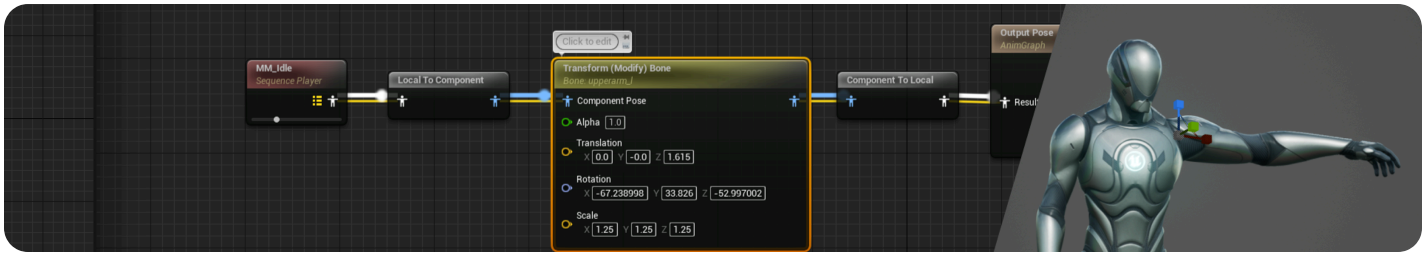
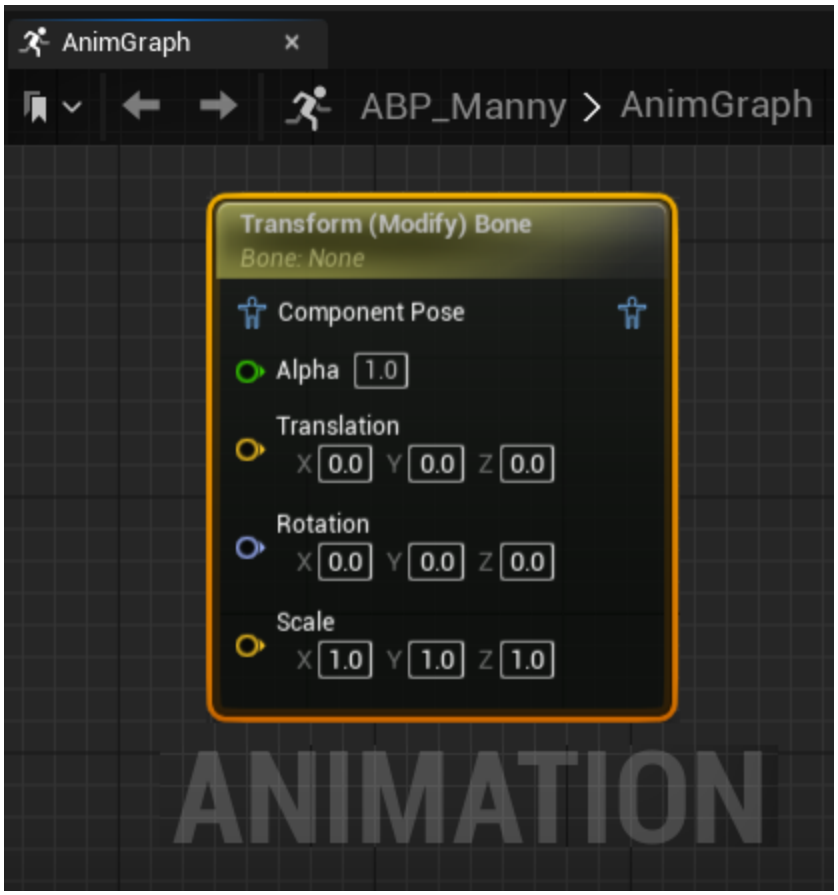
Transform Bone

