

Unreal Engine Animations

...

Electronic Armory

Question of the Day

What's your favorite UE5 feature:

Nanite

New UI

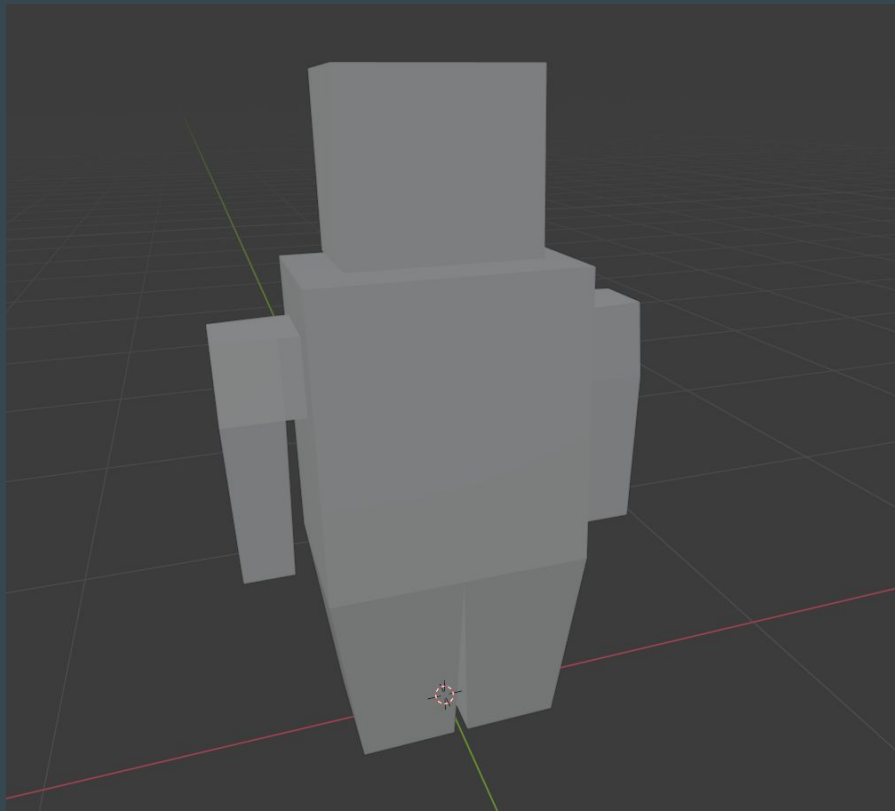
Animations

etc...

