

Activity 2.01

Linking Animation to a Character

3rd Week, 2021



UNREAL
ENGINE



Activity 2.01: Linking Animation to A Character

- › 1. Create a Blend Space 1D for the Walking/Running animation and to set up the Animation Blueprint.
- › 2. Next, go to **Content -> ThirdPersonBP -> Blueprints** and open the **ThirdPersonCharacter Blueprint**.
- › 3. Click the Skeletal Mesh component on the left, and inside the **Details** tab on the right, replace the **SkeletalMesh** reference with **Ganfault**.
- › 4. Similarly, update the **Animations Blueprint** section of the skeletal mesh component with Animation Blueprint you created for **Ganfault**.

Activity2_01

파일 홈 공유 보기

클립보드

이동 위치 복사 위치 삭제 이름 바꾸기 새 폴더 새 항목 빠른 연결 속성 열기 선택

모두 선택 선택 안 함 선택 영역 반전

« 바탕 화면 > Unreal > Activity2_01 >

Activity2_01 검색

이름	수정한 날짜	유형	크기
Config	2021-09-13 오전 7:16	파일 폴더	
Content	2021-09-13 오전 7:16	파일 폴더	
Activity_Anim.uproject	2021-01-22 오후 6:04	Unreal Engine Pr...	1KB

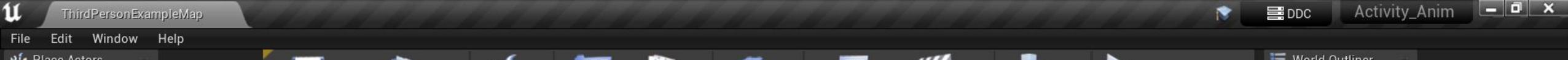
즐겨찾기

- 바탕 화면
- 다운로드
- 문서
- 사진
- 동영상
- 음악

OneDrive

- 모바일 업로드
- 문서
- 바탕 화면

3개 항목



File Edit Window Help

Place Actors

Search Classes



Recently Placed



Empty



Empty



Empty



Point



Plane



Cube



Sphere



Cylinder



Cone



Plane

Content Browser

Add/Import Save All



Content

ThirdPersonBP > Blueprints

World Outliner

Search...



Label

Type

ThirdPersonExampleMap	World
ArenaGeometry	Folder
Arena	Folder
Floor	StaticMeshActor
Wall7	StaticMeshActor
Wall9	StaticMeshActor
Wall10	StaticMeshActor
Wall11	StaticMeshActor
Walkway	Folder
Runn	StaticMeshActor

22 actors

View Options

Details

World Settings

Search Details

View Options

Precomputed Visibility

Precompute Visibi

Game Mode

GameMode Overr

None

Selected GameMo

Lightmass

Lightmass Setting

World

Enable World Comp

Use Client Side Le

Kill Z

-1000.0

Physics

Override World Gr

Global Gravity Z

0.0

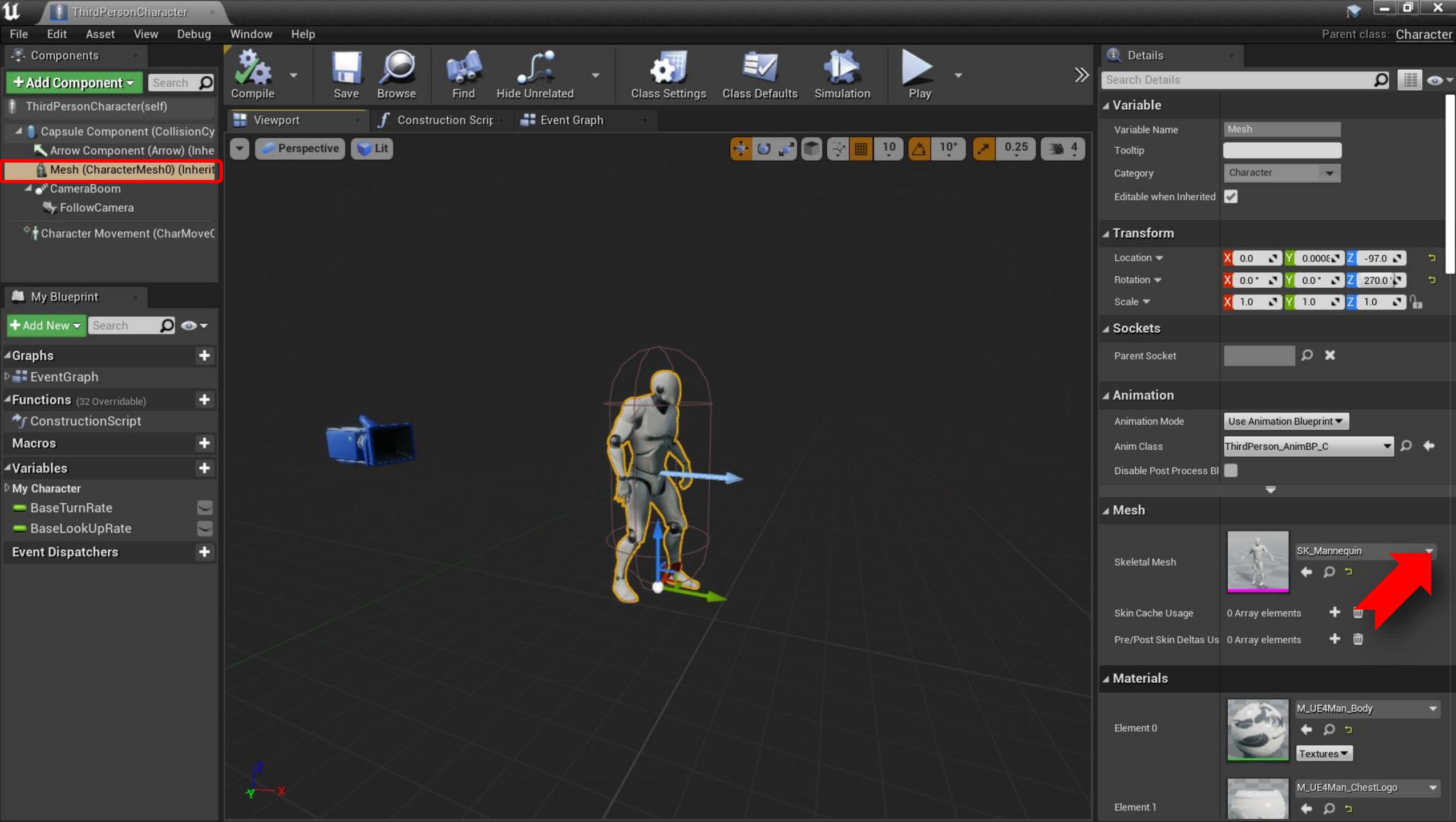
Broadphase

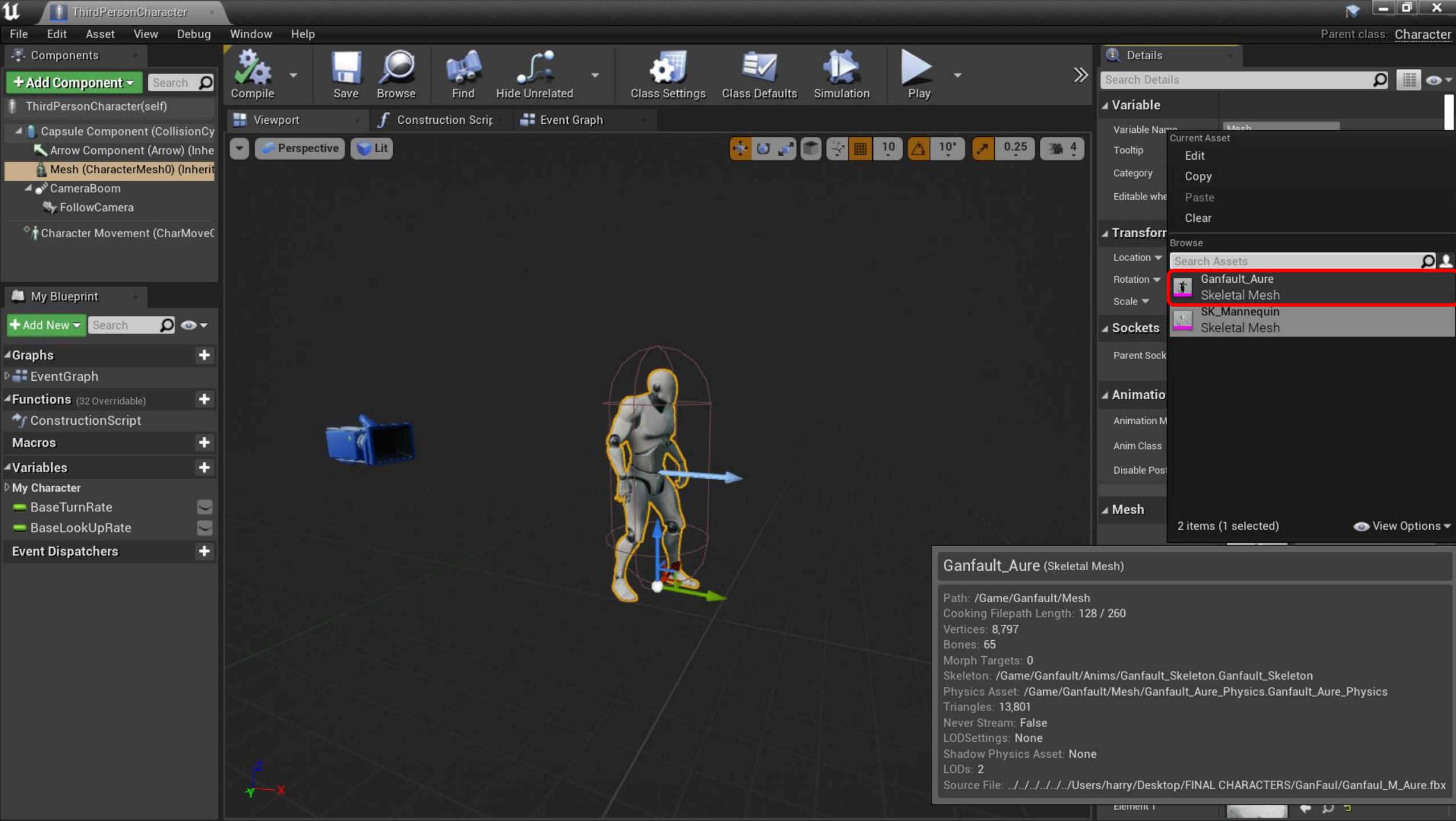
Override Default B

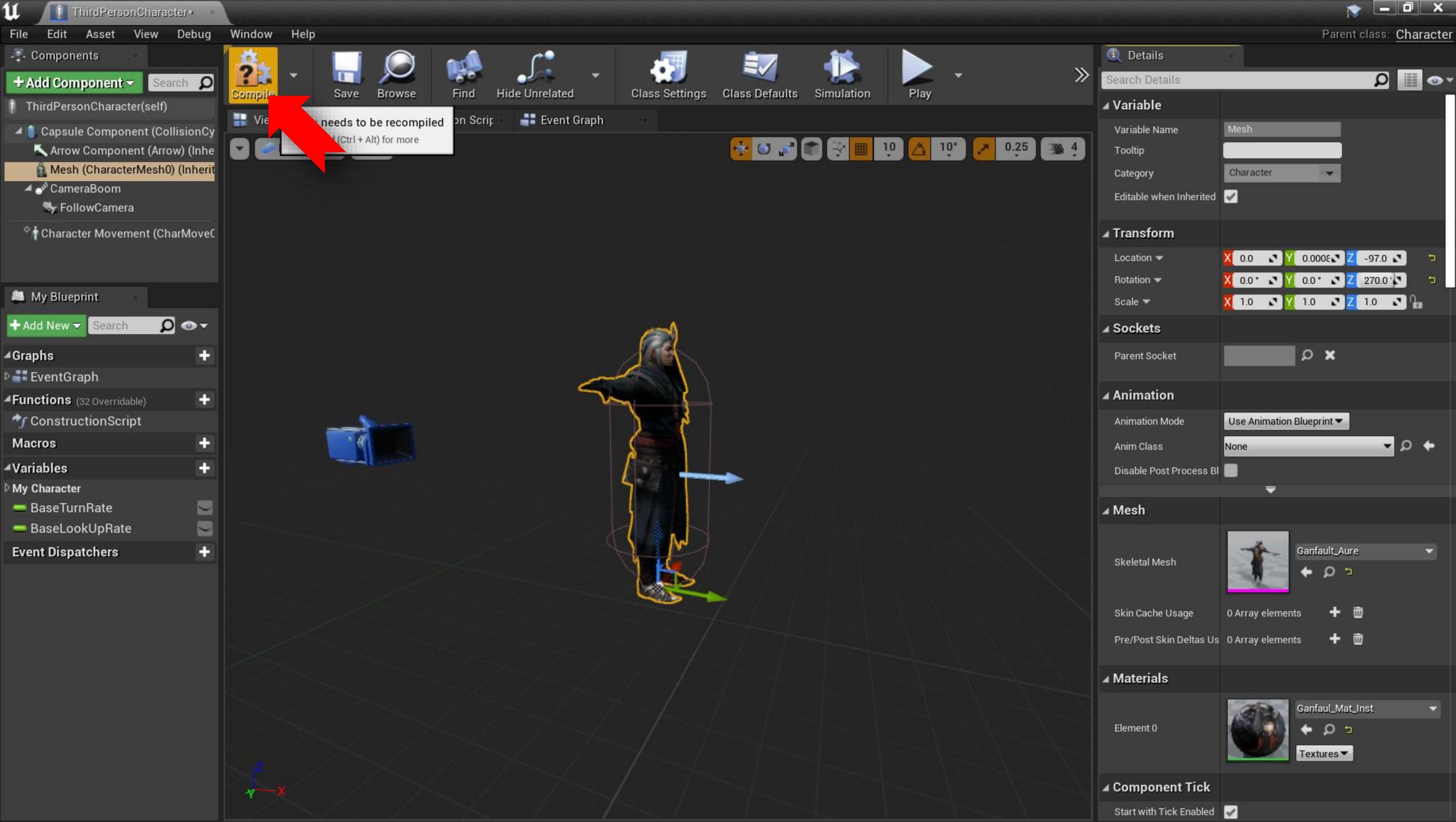


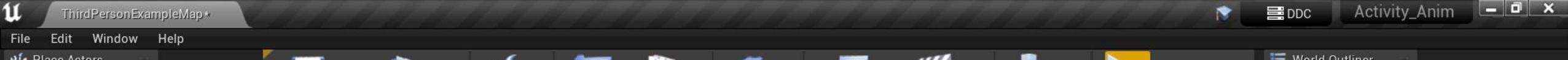
2 items (1 selected)

View Options





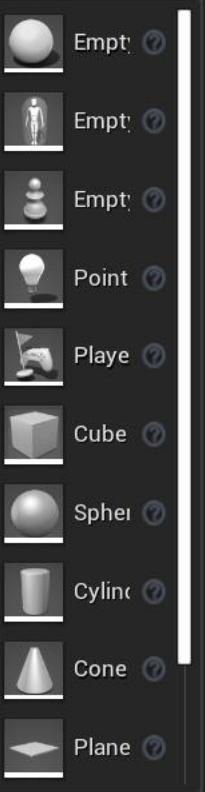




File Edit Window Help

Place Actors

Search Classes



Save Current Source Control

Modes

Content

Marketplace

Settings

Blueprints

Cinematics

Build

Play

>

World Outliner

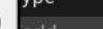
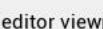
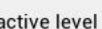
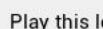
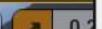
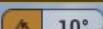
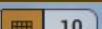
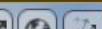
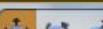
Search...



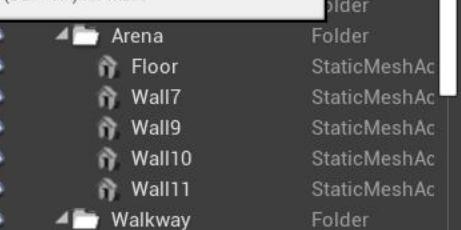
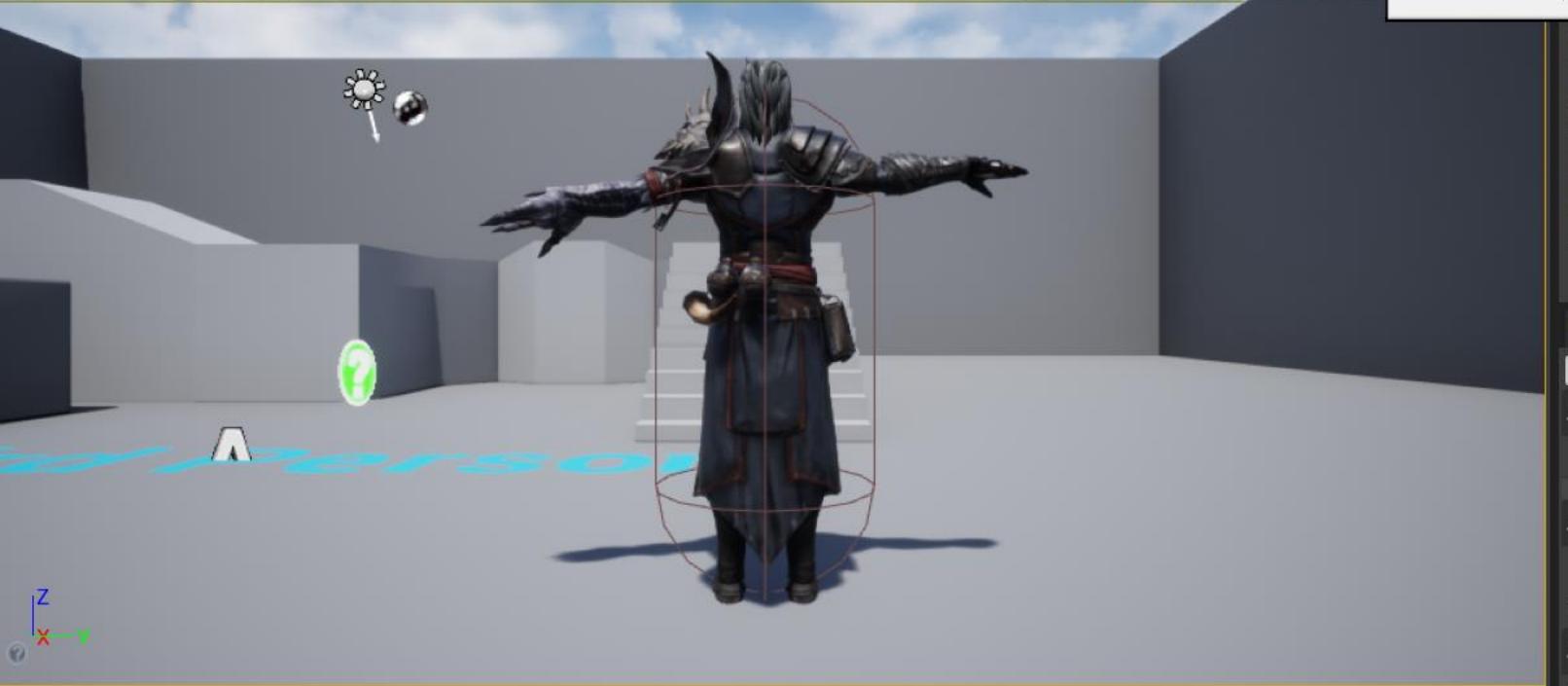
Perspective

Lit

Show



Play this level in the active level editor viewport (Alt+P)
hold (Ctrl + Alt) for more



View Options

Details World Settings

Search Details

Precomputed Visibility

Precompute Visibi

Game Mode

GameMode Overr

Selected GameMo

Lightmass

Lightmass Setting:

World

Enable World Comp

Use Client Side Le

Kill Z

Physics

Override World Gr

Global Gravity Z

Broadphase

Override Default B

Add/Import Save All < > Content > ThirdPersonBP > Blueprints

Search Paths Filters Search Blueprints

Content

Ganfault

Geometry

Mannequin

ThirdPerson

ThirdPersonBP

Blueprints

Maps



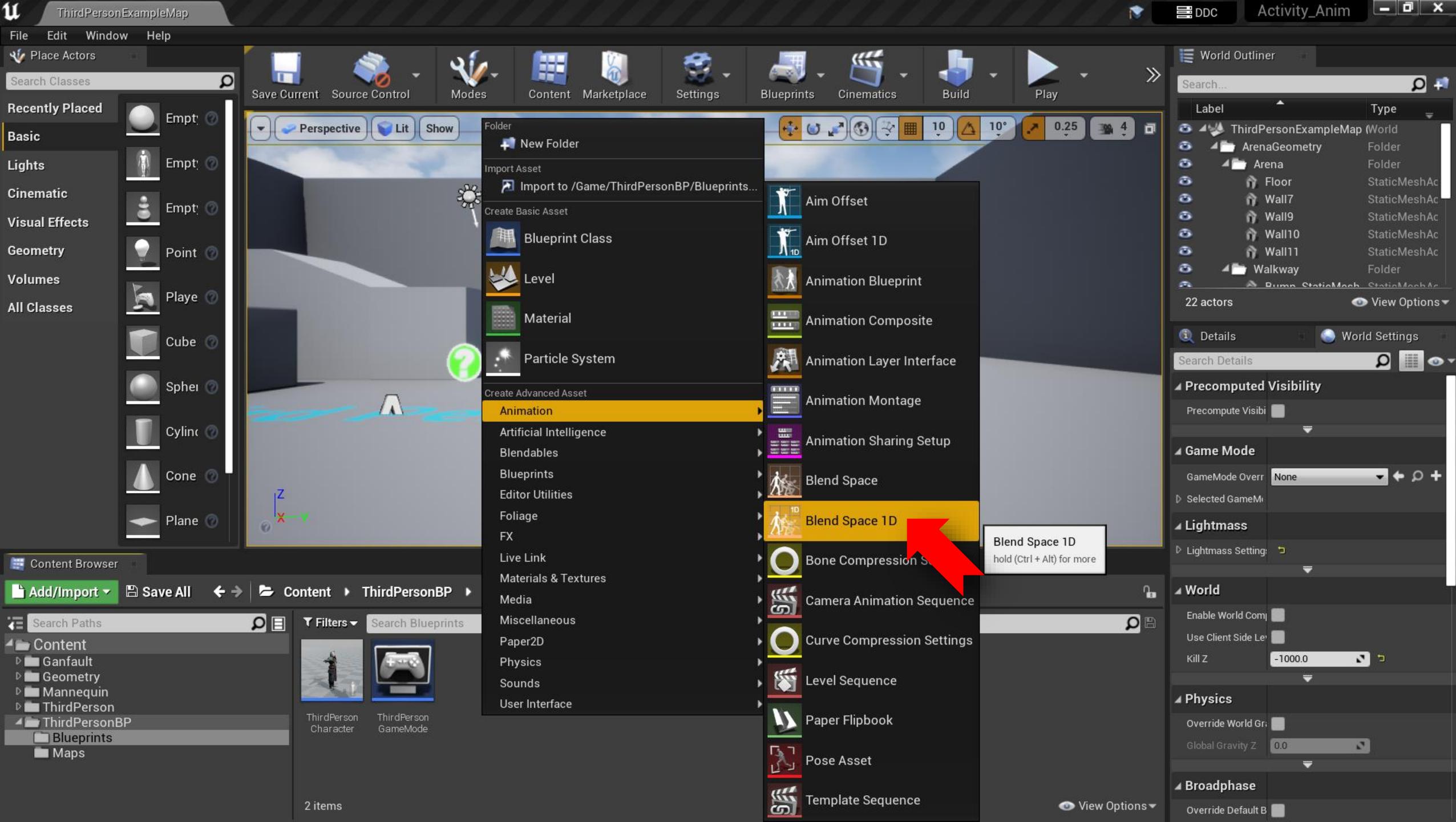
ThirdPerson
Character

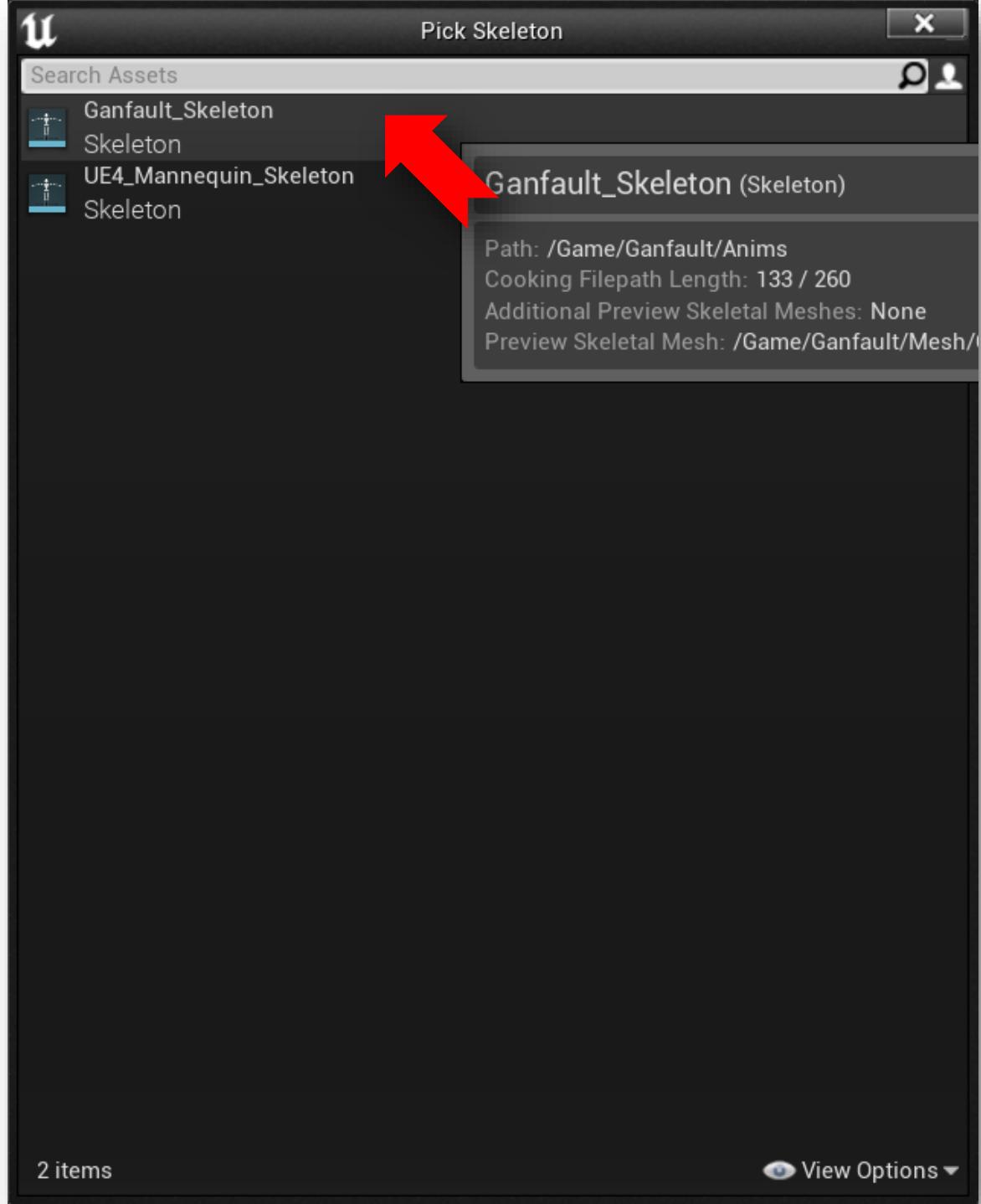


ThirdPerson
GameMode

2 items (1 selected)

View Options







Add/Import Save All Content > ThirdPersonBP > Blueprints

Filters Search Blueprint

Content

Ganfault

Geometry

Mannequin

ThirdPerson

ThirdPersonBP

Blueprints

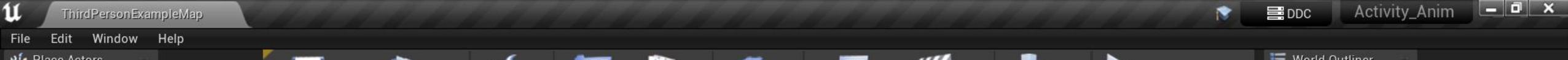
Maps

BlendSpace1D

ThirdPerson Character

ThirdPerson GameMode

3 items (1 selected) View Options



File Edit Window Help

Place Actors

Search Classes



Save Current Source Control

Modes



Content Marketplace



Settings



Blueprints Cinematics



Build Play

World Outliner

Search...



