Unreal Engine Masters Class Series 3

Product Name:	Unreal Engine Masters Class Series 3
Product ID:	89102
Published Artist(s):	DarkEdgeDesign
Created By:	N/A
Release Date:	2023-02-22

Product Information

- Required Products: *None*

Unreal Engine MasterClass 3

(made in Unreal 5.0)

This is a four-part series using Daz Studio and Unreal Engine together in the character creation and development process. Some of the topics covered in the series as a whole include: Daz to Unreal plugin, Morphs, Groom Hair, Metahuman, Pawn and Actor Blueprints, Repairing Basic Foot IKs, Control Rigs, Creating IK Rigs and IK Re-Targeters, Animations, Lighting, and Best Importing Options. Each part of the series builds upon the last, so as we get more comfortable with the Unreal Engine, we go deeper and deeper into character development.

There is a free 25-minute video sample available for you here:Free Video MasterClass Series 3 carries on the comprehensive knowledge learned about character development inside of Unreal from Classes 1 and 2. We will need animations to apply to our figures, so in this class, we will be creating IK Rigs and Retargeters for Mixamo, UE4, and UE5 mannequins. During such, we also learn how to limit joint movement and rotations so our animations reflect how a body naturally moves.

This is another deep dive into Unreal and learning about:

Understanding IK rigs and IK Re-Targeters

What are they and what do they do?

In what order are they created?

The steps to take within each process

Creating IK Rigs From Scratch:

Create IK Rig within Unreal

Mapping bone setup

Creating Full Body IK

Adjusting IK joints for proper movement and limits

Using hotkeys

Creating IK Re-Targeters From Scratch:

Create IK Re-targeter within Unreal

What and how many?

Adjusting initial IK pose

Using our new re-targeters

Buying an Animation Using a Non-Unreal Skeleton:

What do I do now?

Knowledge is power

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a Package Qualifier, which is used as a key to indicate something about the contents of that package.

- 1 Core

[ ] = Optional, depending on target application(s)

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Additional Details

Below is a list of files provided by the Unreal Engine Masters Class Series 3 product.

Core

Unreal Engine Masters Class Series 3

- **Content :**
    - /General/DarkEdgeDesign/Unreal Engine MasterClass Series 3/Unreal MasterClass 3_1.mp4
    - /General/DarkEdgeDesign/Unreal Engine MasterClass Series 3/Unreal MasterClass 3_2.mp4
    - /General/DarkEdgeDesign/Unreal Engine MasterClass Series 3/Unreal MasterClass 3_3.mp4
    - /General/DarkEdgeDesign/Unreal Engine MasterClass Series 3/Unreal MasterClass 3_4.mp4

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for technical support questions or concerns.

From:

http://docs.daz3d.com/ - **Documentation Center**

Permanent link:

http://docs.daz3d.com/doku.php/public/read_me/index/89102/start

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