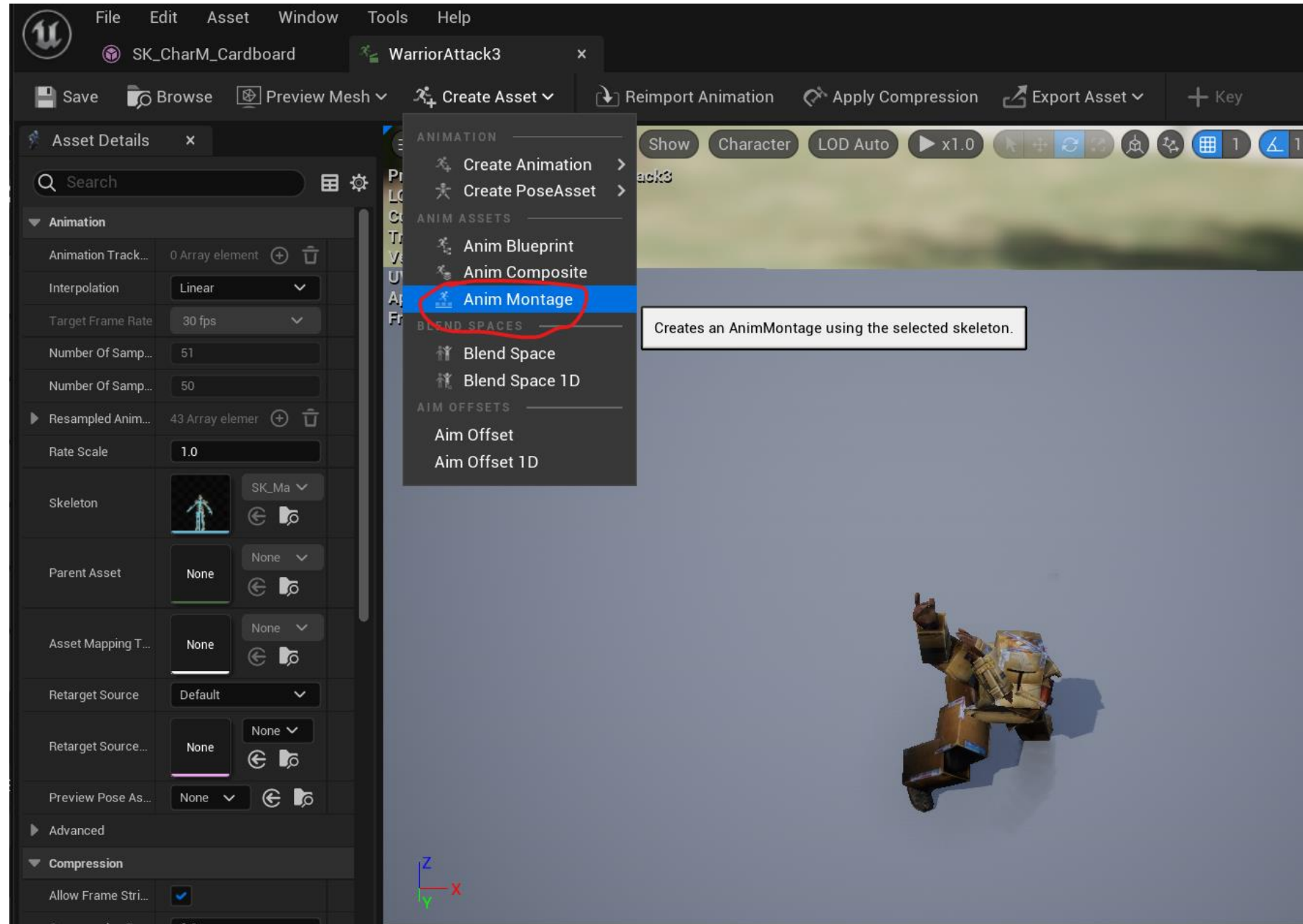


애니메이션 몽타주

애니메이션 몽타주 생성



애니메이션 몽타주 생성

