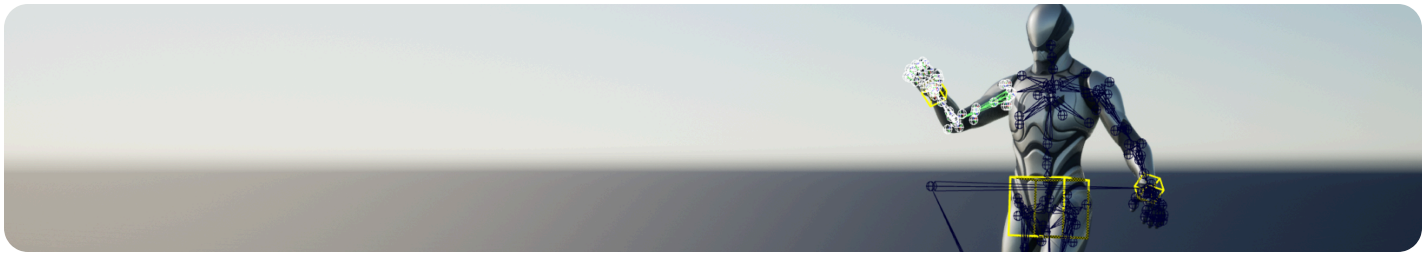
IK Rig

Retarget and procedurally adjust animations using IK Rig and Retargeting tools.



The **IK Rig** system provides a method of interactively creating **Solvers** that perform pose editing for your skeletal meshes. The resulting IK Rig Asset can then be embedded into any animation systems, such as Animation Blueprints to dynamically modify the pose-based solver parameters.

Additionally, the **IK Retargeting** system can be used to transfer animations between characters of varying proportions, either at runtime or for offline creation of new animation sequences.

This page contains links to documentation covering Unreal Engine's **IK Rig** and **Retargeting** tools, and real-world examples of their workflows.

IK Rig

IK Rigs are the primary Assets you will be using when using the IK Rig system. These pages describe its usage and primary features.

IK Rig Editor

Create your custom IK Rig using goals, solvers, and settings.

Solvers

Use Solvers to create different kinds of IK Rig setups.

Using Python with IK Rigs

Use Python scripting to create and edit IK Rigs to automate workflows.

Retargeting

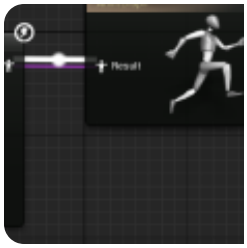
IK Rigs can also be used as a platform to quickly retarget animations between different skeletons. This page describe this retargeting process using **IK Rigs** and the **IK Retargeter**.

IK Rig Retargeting

Share and transfer animation between characters of any size using IK Rigs and IK Retargeting.

Animation Blueprint Authoring

IK Rigs can be utilized in **Animation Blueprints** to procedurally adjust animations for better alignment. This page describes the features of using **IK Rig** in **Animation Blueprints**.



IK Rig in Animation Blueprints

Use IK Rig in Animation Blueprints to create procedural IK adjustment of your character in gameplay.