Recently Placed



Empty



Empty



Empty



Point



Plane



Cube



Sphere



Cylinder



Cone



Plane

Content Browser

Add/Import Save All



Content

ThirdPersonBP Blueprints

World

Enable World Comp

Use Client Side Le

Kill Z -1000.0

A screenshot of the Content Browser showing the file structure. The 'Blueprints' folder under 'ThirdPersonBP' is selected. A blue box highlights the 'BP_WalkRun' blueprint. Other items in the list include 'ThirdPersonCharacter' and 'ThirdPersonGameMode'. The bottom of the browser shows a search bar and a message indicating 3 items (1 selected).



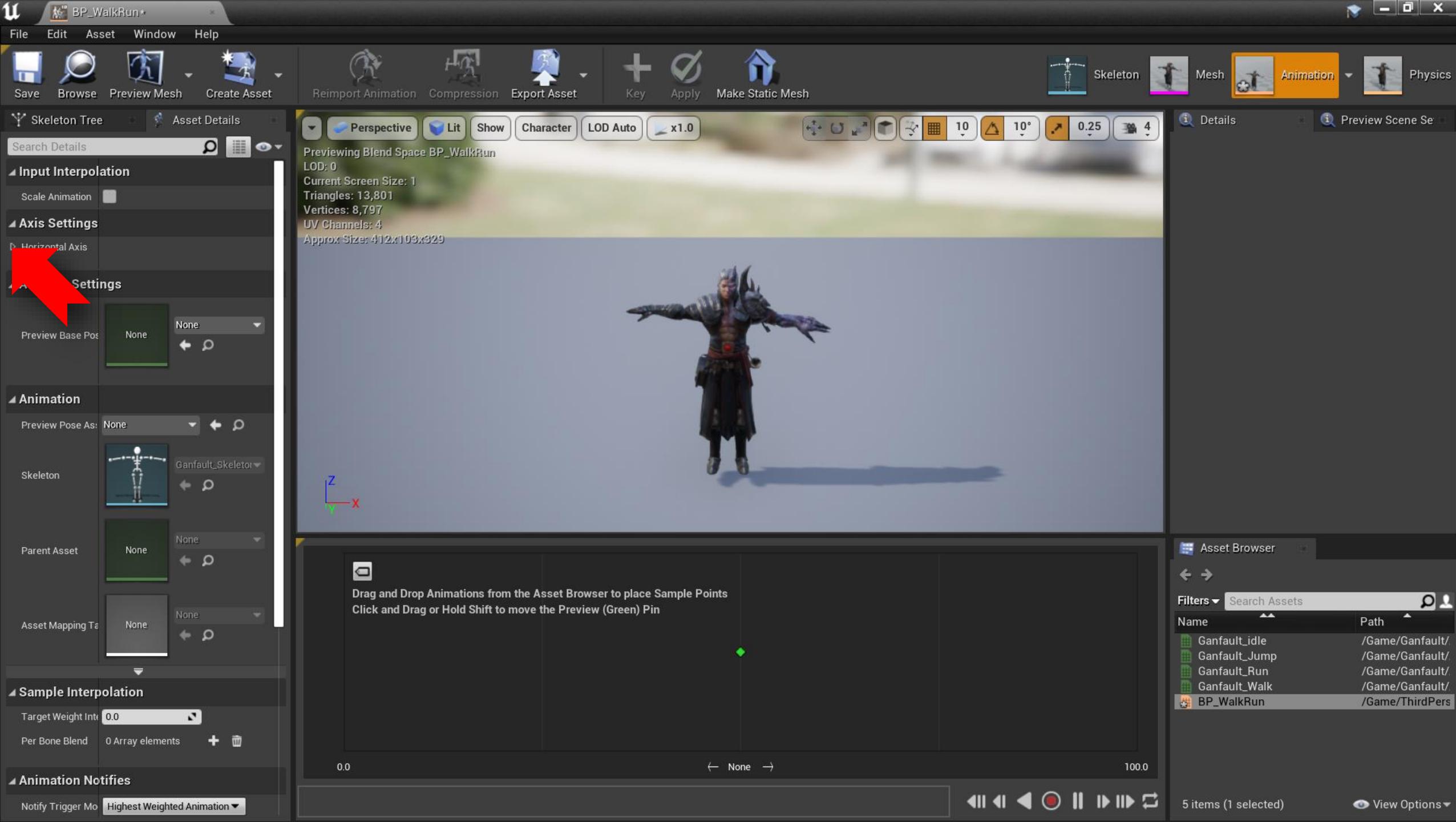
Physics

Override World Gr

Global Gravity Z 0.0

Broadphase

Override Default B



BP_WalkRun

File Edit Asset Window Help

Save Browse Preview Mesh Create Asset Reimport Animation Compression Export Asset Key Apply Make Static Mesh Skeleton Mesh Animation Physics

Skeleton Tree Asset Details Search Details

Input Interpolation

Scale Animation

Axis Settings

Name Speed Minimum Axis 0.0 Maximum Axis 375.0 Number of Grid 4 Interpolation Type 0.0 Averaged Interpolation

Additive Settings

Preview Base Pose None

Animation

Preview Pose Asset None Ganfault_Skeleton Parent Asset None Asset Mapping Table None

Perspective Lit Show Character LOD Auto x1.0

10 10° 0.25 4

Details Preview Scene Se

Previewing Blend Space BP_WalkRun
LOD: 0
Current Screen Size: 1
Triangles: 13,801
Vertices: 8,797
UV Channels: 4
Approx Size: 412x103x329

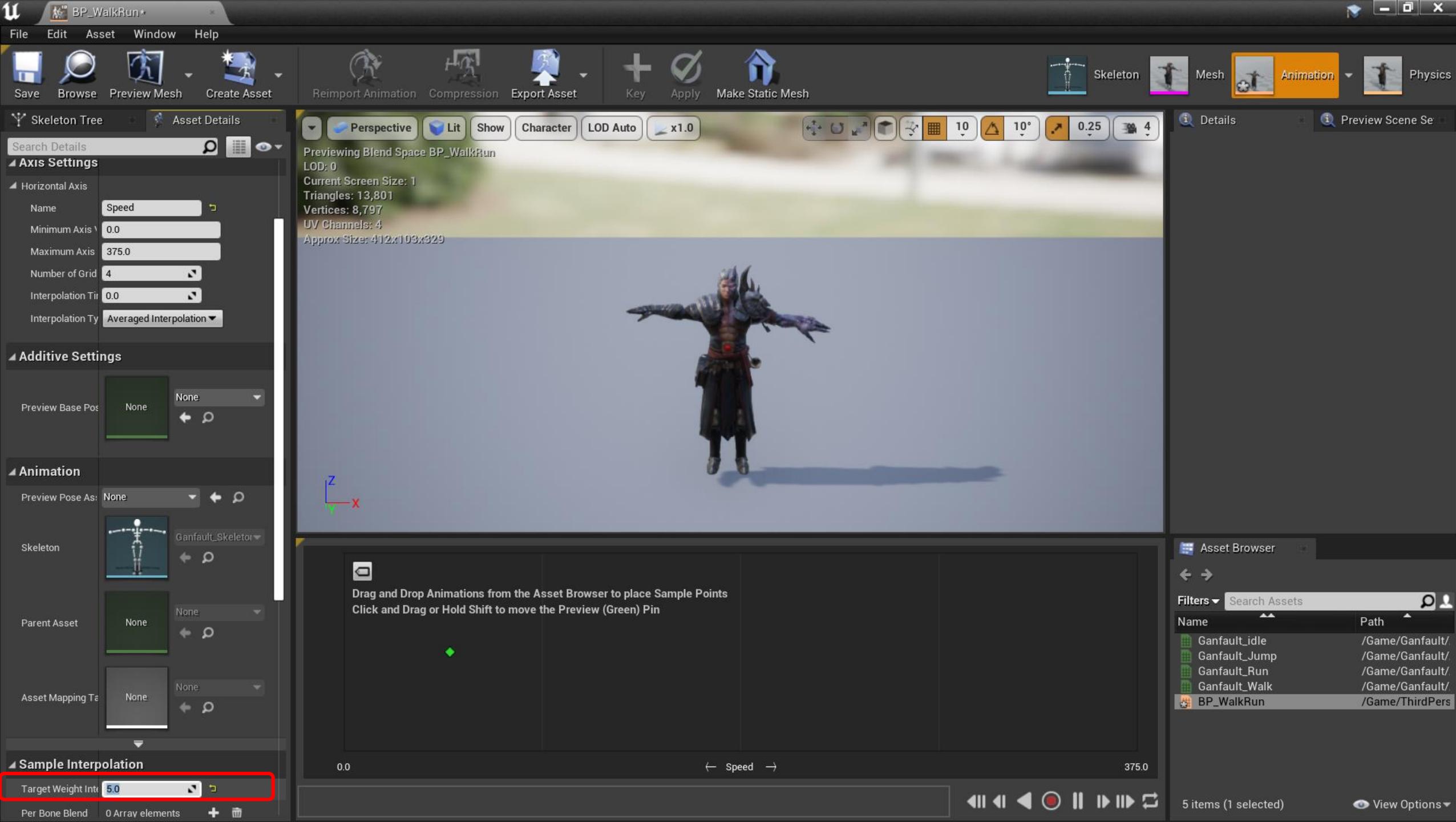
A character model (Ganfault) is standing in a dynamic pose, facing forward with arms slightly out. The interface shows various settings for blend space interpolation and additive poses.

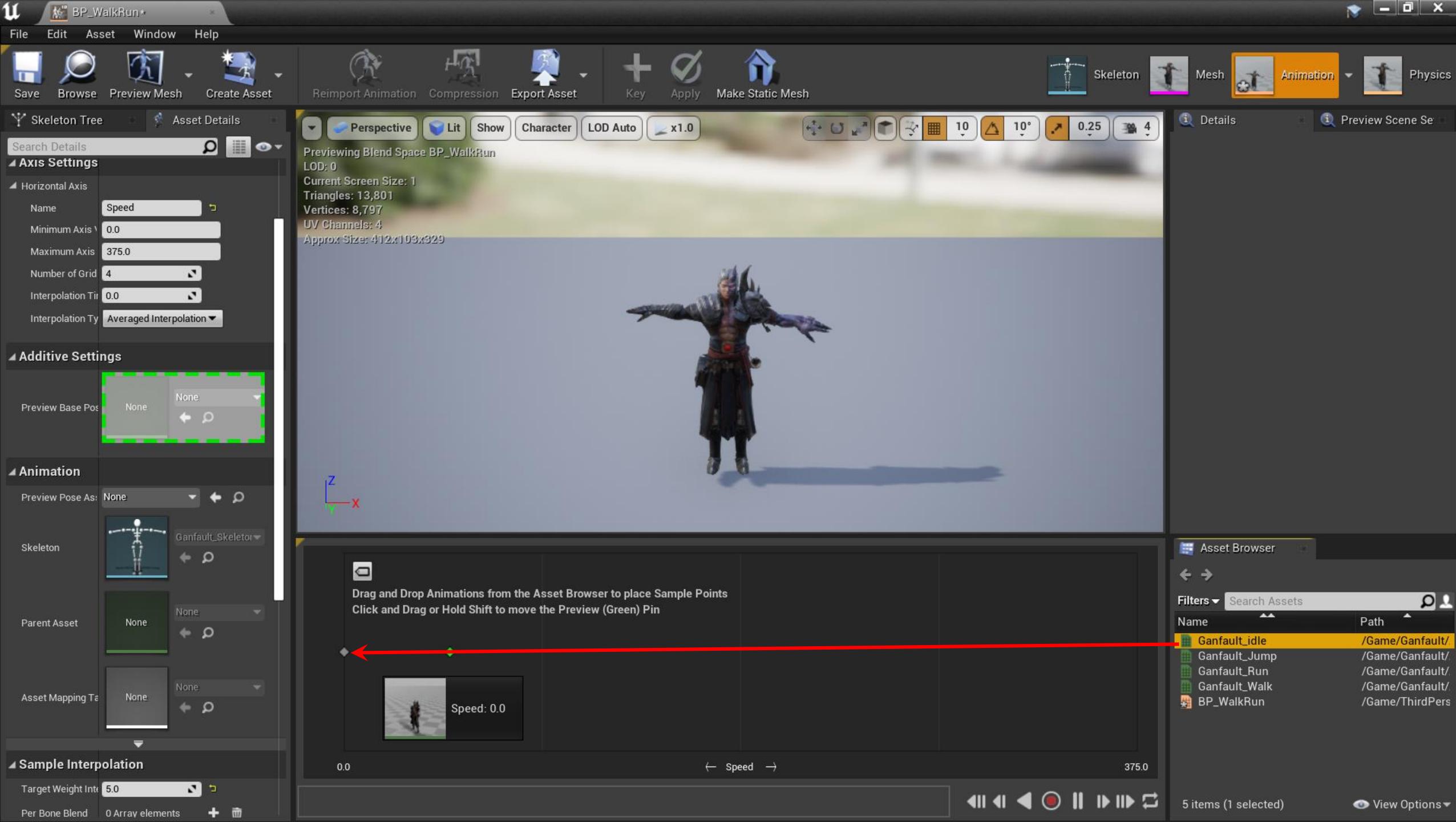
Asset Browser

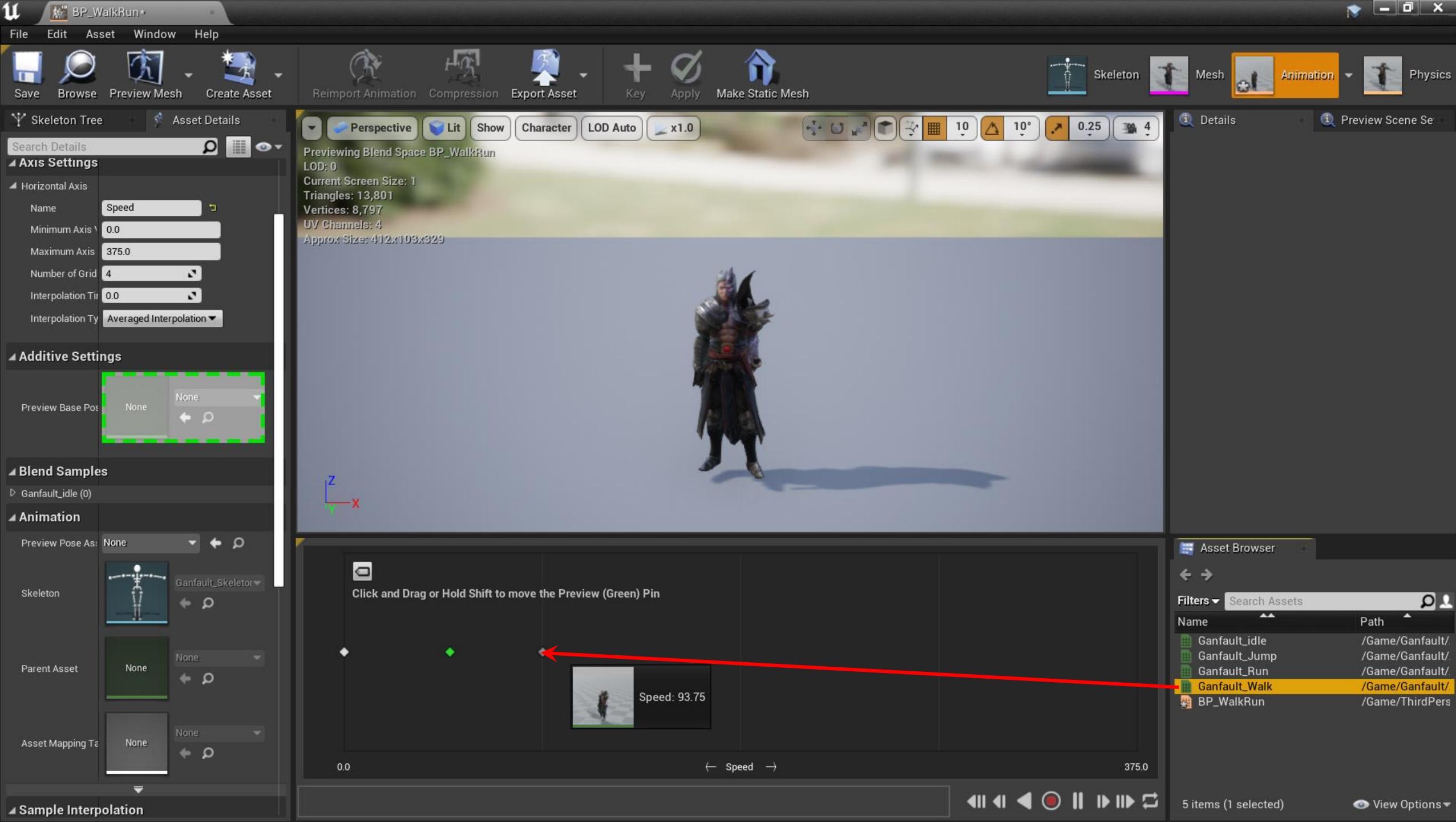
Filters Search Assets

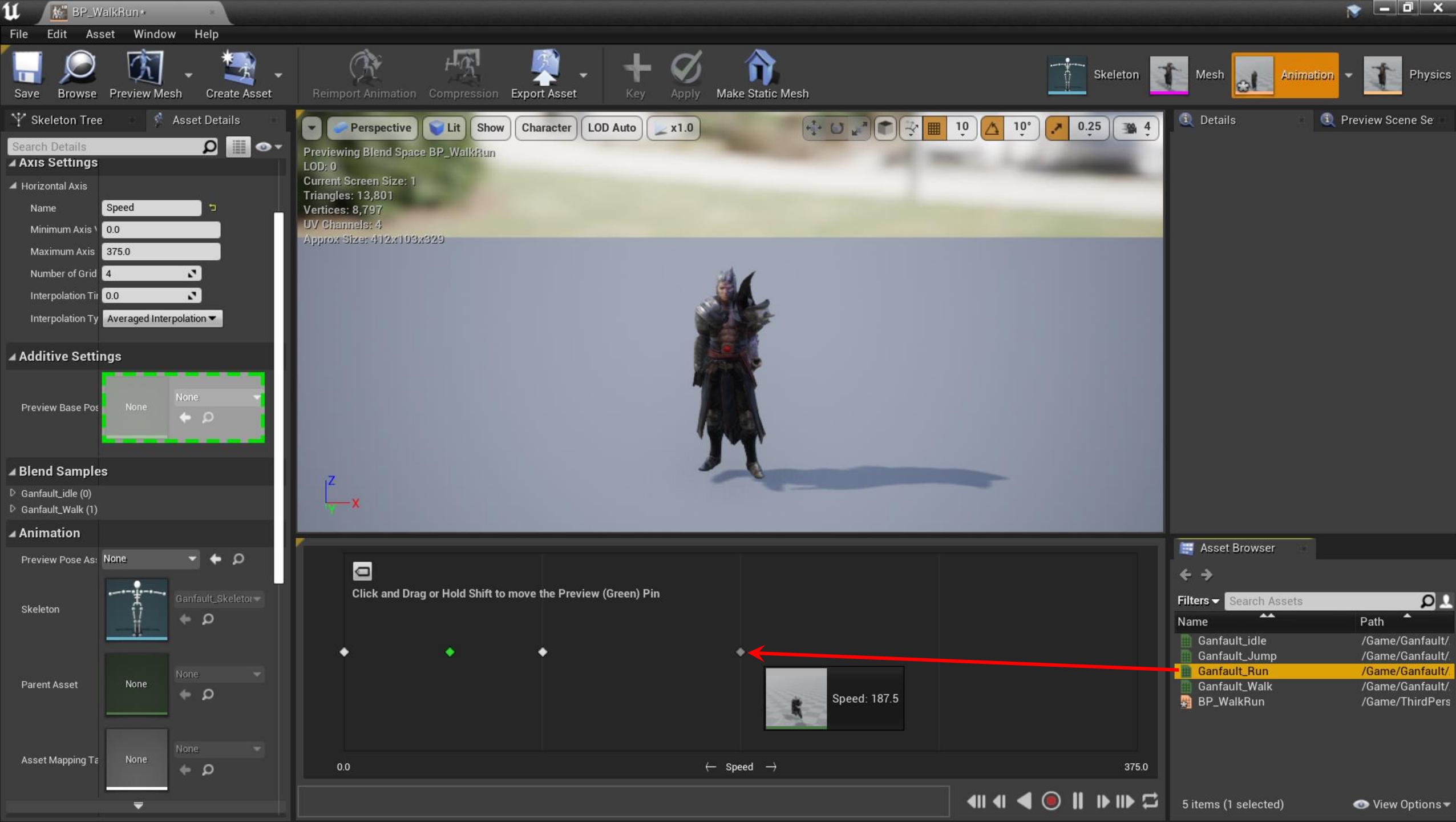
Name	Path
Ganfault_Idle	/Game/Ganfault/
Ganfault_Jump	/Game/Ganfault/
Ganfault_Run	/Game/Ganfault/
Ganfault_Walk	/Game/Ganfault/
BP_WalkRun	/Game/ThirdPers

