

Optimising Asset Transition

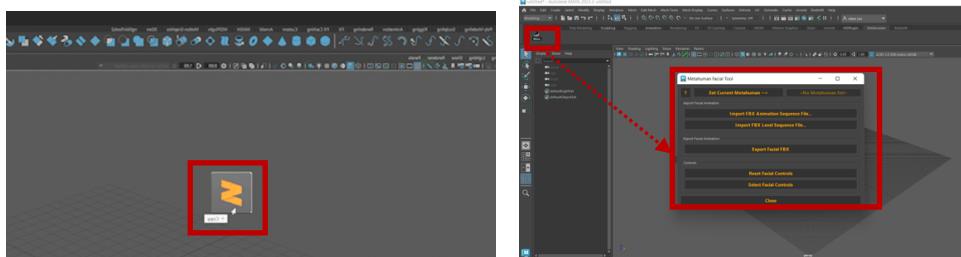
Transferring resources between software applications and assuring compatibility.

Reference links:

- [Unreal Engine for Unity Developers](#)
- [Exporting a MetaHuman to Maya](#)
- [Working with ContentUnreal Engine 5 to Zbrush Asset Pipeline](#)
- [Ana Carolina Pereira | Making an Appealing Render with ZBrush and Unreal 5](#)
- [Metahuman To Maya](#)

Set Up:

- [Install Metahuman Facial Transfer Maya Python code.](#)

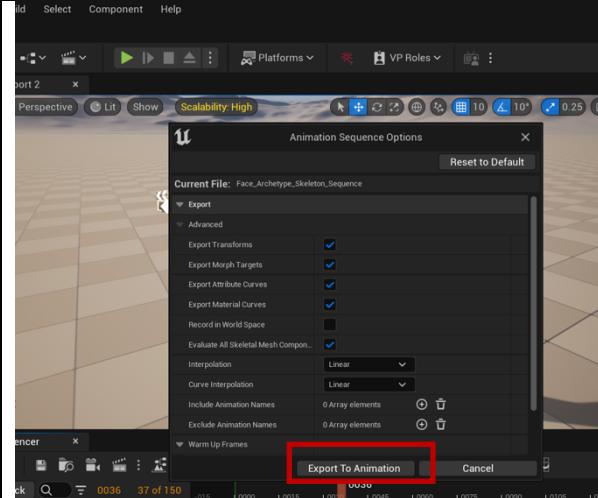
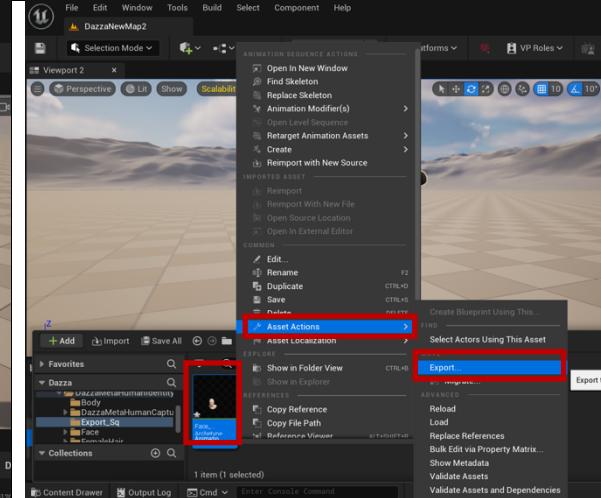
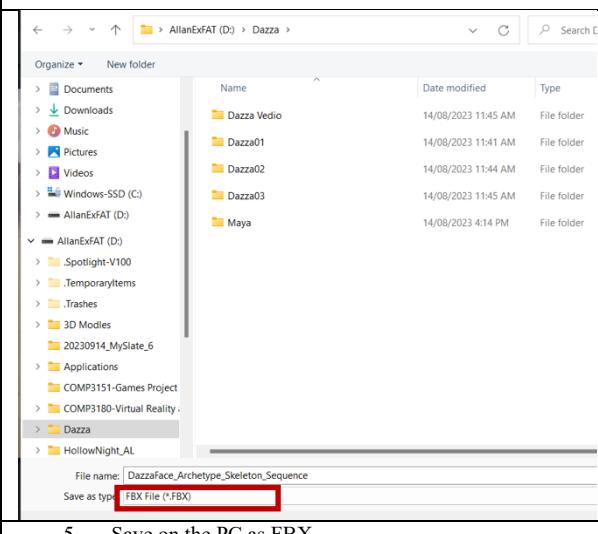
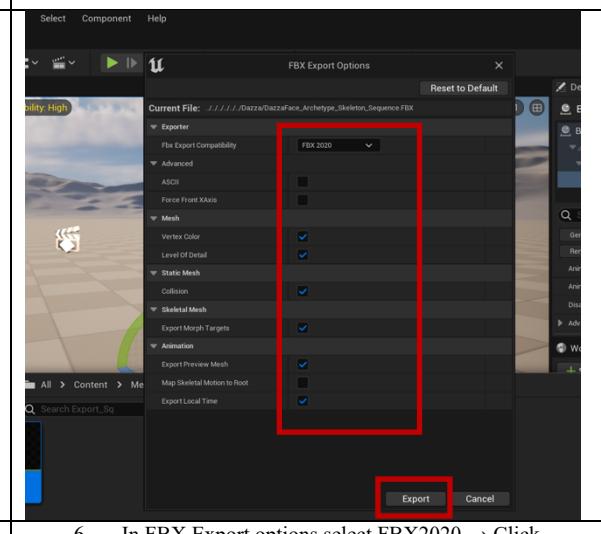