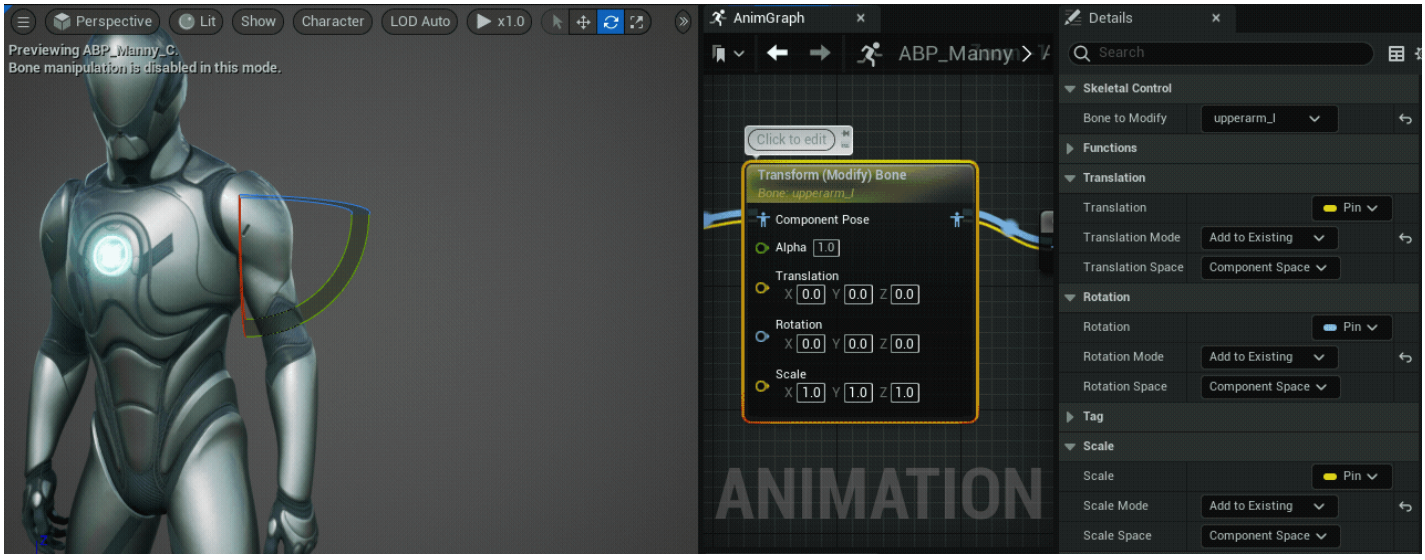
Describes the Transform (Modify) Bone skeletal control node which can be used to modify the transform of a specified bone.



You can use the **Transform (Modify) Bone** Animation Blueprint node to transform (**Translation**, **Rotation**, and **Scale**) a specified bone.

