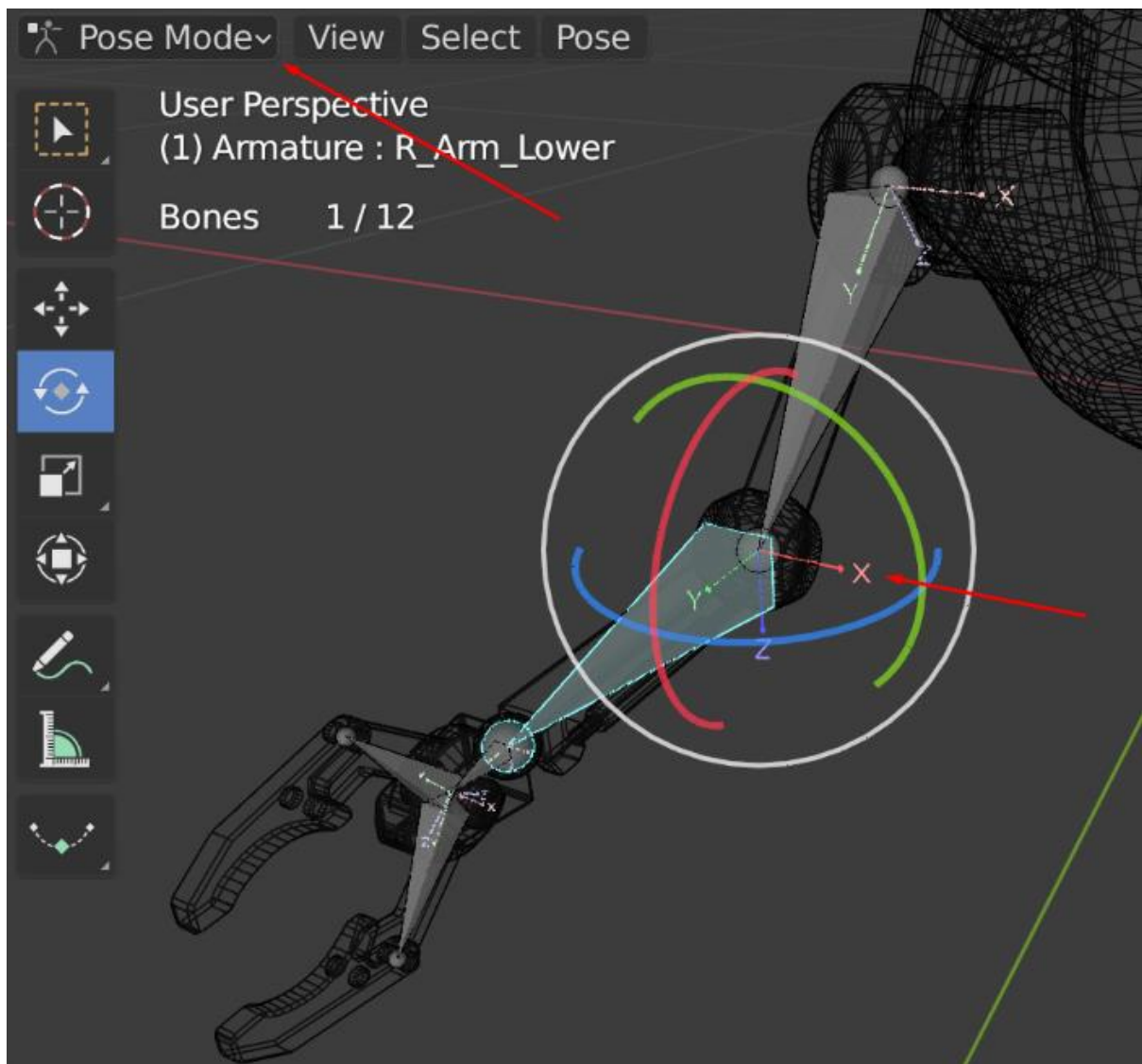


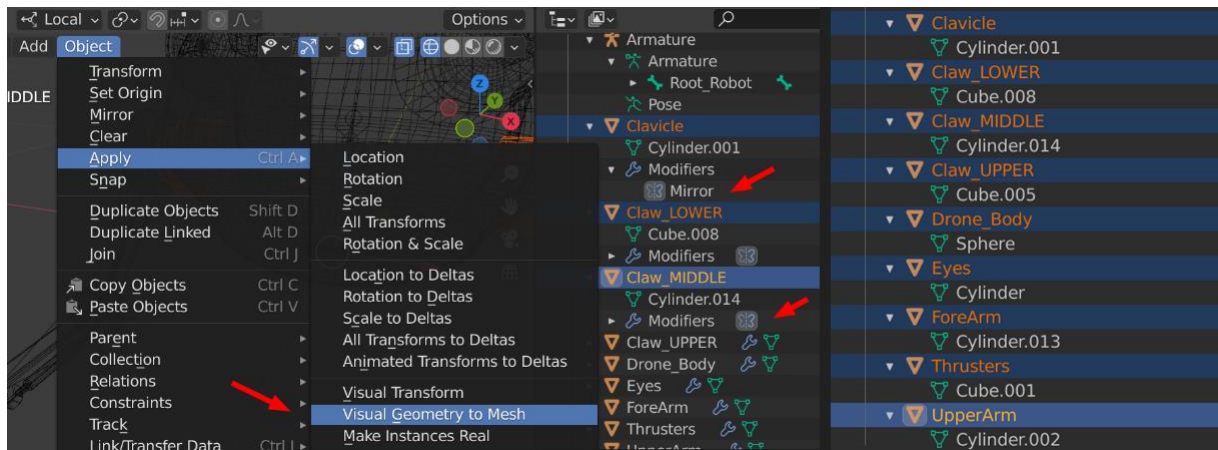
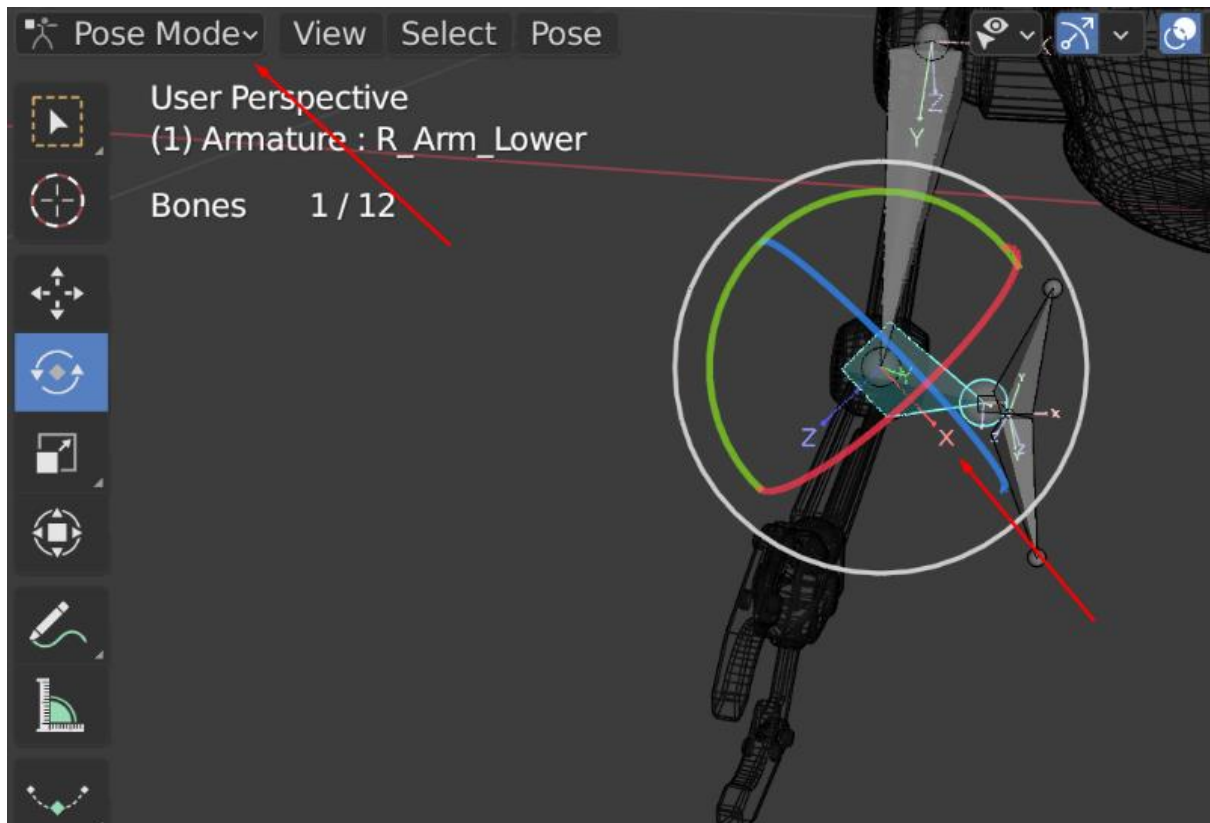


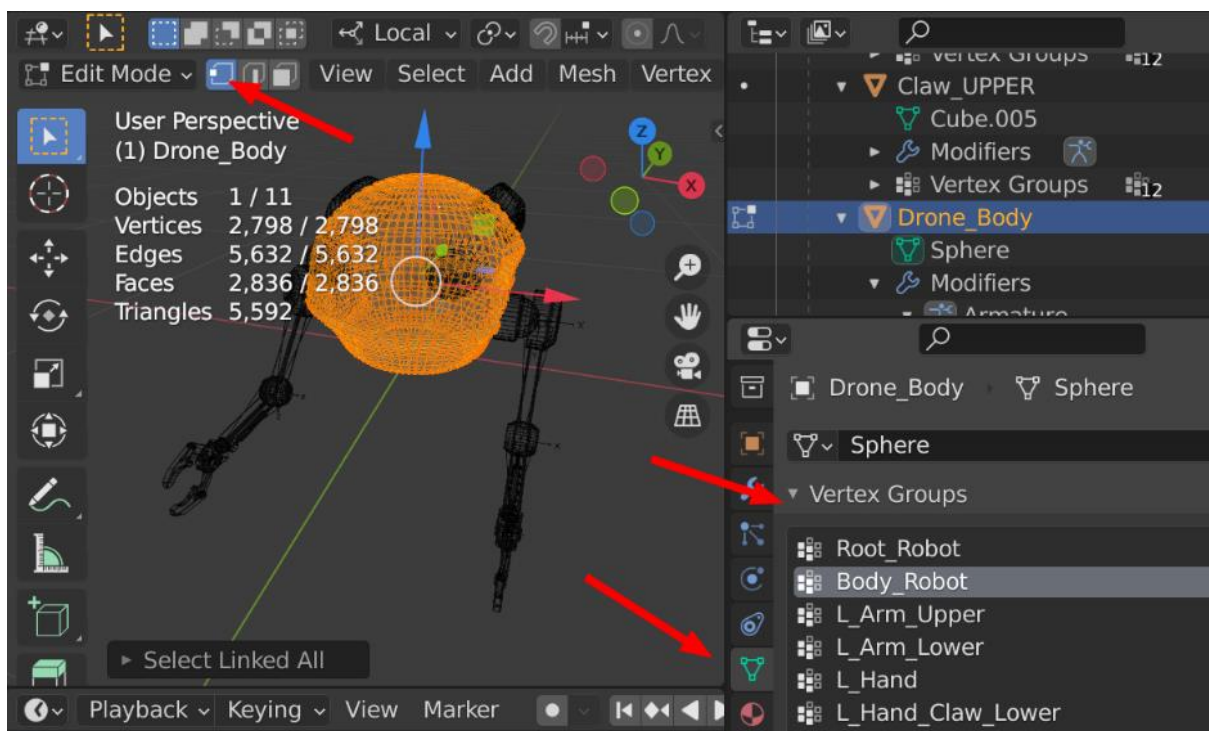
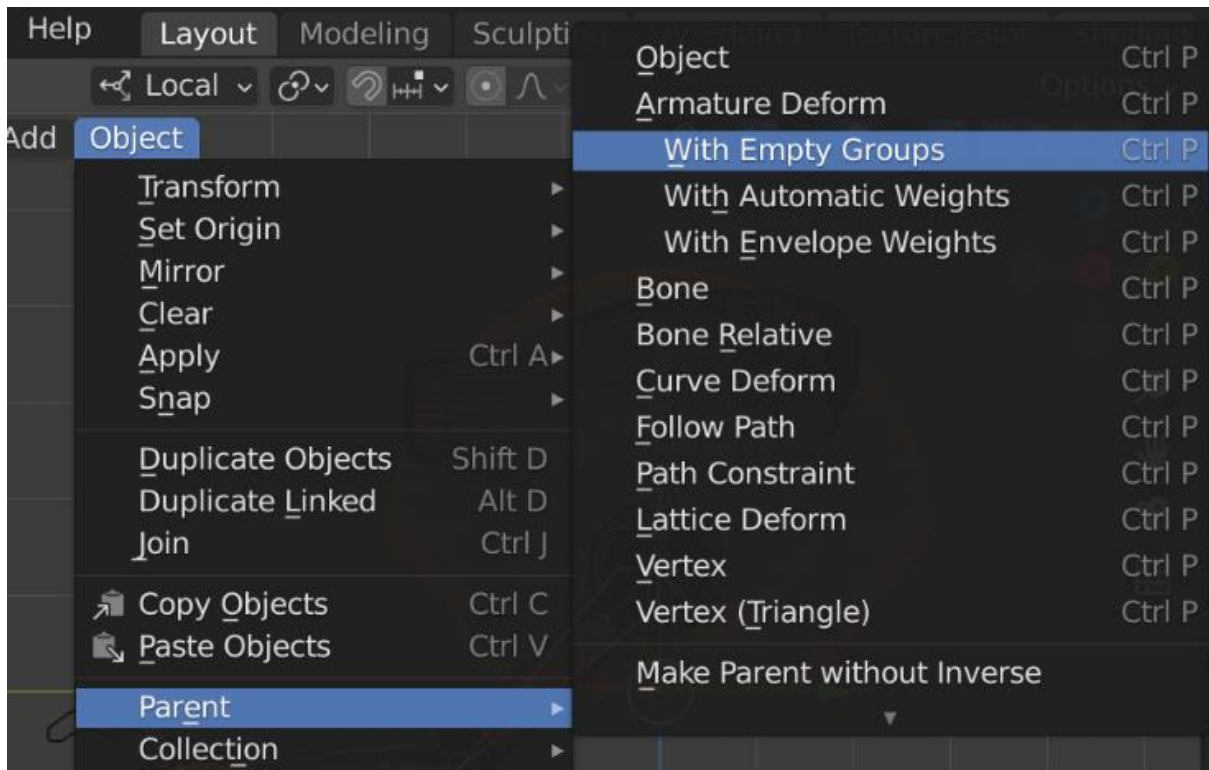


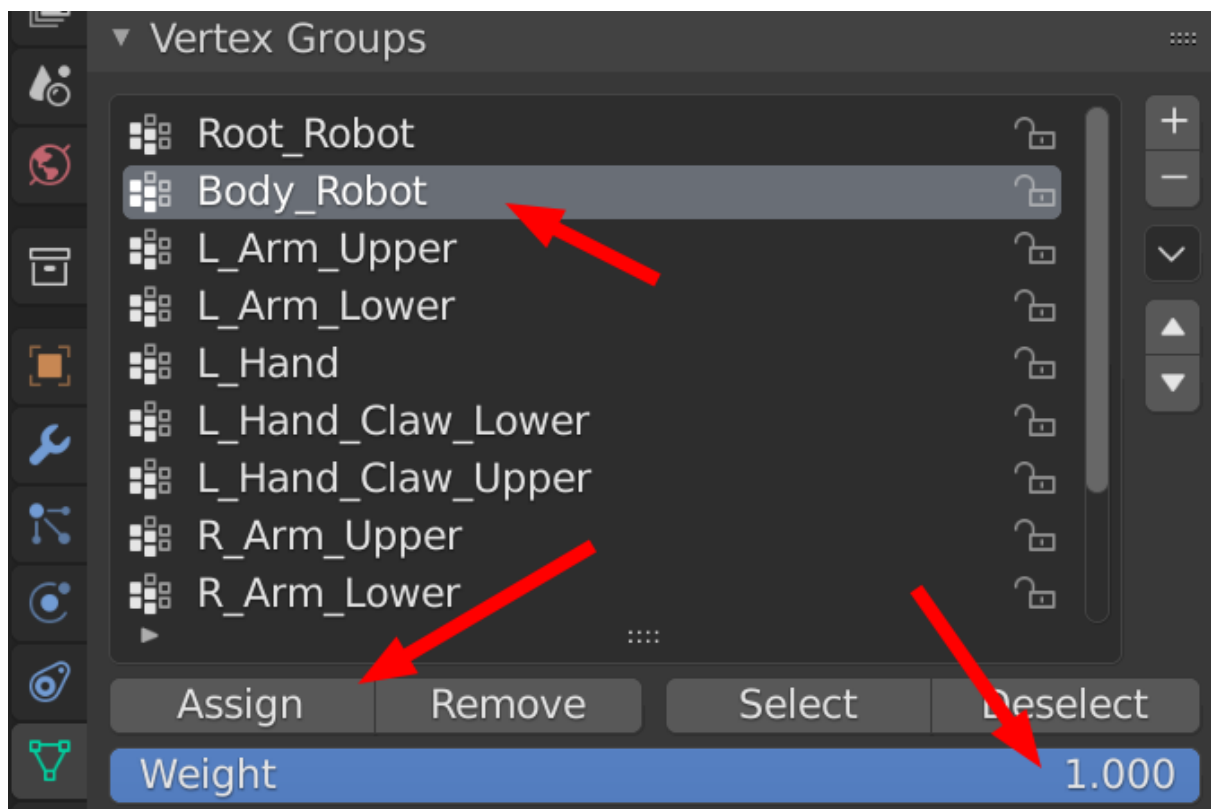


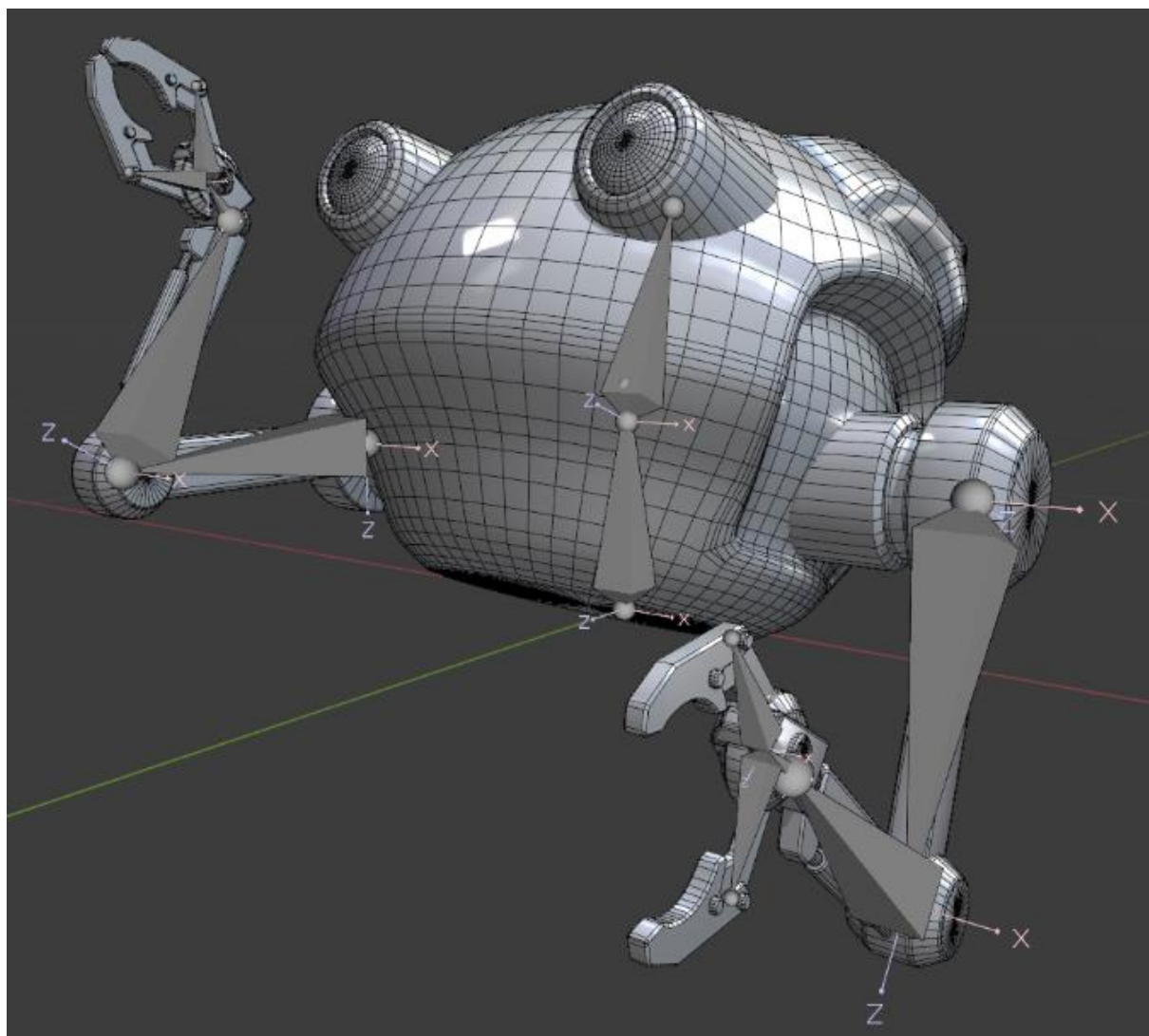




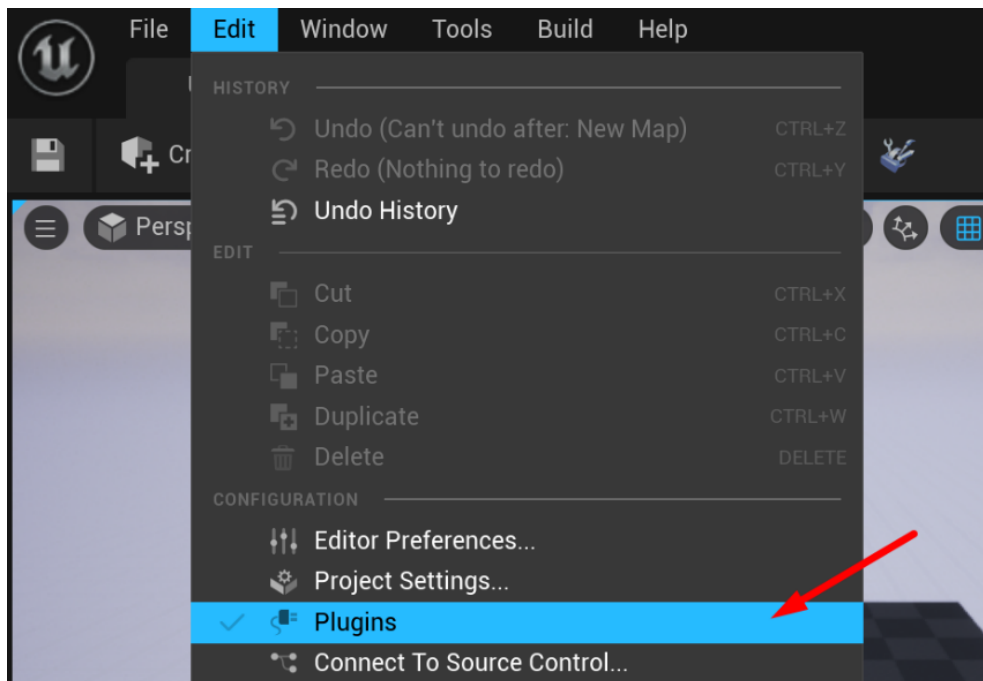
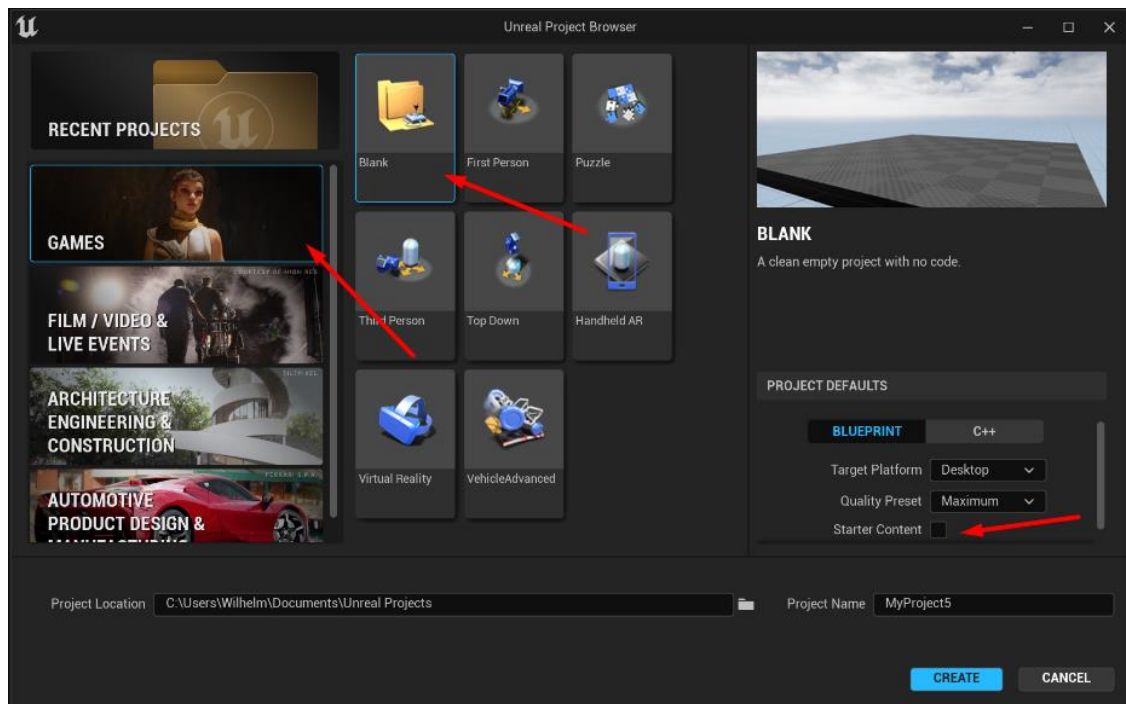


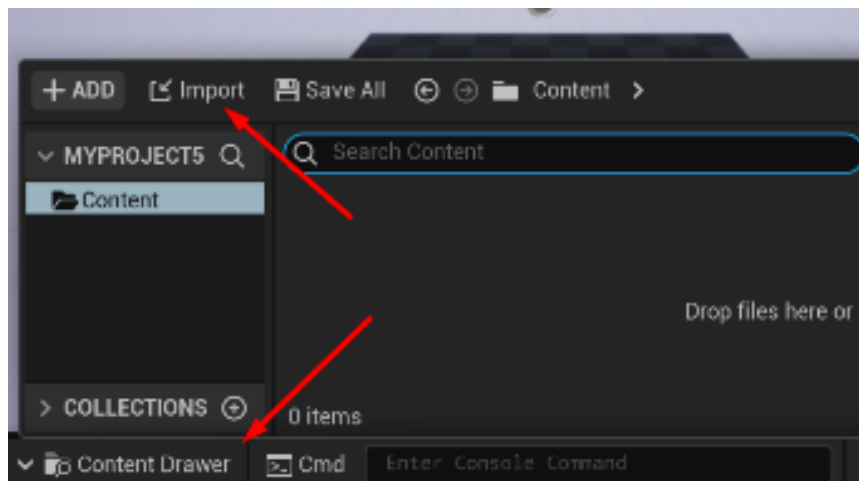
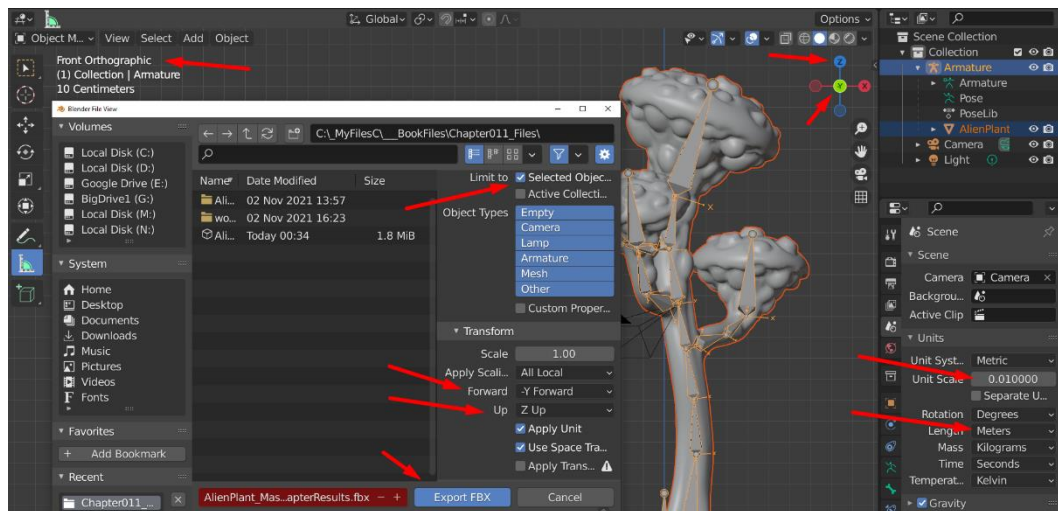
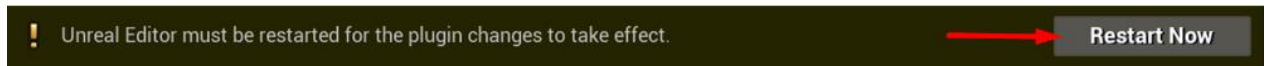
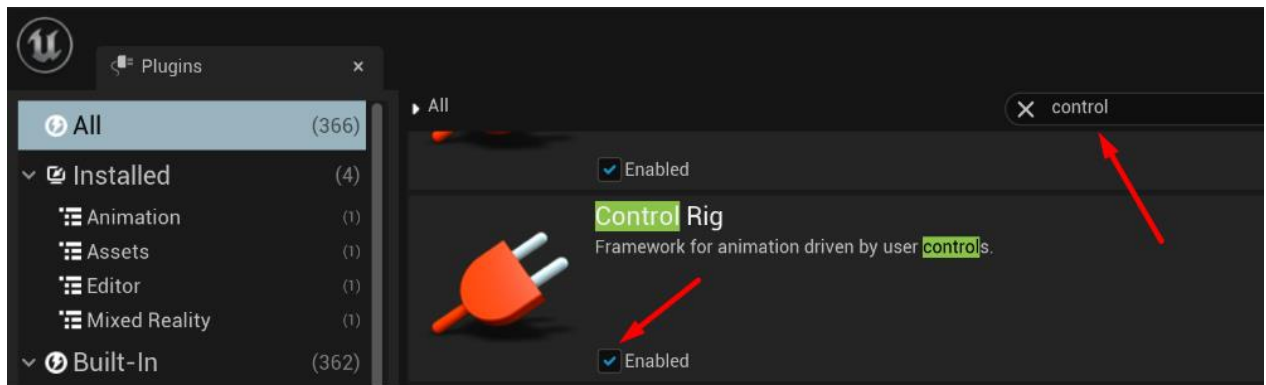






Chapter 14: Create a Simple Chain Control Rig for an Alien Plant in UE5





▼

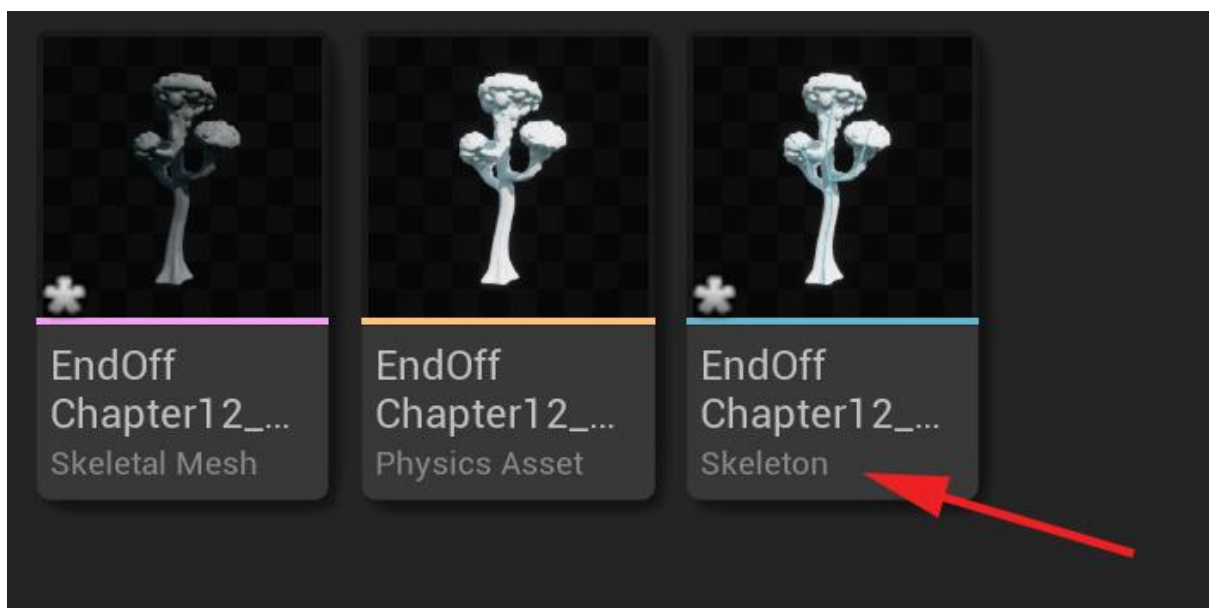
TRANSFORM

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> Import Rotation	0.0	0.0	0.0	
Import Uniform Sc	1.0			

▼

MISCELLANEOUS

Convert Scene	<input checked="" type="checkbox"/>		
Force Front XAxis	<input checked="" type="checkbox"/>		
Convert Scene Uni	<input checked="" type="checkbox"/>		



+

ADD

Q

Search

⚙

Name

▼ RootBone

StemBone01

StemBone02

StemBone03

StemBone04

StemBone05

StemBone06

Details

Preview Scene S

Q

Search Details

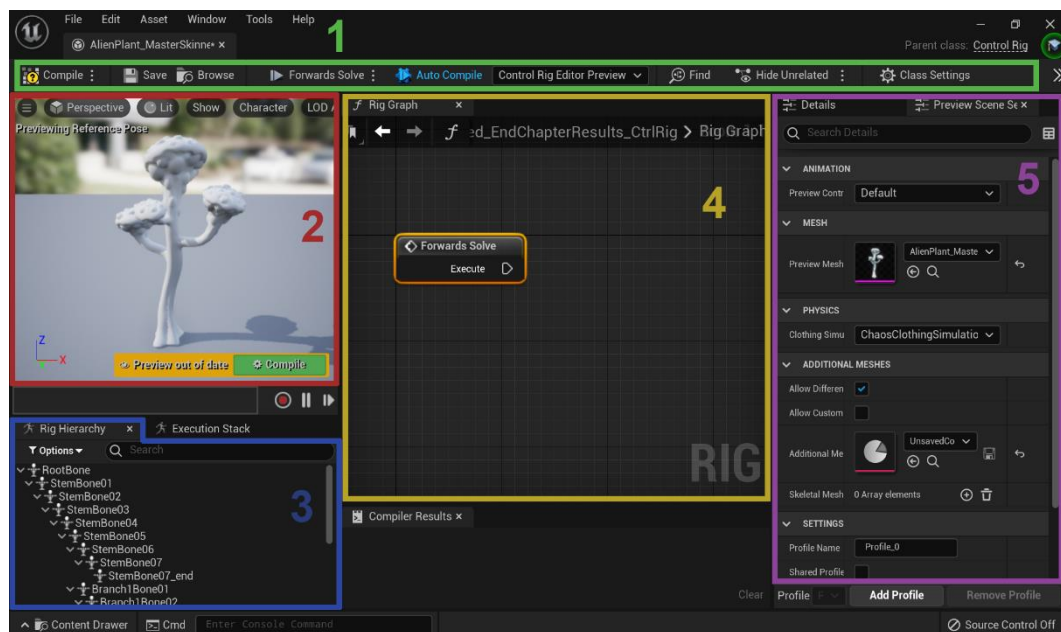
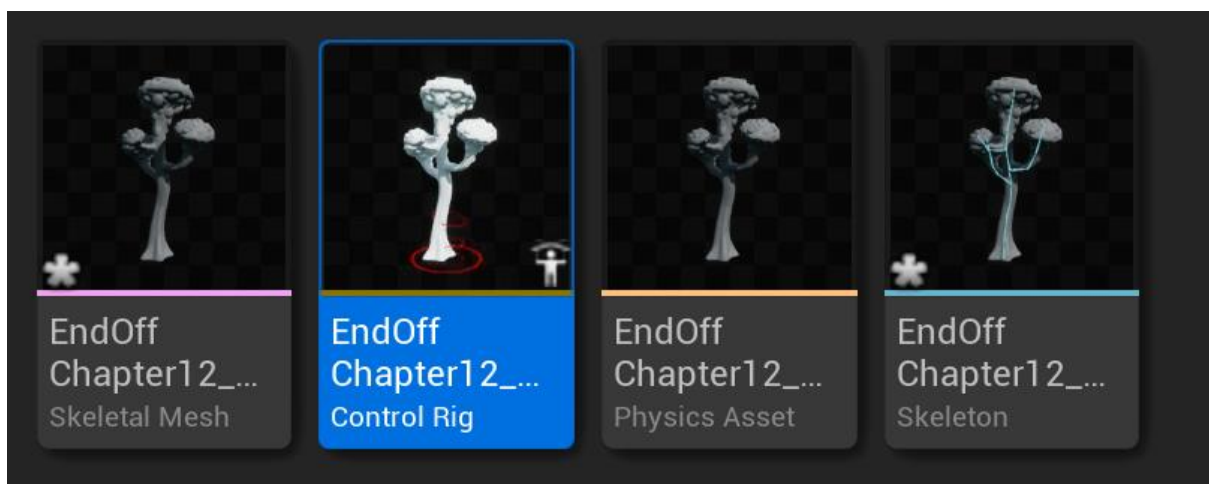
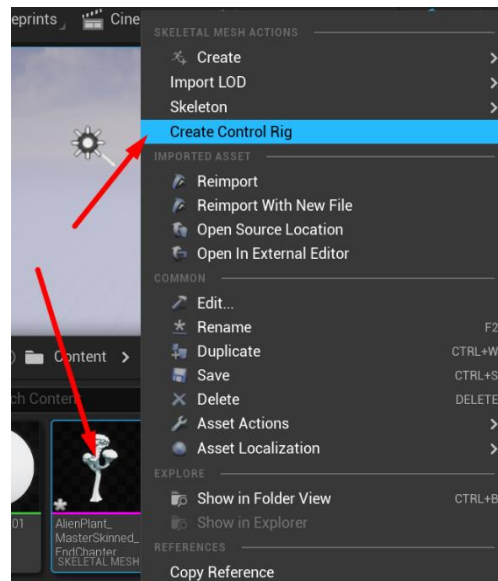
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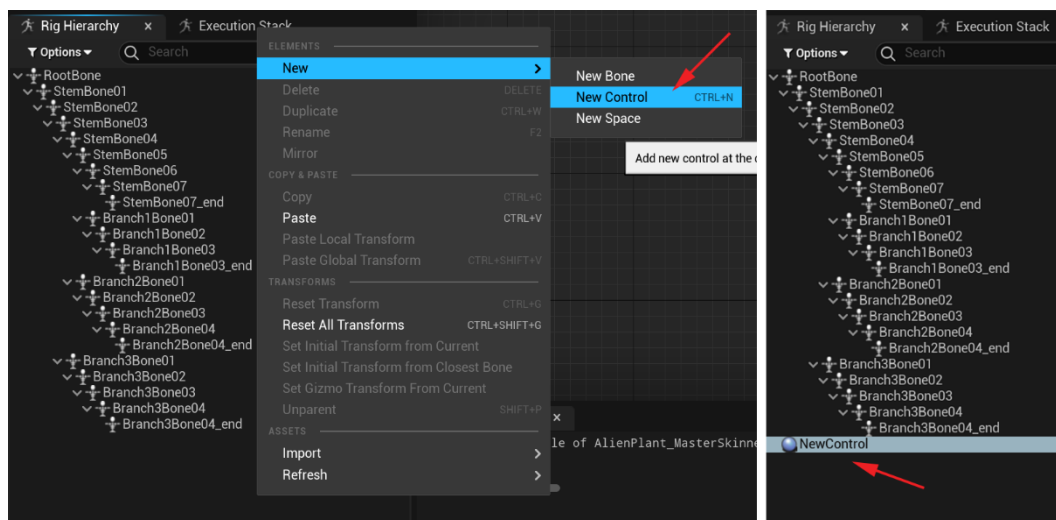
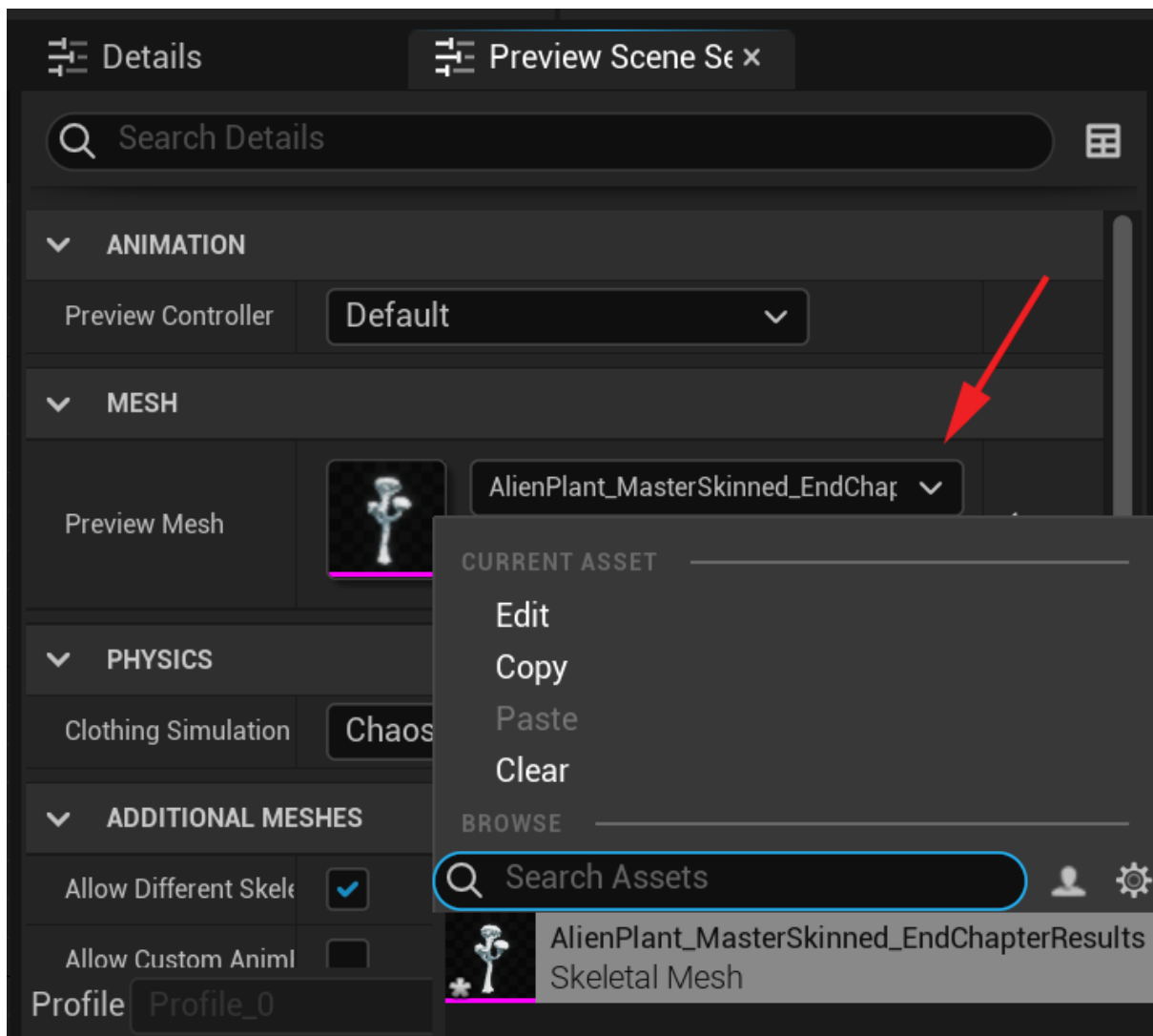
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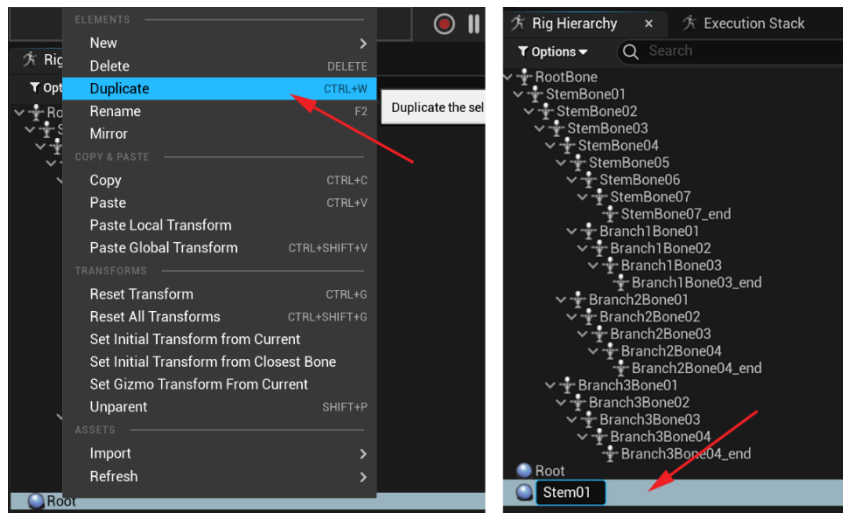
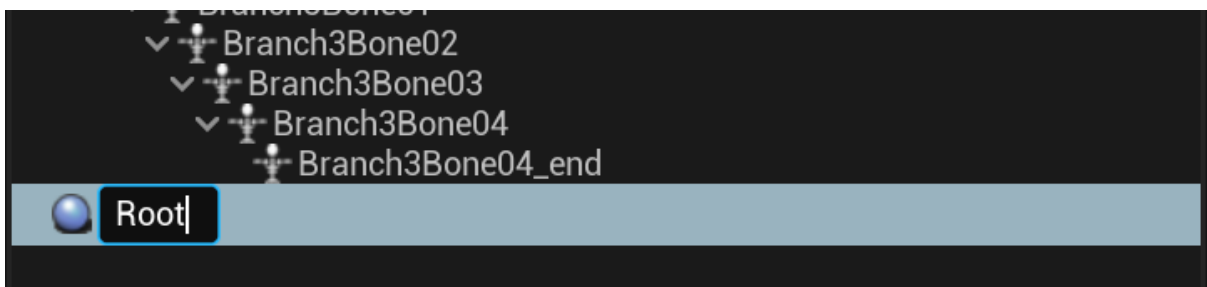
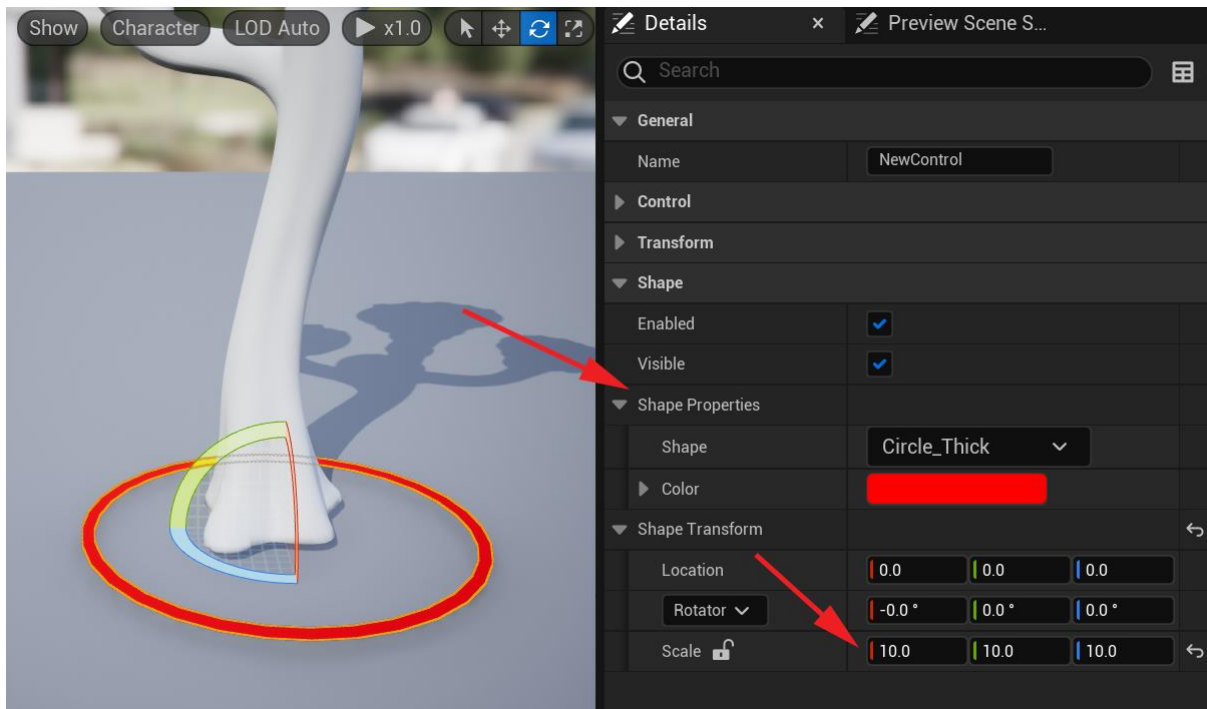
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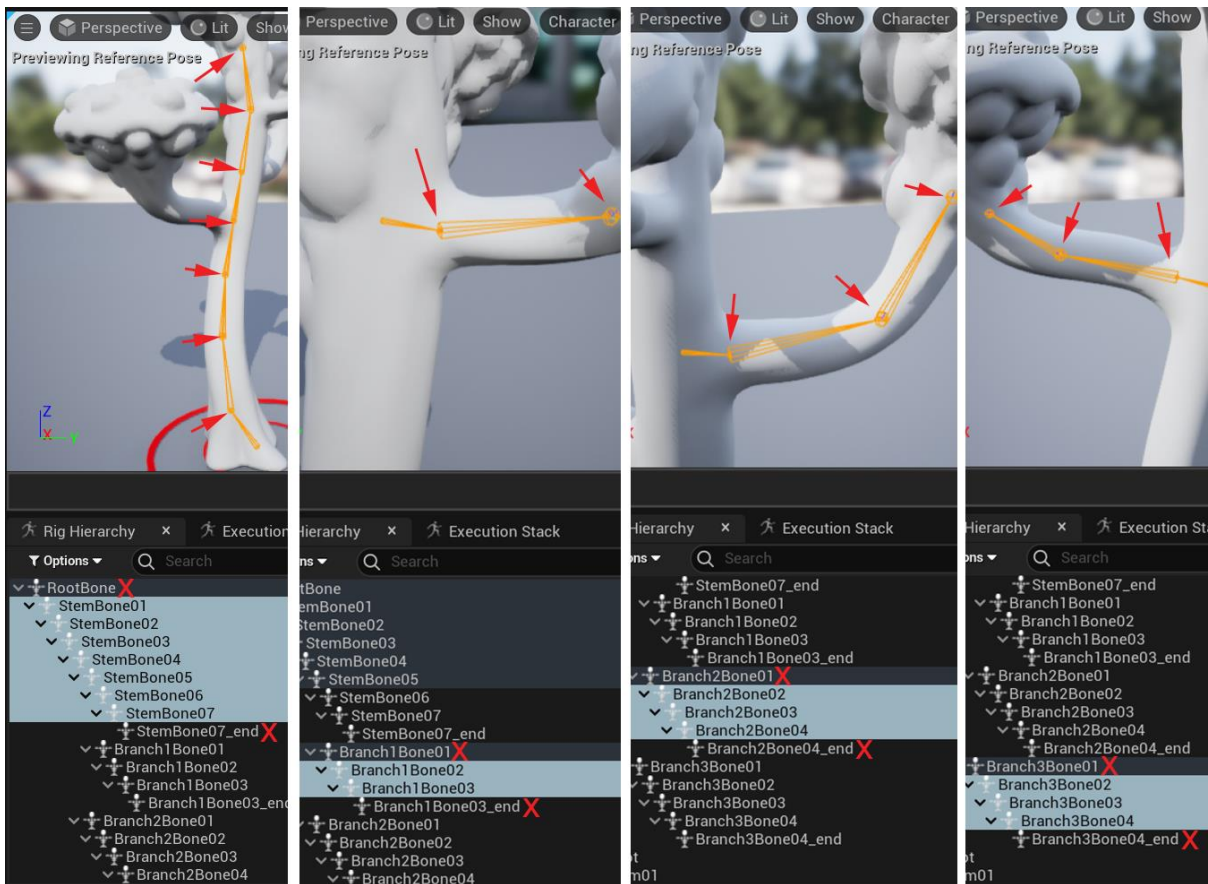
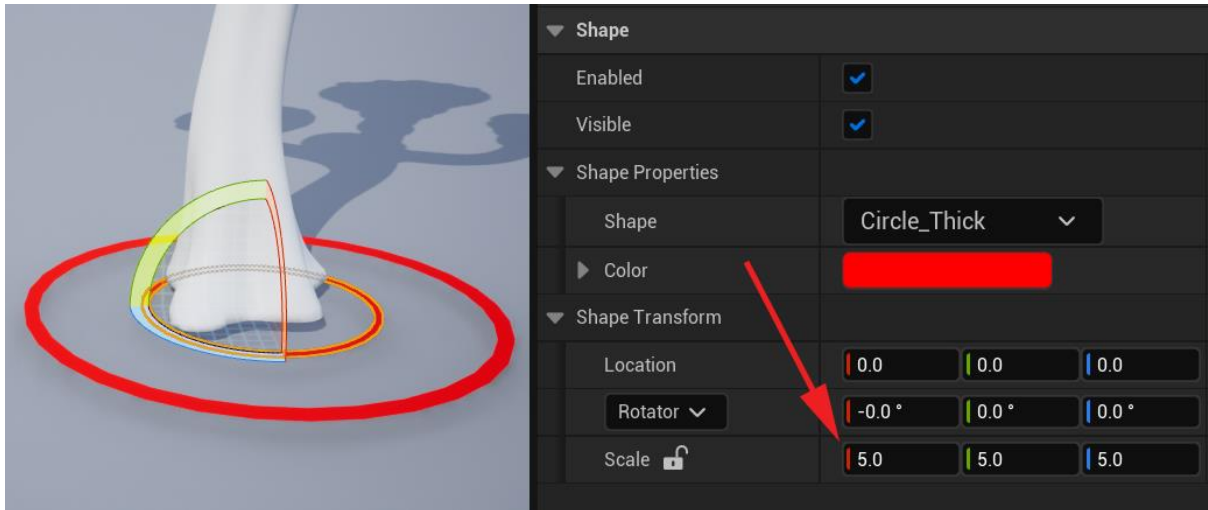
TRANSFORM

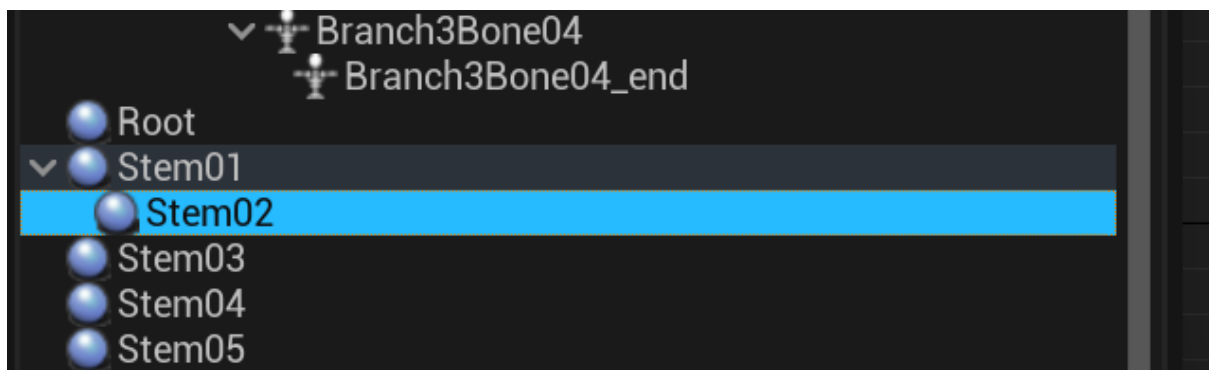
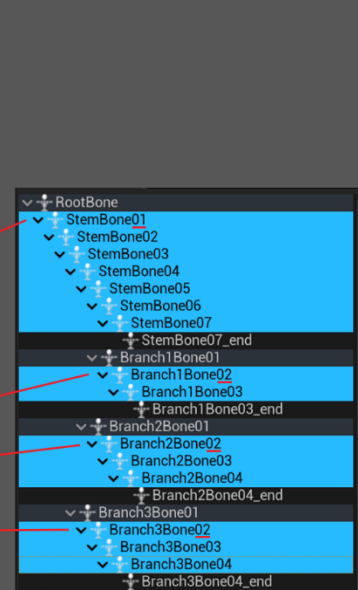
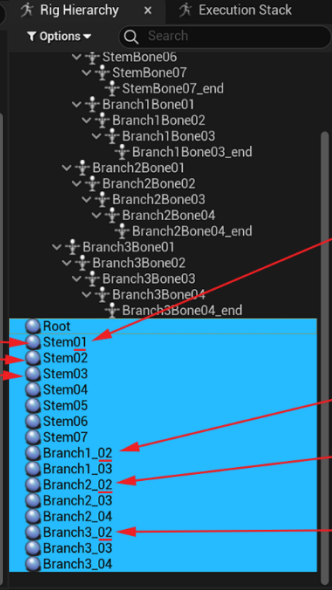
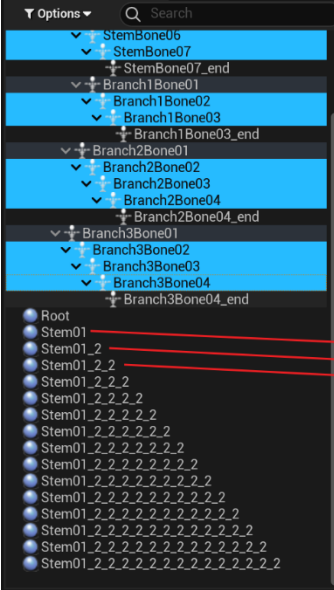
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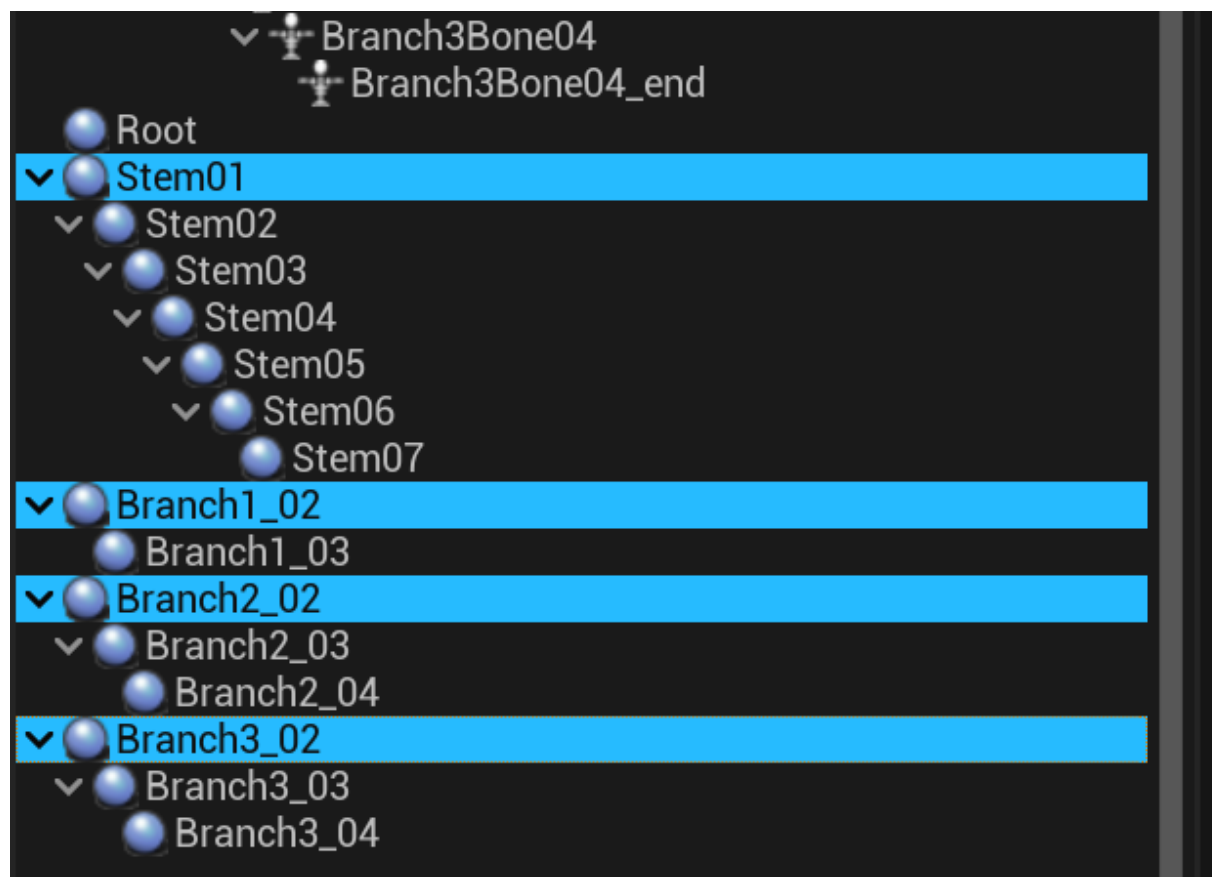