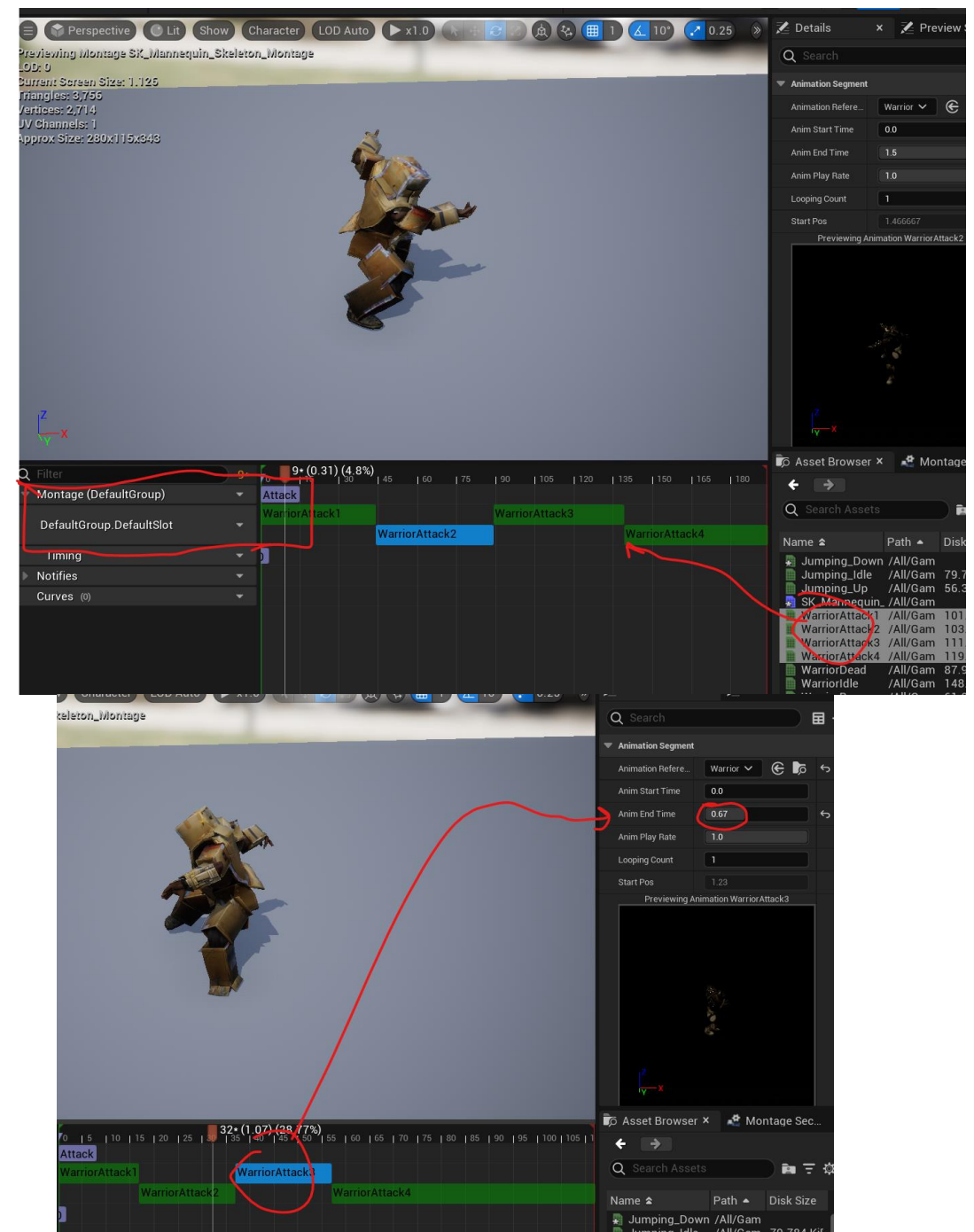
몽타주는 섹션을 단위로
애니메이션을 관리

기본으로 Default 섹션이 있음

