

Unreal® Live Link for Autodesk® Maya®

Win64, Linux, English

Autodesk, Inc.

The plug-in lets you stream data from Maya to Unreal in real time, allowing you to work on character assets in Maya while seeing a preview of your work inside Unreal as you make changes.

General Usage Instructions

The Unreal Live Link plug-in makes it possible to stream animation data from Maya to Unreal in real time. Whether you're working between the two tools in a virtual production environment or building your next game, you can now work on character assets in Maya and see previews of your work reflected immediately in Unreal, as you make changes.

Version 1.1.1

- Fix an issue where the previous frame was sent to Unreal instead of the current frame.

Version 1.1

Features Include:

- Support for Custom Attributes. When live linking a skeleton joint from Maya to Unreal, you can choose to stream any keyframed custom attributes.
- Support for Unreal Engine 5.0. The Unreal Engine version is selected through a new drop-down menu in the UI.
- The source code is available under the MIT license in GitHub [here](#)
- Support for Maya Z-up scenes.
- Network endpoints saving
- Support for Linux CentOS 7
- Bug fixes

Version 1.0

Features Include:

- A simplified installation experience allows you to get up-and-running in a matter of minutes.
- The new streamlined interface lets you easily define and manage which Maya assets will be streamed to Unreal.
- Joint hierarchy transforms can be connected, allowing for character to character animation streaming.
- BlendShapes are supported, enabling you to make changes to characters such as facial expressions and lip syncing, and see them in-context in Unreal.
- Camera attributes including transforms, angle of view, focal length, film gate, camera aperture, film aspect ratio, depth of field, focus distance, and fStop are supported.
- Lighting adjustments including color, intensity, cone angle, and penumbra angle are supported.
- Scene timecode is streamed to Unreal as metadata, allowing play head synchronization between Maya and Unreal.
- Back version support enables the plug-in to be used with Maya 2018 through Maya 2022 on Windows.
- Back version support enables the plug-in to be used with Maya 2020 and Maya 2022 on Linux.

For more details on how to connect Maya to Unreal, see [Connecting Unreal Engine 4 to Maya with Live Link](#) or [How to use Unreal® Live Link for Autodesk® Maya® plug-in](#)

Installation/Uninstallation

On Windows to install:

- Execute the .msi installer file and follow the instructions

To uninstall:

- From the Windows Start menu, open the Control Panel and select Uninstall a Program to display a list of installed applications
- Search for Unreal Live Link for Autodesk Maya
- Click Uninstall

Known Issues: After the plug-in is uninstalled, some files might be left behind at the install location

On Linux to install:

- Run the script './UnrealLiveLinkForMaya#.sh', if the script does not run due to permission issue one may run 'chmod +x UnrealLiveLinkForMaya#.sh' to grant execute permission
- If installed as 'su' it will install to /usr/autodesk/ApplicationPlugins/UnrealLiveLinkForMaya
- If not, it will install to \$HOME/Autodesk/ApplicationPlugins/UnrealLiveLinkForMaya
- To make Maya to Unreal live link work users will need to apply a patch to their Unreal Engine from [Unreal Engine's PR](#)

To uninstall:

- The plugin folder from one of the above locations can be deleted to remove the plugin

Known Issues

- Network settings (Edit->Settings) in plug-in UI does not spawn settings window
- If Linux distribution does not have OpenSSL 1.1 installed, you may see OpenSSL errors. It is advised to get OpenSSL version 1.1.x
- Unloading the plugin during a Maya session will leave Maya unresponsive
- For Maya 2022 and Maya 2023, the Live Link UI sometimes stays underneath the Maya main UI. You can move the main UI to see if the Live Link UI is underneath it, click on it and it will be brought back on top of the main UI.

About This Version

Version 1.1.0

Compatible with Win64 Autodesk® Maya® 2019, 2020, 2022 and 2023

Compatible with Linux Autodesk® Maya® 2020, 2022 and 2023

Compatible with Unreal® Engine version 4.27.2

Compatible with Unreal® Engine version 5.0.0

Version 1.0.0

Compatible with Win64 Autodesk® Maya® 2018, 2019, 2020 and 2022

Compatible with Unreal® Engine version 4.27.2