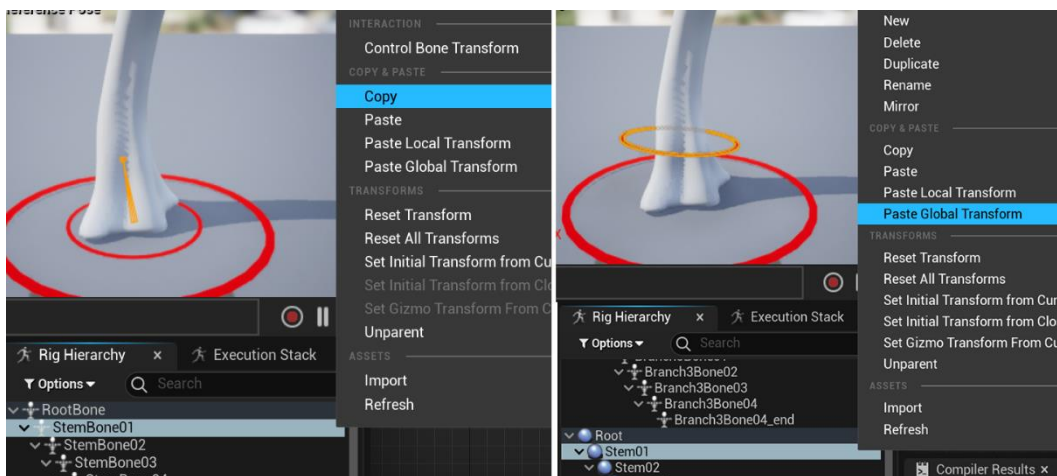
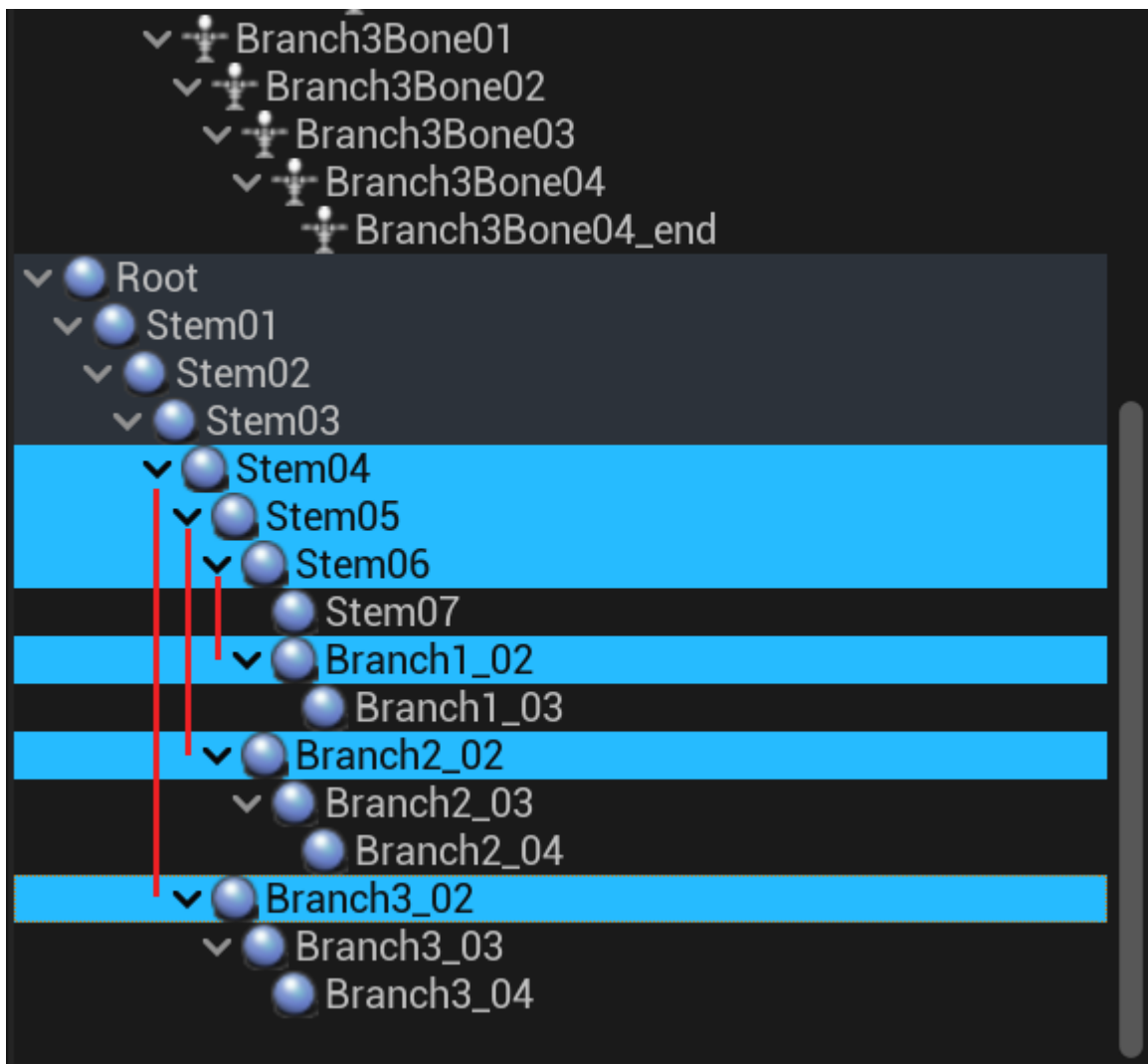


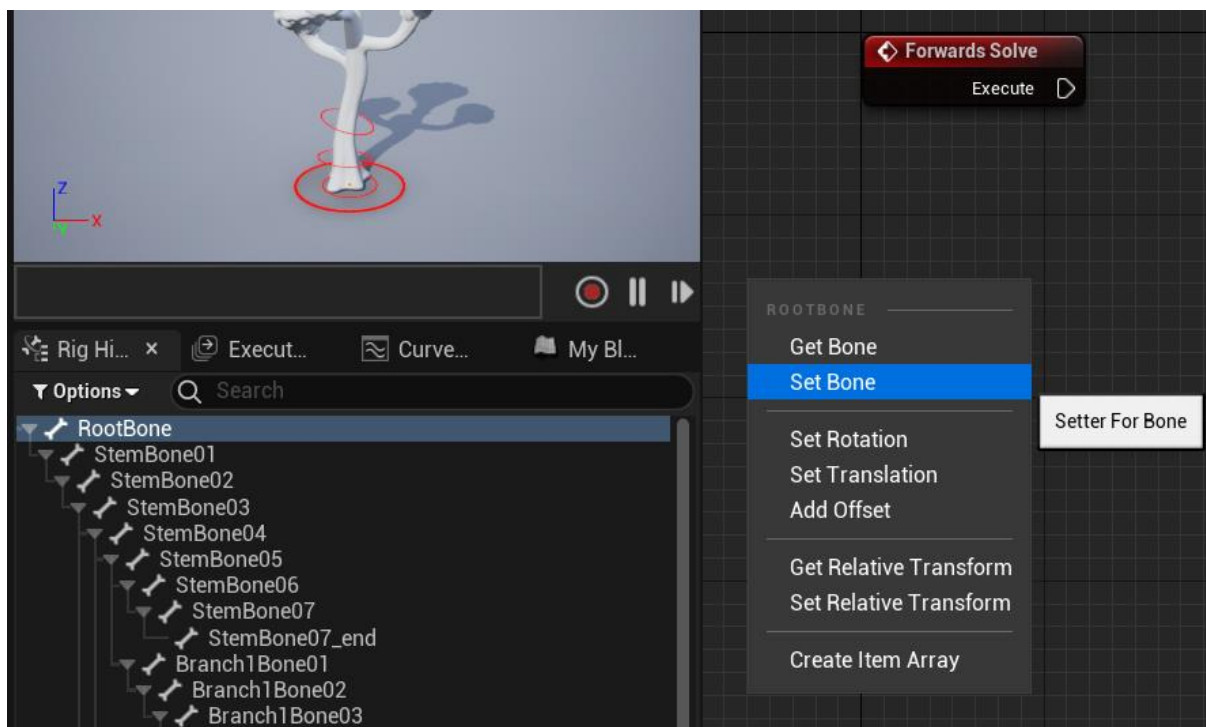
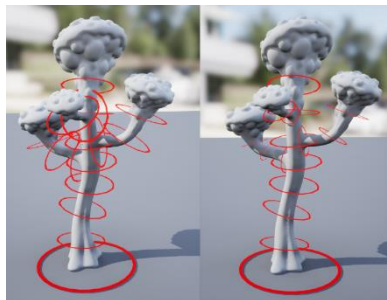
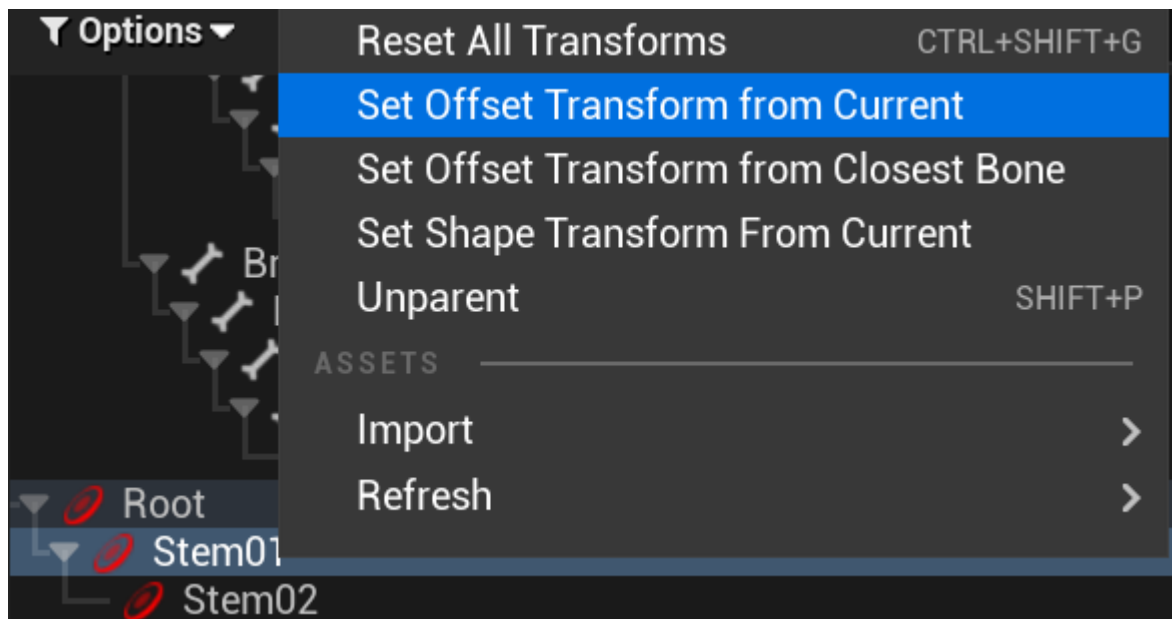


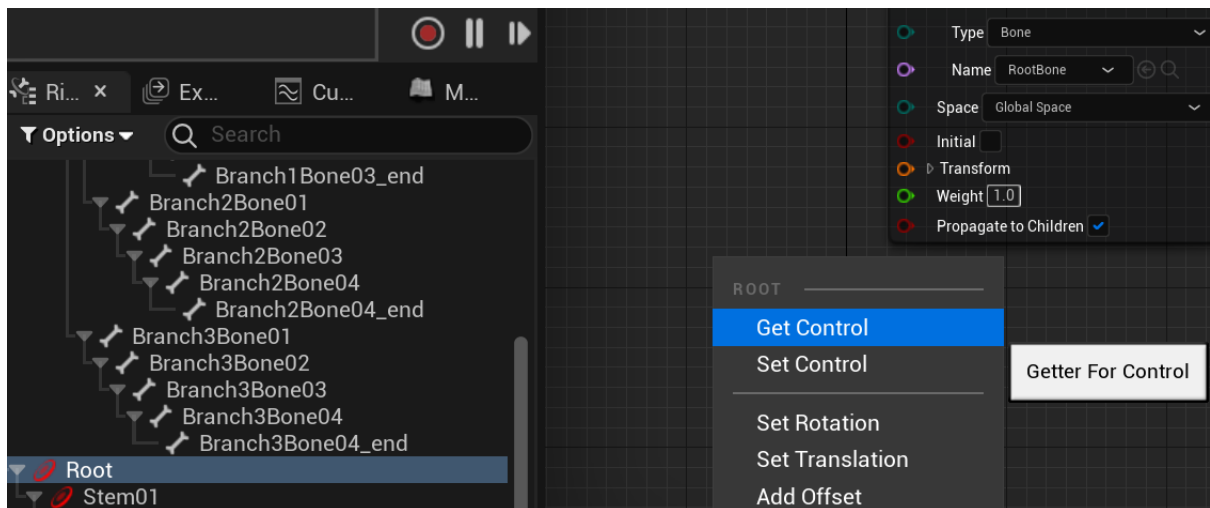
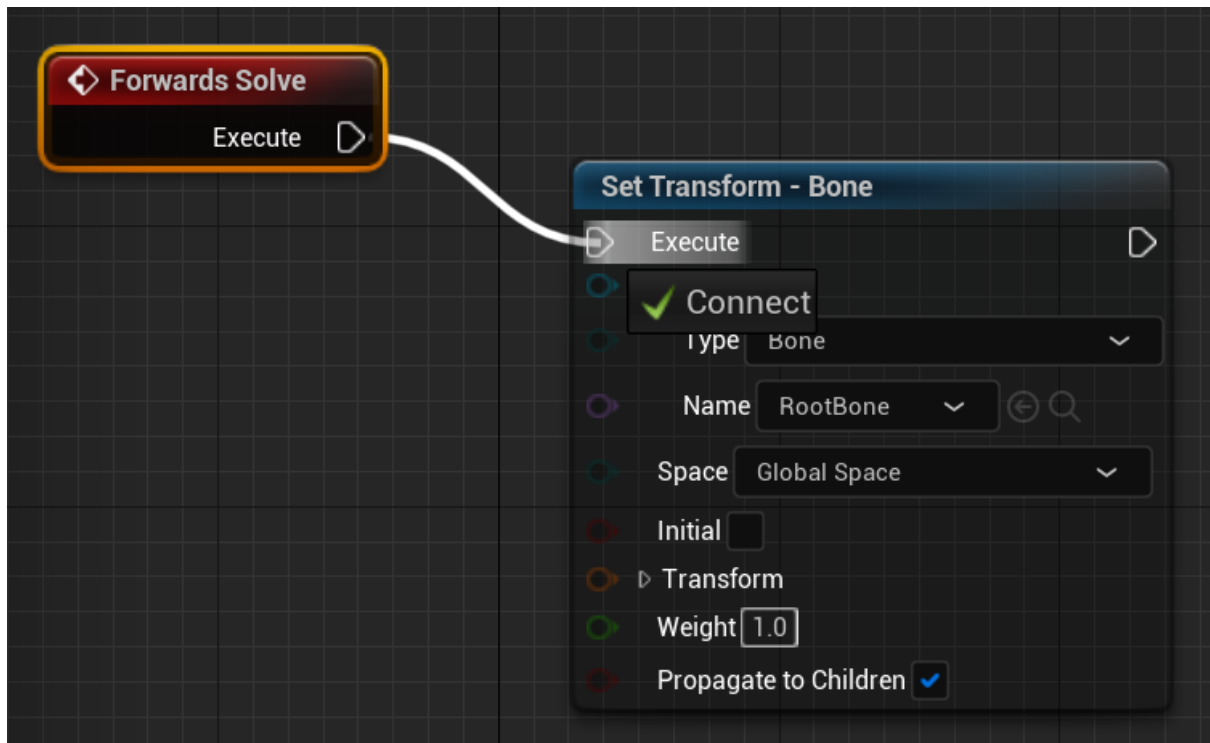


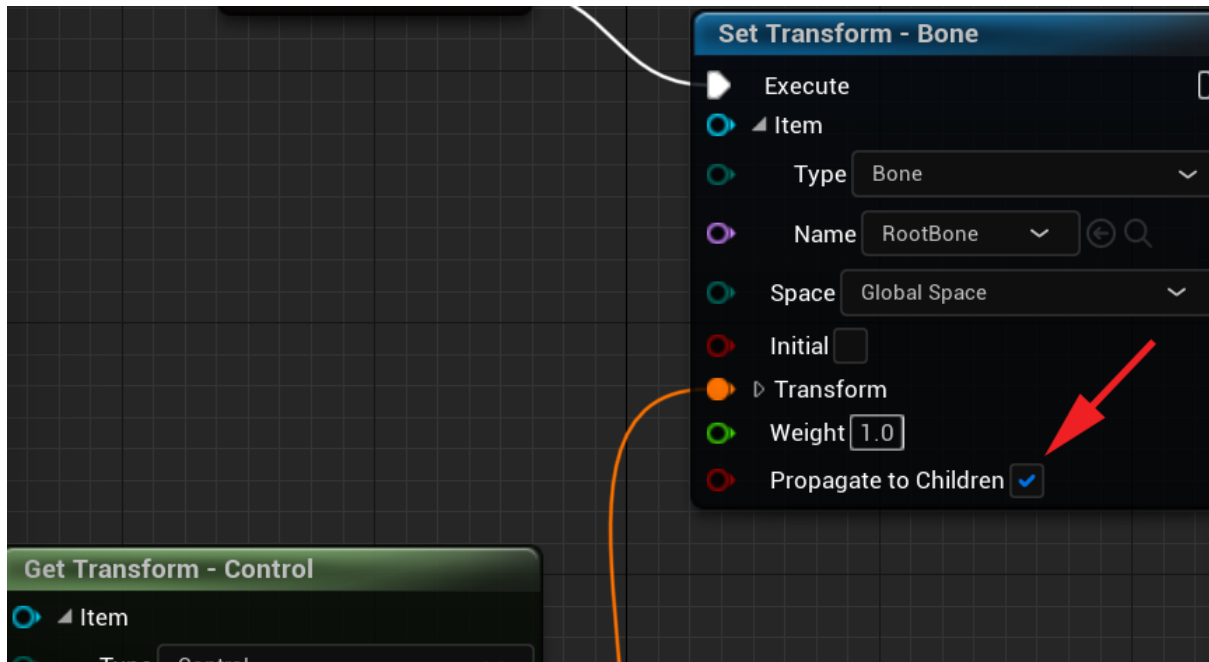
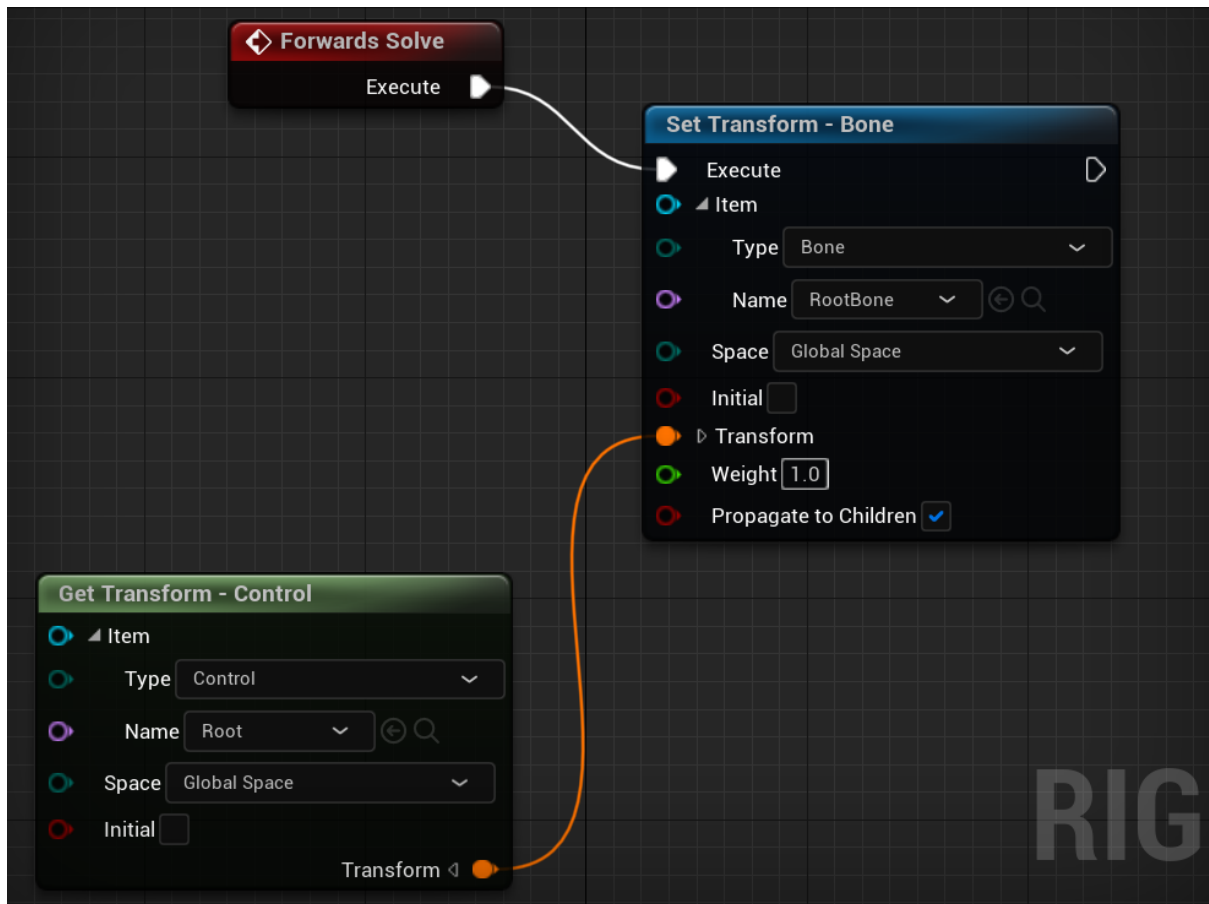


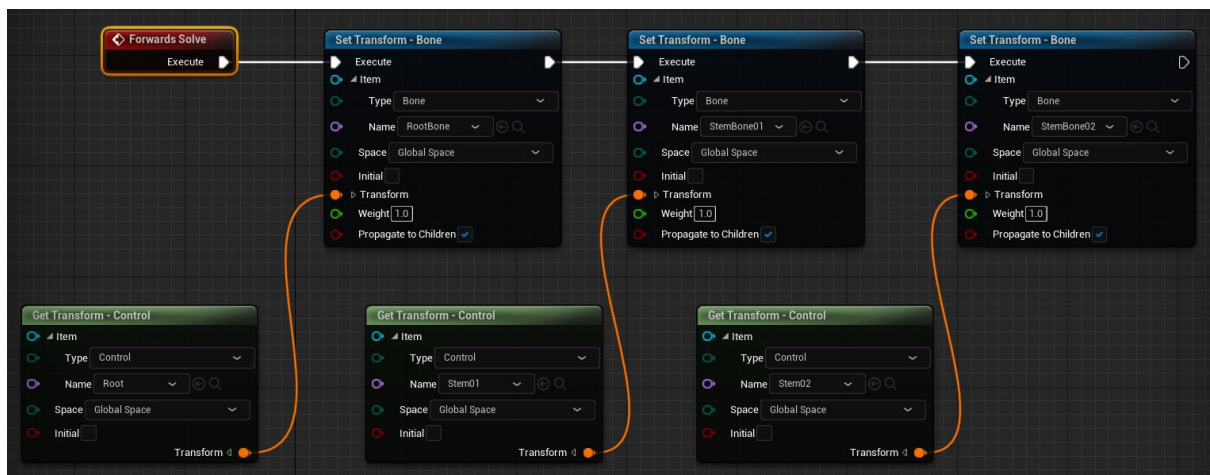
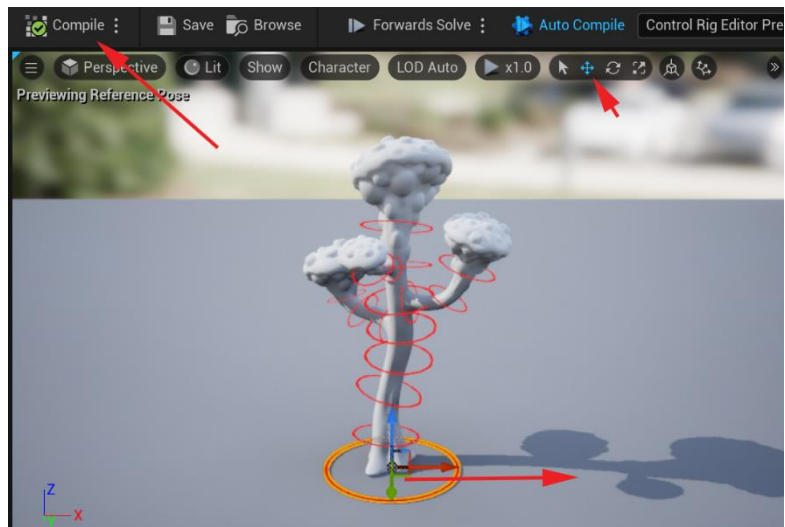


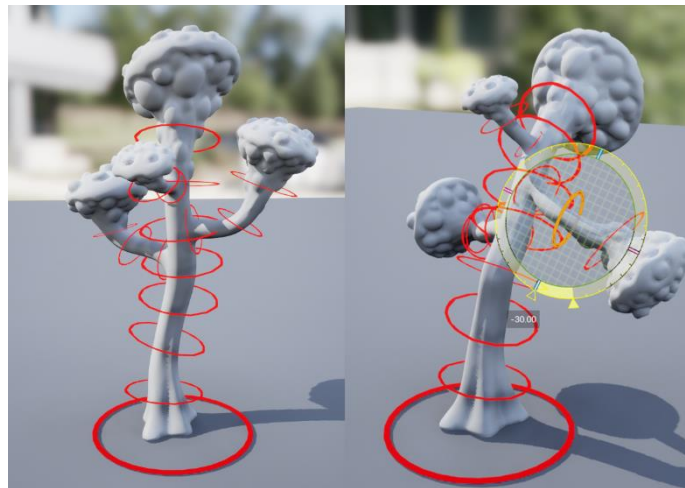




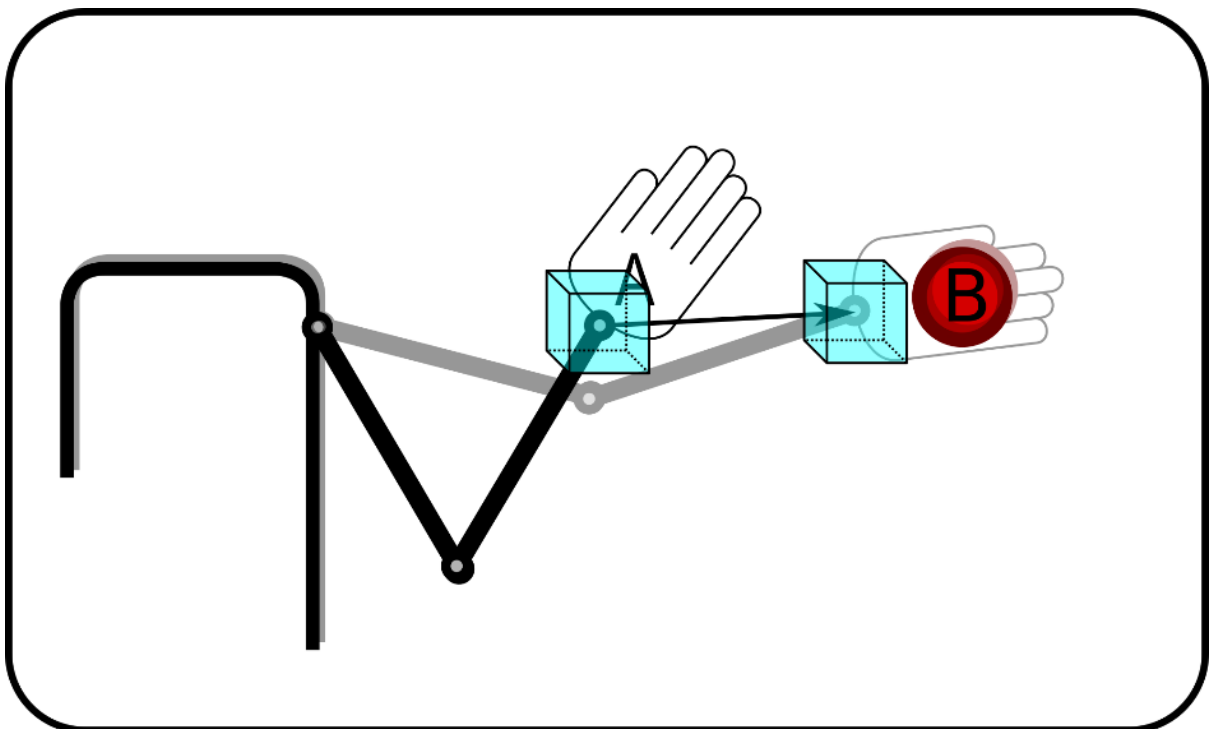
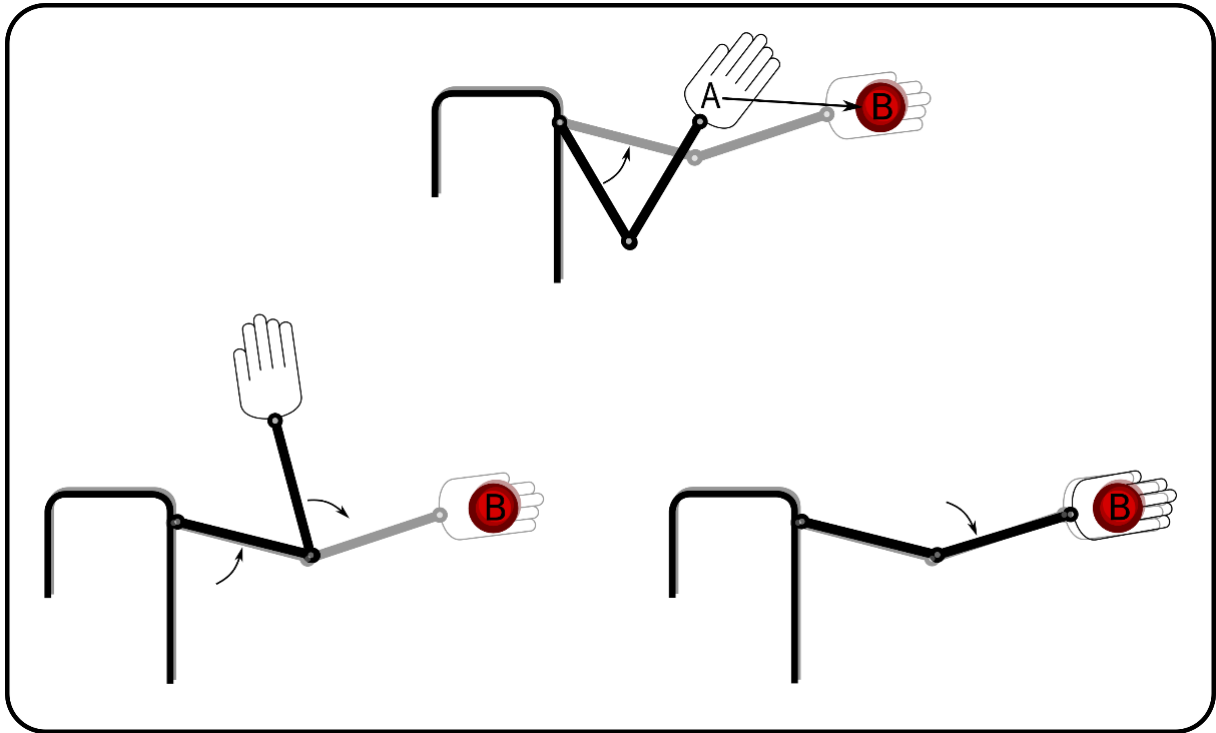


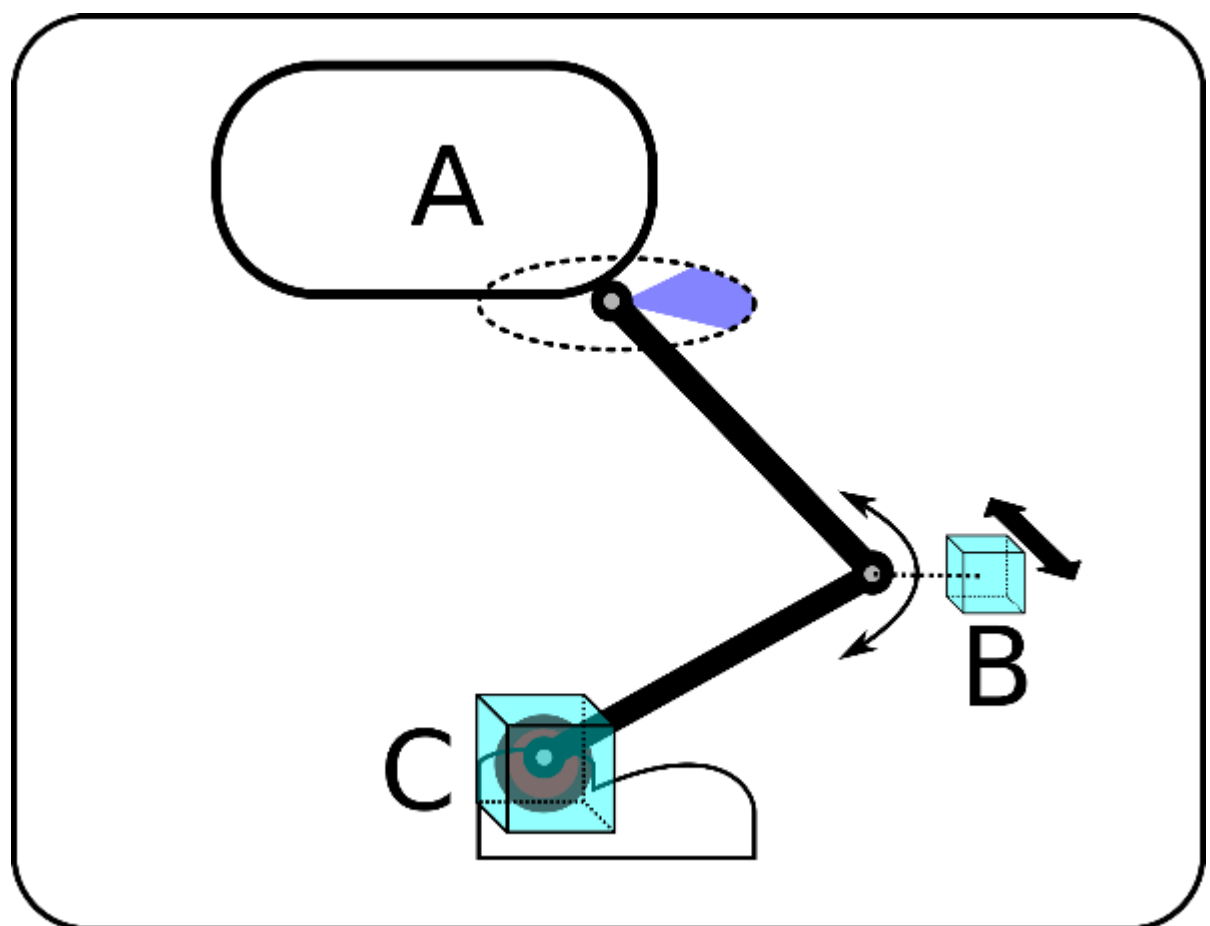
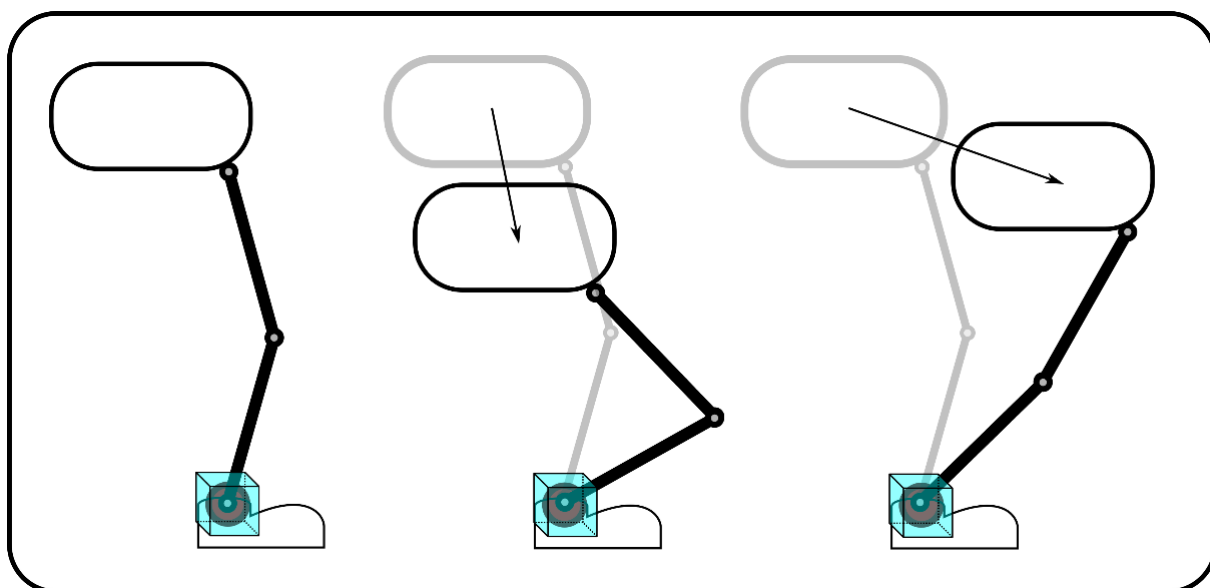


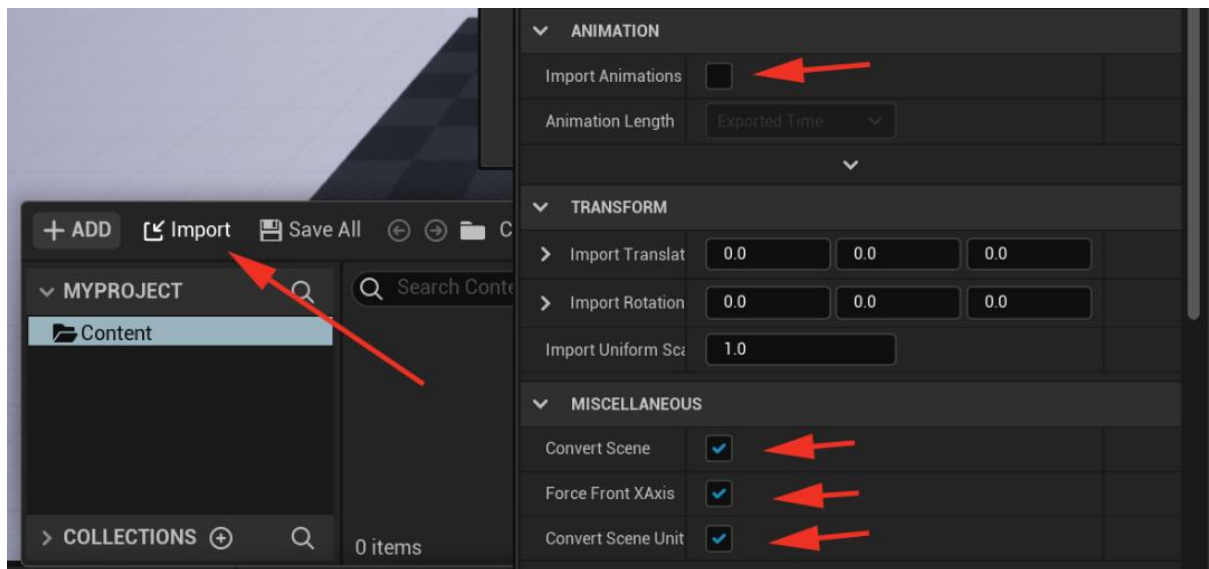
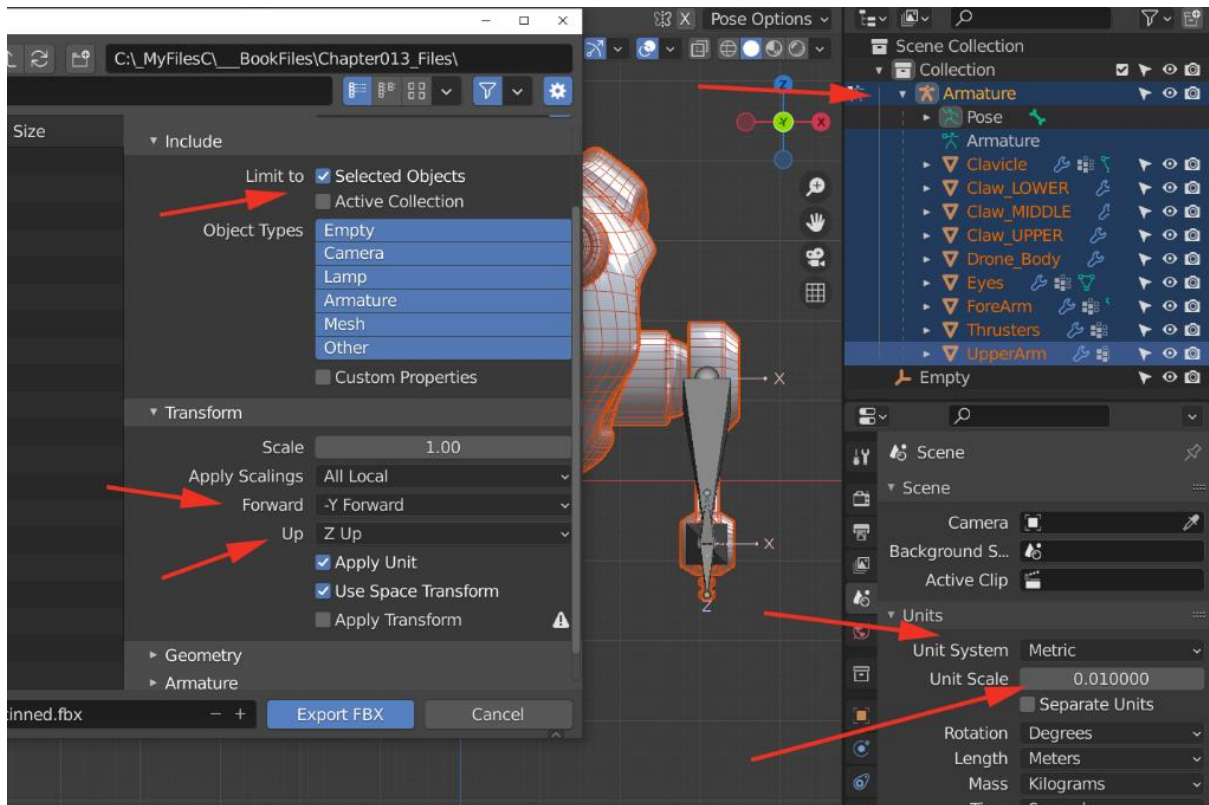


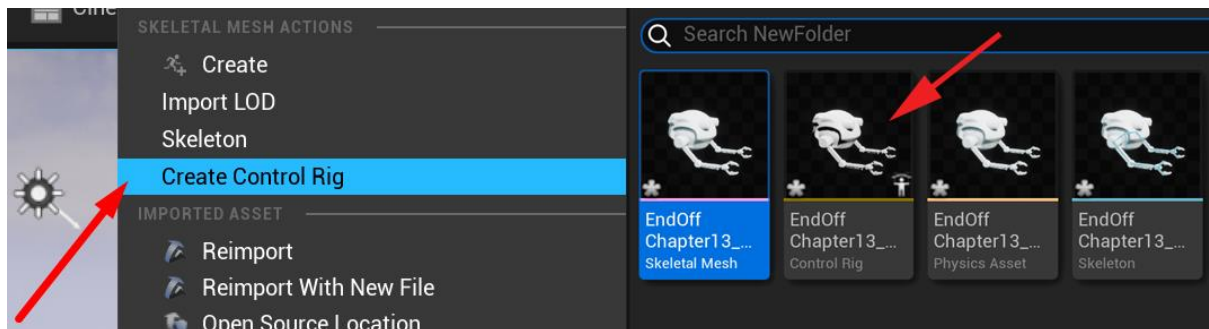
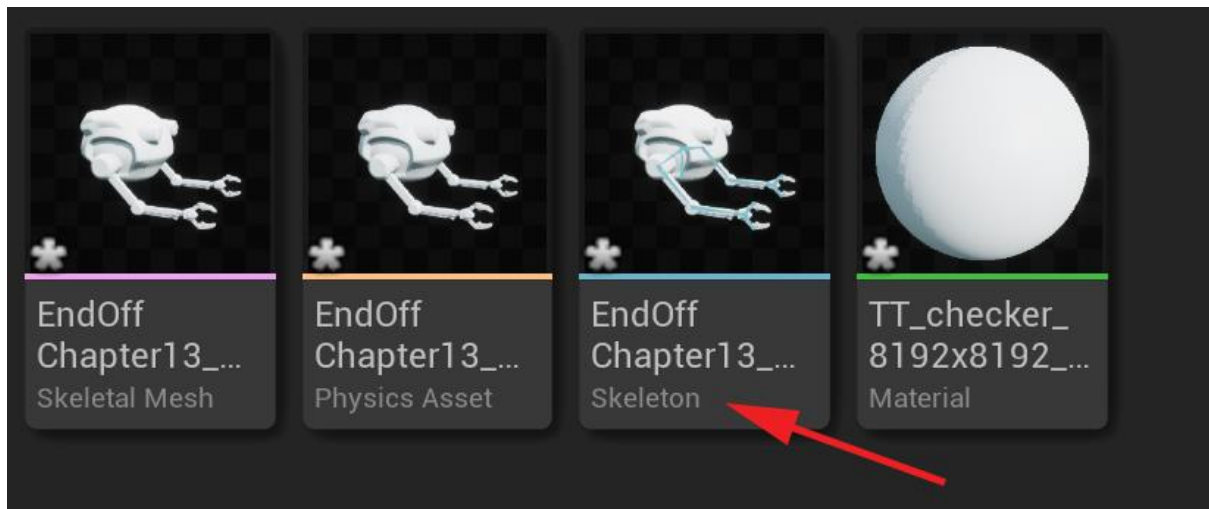


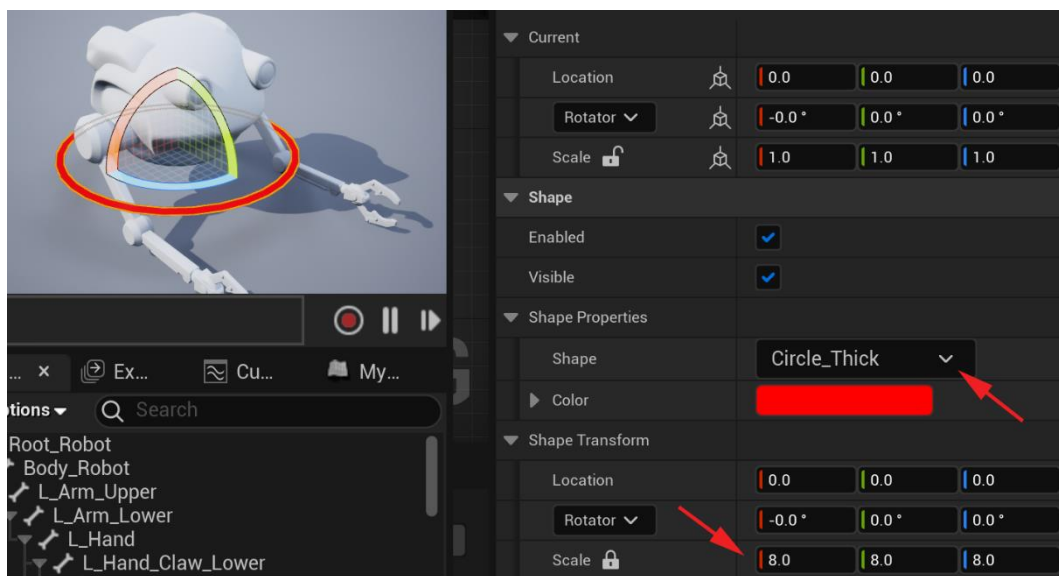
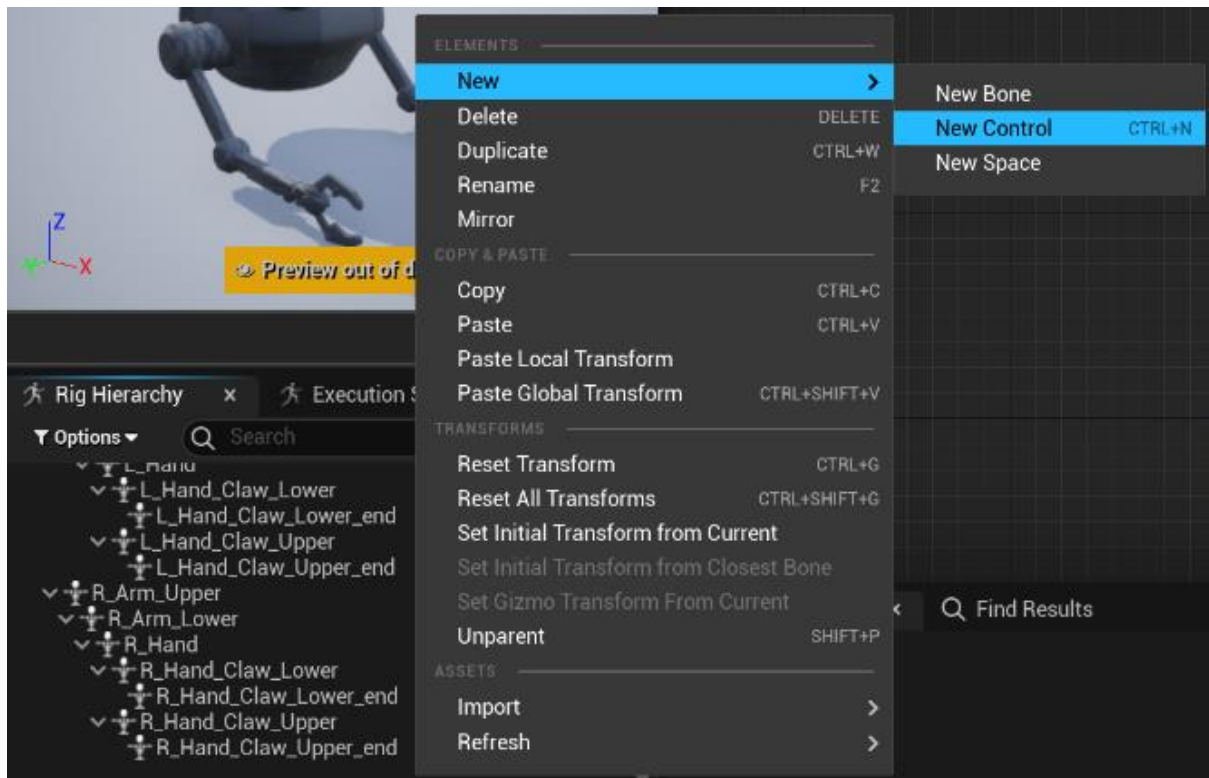
Chapter 15: Creating a Control Rig with Basic IK Controls for a Robot in UE5

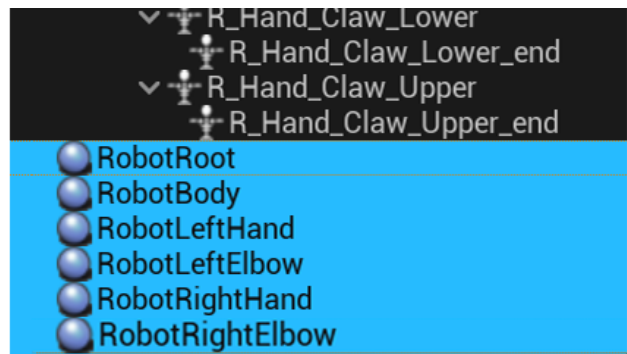
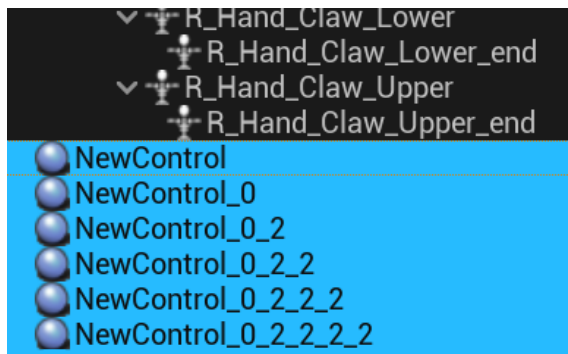
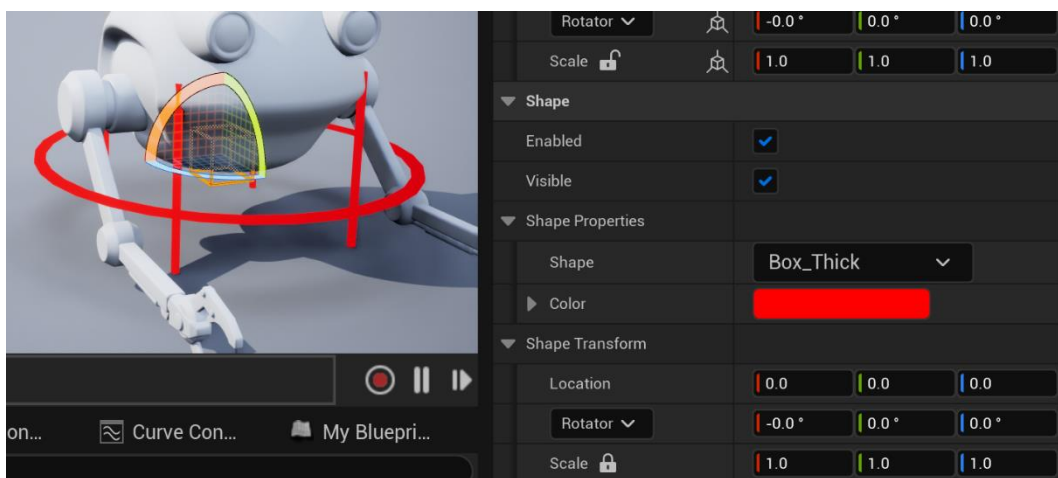
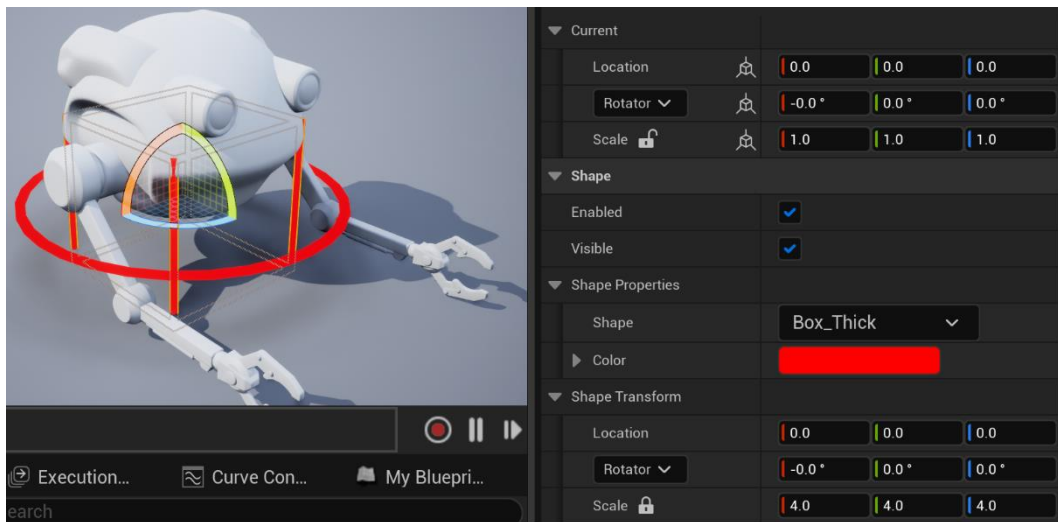


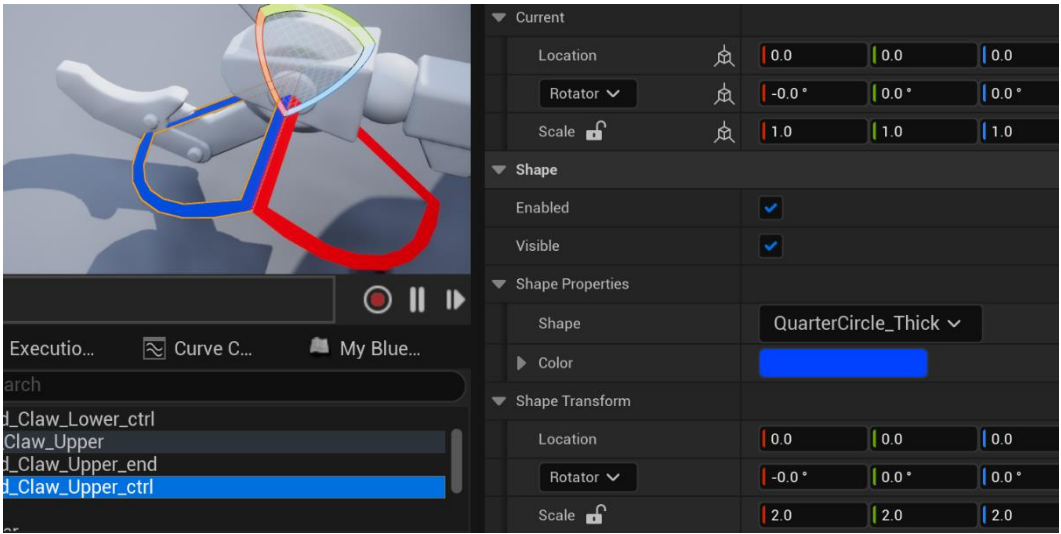
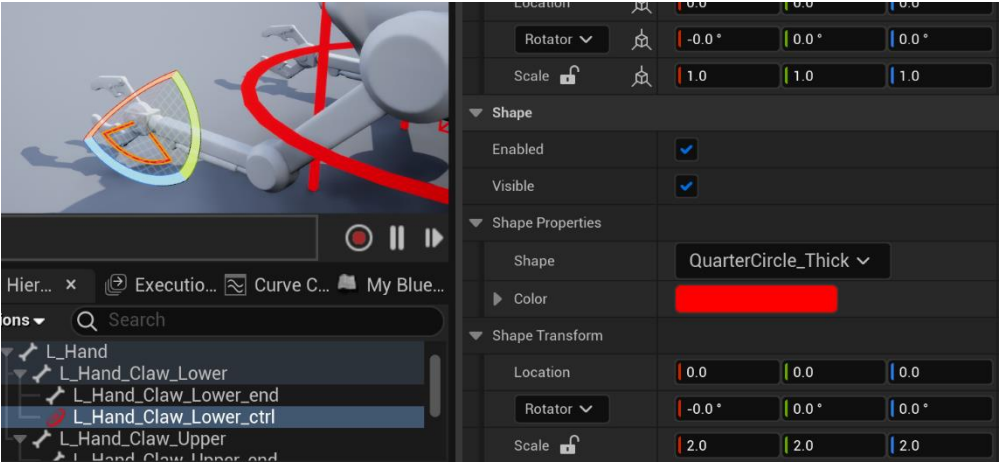