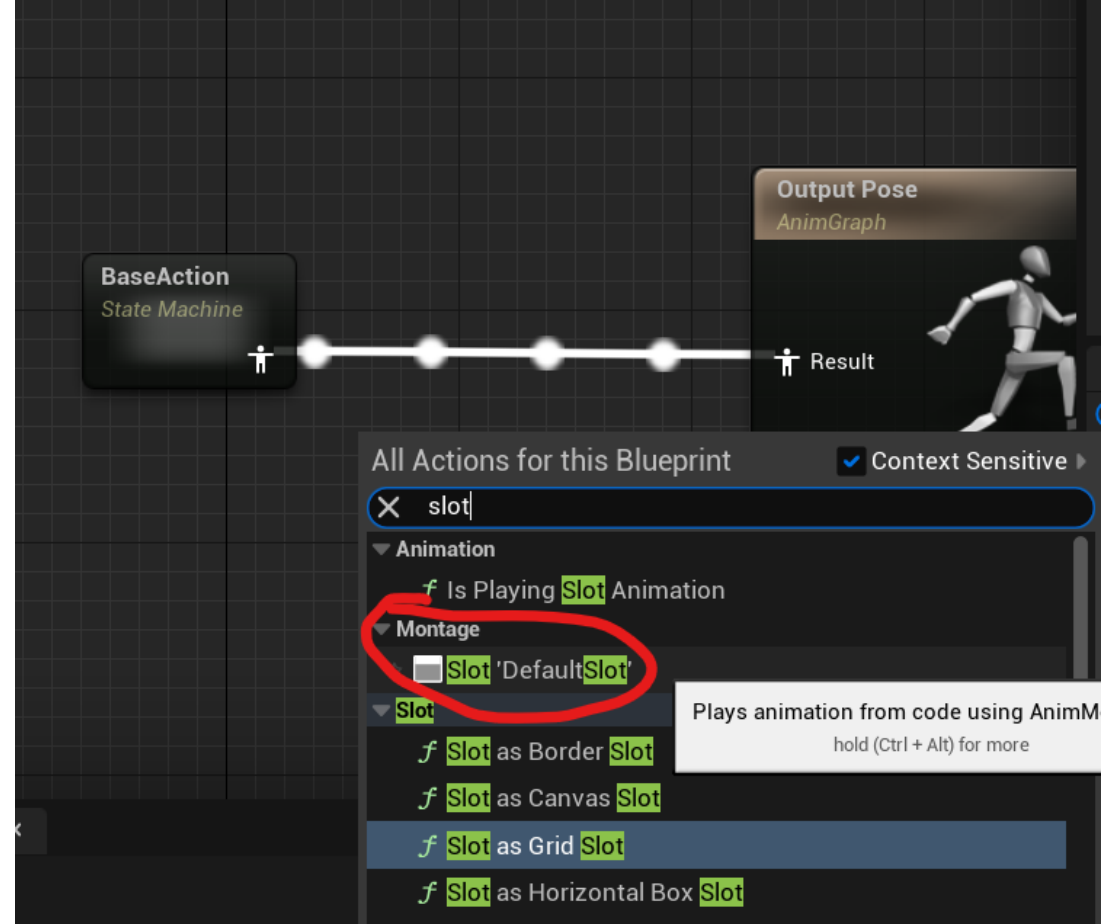
Default를 Attack으로 변경

Attack 애니메이션을 드래그

애니메이션 End time 수정하여 간격 조절