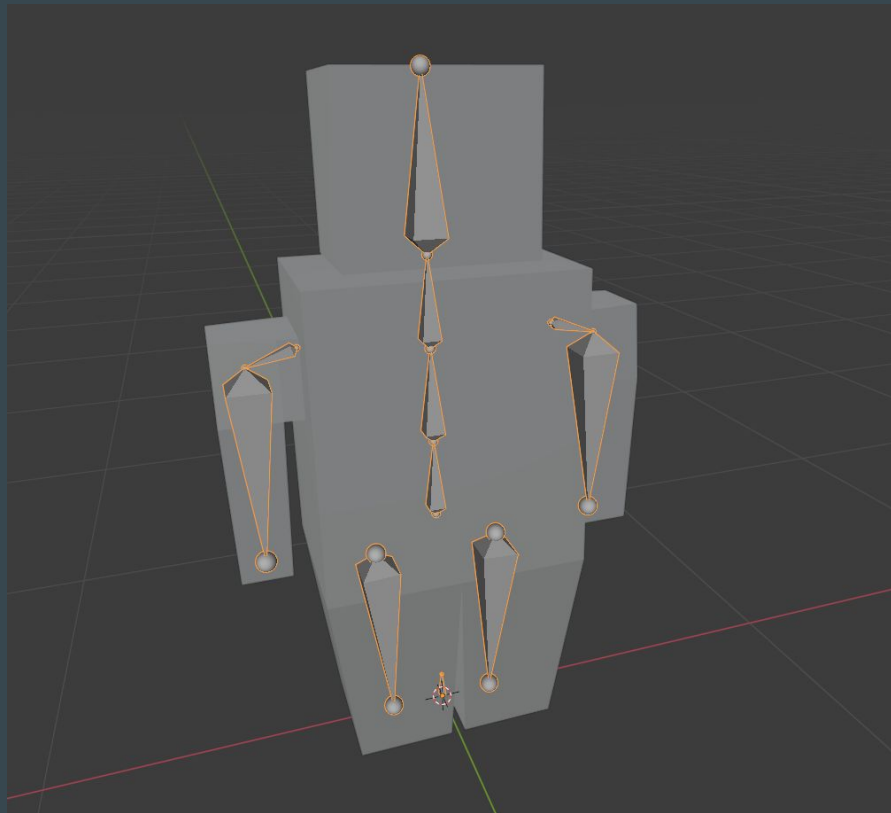
Animations Pipeline

- Model or import a mesh
- Rig the mesh
 - With Epic skeleton to reuse animations
 - Custom skeleton with custom animations
- Animate each action using the Action Editor for each animation
- Export
- Import into Unreal Engine
- Setup Character BP
- Setup Animation BP
 - [Setup animation variables](#)
 - State machine
 - And/or Blend Space