- Drag and Drop install python file into Maya viewport.
- A Shelf and code installed into maya/scripts folder.
- Install Maya installed component PyMEL.
- Download MetaHuman Project from
- UE 4.27-5.2 & Maya 2020-2023.
- [Install Stand Alone Quixel Bridge.](#)

Exporting a FBX Data from UE to Autodesk Maya

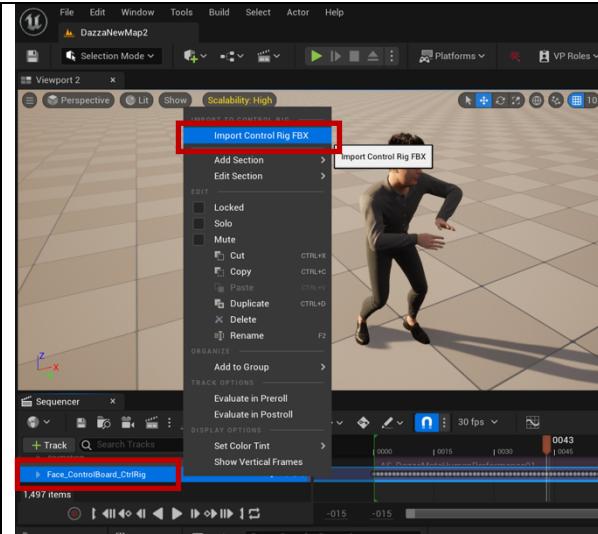
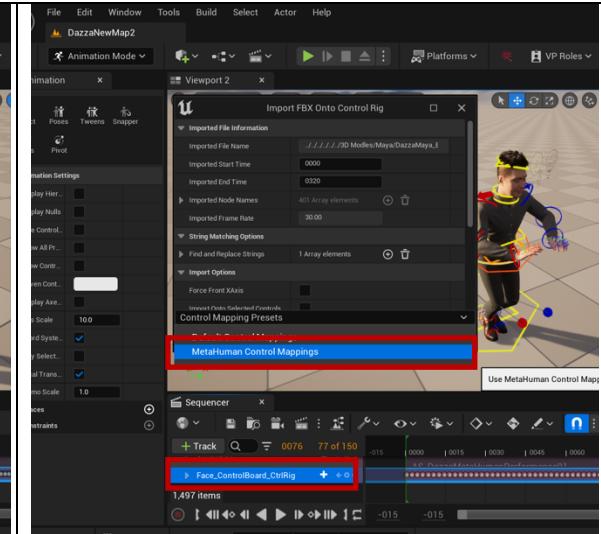
Workflow: Export Facial animation out from UE Level Sequencer as FBX

1. Select Face and Right Click→ Bake Animation Sequence	2. Save File to a folder → OK
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<p>3. In Animation Sequence export options, Export To Animation as Default Setting</p>	<p>4. Navigate to new Animation Sequence file, Right Click → Asset Actions → Export</p>
	
<p>5. Save on the PC as FBX</p>	<p>6. In FBX Export options select FBX2020 → Click Export</p>

