



IMPORTING ANIMATIONS:

- Import "KayKitAnimated Character_v1.x.fbx". Set 'Import Unofrm Scale' to 100. and Turn on 'Import Animations'. ✓
- Create new **blueprint class** (or use ThirdPersonCharacter template) and add a new **SkeletalMeshComponent** to it. Set the Skeletal Mesh to the KayKitAnimatedCharacter
- Create 6 new **StaticMeshComponent**'s and drag them under the newly created **SkeletalMeshComponent**. Name them Head, Body, ArmLeft, ArmRight, HandSlotLeft and HandSlotRight.
- In the details panel of the new StaticMeshComponent set their **Parent Socket to the corresponding KayKit socket/bone** (Head to Head, Body to Body, ArmLeft to Armleft etc.)
- Your character is now ready to have animations applied to, these will be found where you imported the "KayKitAnimated Character_v1.x.fbx" in the first step.

USING OTHER KAYKIT CHARACTERS:

- Import KayKit character of choice as a **Static Mesh**. Set 'Import Unofrm Scale' to 100.
- In your character blueprint class you can now assign the parts of the character to the StaticMeshComponent's you made earlier, i.e. Character's Head goes into the Head Component etc.

Weapons/Shields/Accesories go into the 'HandSlotLeft' and 'HandSlotRight'

Huge thanks to @LUCASTUCIOUS on Twitter for helping out creating this Unreal guide!