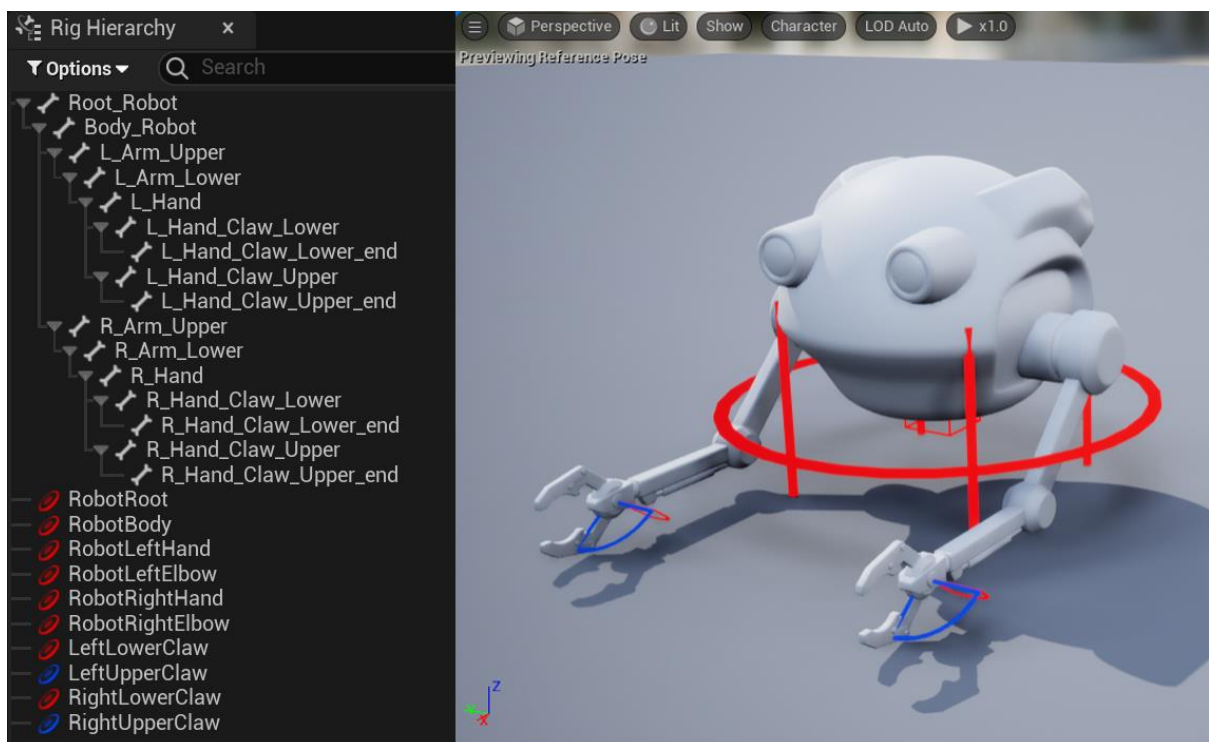
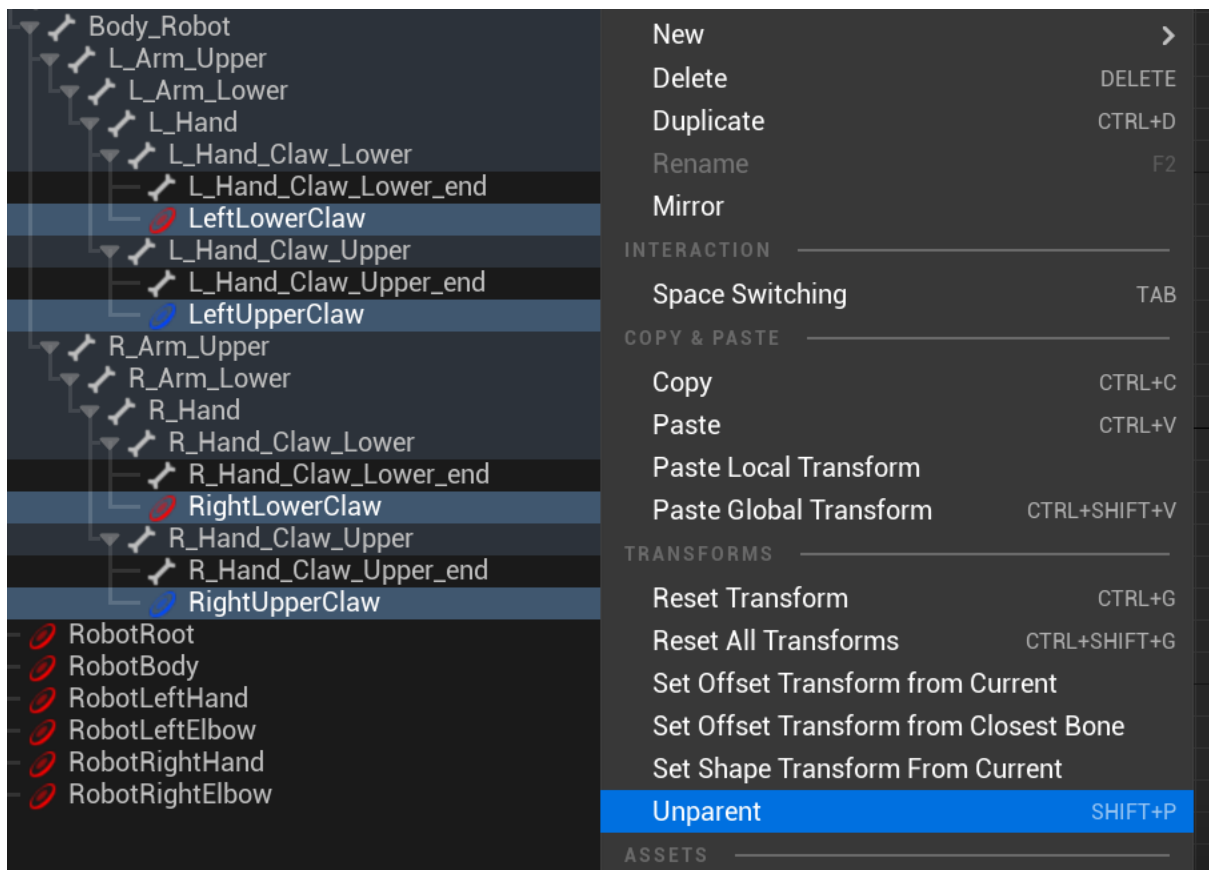


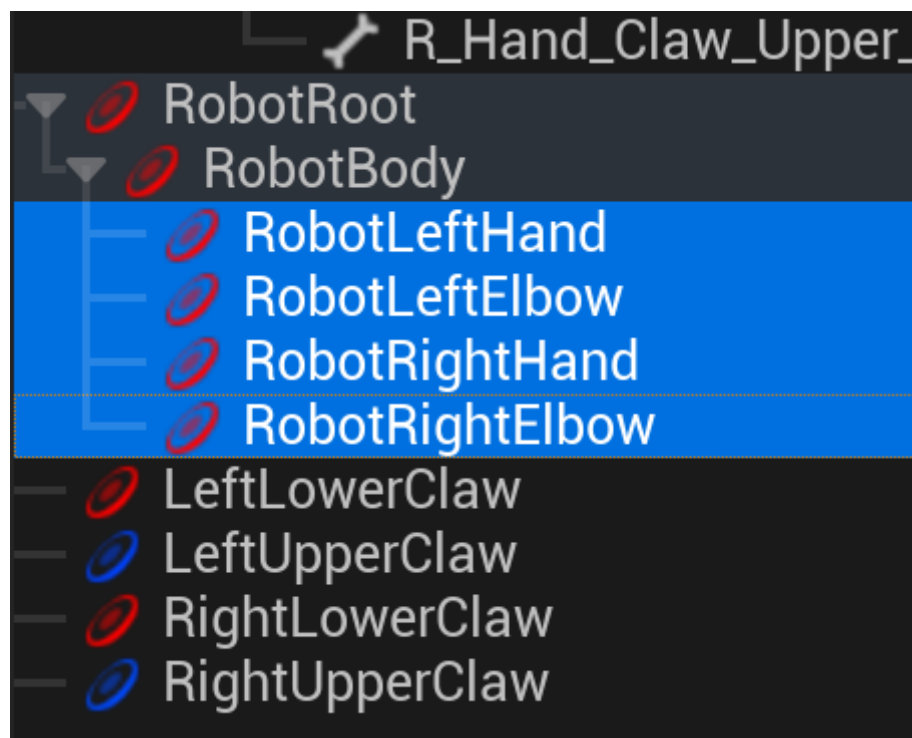
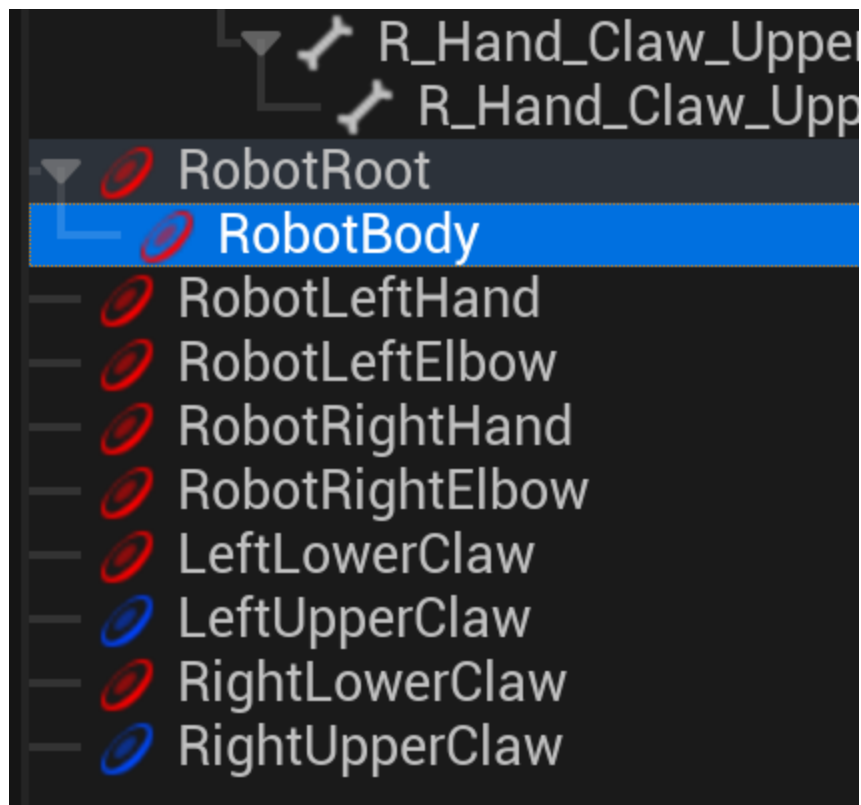


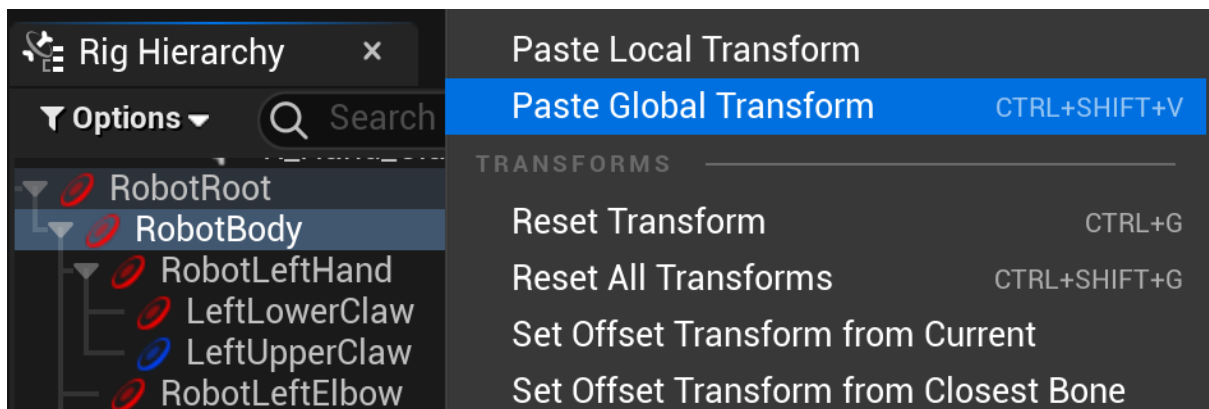
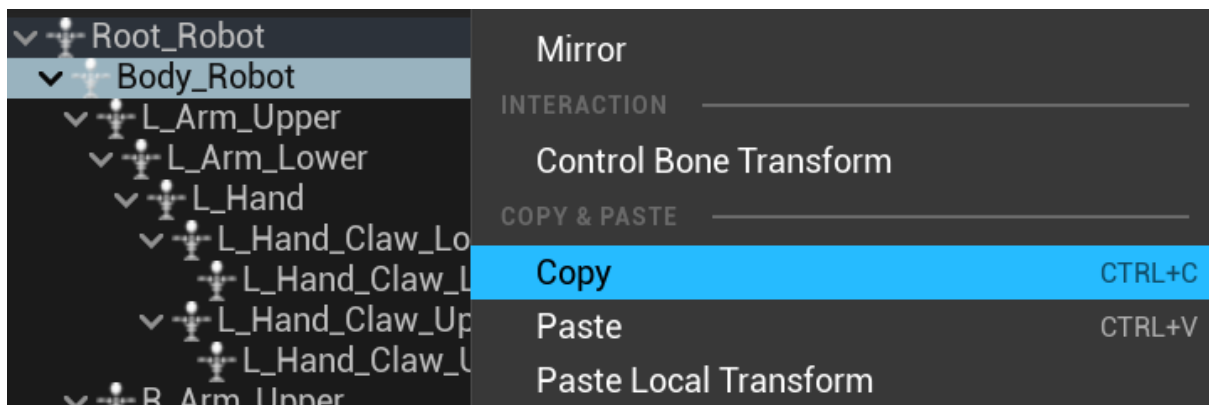
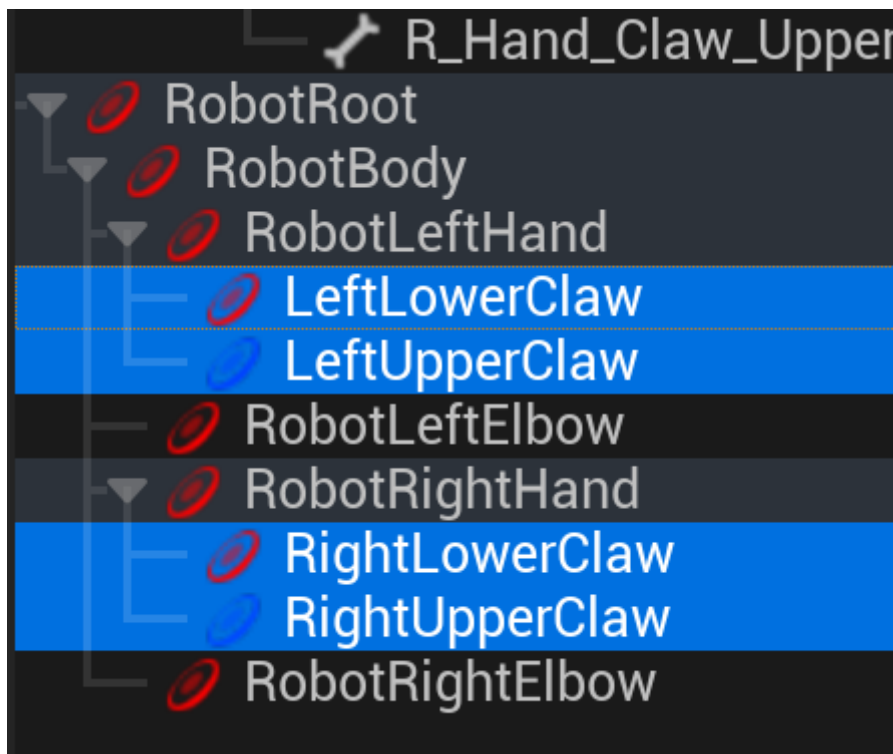












Rig Hierarchy

Options

Search

RobotRoot

- RobotBody
 - RobotLeftHand
 - LeftLowerClaw
 - LeftUpperClaw
 - RobotLeftElbow
 - RobotRightHand
 - RightLowerClaw
 - RightUpperClaw

Paste Local Transform

Paste Global Transform

CTRL+SHIFT+V

TRANSFORMS

Reset Transform

CTRL+G

Reset All Transforms

CTRL+SHIFT+G

Set Offset Transform from Current

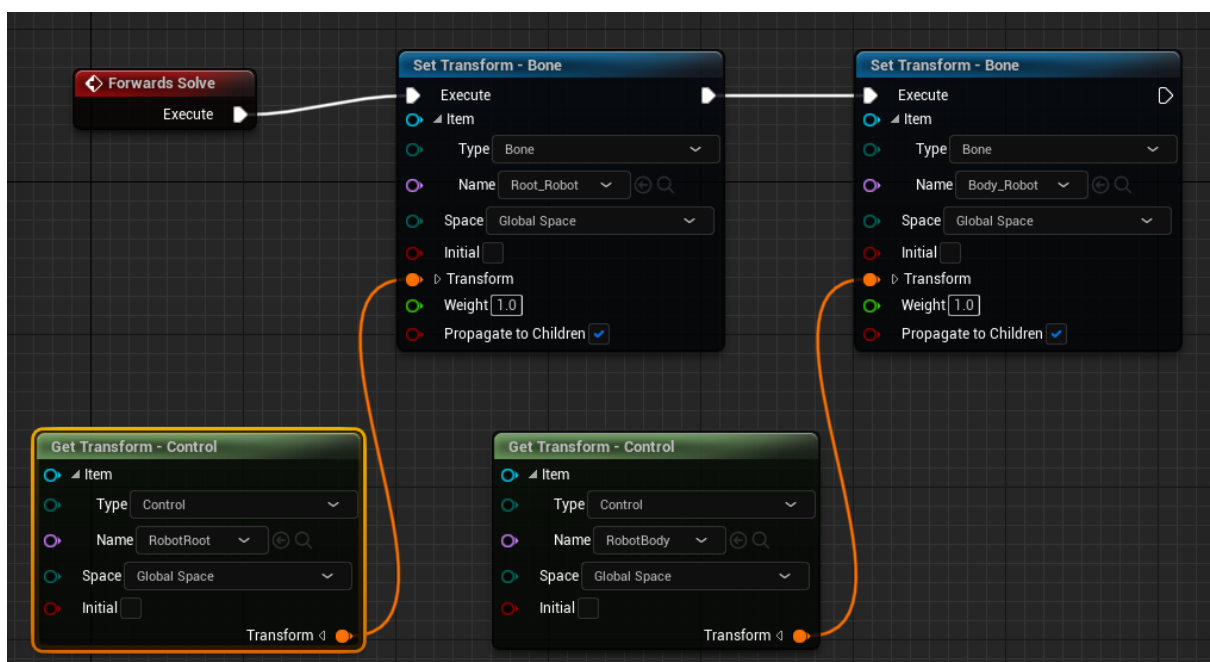
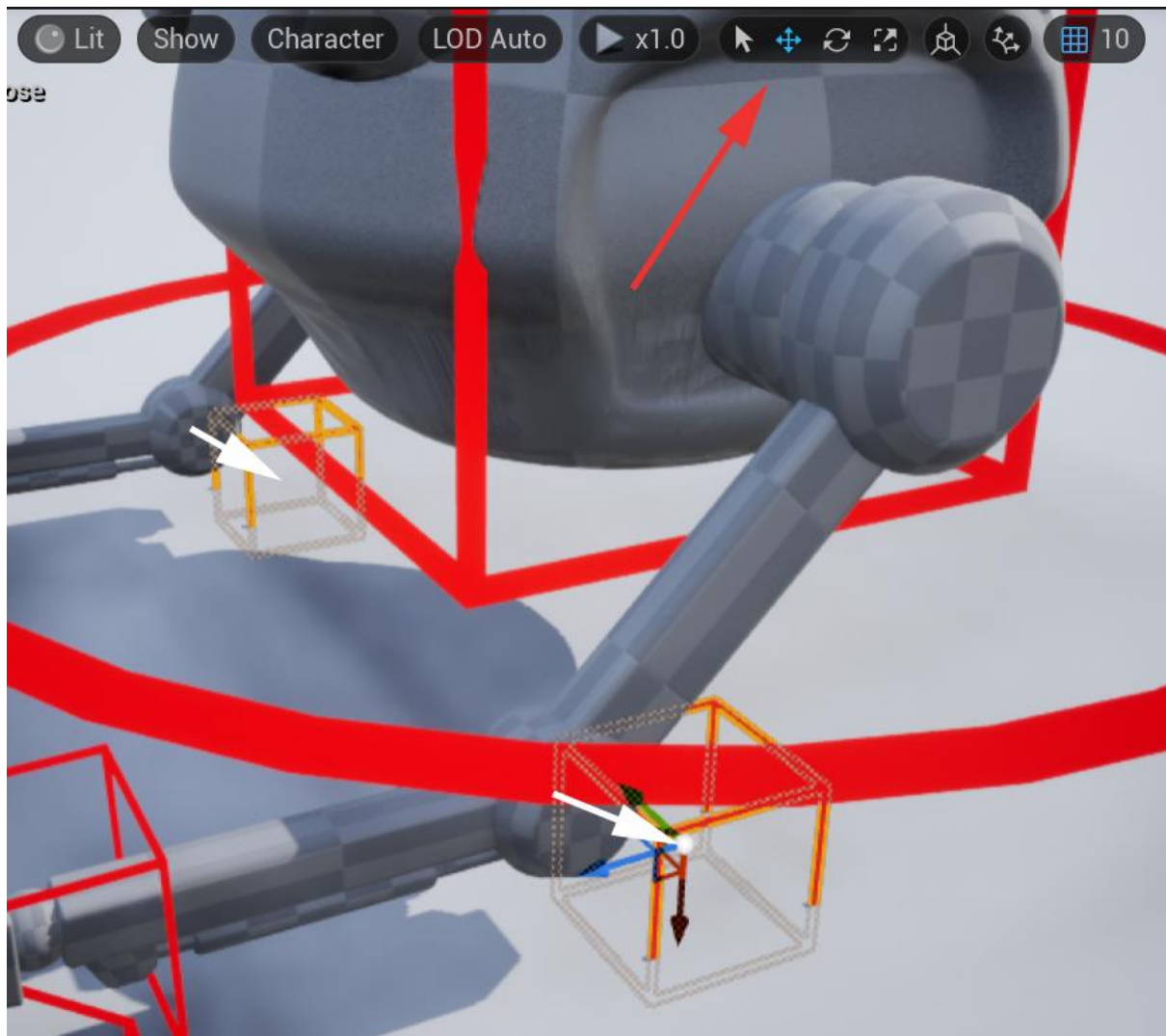
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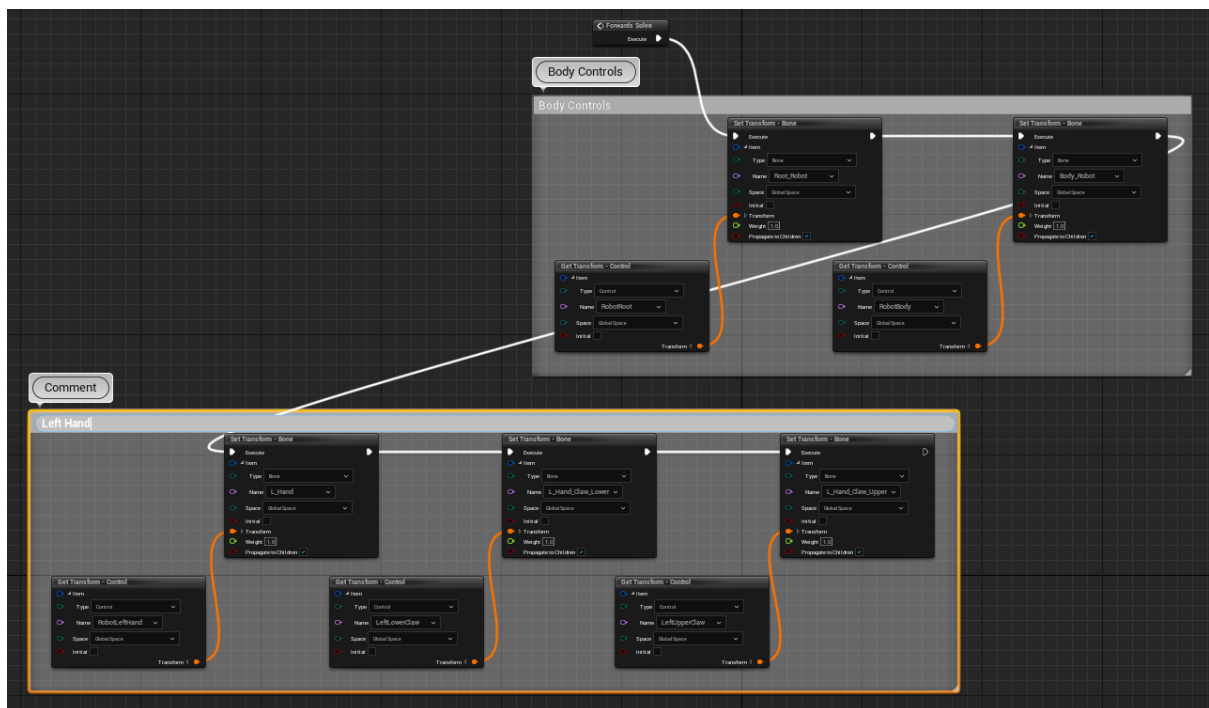
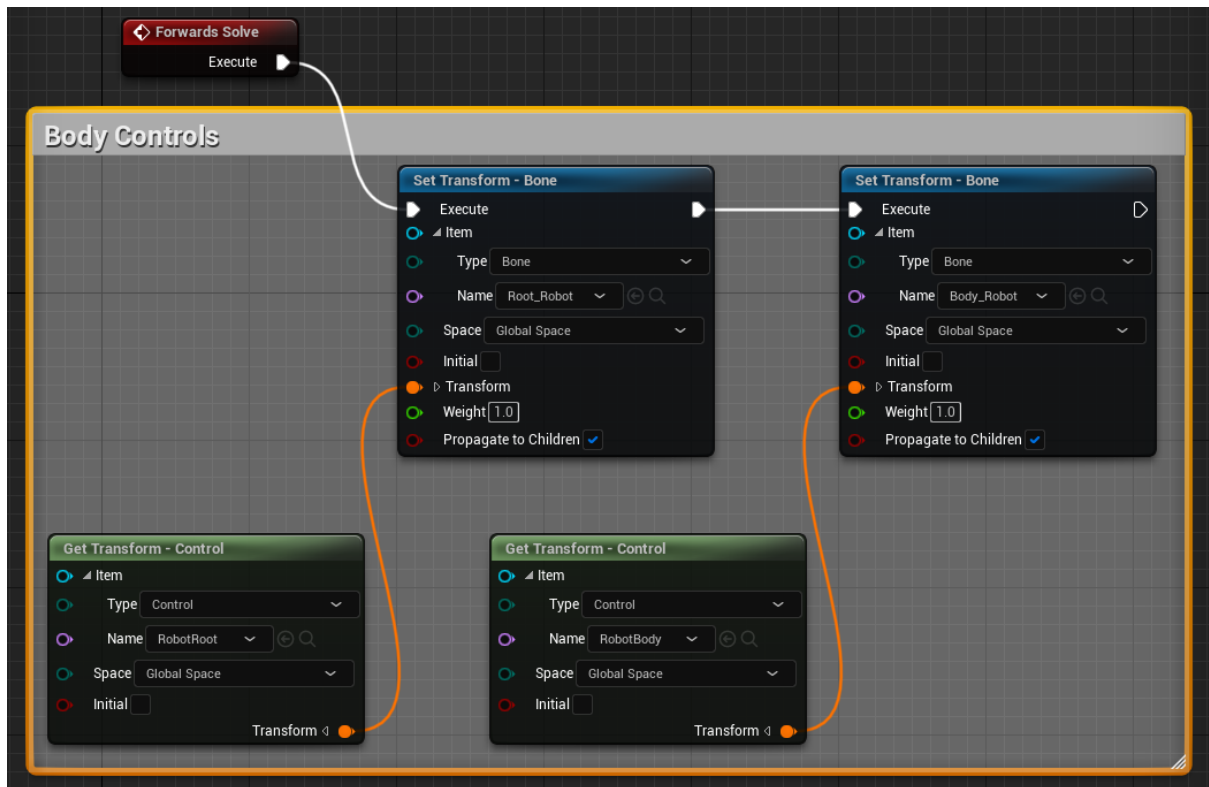
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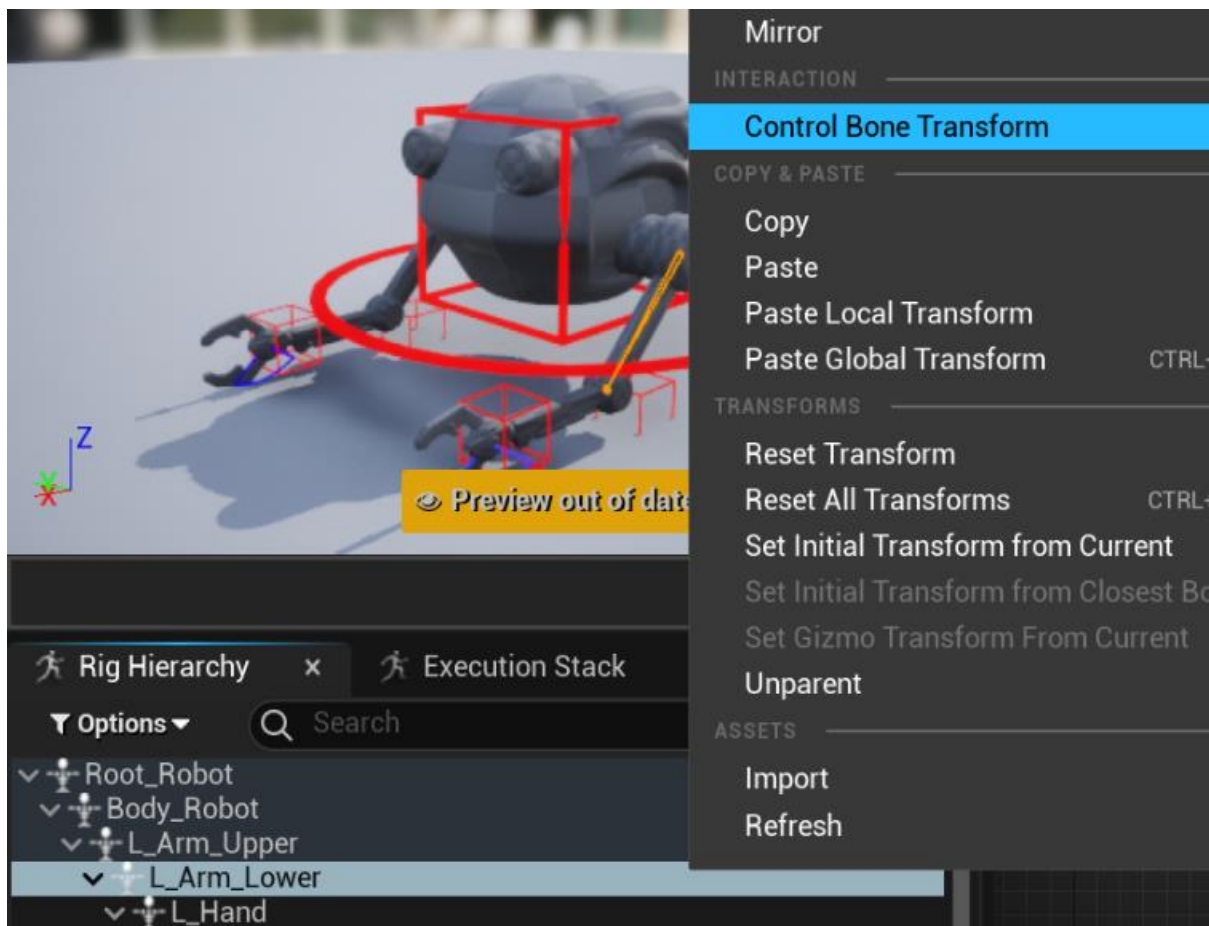
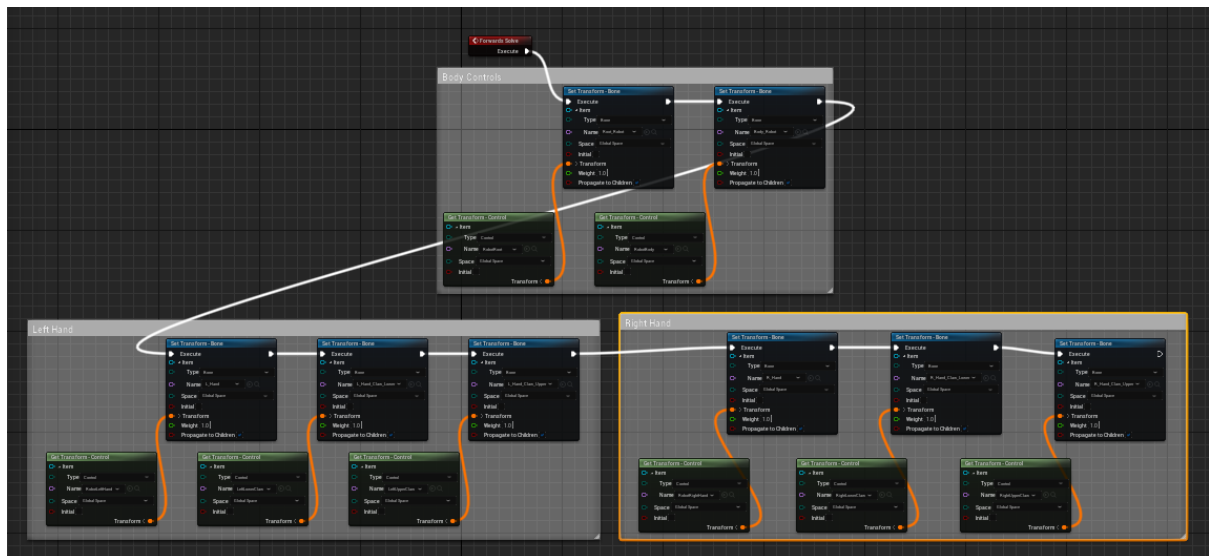
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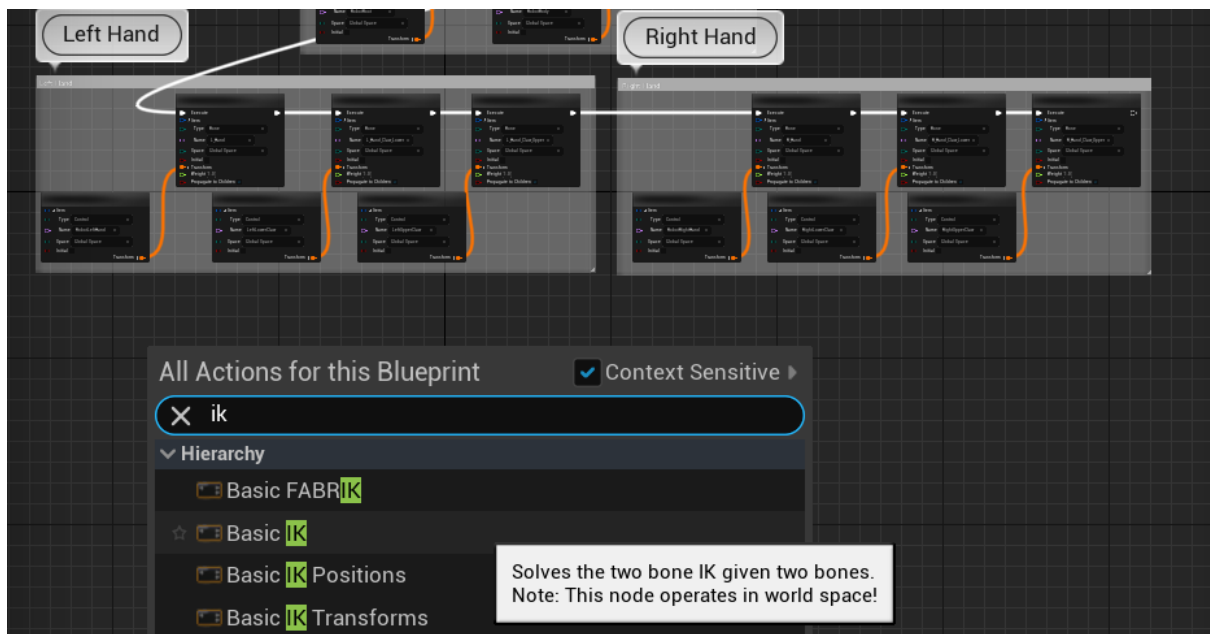
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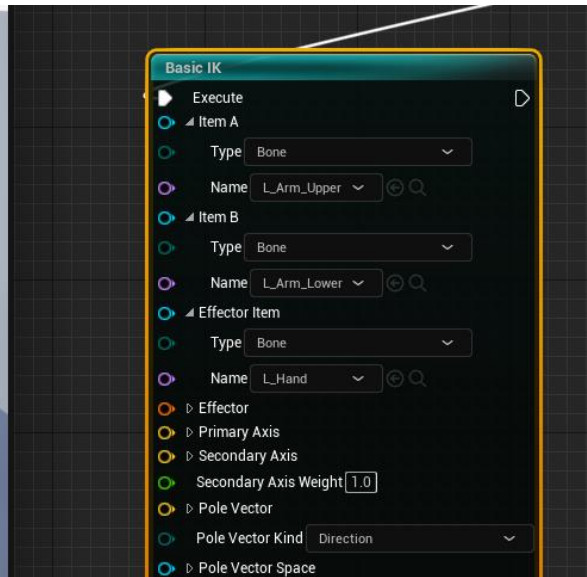
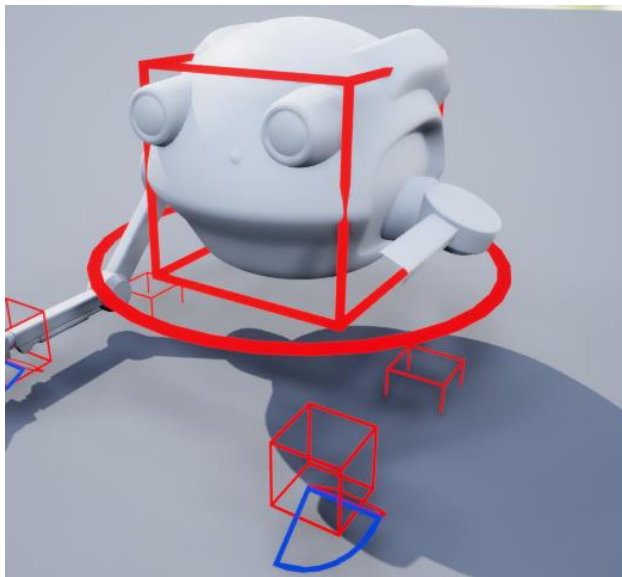
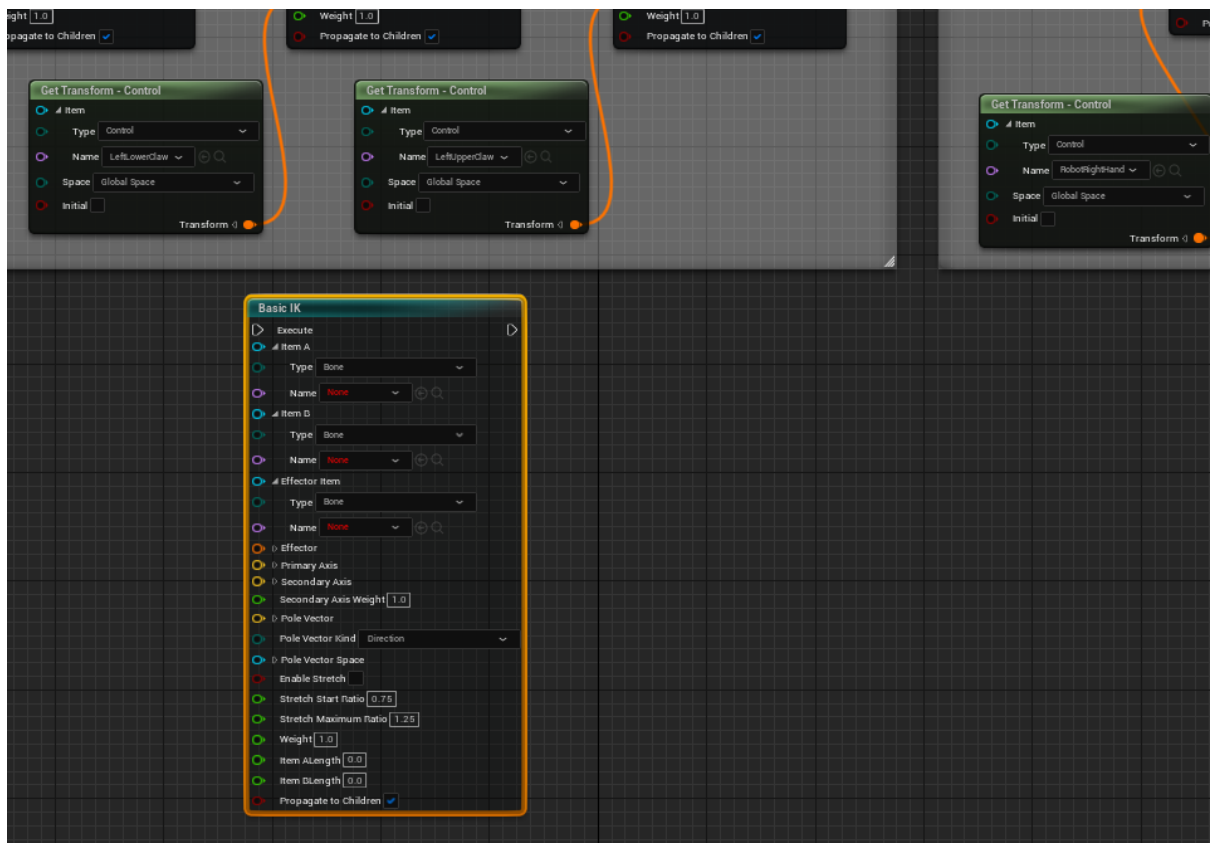
A 3D rendering of a robot model, likely a character rig, shown from a top-down perspective. The robot has a dark, segmented body with a large, rounded head. It has two arms and two legs, each ending in a claw-like hand. The robot is positioned on a light blue surface. A large red circle is drawn around the robot's main body, and a red rectangular bounding box is drawn around the head and upper torso. Several smaller red rectangular bounding boxes are visible around the joints and limbs. The robot's shadow is cast onto the ground.

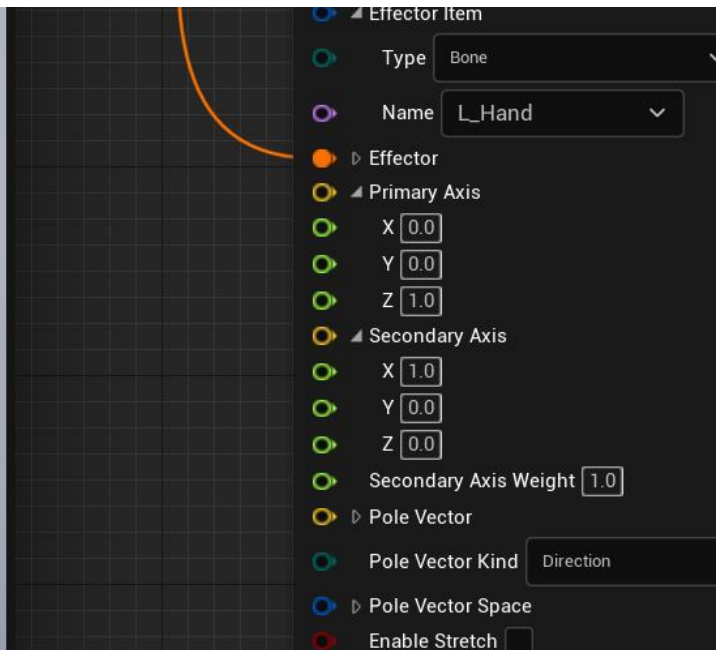
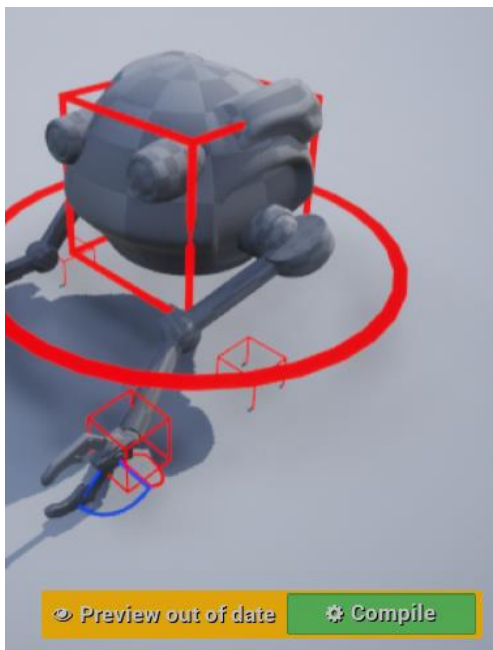
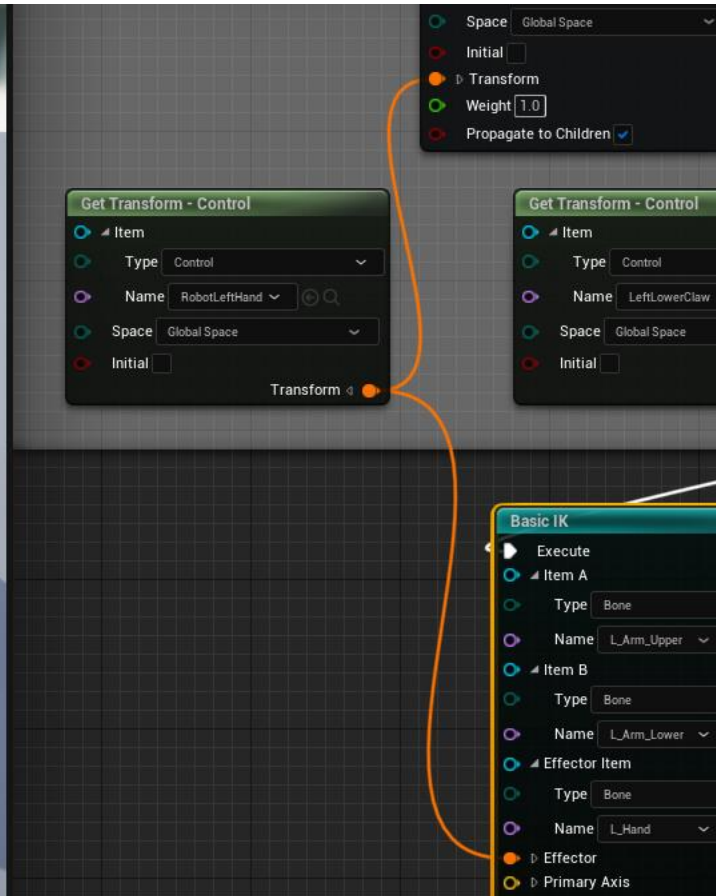
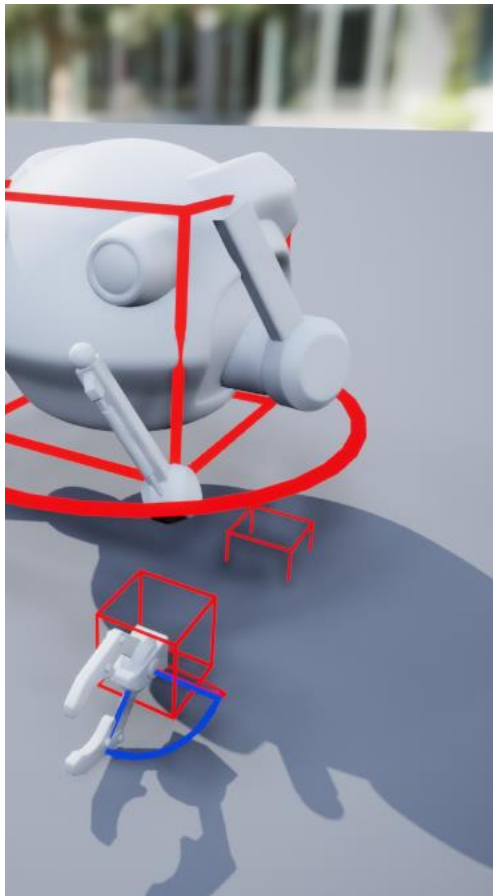


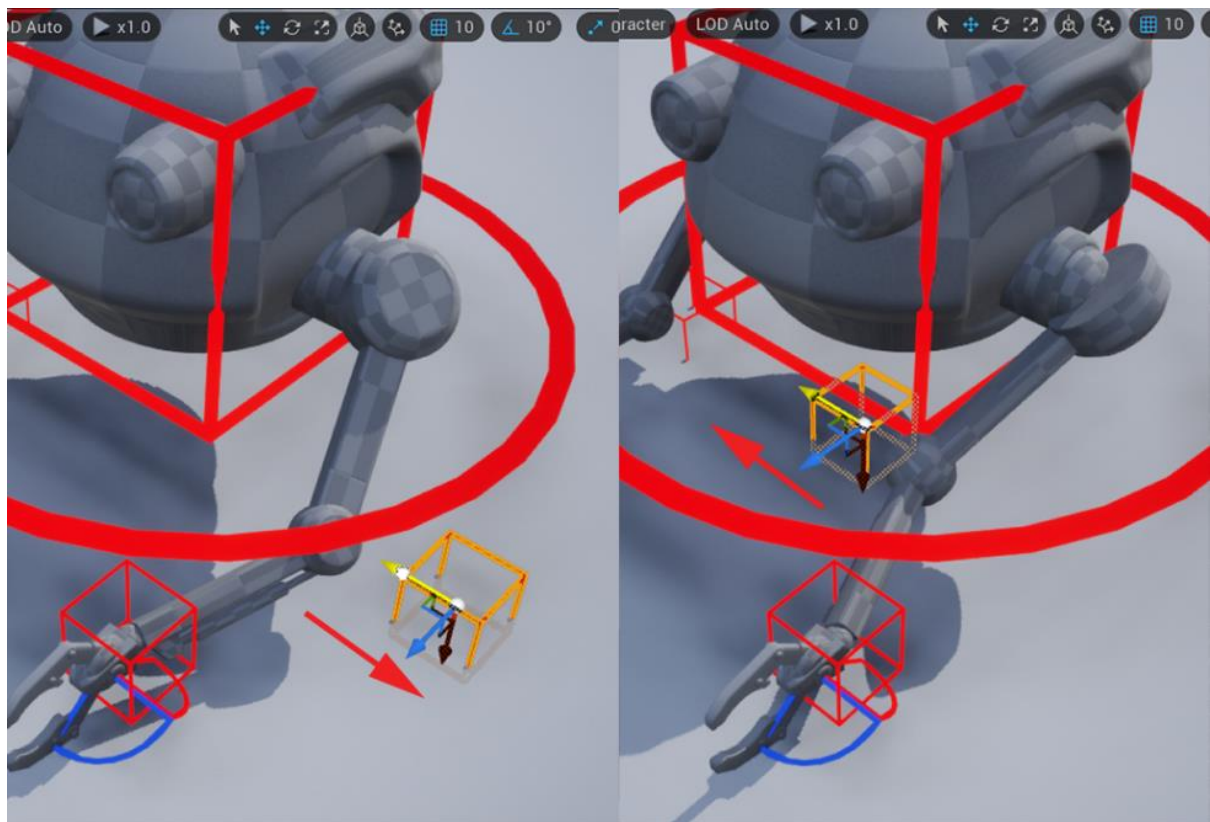
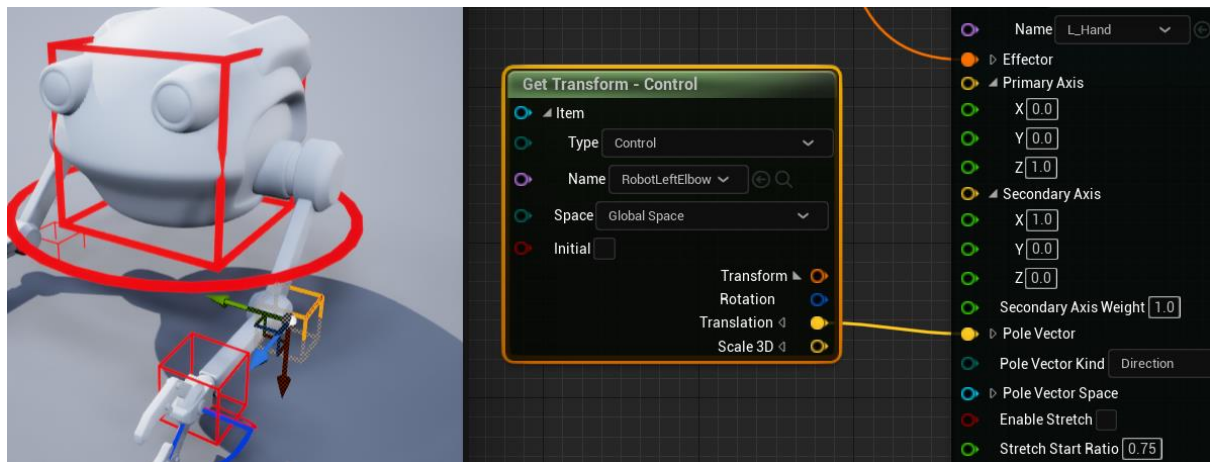


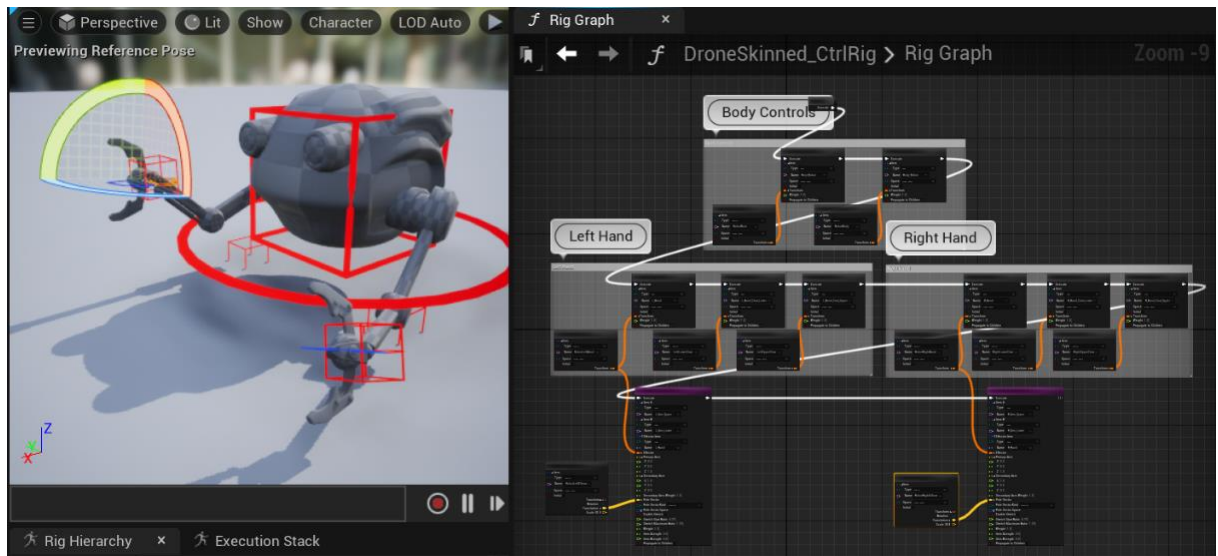




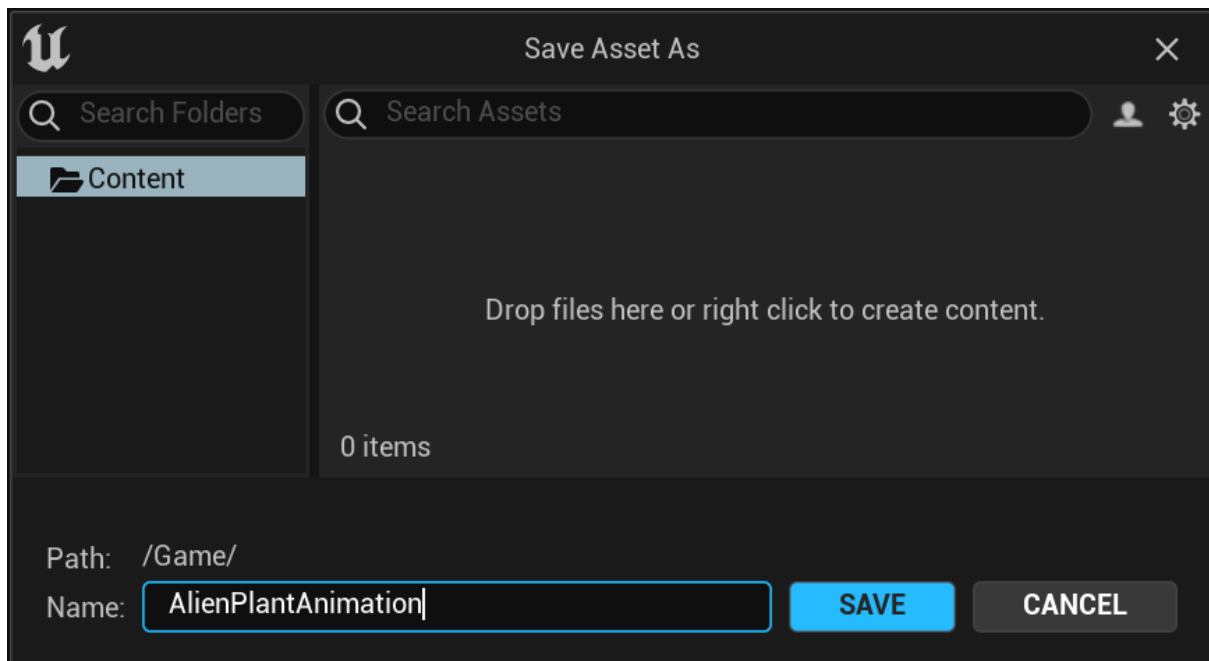
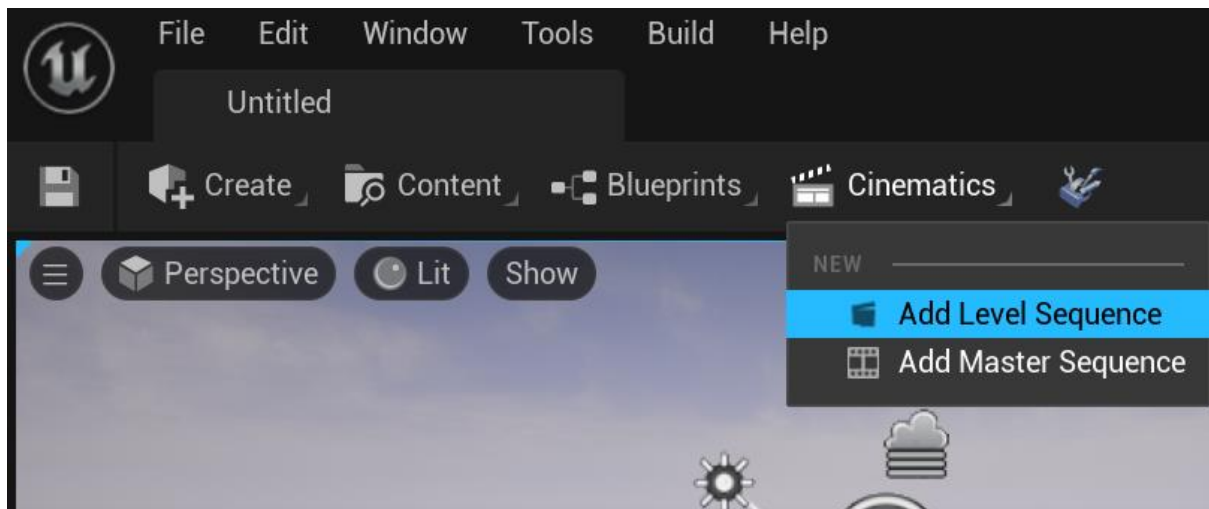


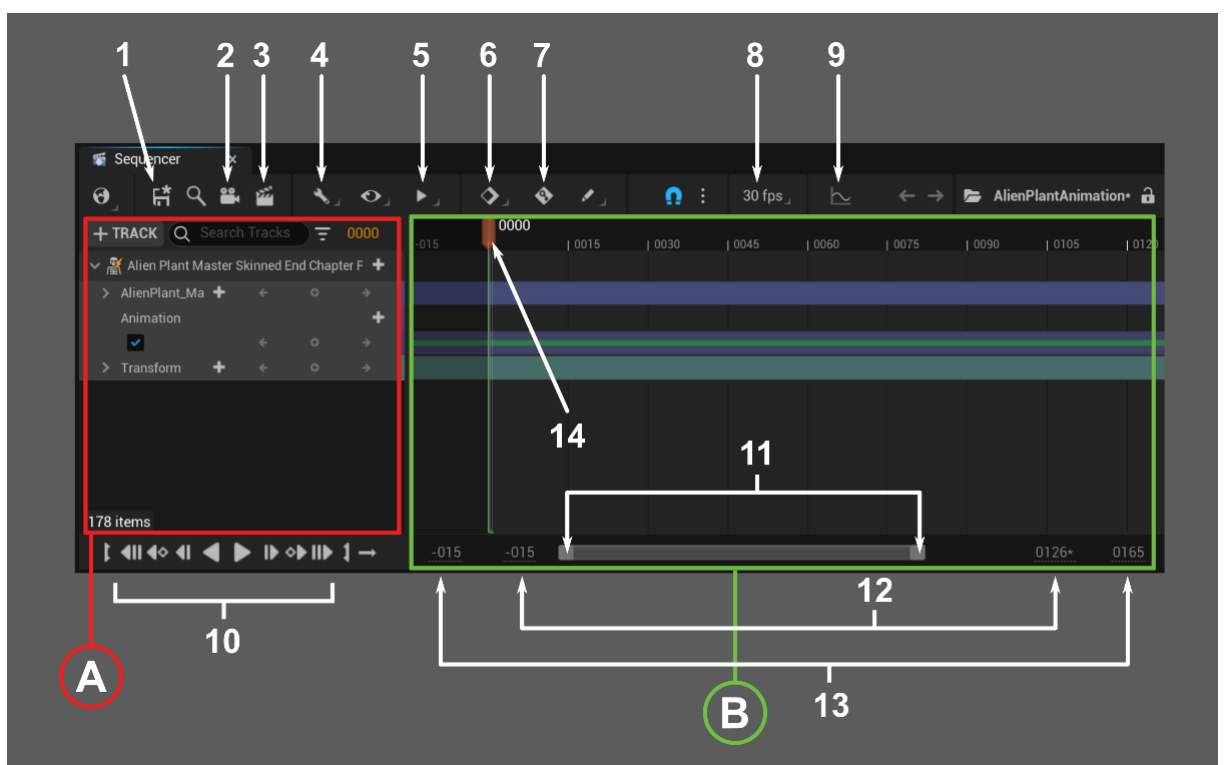
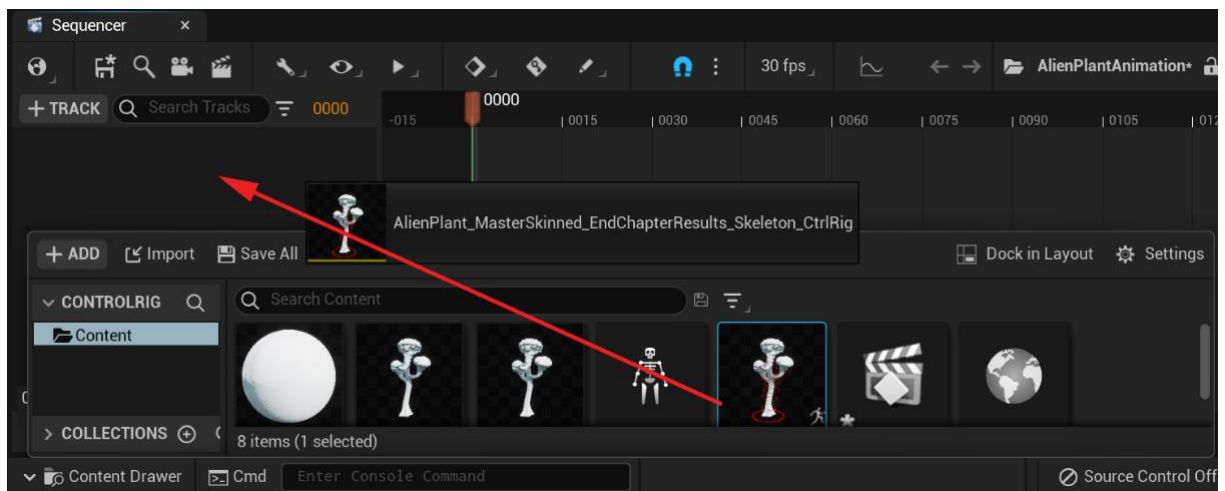