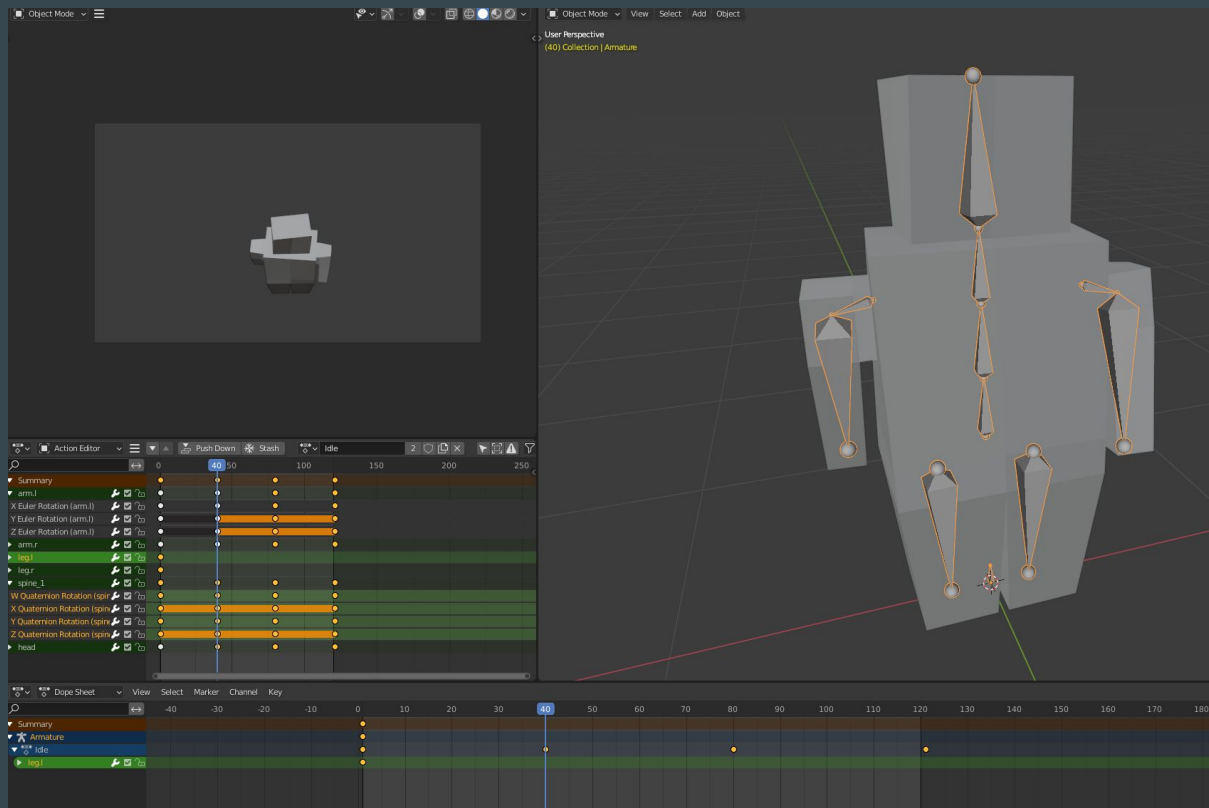
Model



Rig



Animate



Export

Operator Presets

Path Mode

Auto

Batch Mode

Off

▼ Include

Limit to

☒ Selected Objects

☐ Active Collection

Object Types

Empty

Camera

Lamp

Armature

Mesh

Other

Custom Properties

▼ Transform

Scale

100.00

Apply Scalings

All Local

Forward

-Y Forward

Up

Z Up

☒ Apply Unit

☒ Use Space Transform

☐ Apply Transform

▼ Geometry

Smooothing

Edge

☐ Export Subdivision S...

☒ Apply Modifiers

☐ Loose Edges

☐ Tangent Space

▼ Armature

Primary Bone A...

Y Axis

Secondary Bon...

X Axis

Armature FBXN...