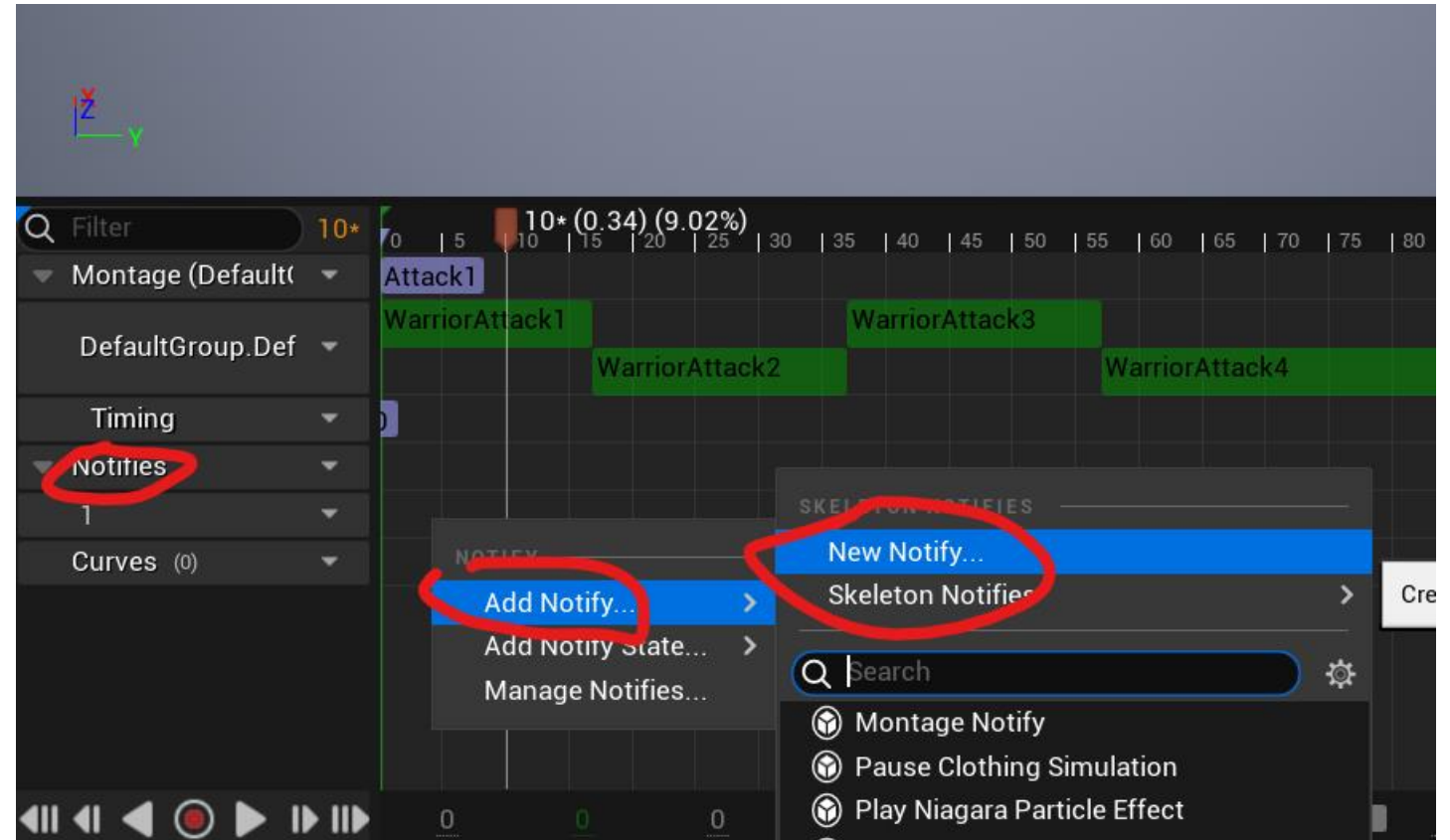
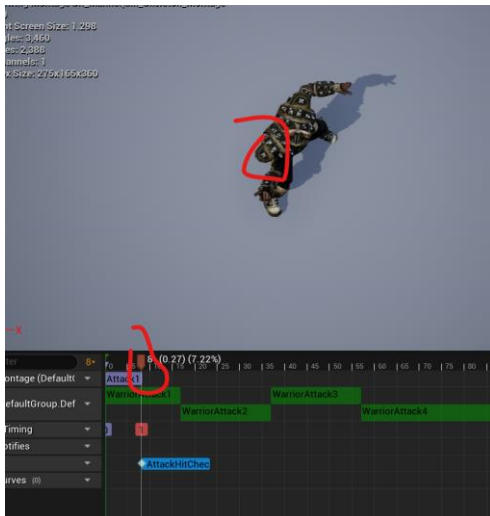