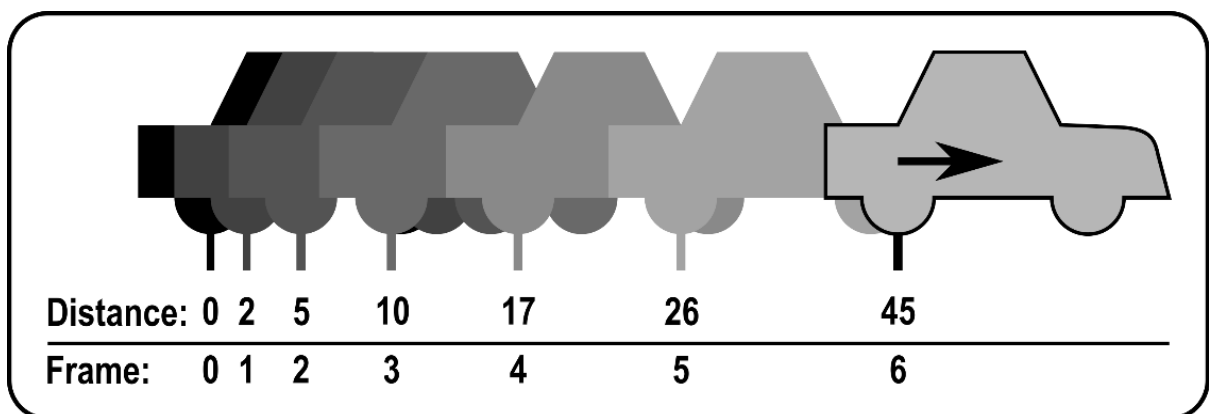
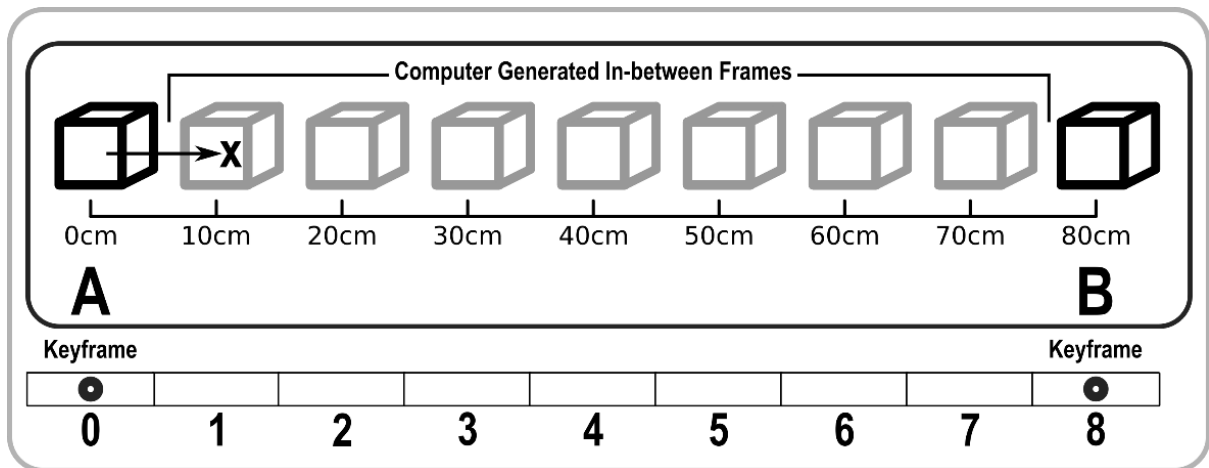
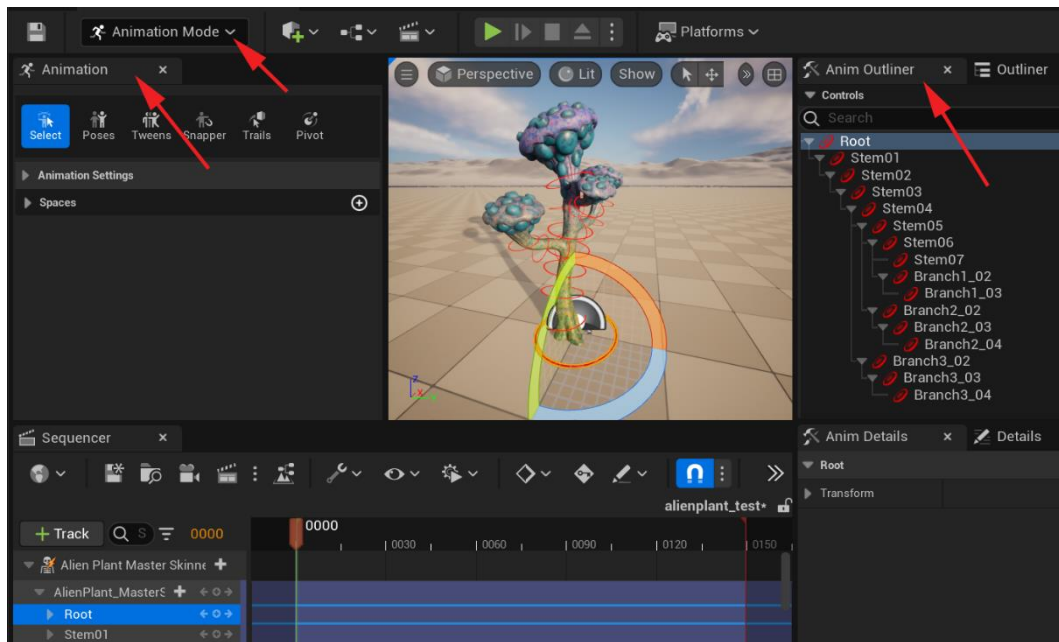


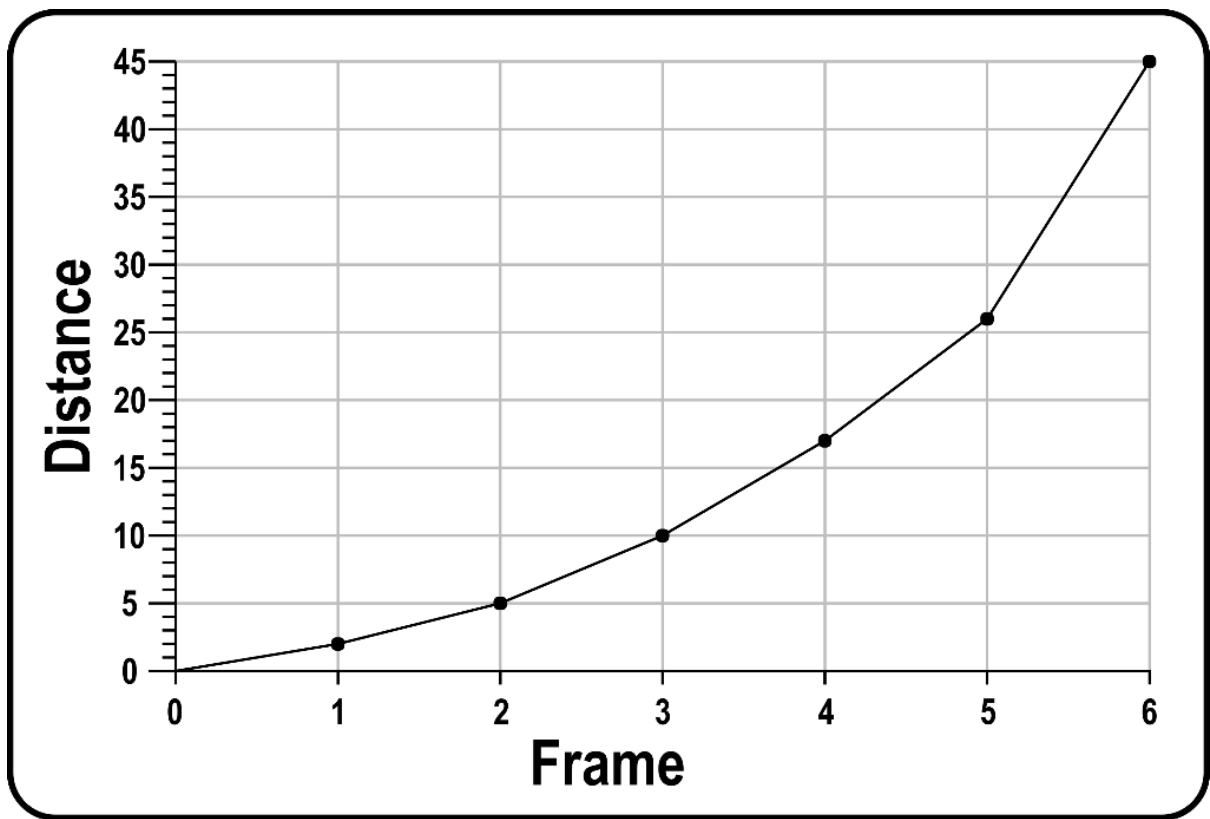


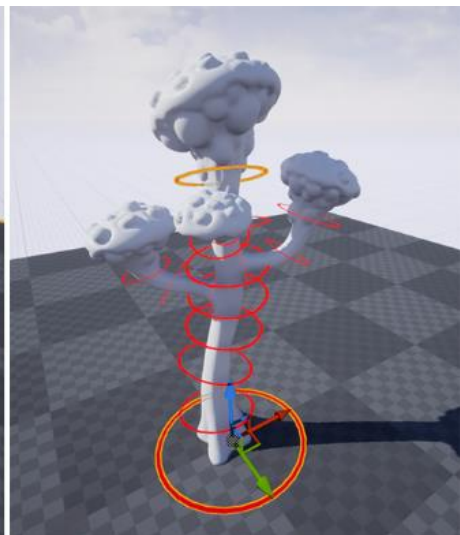
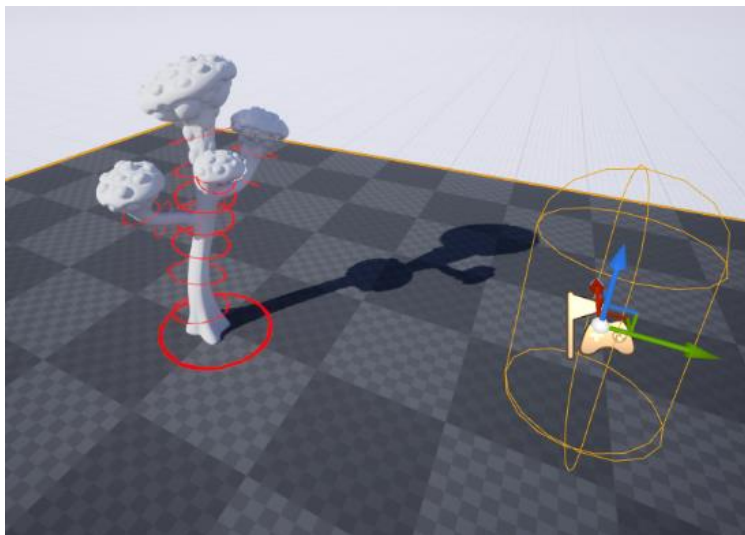
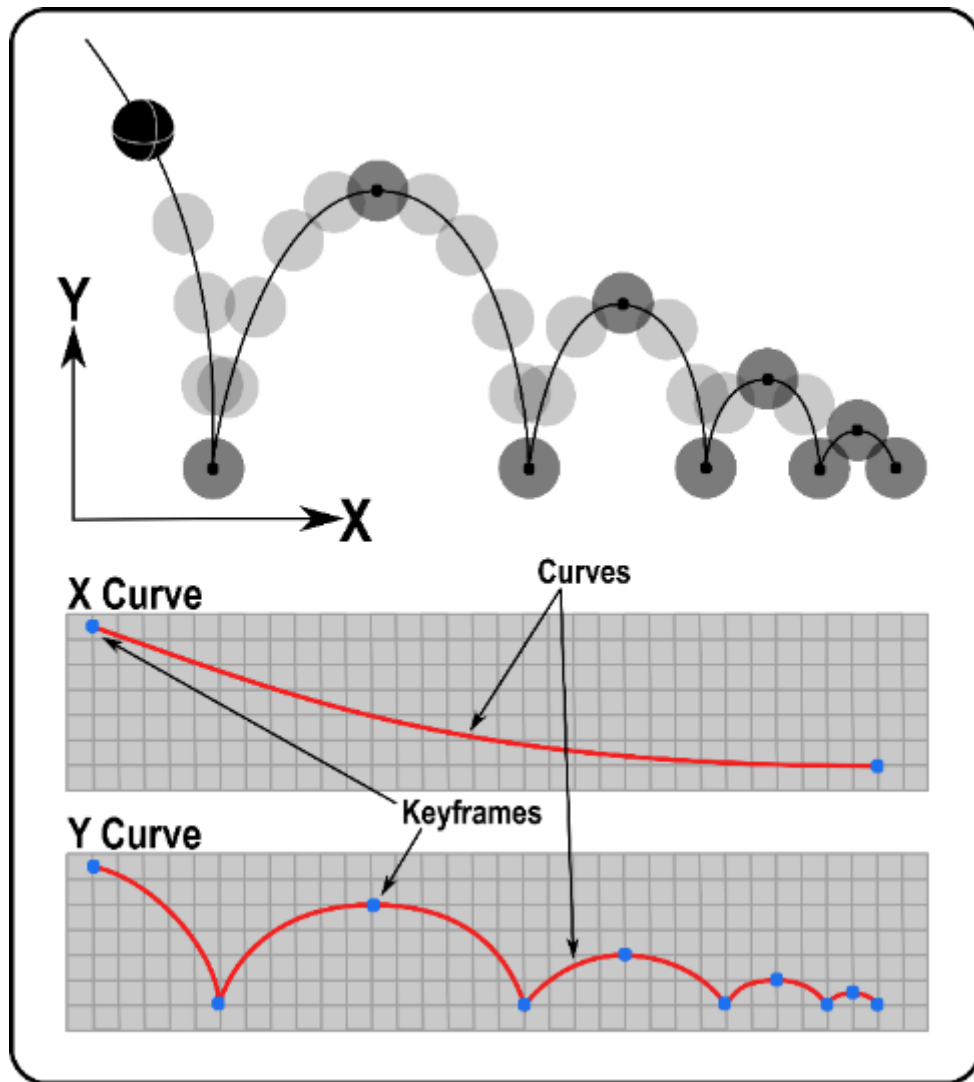
Chapter 16: Creating a Simple Swaying Animation Cycle in UE5 Sequencer

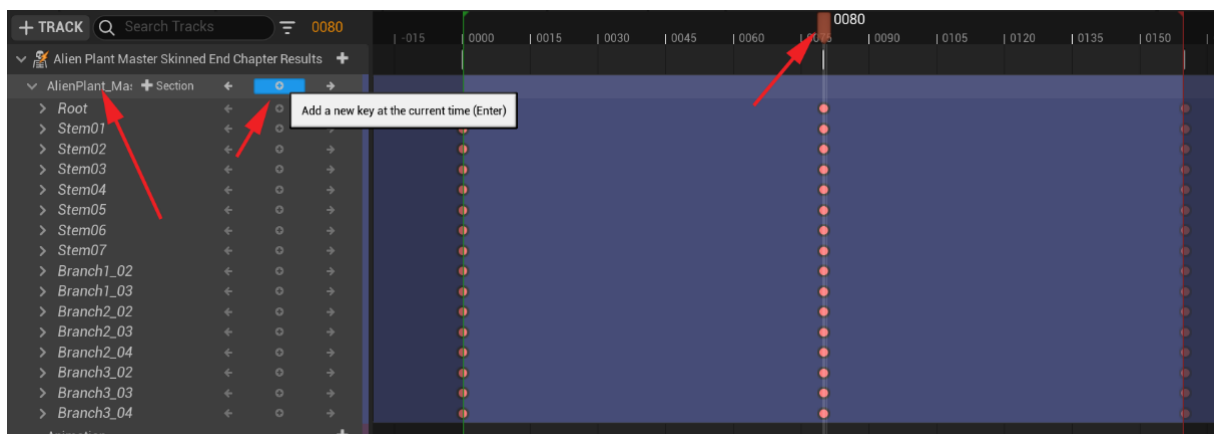
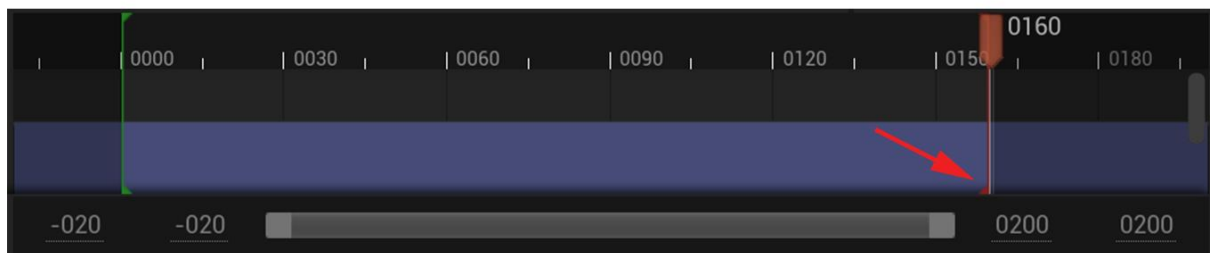
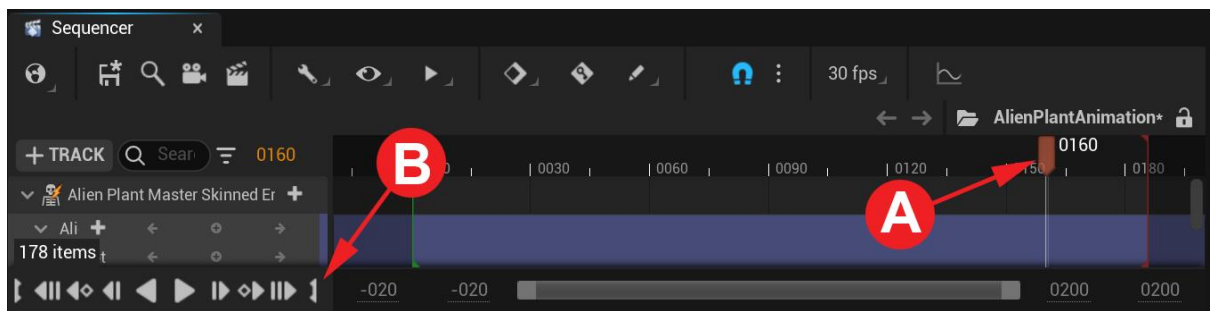
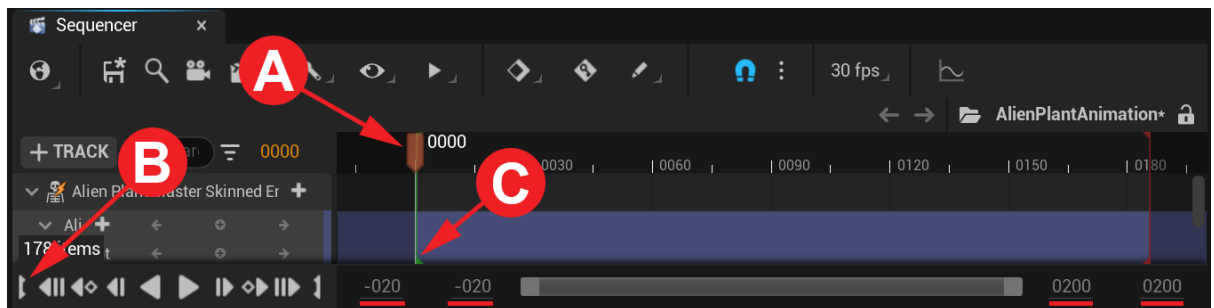
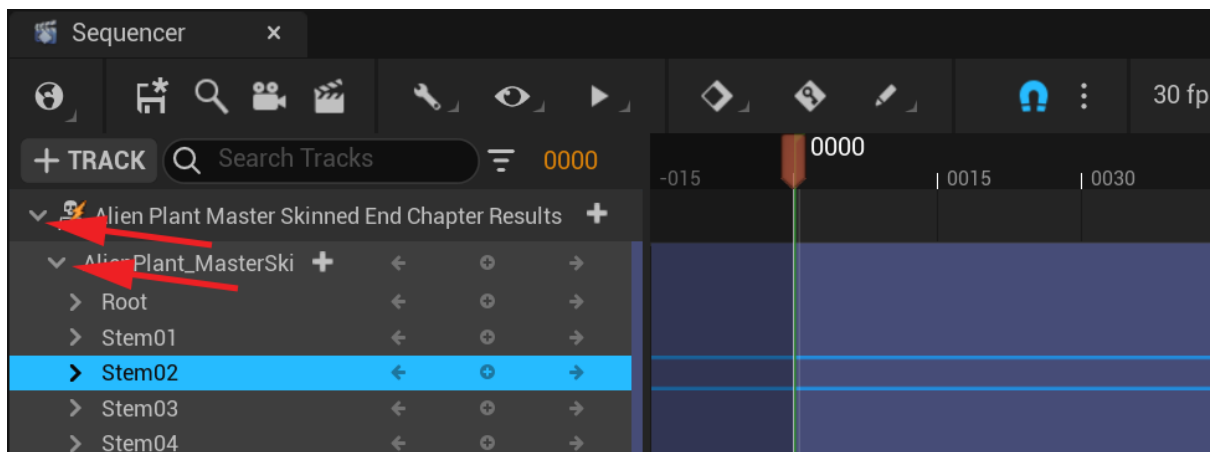


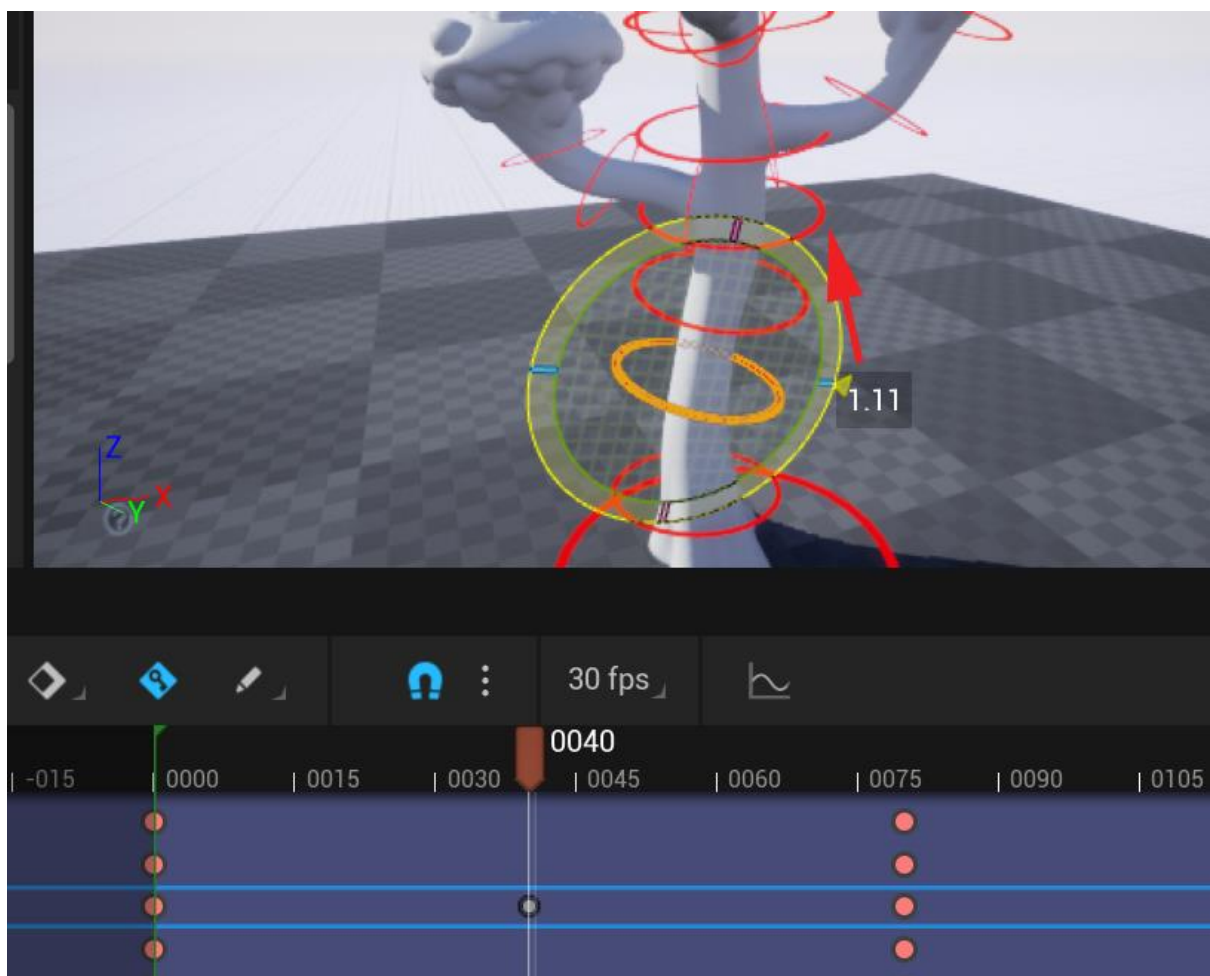
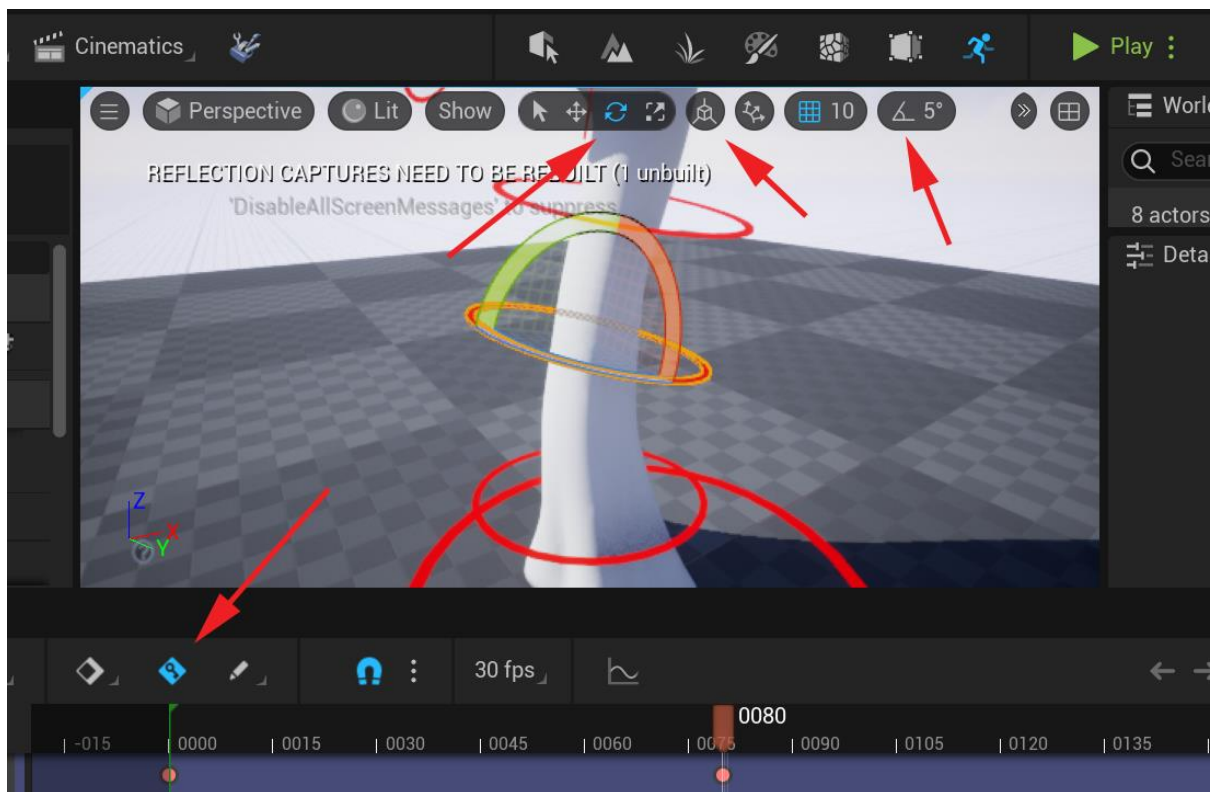


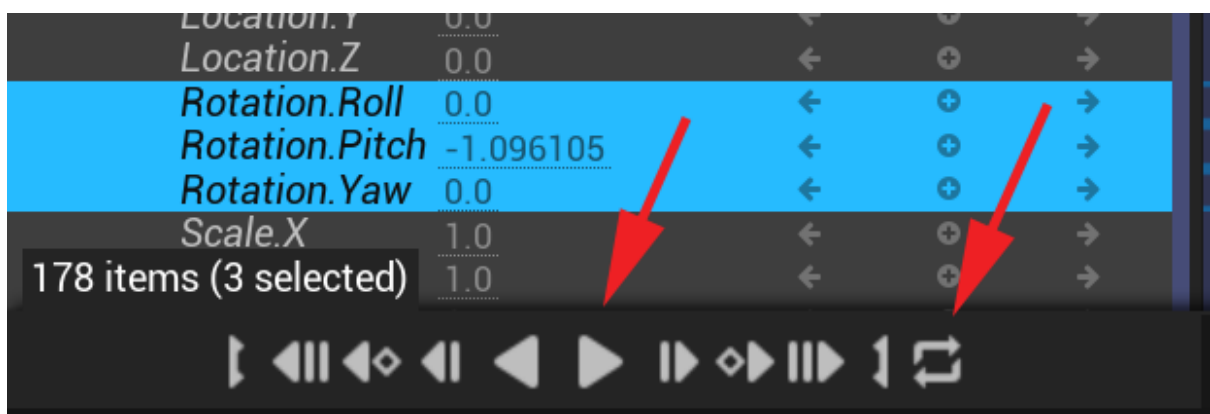
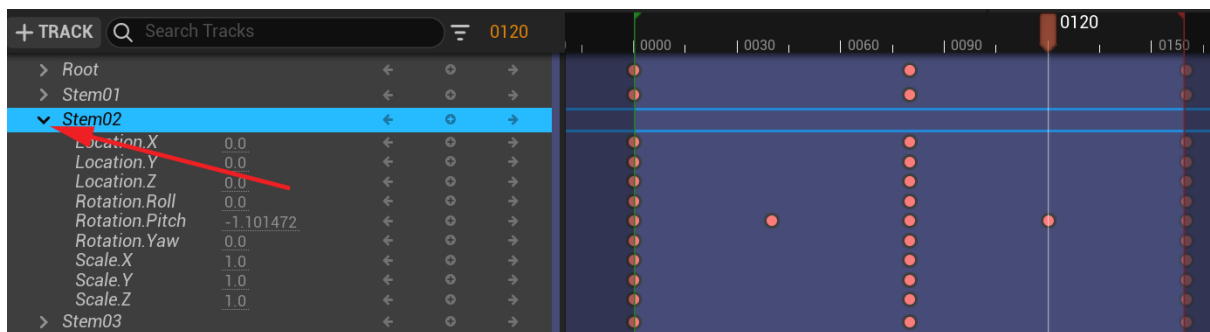
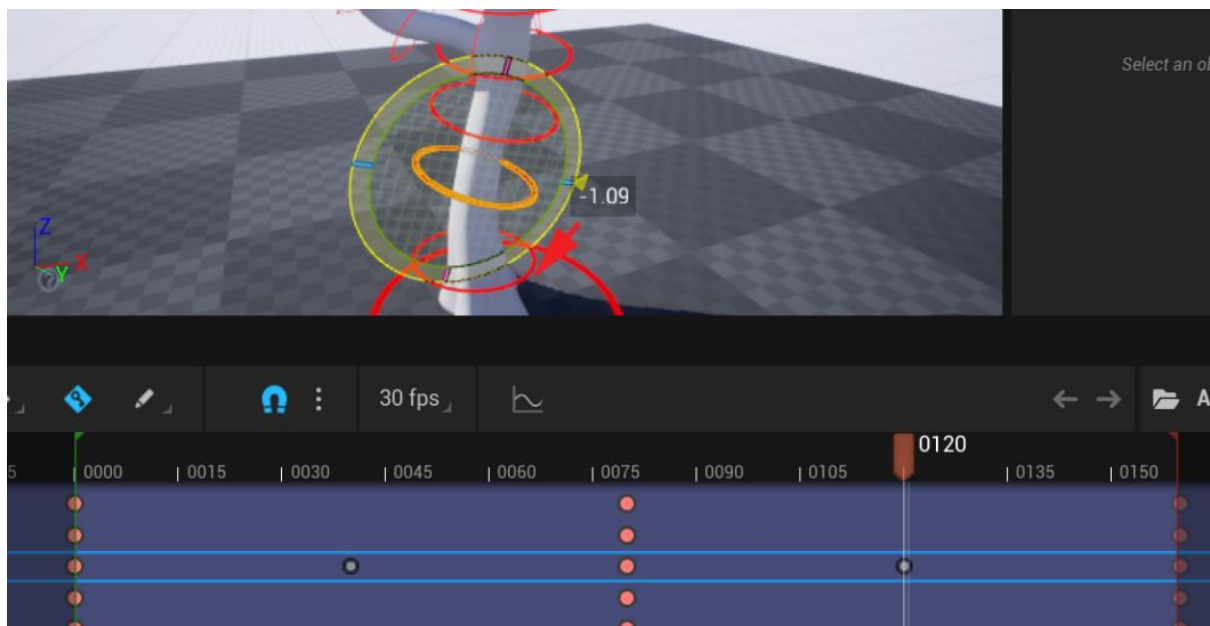


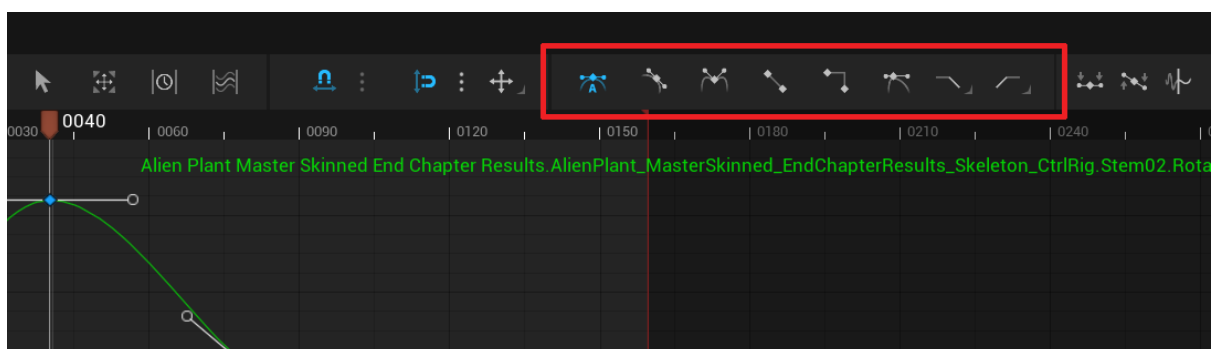
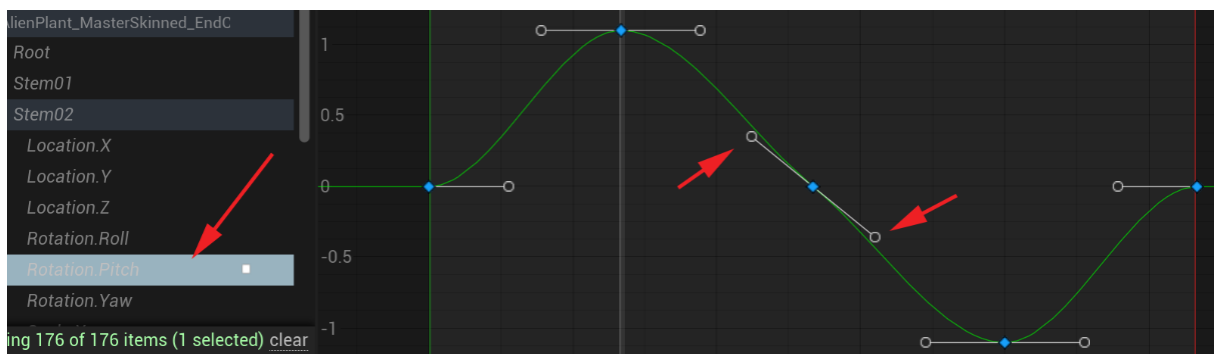
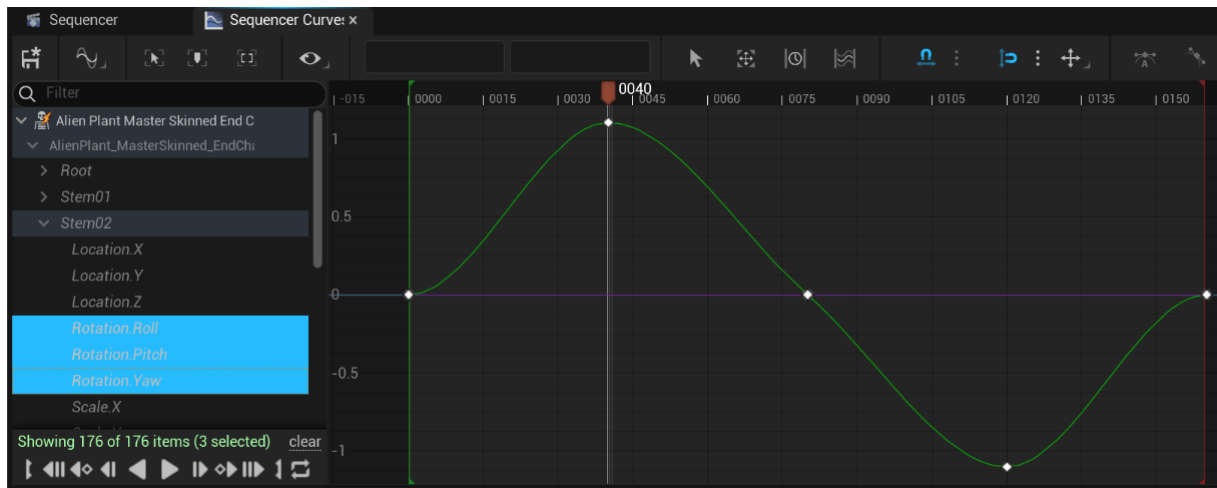
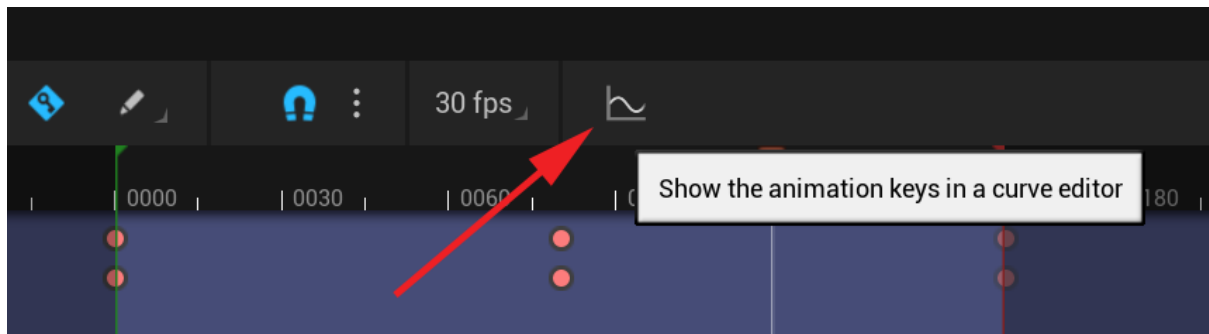


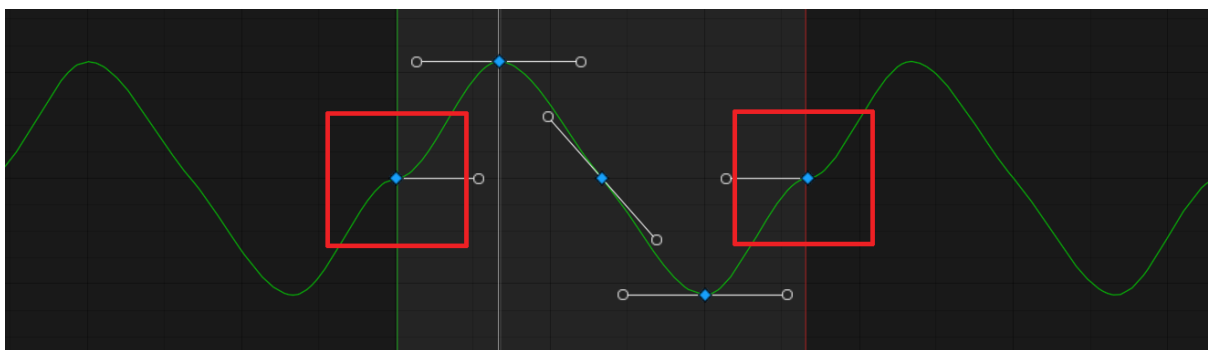
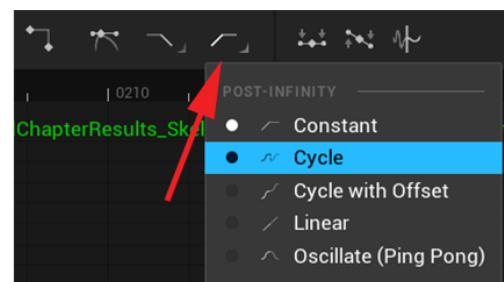
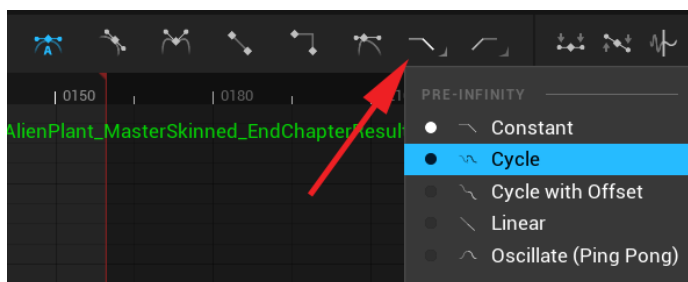
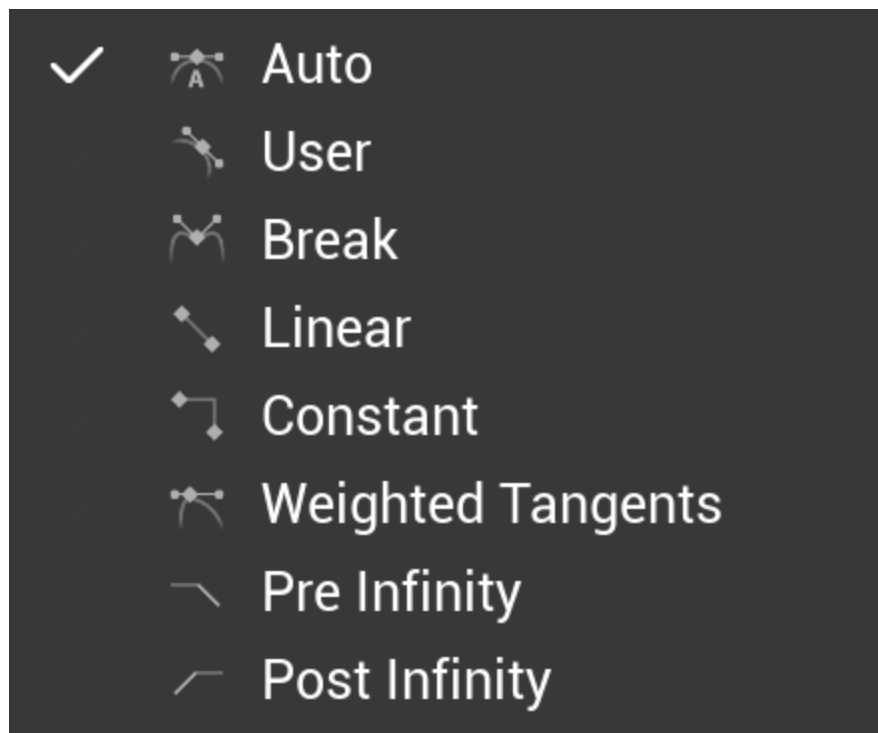


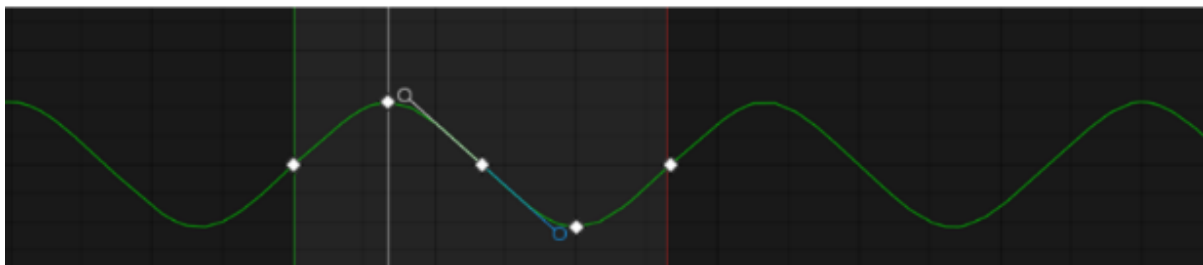
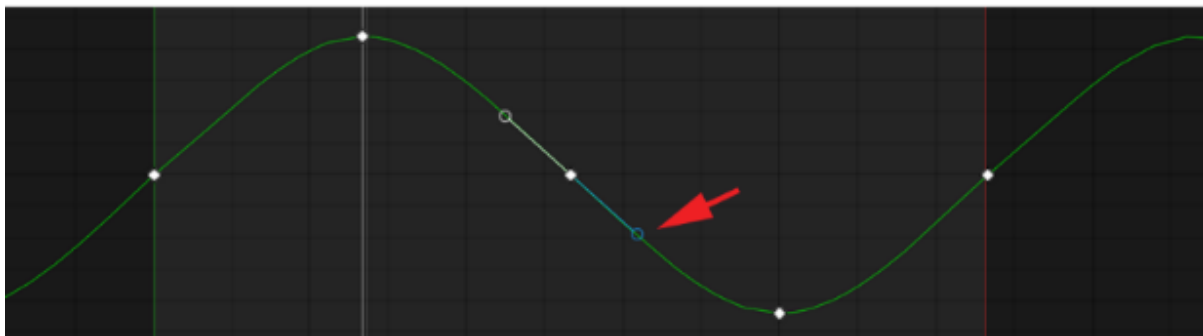
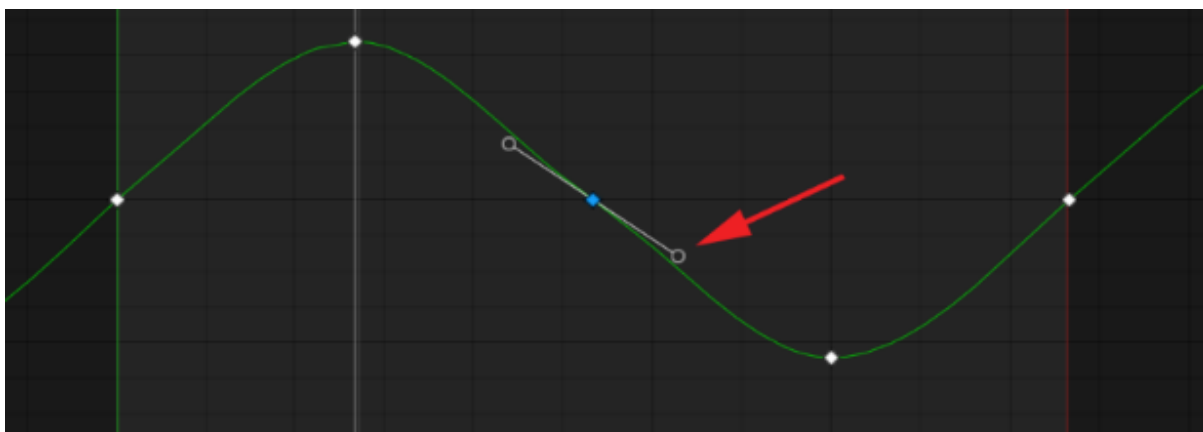
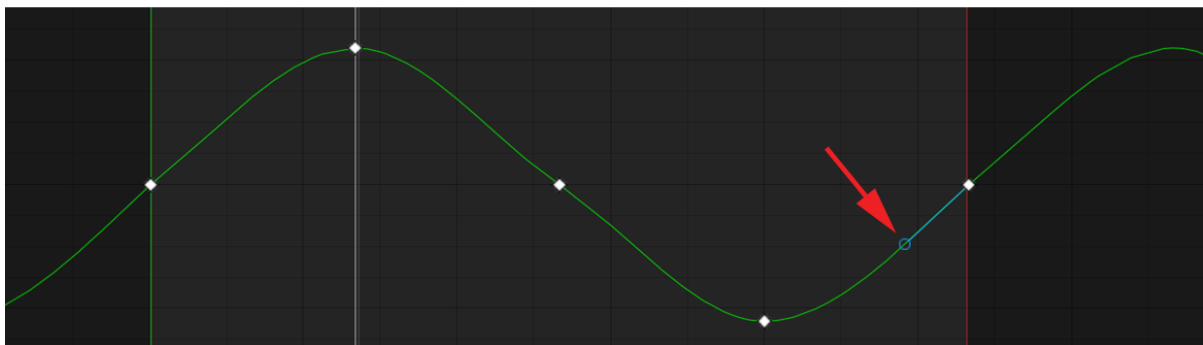
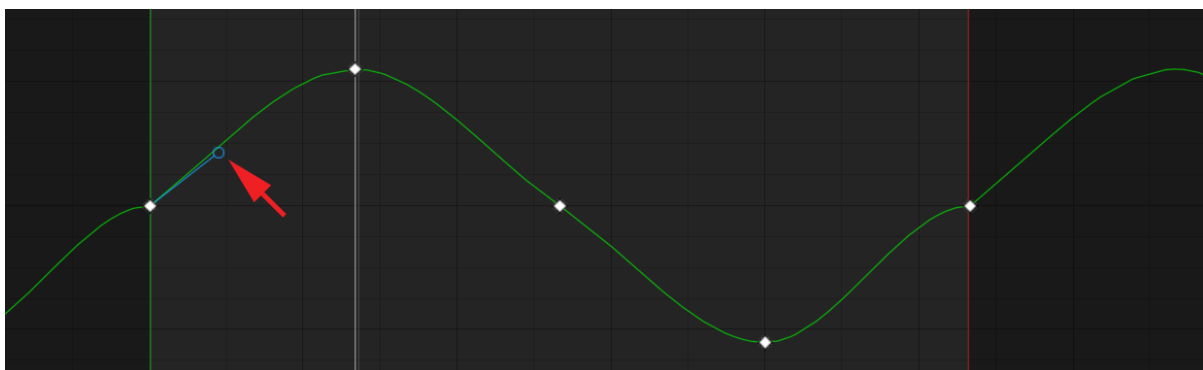


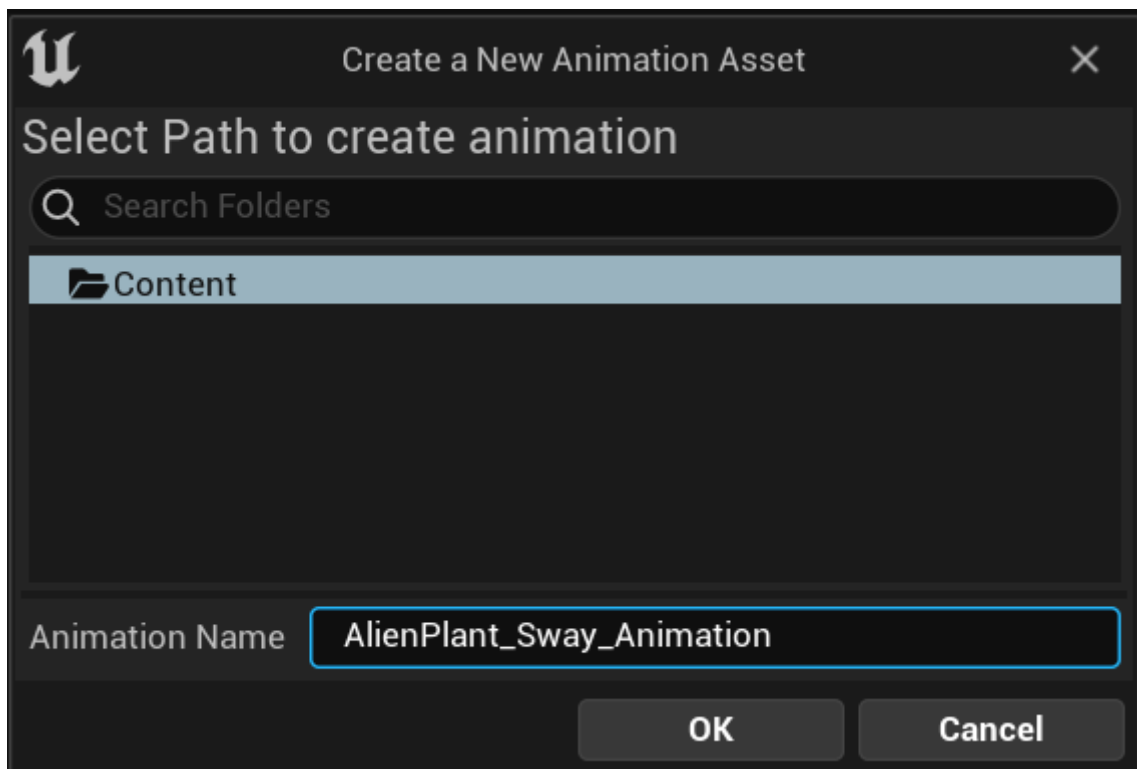
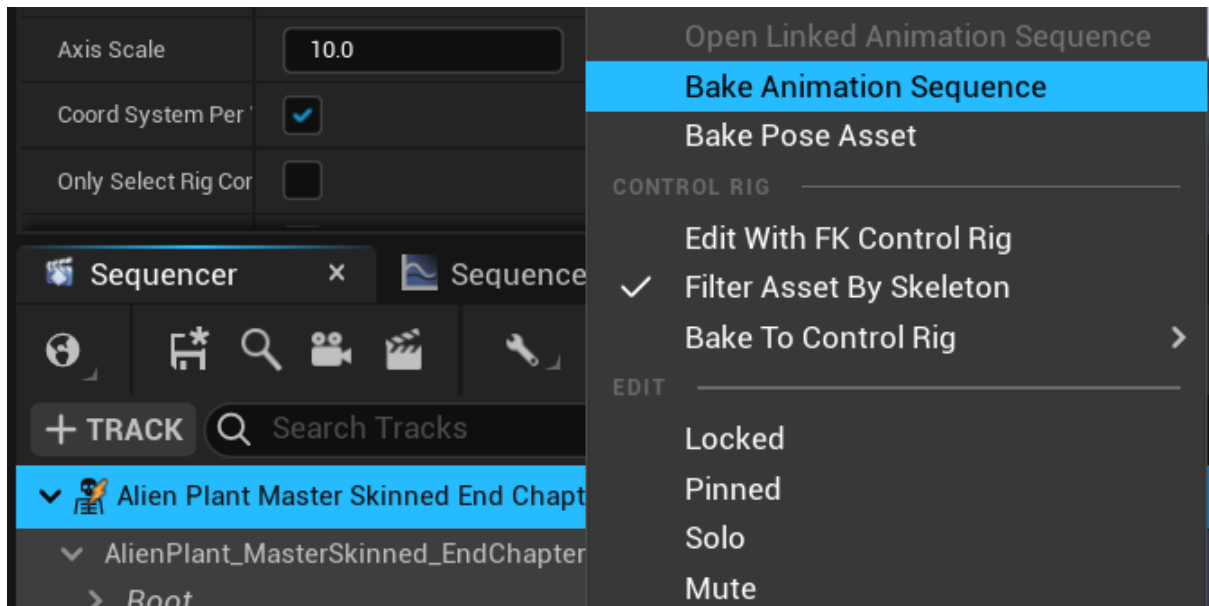


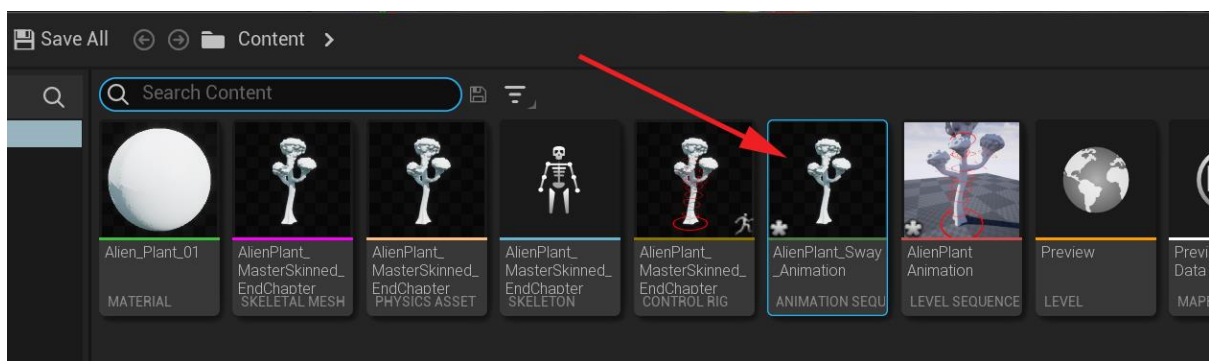
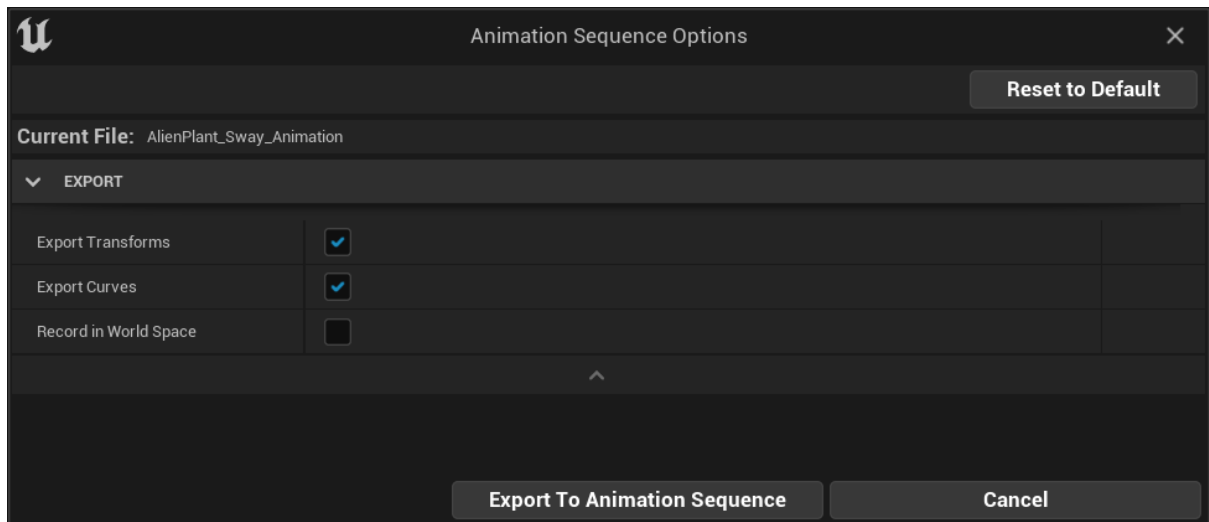




