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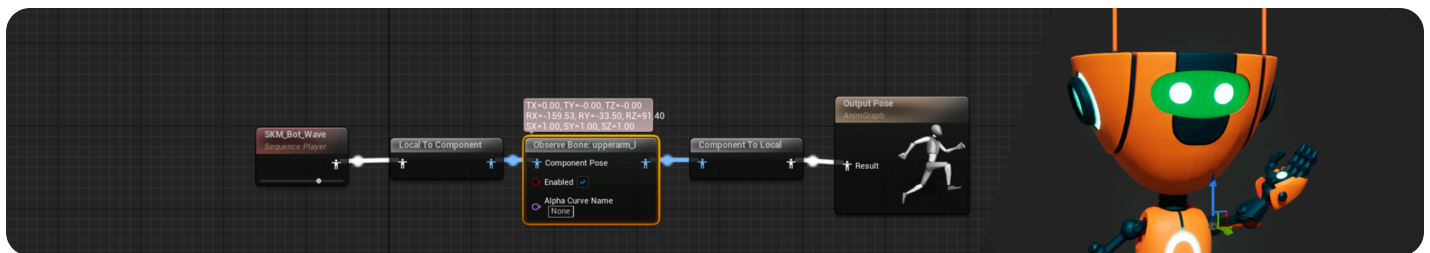
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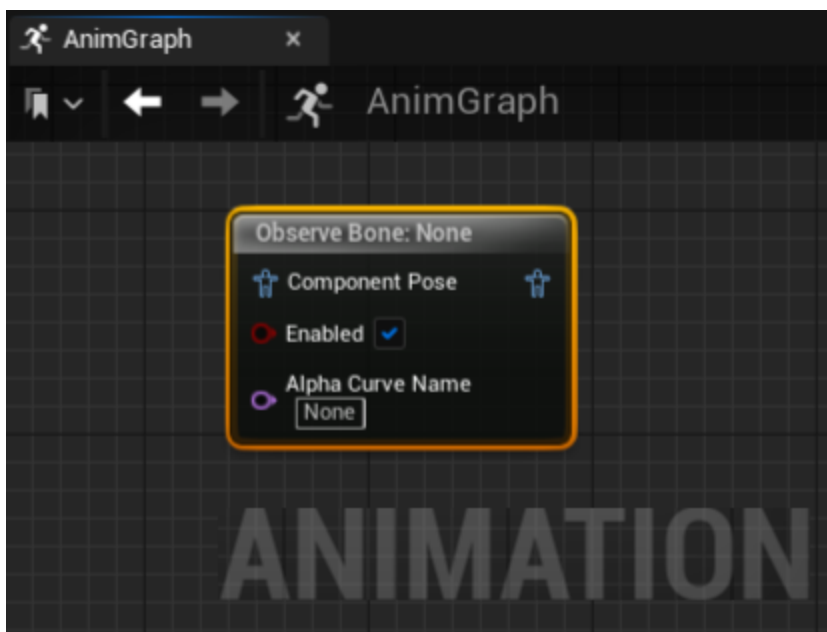
/ Observe Bone

Observe Bone

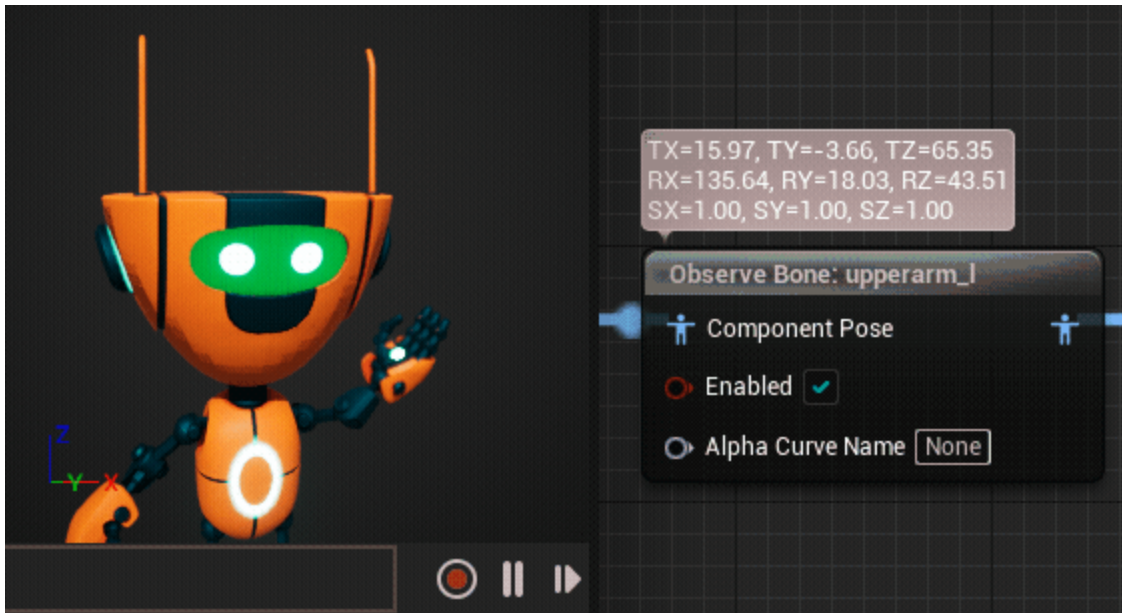
Describes how you can debug a specified Bone with the Observe Bone node.



With the **Observe Bone** [Animation Blueprint](#) node, you can watch a selected bone's translation rotation and scale motion for debug purposes.



Here a character's `upperarm_1` is being observed during an animation.



The node will display debug data in the **AnimGraph** with the coordinates of the **Bone to Observe**'s motion. Each line of the debug data displays an element of motion data on each axis.

For example:

- **TX** represents Translation on the X axis.
- **RY** represents Rotation on the Y axis.
- **SZ** represents Scale on the Z axis.

Property Reference

Here you can reference the Observe Bone properties accessible in the node's **Details** panel.

Property	Description
Bone to Observe	Here you can define a bone from the character's skeleton to track position and motion data.
Display Space	<p>Here you can select what space the Bone to Observe motion is calculated.</p> <ul style="list-style-type: none"> • World Space: observes the absolute position of the Bone to Observe* in world space. • Component Space: observes the position of the Bone to Observe within the Skeletal Mesh's reference frame.

Property	Description
	<ul style="list-style-type: none"> • Parent Bone Space: observes the position of the Bone to Observe relative to the parent bone. • Bone Space: observes the position of the Bone to Observe within its own reference frame.
Relative to Ref Pose	When enabled this property will track the position and motion data of the Bone to Observe relevant to the Skeletal Mesh 's reference pose, based on the space defined in the Display Space property.