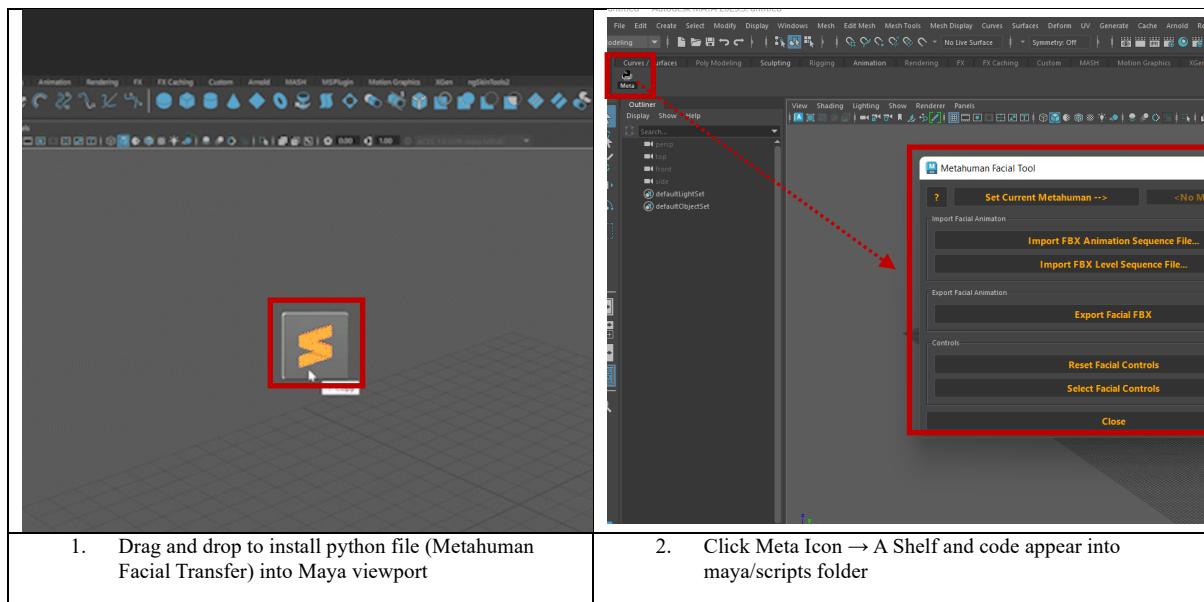
Importing Control Rig from Maya as FBX Data

Workflow: Import Control Rig

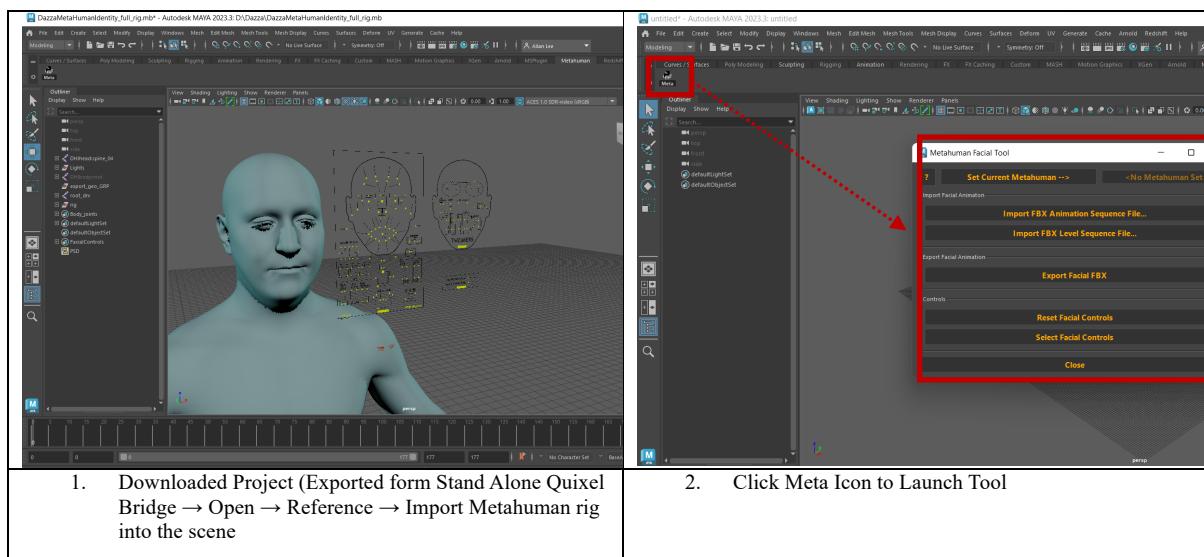
	
<p>1. Right Click on Face_ControlBoard_CtrlRig → Import Control Rig FBX</p>	<p>2. Select MetaHuman Control Mapping to import FBX</p>