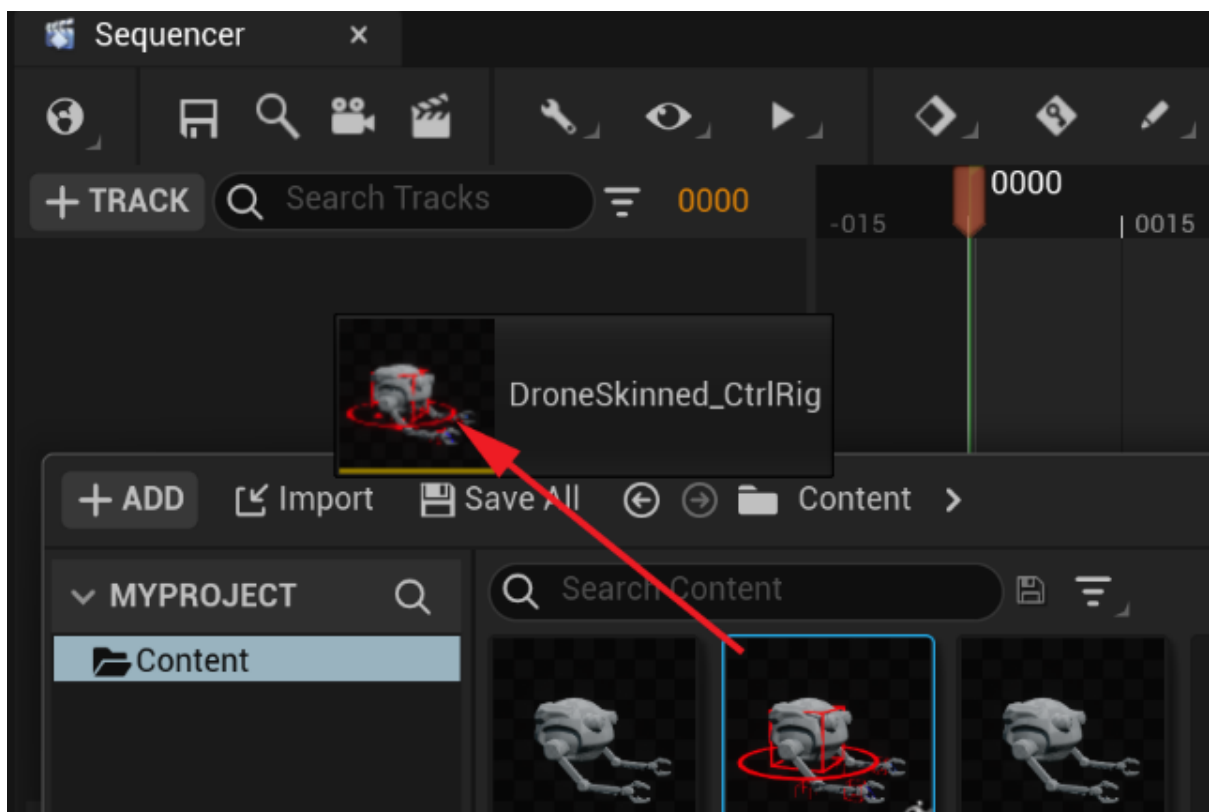
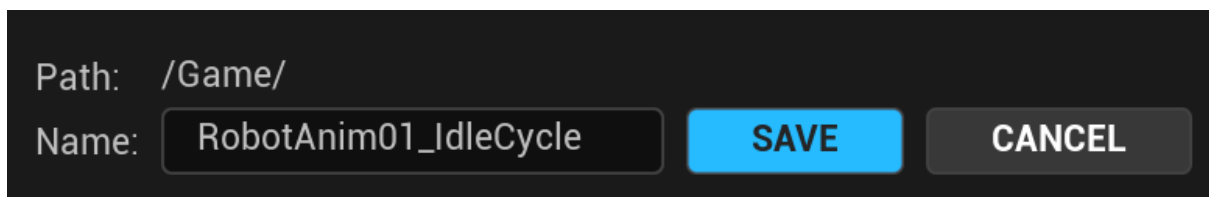
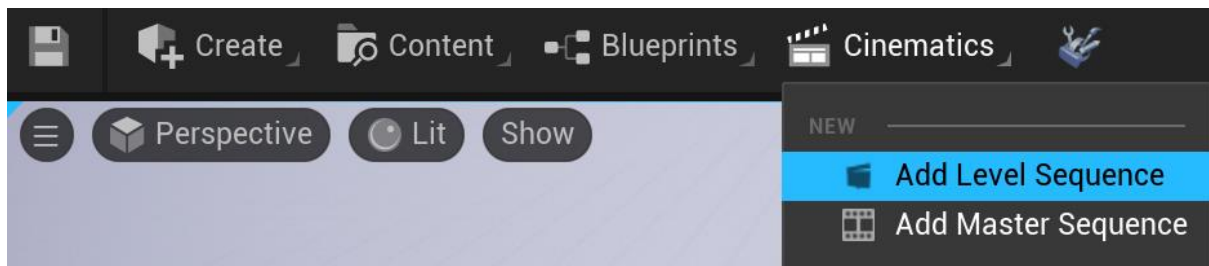


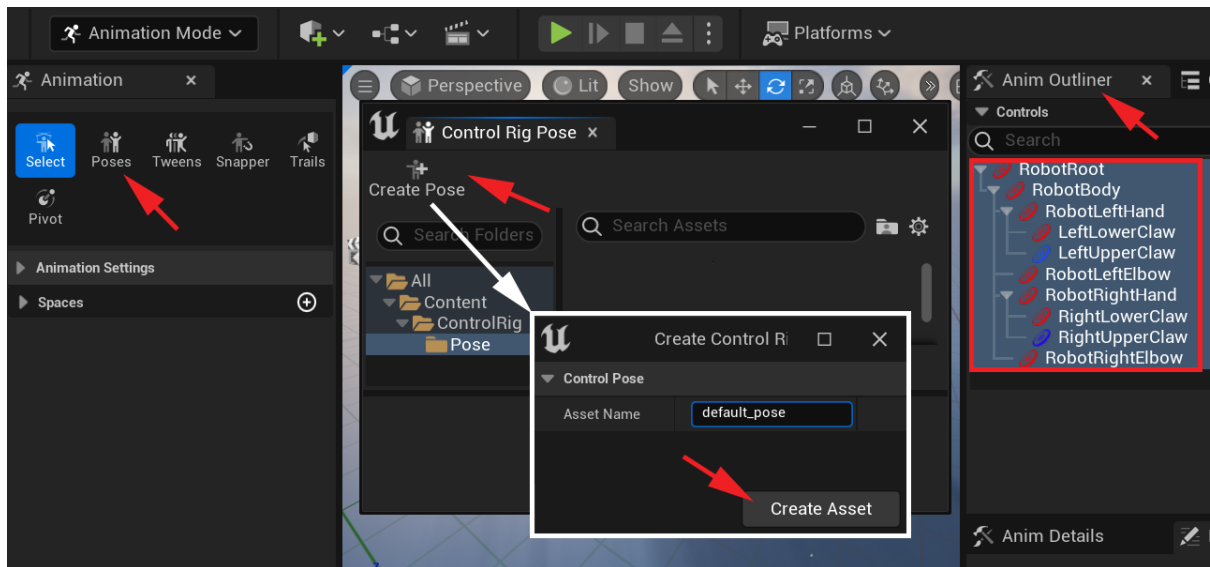
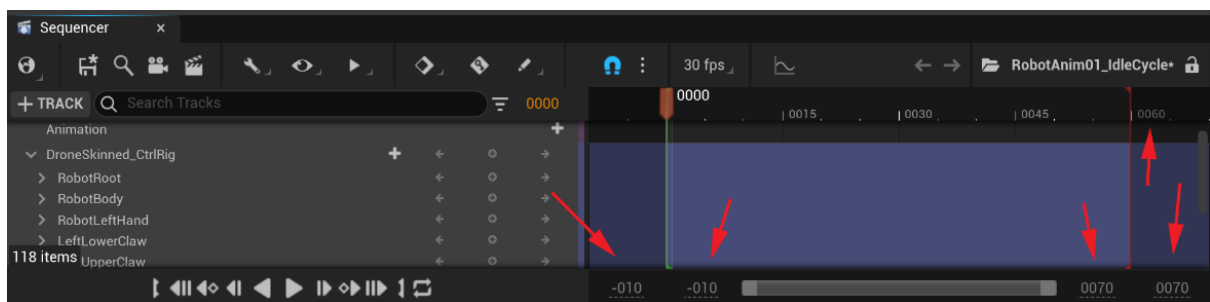
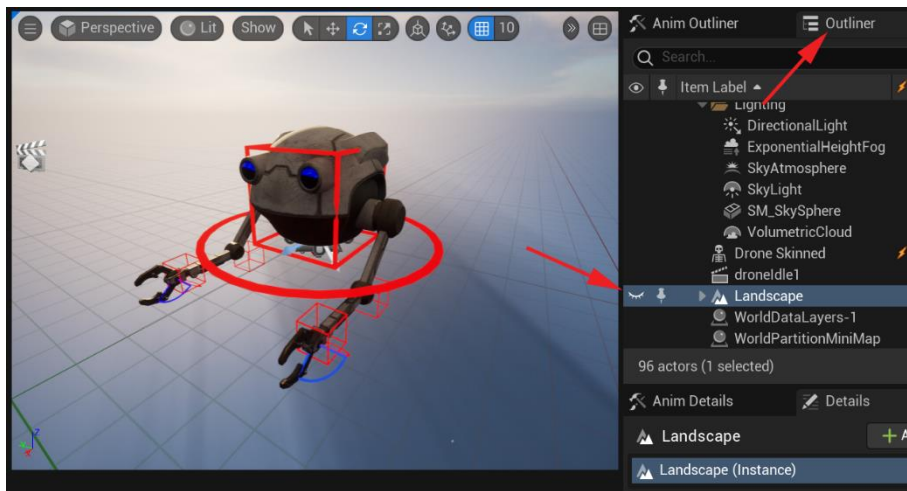


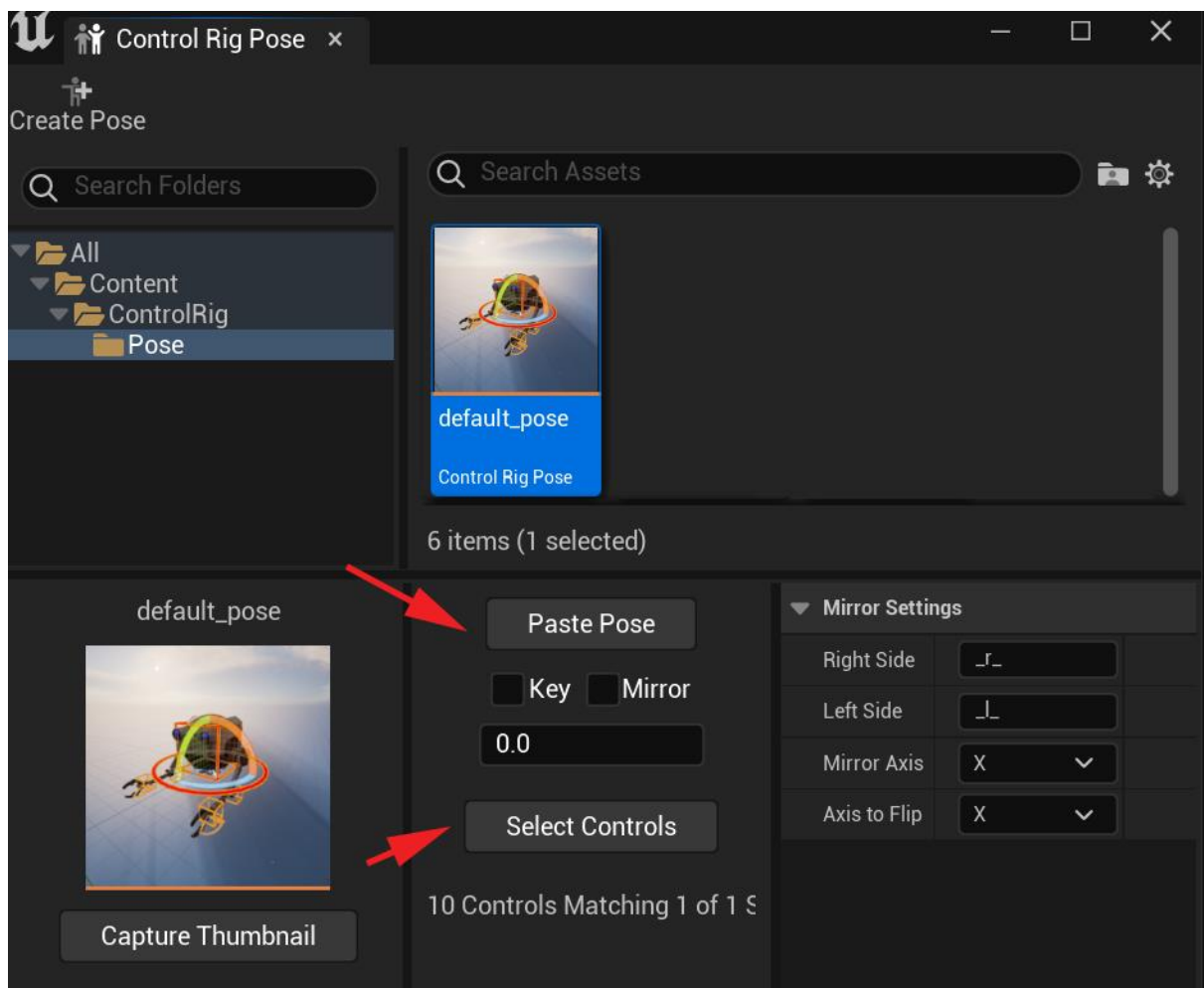
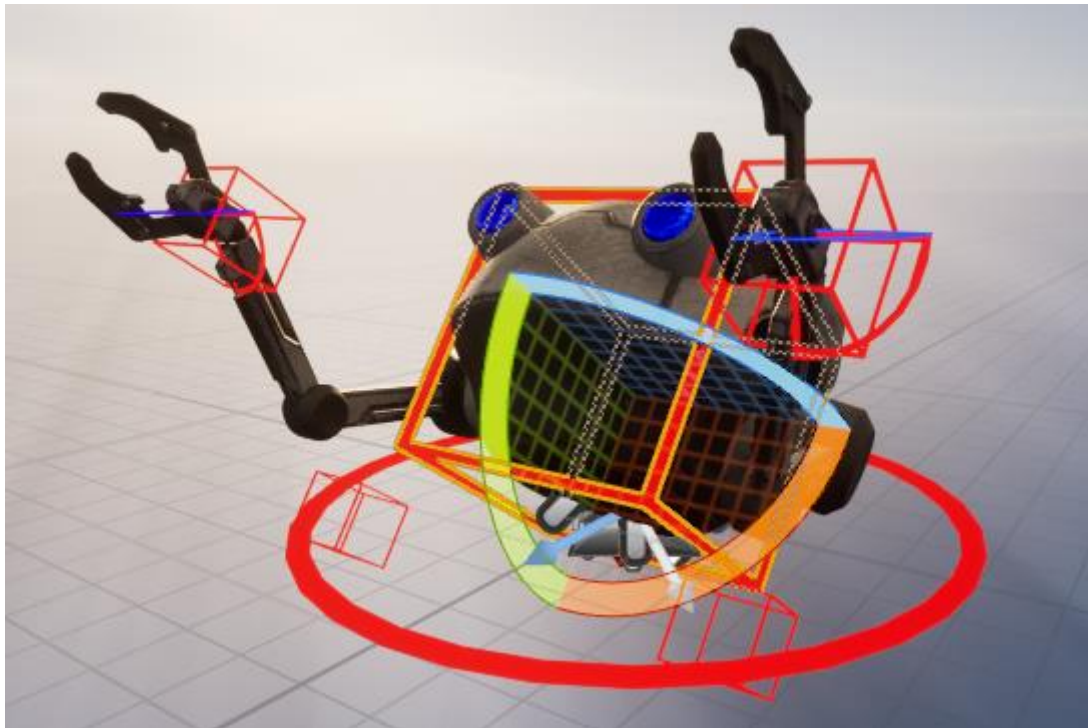


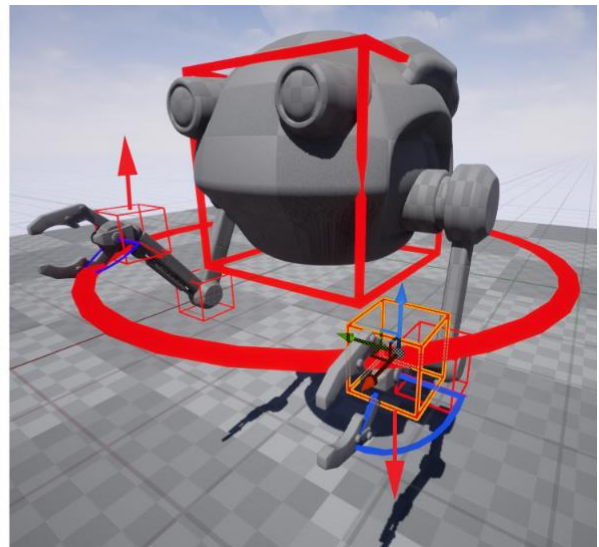
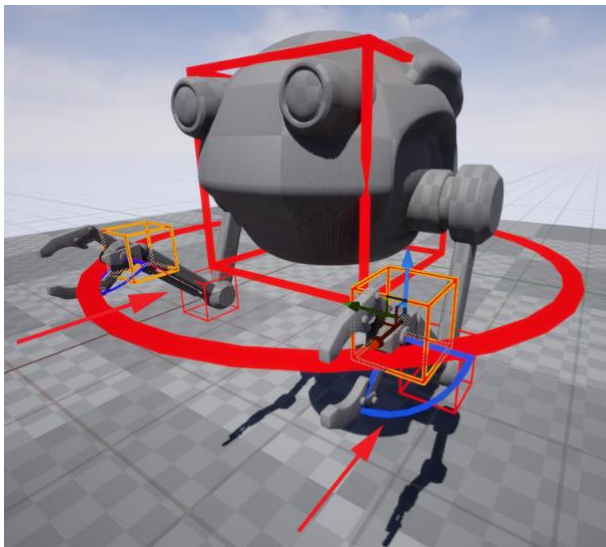
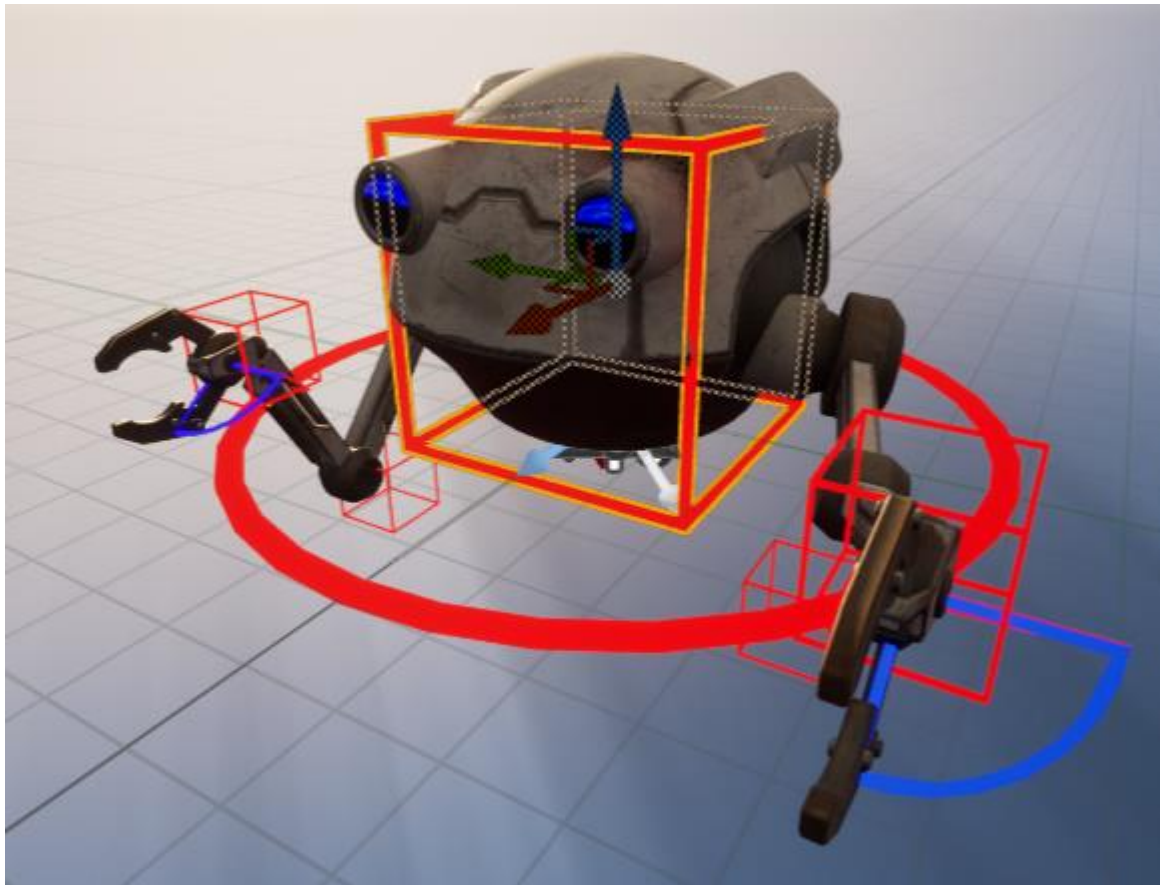


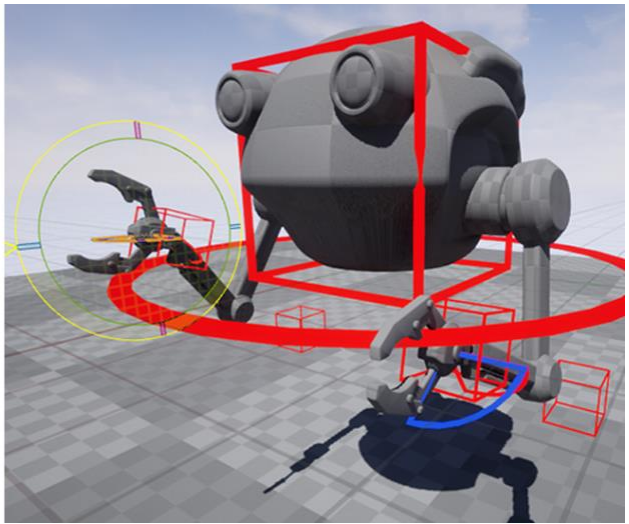
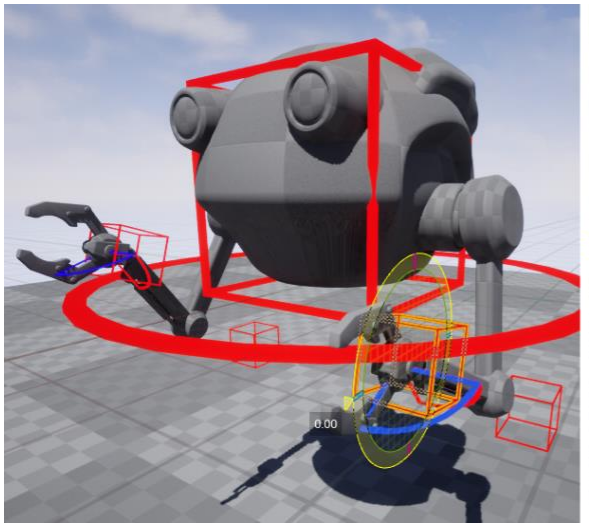
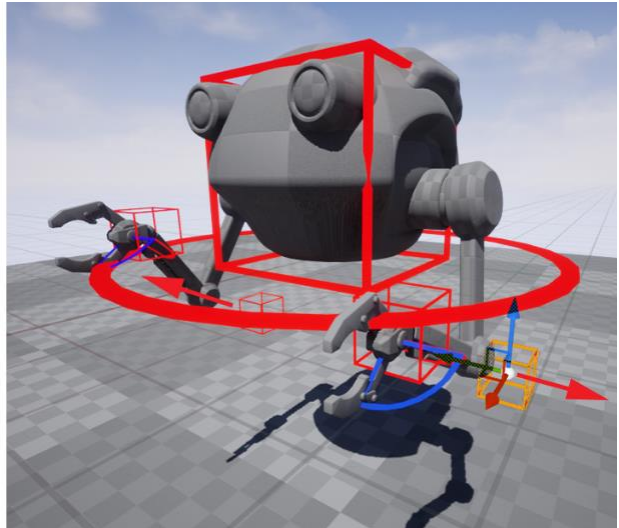
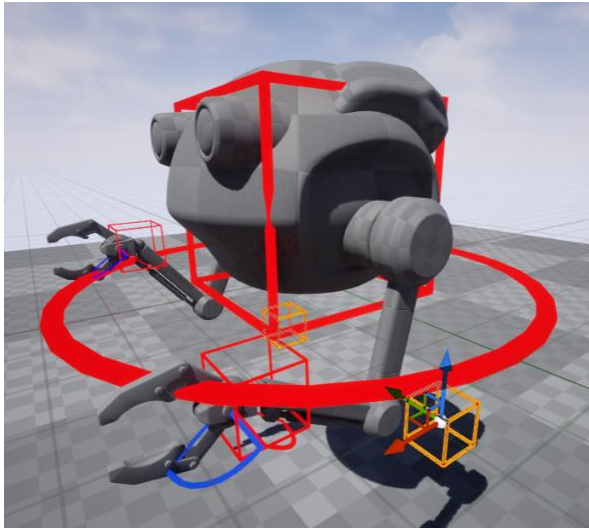
Chapter 17: Create Three Simple Animations for the Robot in UE5 Sequencer

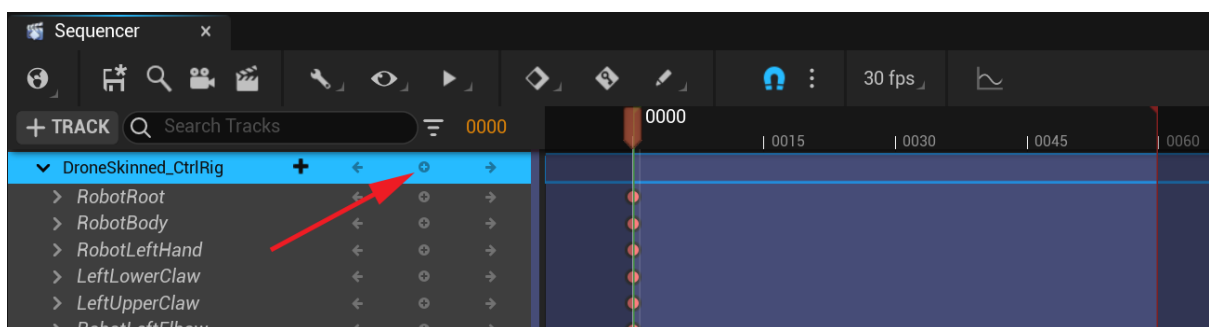
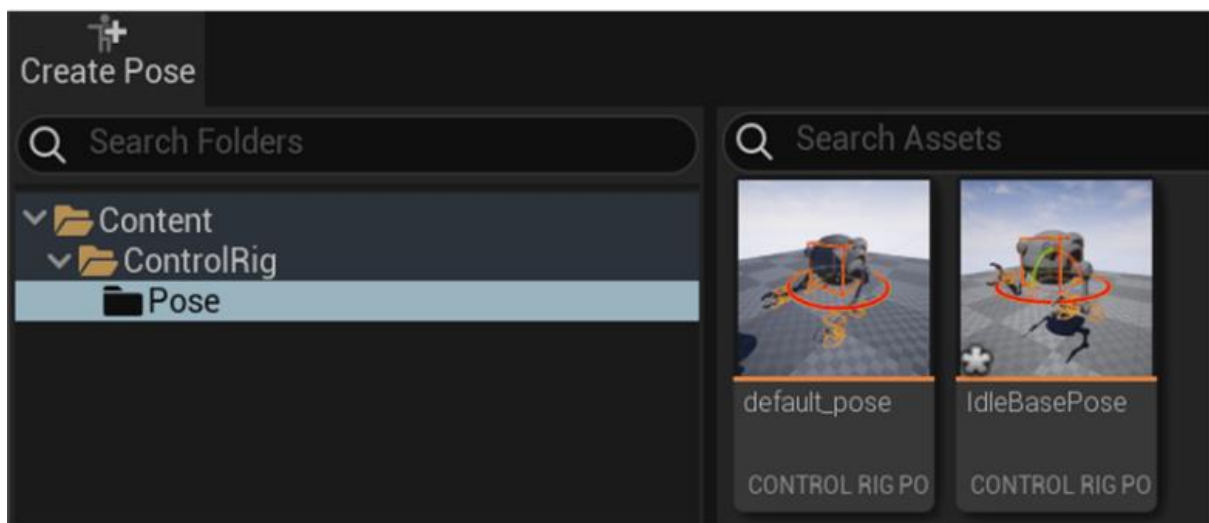
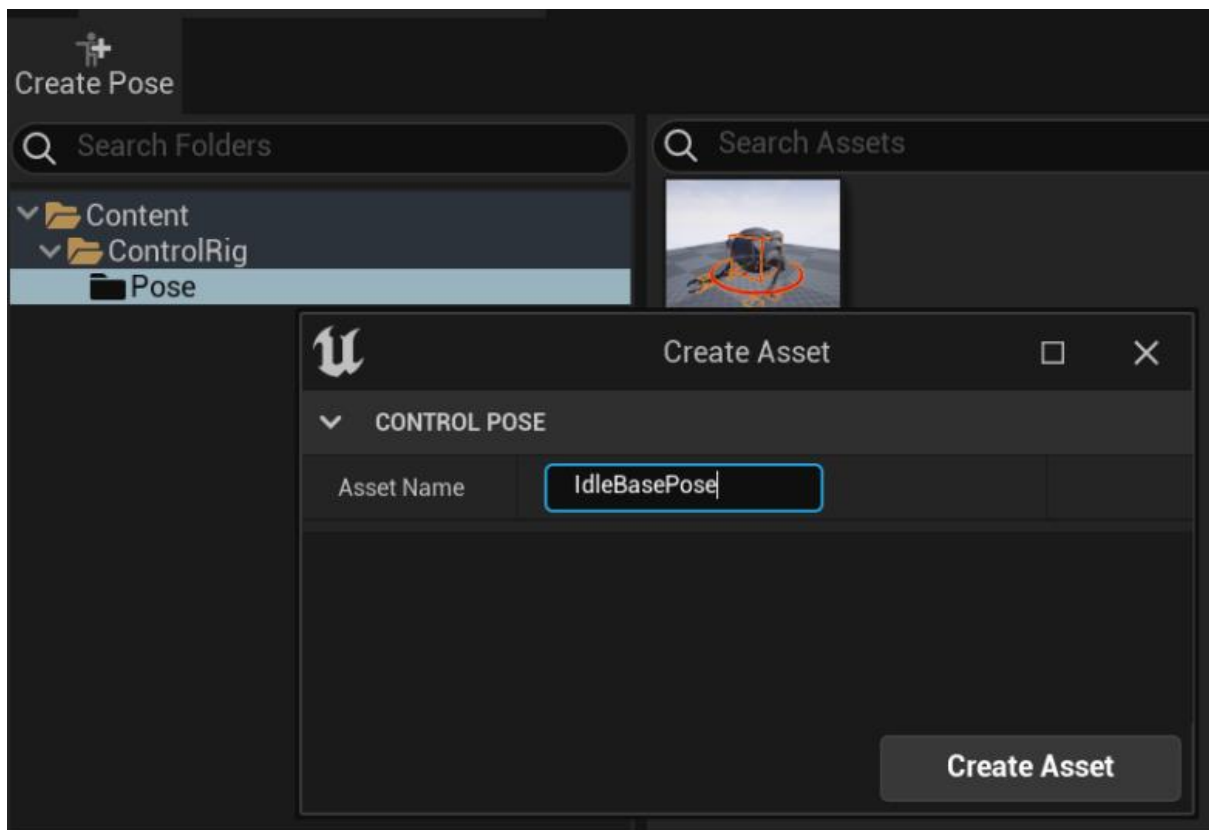


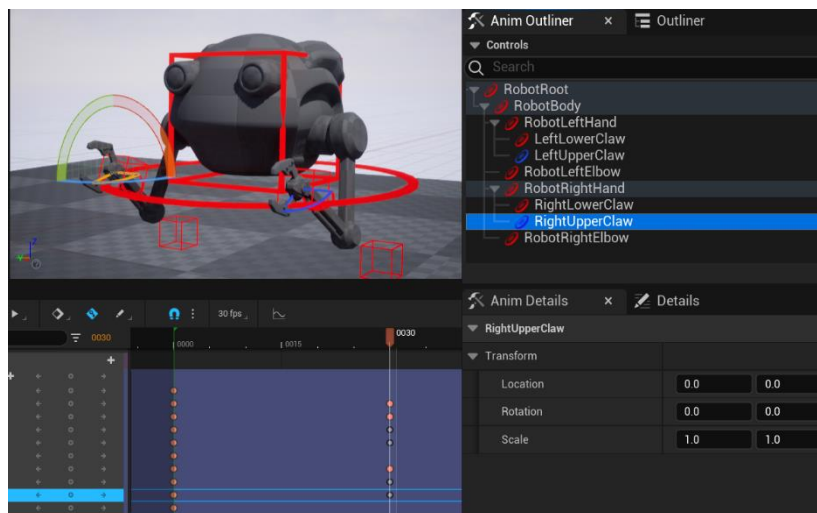
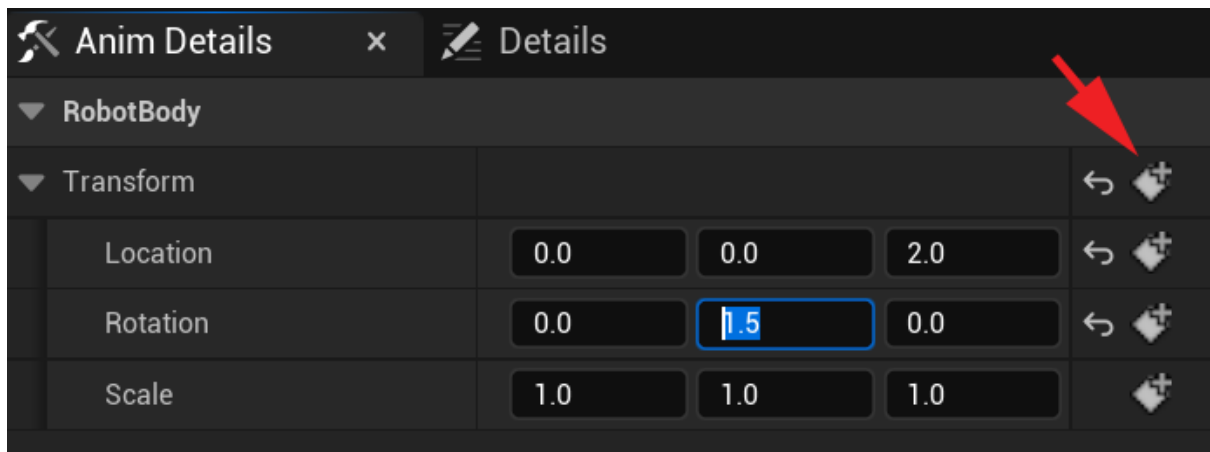
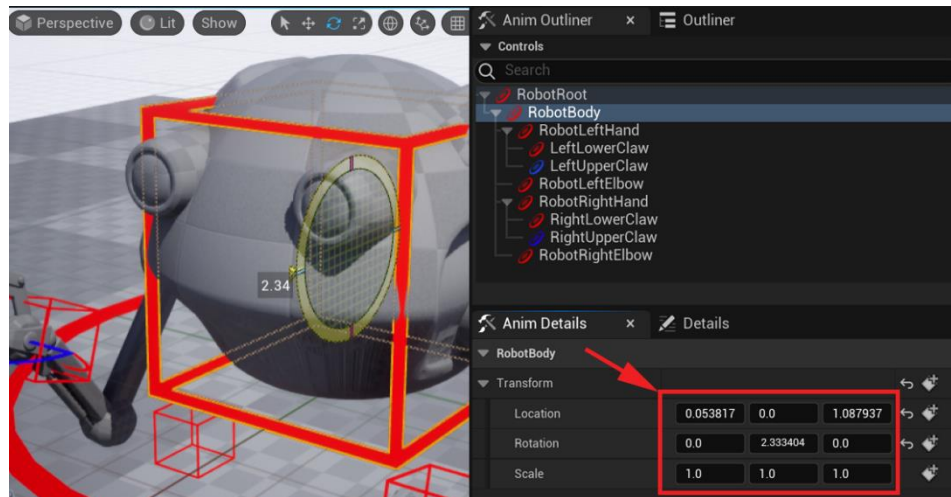
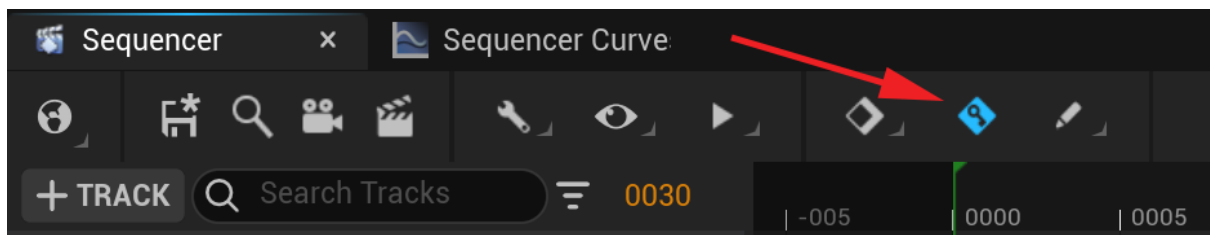


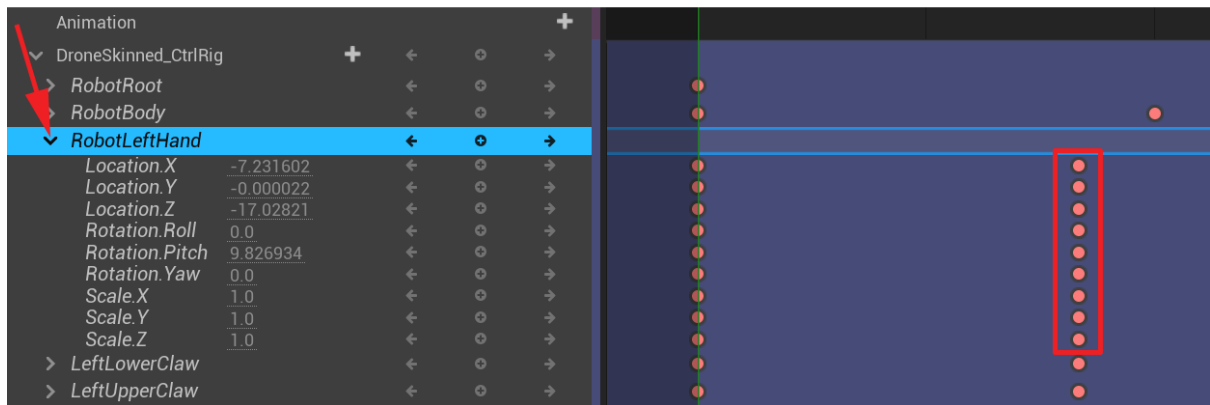
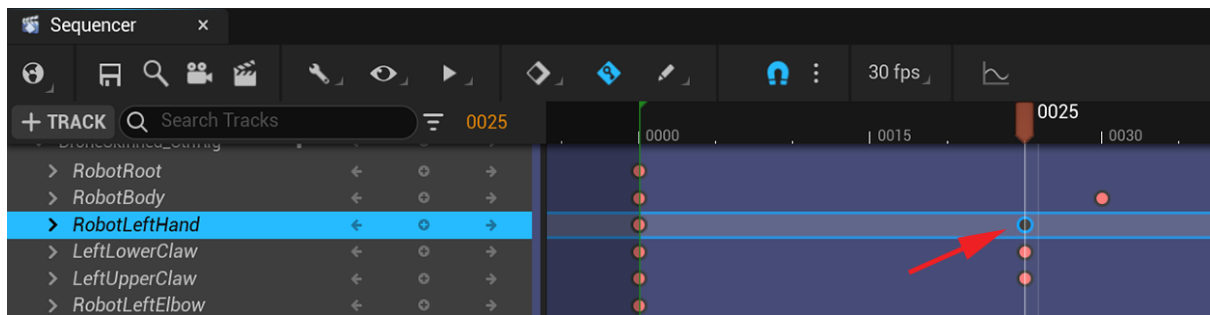
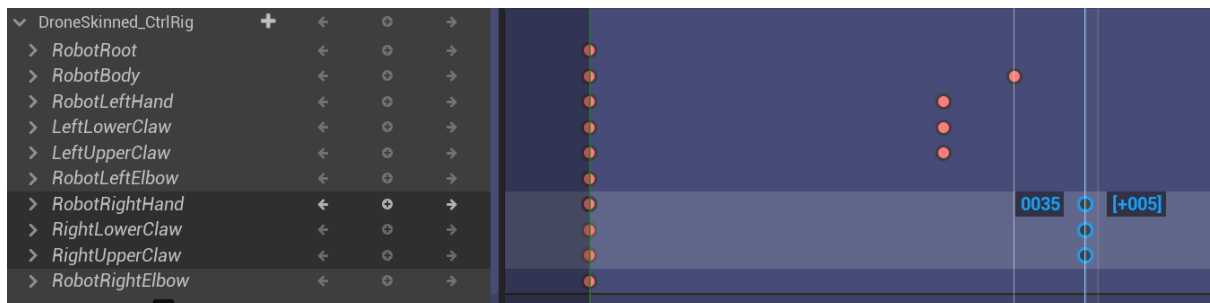
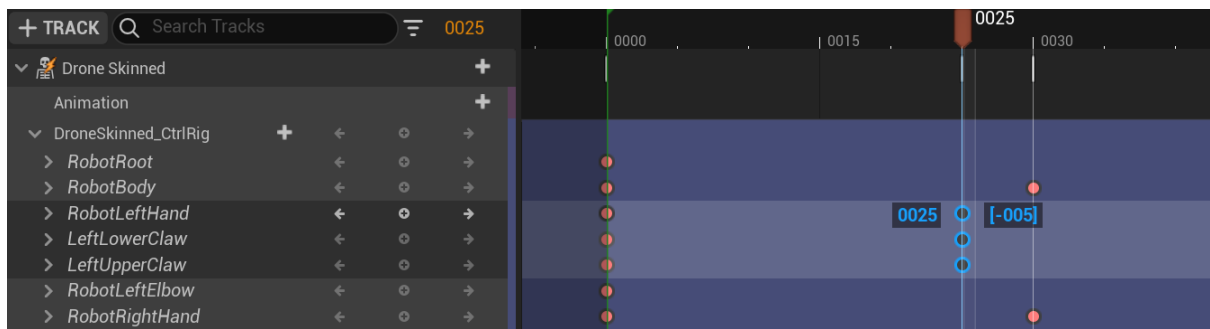


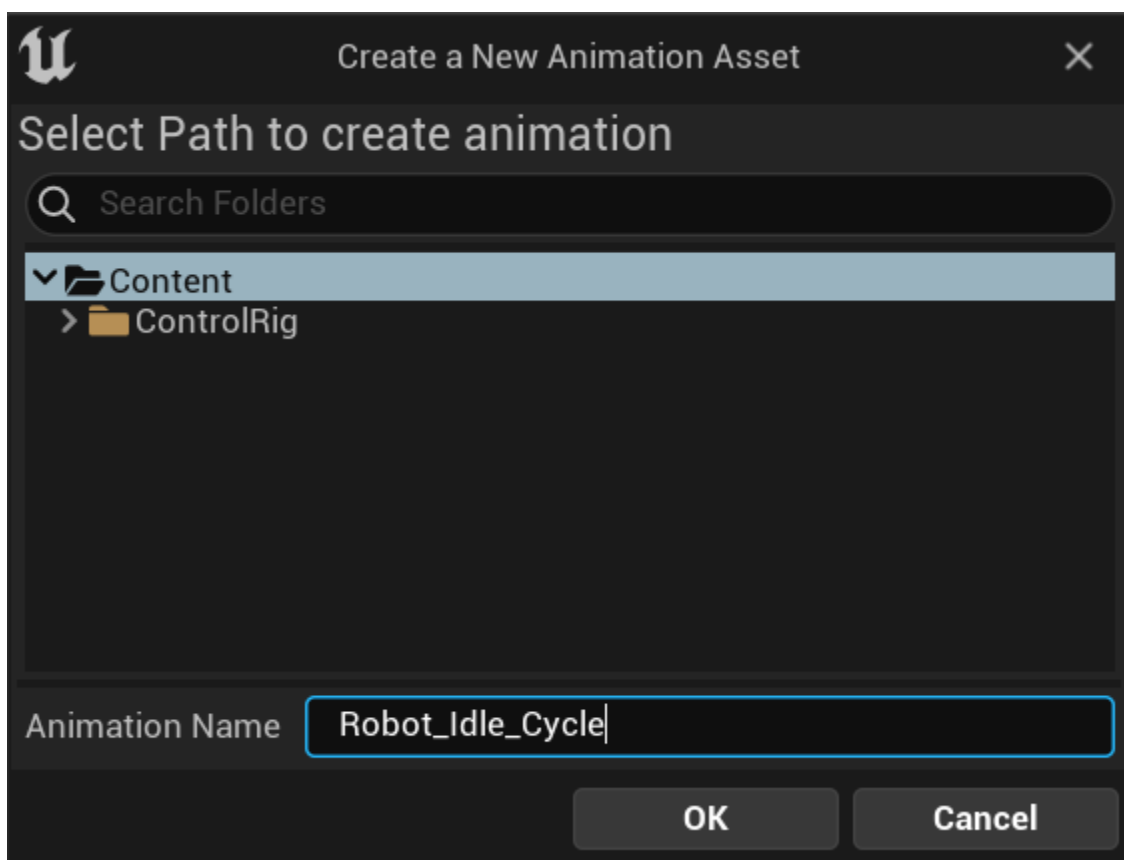
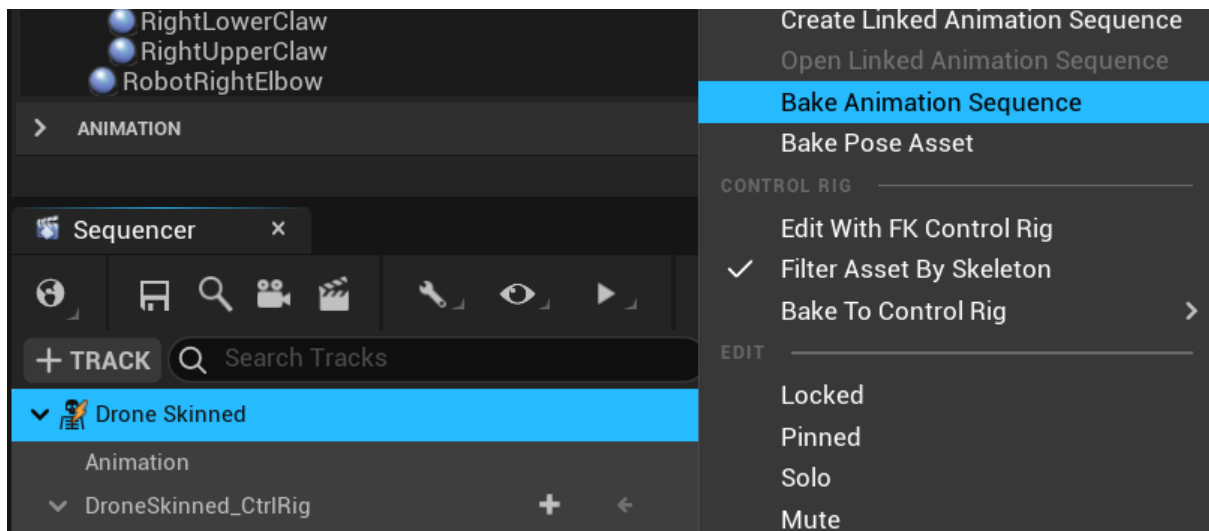


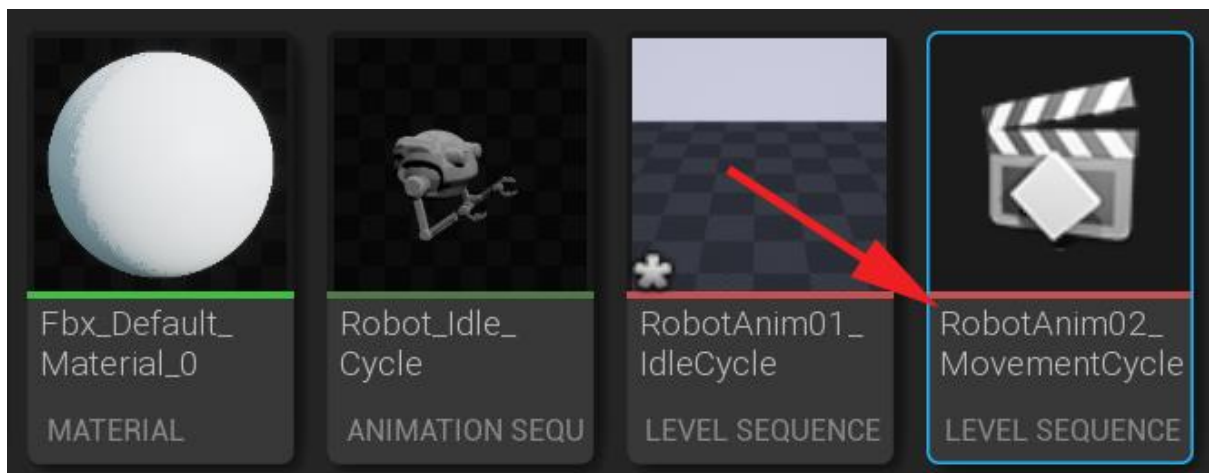
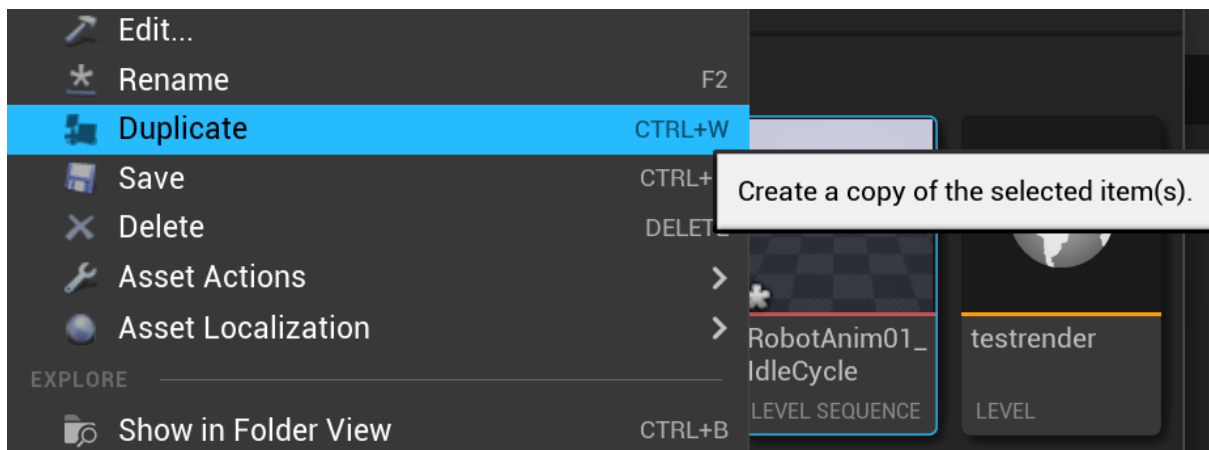
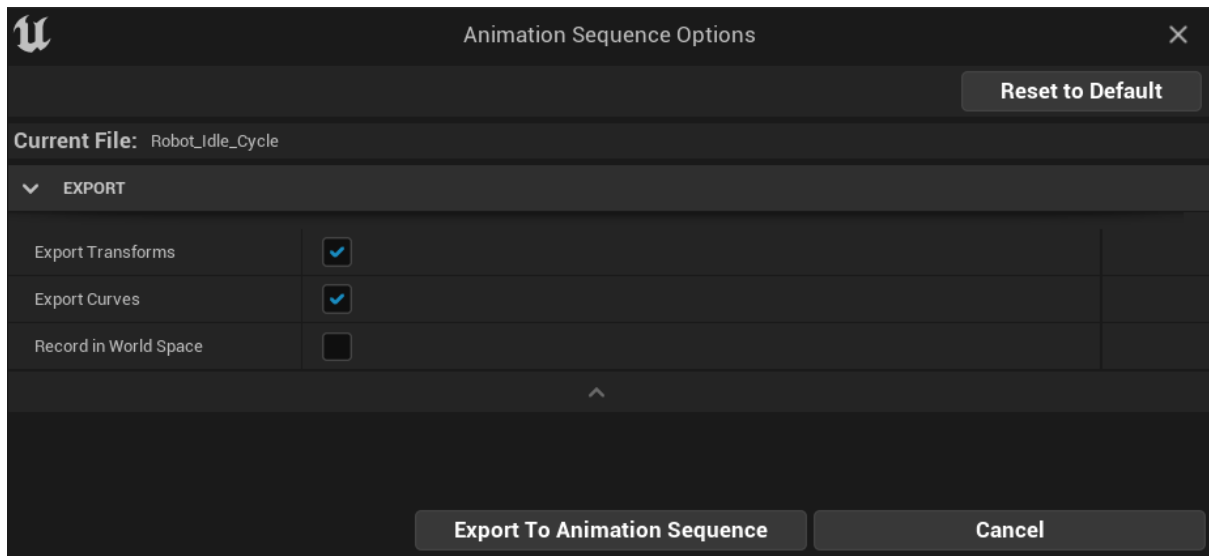


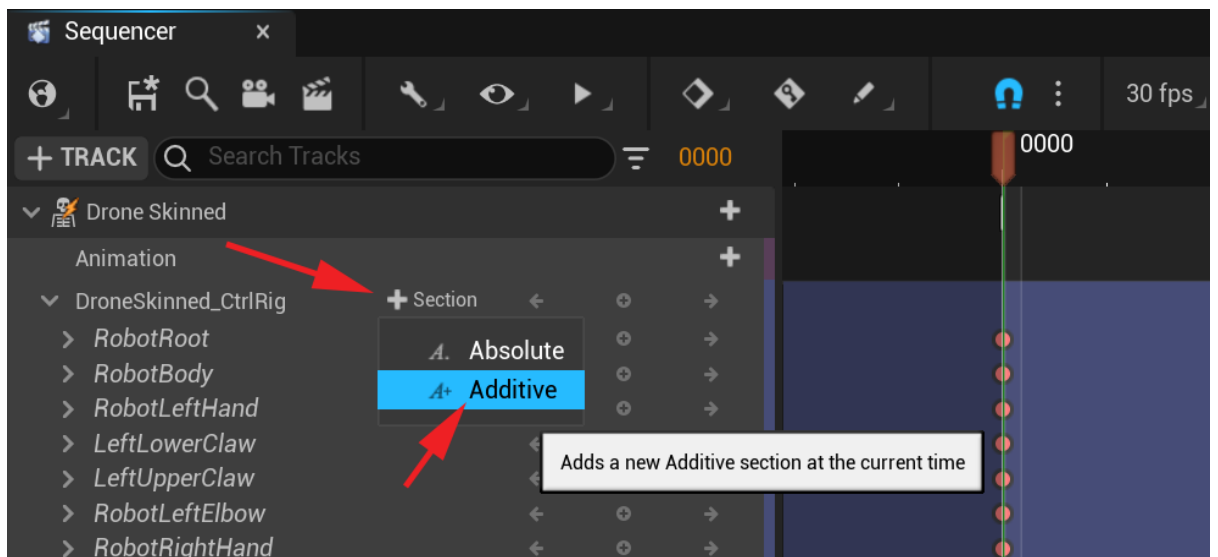
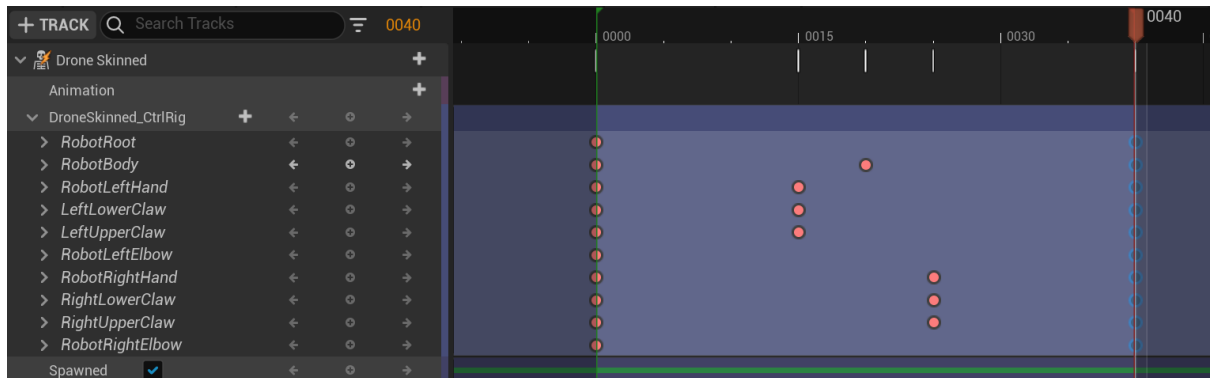
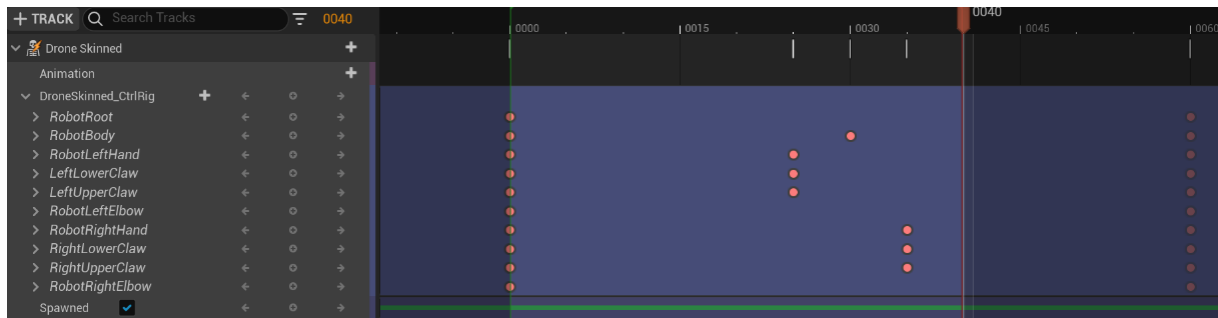