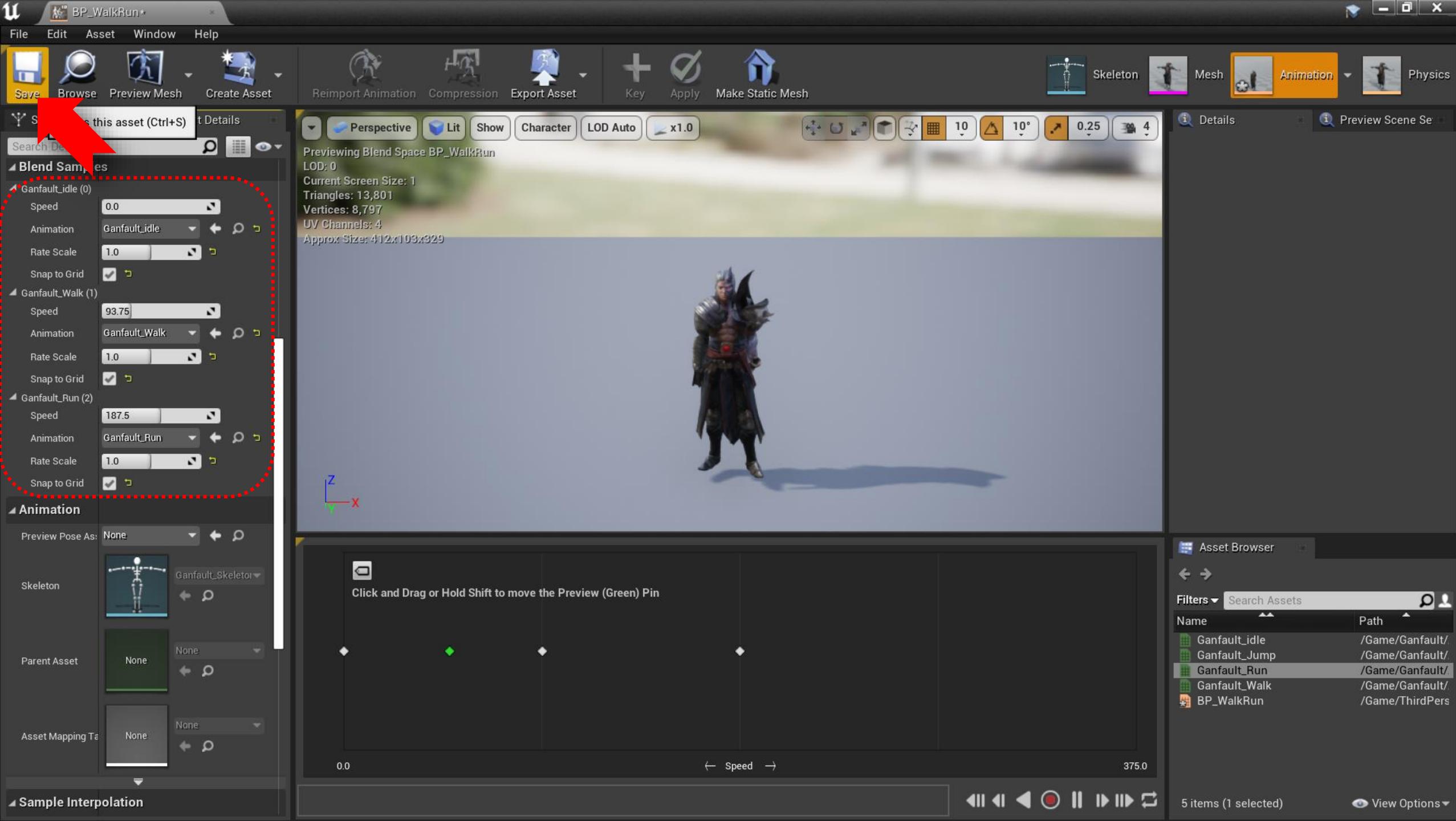
5 items (1 selected) View Options

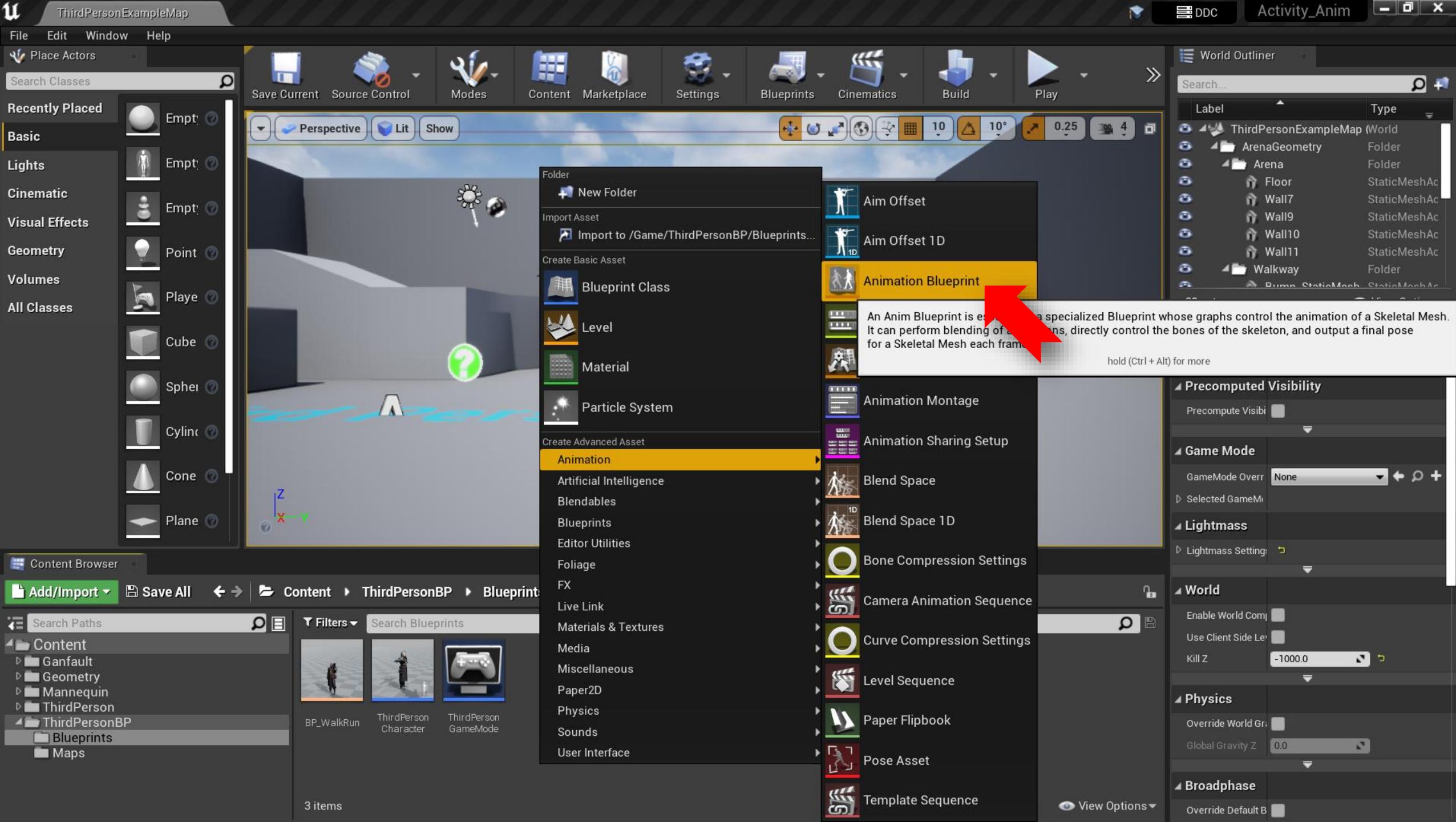


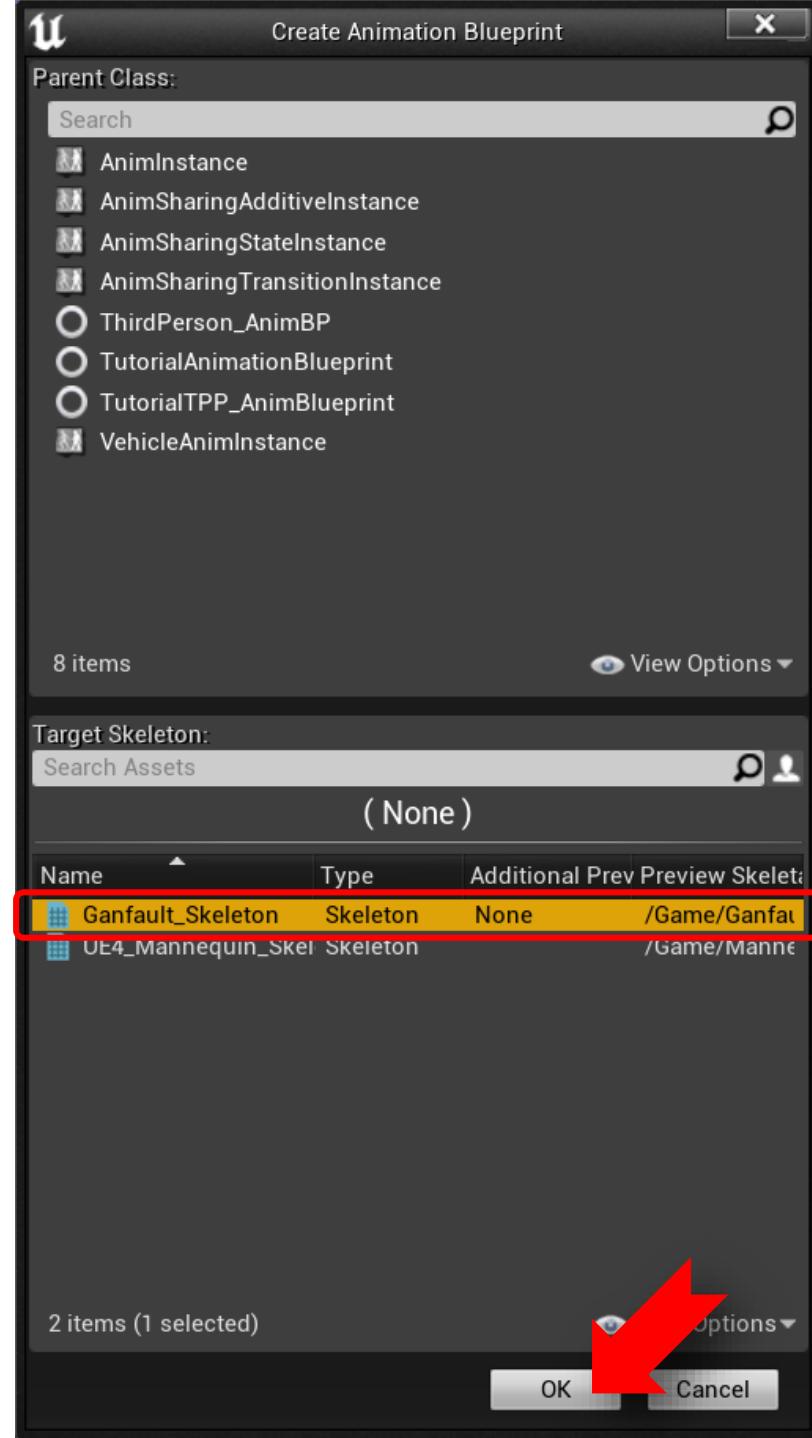














Add/Import Save All Content > ThirdPersonBP > Blueprints

Filters Search Blueprints

Content

- Ganfault
- Geometry
- Mannequin
- ThirdPerson
- ThirdPersonBP
- Blueprints
- Maps

BP_WalkRun AnimBlueprint ThirdPersonCharacter ThirdPersonGameMode

4 items (1 selected)

View Options



Add/Import ▾ Save All ▾ Content ▾ ThirdPersonBP ▾ Blueprints

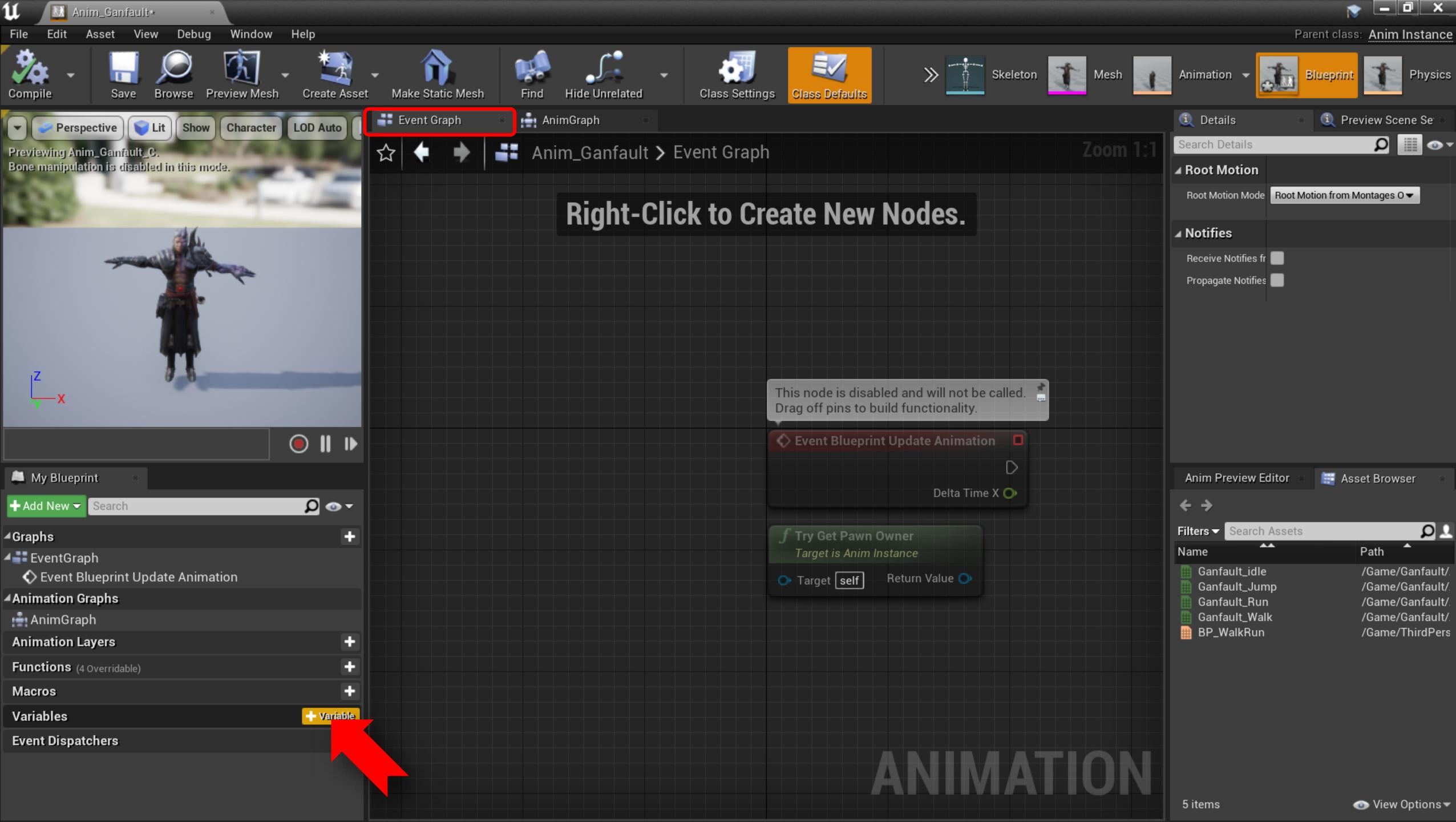
Content

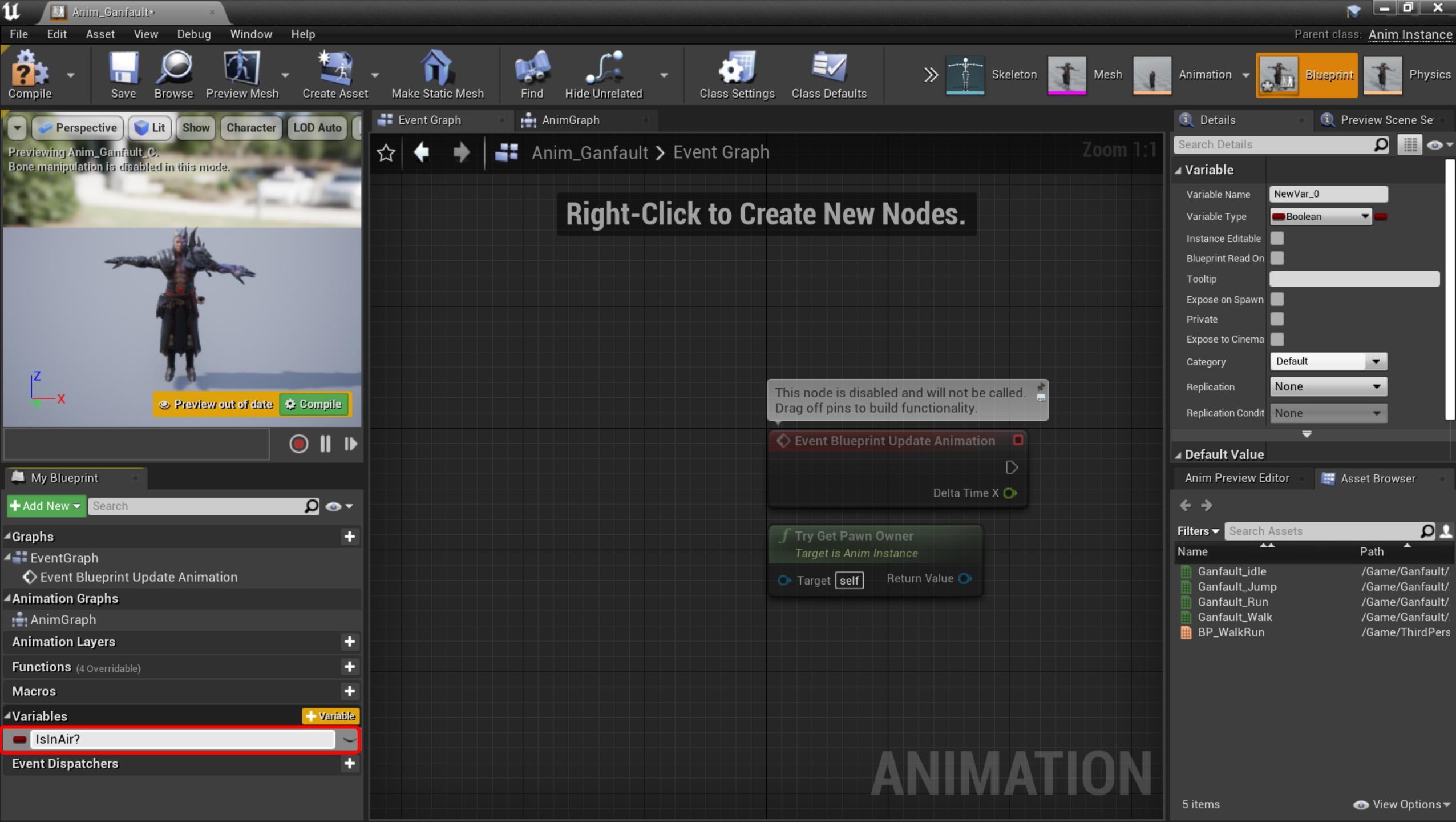
- Ganfault
- Geometry
- Mannequin
- ThirdPerson
- ThirdPersonBP
- Blueprints
- Maps

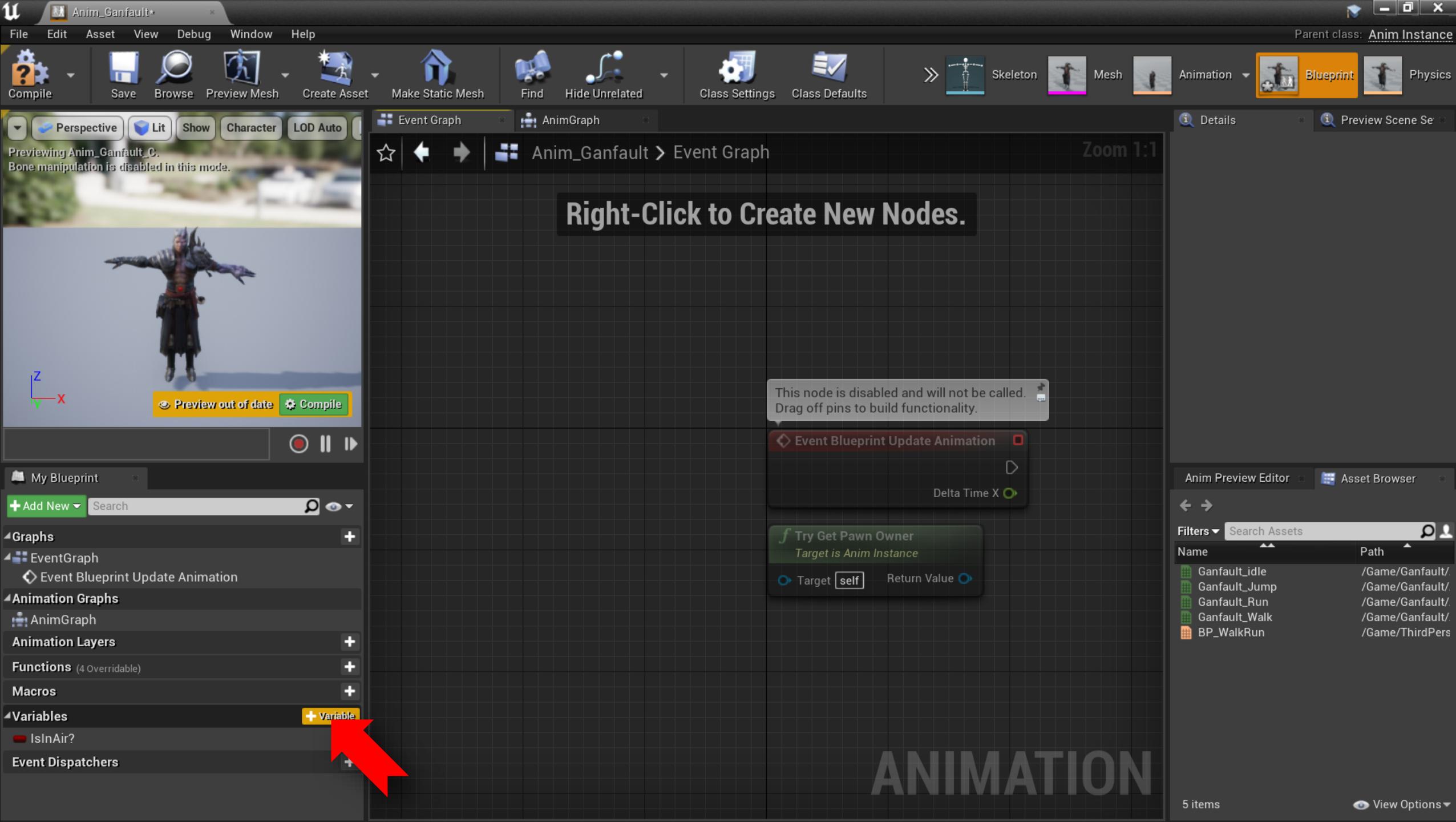
Filters ▾ Search Blueprints

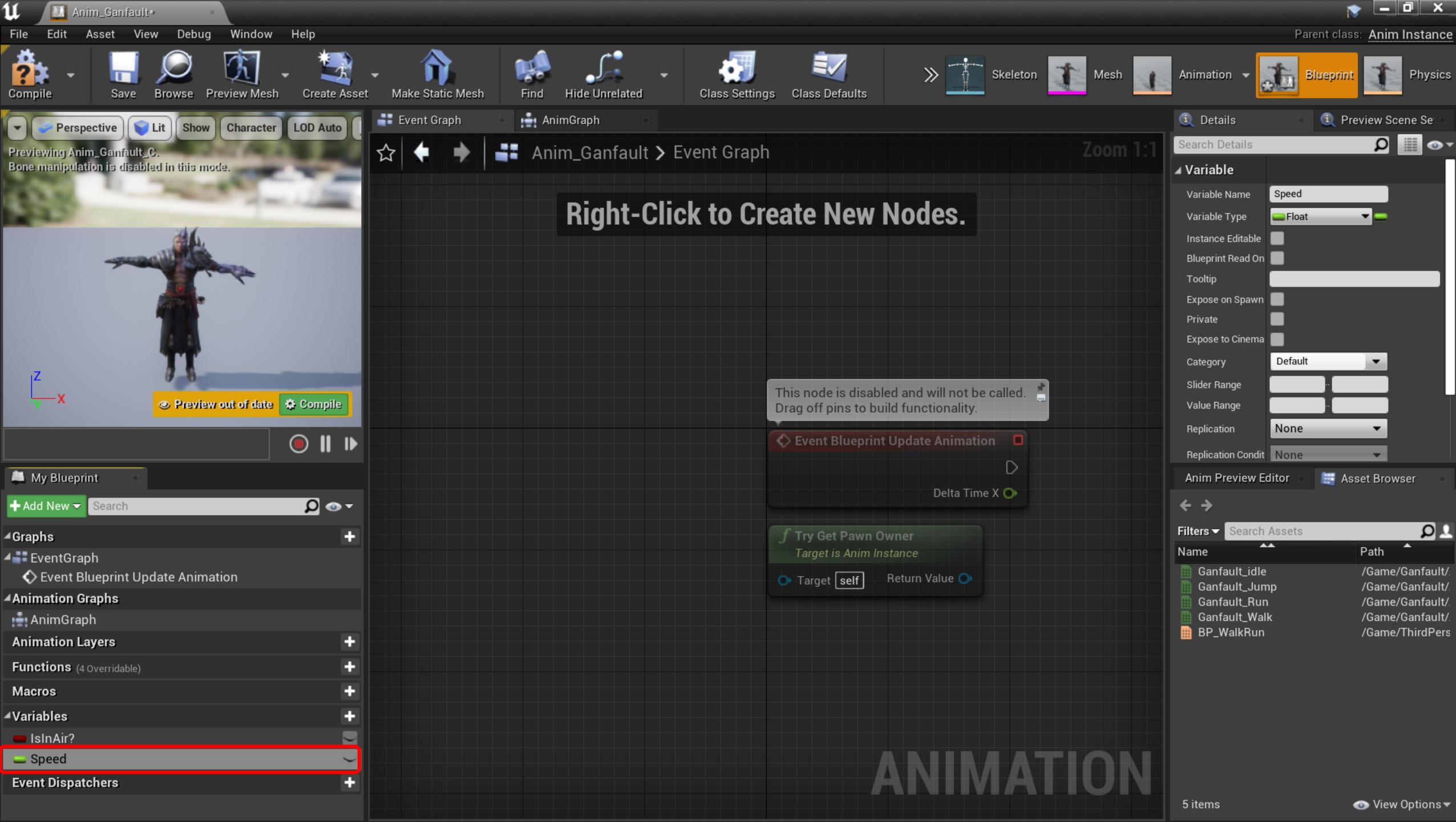
Anim_Ganfault BP_WalkRun ThirdPersonCharacter ThirdPersonGameMode

