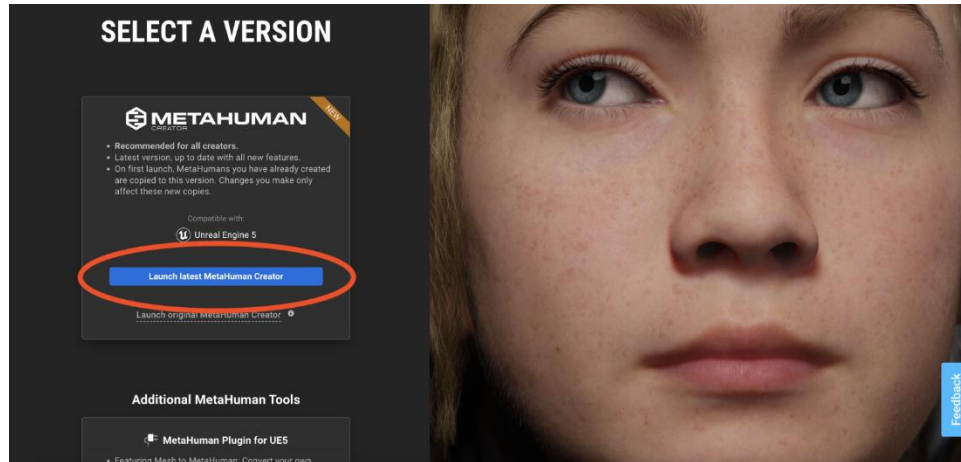
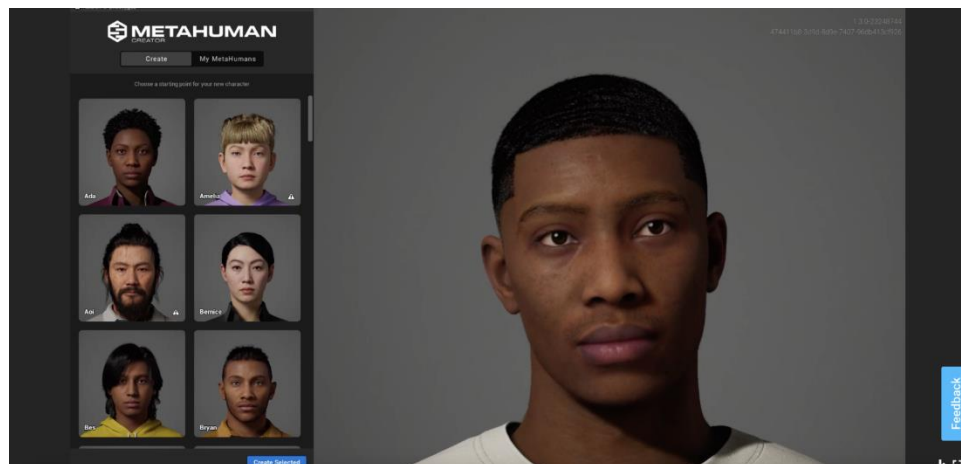