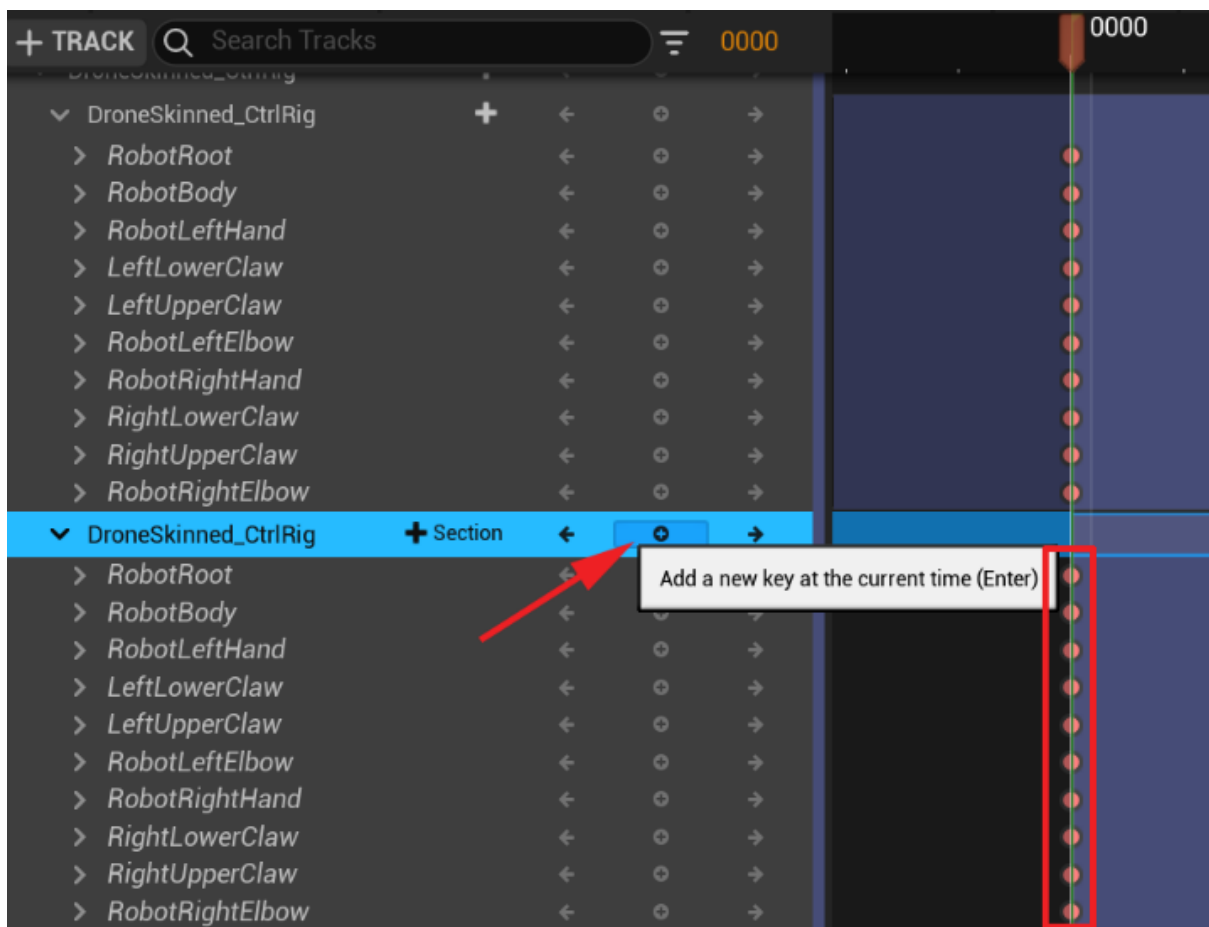
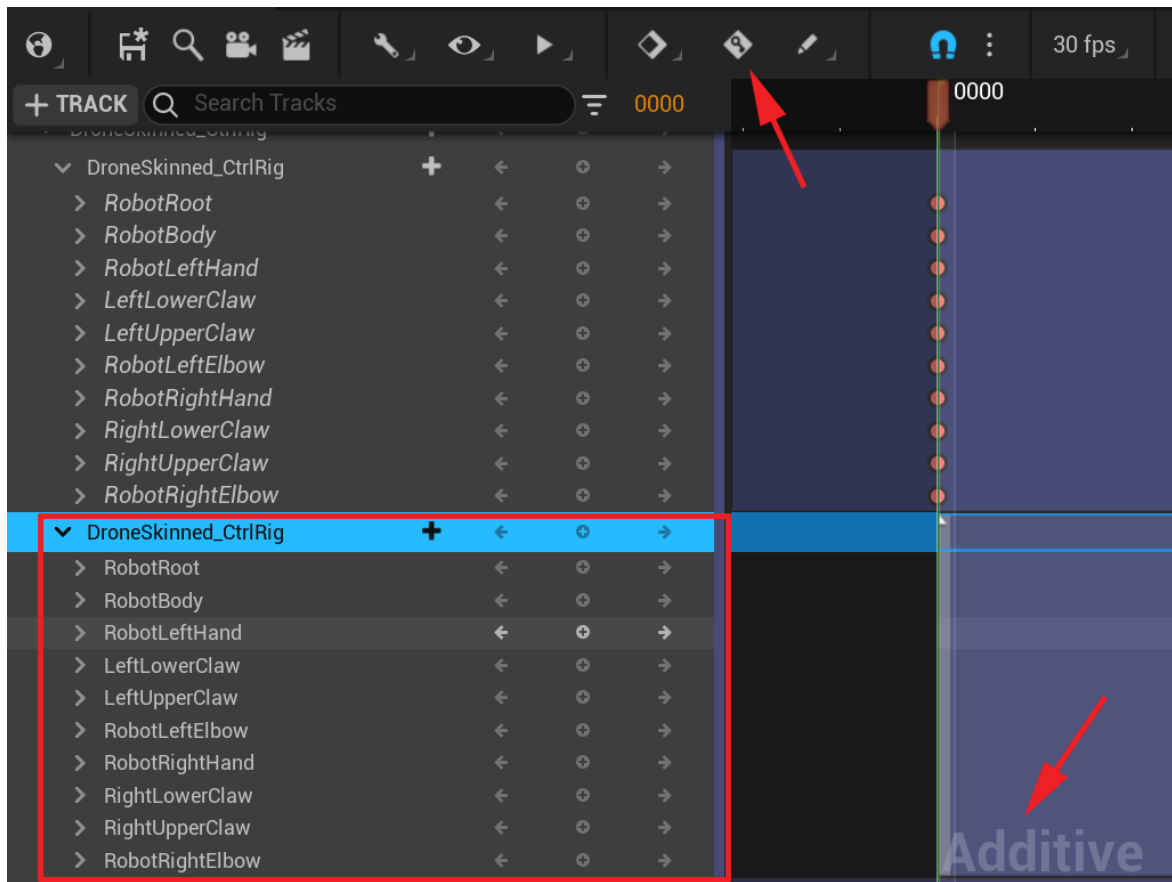


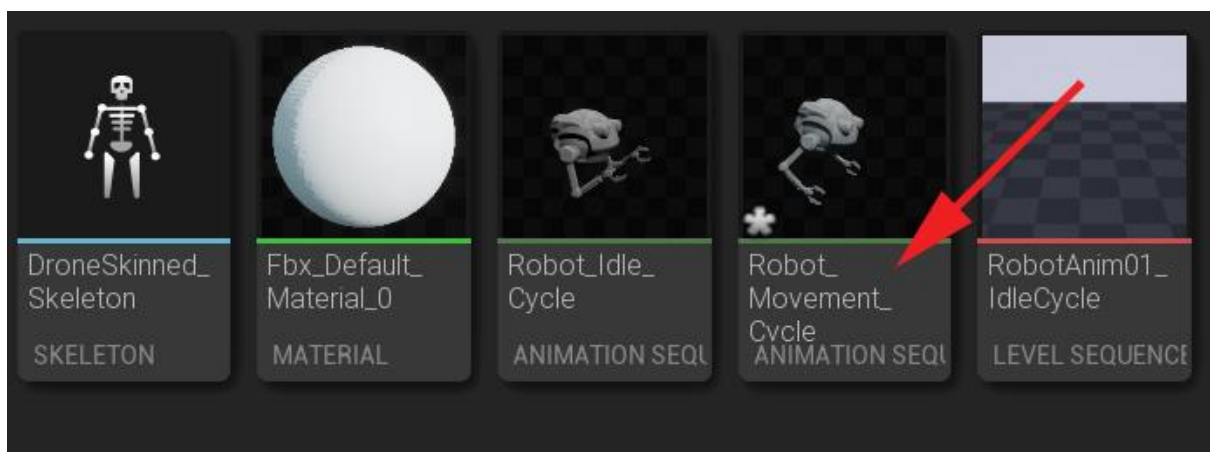
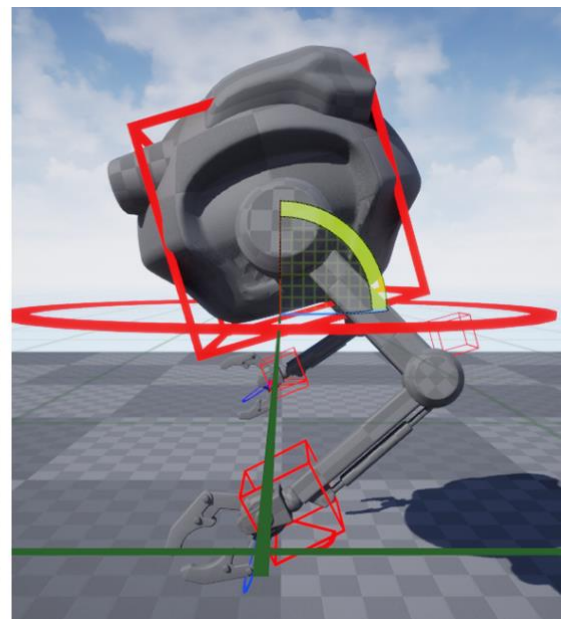
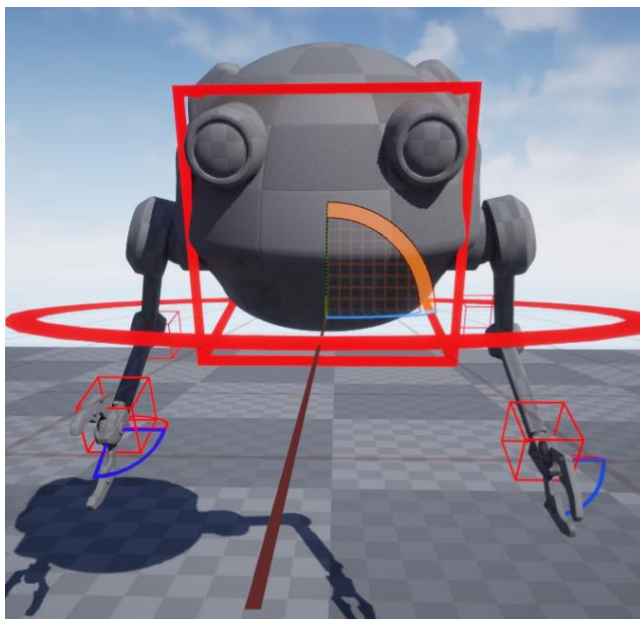
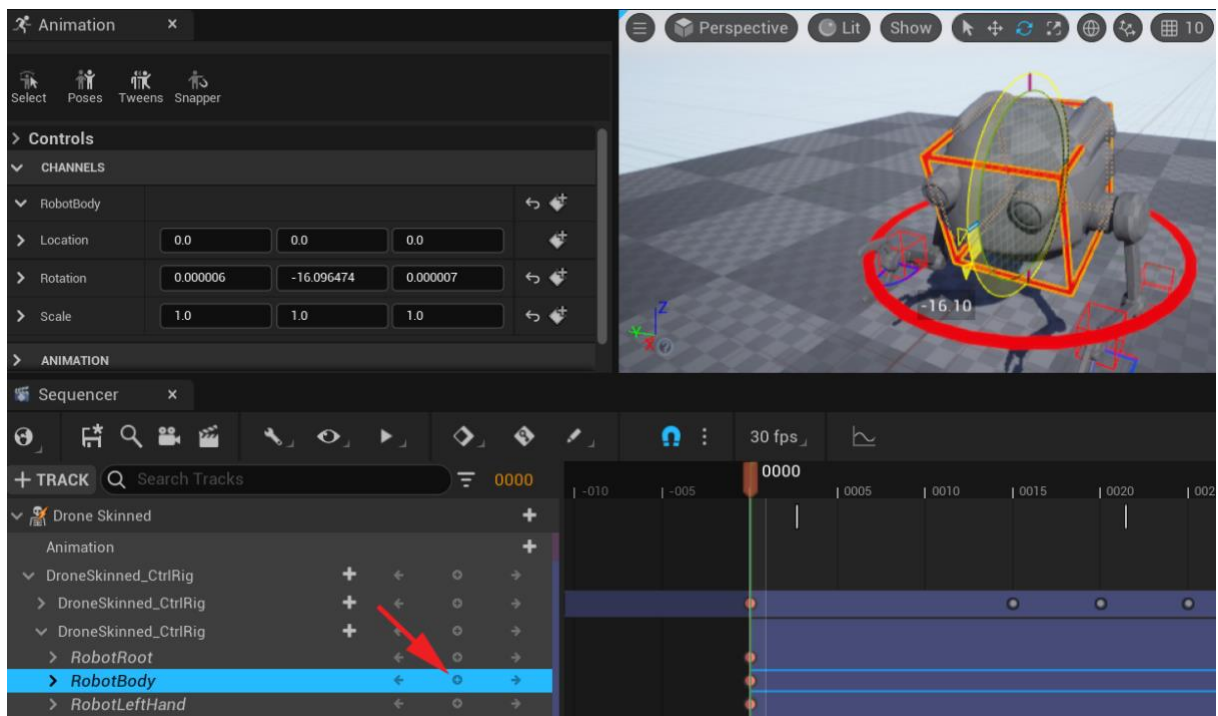


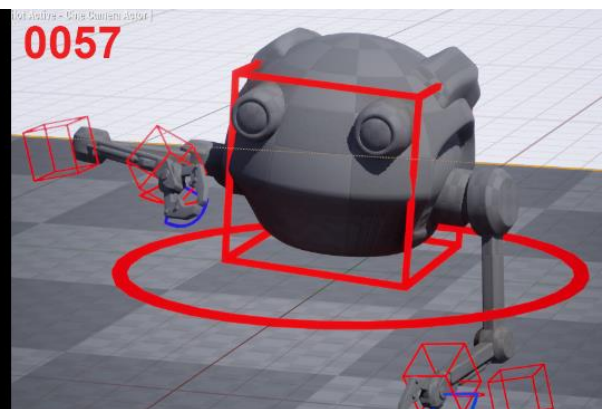
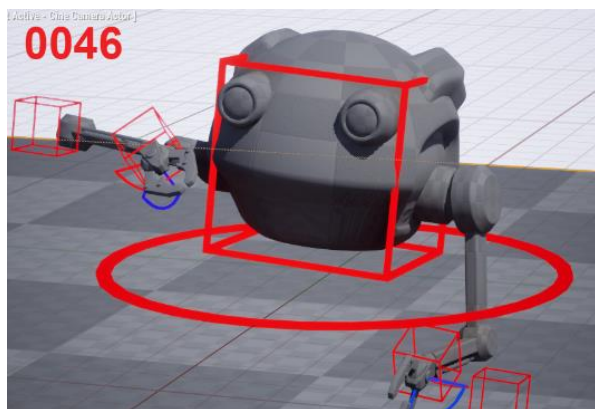
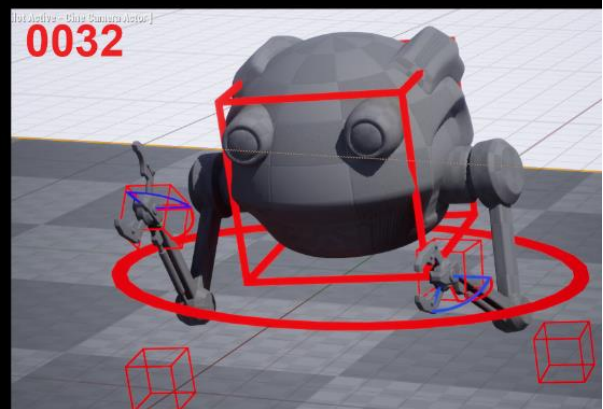
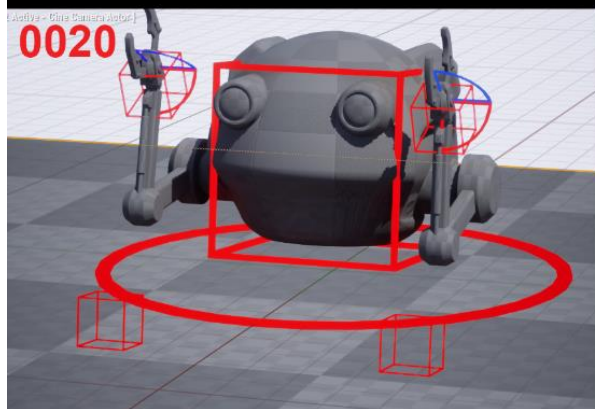
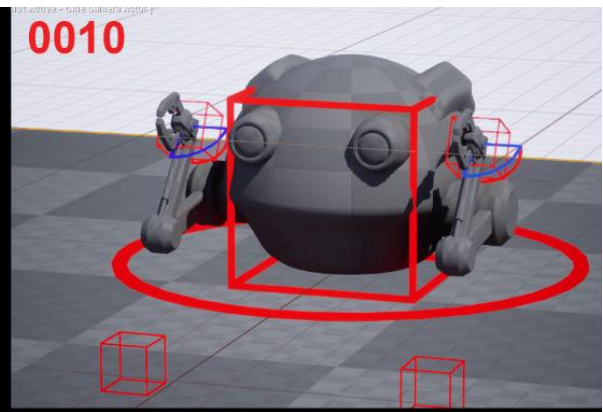
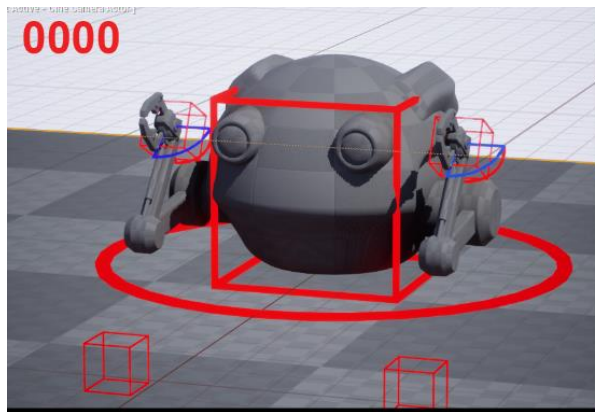


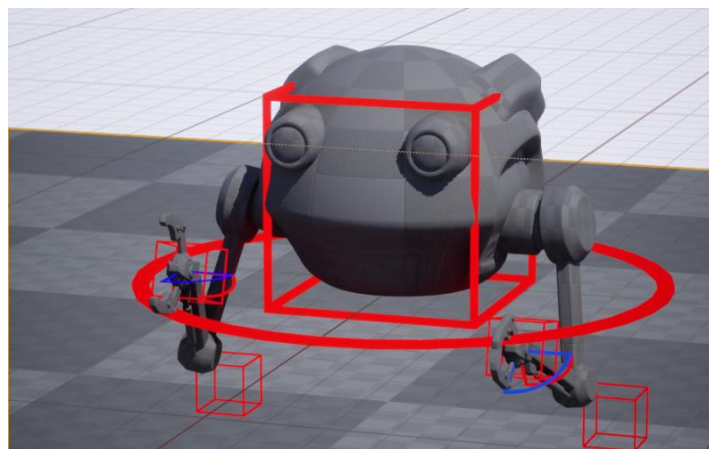
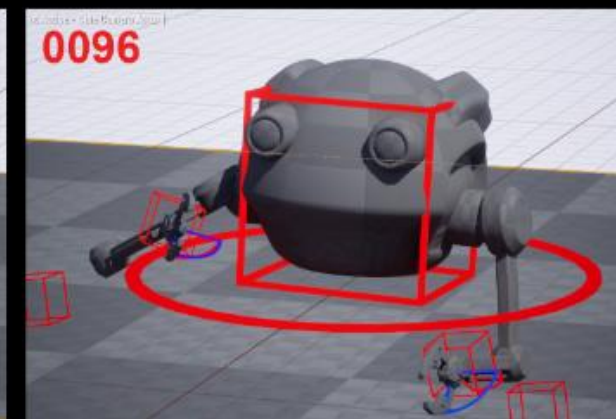
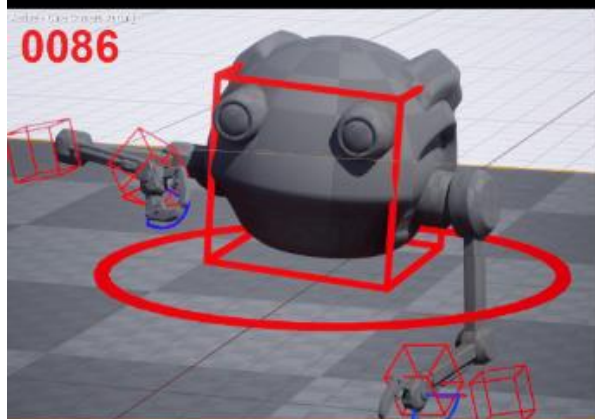
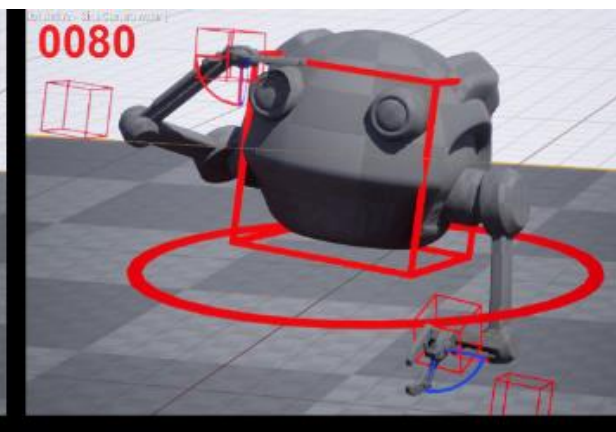
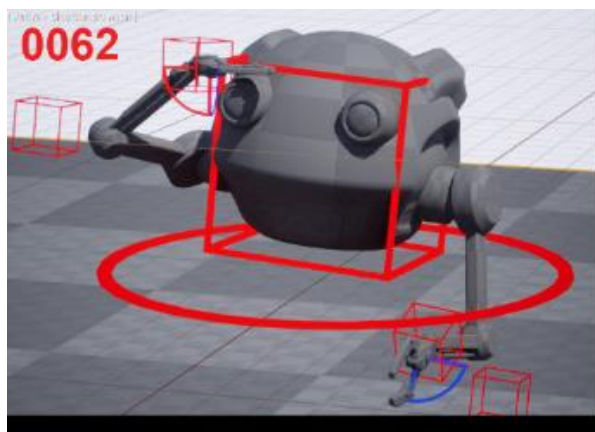




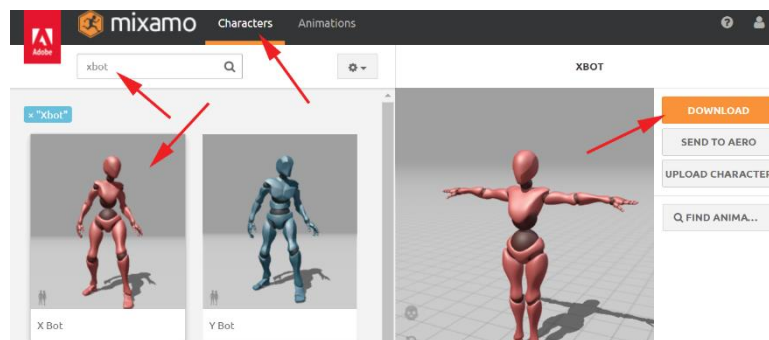








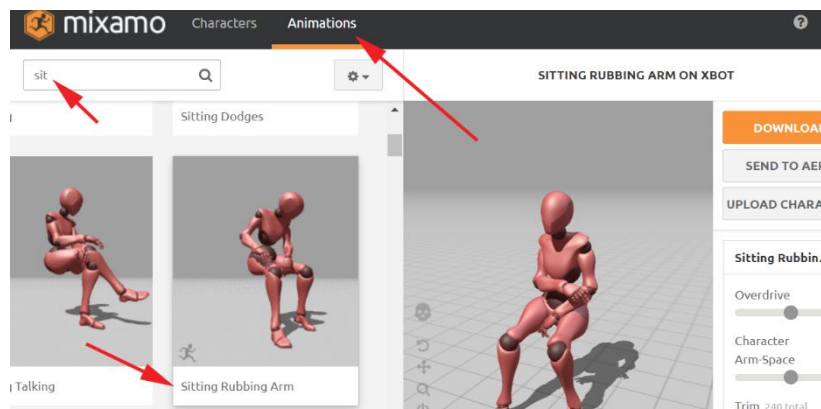
Chapter 18: Import Motion Capture onto the Metahuman Control Rig



DOWNLOAD SETTINGS

Format:

Pose:



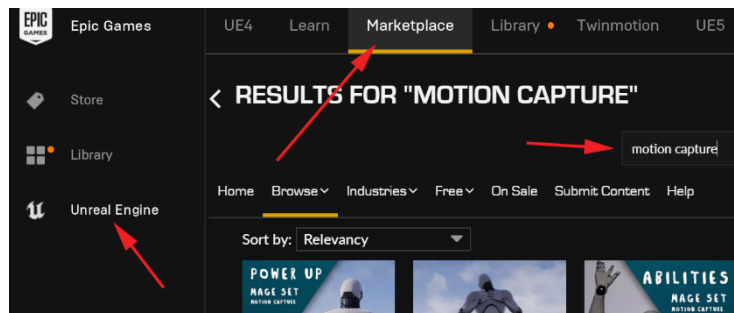
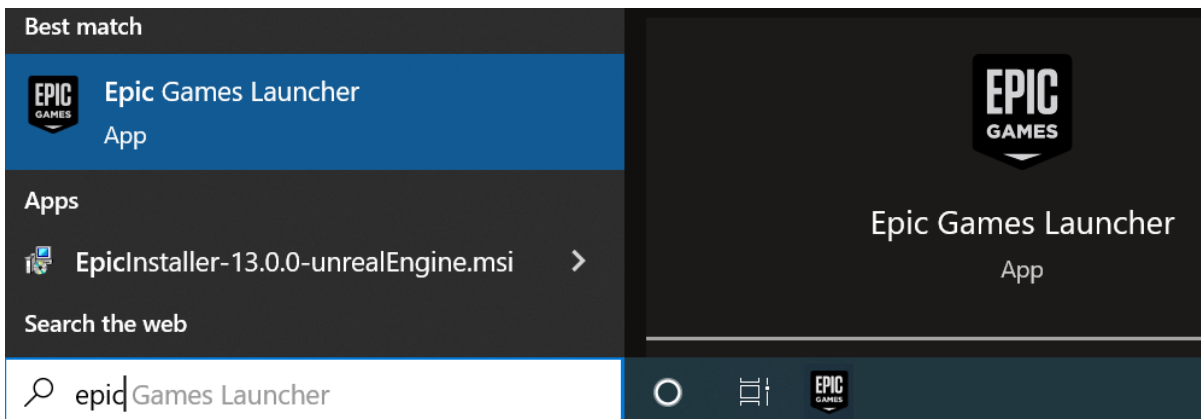
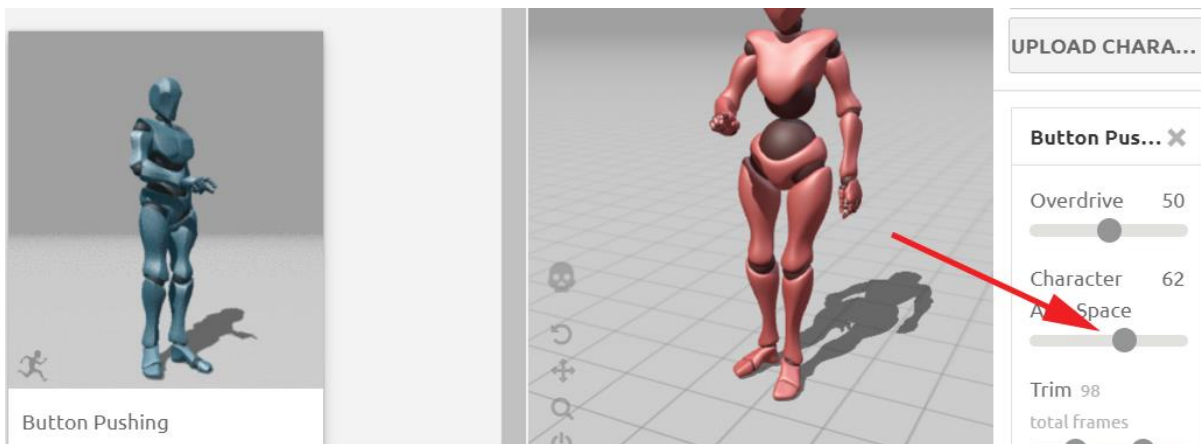
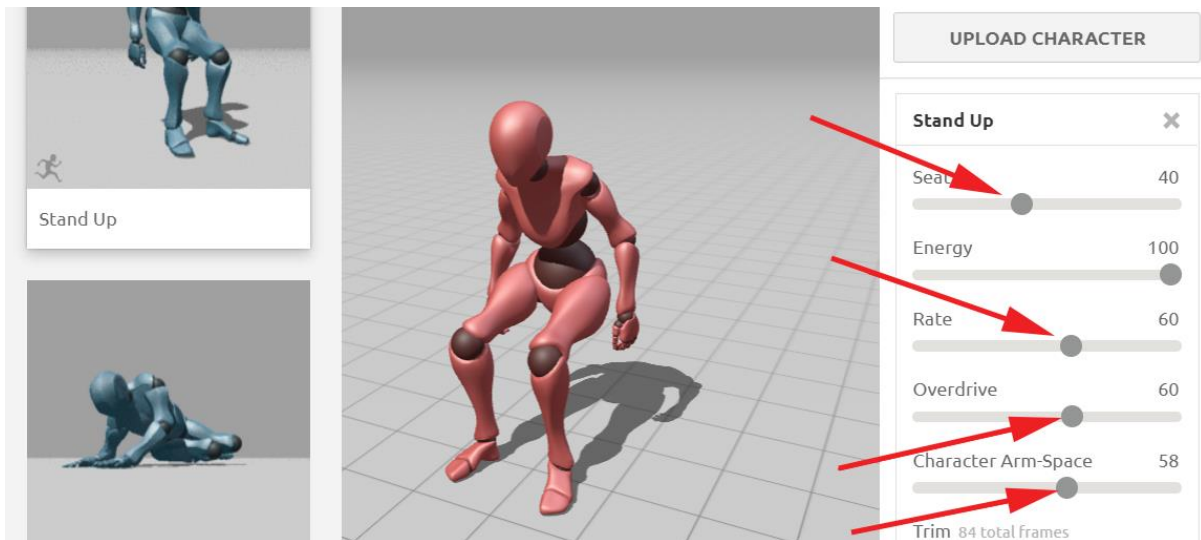
DOWNLOAD SETTINGS

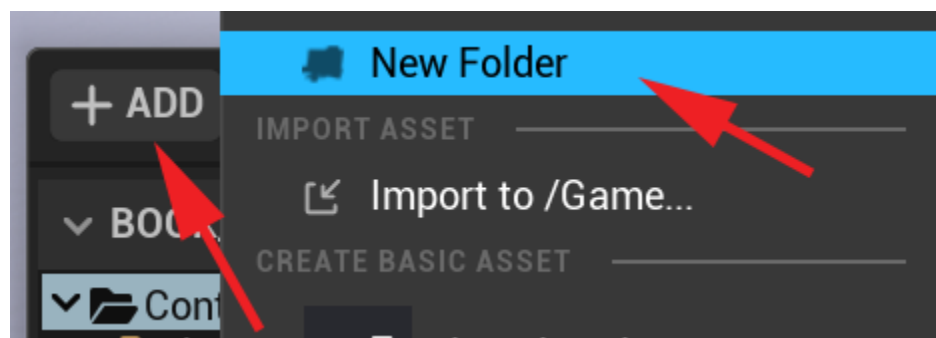
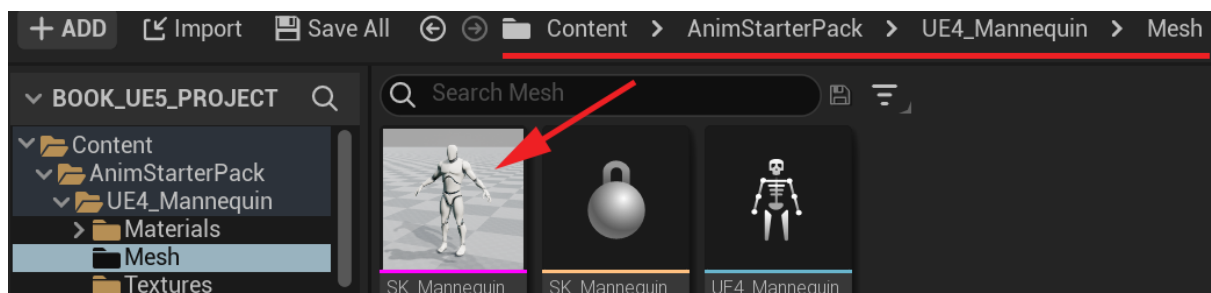
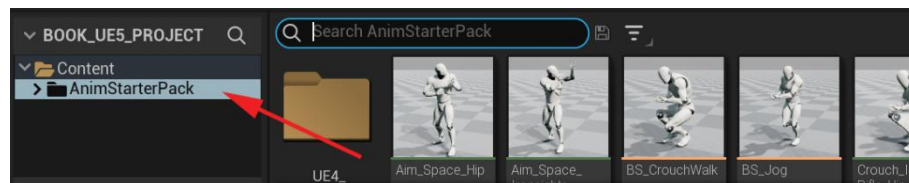
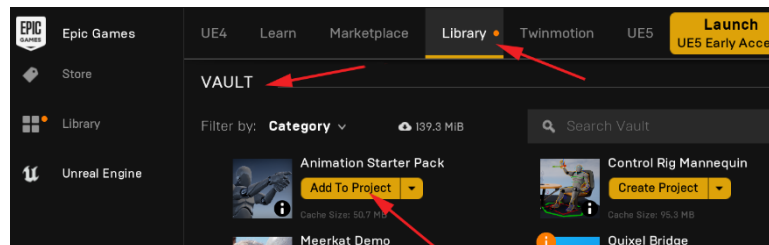
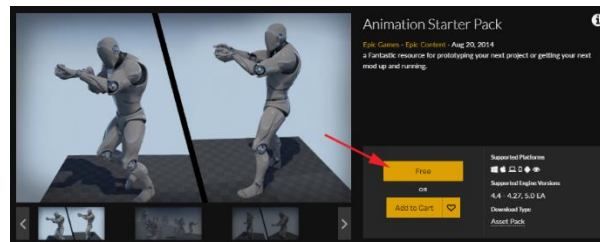
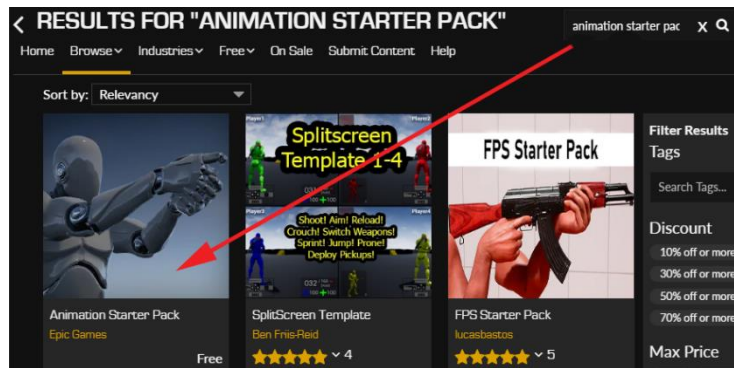
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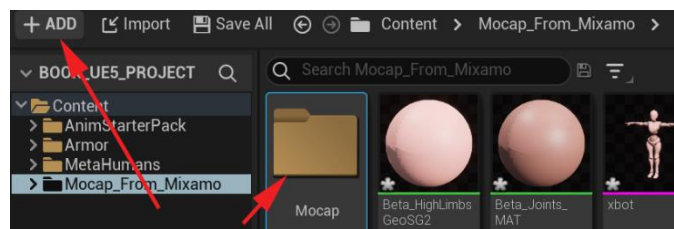
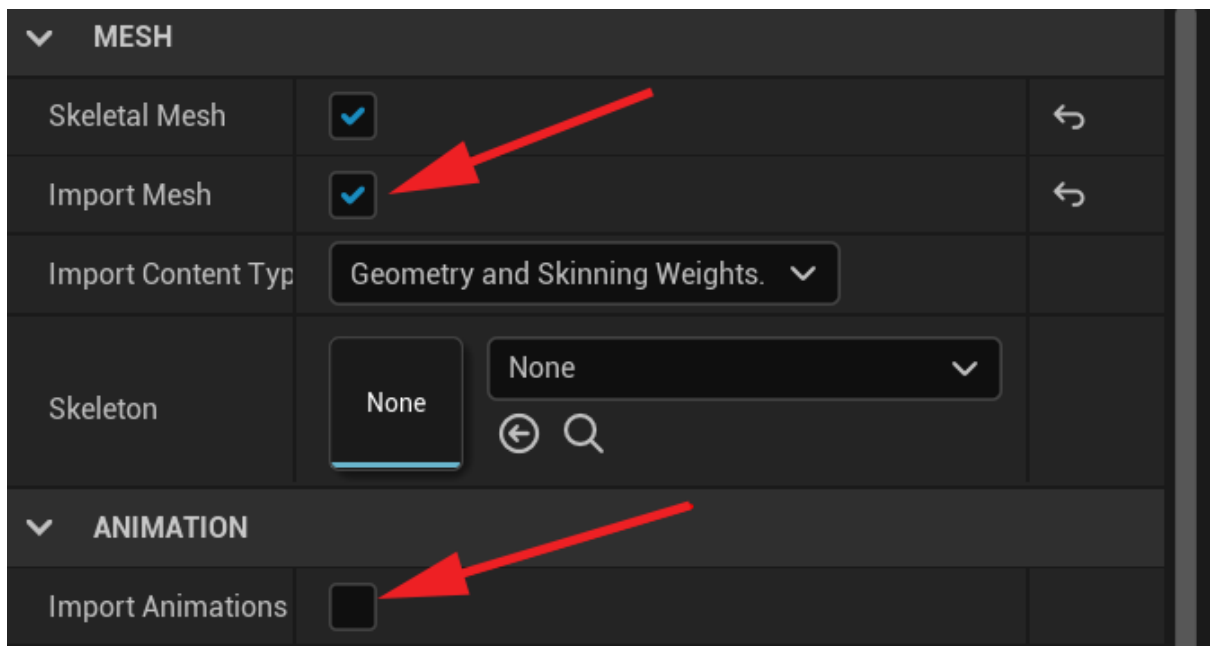
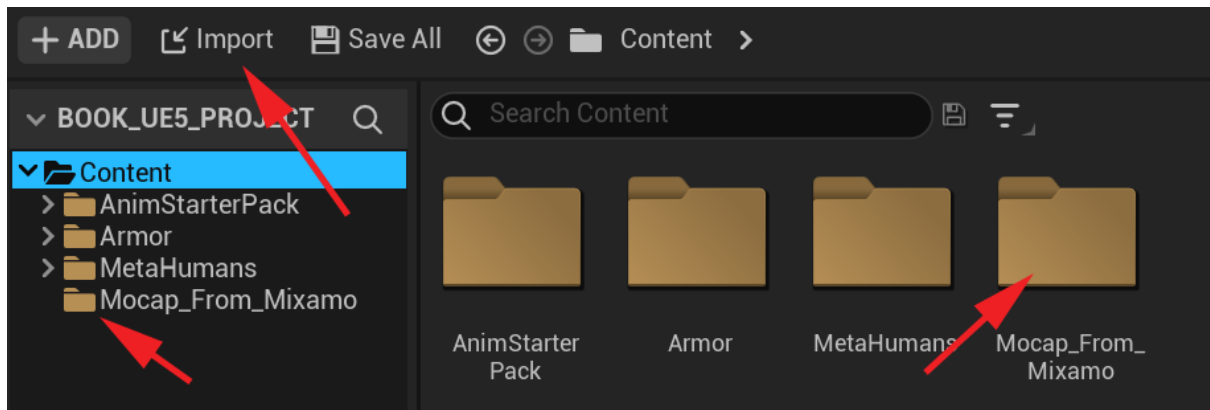
Skin:

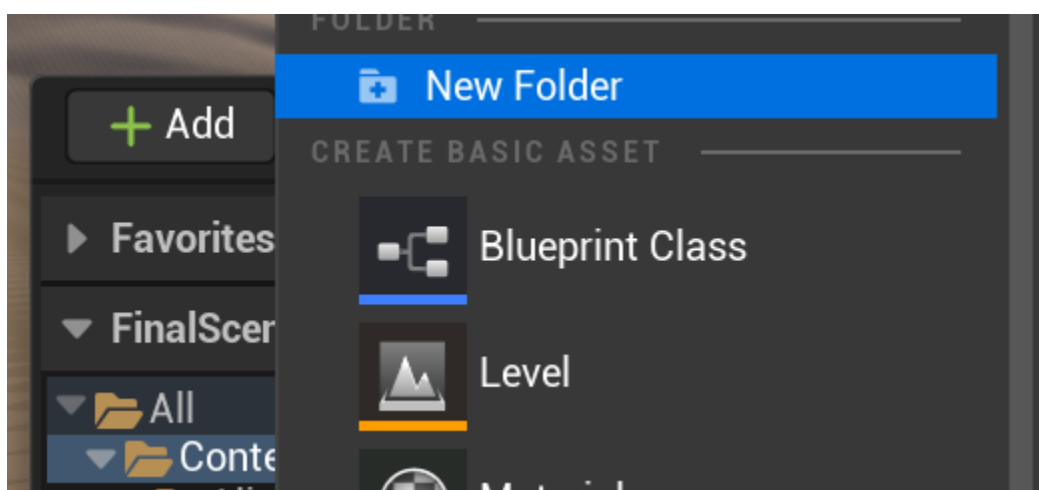
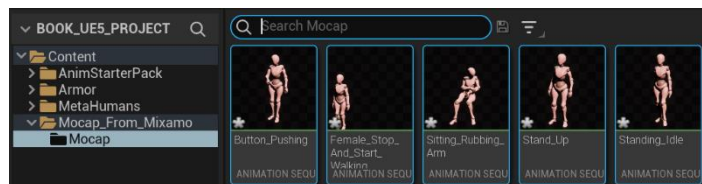
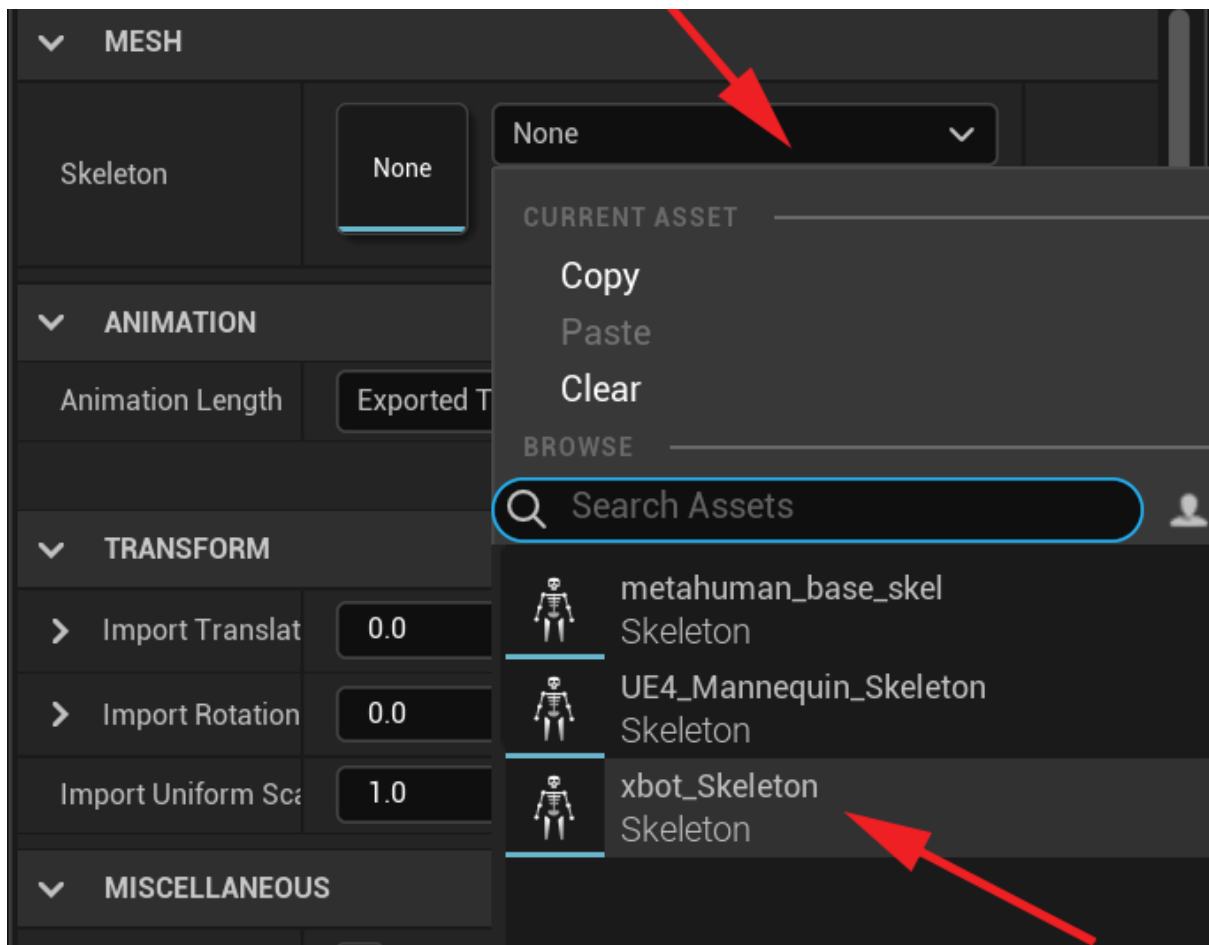
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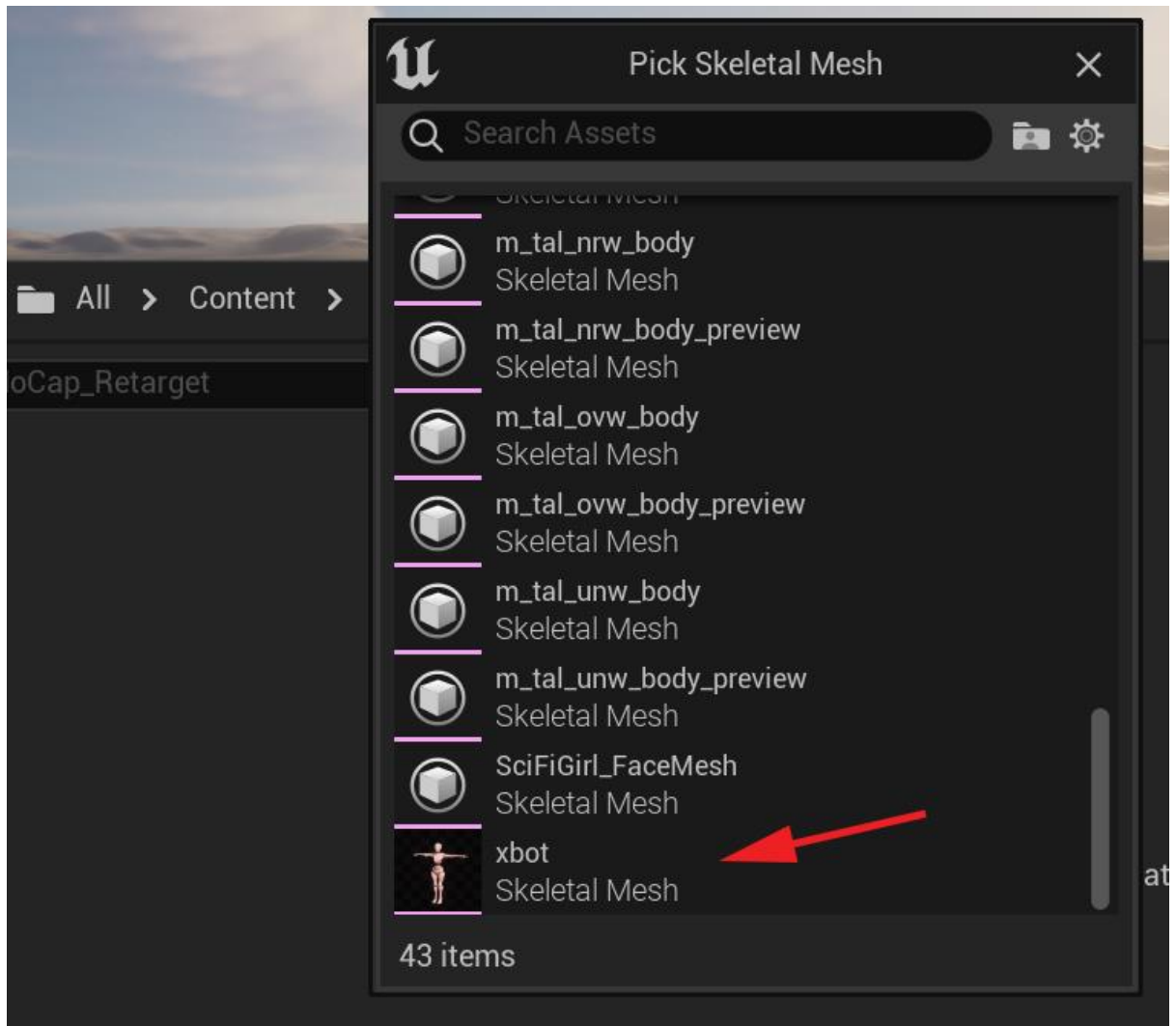
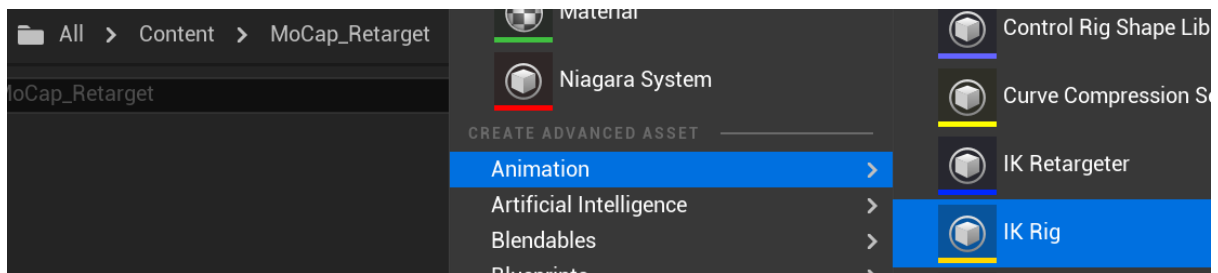
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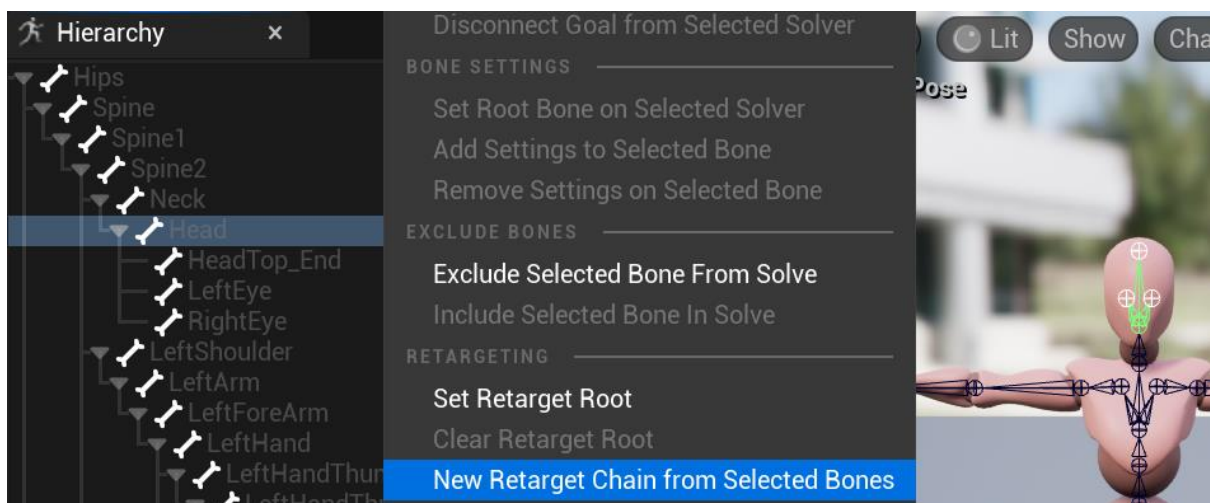
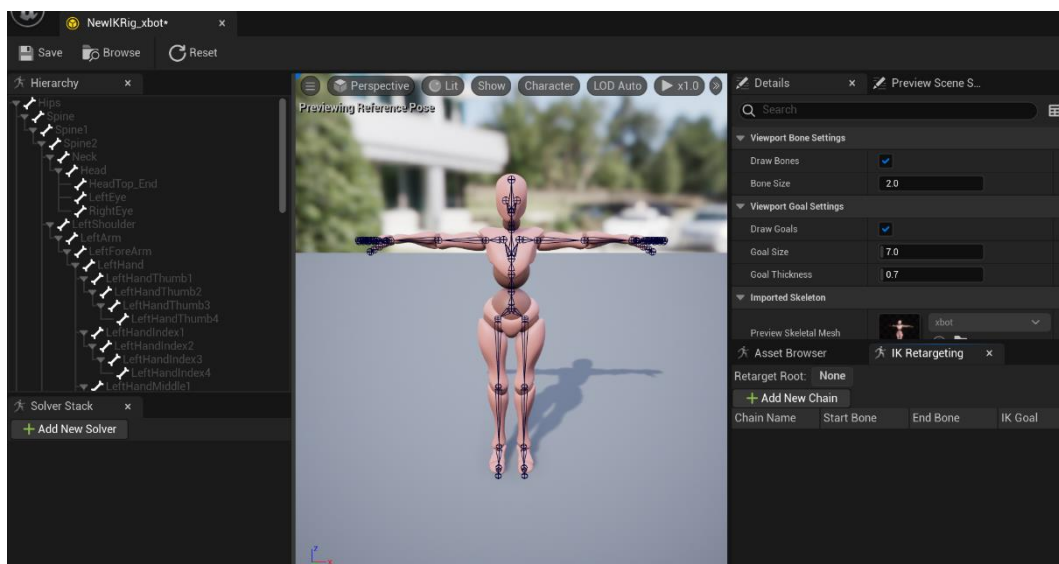
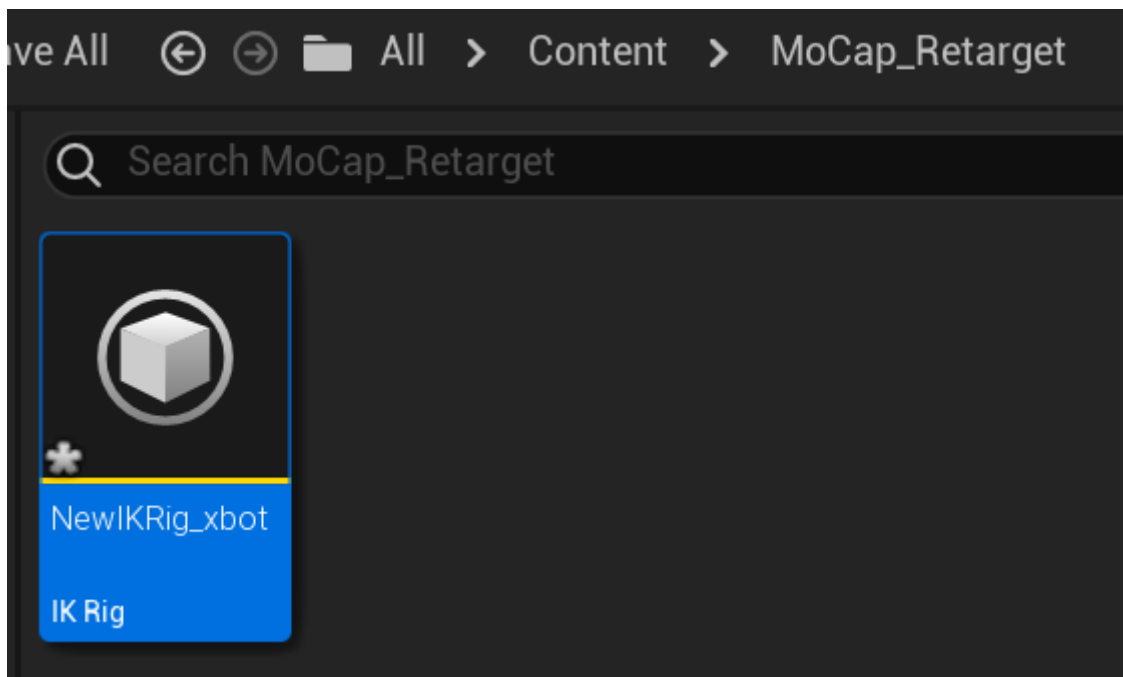


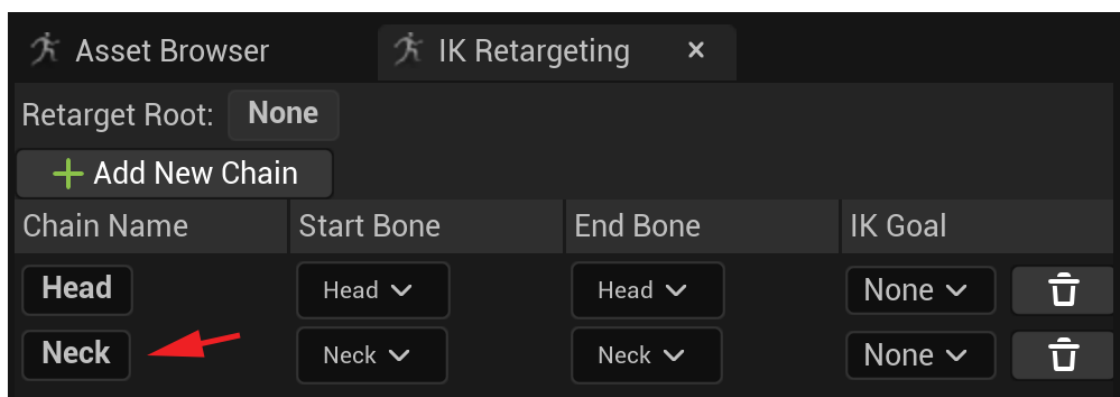
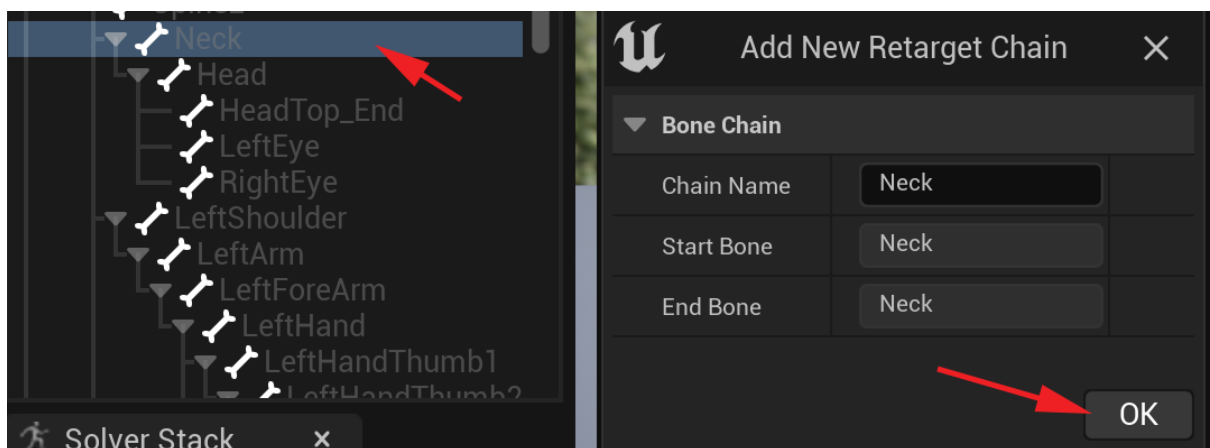
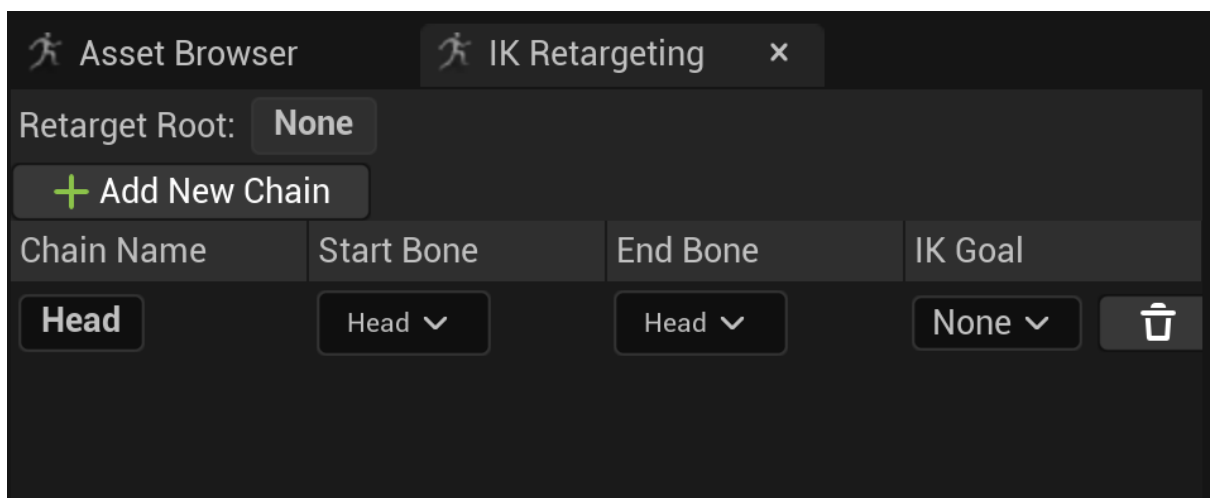
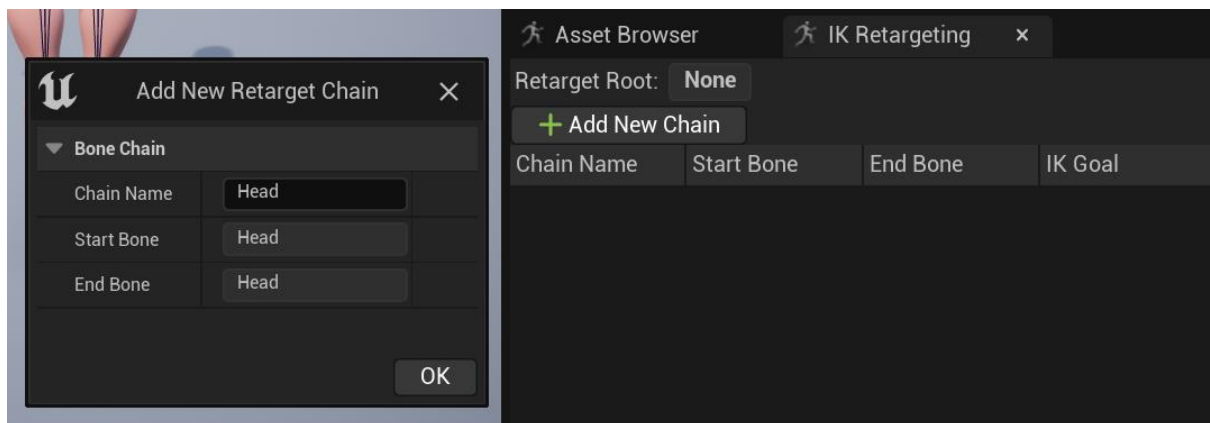


