Inspiration: https://www.youtube.com/watch?v=Wnnp8rh20R8

Retargeting

Why do we even need to perform the steps outlined herein?

- A-Pose vs. T-Pose
- Root (UE4) and Rootless (Mixamo) models and animation corruption because of these differences

Prerequisites

- Blender (used v2.90.1)
- Unreal Engine 4 (used v.4.25.3)
- Rigify Addon for Blender (free)

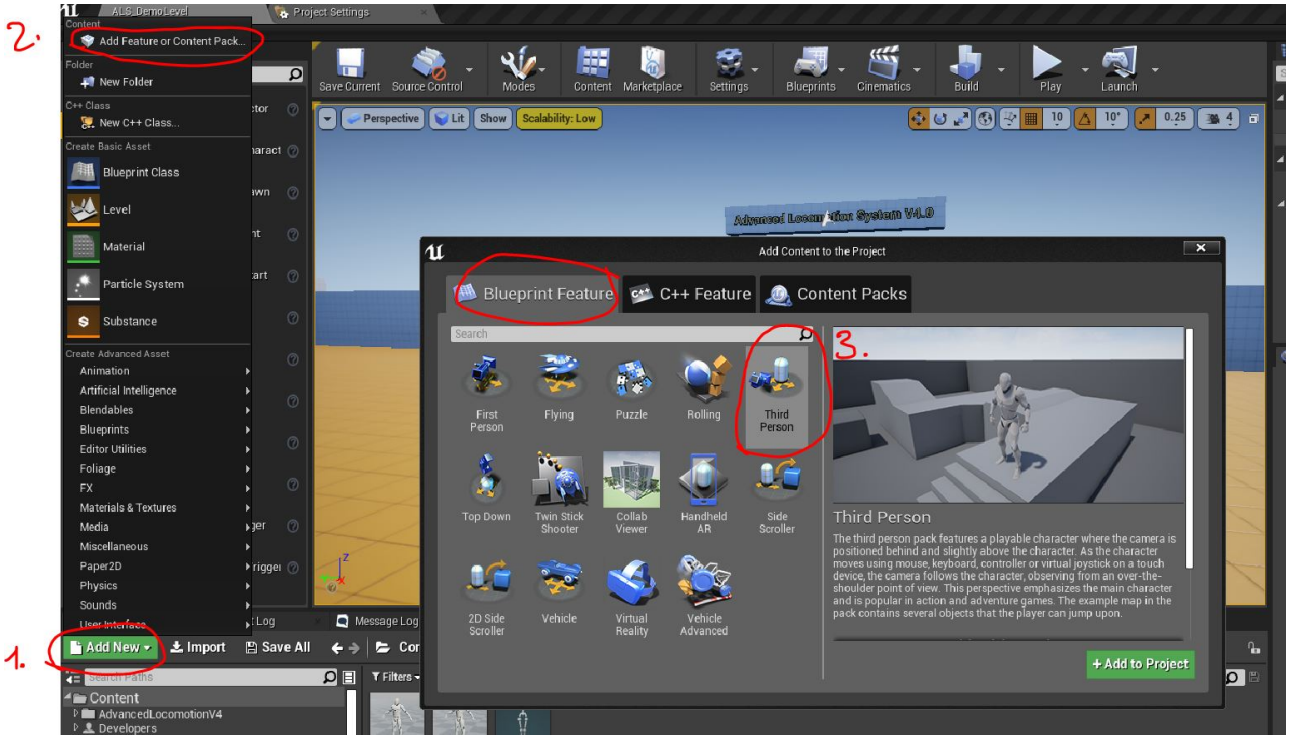
Required Steps

- [ ] Import UE4 Mannequin

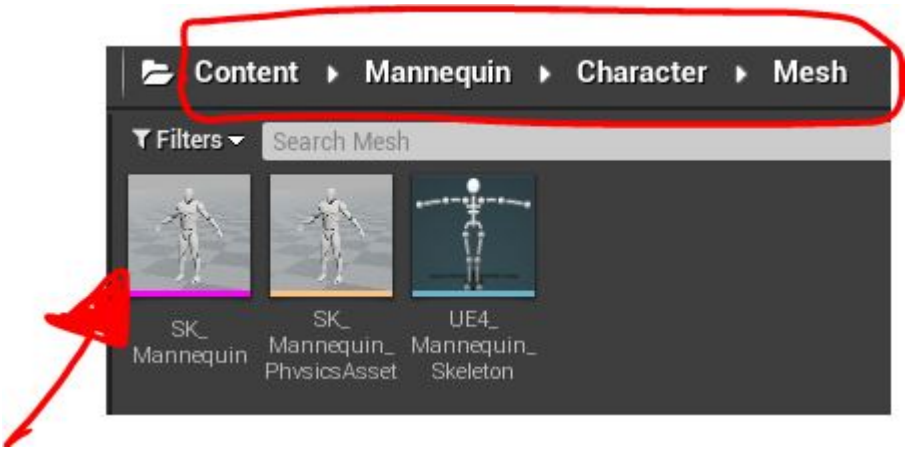
Setup

Export UE4 Mannequin as FBX

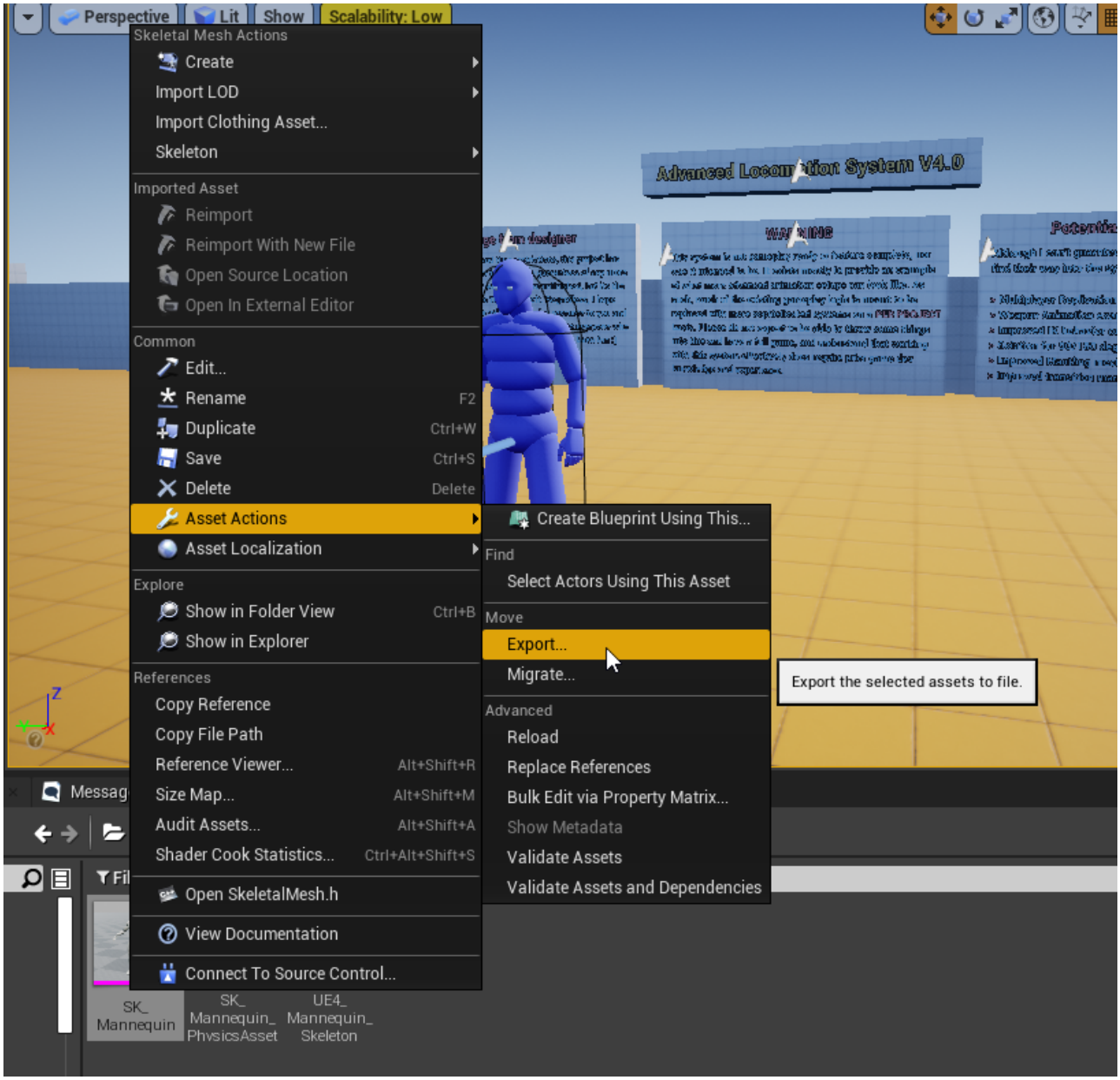
1. Inside UE4 add the *Third Person* Blueprint Feature to your project