## Creating an Avatar with the MetaHuman Creator

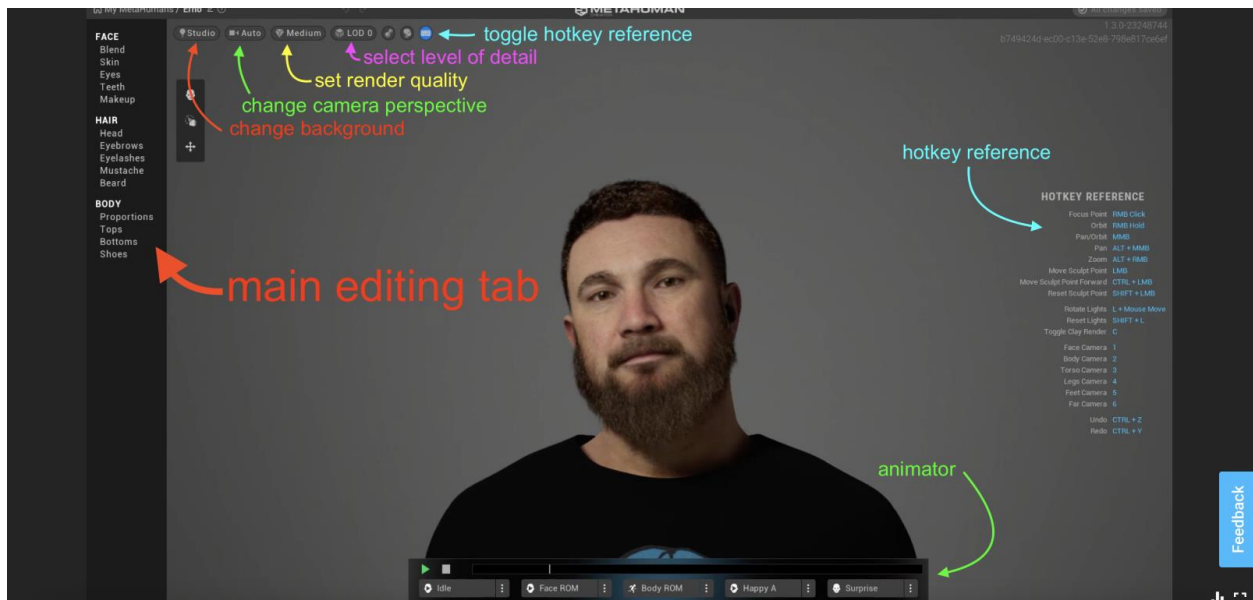
Before navigating to the MetaHuman Creator, [watch the video linked here](#). If you need another resource, the MetaHuman Creator documentation [can be found here](#). **The MetaHuman Creator is more complex than the Ready Player Me avatar creator, and some of the features will likely be difficult to understand and navigate without the video instructions.** Once you have watched the video, go to [metahuman.unrealengine.com](https://metahuman.unrealengine.com) to begin. You will have to create an account with Epic Games to use the MetaHuman Creator. The site will prompt you to select a version of the MetaHuman Creator. Choose to launch the latest MetaHuman Creator.



When creating an avatar, you will start from a base avatar. Select the base that you want to use and click “create selected” to open the MetaHuman editor.

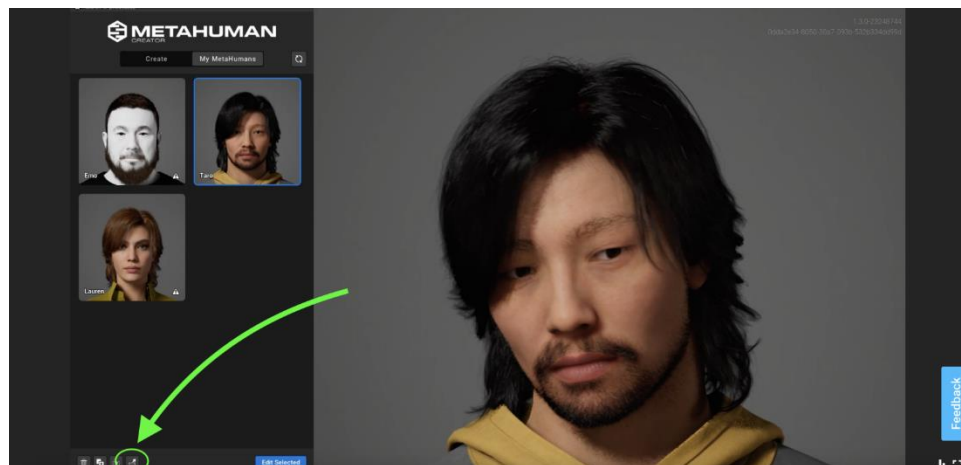


In the main editor, you will see several different editing options on the left-hand side of the page. Additionally, you can change the background, level of detail of your character, the animation, and view a list of the hotkeys.



The main editing tab gives you the options to edit the face (blend, skin, eyes, teeth, and makeup), hair (head, eyebrows, eyelashes, mustache, beard), and body (proportions, clothing, and shoes). Most of the tools to edit the MetaHuman are straightforward and intuitive to use, and you will be able to navigate and use them easily. However, blending, sculpting, and moving facial features can be quite difficult, so we have supplied additional instructions in the sections below.