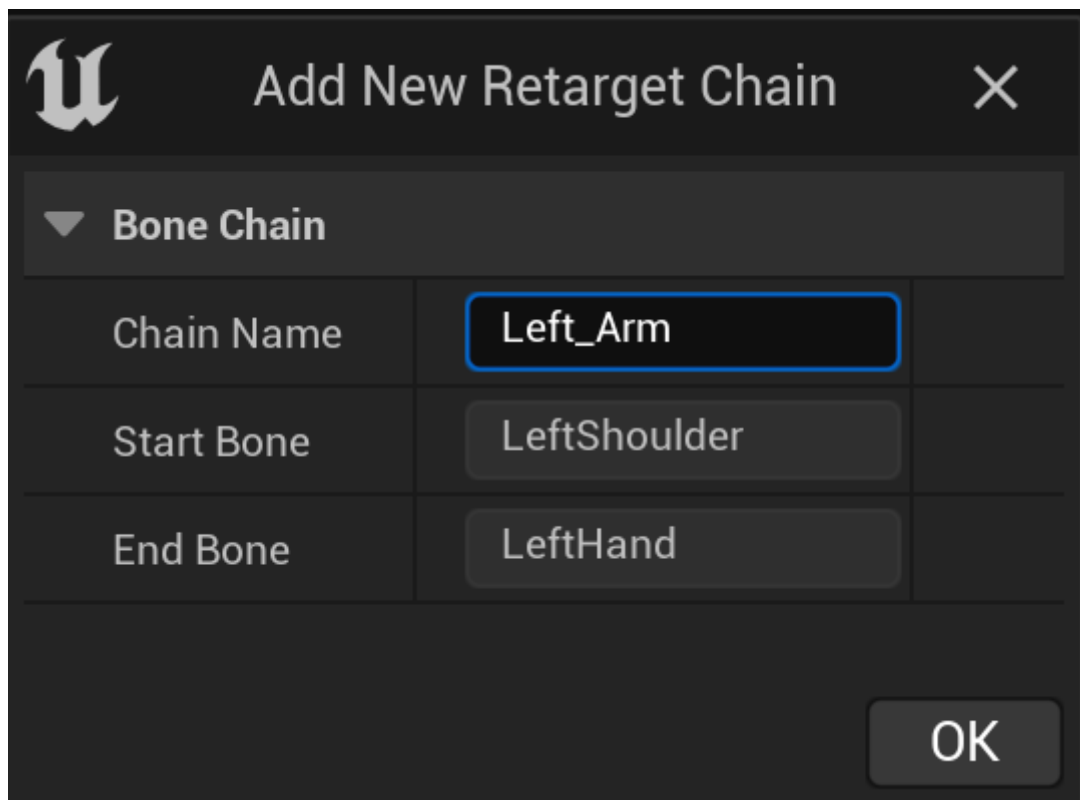
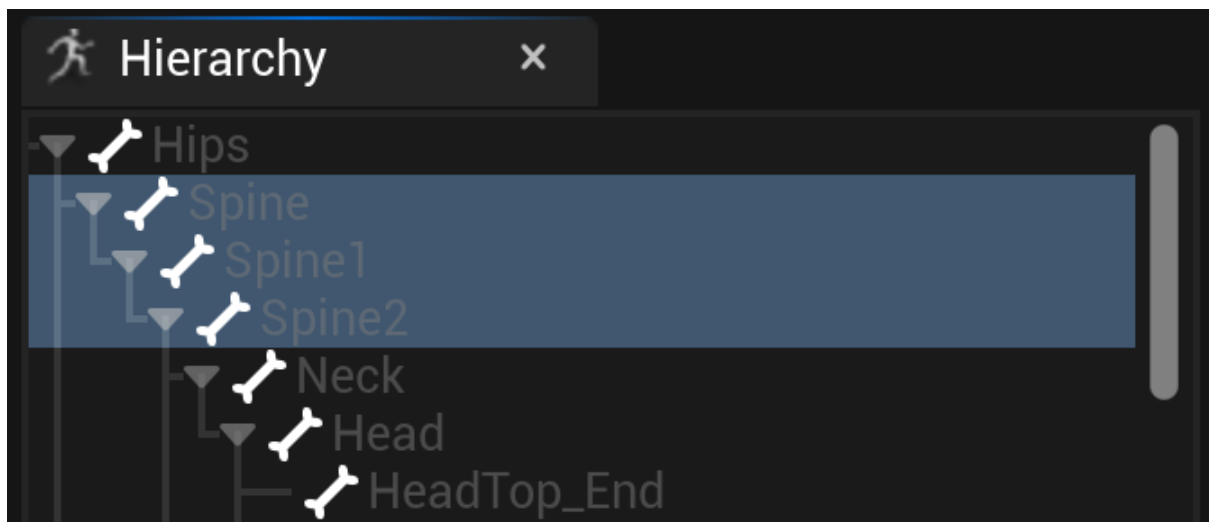


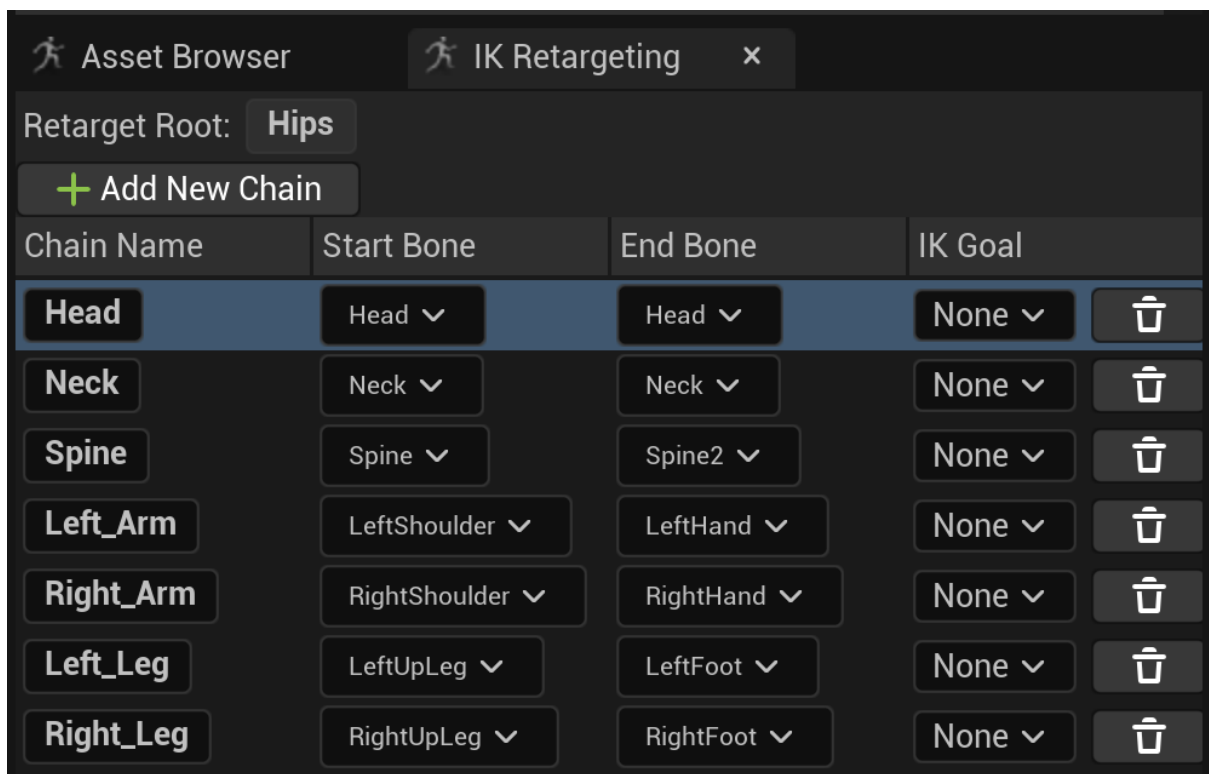
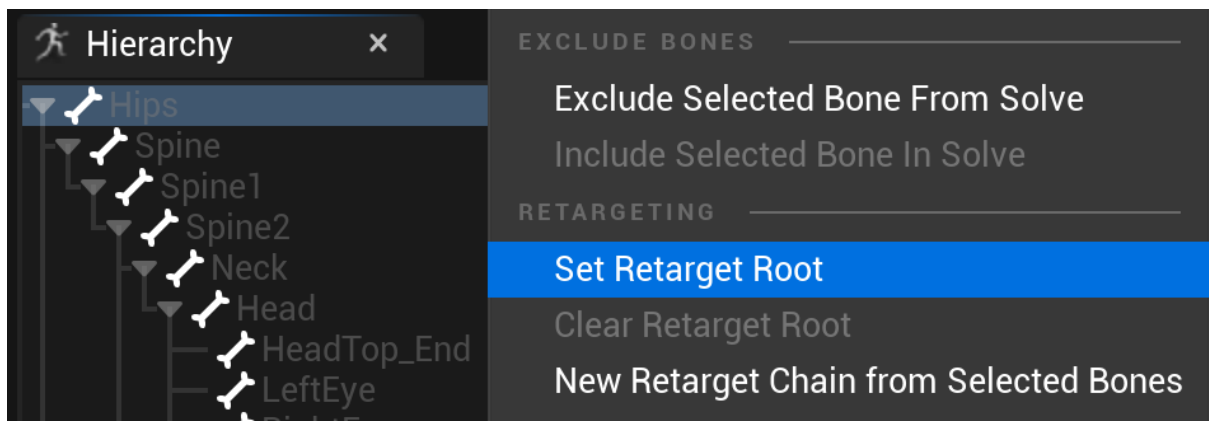
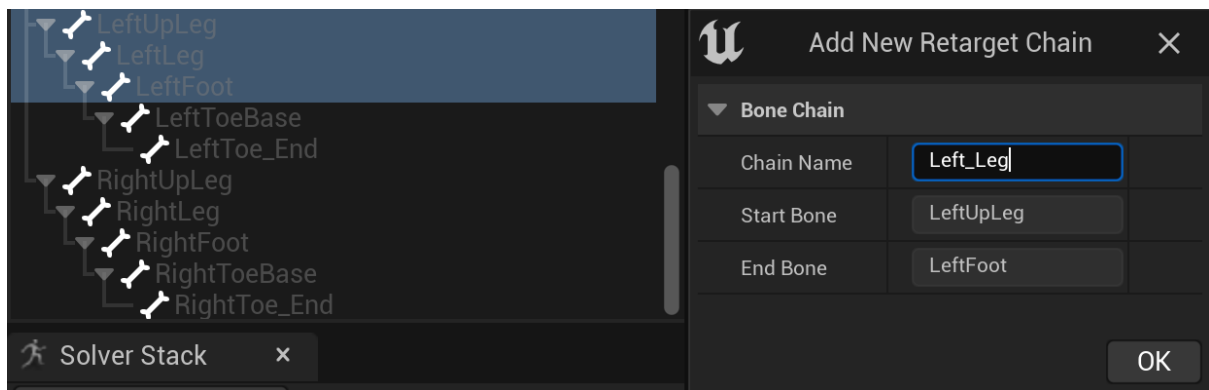


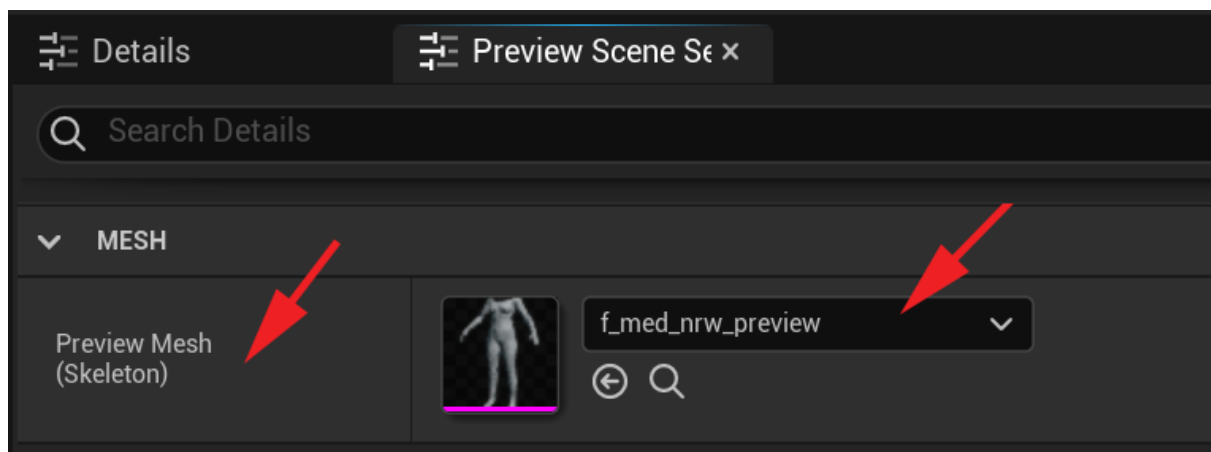
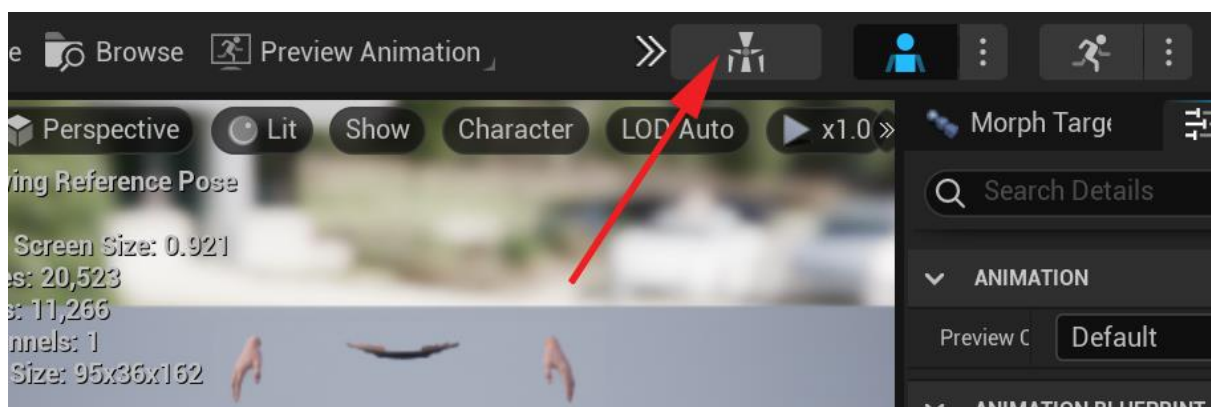
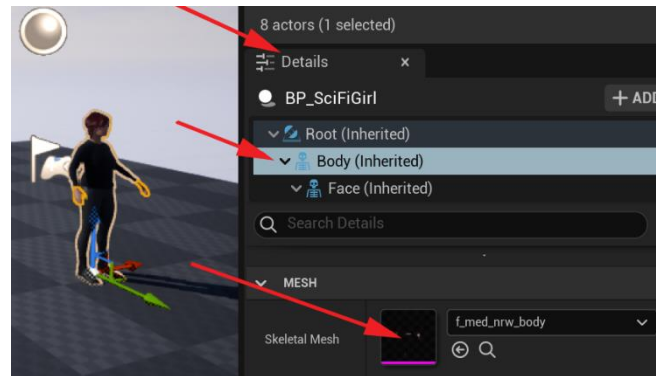
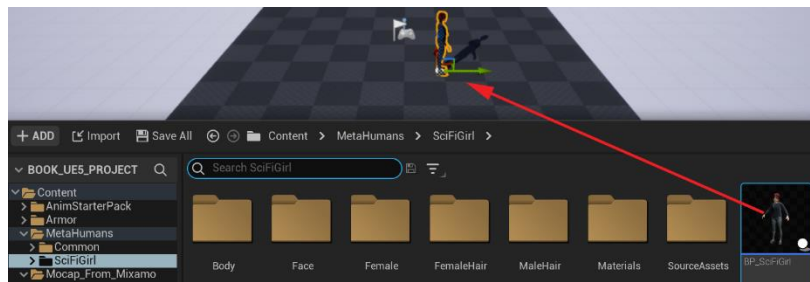


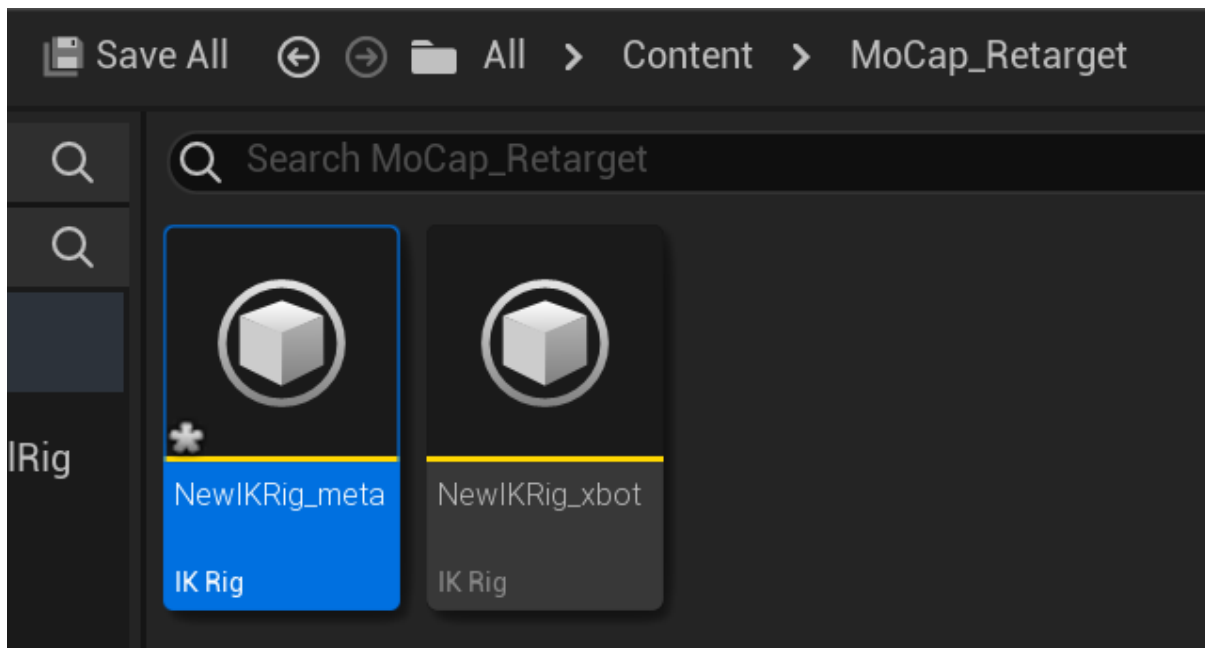
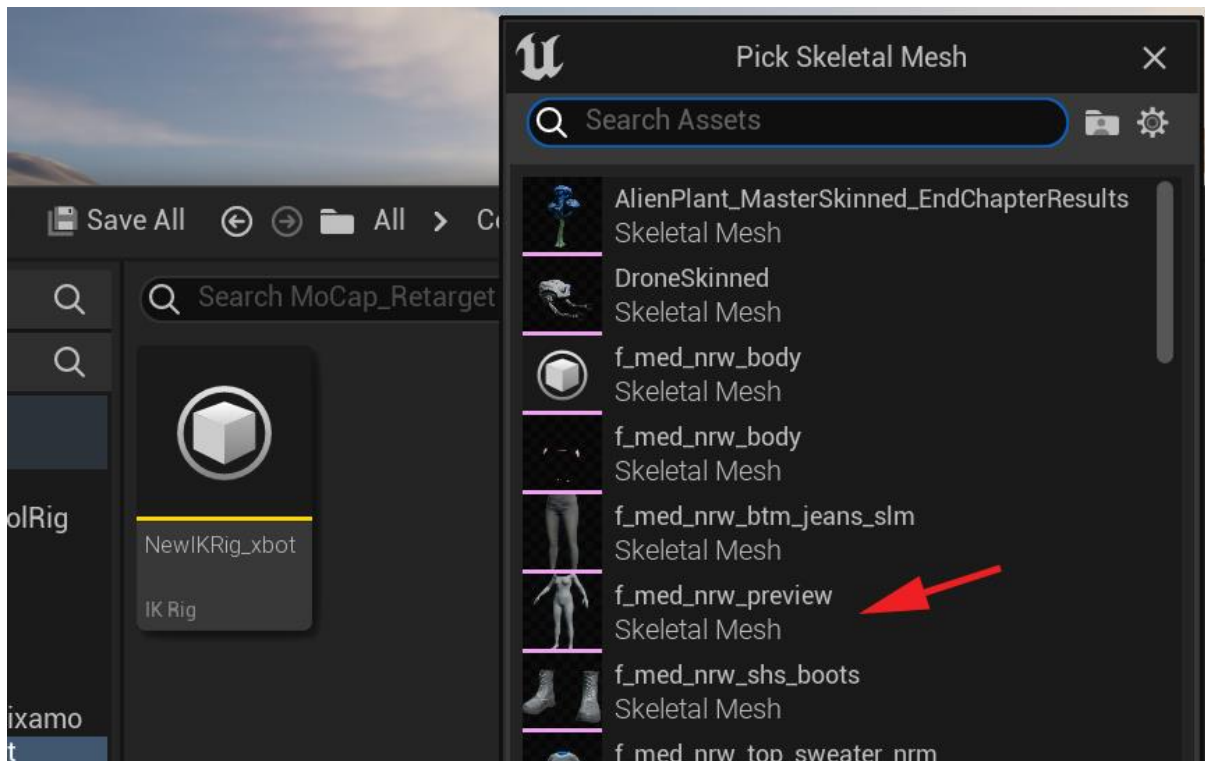


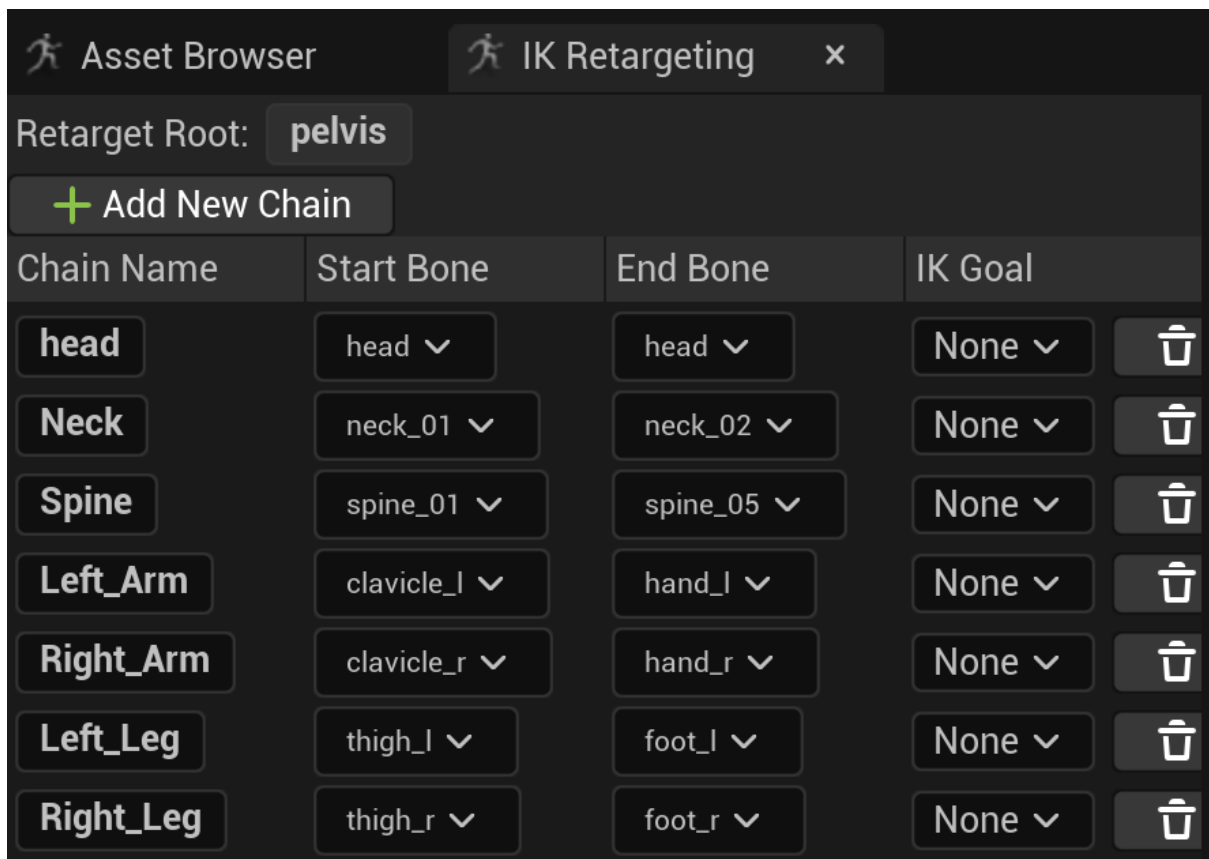
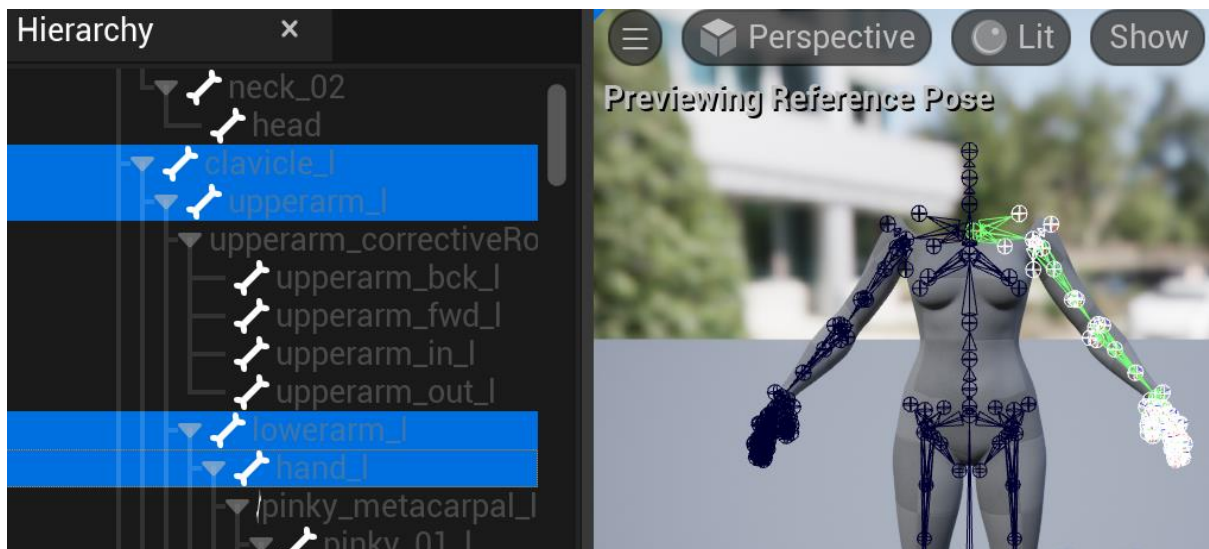


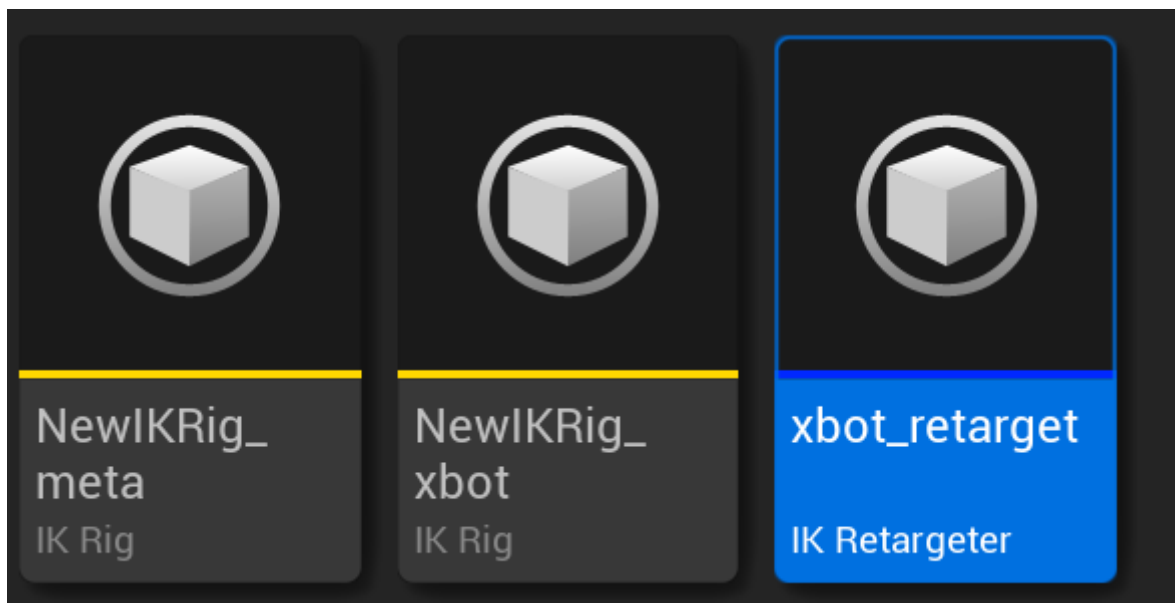
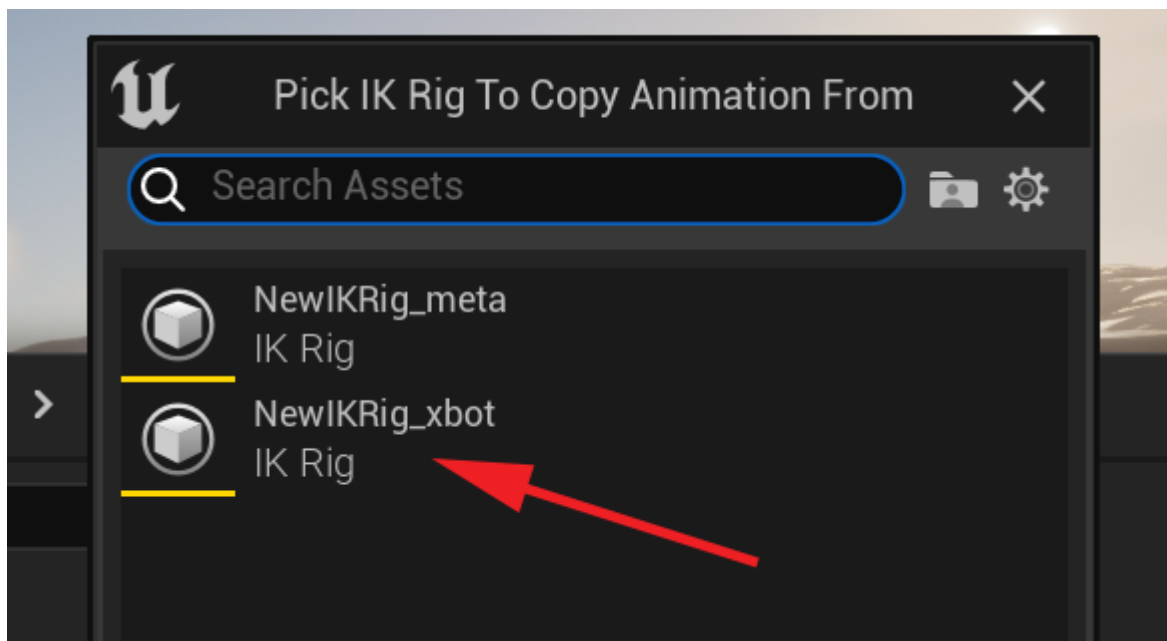
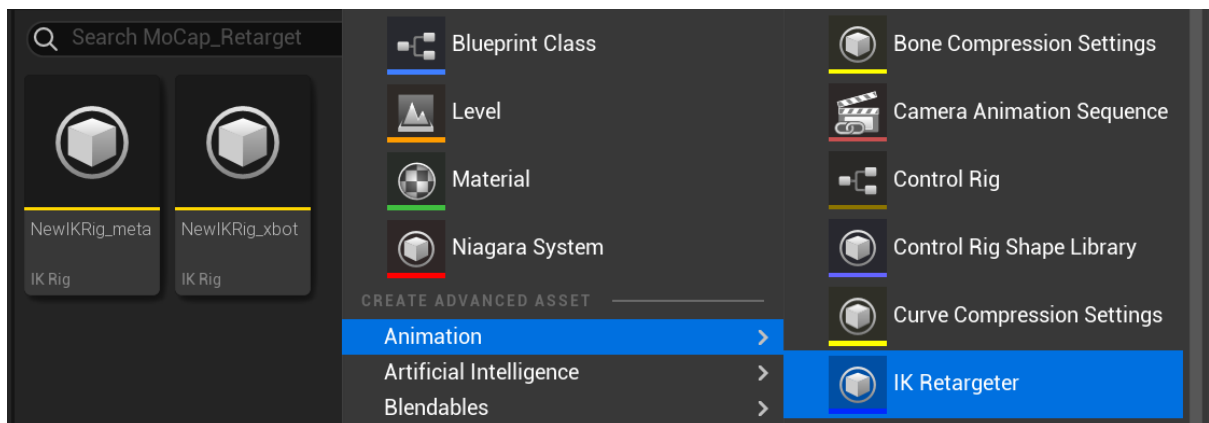


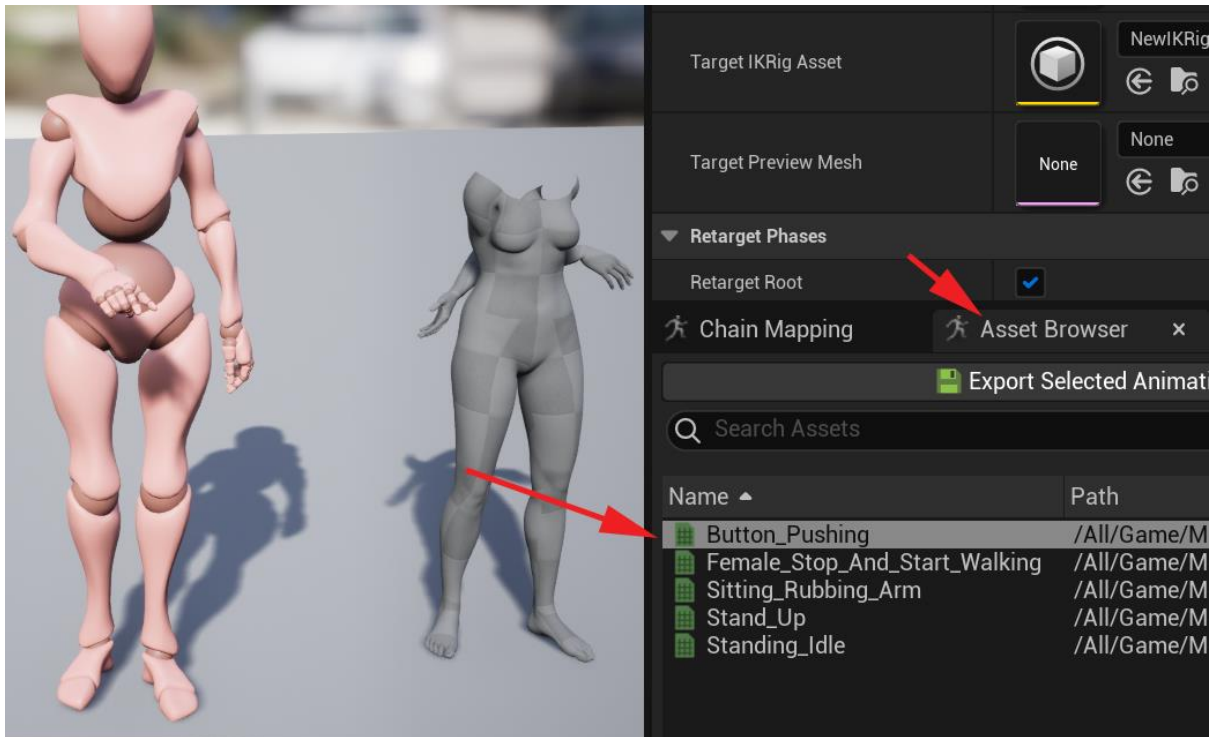
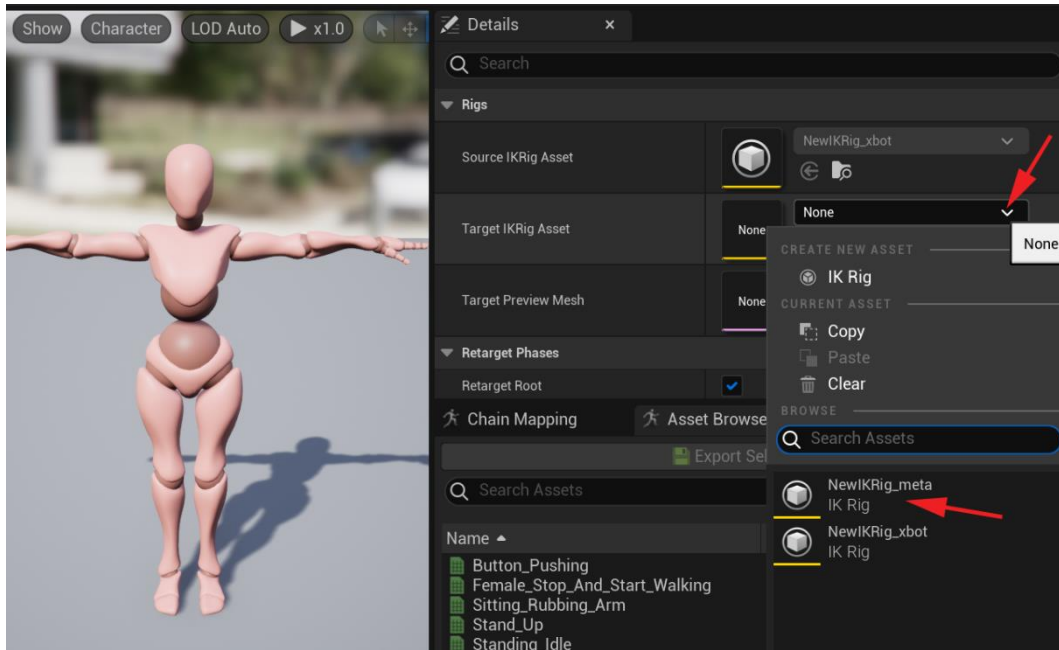















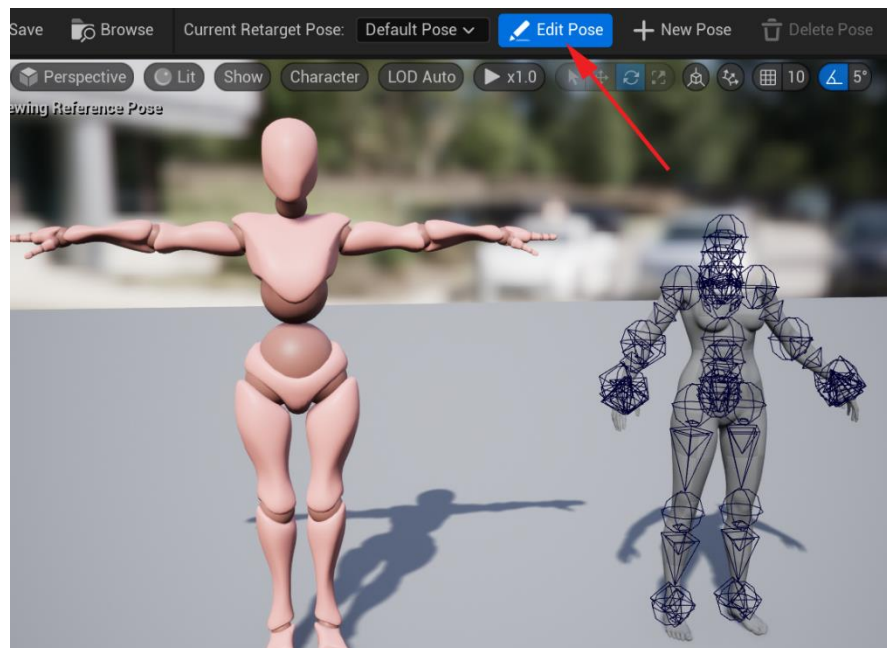
 Chain Mapping

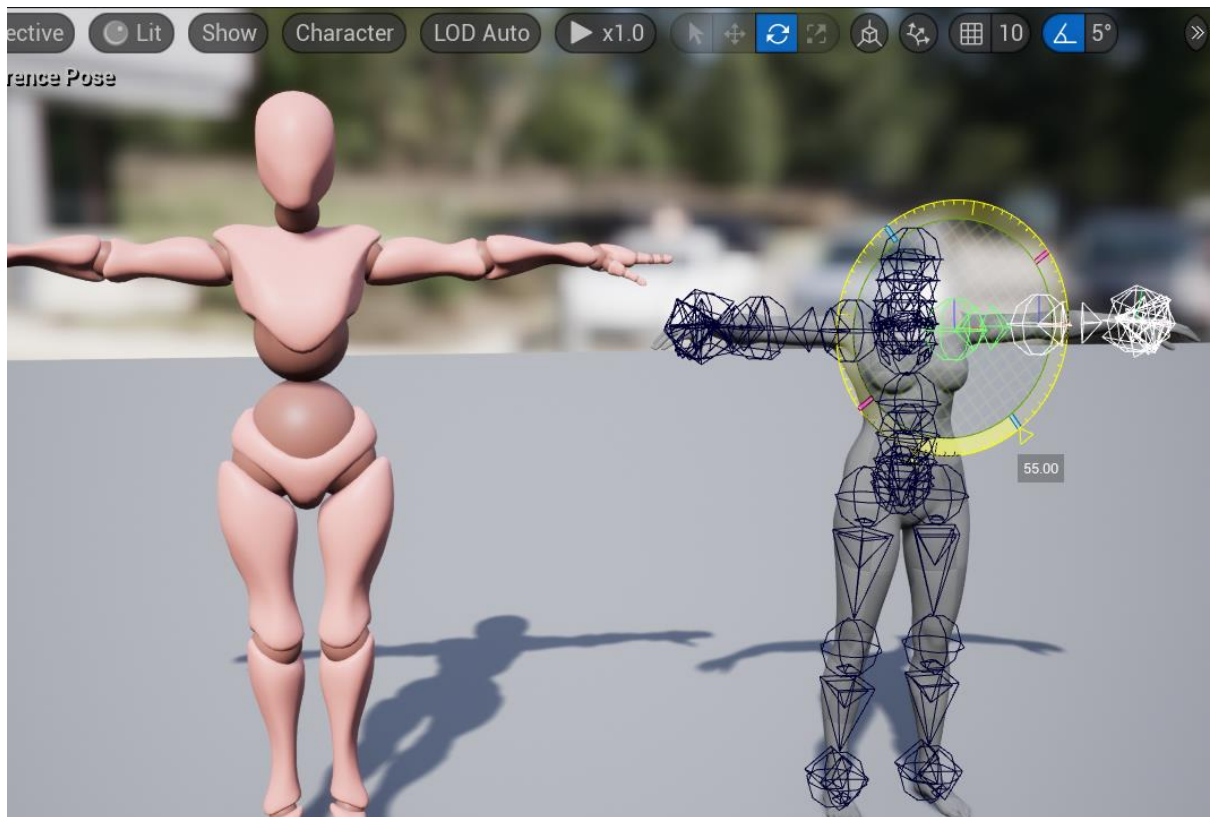
 Asset Browser

Target Root: pelvis Source Root: Hips

 Auto-Map Chains

Target Chain	Source Chain
Spine	Spine ▾
Neck	Neck ▾
head	Head ▾
Left_Arm	Left_Arm ▾
Right_Arm	Right_Arm ▾
Right_Leg	Right_Leg ▾
Left_Leg	Left_Leg ▾










Chain Mapping






Asset Browser

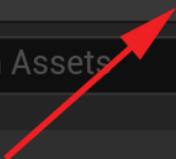
×

 Export Selected Animations

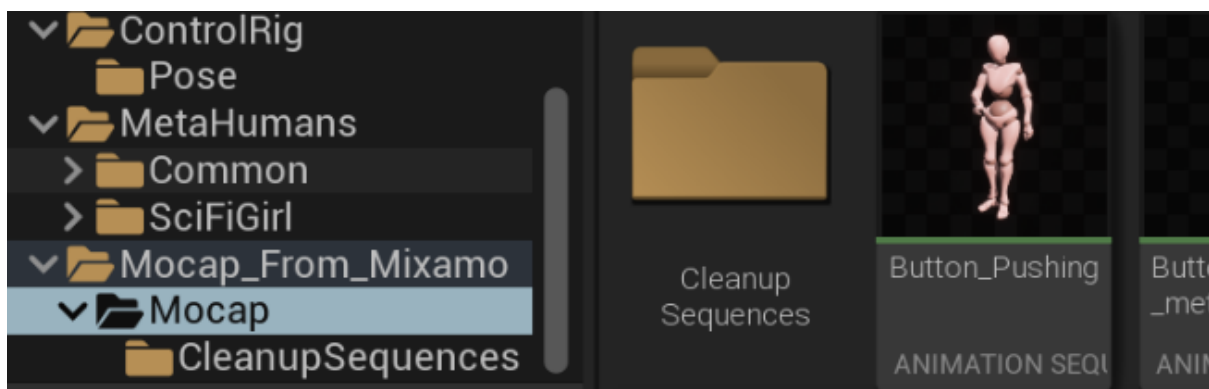
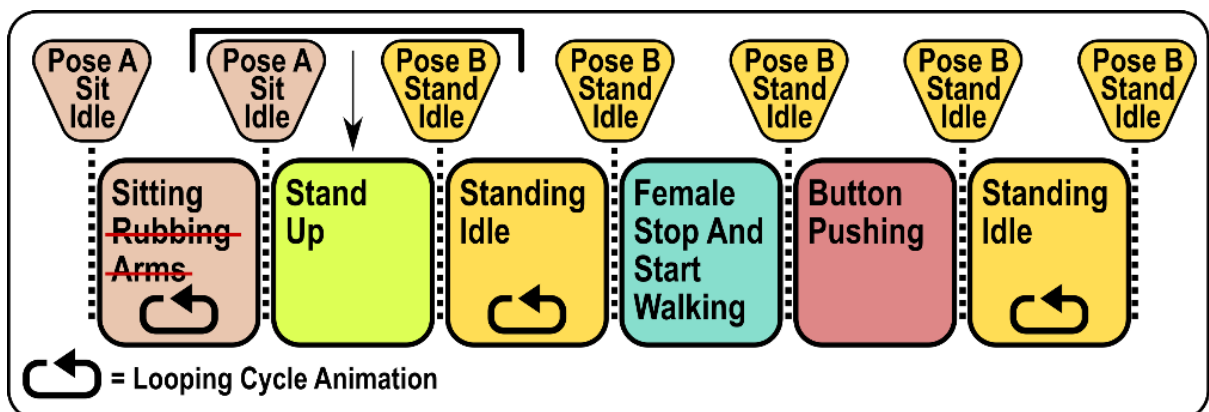
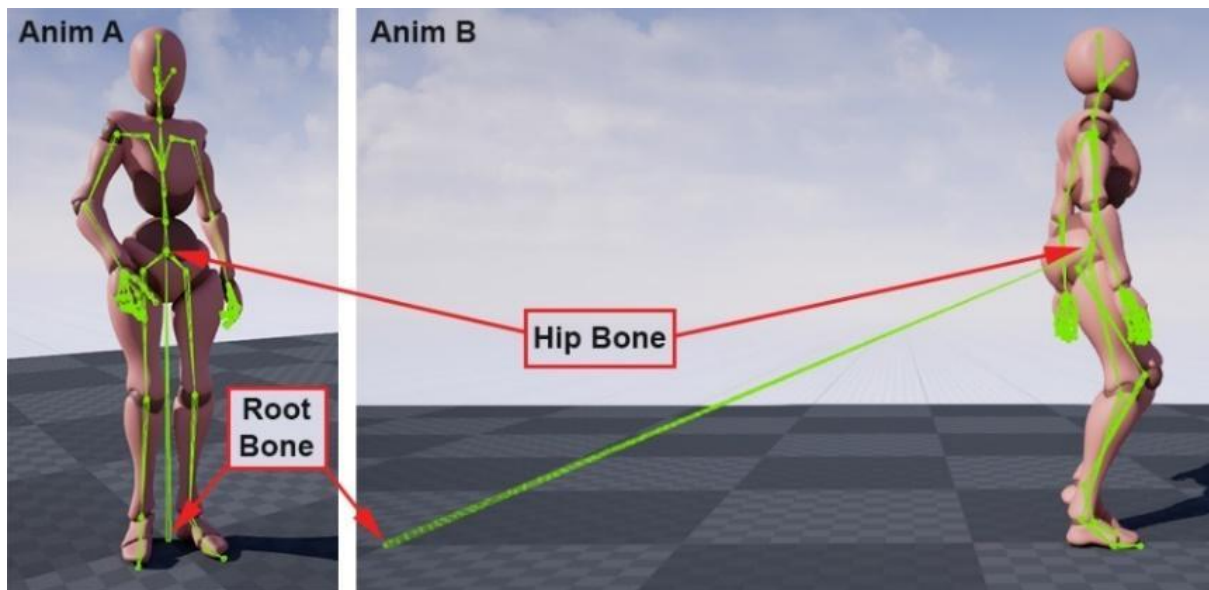
 Search Assets

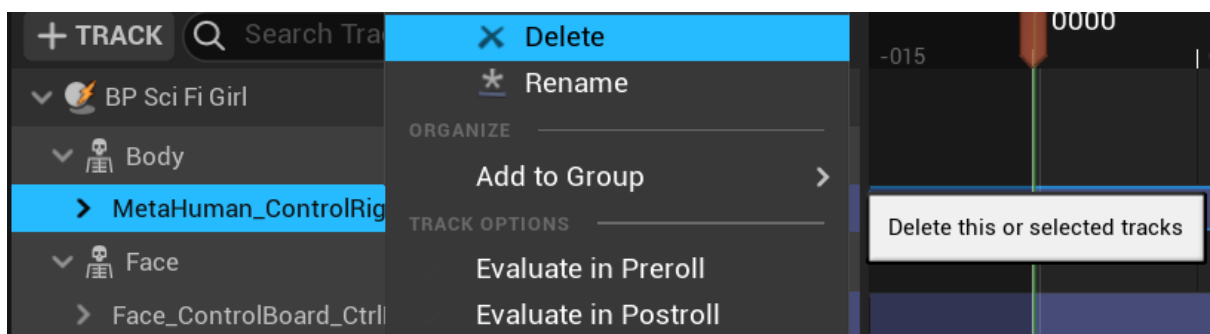
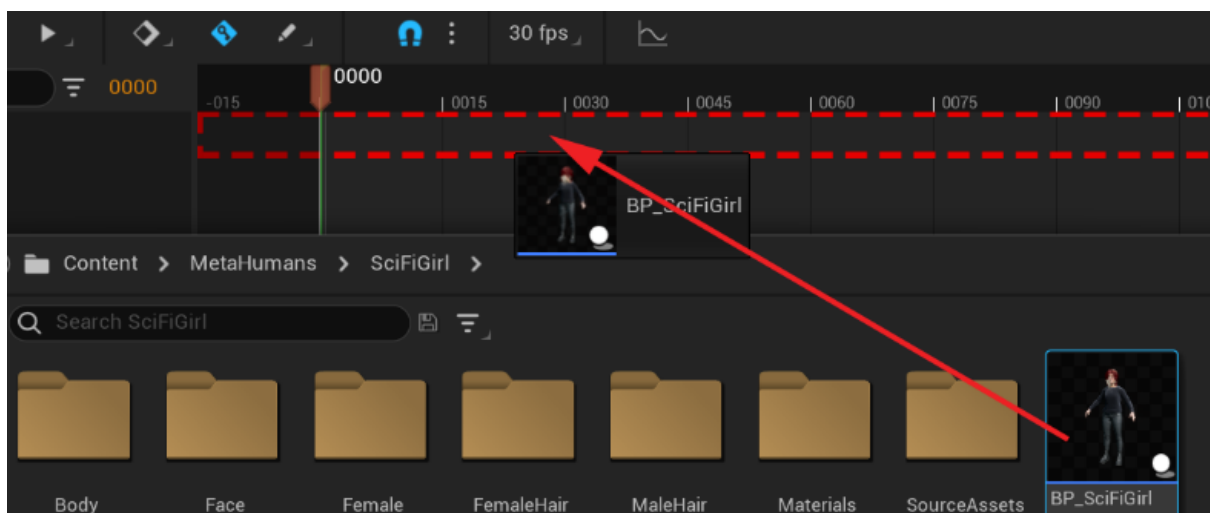
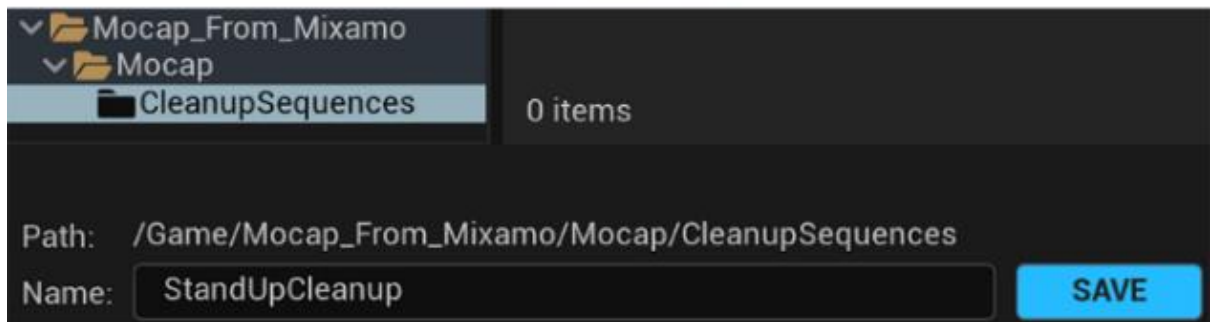
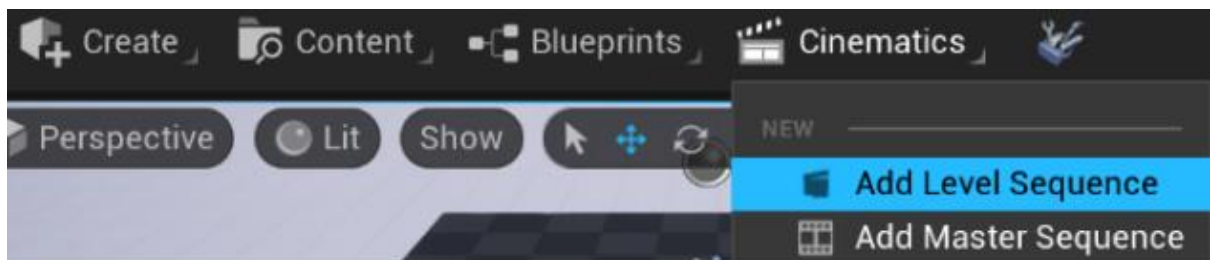


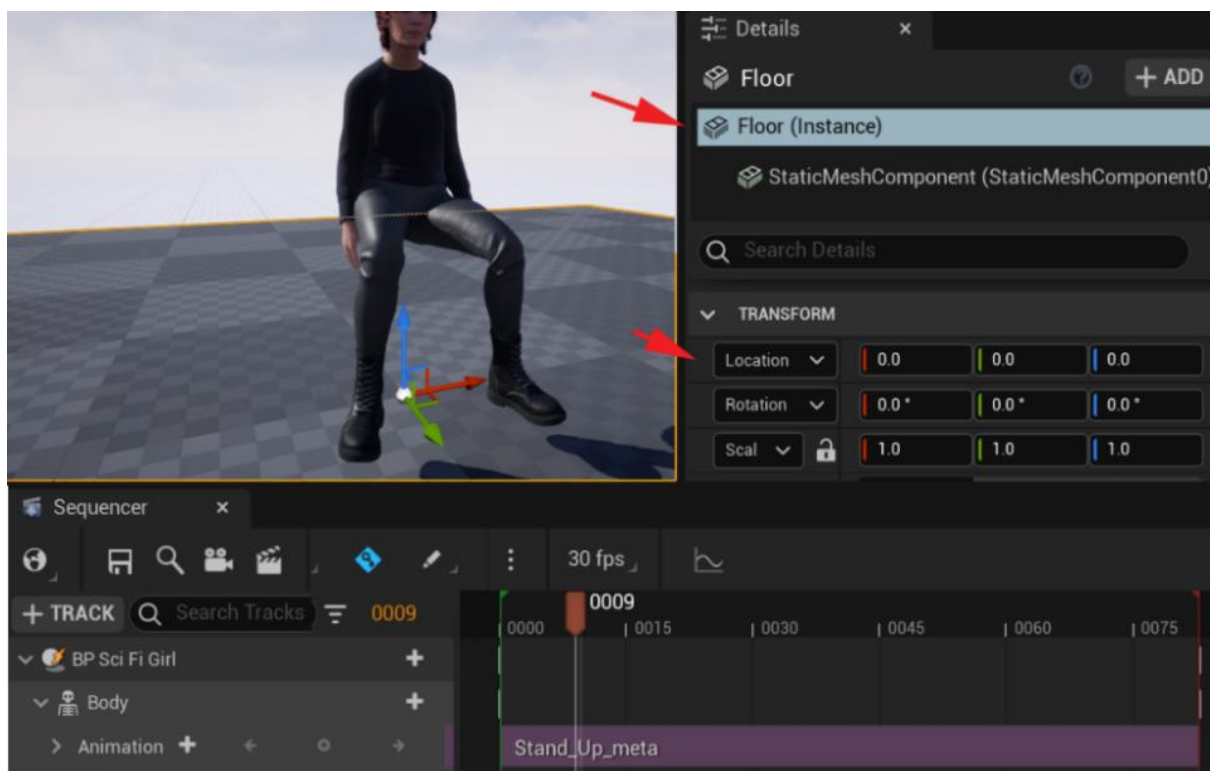
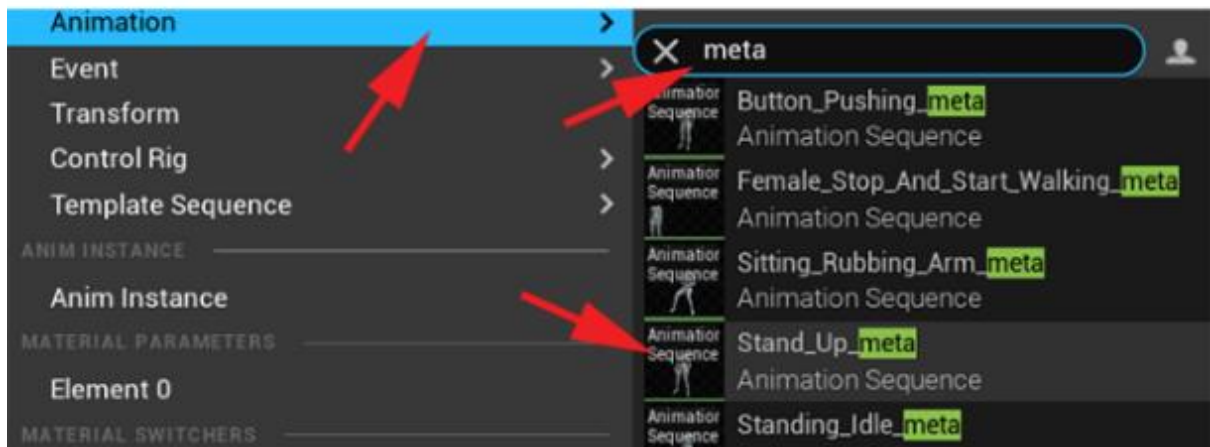
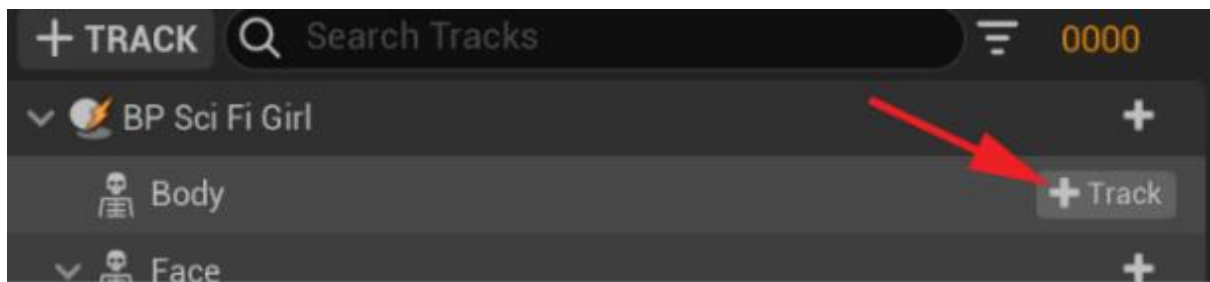
Name ▲	Path	Disk Size
 Button_Pushing	/All/Game/Mocap	362.431 KiB
 Female_Stop_And_Start_Walking	/All/Game/Mocap	689.452 KiB
 Sitting_Rubbing_Arm	/All/Game/Mocap	2.547 MiB
 Stand_Up	/All/Game/Mocap	327.87 KiB
 Standing_Idle	/All/Game/Mocap	578.69 KiB

