# Class 6

# Character Animation:

Open your epic game launcher and go to Market place and inside the search product search Animation Starter Pack and then add this starter pack into your project.

Graphical user interface, website

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Graphical user interface, application

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Then your starter pack start downloading and before you need to add this into your project.

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You will see your downloading start from here.

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Then open your project where you added this starter pack then you will see the folder inside your unreal engine project.

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Ones it’s done then let’s move towards the Animation Starter Pack and open any animation inside that you will see something Like that

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Show case is the level where all the animations are present.

A screenshot of a video game

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Inside engine, before we divine into character animation, I want to say that first we need to design the game level then inside that level we need to define the character and we can define various character and then we need to put animations on that character and sometime there is a case that more than one animation we applied on a same character.

## Controls

Click on to the setting and then click on the project setting

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Then inside the Engine you will find an input option there.

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Action Mapping: It is used if you want to perform certain type of actions on it like left right jump.

Axis Mapping: It is something which is related towards change in the axis coordinates. X, y and z direction.

Pitch: up and down motion or you can say vertical motion.

Yaw: left and right or you can say horizontal motion.

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We need to bind the keys with the actions.

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Right Click and then select the **blueprint class** and if you see that the character blueprint is the class which fulfill our requirements so click on the character.

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Now if you can see you have three different options are there one is the view port, other is the construction script and then the event graph.

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Then you can click on the mesh and then click on the skeleton mesh.

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Change the direction of the character towards the arrow and then move the character in the vertical direction.

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Now if you want to explore from where the color on the character is assigned then you will observe that it comes from this body color tag and you can change the color of the mannequin.

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You can click on the lag configuration and attached the spring arm which introduces a lag feature to the character and then you attach a camera to it.

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Now again right click and then select the game mode base.

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Then inside the default pawn class you need to pass the reference of the character which you created.

Now it’s time to switch the default game mode of the unreal engine to the one which we created which is the **game mode base**.

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Click on windows and then click on world setting.

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Then you can select the game mode which you have been created.

Now Let’s create event for the character.

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Get all the event which we created earlier inside the setting and then project setting and then define our own inputs. As we are inside the event that’s why we need to select the event.

Graphical user interface

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And also, let’s write the blueprints for that

A screenshot of a video game

Description automatically generated

Now If you play and then you see there is no animation is performing so how we can do that let’s see.

In order to create the animation which we used first we need to create the blend space.