Unreal® Live Link for Autodesk® Maya®

Win64, English

Autodesk, Inc.
The plug-in lets you stream data from Maya to Unreal in real time, allowing you to work on character assets in Maya while seeing a preview of your work inside Unreal as you make changes.

General Usage Instructions

The Unreal Live Link plug-in makes it possible to stream animation data from Maya to Unreal in real time. Whether you're working between the two tools in a virtual production environment or building your next game, you can now work on character assets in Maya and see previews of your work reflected immediately in Unreal, as you make changes.

Features Include:

- A simplified installation experience allows you to get up-and-running in a matter of minutes.
- The new streamlined interface lets you easily define and manage which Maya assets will be streamed to Unreal.
- Joint hierarchy transforms can be connected, allowing for character to character animation streaming.
- BlendShapes are supported, enabling you to make changes to characters such as facial expressions and lip syncing, and see them in-context in Unreal.
- Camera attributes including transforms, angle of view, focal length, film gate, camera aperture, film aspect ratio, depth of field, focus distance, and fStop are supported.
- Lighting adjustments including color, intensity, cone angle, and penumbra angle are supported.
- Scene timecode is streamed to Unreal as metadata, allowing play head synchronization between Maya and Unreal.
- Back version support enables the plug-in to be used with Maya 2018 through Maya 2022.

For more details on how to connect Maya to Unreal, see [Connecting Unreal Engine 4 to Maya with Live Link](#) or [How to use Unreal® Live Link for Autodesk® Maya® plug-in](#)

Installation/Uninstallation

To install:

- Execute the .msi installer file and follow the instructions

To uninstall:

- From the Windows Start menu, open the Control Panel and select Uninstall a Program to display a list of installed applications
- Search for Unreal Live Link for Autodesk Maya
- Click Uninstall

Known Issues

- After the plug-in is uninstalled, some files might be left behind at the install location

About This Version

Version 1.0.0

Compatible with Autodesk® Maya® 2018, 2019, 2020 and 2022

Compatible with Unreal® Engine version 4.27