Animation Workflows Between Blender And Unreal Engine 4

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About Me

3D artist and animator

Work at Timefire VR on a platform called Hypatia

Co-Founder of Phoenix chapter of Women in Games International (WIGI)

Shameless plug:

WIGI has a new Meetup Page!

https://www.meetup.com/WIGIPHX/

Why Use Blender?

It's free (Open Source)

You can use it commercially

Great for Indies!

Works just as well as Maya or Max, and in some ways, faster

Why Use Blender?

You can learn about it online for free

Good alternative for students to pirating Maya after they graduate

It's another tool for your toolbag
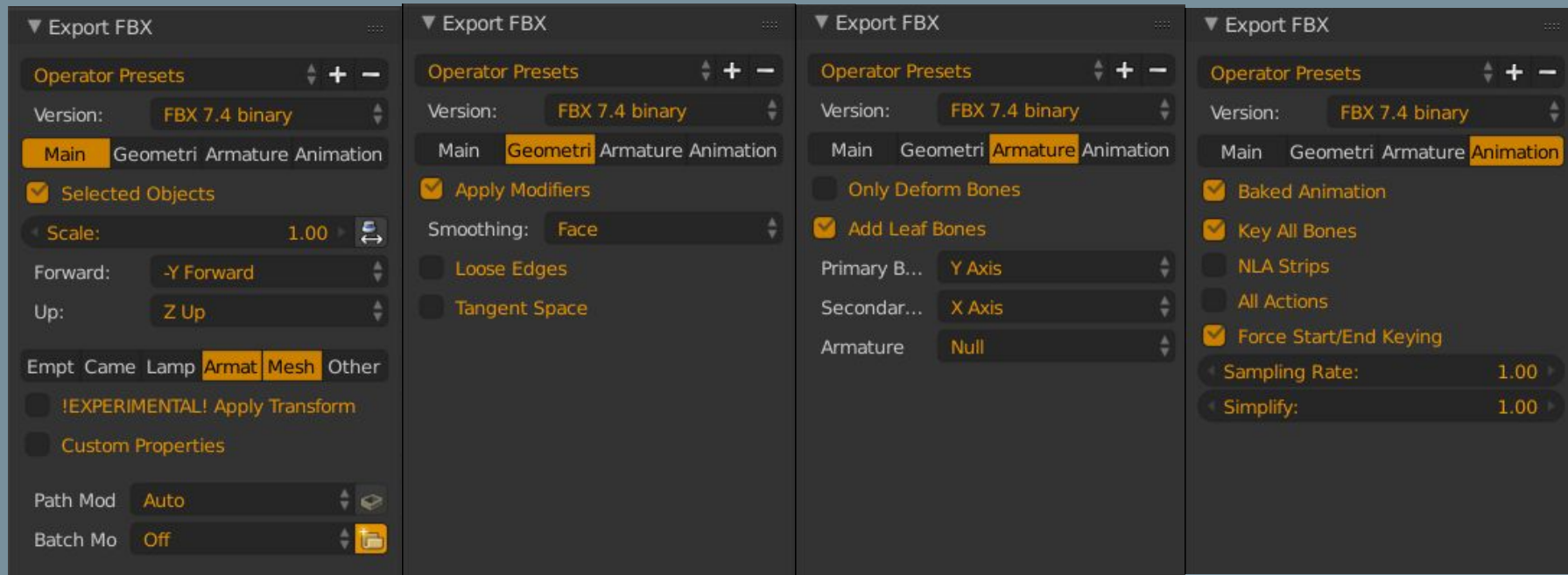
It's awesome!!

Demo Time!!

