



DEMONS

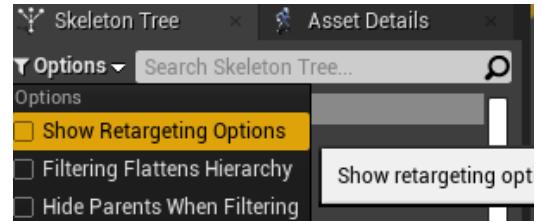
A tip for those who have problems using standard UE animations

Let's start with the fact that this asset with demons has a fully compatible Unreal Engine Skeleton, all standard animations should work correctly.

SKELETON SETTINGS

1 - native animations

If you are using the native animations included with the character. In the skeleton settings, in the retargeting options, specify the "ANIMATION" parameter for all bones (as it is set by default in this asset)



2 - standard UE animations

If you are using standard animations from the engine or purchased. due to the different sizes of the limbs, the animation will most likely be applied incorrectly (arms and legs will not be in place)

It's not a problem, put a tick on "SKELETON" in the skeleton settings, except for bone root and IK bones - these bones should have a tick "ANIMATION"

on the product page, there is a link to a video that shows a demon successfully replacing a running mannequin in a standard "third-person project".

More details

More details in this question will help to understand this [official video](#)
<https://youtu.be/JkcJ5bjGPsg?t=895>

(timecode 14:55)

or documentation <https://docs.unrealengine.com/en-US/Engine/Animation/AnimationRetargeting/index.html>

P.S:

Please note that some of the characters from this pack have non-human anatomy of the foot, massive fat / muscles in the shoulders and legs, because of this, some animations (crouching deep, crawling on the ground, or other animations with strong deformations in these places) may work a little incorrectly , and you will need to edit such animations manually in the animation settings window.