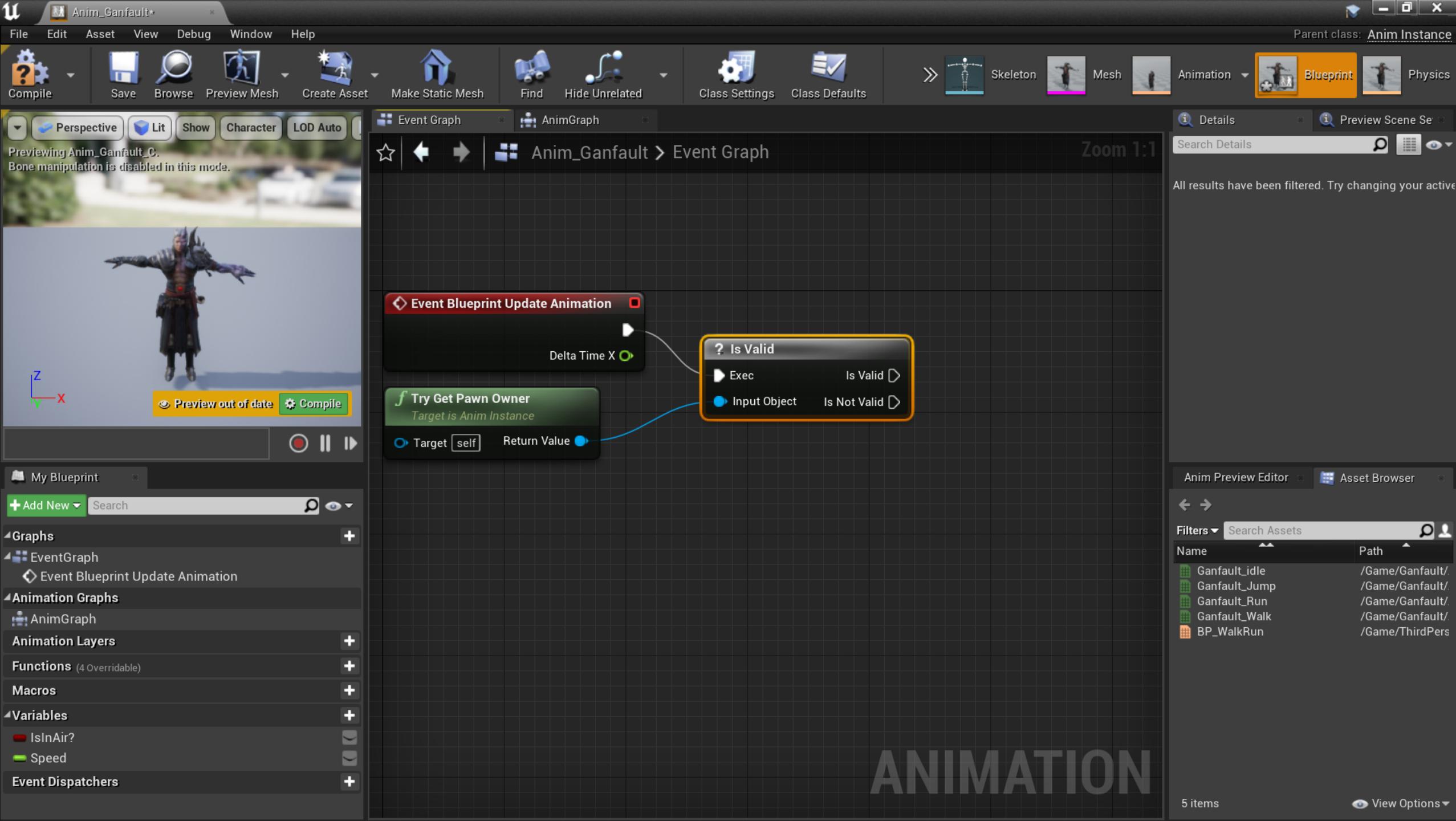
4 items (1 selected) View Options ▾

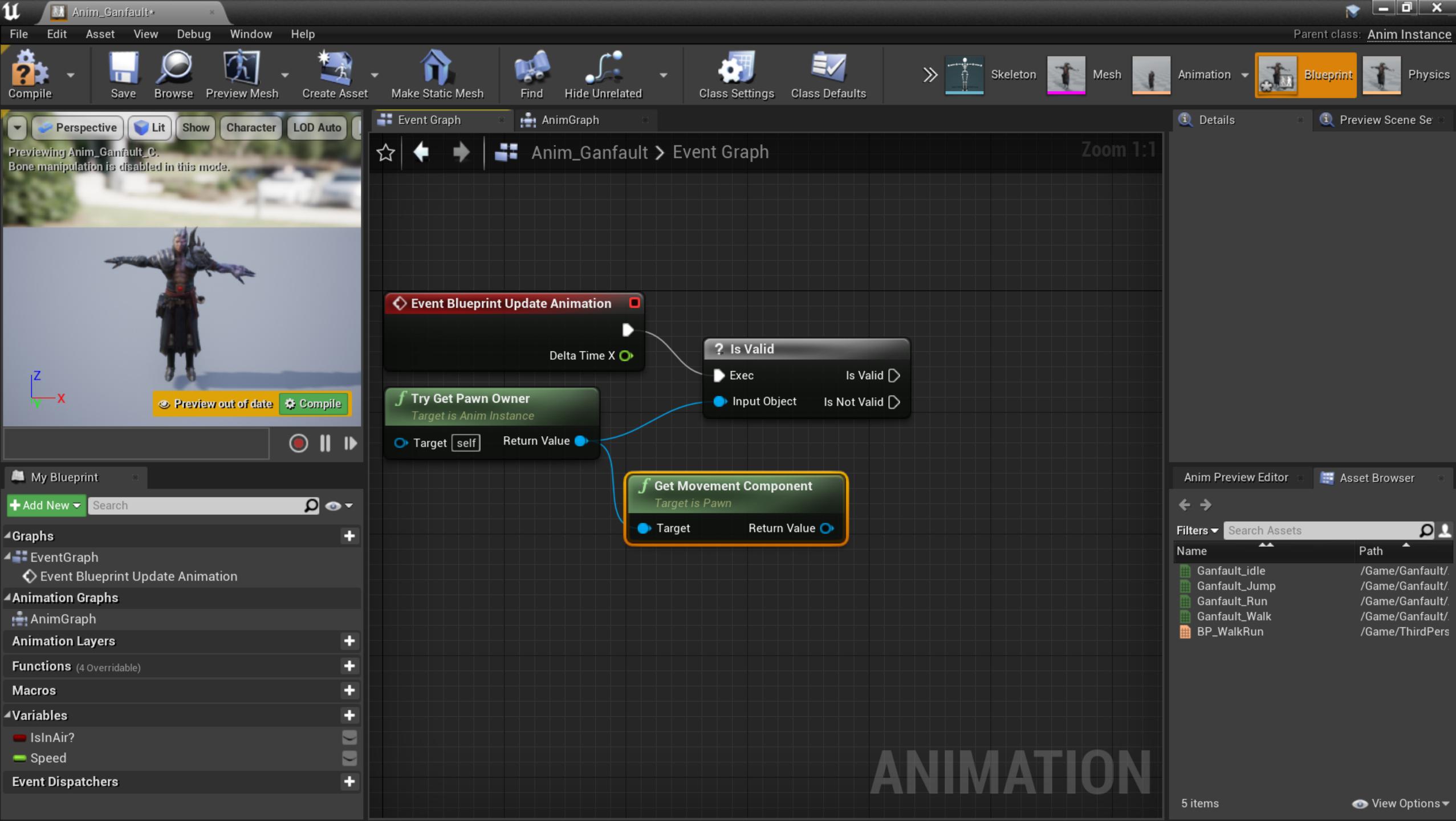


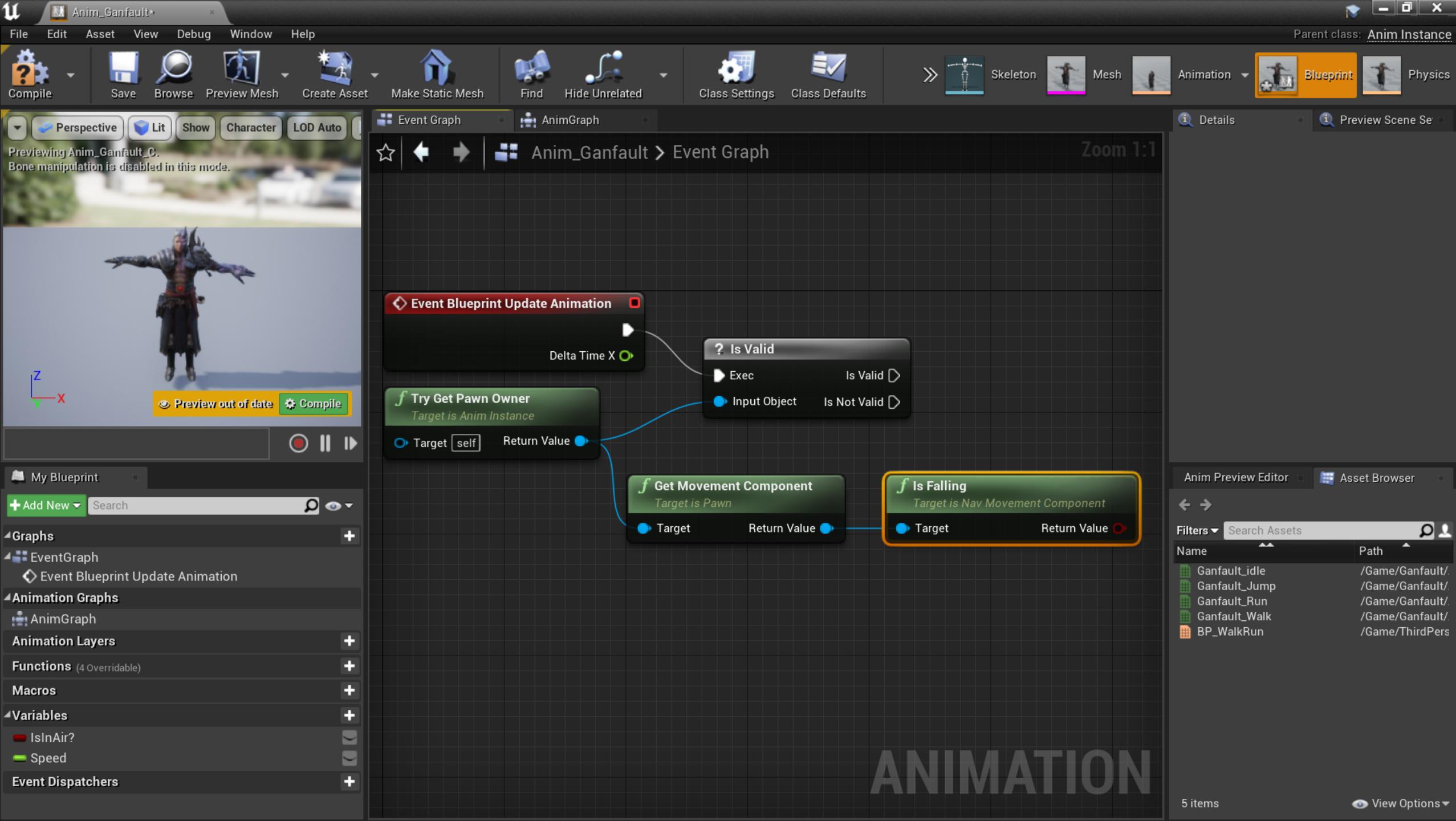


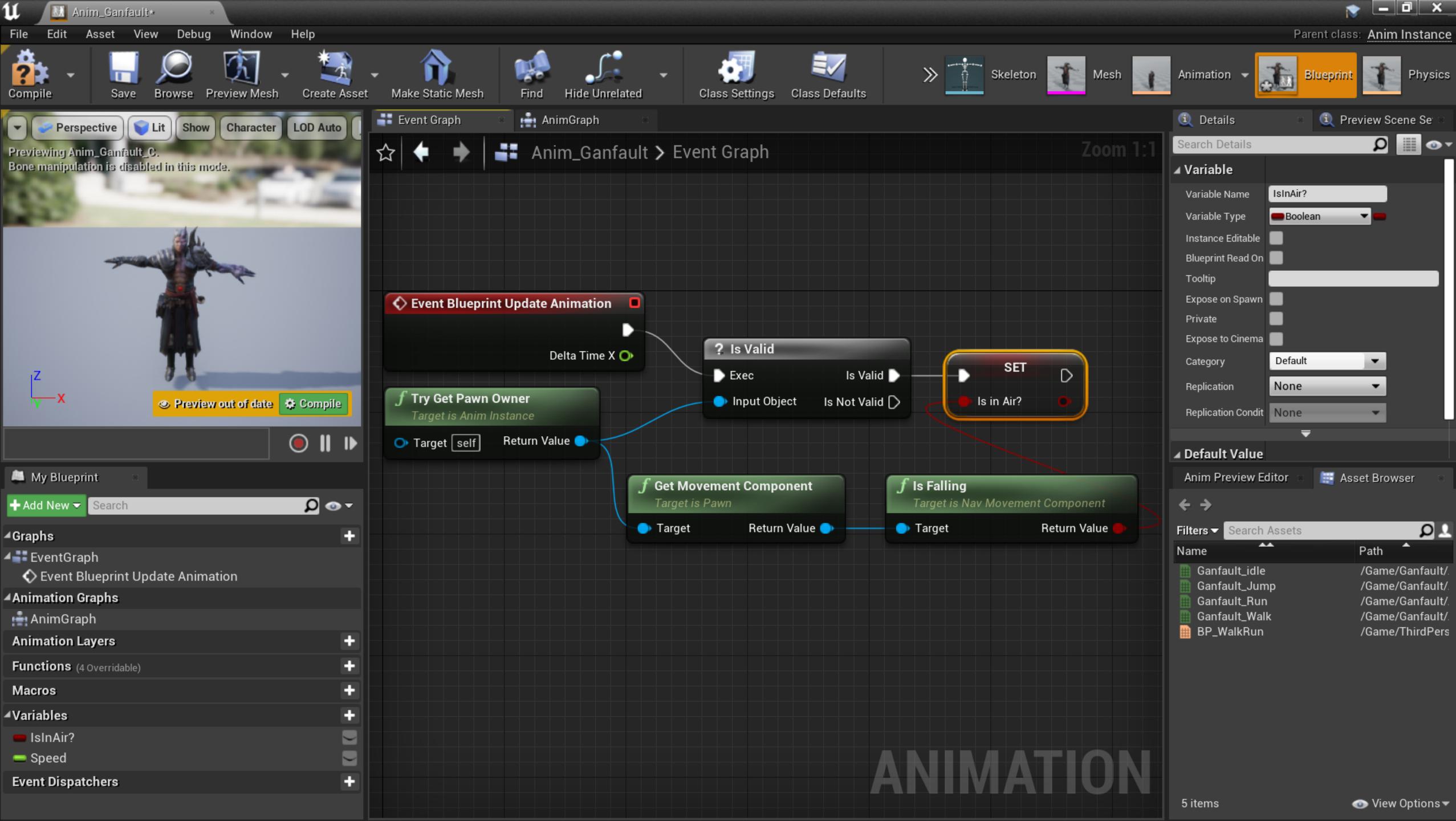


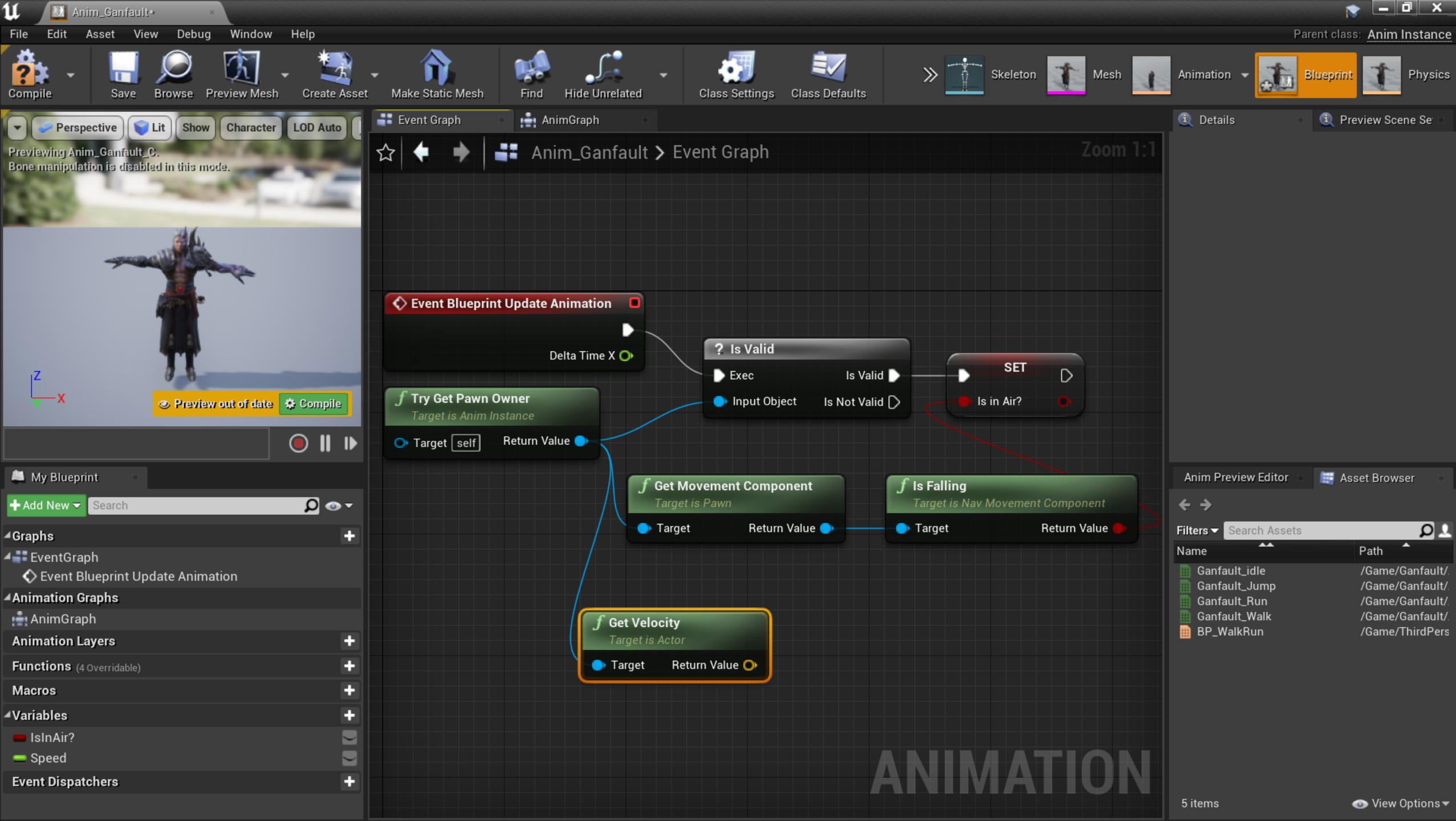


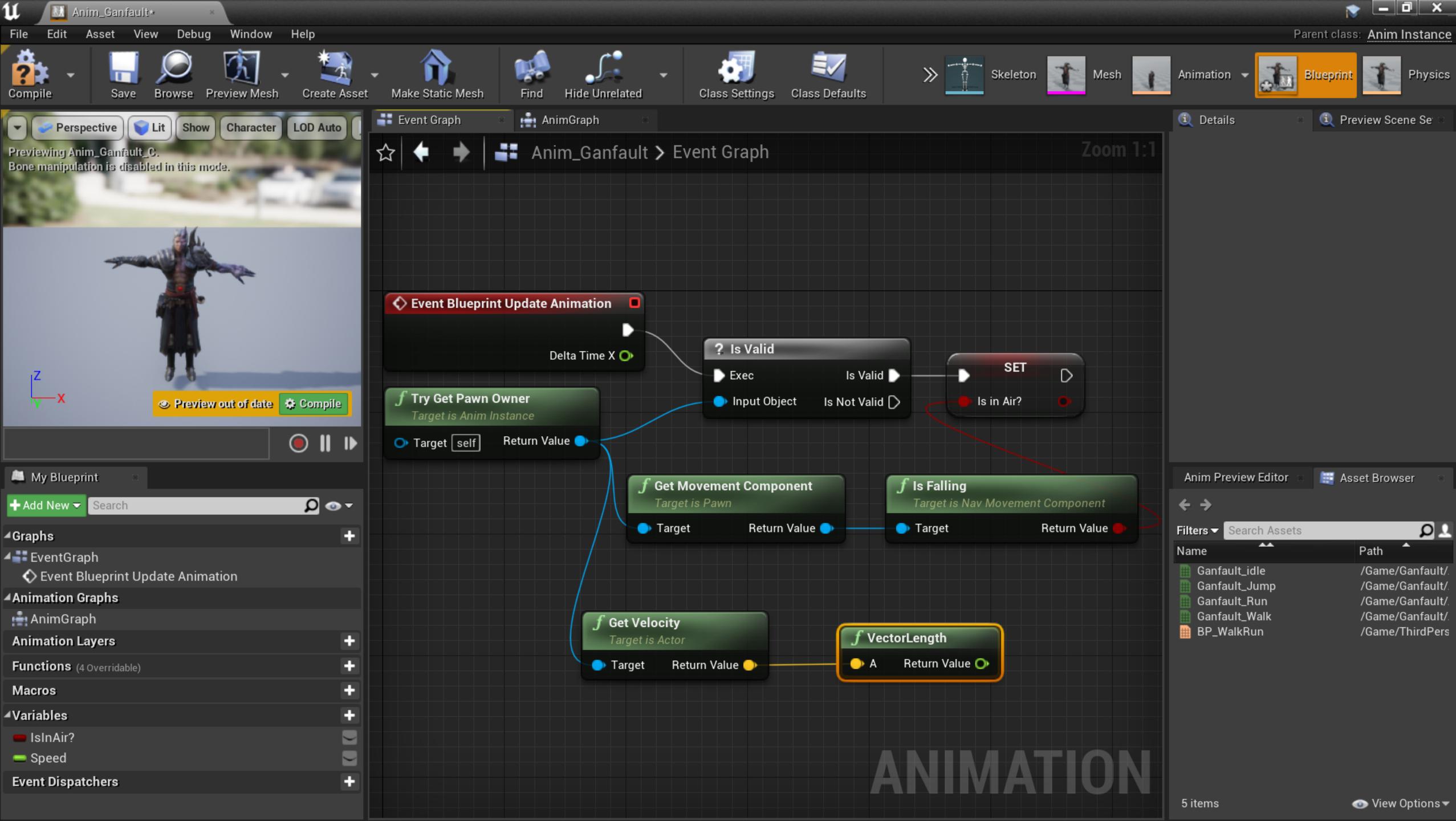


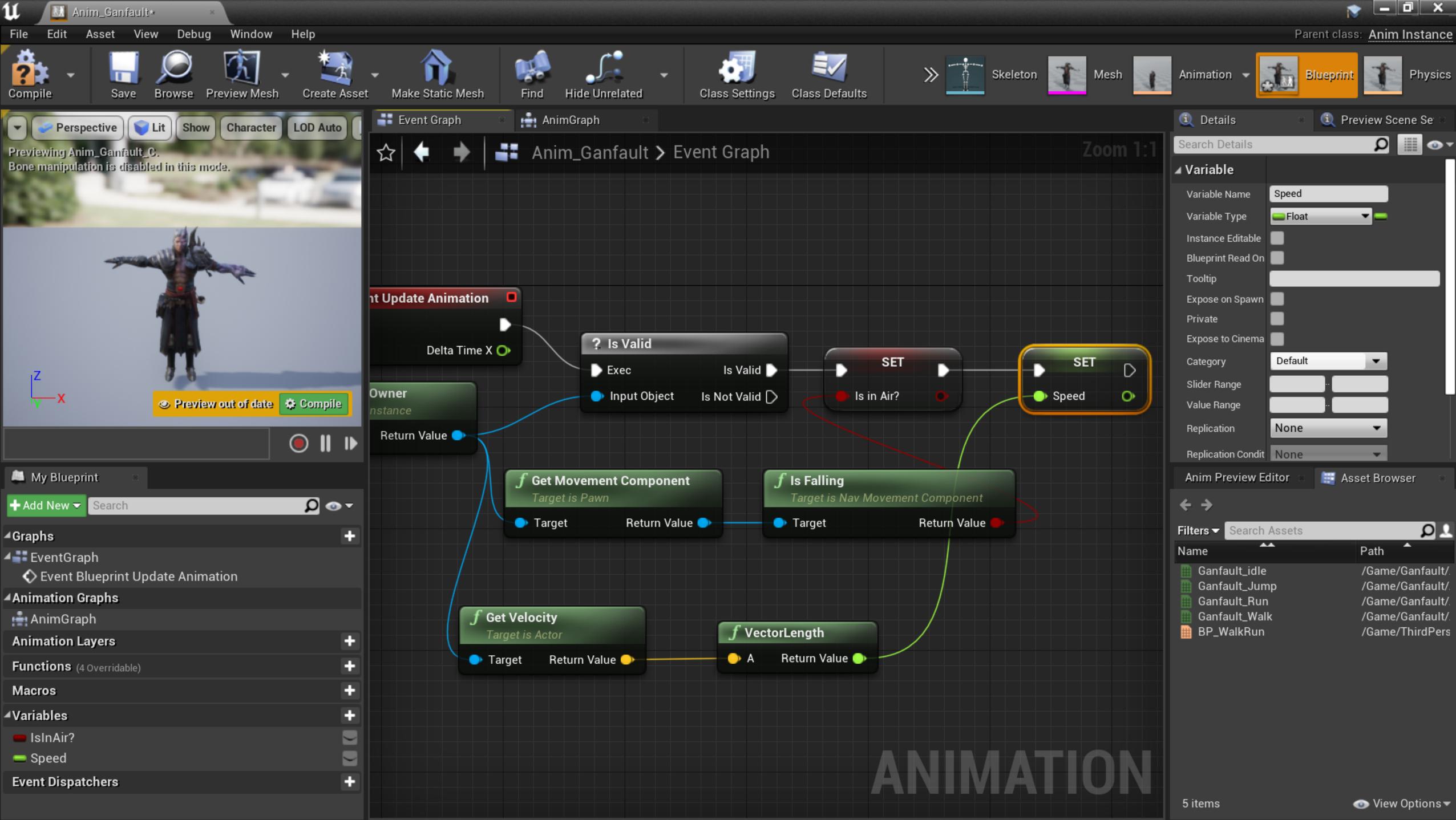


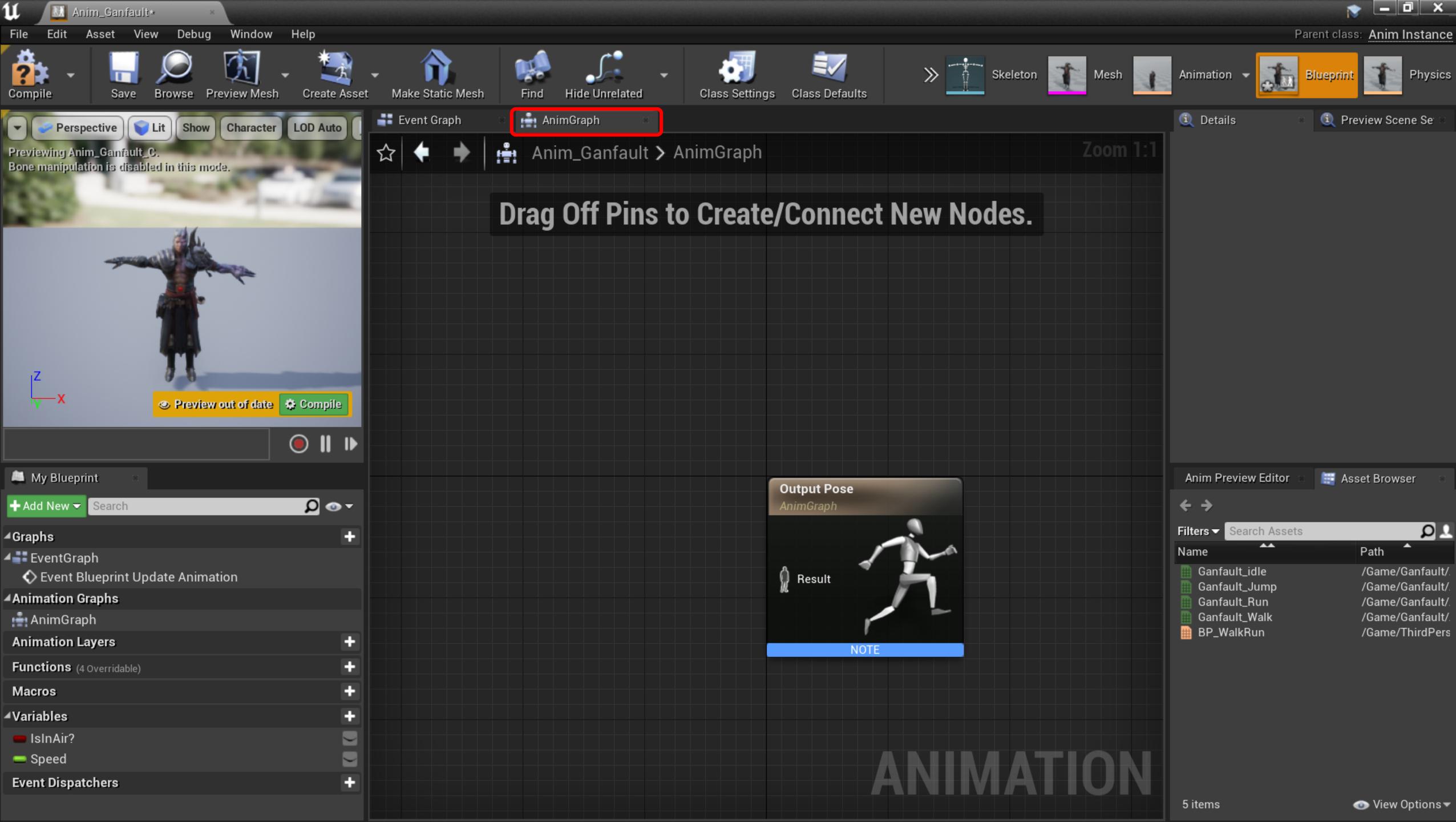


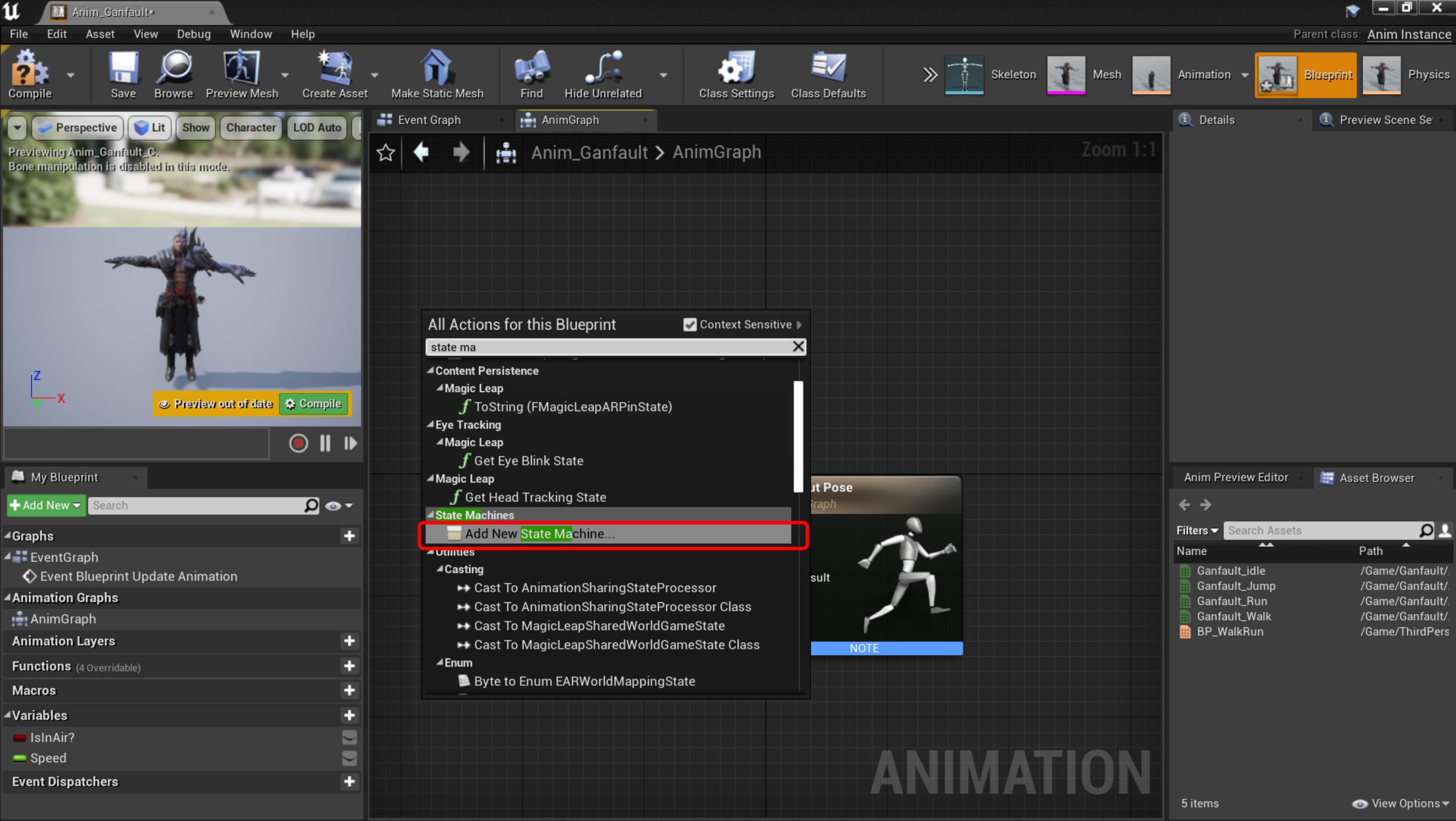


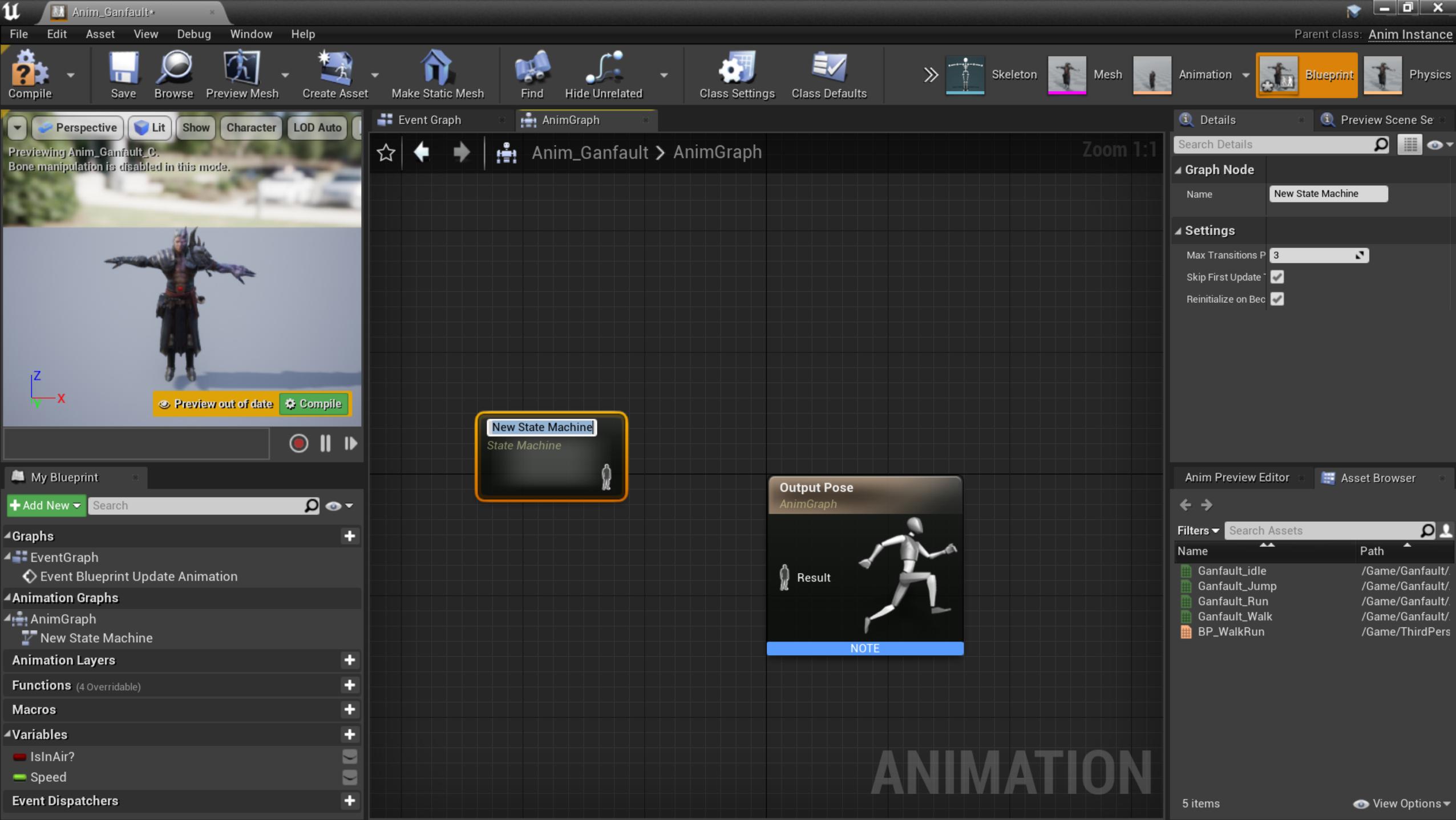


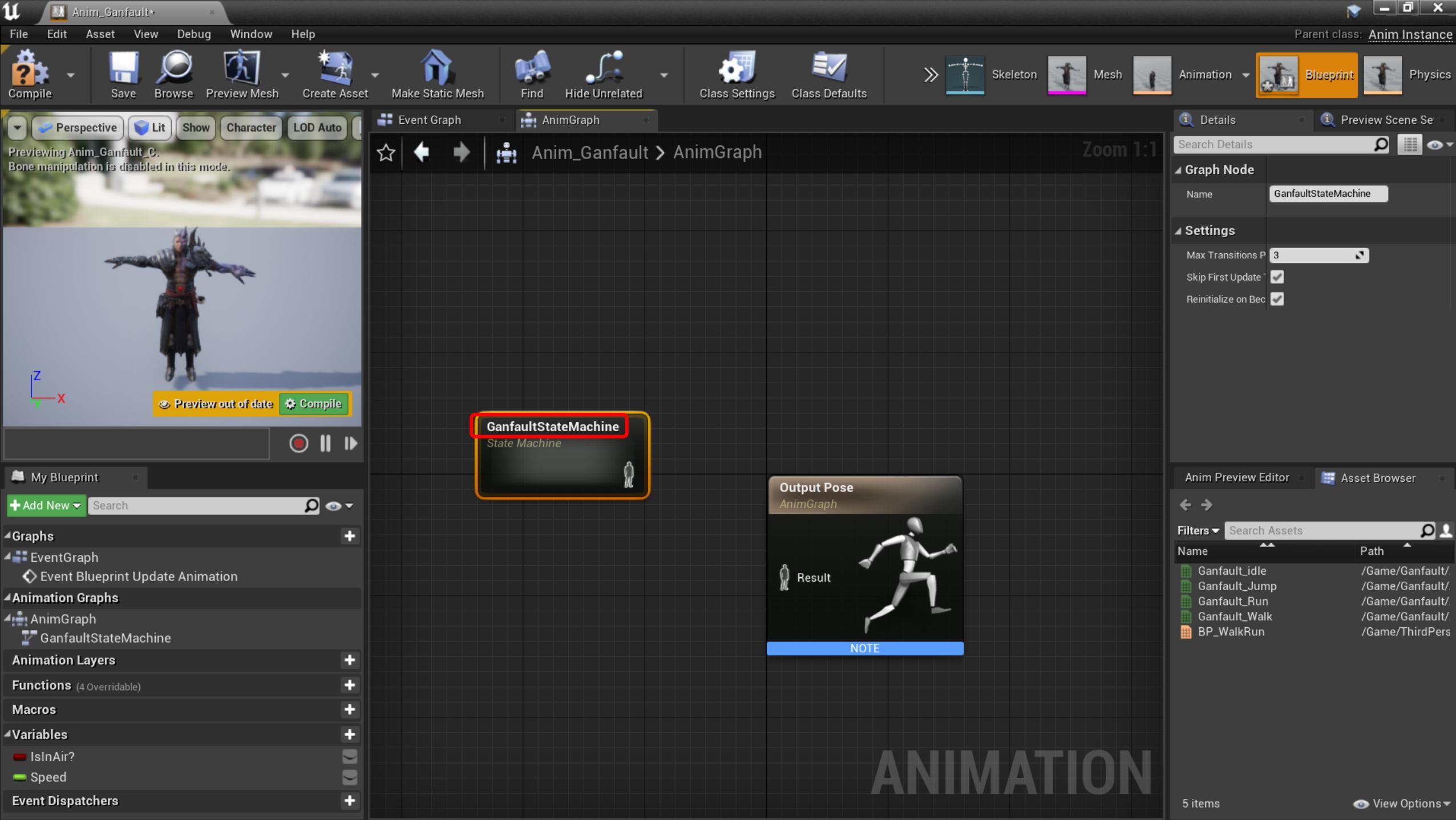


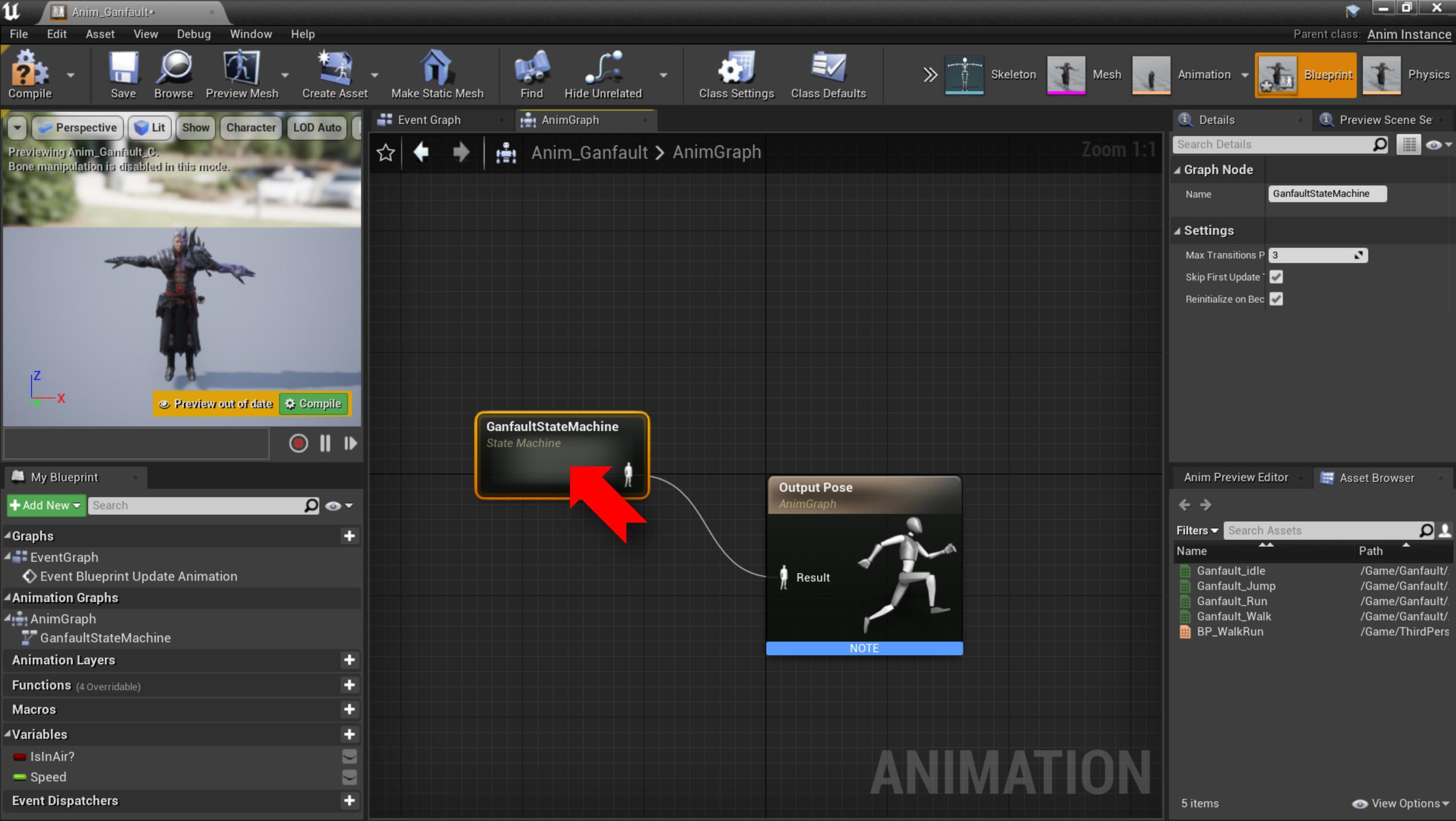


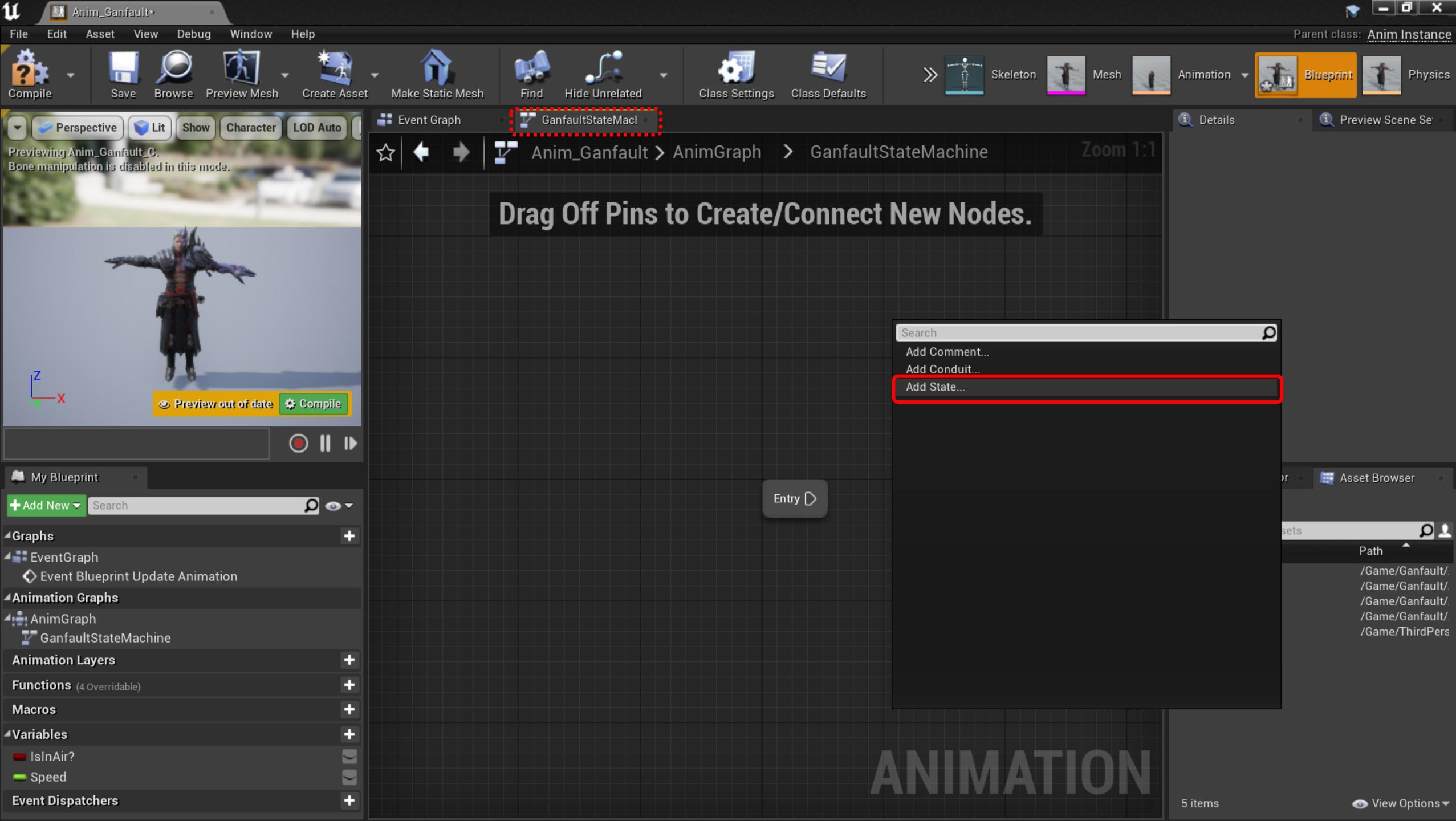


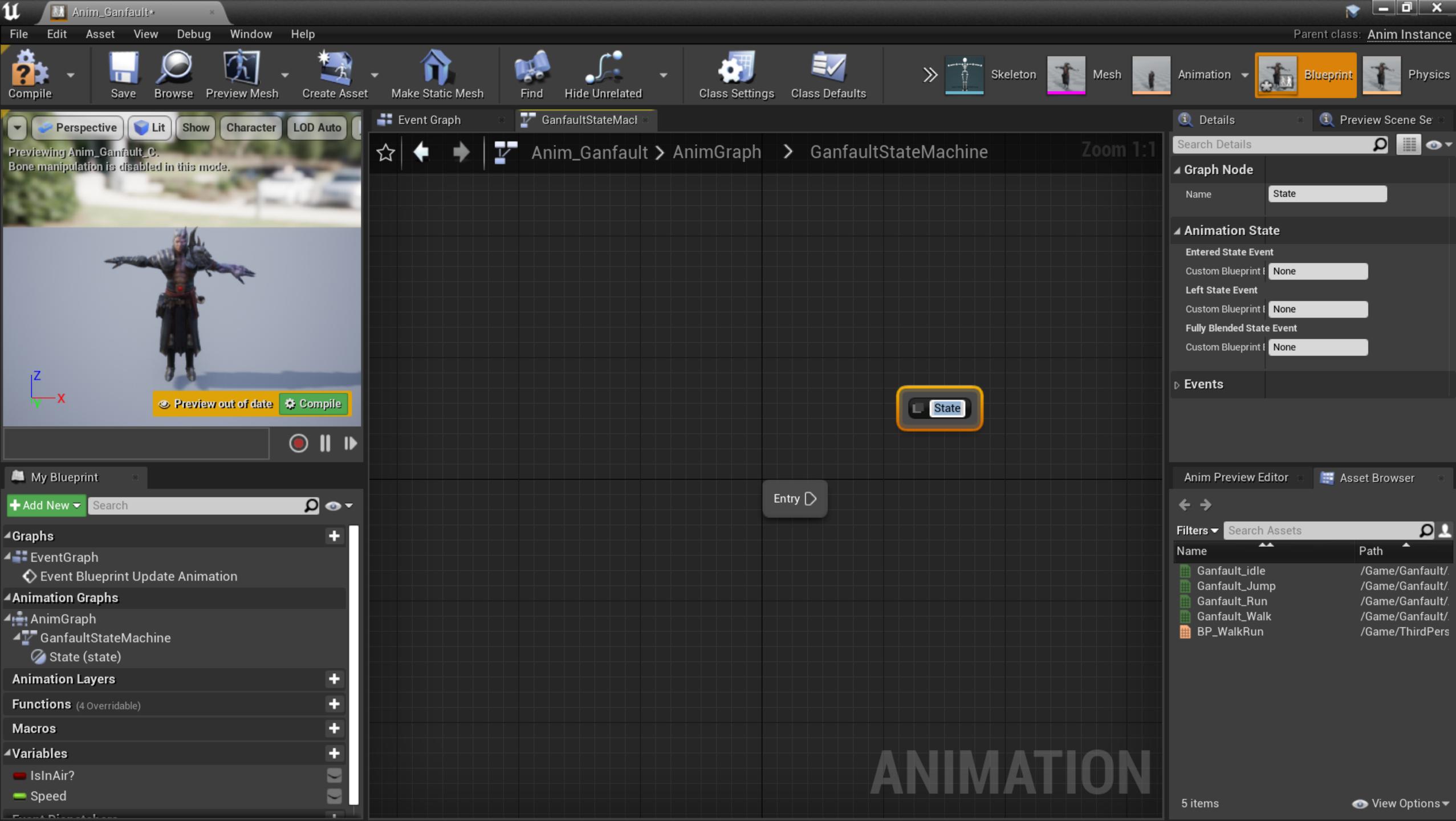


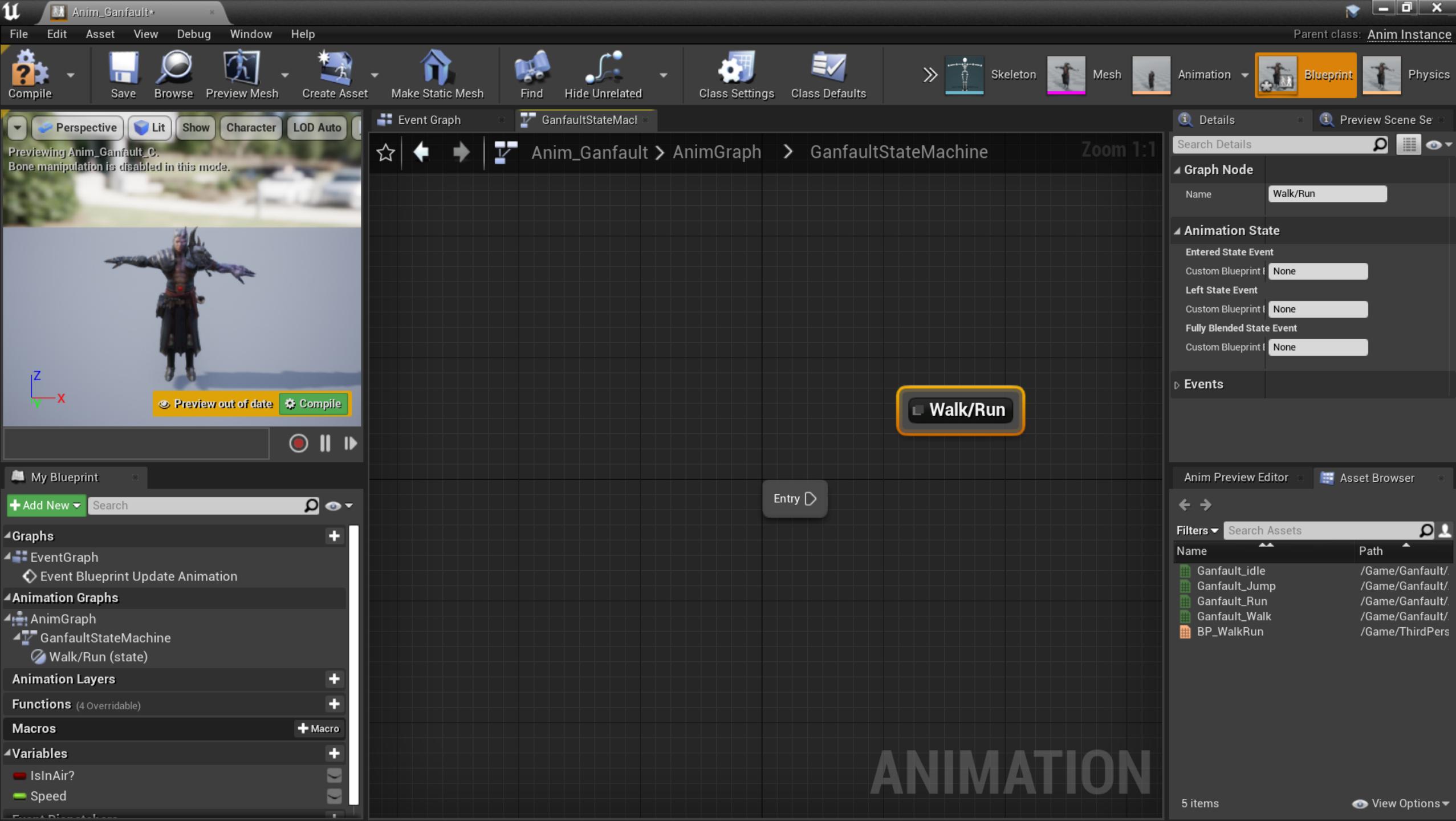


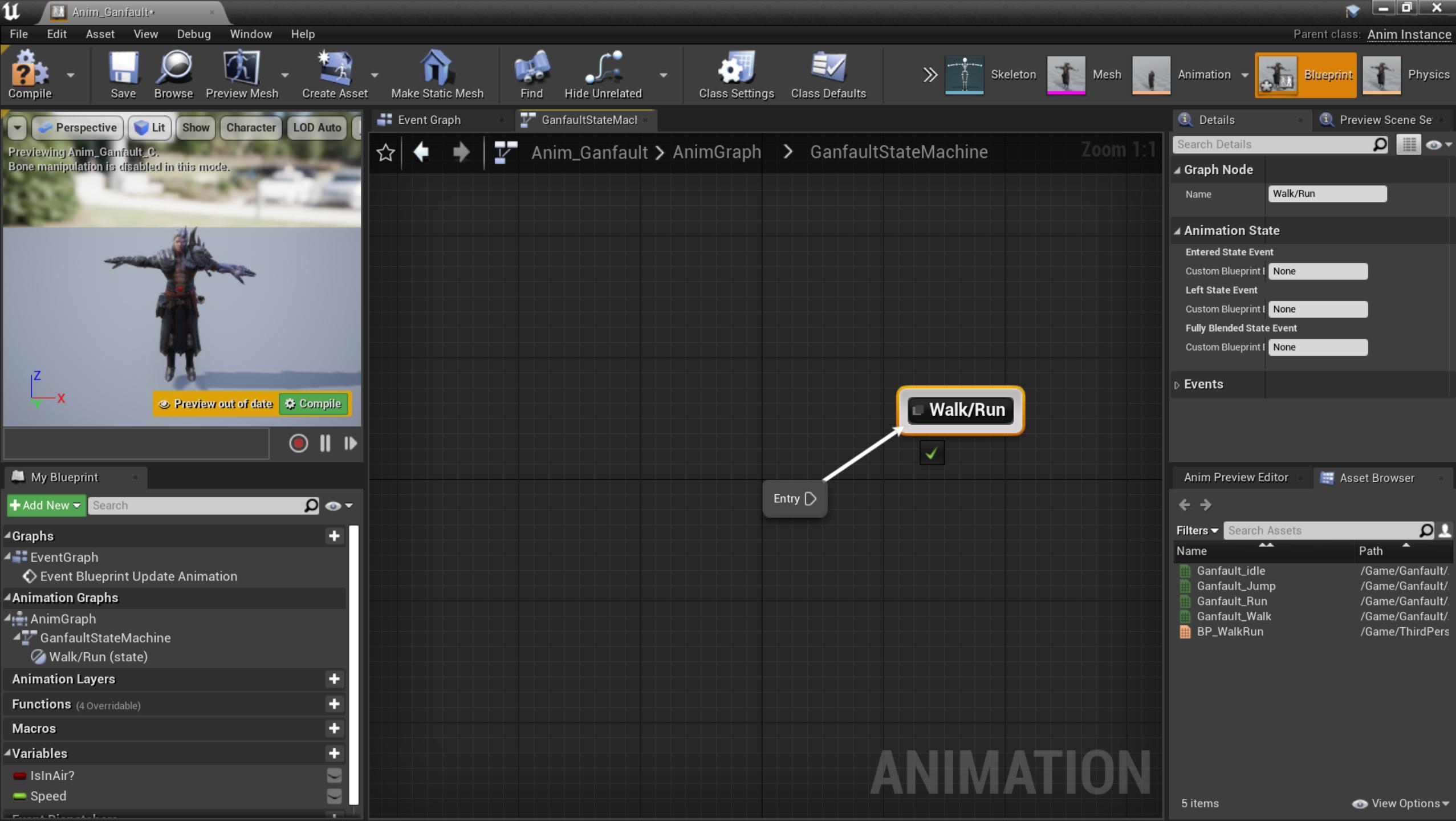


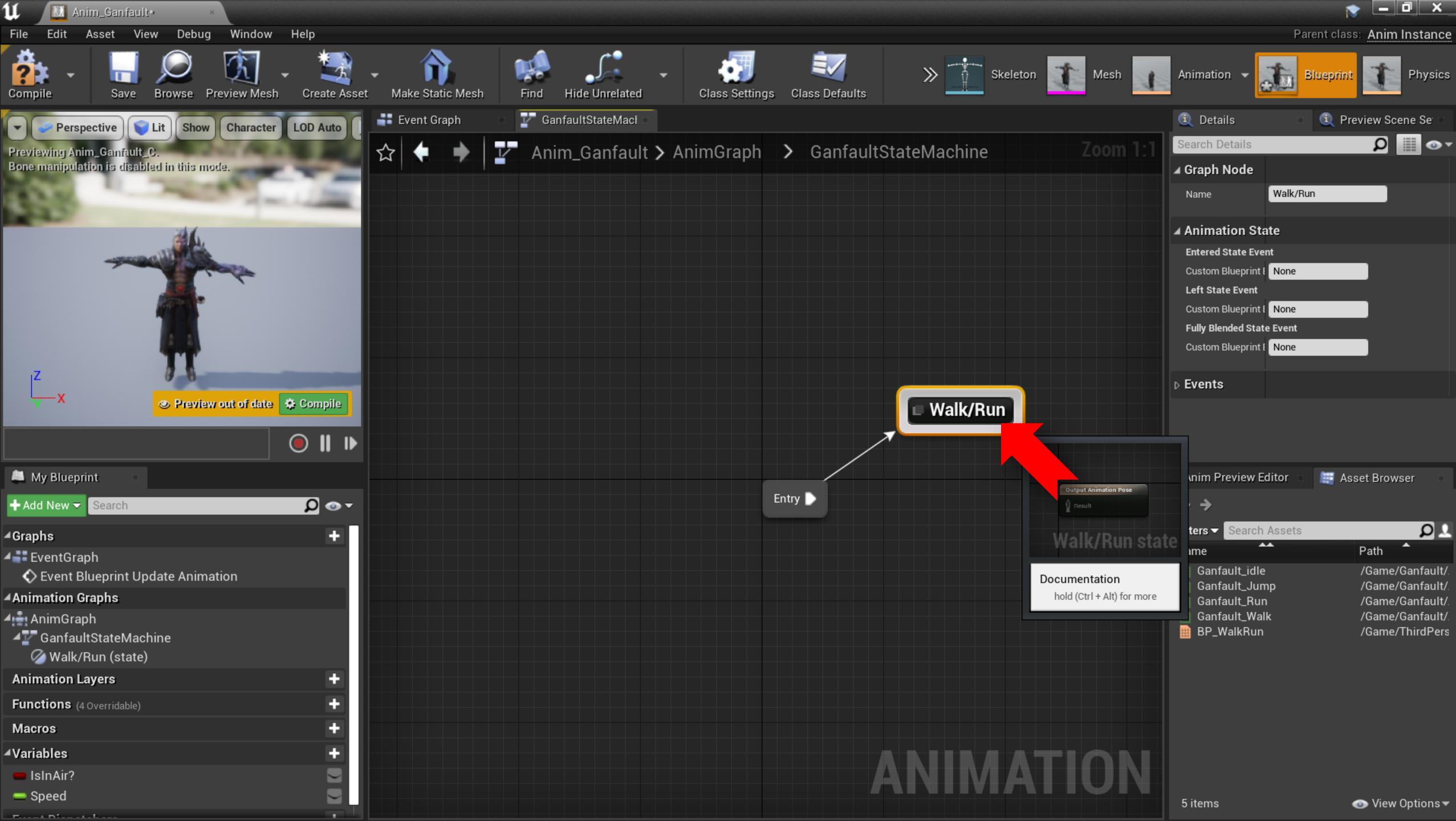