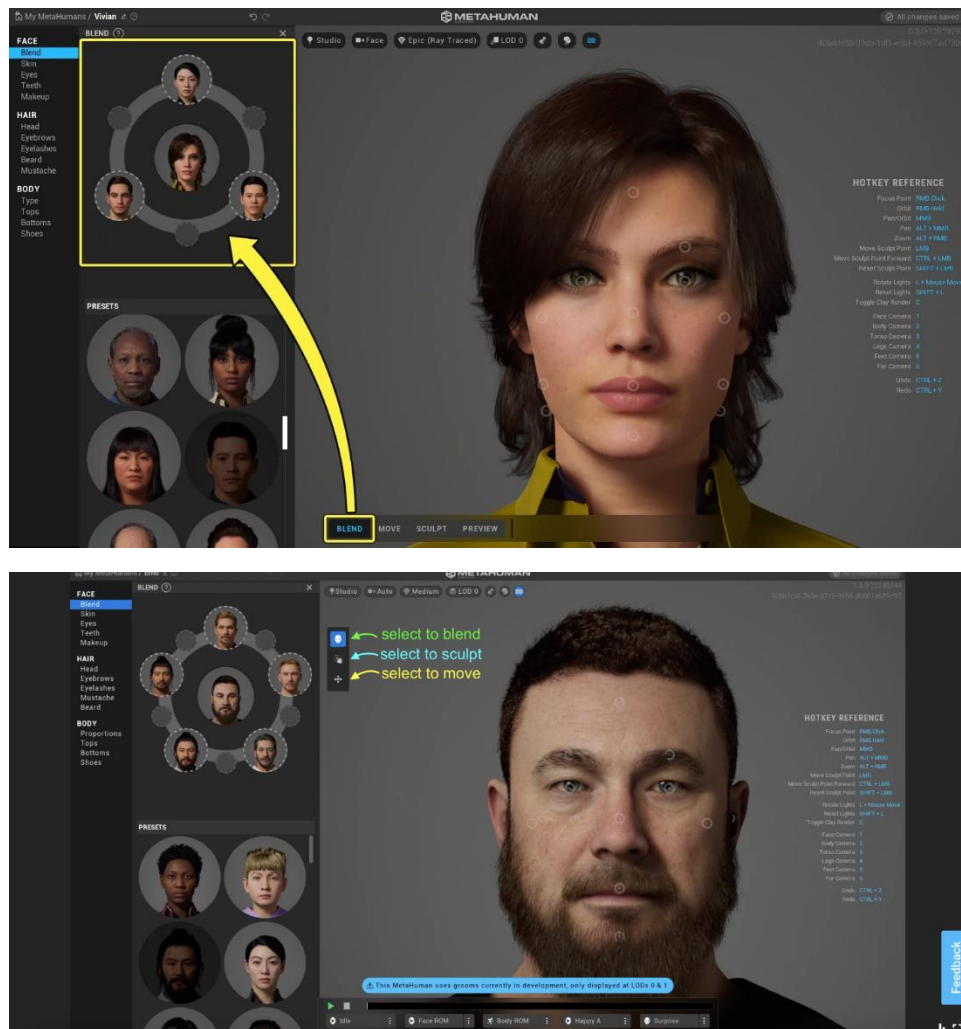
Once you have navigated through all the tabs and tools and have completed and are satisfied with your MetaHuman, **take a screenshot of your final avatar in which the full body is visible**. Leave the MetaHuman editor by clicking “My MetaHumans” at the top left of the page above the main editing tab. Export your MetaHuman by selecting “Export” at the bottom left-hand side of the page.



An .mhb file will be downloaded from the creator. **Complete this survey** before finishing this assignment or going ahead to create your Ready Player Me Avatar. You may want to refer to the image of your MetaHuman during the survey to answer the questions. Once you have completed the survey, you are finished with this part of the assignment!