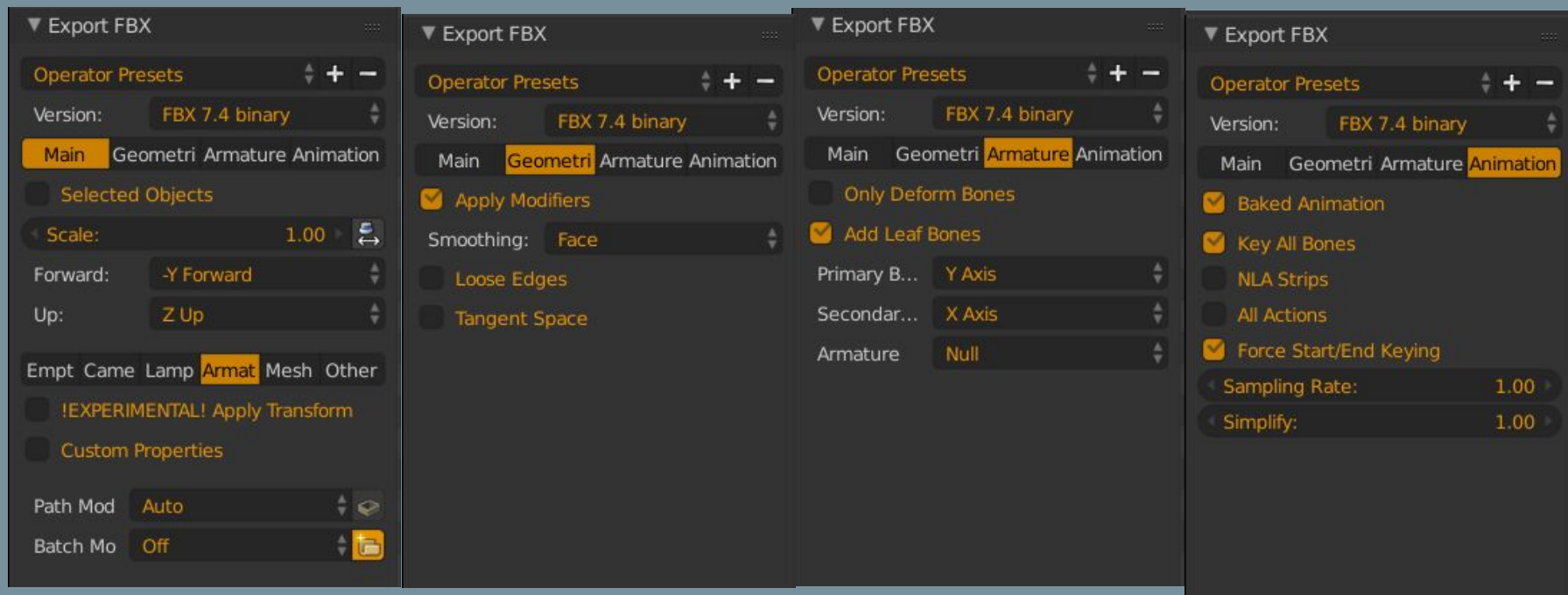Exporting Skeletal mesh and animations

Morph Target Animation

Same Skeleton Retargeting

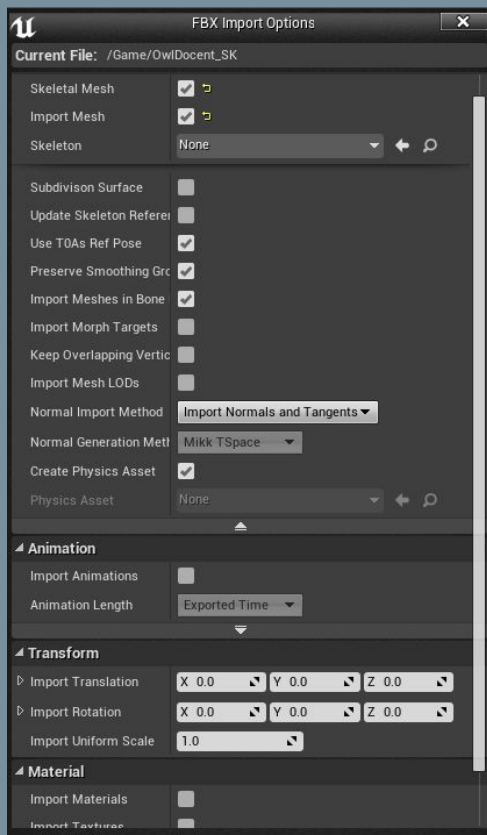# In Case You Forget...