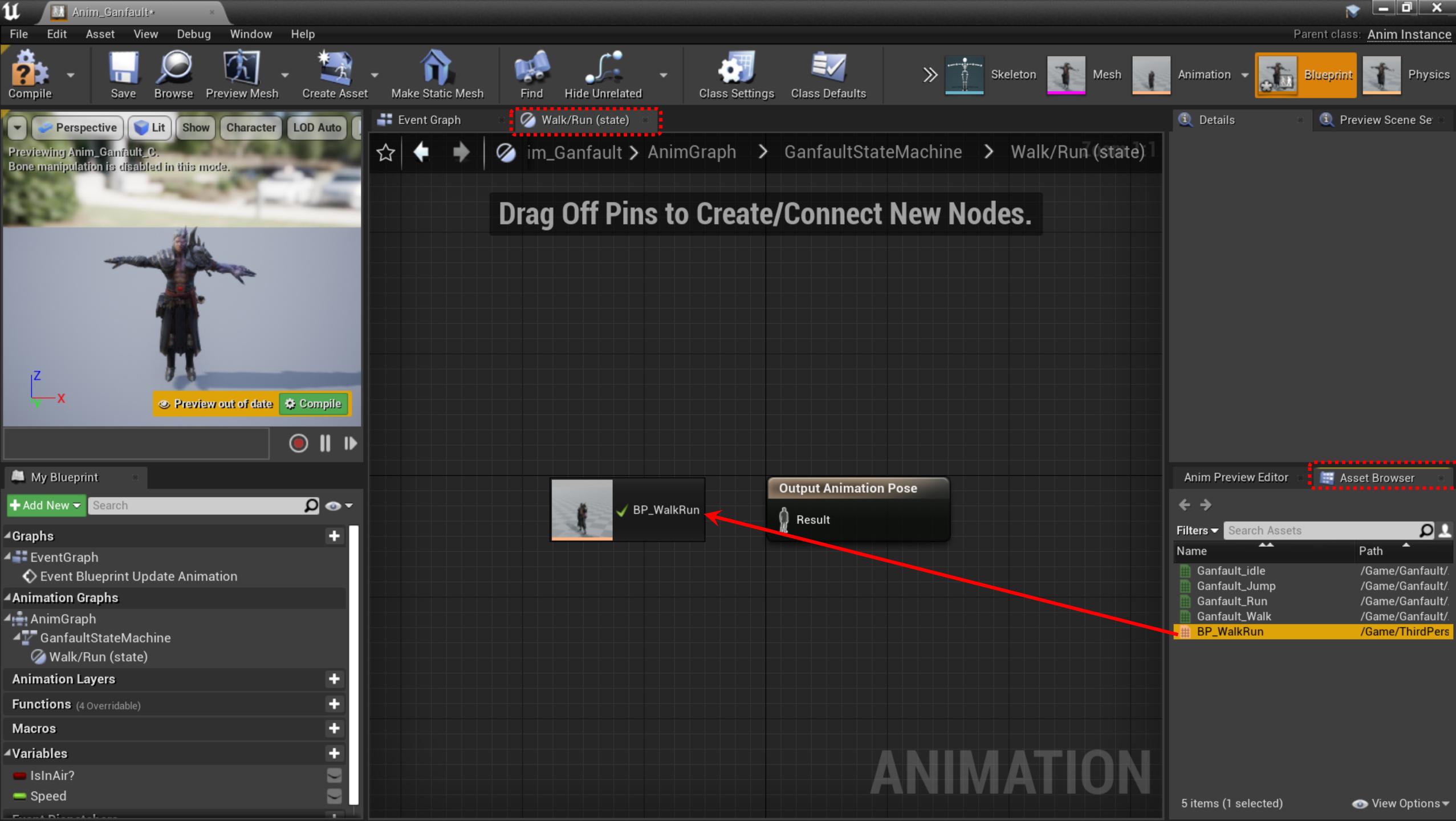


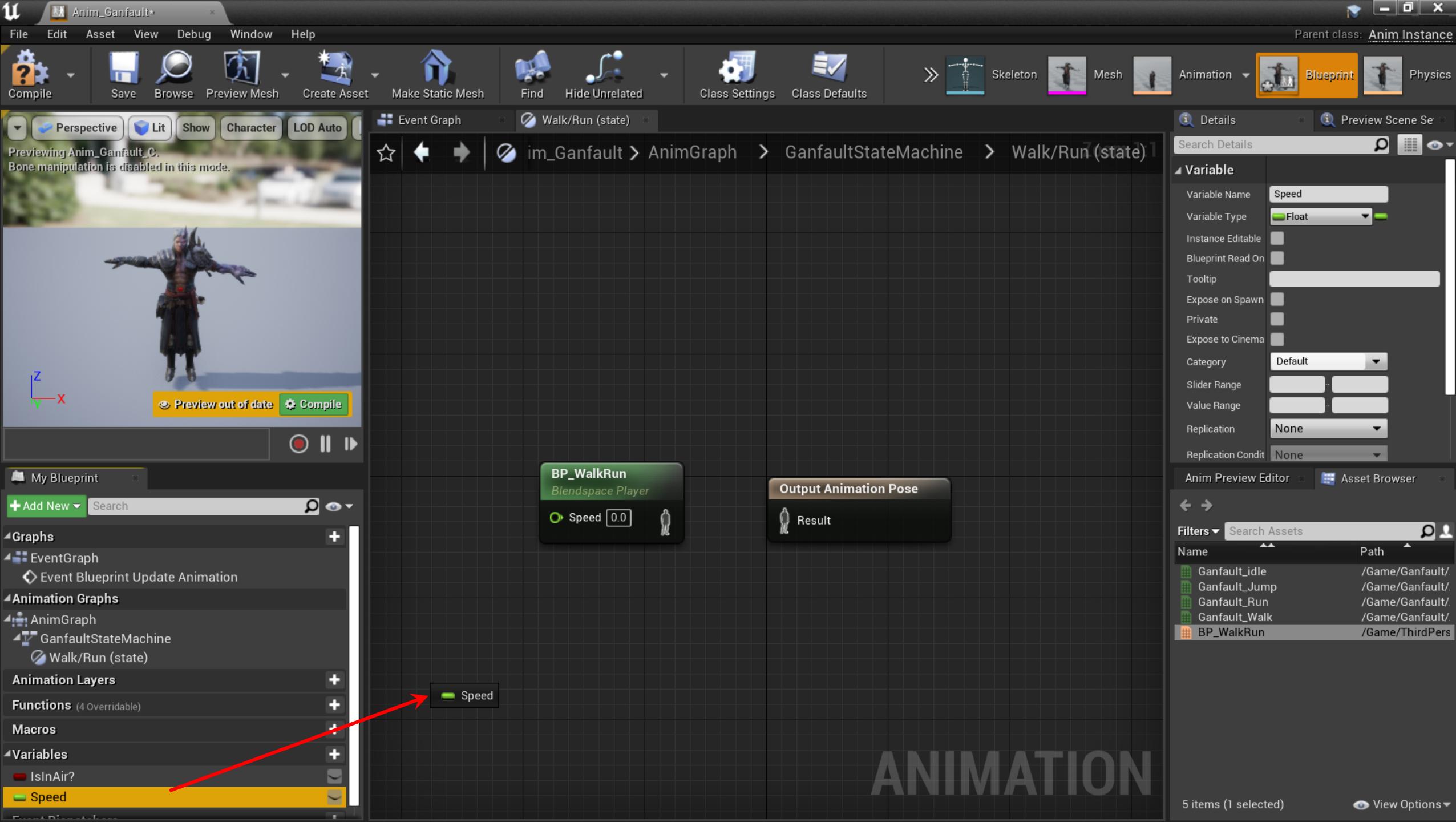


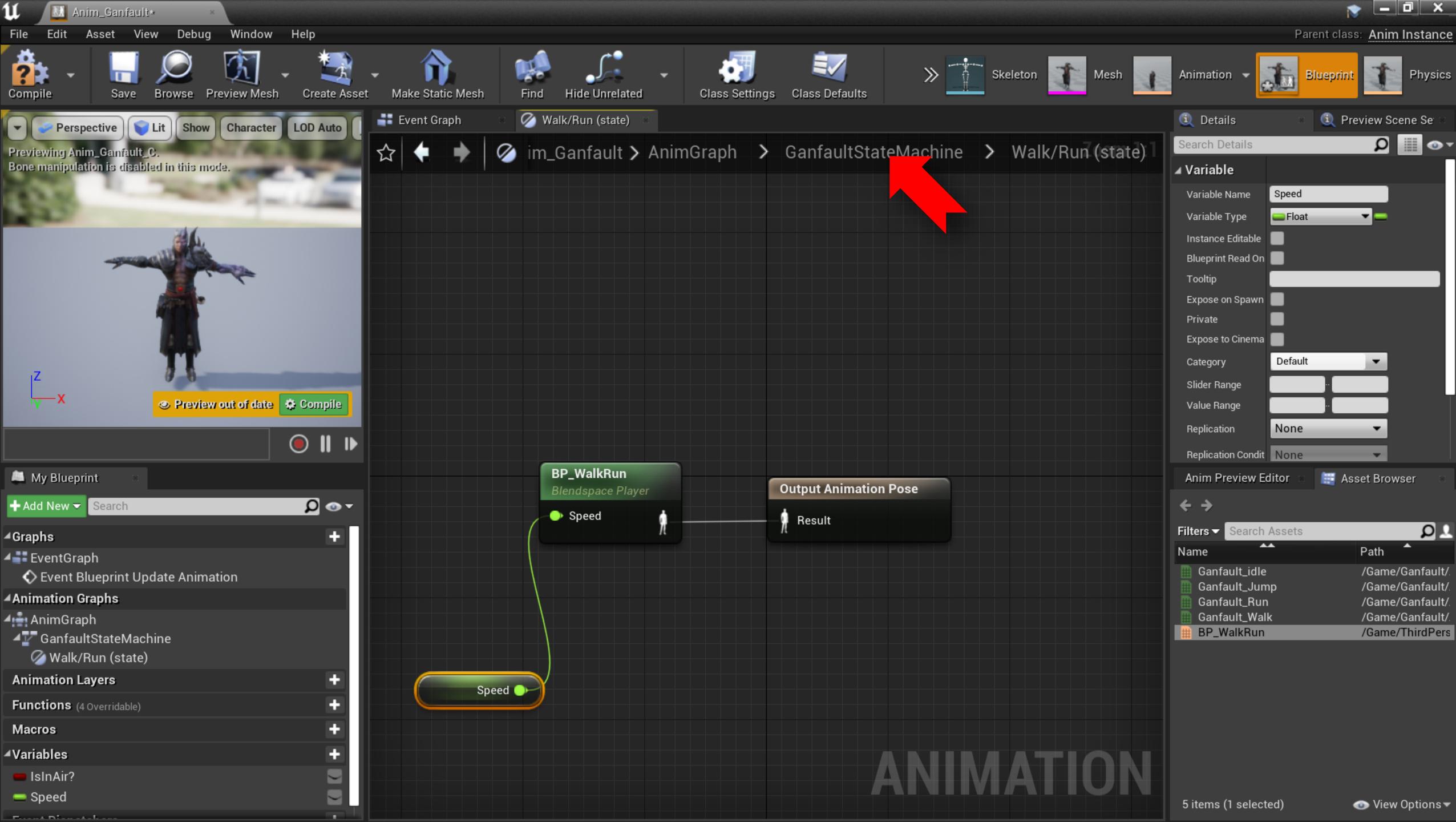


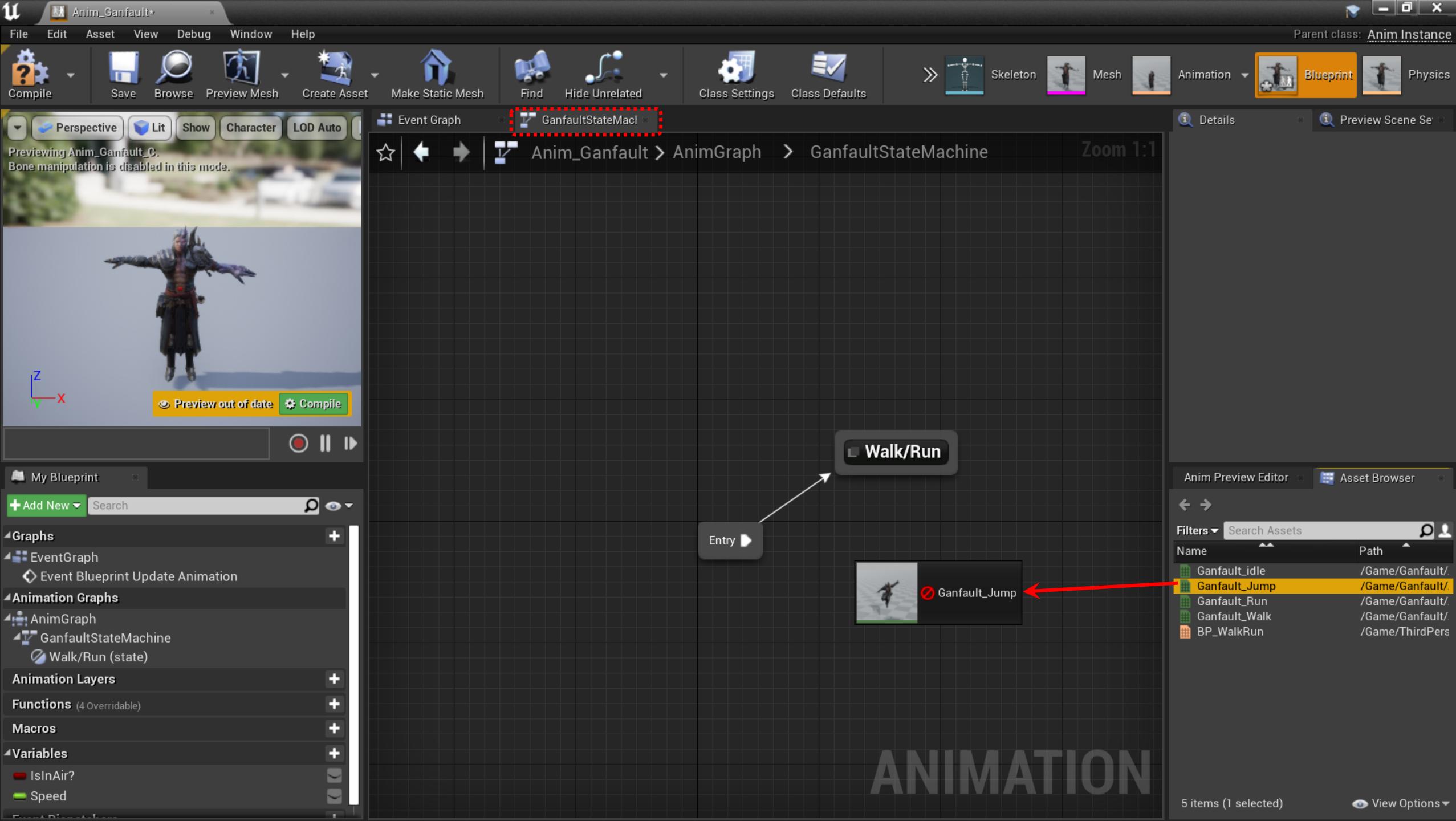


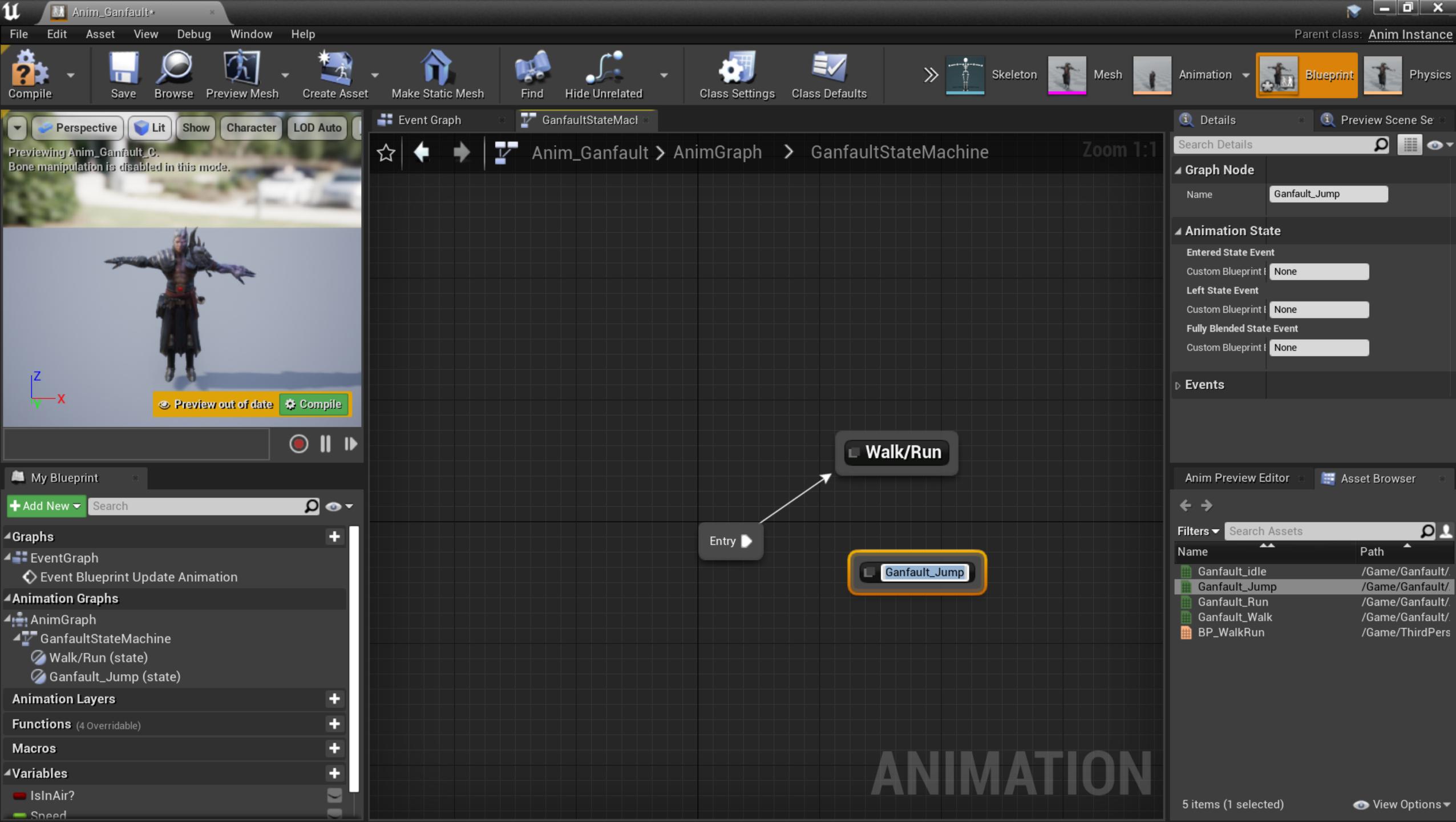


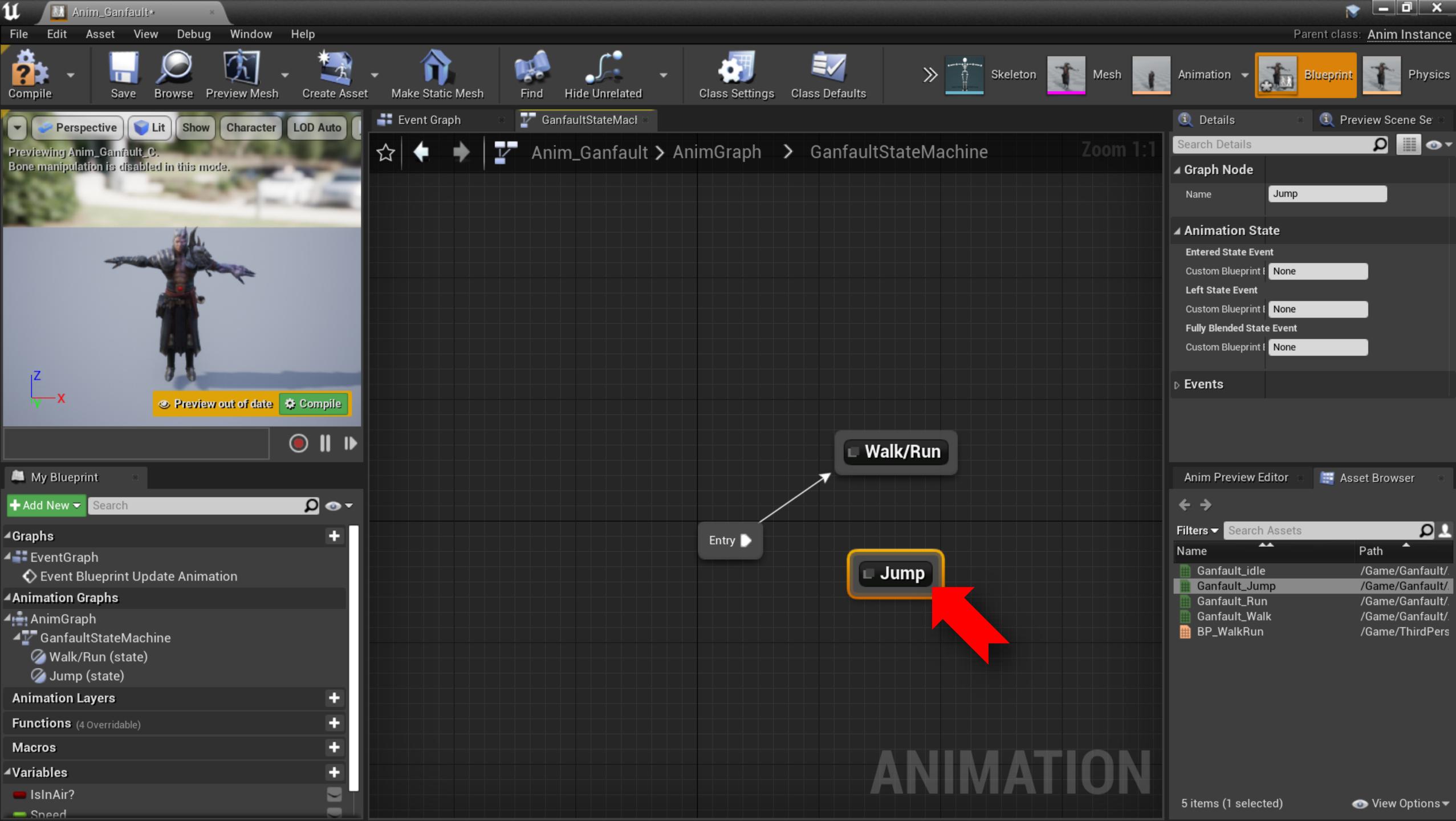


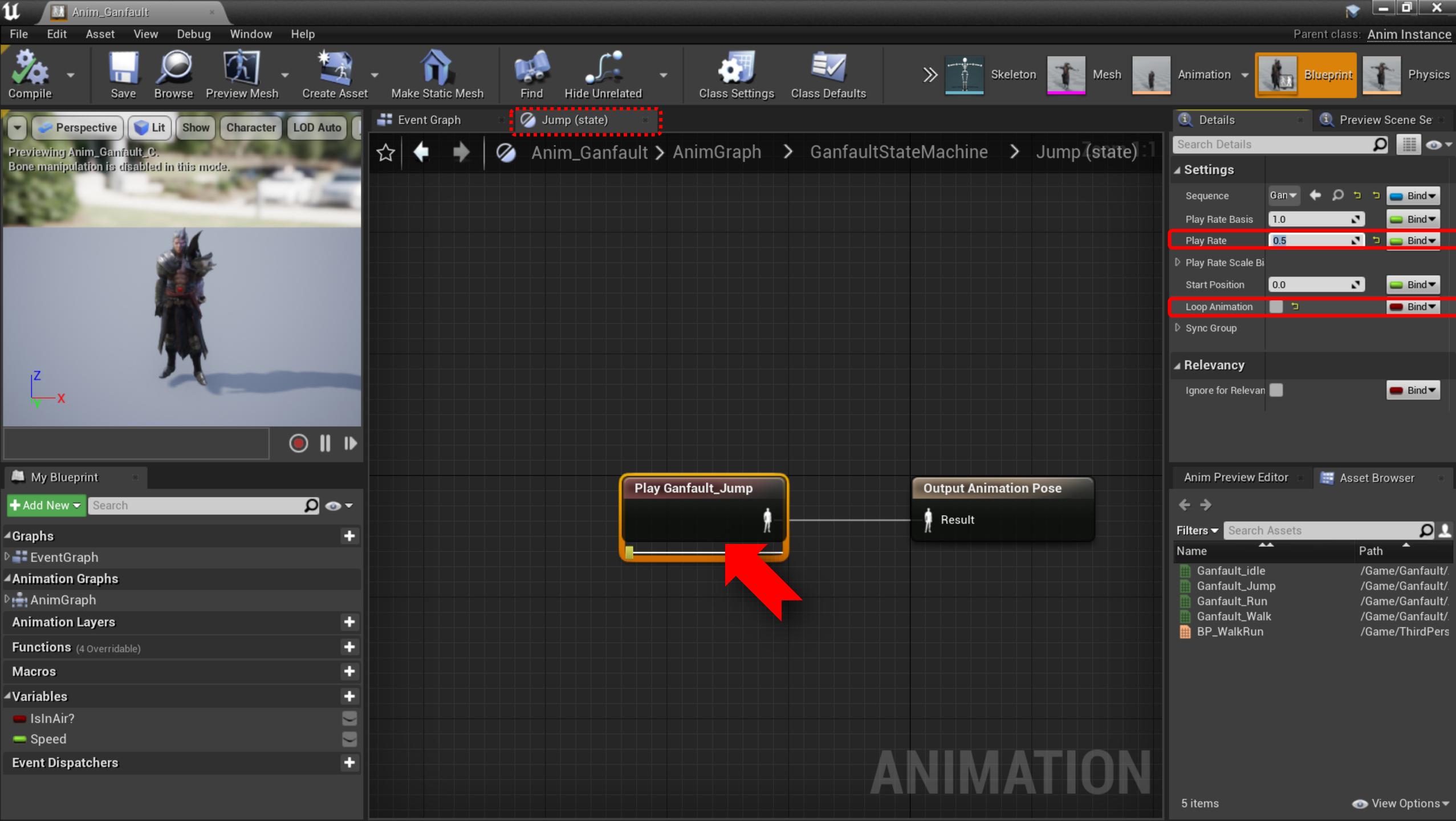


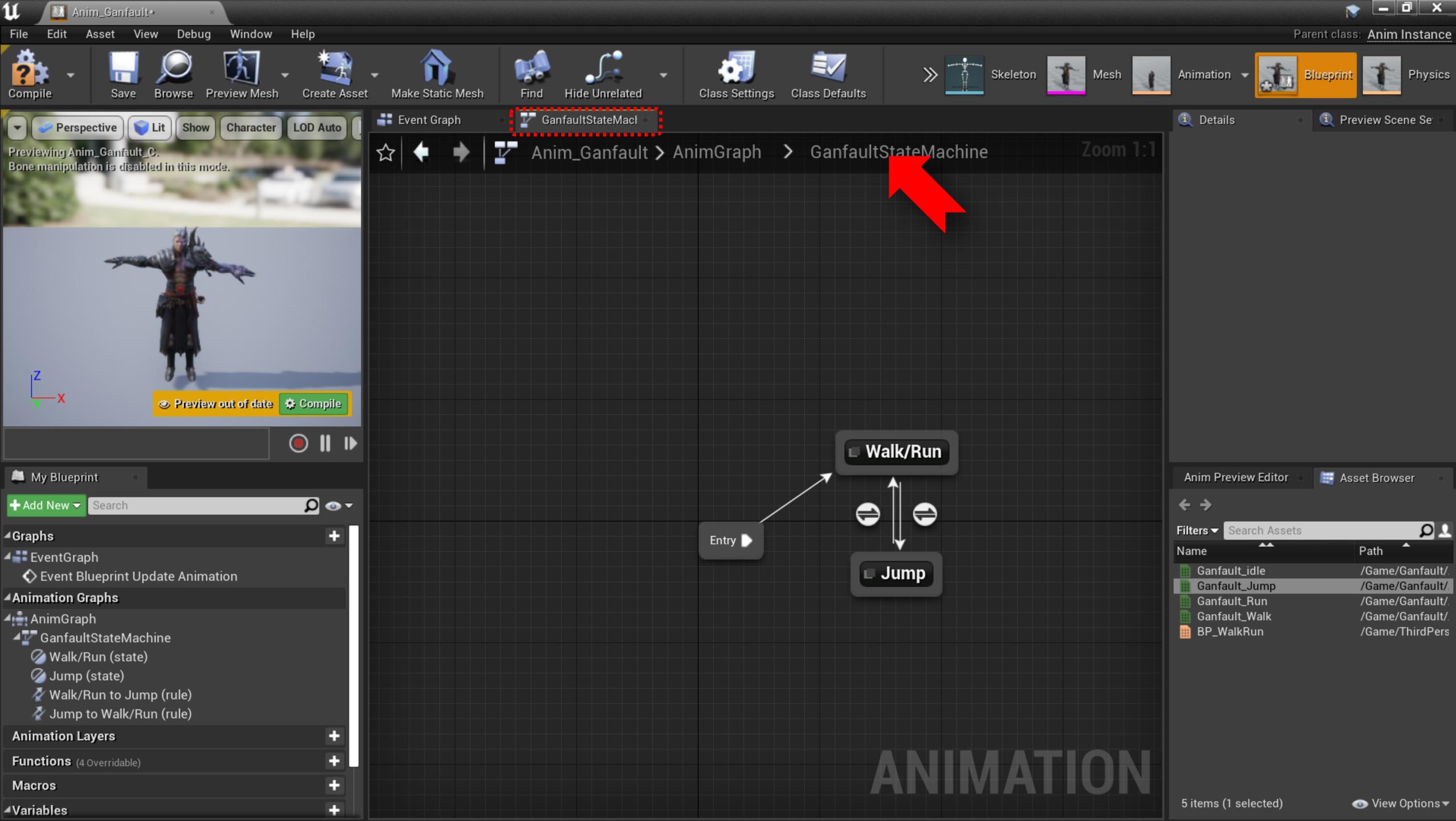


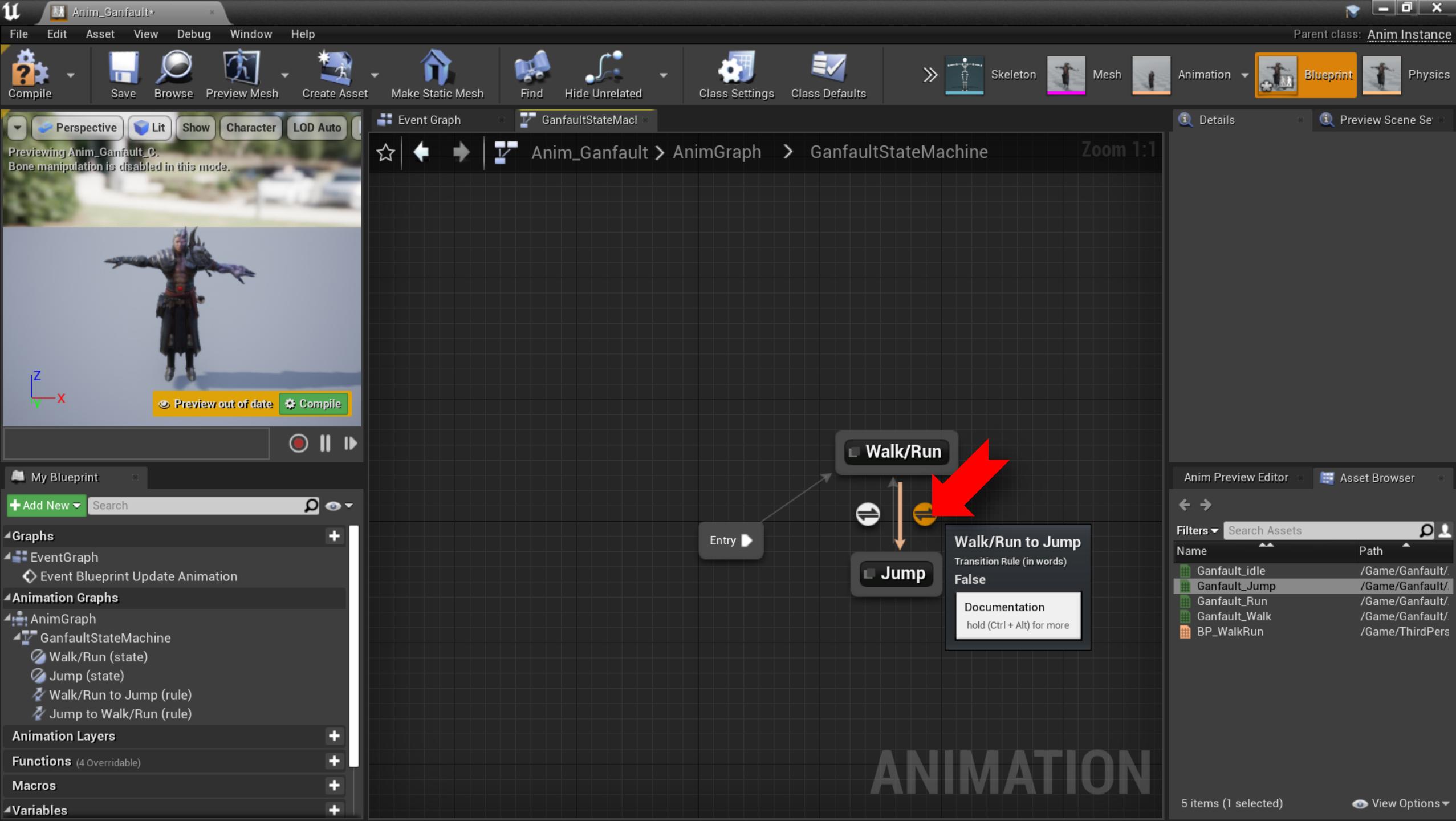












File Edit Asset View Debug Window Help

Parent class: Anim Instance

Compile Save Browse Preview Mesh Create Asset Make Static Mesh Find Hide Unrelated Class Settings Class Defaults Skeleton Mesh Animation Blueprint Physics

Perspective Lit Show Character LOD Auto

Previewing Anim_Ganfault_C.
Bone manipulation is disabled in this mode.