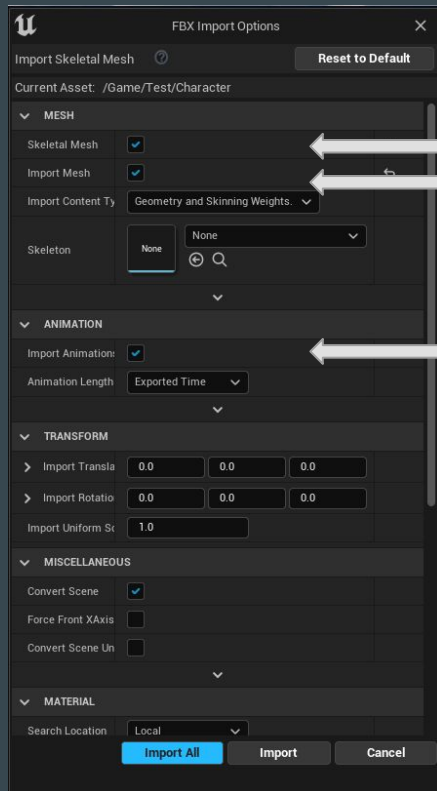
Null

☒ Only Deform Bones

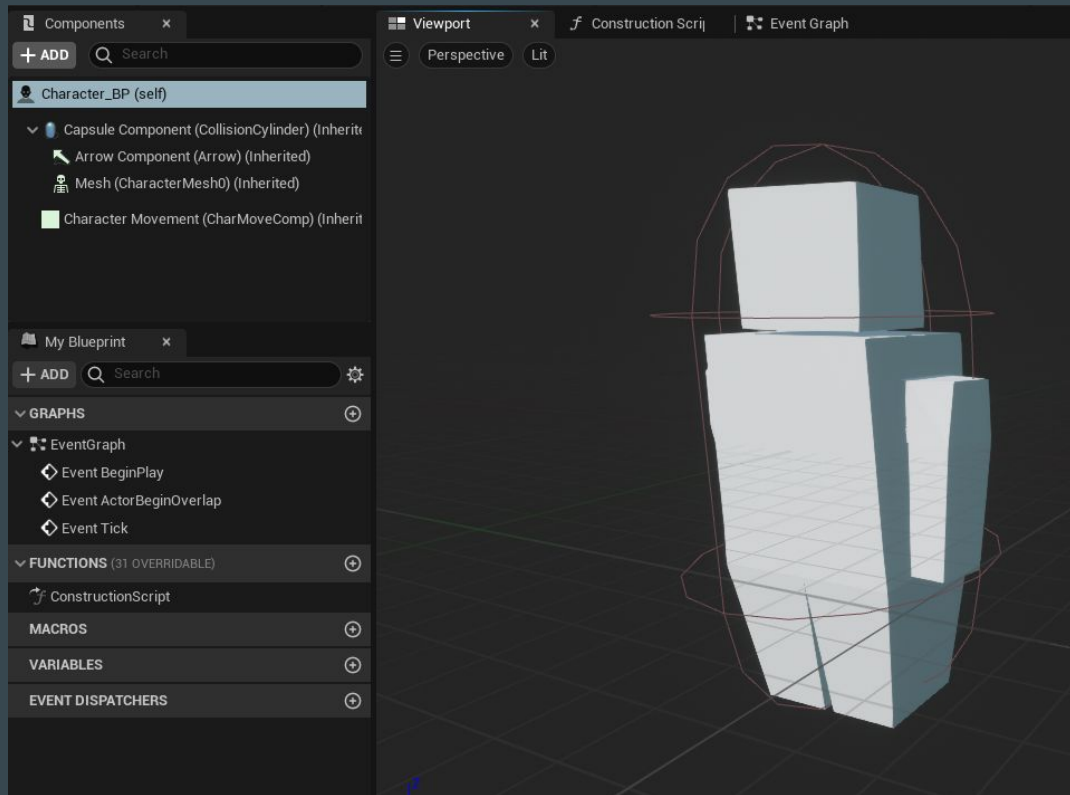
☐ Add Leaf Bones