Skeletal Mesh Export Settings

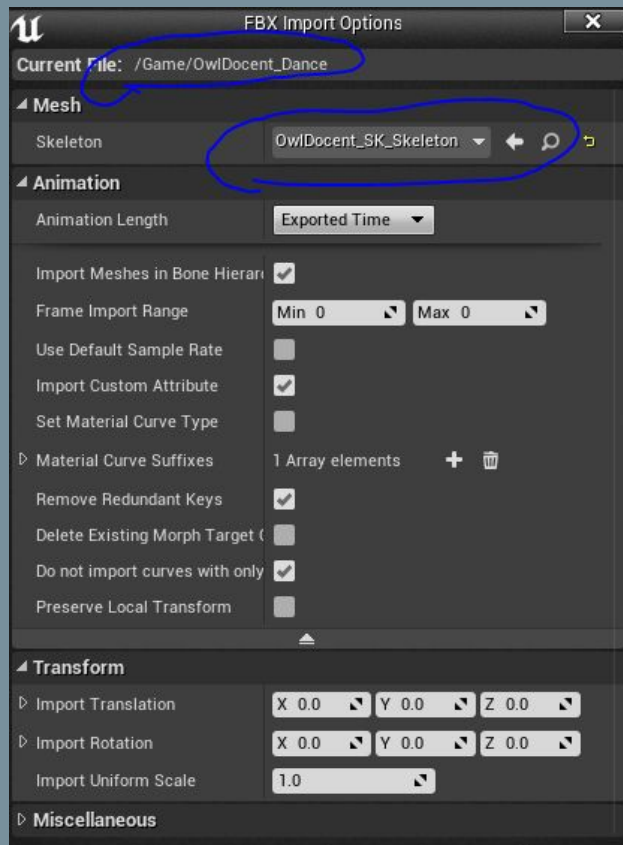# Animation Export Settings
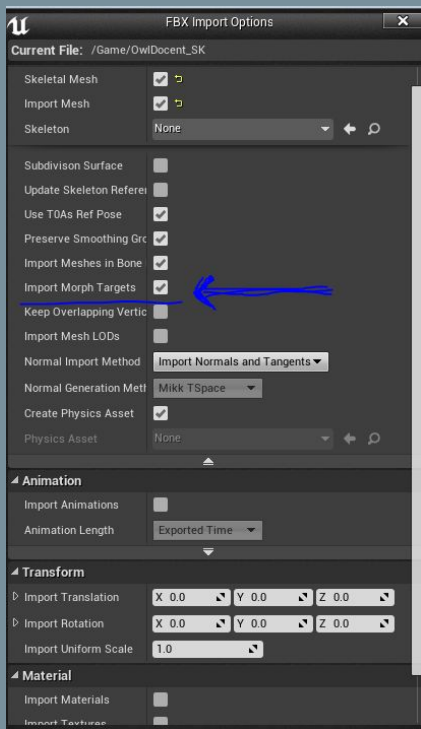
Importing to Unreal!
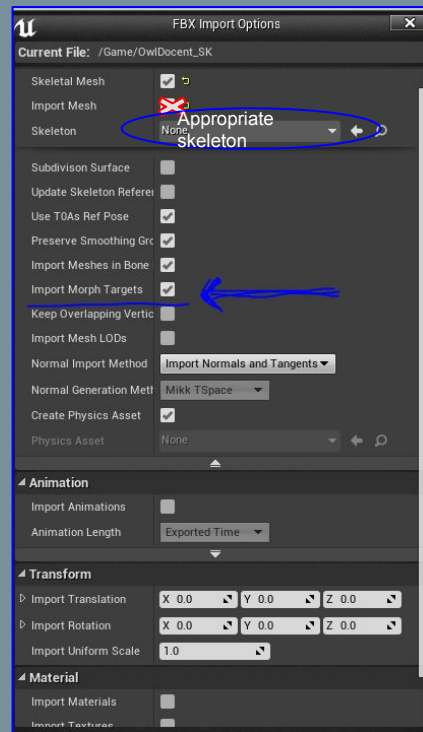
Skeletal Meshes

Importing to Unreal!

Animations

Importing to Unreal! (Morph Targets)

Animating in Unreal using anim curves

Animating from Blender using Bone drivers

Links

MakeHuman

Unreal PHX

Blender