## Using the Blend Tool

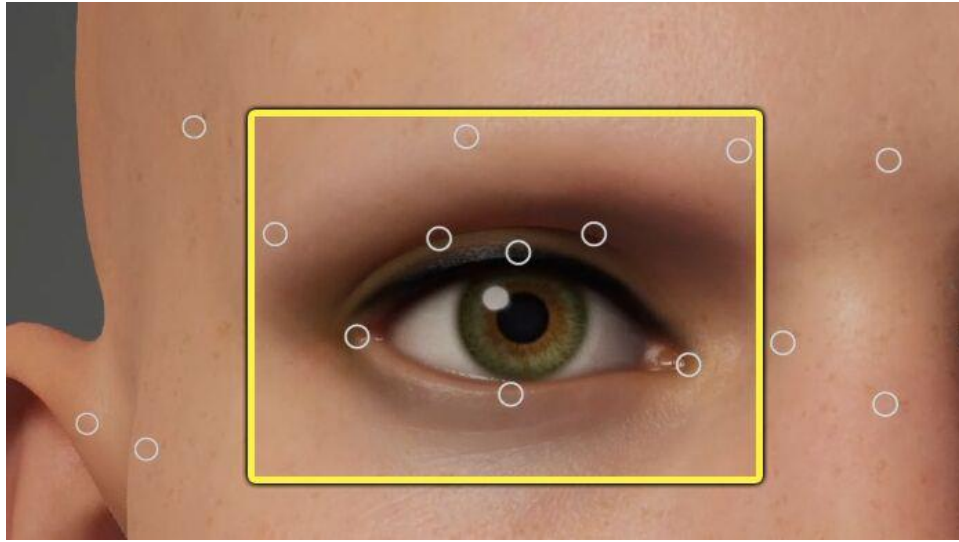
Clicking the blend button will open the blend panel, which allows you to select different preset MetaHumans whose attributes you can mix to create a unique avatar. There must be at least three MetaHumans assigned in the influence circle (see picture below) to use the blend tool.



In the viewport where your MetaHuman is found, you can drag the control points that appear on the face and move them between the presets assigned to the influence circle in the blend panel. As the control point moves closer to an influencer, their facial features are blended with those of the MetaHuman in the viewport. For example, in the picture below, dragging the center circle to the top will change the shape of the cheeks to match the shape of the topmost influencer, bottom left to the bottom left most influencer, and so on.

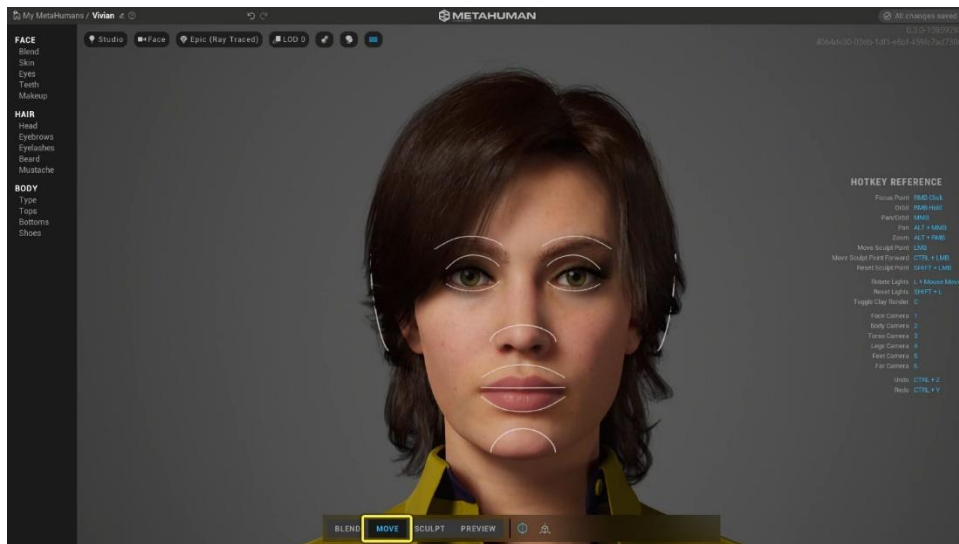






## Using the Move Tool

Use the move tool to make broad adjustments to regions on the face and head by moving the different line gizmos. Each gizmo moves a selection of sculpting markers for the face and head within its bounding box.



For example, when in Move mode, the eyebrow control marker is a single curved line that has four individual sculpting markers (three for the eyebrow and one for the nose bridge). When you click and hold the LMB on one of these markers, you can drag the grouped markers around to position them.