☒ Bake Animation

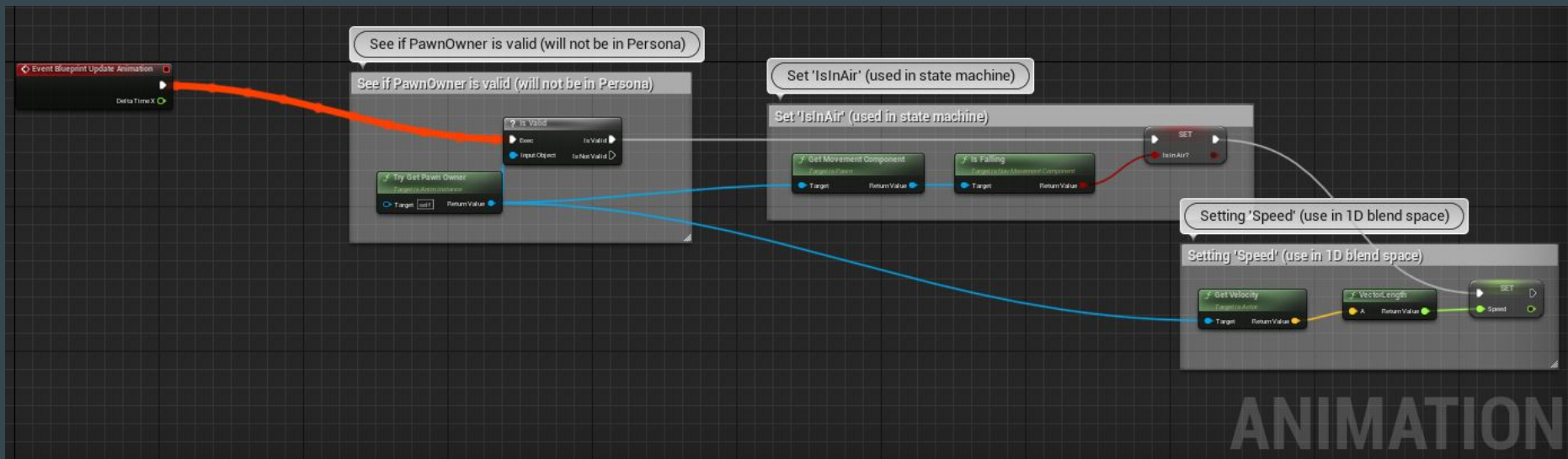
Import into Unreal Engine



Setup Character BP

