Unreal Mannequin Workflow

Completed 2024-04-02

Tested Unreal version 5.3.2

Open your unreal engine project.

A screenshot of a video game

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Go to content browser.

Go to Content-Characters-Mannequins-Meshes, and select the SK-Mannequins

A screenshot of a computer

Description automatically generated

Drag the downloaded file into Unreal Engine.

A screenshot of a computer

Description automatically generated

Make sure the SK\_Mannequin is selected.

Download a motion from Studio Galt Github, and find a motion you wish to download.

I recommend the mannequin line.

A screenshot of a computer

Description automatically generated

Then Drag the downloaded file into unreal. Ensure Sk\_Mannequin is selected as the skeleton. Then click select all.

A screenshot of a computer

Description automatically generated

Drag the created animation into your project.

You are now done.

Two robots standing on a tile floor

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