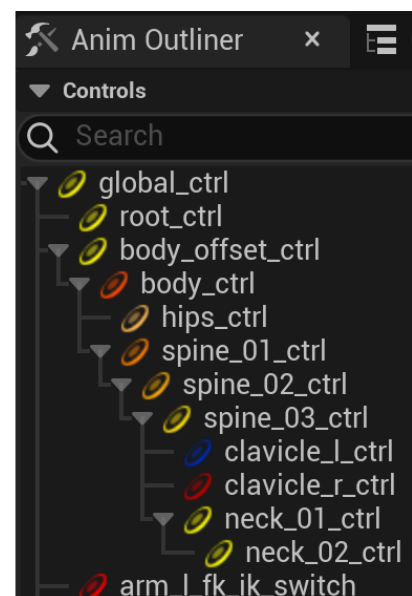
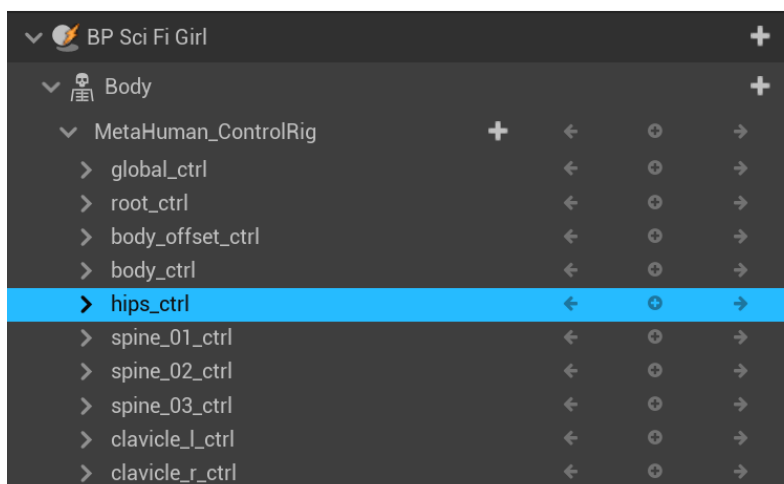
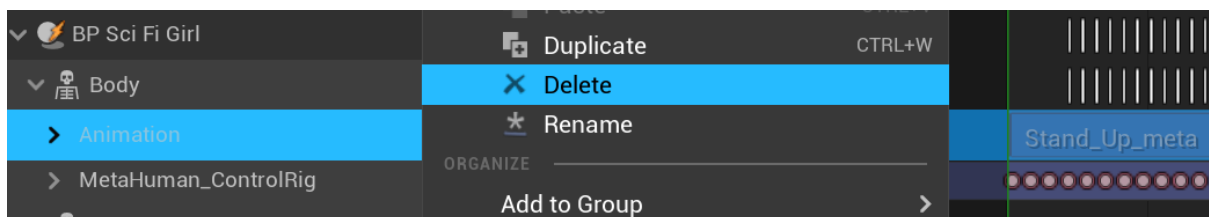
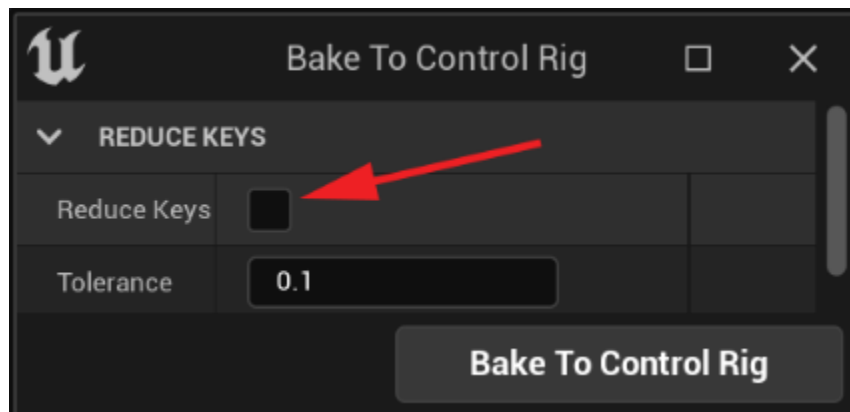
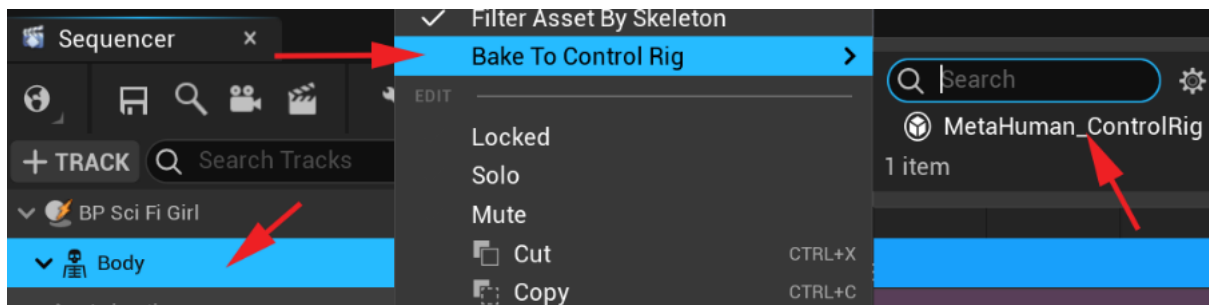


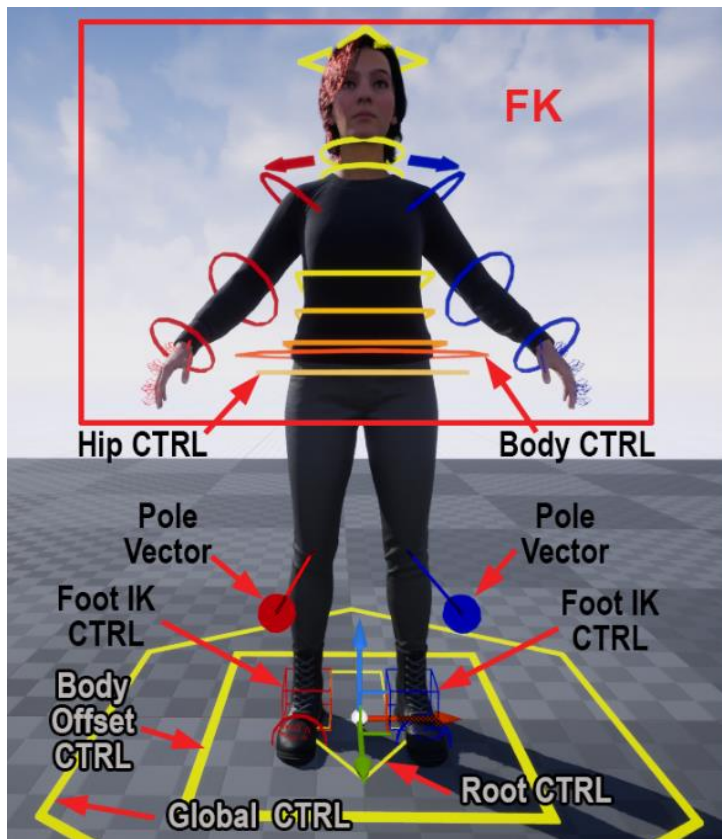
Chapter 19: Motion Capture Editing and Cleanup Using Control Rig and Sequencer



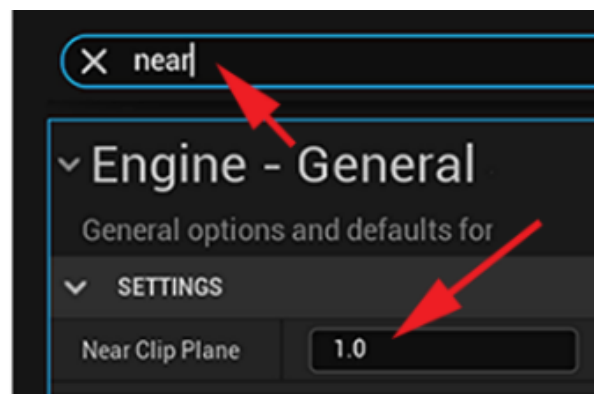
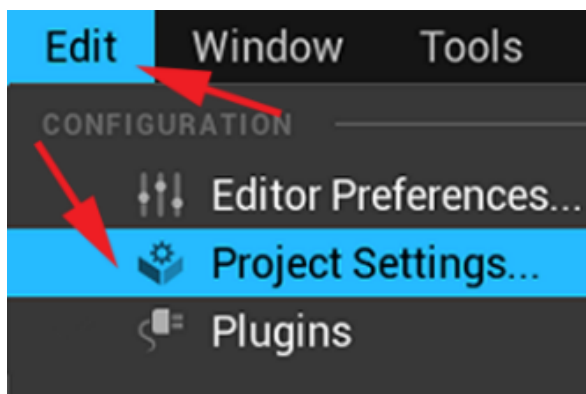
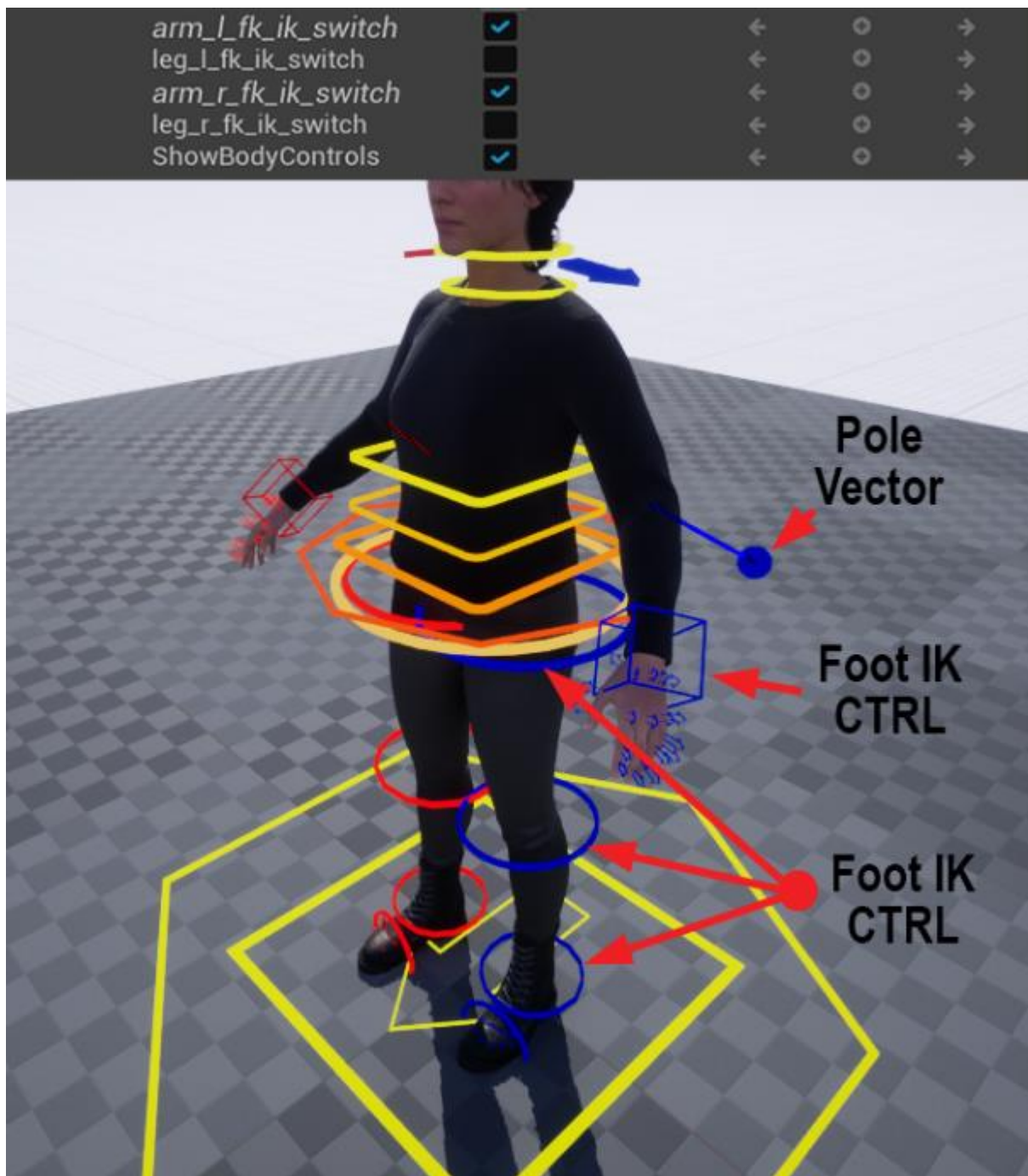


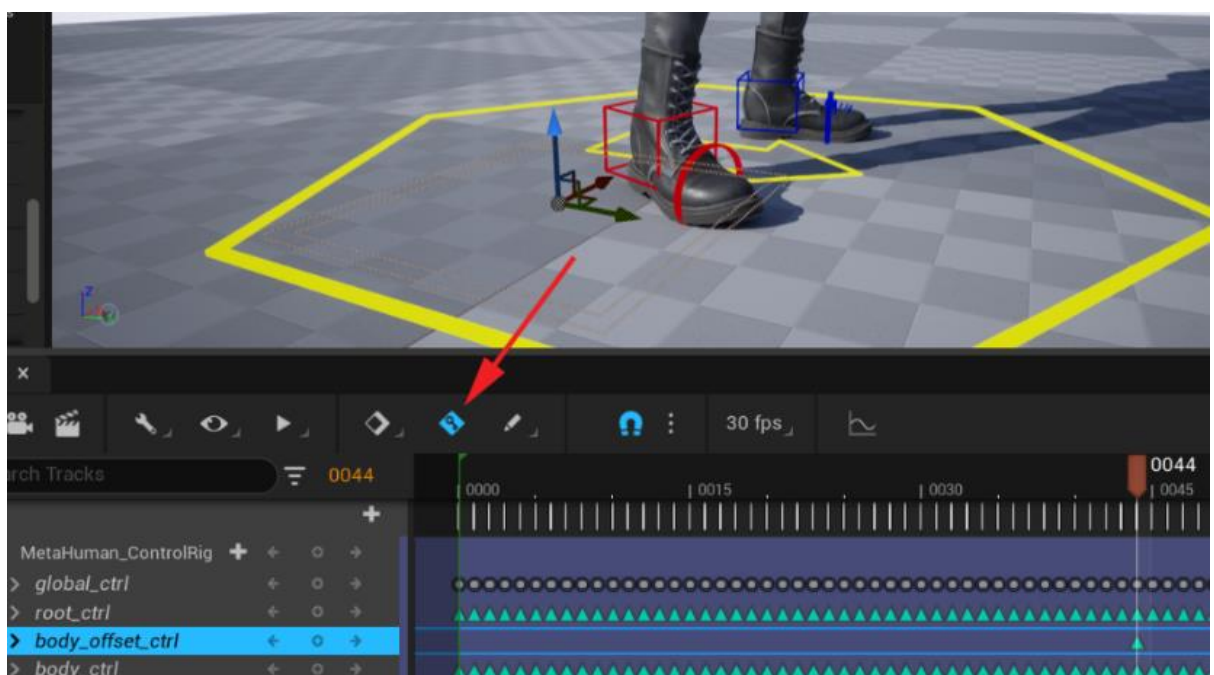
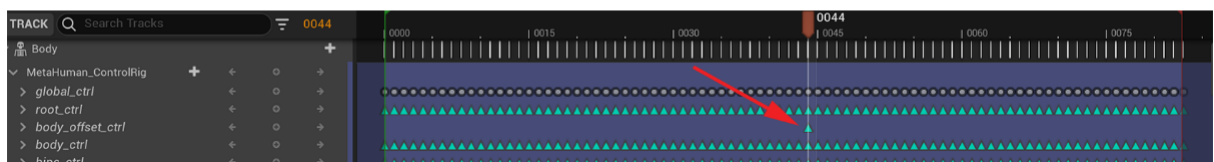
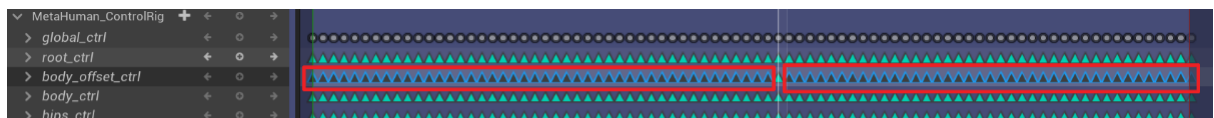


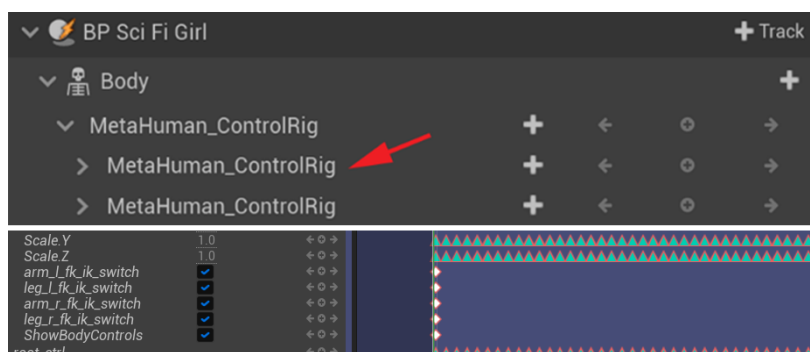
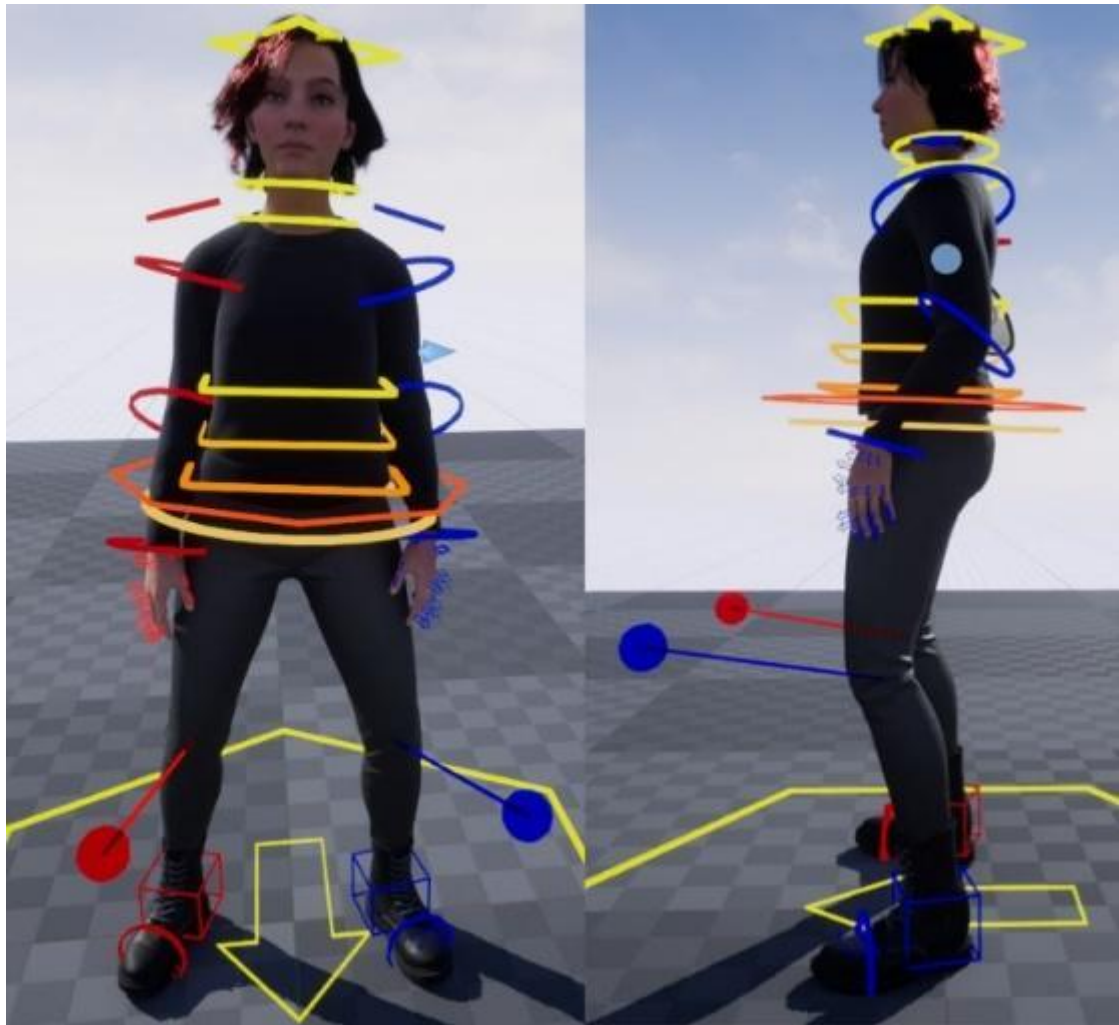


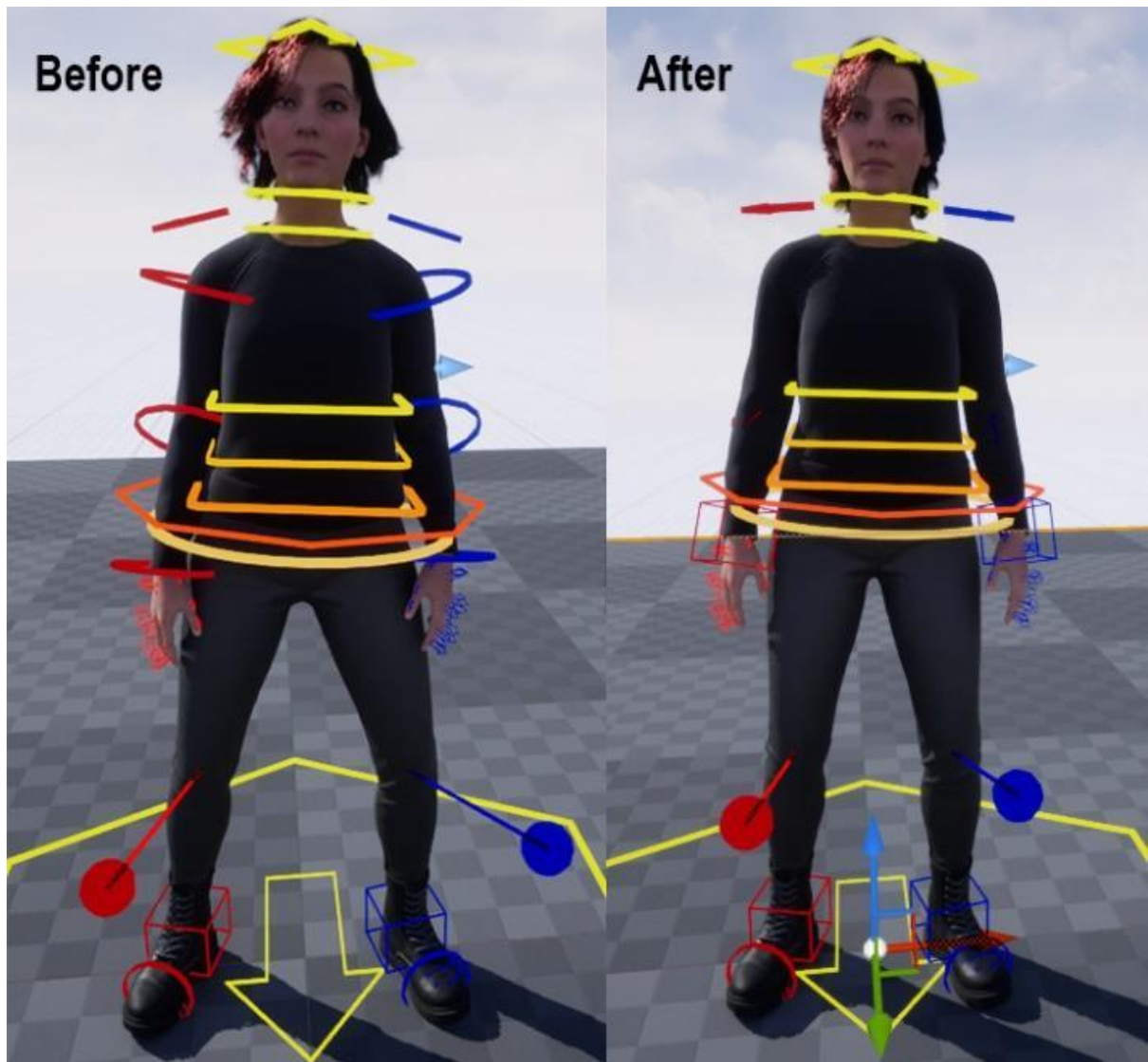
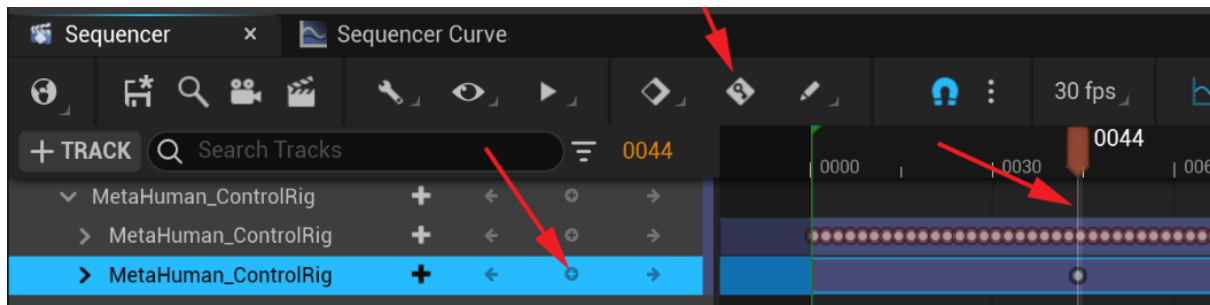


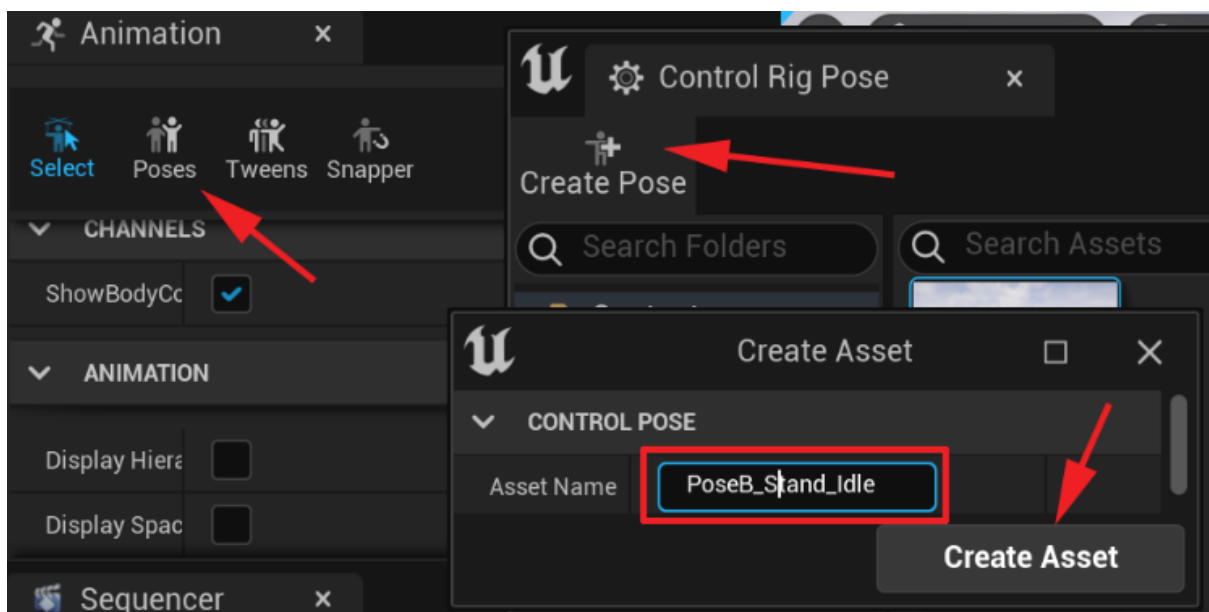
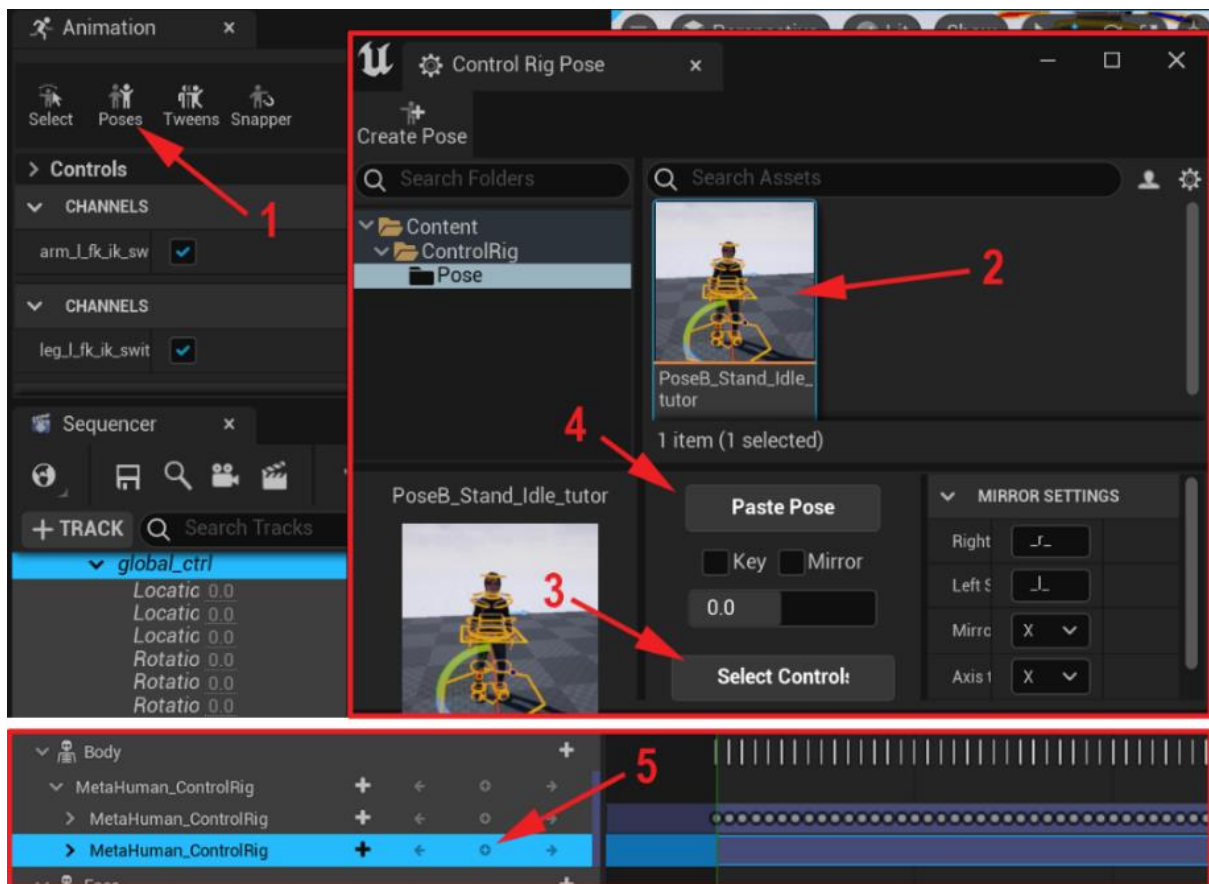
BP Sci Fi Girl	
Body	
MetaHuman_ControlRig	
global_ctrl	
Location.X	0.0
Location.Y	0.0
Location.Z	0.0
Rotation.Roll	0.0
Rotation.Pitch	0.0
Rotation.Yaw	0.0
Scale.X	1.0
Scale.Y	1.0
Scale.Z	1.0
arm_l_fk_ik_switch	<input type="checkbox"/>
leg_l_fk_ik_switch	<input checked="" type="checkbox"/>
arm_r_fk_ik_switch	<input type="checkbox"/>
leg_r_fk_ik_switch	<input checked="" type="checkbox"/>
ShowBodyControls	<input checked="" type="checkbox"/>

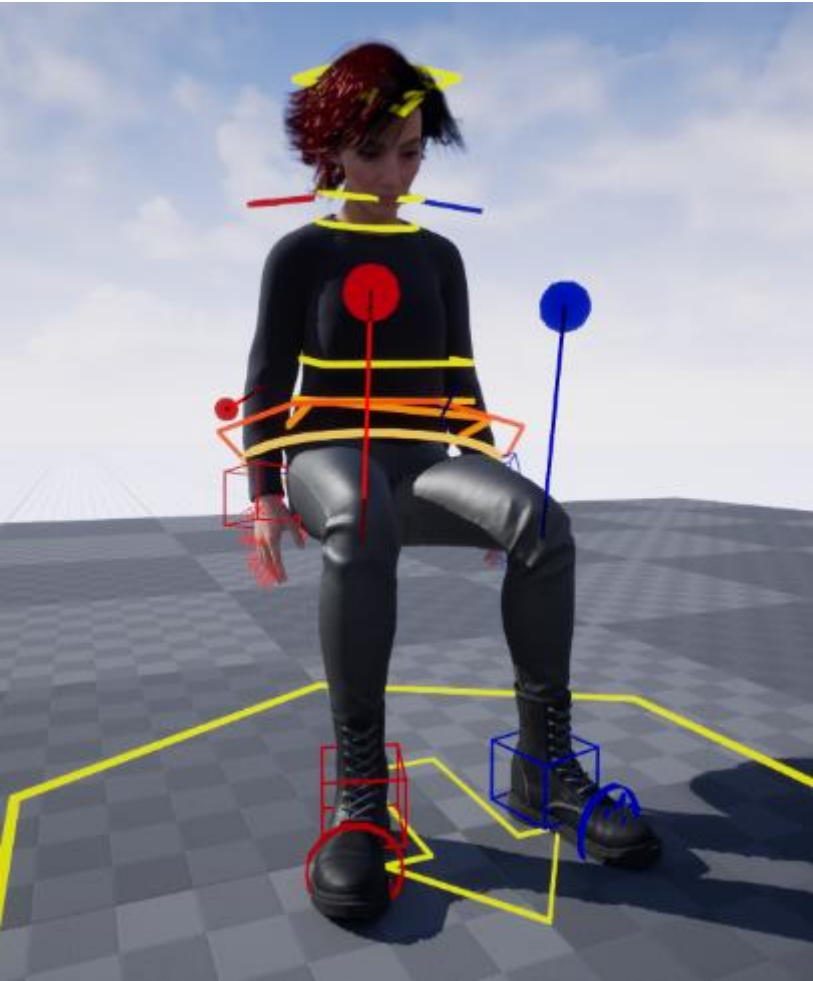


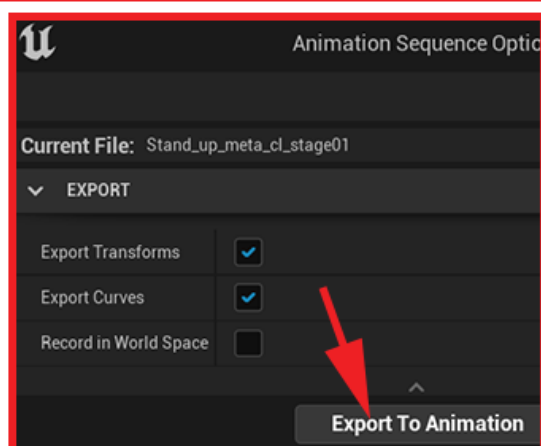
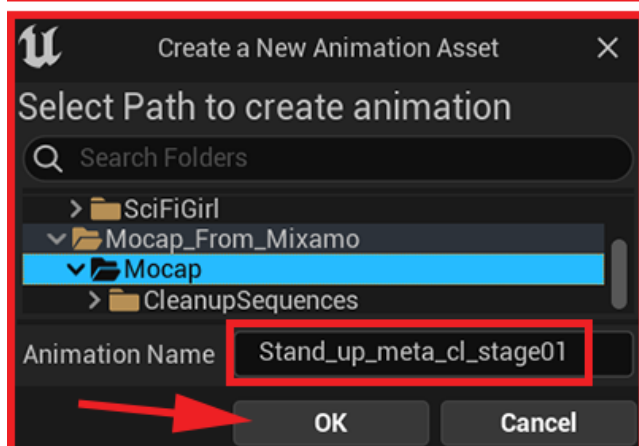
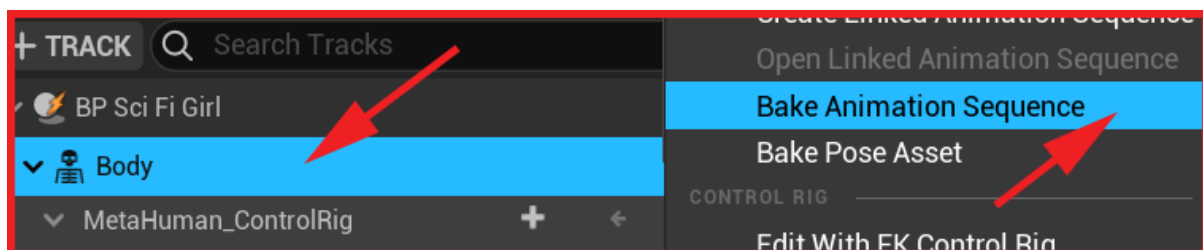


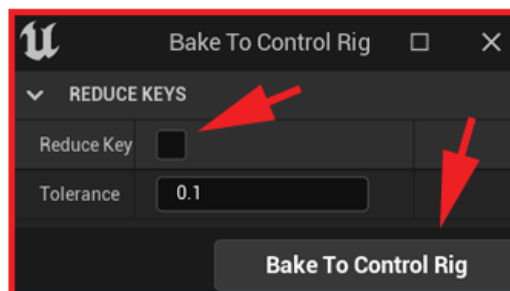
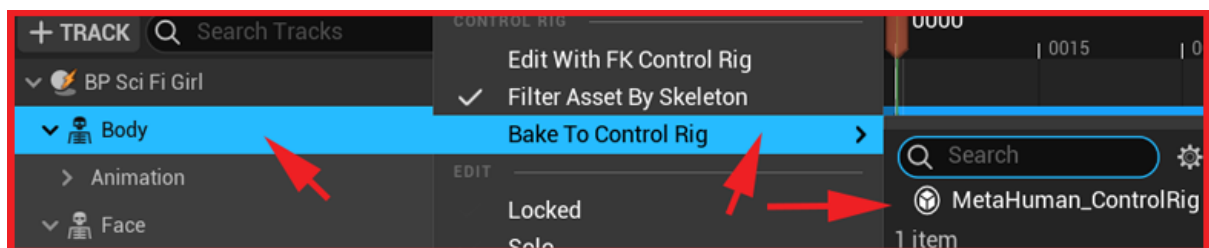
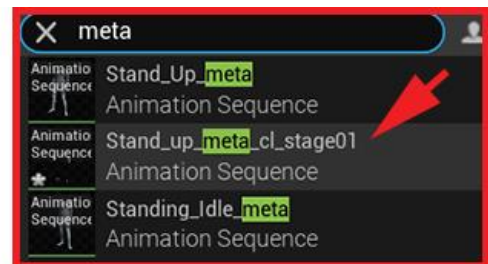
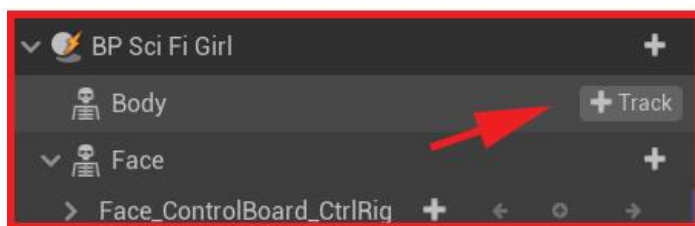
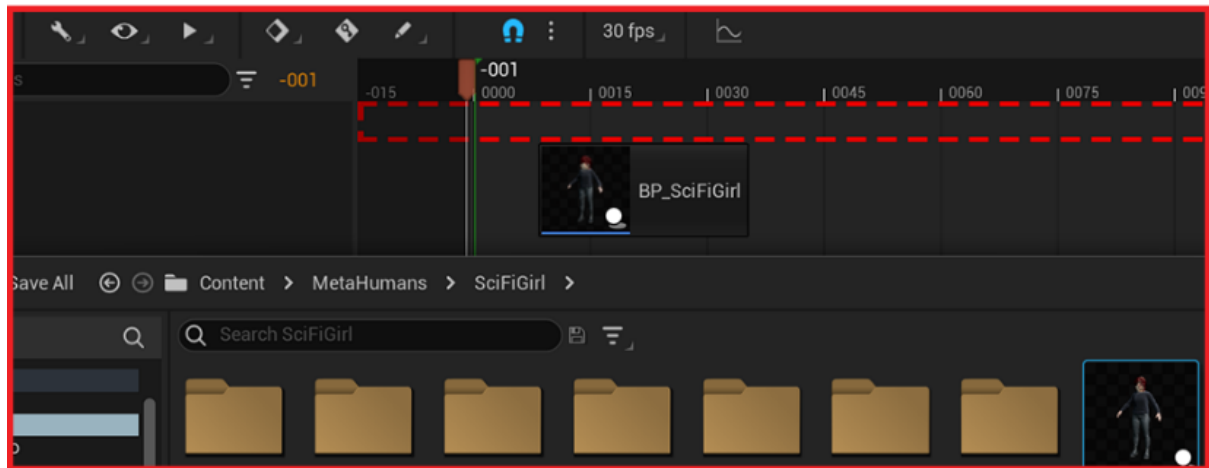
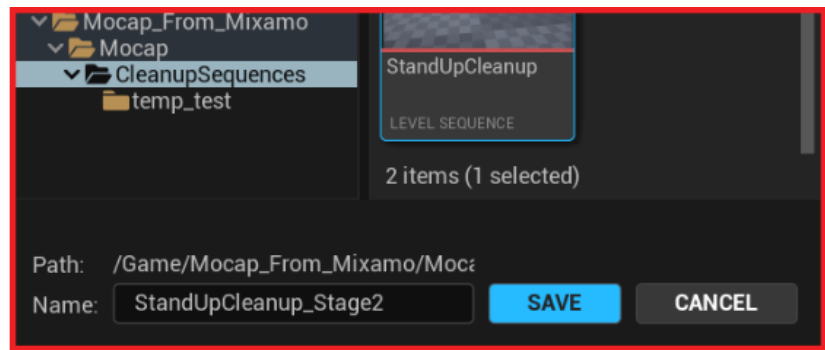
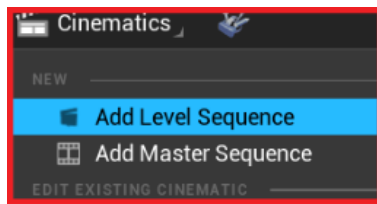


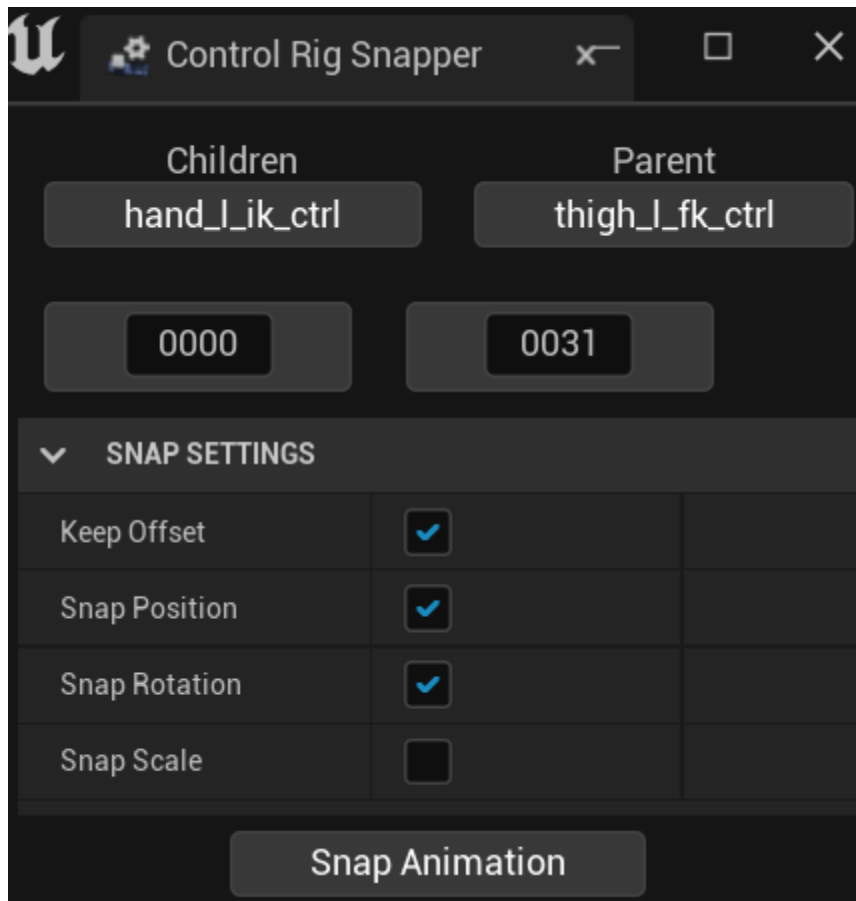
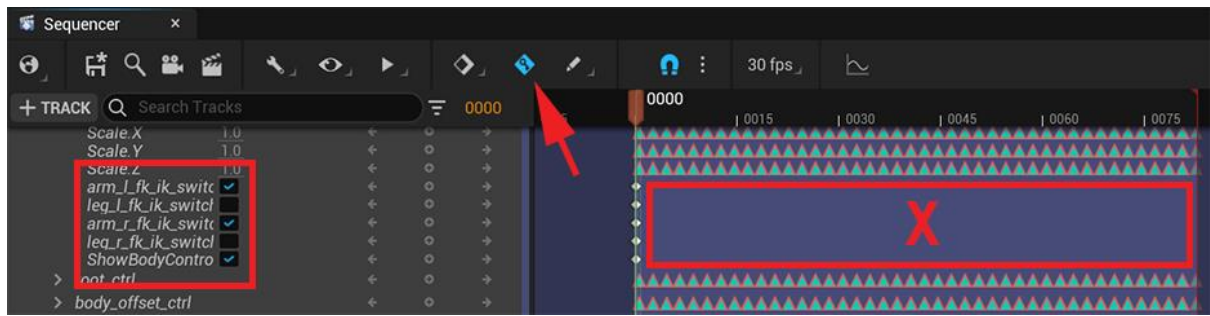


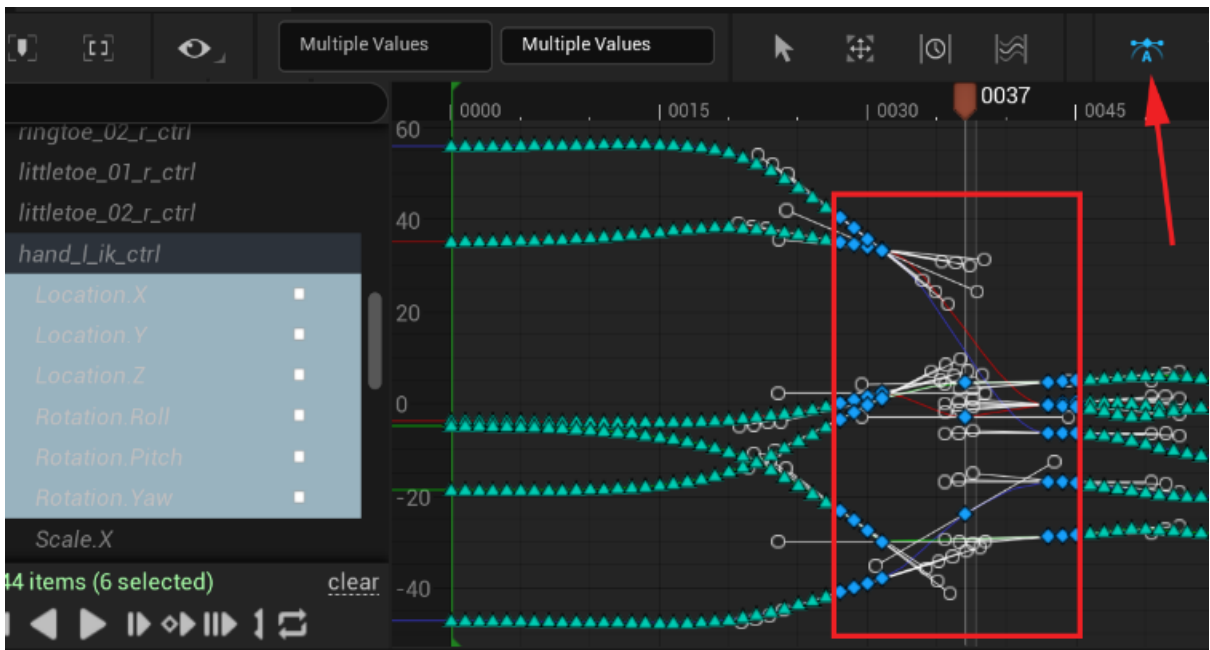
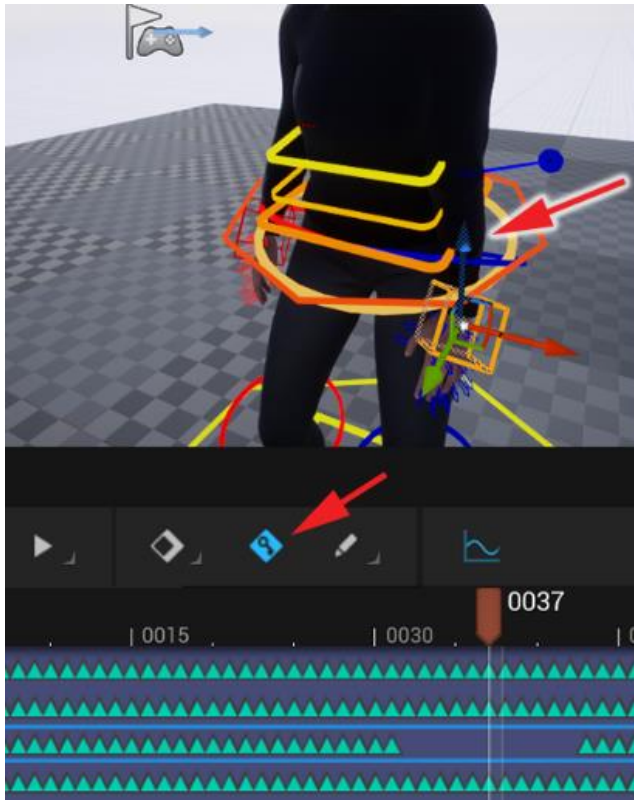


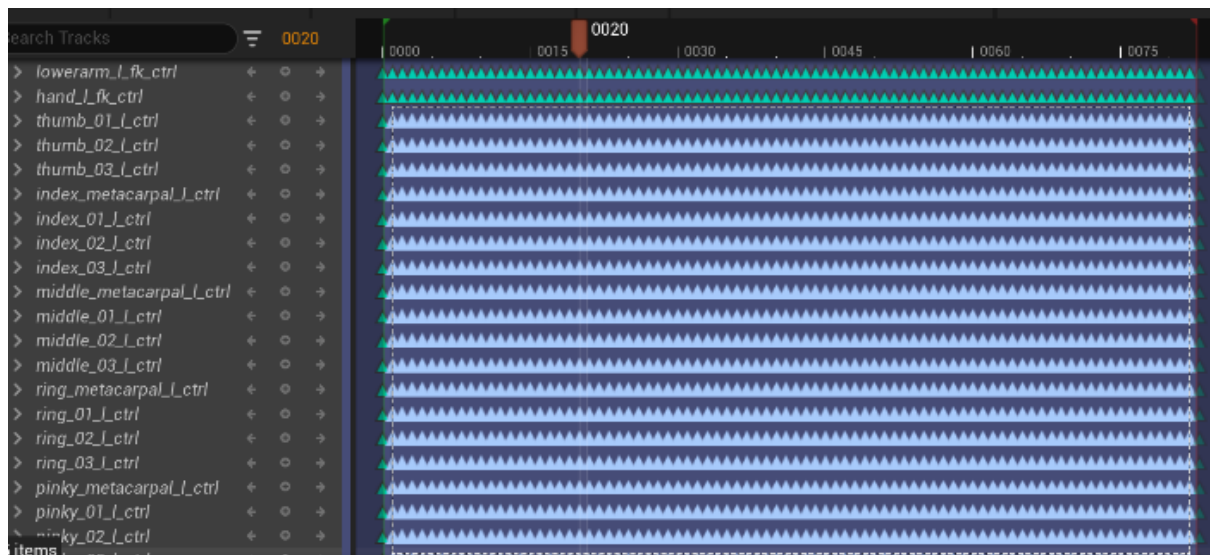
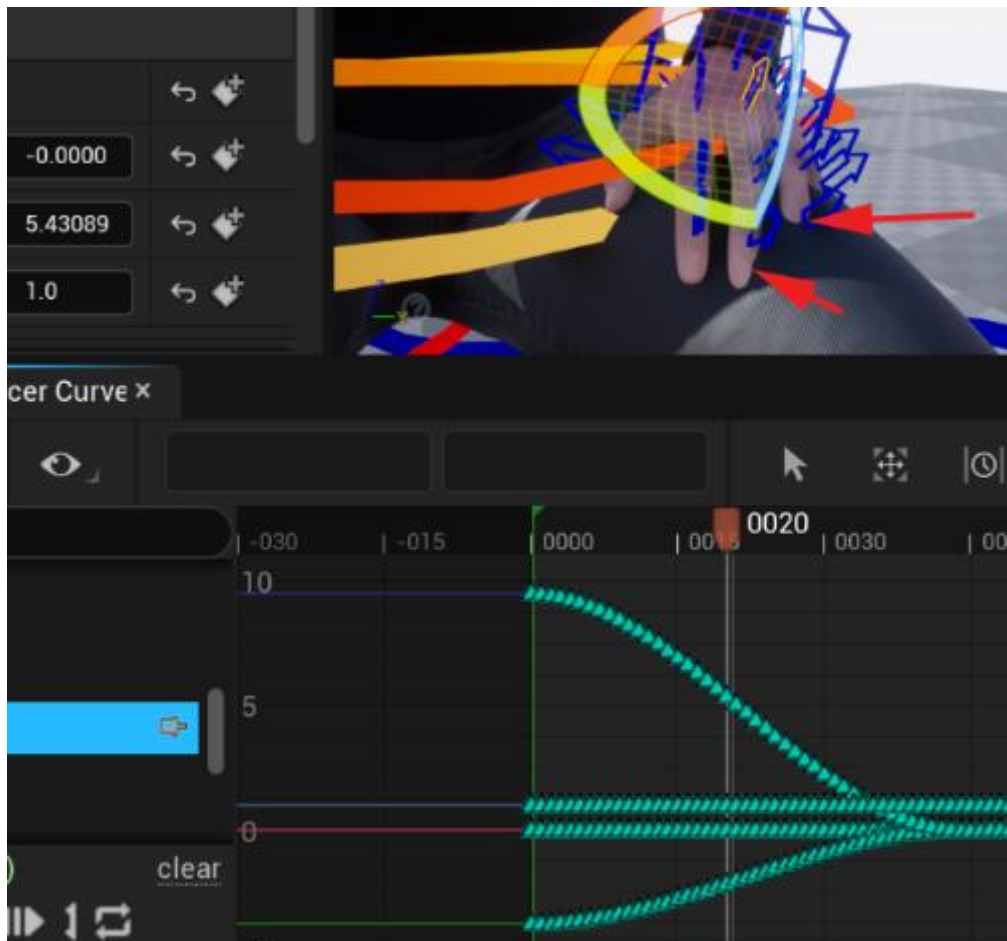


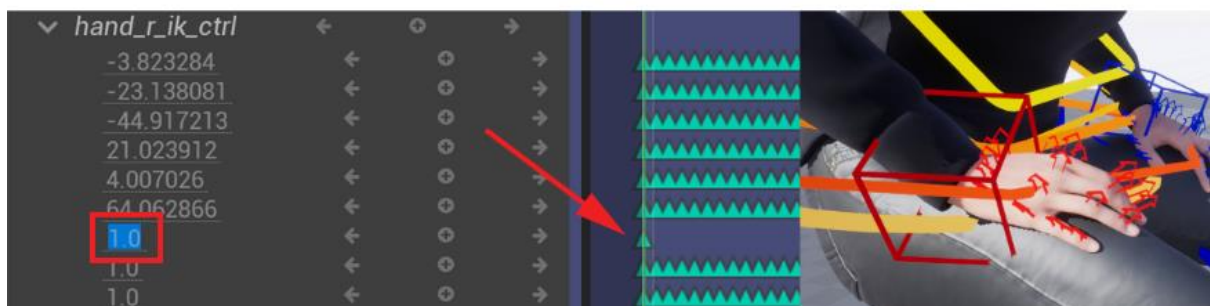
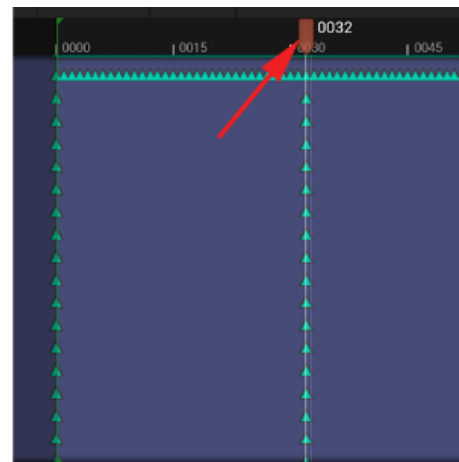
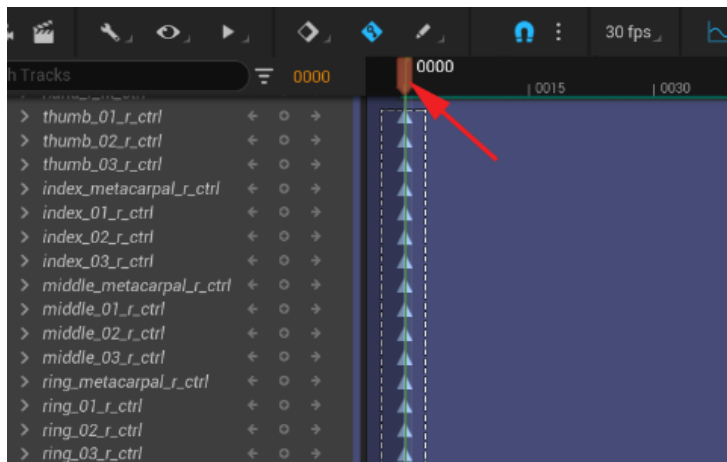


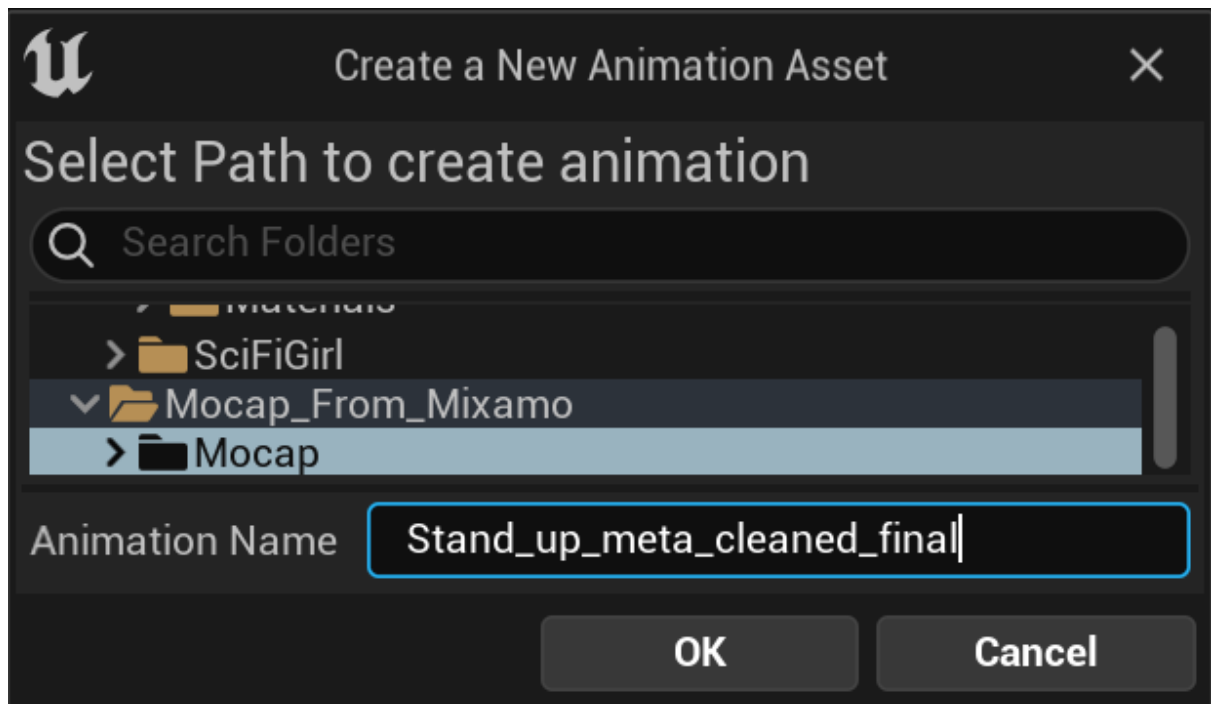
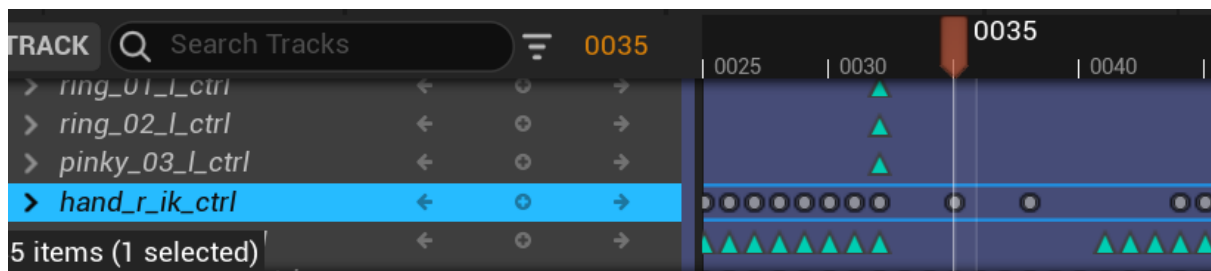












Chapter 20: Using Sequencer to Construct Your Final Scene

