Unreal engine - Kai Locomotion System v5.3

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Unreal Engine

Unreal engine - Kai Locomotion System v5.3:

Introducing a Custom Character Movement Component tailored to offer predictively replicated movement speeds and a bespoke rotation system utilizing specific KLS animations. This CMC lays the groundwork for forthcoming movement modes, such as physics-based sliding and Zelda climbing.

We employ Linked Animation Layers to seamlessly transition between locomotion and masking, ensuring fluidity in character animation.

Our Plug and Play Animation Blueprint supports three distinct gaits and various transition types, providing versatility and ease of use.

- Plug and Play Animation Blueprint
- Implemented in C++
- Foot Lock Transition Control Rig
- Animation Modifiers for automated placement of foot sync markers
- Skeleton-Agnostic Layered Blend Bone Animation Node with new Blend Profiles
- Innovative Per Body Part Mask animation node, condensing masking into a single animation node. This feature allows for the addition of multiple body parts and utilizes animation curves or variable inputs to drive weights, all defined by Blend Profiles.
- Template Animation Blueprint, adaptable to any skeleton and readily customizable for specific needs.

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