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Please visit the [UE dedicated Youtube Channel](#) for video previews catalog of our dance animations.

Hello!

This is the special edition of animations, which are fine-tuned for UE avatars skeletons and their proportions. The animations are tested and ready to use for all base types of the UE avatars.

Inside of each animation product bundle you will find 5 appropriate files:

- Xxx_dance__UE5_Manny
- Xxx_dance__UE5_Quinn
- Xxx_dance__UE4_Mannequin
- Xxx_dance__MetaHuman_Fem_med_nrw*
- Xxx_dance__MetaHuman_Male_med_nrw*

[info] the 'uasset' files version: UE 5.4.2

** Important notice:*

Please note, that **MetaHuman** animations include only versions of proportion for Normal Medium sized avatars (example: Ada, Taro – skeletons prefix ‘_med_nrw’). If you use avatars of different skeleton sizes/proportions, you will require to make Retarget procedure to another skeleton (else you will find an effect of slightly feet sliding. It can be almost invisible by eye, but please be aware of that)



I. The Demo Scene (.uasset project) *(for UE Marketplace product delivery).*

The demo scene project contains implementation for 3 types of default UE avatars: UE5 Manny-Quinn and UE4 Mannequin.



The MetaHumans animation files are stored in the folder 'MH' and not involved into the Demo scene. For applying the animations to Metahumans avatars, please follow the instructions of the **p.II.3.**

II. Manual copying UASSET files *(for non-UE marketplaces packs).*

Implementation instruction:

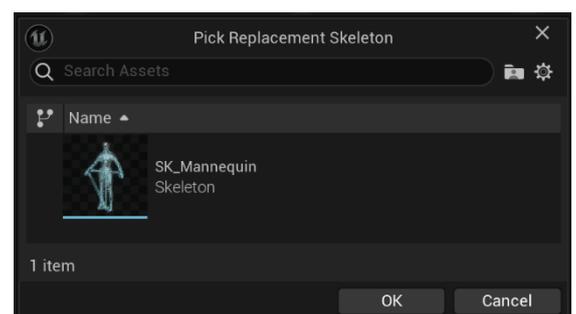
1. Preparation. You should have the Target characters being already installed in your project (*Manny - Queen default UE characters, or correct MetaHumans, or UE4-Mannequin Dummy*) -- **before** copying this Uassets set (for correct skeleton structures recognition by UE while new files importing).
2. Copy the appropriate 'Uasset' files into your project folder (in Windows Explorer, if you perform manual installation (don't Drag-n-Drop inside UE Content Browser)).
3. After the copied Uasset files appear in UE Content Browser window – double Click on an Uasset file (for example, '...MANNY'), and Say YES in appeared Message window:



In the next appeared window Choose the appropriate skeleton unit, according to the naming of the Uasset file (*you will see the required character icon*):

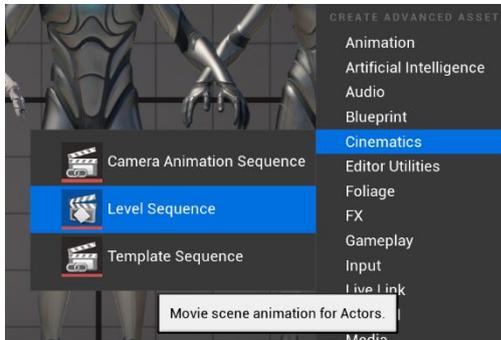
- for UE5 Manny and Queen - this is **SK_Mannequin**;
- for Metahumans – is **metahuman_base_skel**;
- for UE4 Mannyquin – **SK_Mannequin_Skeleton**.

4. Then, you can double Click on the Uasset file and watch the animation playing in Asset Editor Window. (You might need to change Preview Mesh appearance in the window, to switch the correct character playing).



To preview animations inside the Unreal Editor:

- for UE4 and UE5 base avatars – just double click on to animation file and you will see it playing in opened Asset Editor window.
- for MetaHumans you might need to use The Level Sequencer to play these complex BluePrint assembled characters.