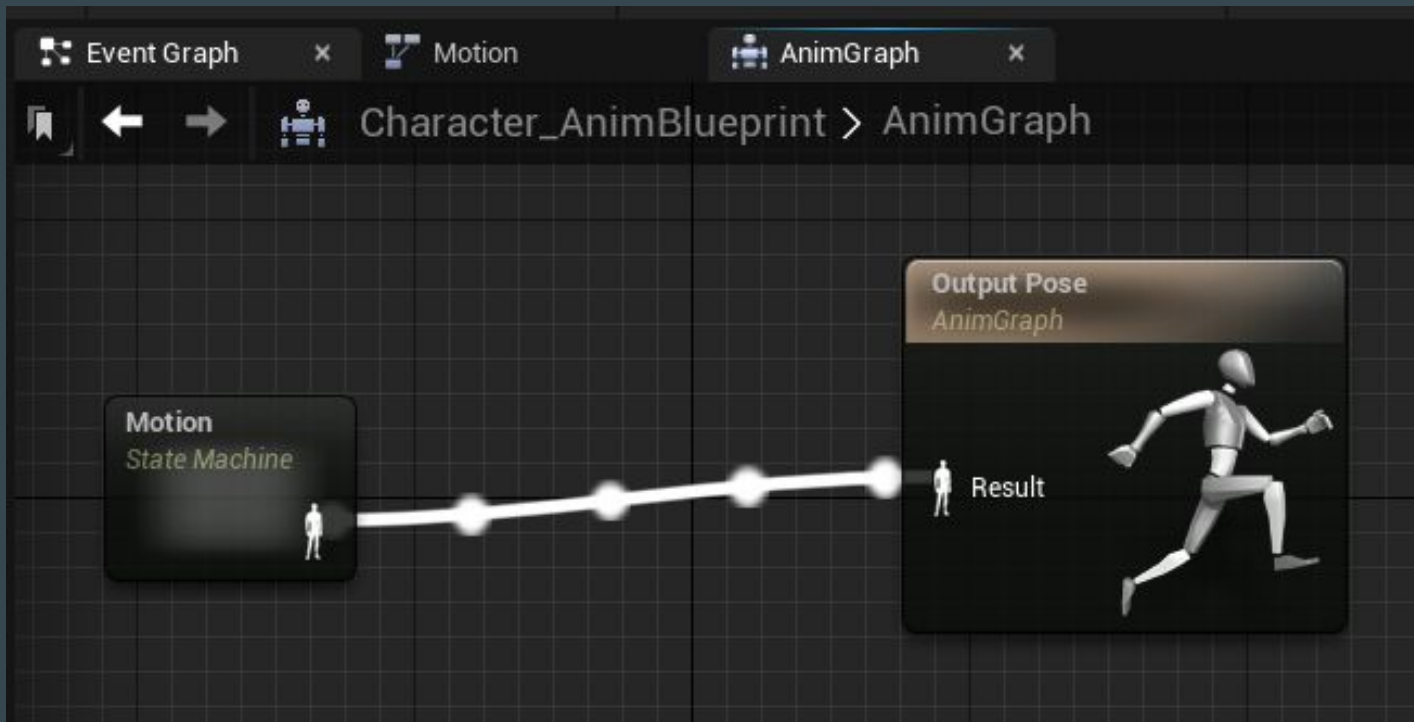


Setup Animation BP Variables

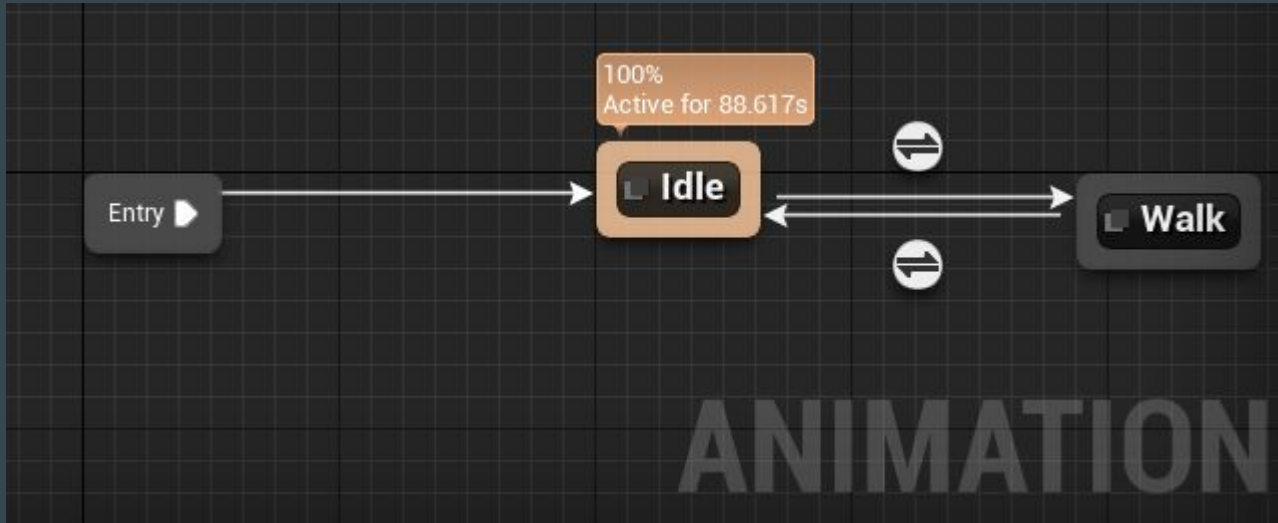


[Blueprint Pastebin](#)