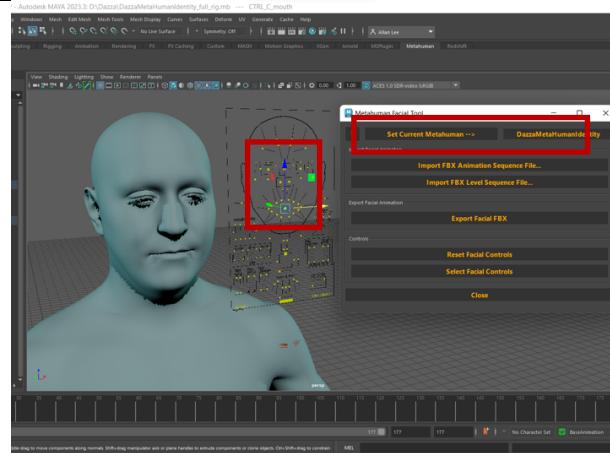
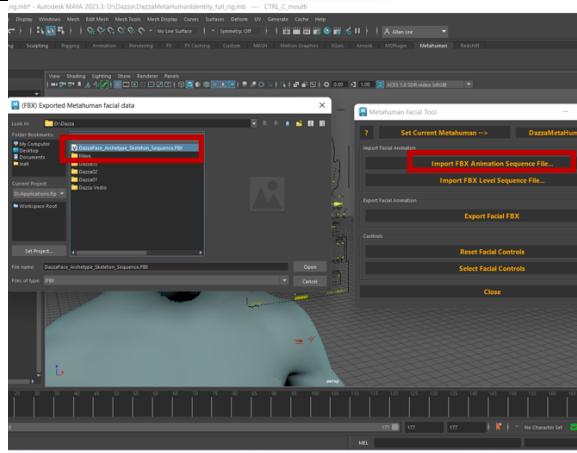
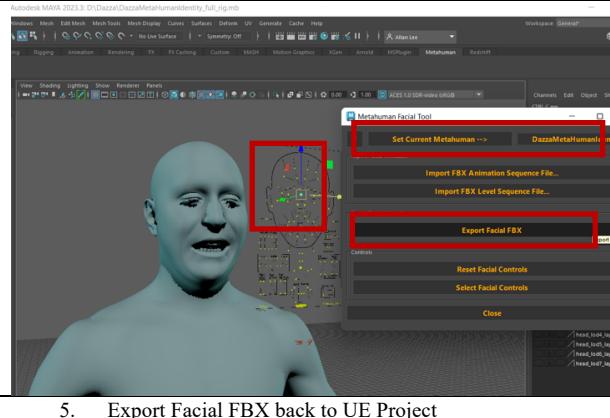
Using Metahuman Facial Transfer

Workflow: Install Metahuman Facial Transfer



Workflow: Use Metahuman Facial Transfer in Maya

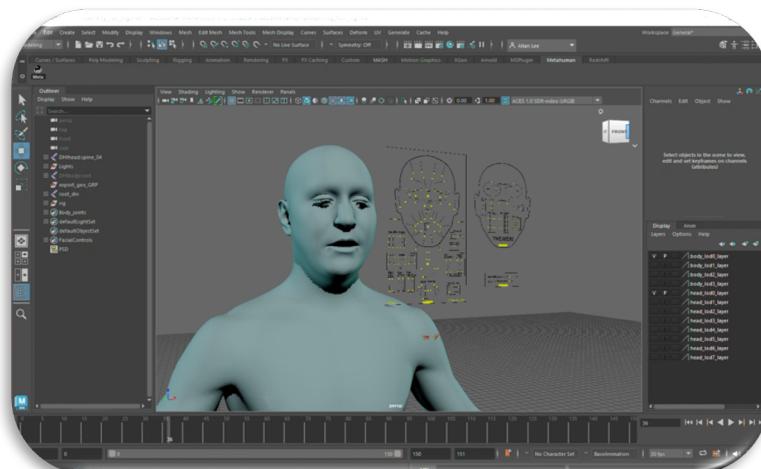


	
<p>3. Select Face control on Metahuman face rig → Select Set Current Metahuman</p>	<p>4. Select Import Animation Sequence File → Select exported Metahuman facial data → Open</p>
	

*Downloaded Project

The benefit of doing Metahuman Facial n in Maya

- User can finesse and control facial animation using non-destructive animation layers.
- Maya is still popular 3D software. Many people might not be necessarily familiar with MetaHuman UE.
- Facial animation with a control board, which can easily be tweaked in Maya.



Result of Imported Facial Animation Sequence in Maya