2. Open the *SK_Mannequin* Skeletal Mesh

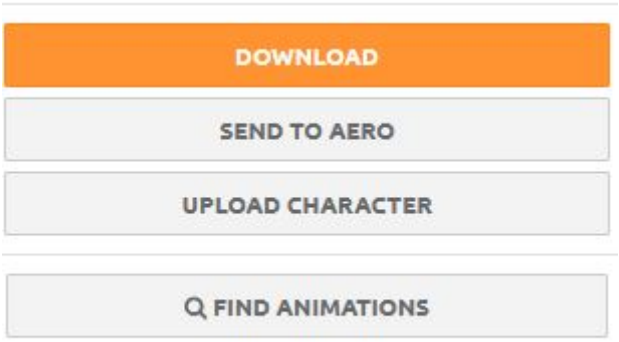


3. Export Asset

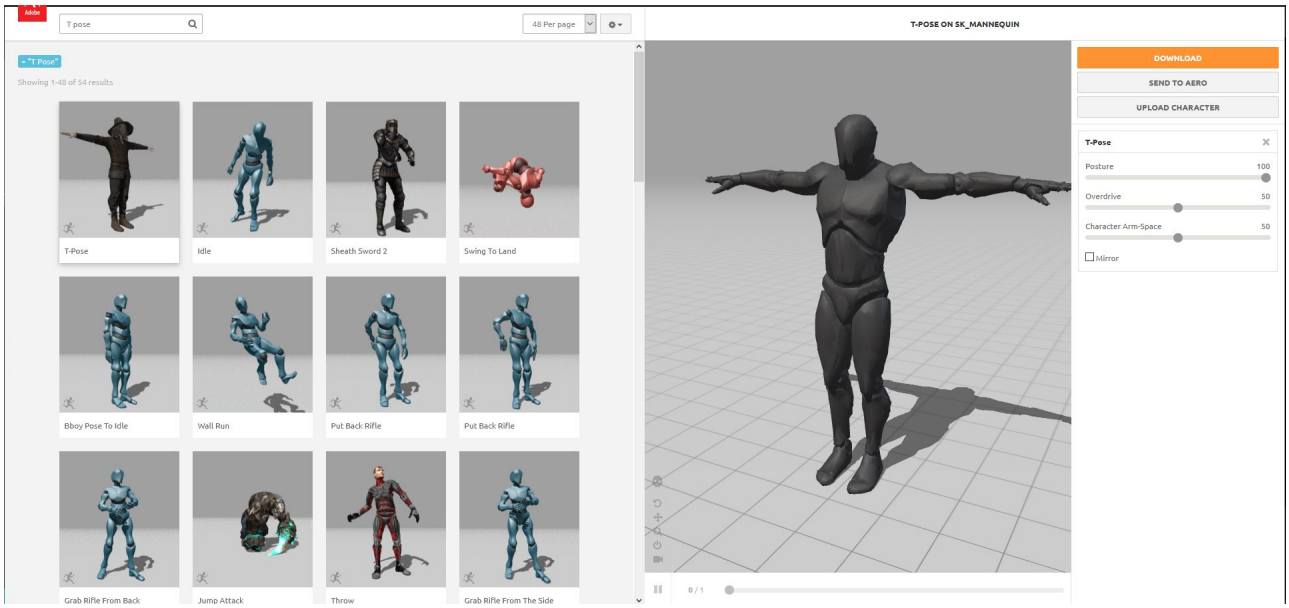


Export UE4 Mannequin to mixamo.com and import with T-Pose

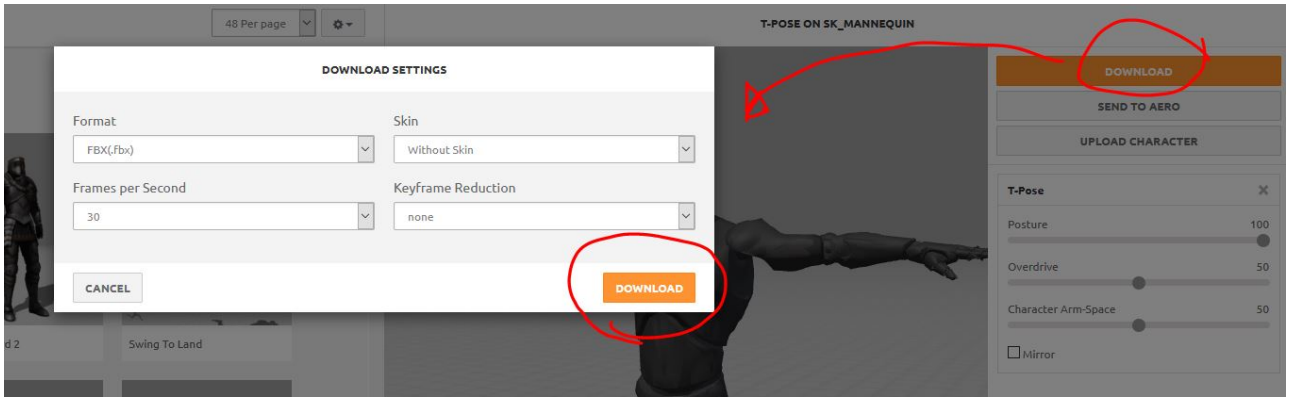
1. Open www.mixamo.com



2. Upload the exported UE4 Mannequin