몽타주를 위한 슬롯 생성



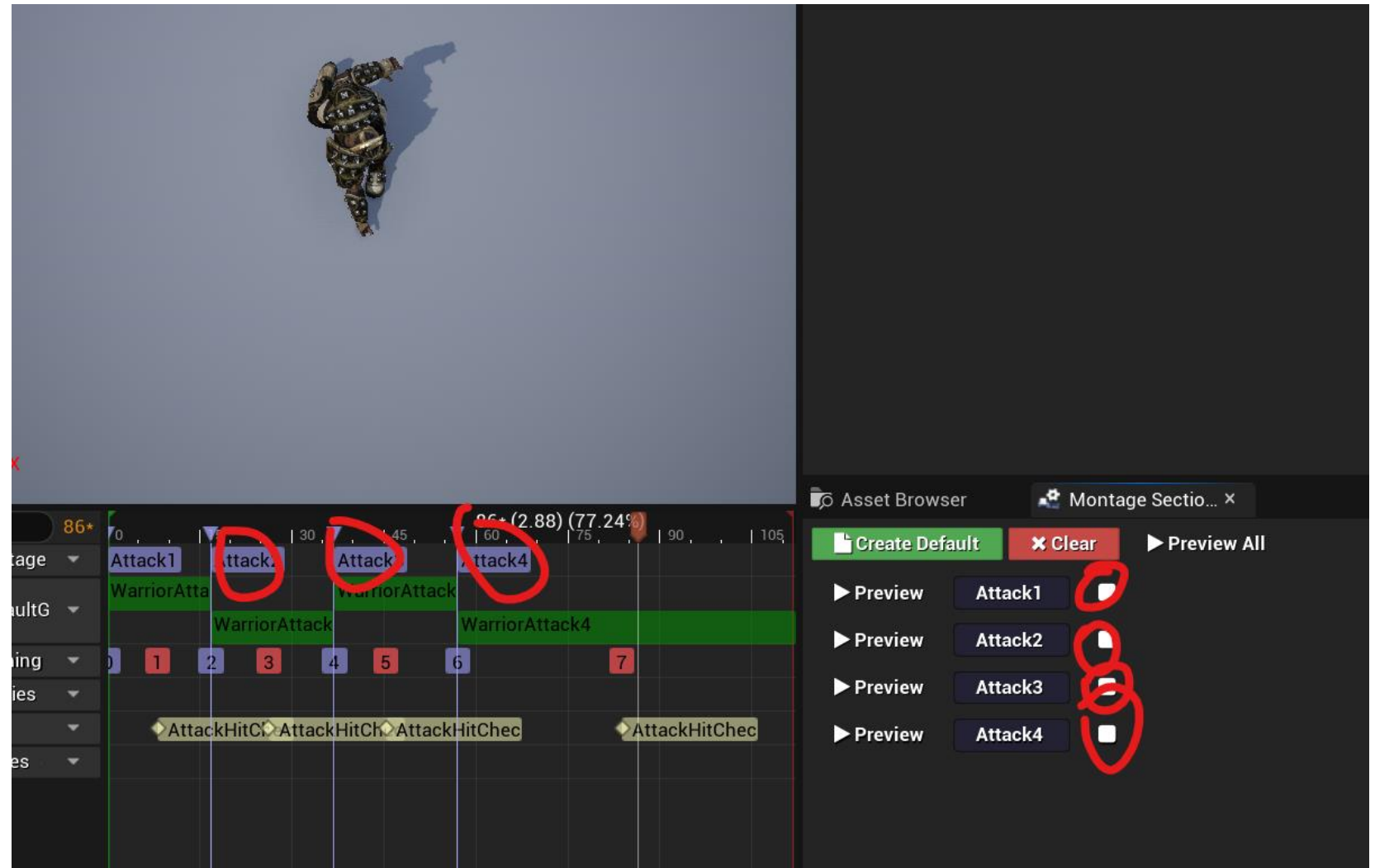
노티파이 추가

공격 모션에서
팔이 나가는 부분에 노티파이 추가
(AttackHitCheck)