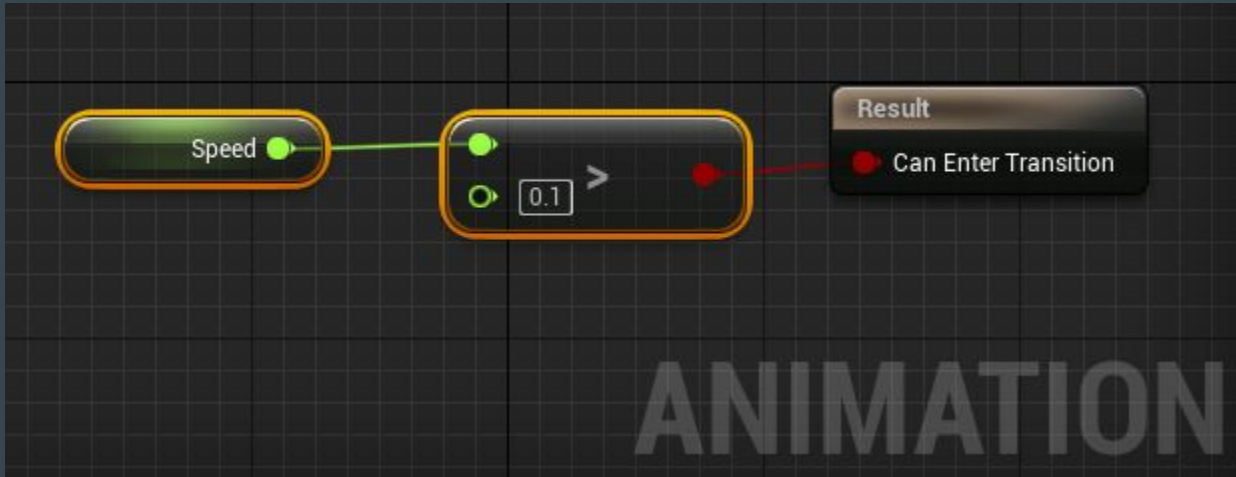
Setup Animation BP AnimGraph



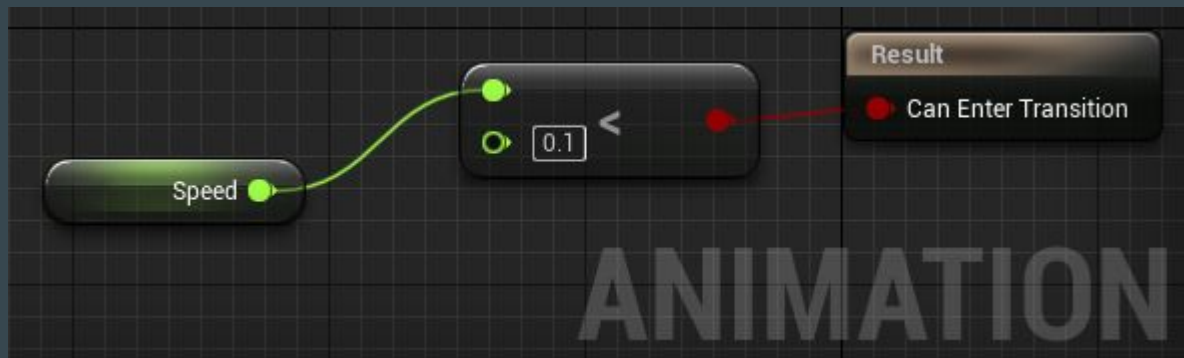
Setup Animation BP State Machine



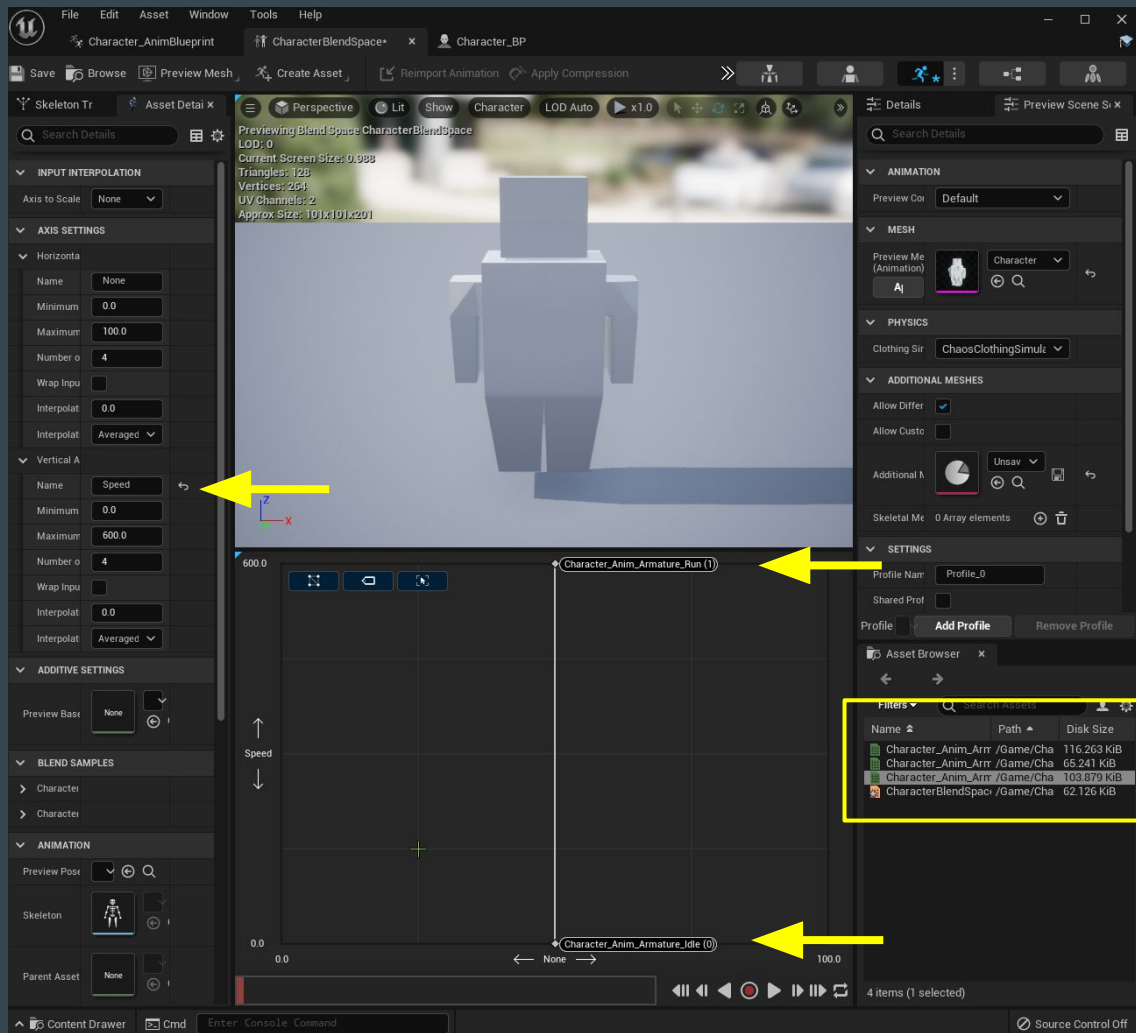
Setup Animation BP State Machine Transition