3. Search for and select the *T-Pose* animation on mixamo.com

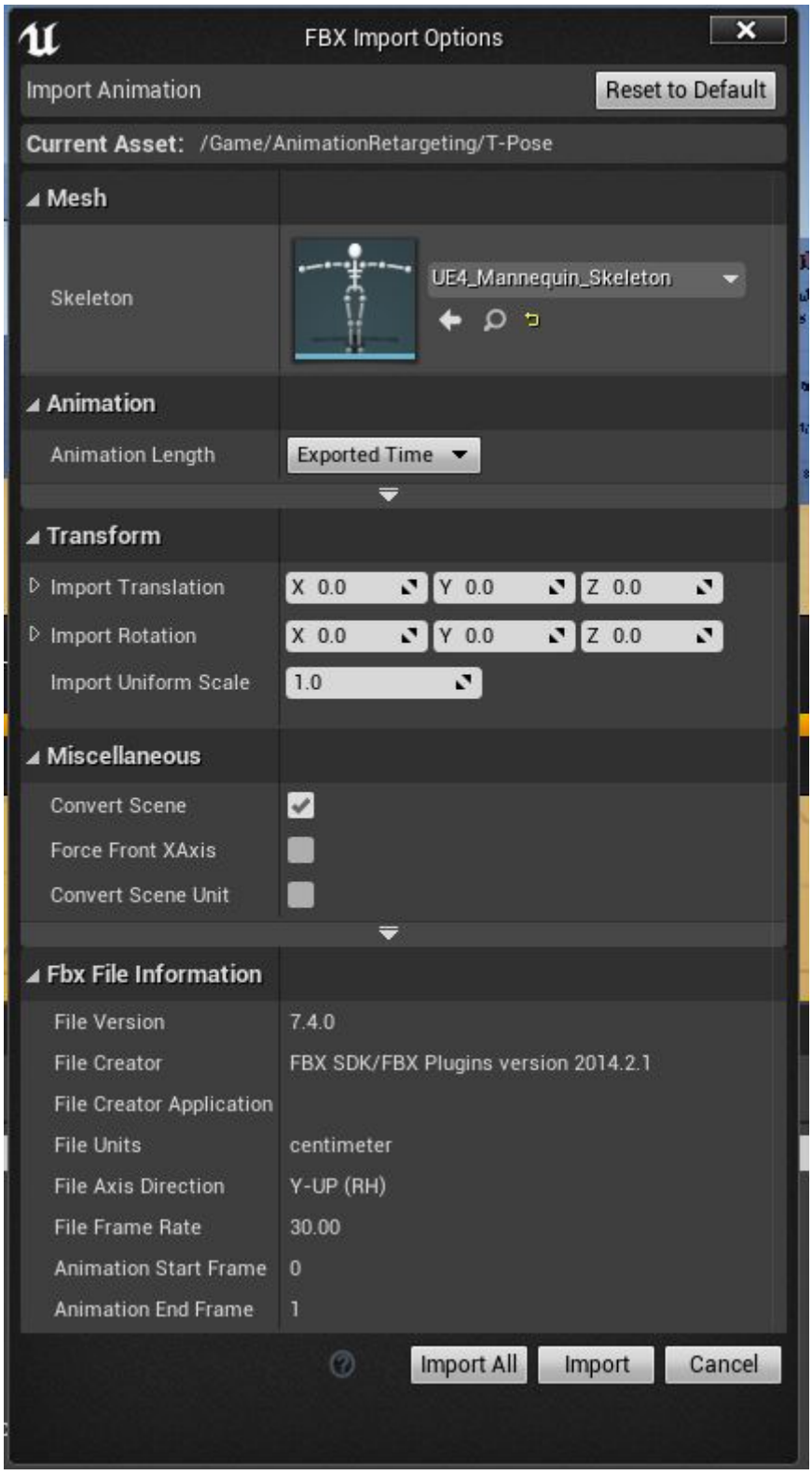


4. Download the animation with the following *DOWNLOAD SETTINGS*



Apply T-Pose to UE4 Mannequin

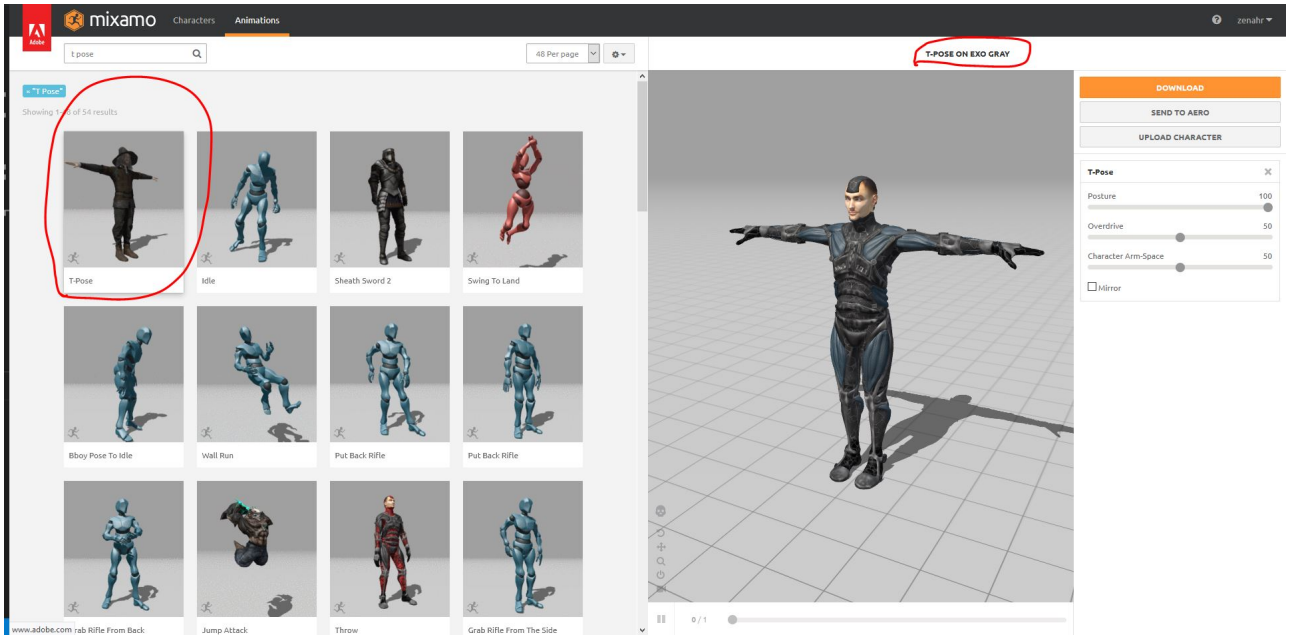
1. Import *T-Pose.fbx* into UE4



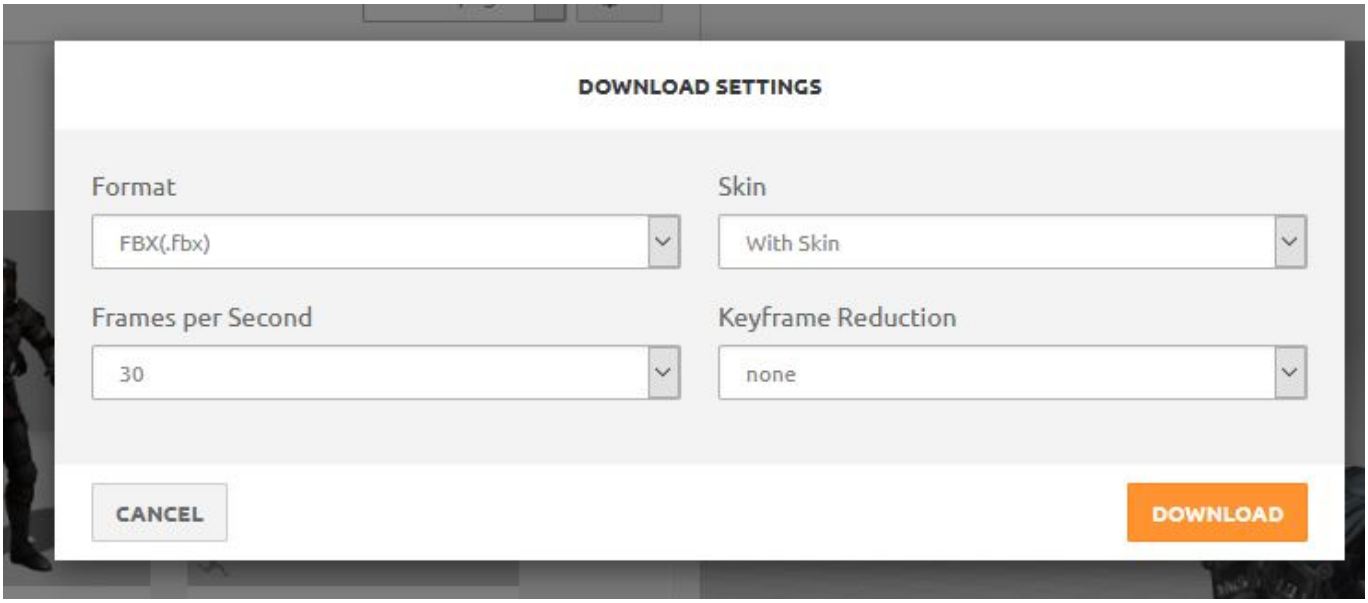
Your preview should then look something like this (open the imported file inside UE4):

Download Character from mixamo.com

1. Choose *EXO GRAY* as the character (you may want to refresh mixamo.com to minimize bugs)
2. Download the character with the *T-Pose* animation



and these *DOWNLOAD SETTINGS*:



The rest...

Create a folder called *converted* (a subfolder is required by *rigify*) Right now my folder looks like this:

converted	21/11/2020 11:46 PM	File folder	
Exo-Gray-In-T-Pose.fbx	21/11/2020 11:46 PM	3D Object	29,717 KB
SK_Mannequin.FBX	21/11/2020 11:17 PM	3D Object	1,543 KB
T-Pose.fbx	21/11/2020 11:29 PM	3D Object	179 KB