IsInAir?

Drag Off Pins to Create/Connect New Nodes.

Result
Can Enter Transition

ANIMATION

Details

Search Details

Variable

Variable Name: IsInAir?
Variable Type: Boolean
Instance Editable
Blueprint Read On
Tooltip
Expose on Spawn
Private
Expose to Cinema
Category: Default
Replication: None
Replication Condit: None

Default Value

Anim Preview Editor Asset Browser

Filters Search Assets

Name Path

- Ganfault_Idle /Game/Ganfault/
- Ganfault_Jump /Game/Ganfault/
- Ganfault_Run /Game/Ganfault/
- Ganfault_Walk /Game/Ganfault/
- BP_WalkRun /Game/ThirdPers

5 items (1 selected)

View Options

My Blueprint

+ Add New Search

Animation Graphs

- AnimGraph
 - GanfaultStateMachine
 - Walk/Run (state)
 - Jump (state)
 - Walk/Run to Jump (rule)
 - Jump to Walk/Run (rule)

Animation Layers

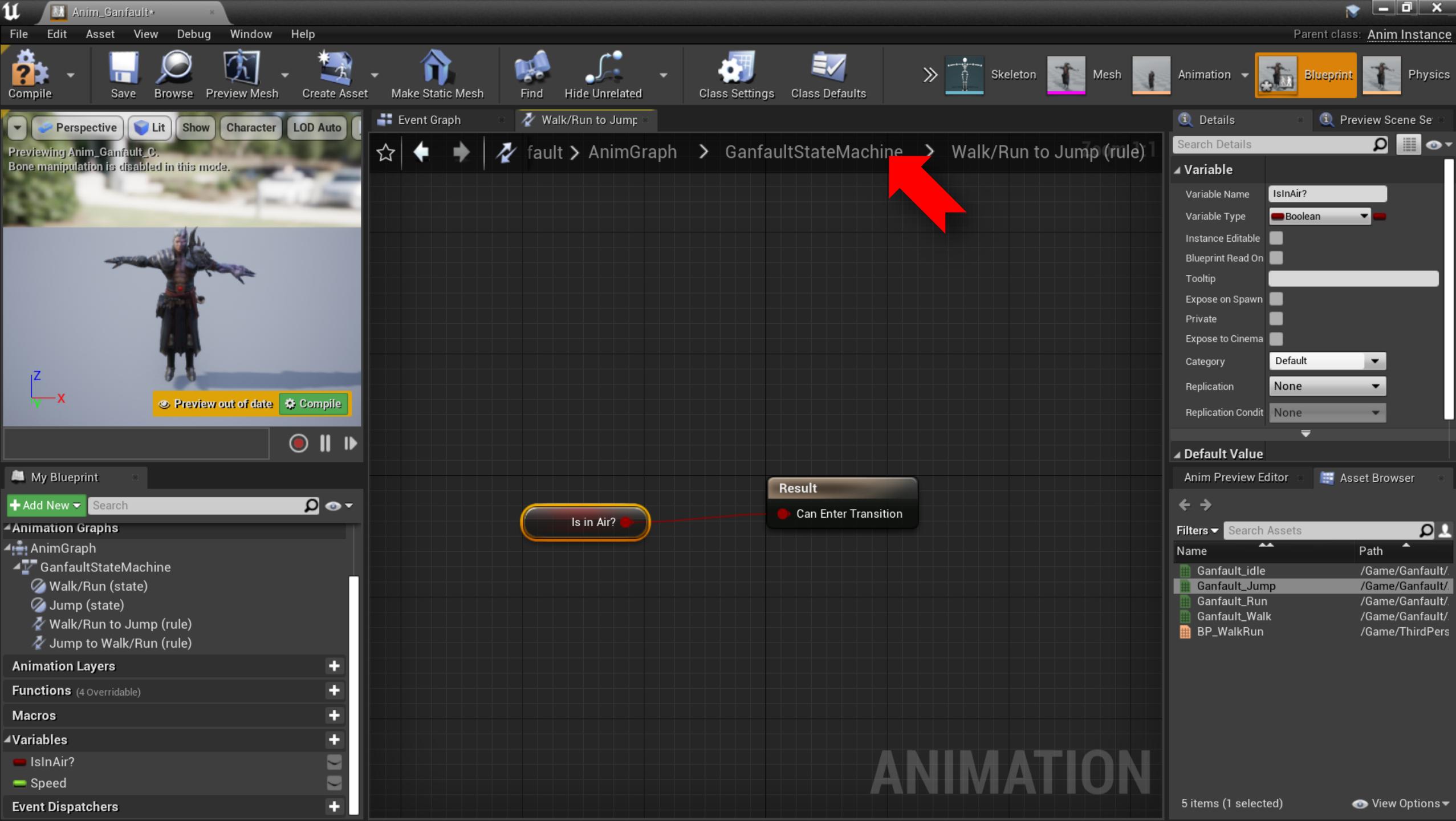
Functions (4 Overridable)

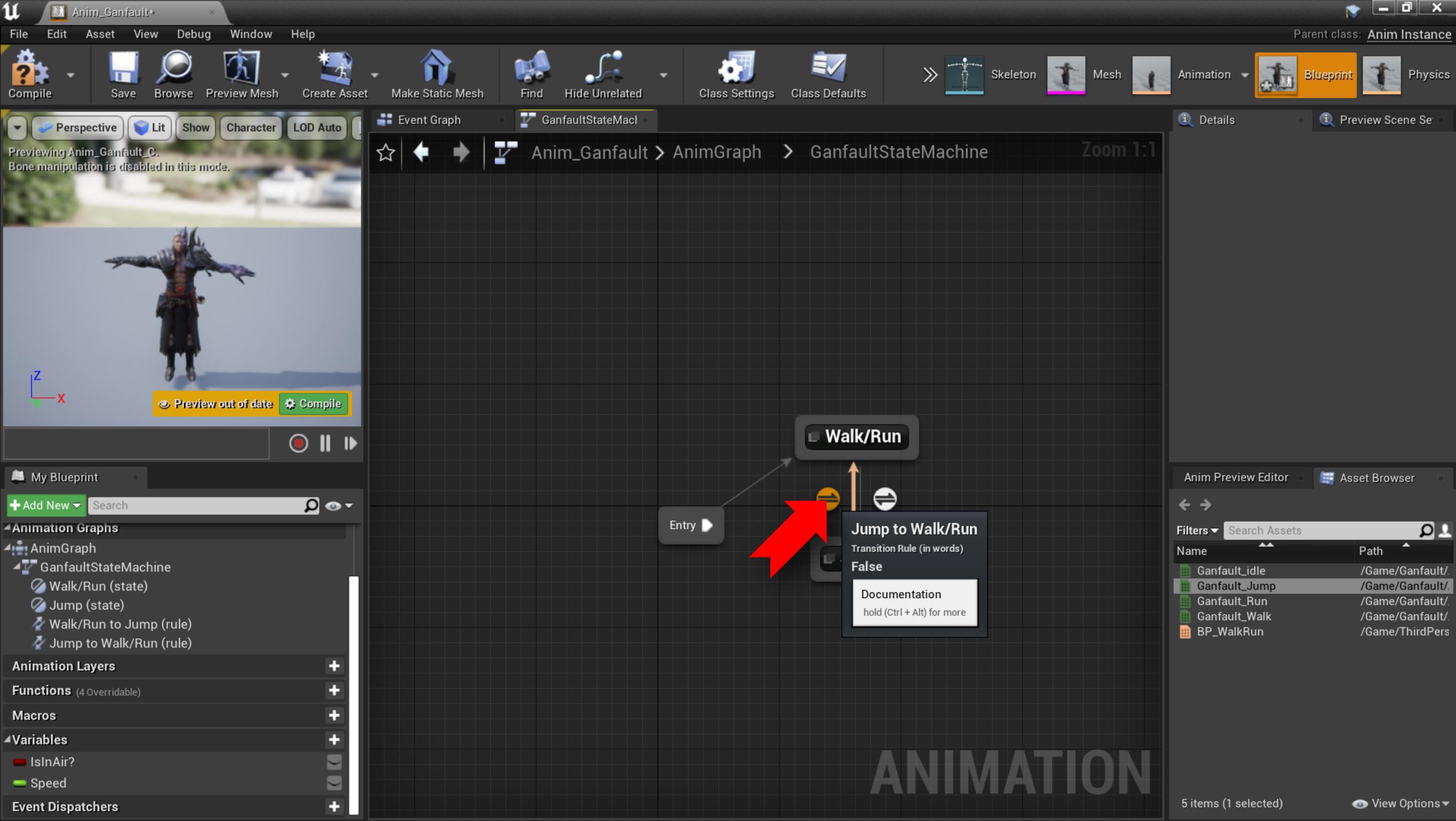
Macros

Variables

- IsInAir? (highlighted with a yellow background)
- Speed

Event Dispatchers





File Edit Asset View Debug Window Help

Parent class: Anim Instance

Compile Save Browse Preview Mesh Create Asset Make Static Mesh Find Hide Unrelated Class Settings Class Defaults Skeleton Mesh Animation Blueprint Physics

Perspective Lit Show Character LOD Auto

Previewing Anim_Ganfault_C.
Bone manipulation is disabled in this mode.

IsInAir?

Jump to Walk/Run

fault > AnimGraph > GanfaultStateMachine > Jump to Walk/Run (rule)

Drag Off Pins to Create/Connect New Nodes.