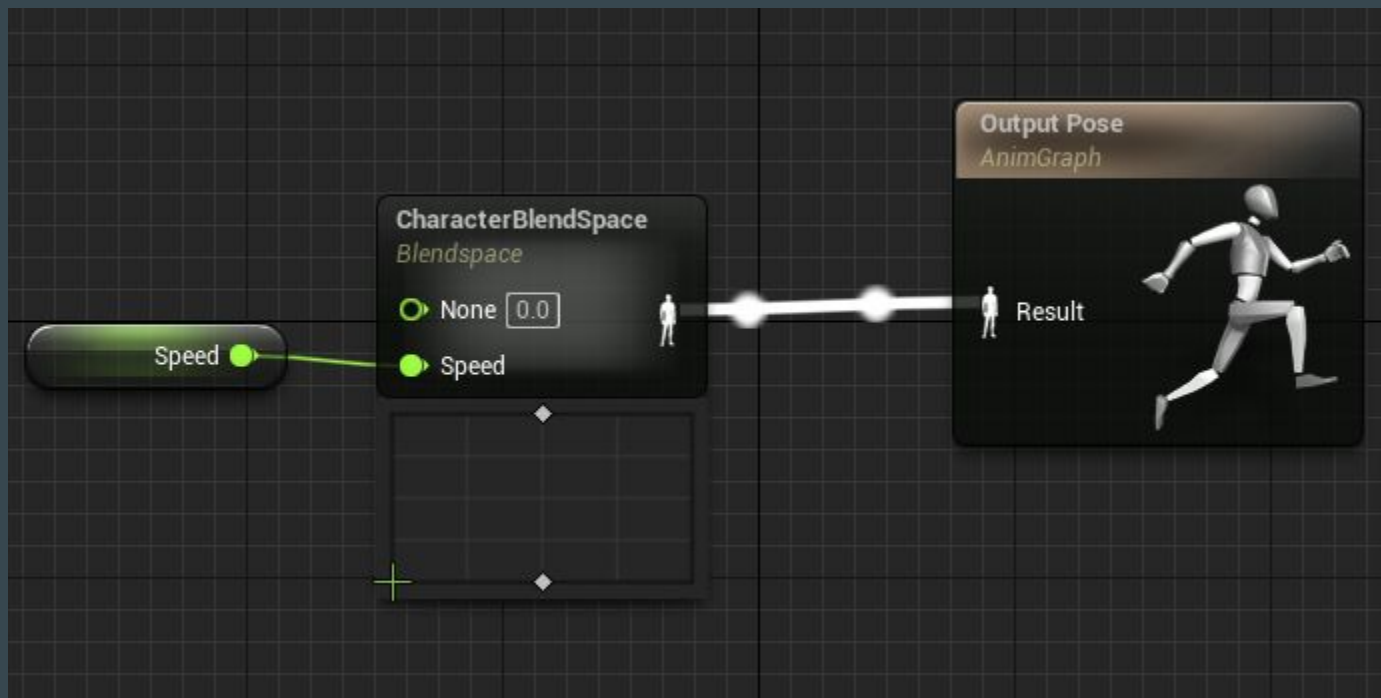
Setup Animation BP State Machine Transition



Create Blend Space



Set Blend Space for AnimBP



Set the Character BP to Use AnimBP