섹션 추가

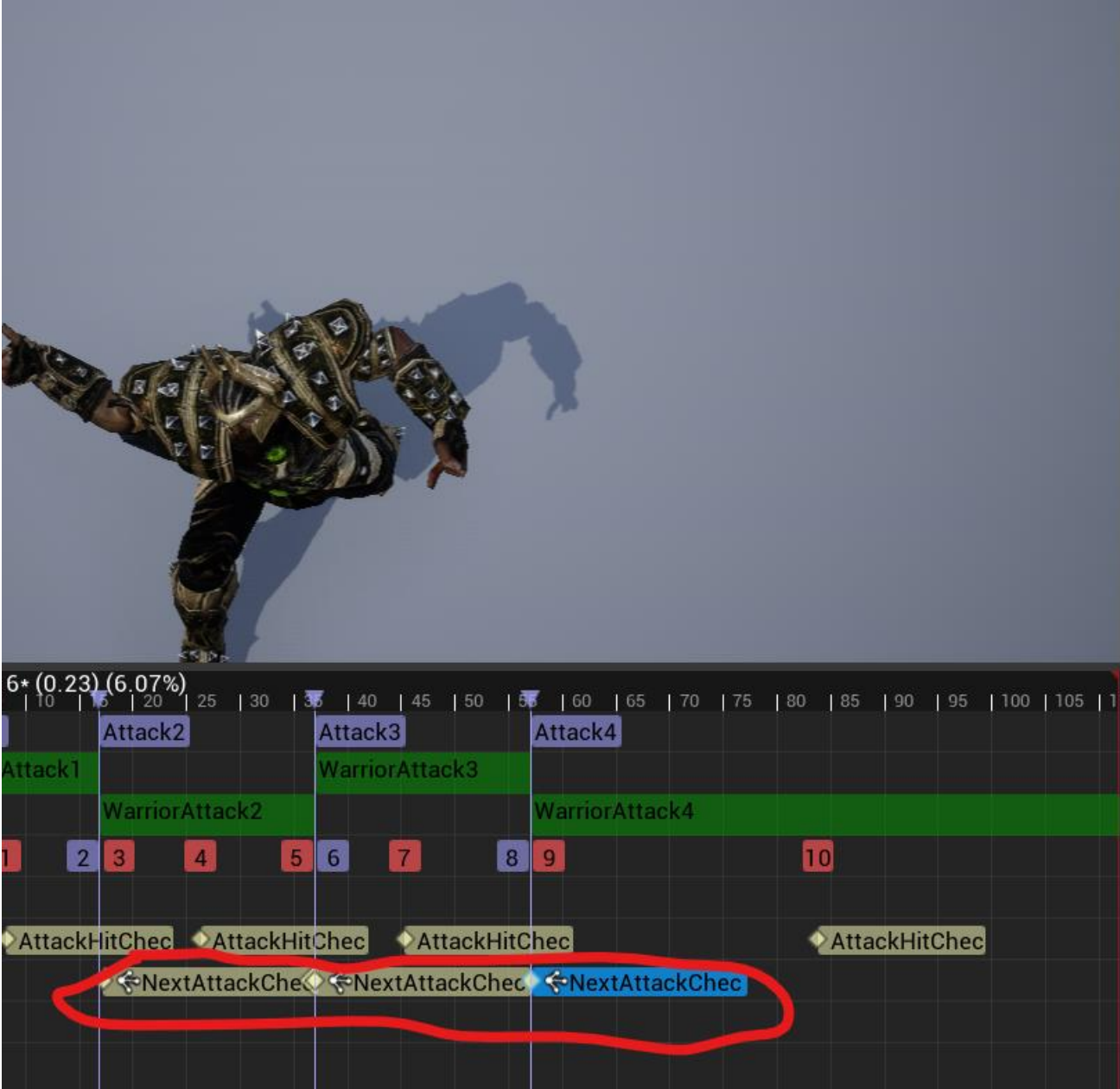
섹션 추가 및
링크 제거하여
독립적으로 설정



콤보를 위한 noti파이 추가

틱타입 변경

- Branching Point
(해당 프레임에
즉각적으로 반응하는
방식)



The screenshot displays the Unreal Engine Montage Editor interface. The top section shows a 3D view of a character in a dynamic pose. The bottom section is a timeline editor with a grid showing various events and their durations. A red circle highlights the 'NextAttackChec' events in the timeline.

Timeline Events:

- Attack1 (0.23) (6.07%)
- Attack2
- Attack3
- Attack4
- WarriorAttack2
- WarriorAttack3
- WarriorAttack4
- AttackHitChec
- NextAttackChec

Right Panel Settings:

- Trigger on Follower: ☐
- Notify Filter Type: No Filtering
- Category:
- Event:
- Trigger Weight: 0.00001
- Montage Tick T...: Branching Point
- Link Method: Absolute
- Linked Sequence: WarriorAtt...

Bottom Panel:

- Asset Browser: Montage Sect...
- Create Default
- Clear
- Preview Attack1
- Preview Attack2
- Preview Attack3
- Preview Attack4