Result
Can Enter Transition

ANIMATION

Details

Search Details

Variable

Variable Name: IsInAir?
Variable Type: Boolean
Instance Editable
Blueprint Read On
Tooltip
Expose on Spawn
Private
Expose to Cinema
Category: Default
Replication: None
Replication Condit: None

Default Value

Anim Preview Editor Asset Browser

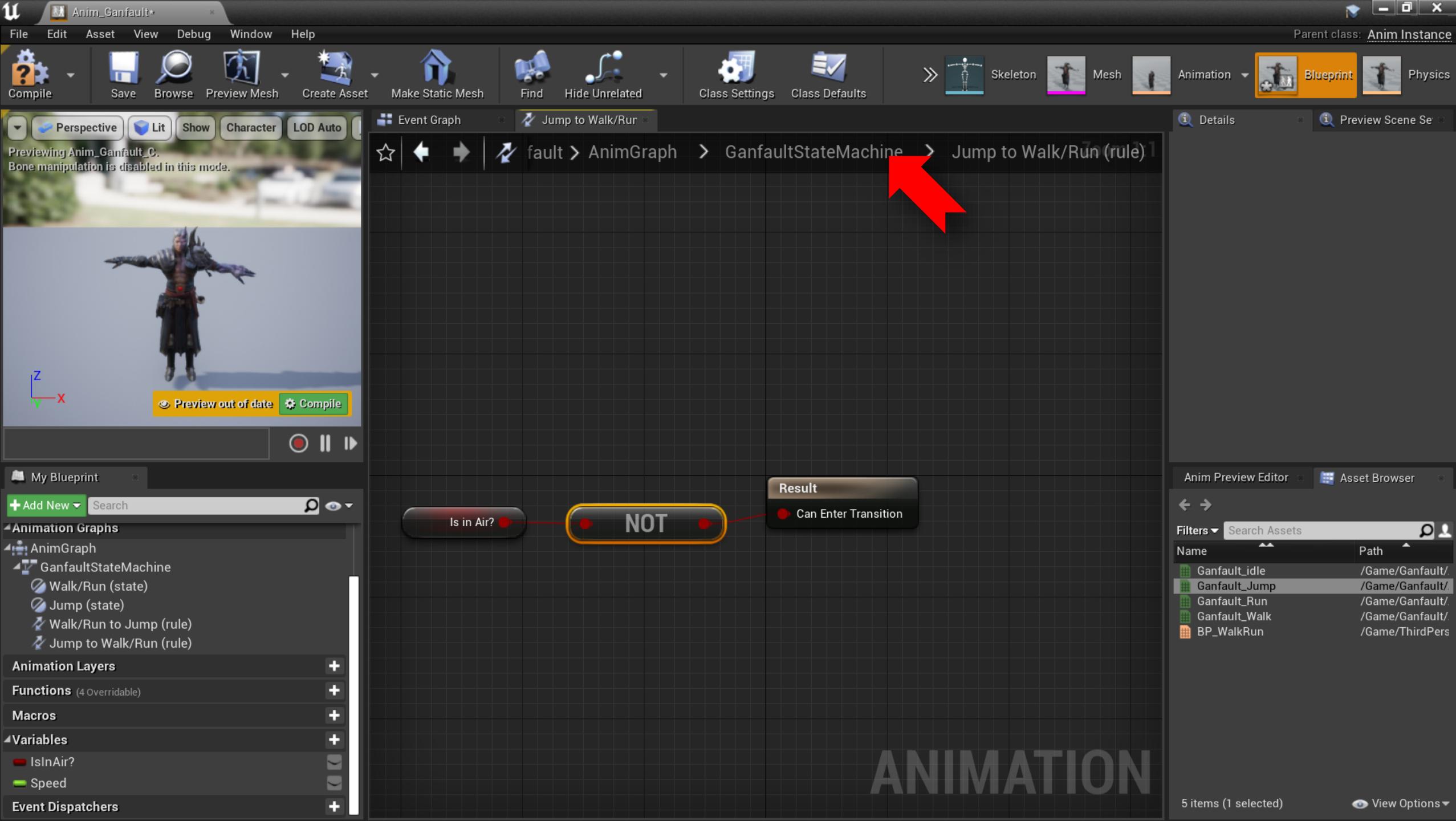
Filters Search Assets

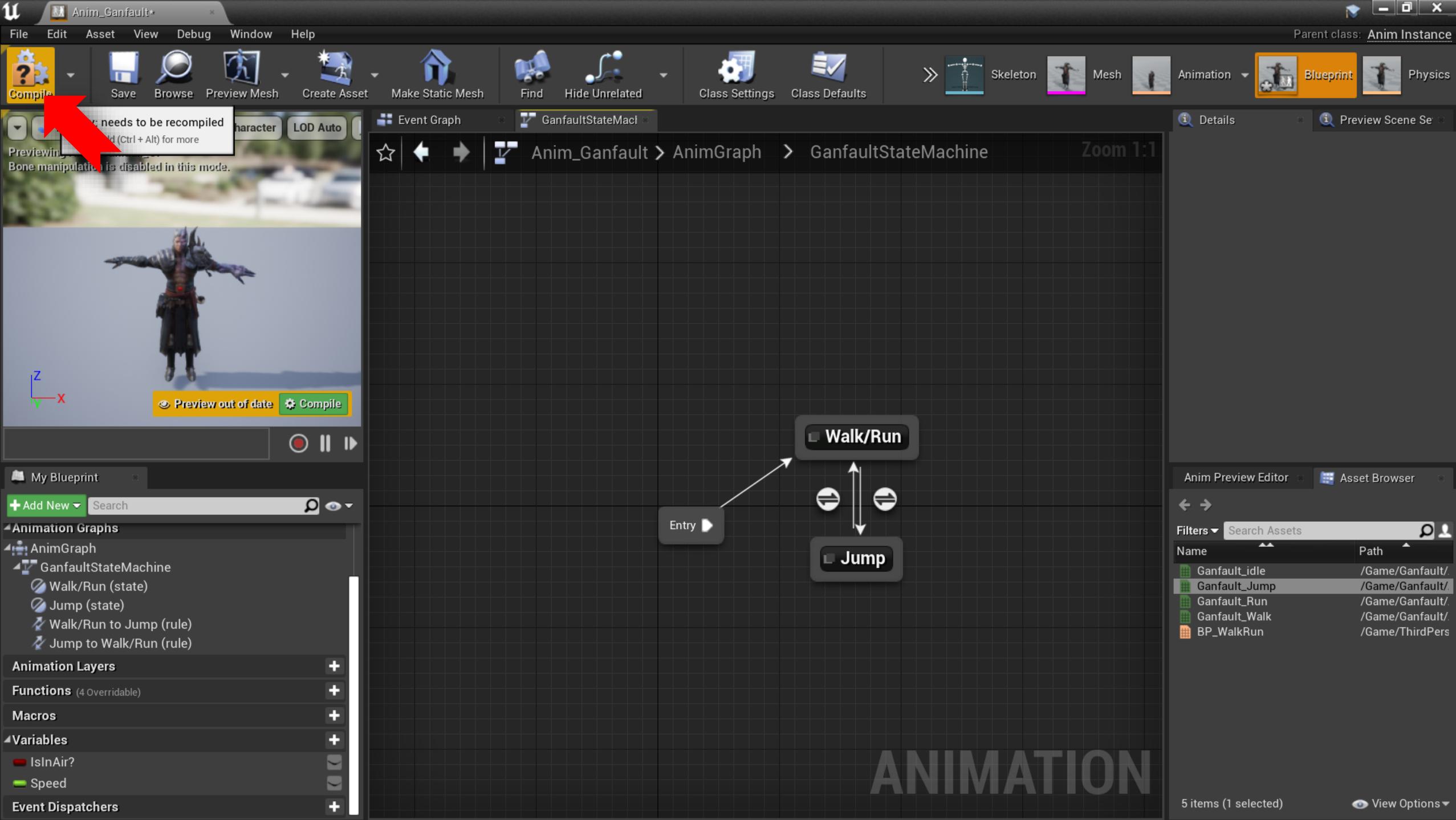
Name Path

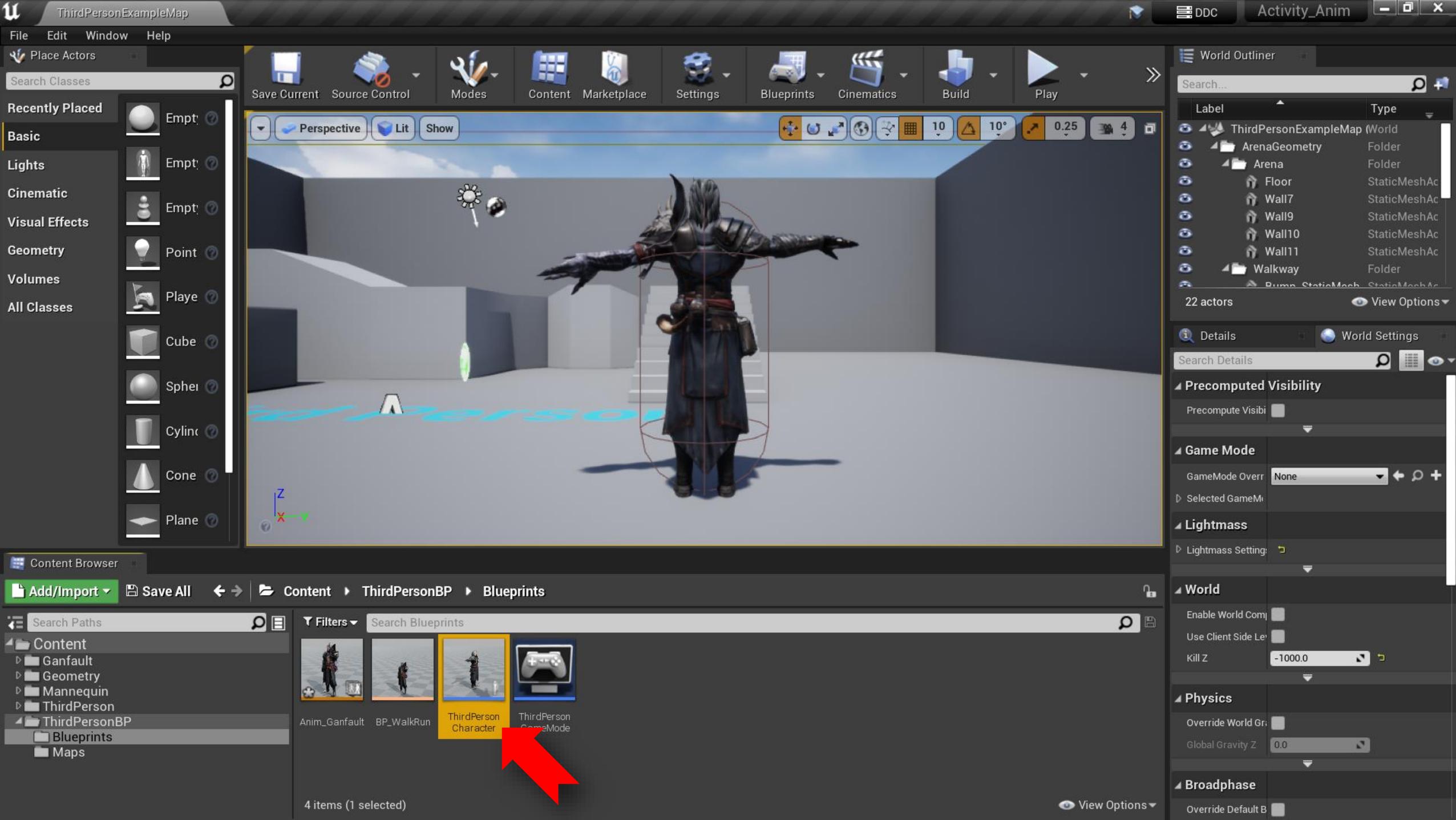
Ganfault_Idle /Game/Ganfault/
Ganfault_Jump /Game/Ganfault/
Ganfault_Run /Game/Ganfault/
Ganfault_Walk /Game/Ganfault/
BP_WalkRun /Game/ThirdPers

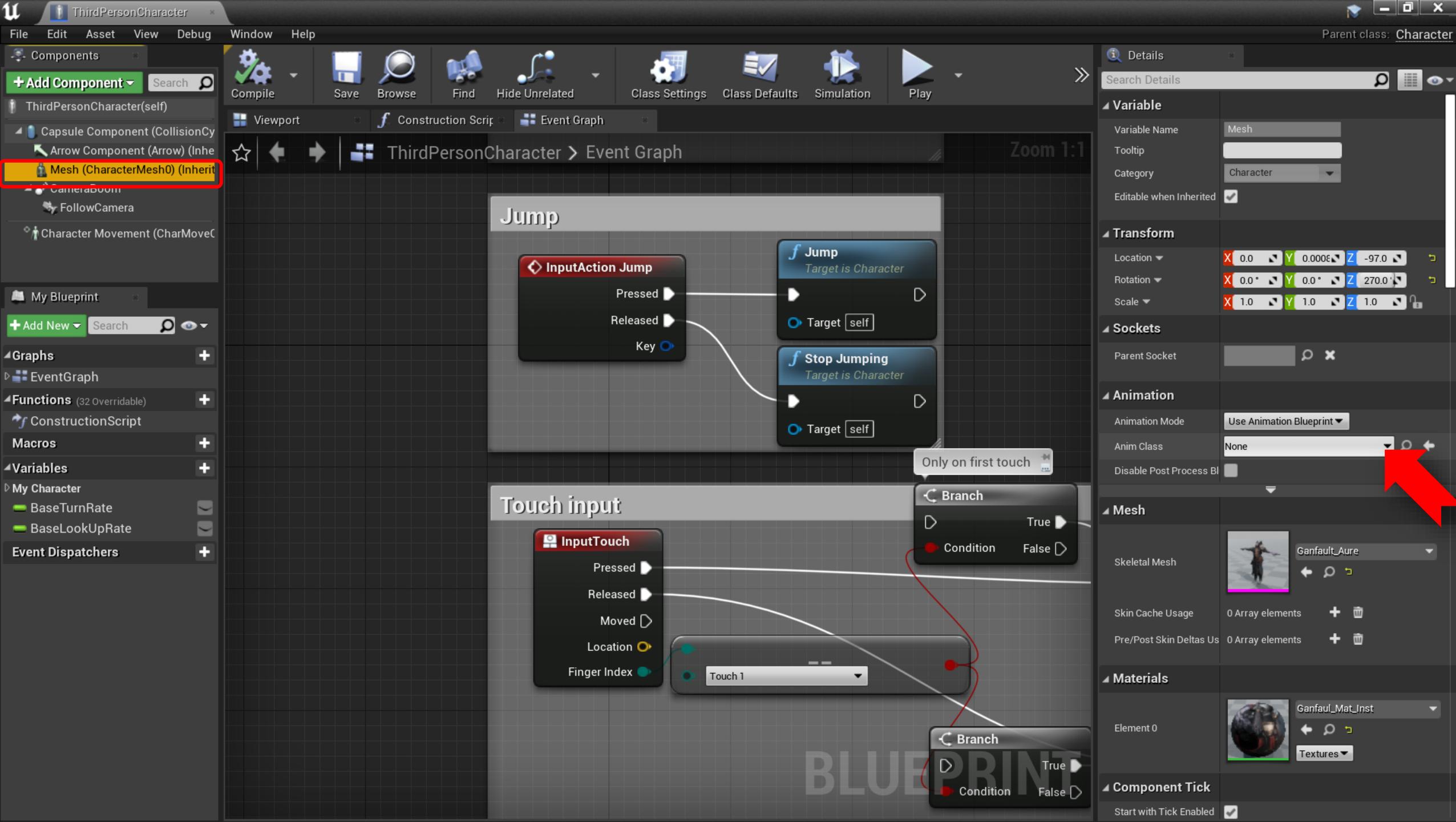
5 items (1 selected) View Options

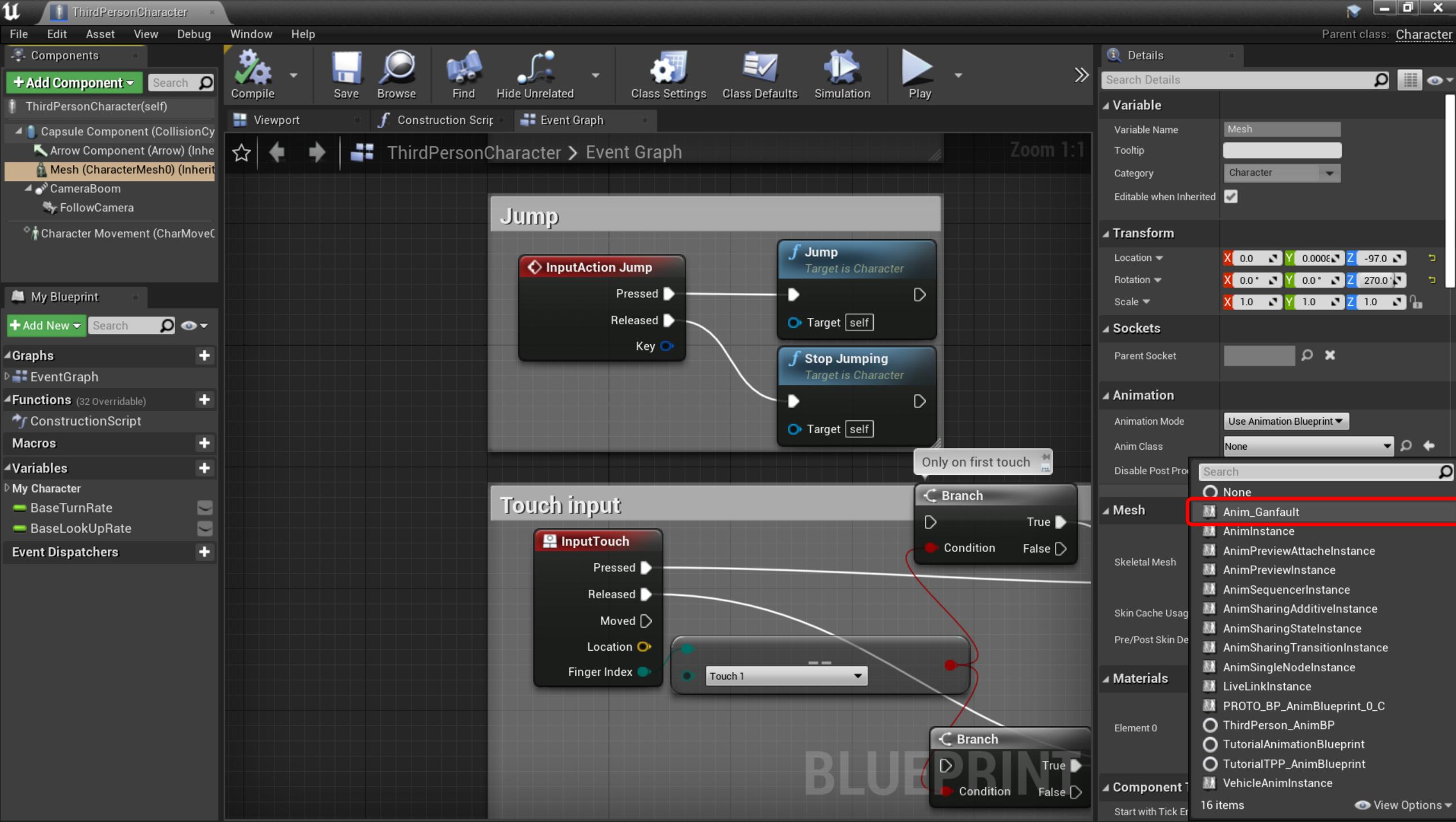
The screenshot displays the Unreal Engine 4 Blueprint Editor interface. The top navigation bar includes File, Edit, Asset, View, Debug, Window, Help, and a Parent class dropdown set to 'Anim Instance'. Below the menu is a toolbar with various icons for Compile, Save, Browse, Preview Mesh, Create Asset, Make Static Mesh, Find, Hide Unrelated, Class Settings, Class Defaults, Skeleton, Mesh, Animation, Blueprint (which is selected), and Physics. The main workspace is titled 'Event Graph' and shows a node named 'Jump to Walk/Run' with a red dashed border. The node path is listed as 'fault > AnimGraph > GanfaultStateMachine > Jump to Walk/Run (rule)'. A large text overlay in the center says 'Drag Off Pins to Create/Connect New Nodes.' In the bottom-left corner, there's a preview window showing a character model in a dynamic pose, with a 'Preview out of date' and 'Compile' button. The bottom-left also contains the 'My Blueprint' tab, an 'Animation Graphs' tree (listing AnimGraph, GanfaultStateMachine, Walk/Run (state), Jump (state), Walk/Run to Jump (rule), and Jump to Walk/Run (rule)), and sections for Animation Layers, Functions, Macros, Variables (with 'IsInAir?' highlighted in yellow), and Event Dispatchers. A red arrow points from the 'IsInAir?' variable in the Variables panel to its pin in the graph. The right side of the interface includes the Details panel (showing variable properties like name, type, and category), the Default Value panel, and the Asset Browser panel (listing assets like Ganfault_Idle, Ganfault_Jump, etc.). A large 'ANIMATION' watermark is visible at the bottom right.

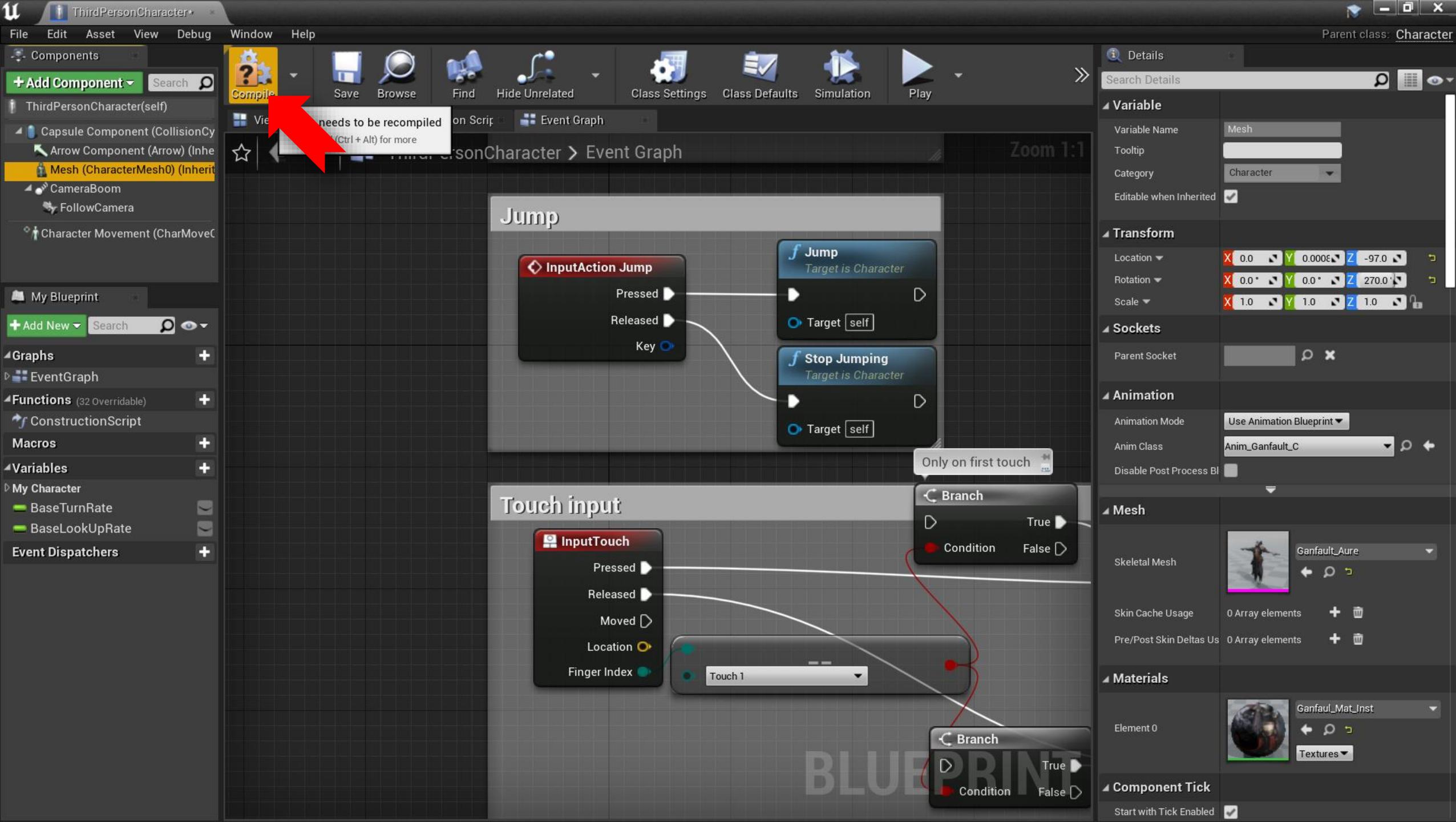


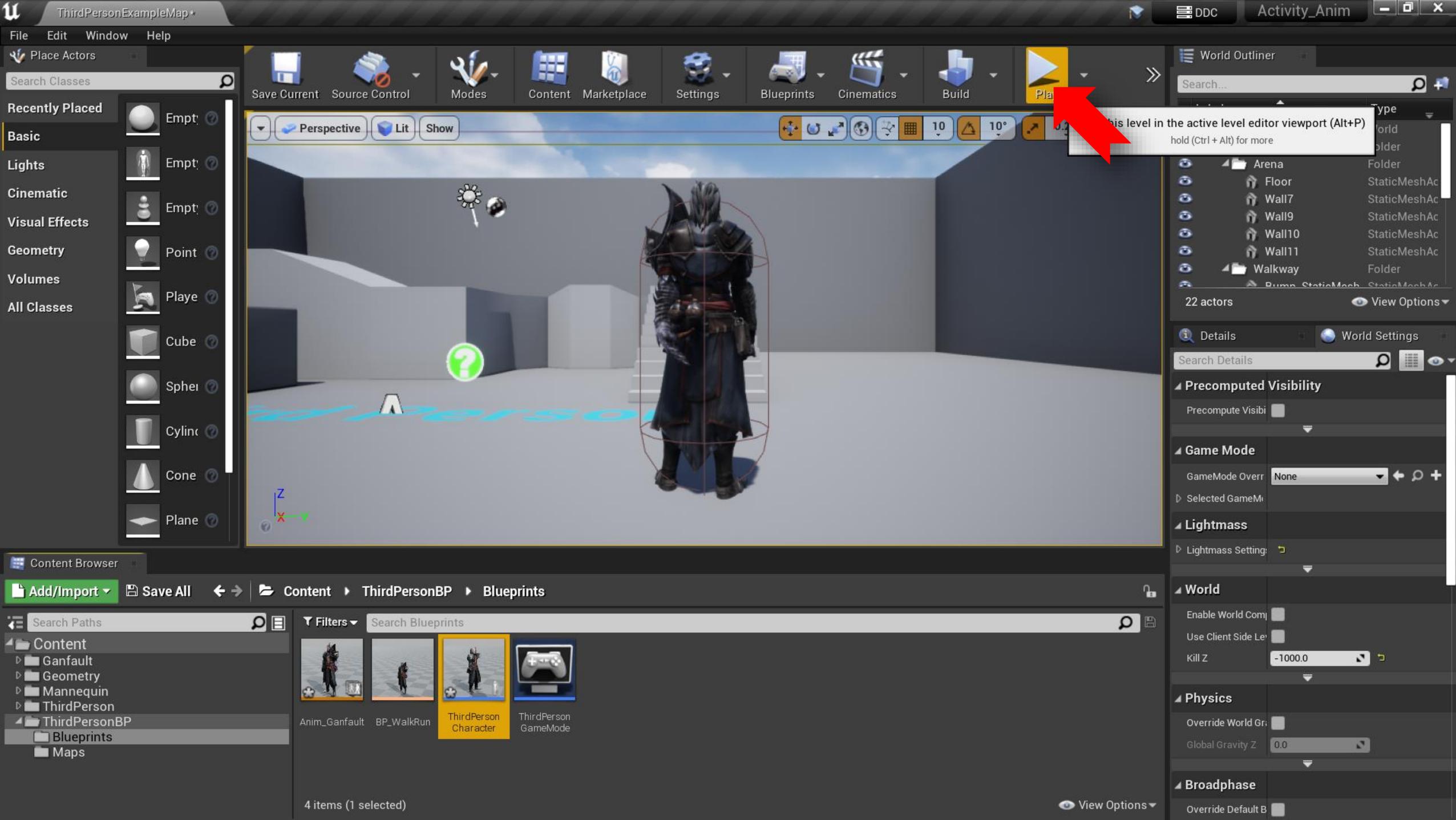


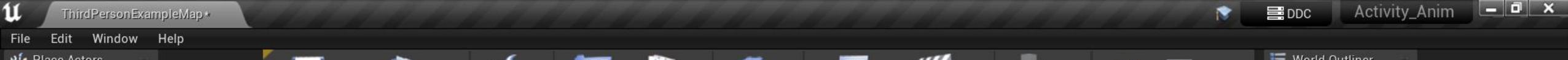












File Edit Window Help

Place Actors

Search Classes



World Outliner

Search...



Label

Type

ThirdPersonExampleMap	(World)	Folder
ArenaGeometry	Arena	Folder
Arena	Floor	StaticMeshActor
Arena	Wall7	StaticMeshActor
Arena	Wall9	StaticMeshActor
Arena	Wall10	StaticMeshActor
Arena	Wall11	StaticMeshActor
Walkway	Walkway	Folder
Runn	StaticMesh	StaticMeshActor
32 actors		View Options

Details

World Settings

Search Details



Precomputed Visibility

Precompute Visibi

Game Mode

GameMode Overr



Selected GameMo

Lightmass

Lightmass Setting

World

Enable World Comp



Use Client Side Le



Kill Z



Physics

Override World Gr



Global Gravity Z



Broadphase

Override Default B



Content Browser

Add/Import

Save All



Content



Search Paths



Filters



Search Blueprints



Content

Ganfault

Geometry

Mannequin

ThirdPerson

ThirdPersonBP

Blueprints

Maps



Anim_Ganfault

BP_WalkRun

ThirdPerson

Character

GameMode

4 items (1 selected)

[View Options](#)