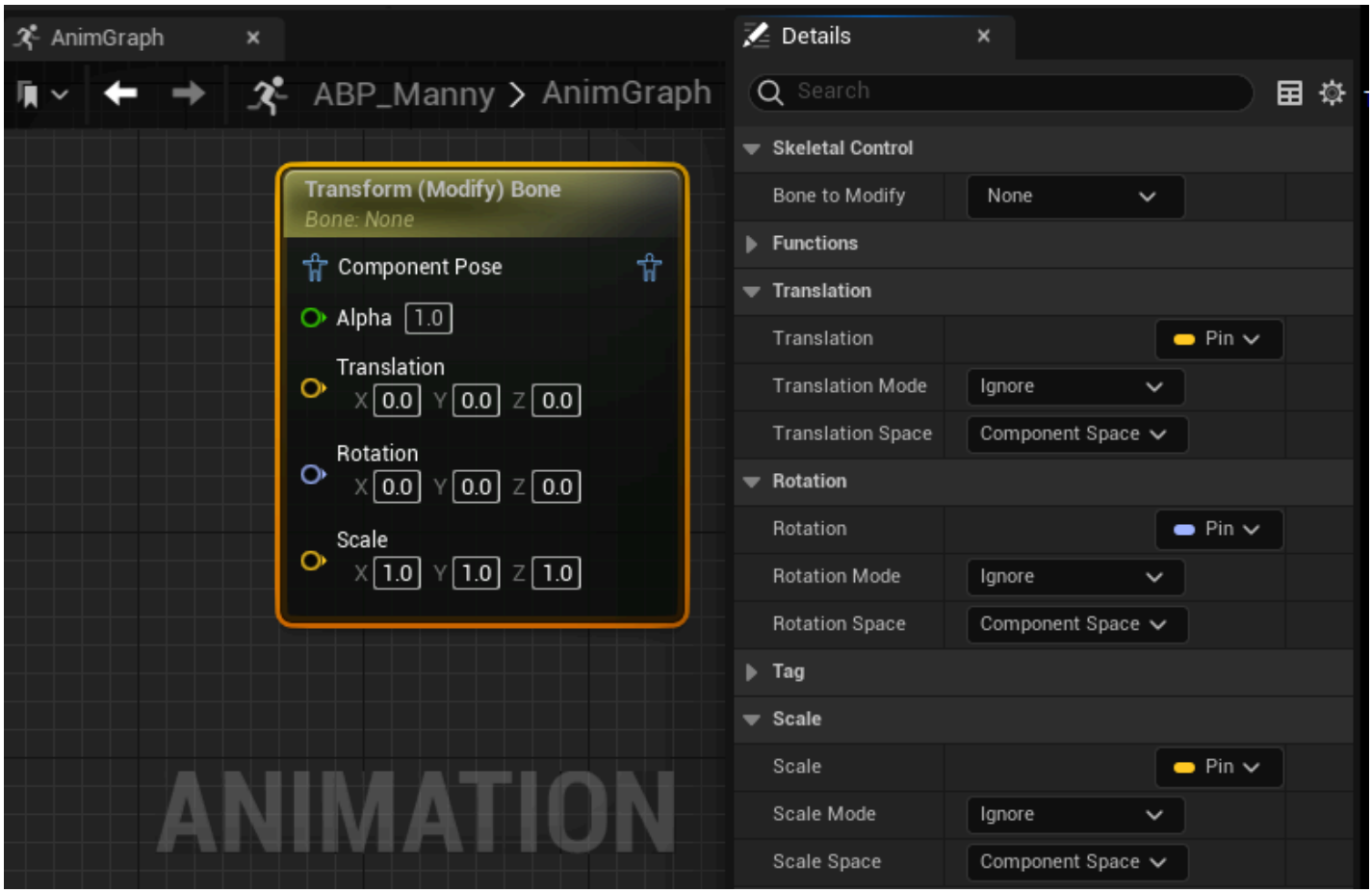


After selecting a bone to control with the **Bone to Modify** property, you can select the kind of transform mode within the **Translation**, **Rotation**, and **Scale** property sections. Here the character's `upperarm_l` has been selected and additive transforms are being made using the controller in the viewport.



The Transform Bone node operates within **Component Space**, so a space conversion will need to occur to implement the node within your character's Animation Blueprint.

Property Reference



Here you can reference a list of the Transform Bone node's properties.

Property	Description
Bone To Modify	Select a bone from the character's skeleton to control with the Transform Bone node.
Translation	Control the **translation** of the selected bone. By default the translation coordinates are controllable in the AnimGraph. With the **Translation Mode** property you can set the node to **Ignore** the modifications made by the node, retaining any existing translation on the bone, **Replace Existing** to replace any translation on the bone with the translation the node is performing, and **Add to Existing** which will add the Transform Bone's translation to any existing Translation on the bone. You can also set the **Translation Space** of the node to control the space the translation is applied. You can set the following options:

Property	Description
	• **World Space**: Applies the translation based on the absolute position in world space. • **Component Space**: Applies the translation based on the bones position in relation to the Skeletal Mesh's reference frame. • **Parent Bone Space**: Applies the translation based on the bones position in relation to its parent bone. • **Bone Space**: Applies the translation based on the bone's own reference frame.
Rotation	Control the **rotation** of the selected bone. By default the rotation coordinates are controllable in the AnimGraph. With the **Rotation Mode** property you can set the node to **Ignore** the modifications made by the node, retaining any existing rotation on the bone, **Replace Existing** to replace any rotation on the bone with the rotation the node is performing, and **Add to Existing** which will add the Transform Bone's rotation to any existing rotation on the bone. You can also set the **Rotation Space** of the node to control the space the rotation is applied. You can set the following options: • **World Space**: Applies the rotation based on the absolute position in world space. • **Component Space**: Applies the rotation based on the bones position in relation to the Skeletal Mesh's reference frame. • **Parent Bone Space**: Applies the rotation based on the bones position in relation to its parent bone. • **Bone Space**: Applies the rotation based on the bone's own reference frame.
Scale	Control the scale of the selected bone. By default the scale coordinates are controllable in the AnimGraph. With the **Scale Mode** property you can set the node to **Ignore** the modifications made by the node, retaining any existing scale on the bone, **Replace Existing** to replace any scale on the bone with the scale the node is performing, and **Add to Existing** which will add the Transform Bone's scale to any existing scale on the bone.

Property	Description
	You can also set the **Scale Space** of the node to control the space the scale is applied. You can set the following options: • **World Space**: Applies the scale based on the absolute position in world space. • **Component Space**: Applies the scale based on the bones position in relation to the Skeletal Mesh's reference frame. • **Parent Bone Space**: Applies the scale based on the bones position in relation to its parent bone. • **Bone Space**: Applies the scale based on the bone's own reference frame.