Modular Skeletal Mesh

This document the modularity of the skeletal mesh in order to equip armor such as: chest, arms, legs, and head equipment’s. To do so we use the *set master pose component*. To be exact we have the torso as our master bone component and the rest as the children.A screen shot of a computer

Description automatically generated

To change equipment we swap out the skeletal mesh for a different oneA screenshot of a cell phone

Description automatically generated