Unreal Test

03 February 2025

* Attempt to import Mali character and posing in Unreal Engine
* Few crashes on the first import but resolved without any issues right after
* Posing working as well
* Attempt on importing Mali animations
* Deformed mesh animation issue on import
* Solution: Separate the export to have mesh and motion (not both at the same time) : (<https://www.youtube.com/watch?v=ju6Z8Z8-LSw>) (<https://www.youtube.com/watch?v=S_Hd4QTcGa4&t=8s>)

4 February 2025

* Imported Dumebi character in Unreal successfully
* Research on animation/mocap tools
* So far, not many tools compatible with the pipeline and models
* Cascadeur and Motion Live seems like a solid alternative

5 February 2025

* Cascadeur tests with Mali:

(https://www.youtube.com/watch?v=10XV2Wvqu\_o&t)

* Struggles with enabling mocap motion for the model
* Need to rig the model again in order to use Cascadeur
* Unable to export motion without upgrading to Pro version
* Trying to test Motion Live