软件　　编程　　设计　　标签墙　　帮助　　　　　　　sear

Unreal Engine - Animation Retarget Toolkit v5.2

2025-02-10 16:51:48　　label 我要反馈　　下载页面

去下载

标签

3D-Models　　Unreal Engine

平面设计
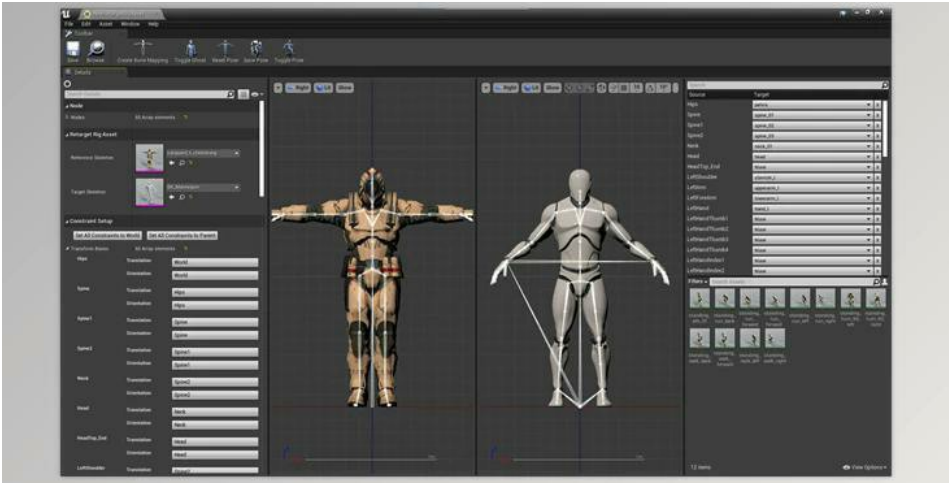
Unreal Engine - Animation Retarget Toolkit: Introducing an Animation Retargeting Toolkit designed to simplify the process of retargeting animations between different skeletons. This toolkit addresses common challenges encountered during animation retargeting, offering a streamlined and intuitive solution.

Code Modules:

- Persona
- EditorWidgets
- EditorStyle
- CommonMenuExtensions
- SkeletonEditor
- PinnedCommandList
- AnimGraph
- AdvancedPreviewScene

- Editable Rig Config Asset: The rig config asset is fully editable, allowing users to create it directly from the source skeleton.
- Automatic Rig Config Setup: There's no need to manually set rig config for the source skeleton. The toolkit automatically generates and sets the rig config based on the source skeleton.
- Ghost Pose Option: With the ghost pose option, users can visualize the skeleton pose while retargeting, eliminating the need to guess the pose.
- Clear Modify Pose Functionality: Modify pose functionality is enhanced with clear toolbar menus, providing a more intuitive experience.
- Single Window Retargeting: All retargeting processes are consolidated into a single window, eliminating the need to navigate between multiple interfaces.
6. Easy Bone Mapping: Bone mapping is simplified with visual aids, allowing users to easily assign bones by clicking on bone visuals.

产品数量
已有 42647个

付费会员
已有 1676位

价值评估
商业价值约 ￥6635.87万元

下载数量
已下载 222908次