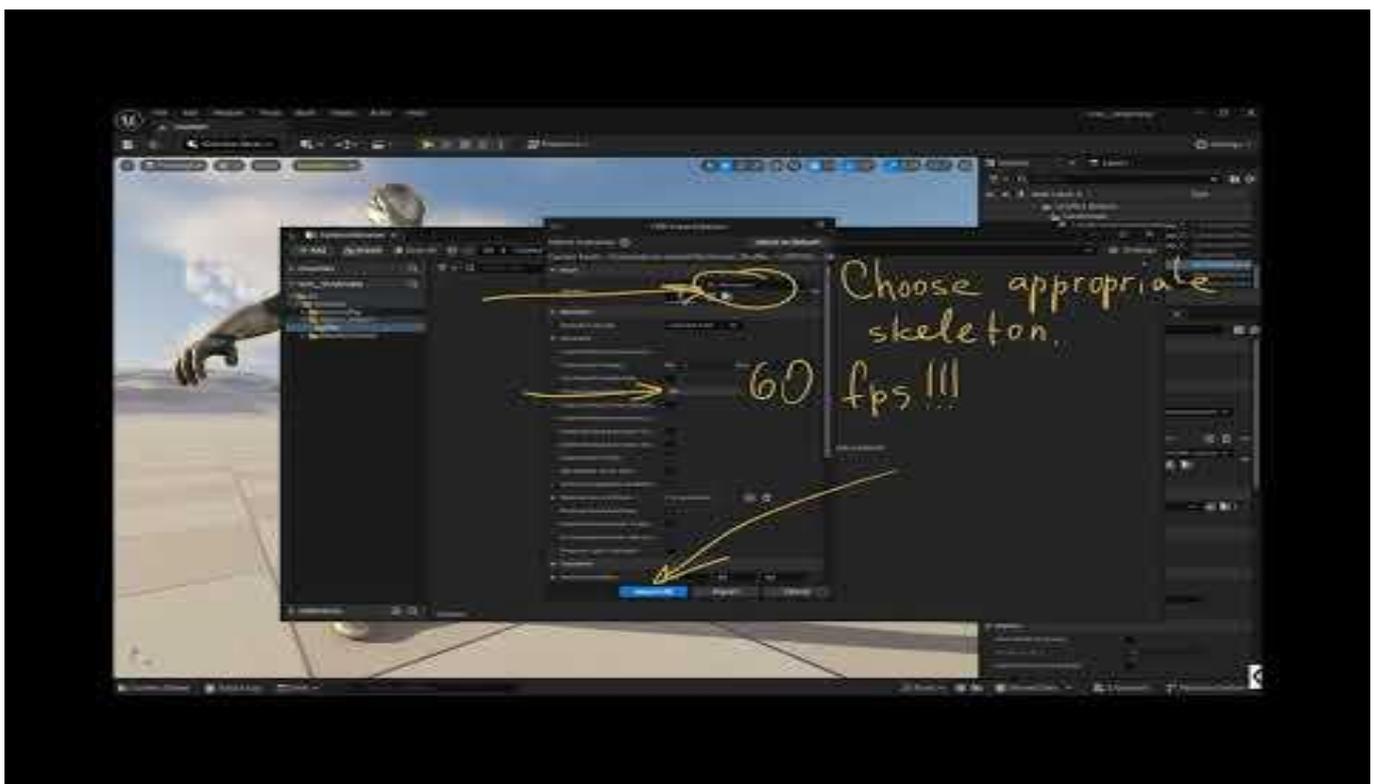
Other technical information:

- animations keys are baked to the skeleton's bones hierarchy at 60 fps

II. FBX files import

For a cases if you use UE of earlier versions than v5.4 of our Uasset files, and can't read animations, we deliver 2 versions of FBX source importing files – for UE4 Mannequin and for UE5 MANNY (*Quinn shares the same skeleton with Manny – 'SK_Mannequin', but changed proportions inside UE, so you'll need to retarget animation to Quinn after it has being imported on Manny*)

For importing routine instruction – go there: <https://youtu.be/z-tj7L5fpPs>



Thank you!

Please, feel free to contact us for animation-related questions:

Discord contact: mocapdancer_tm

Email: info@mocap-dancer.com

Also, kindly send us your links to examples of the animations implementation, if you like it and willing to share. We would be happy to see that.