

iClone export to UE

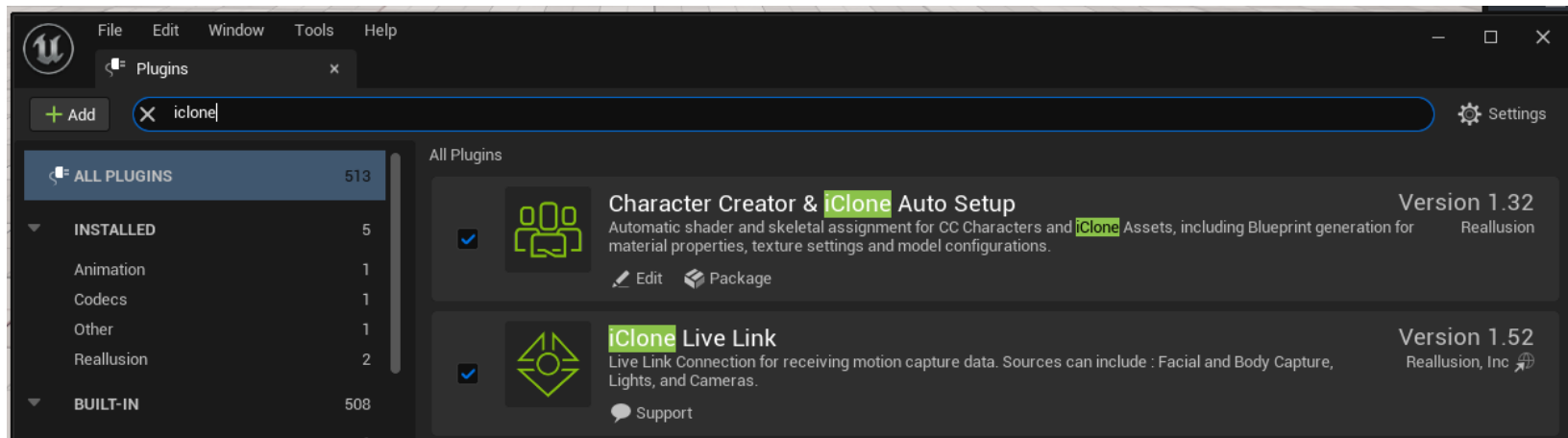
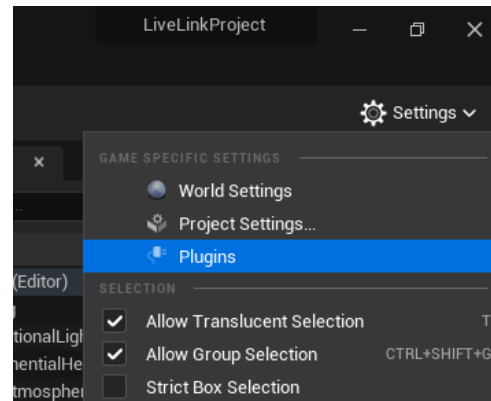
Export FBX, import mesh then animation

Today

- Confirm auto-config is set up in Unreal Engine
- Export character with still frame, embed textures
- Export character with animation
- Import the character into UE with autoconfig
- Import the character with animation without mesh, and auto-config turned off

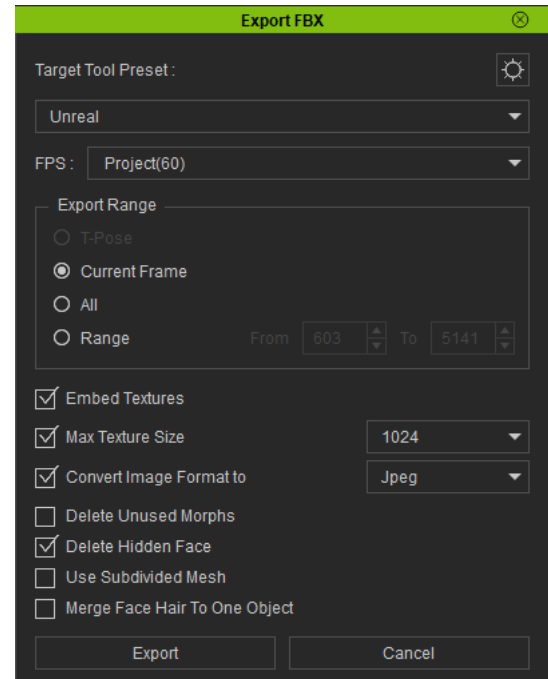
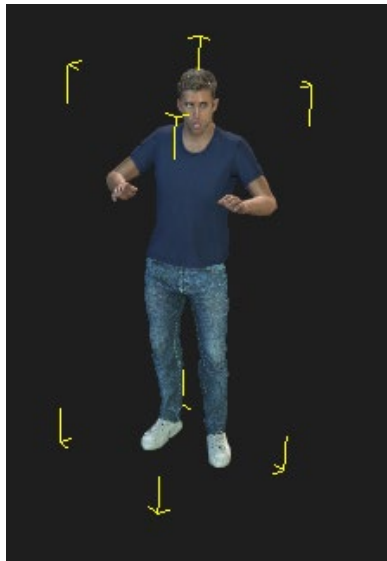
1. Confirm Auto -Config Plugin is set up

- Remember this is installed via the Reallusion Hub link; copy 5.2 folder contents into your project folder
- This will set up the materials for your character automatically



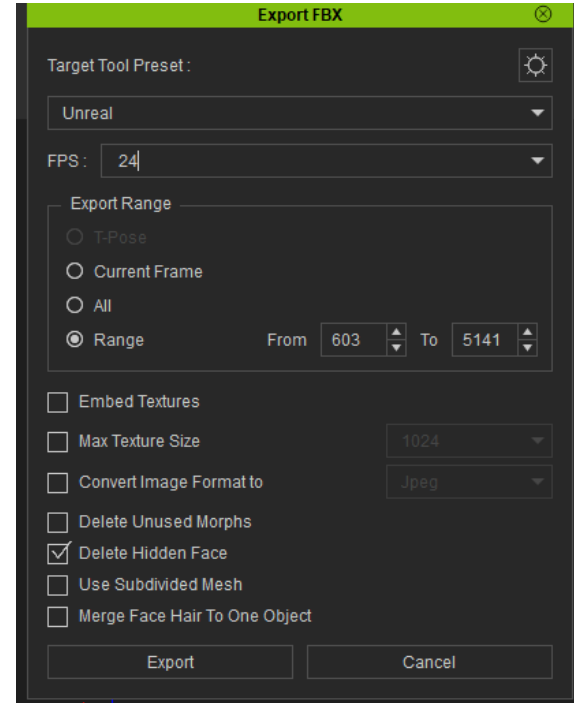
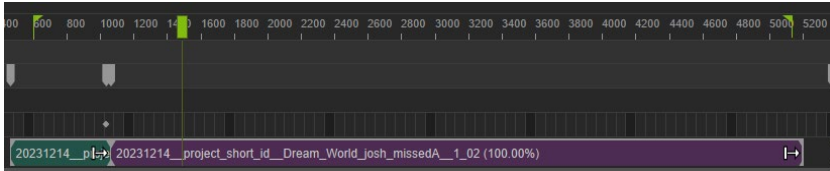
2. Export Character without Animation

- Select your character in iClone
- Go to “Export” → “Export FBX”, and export with these default settings; call it something like “Character.fbx”



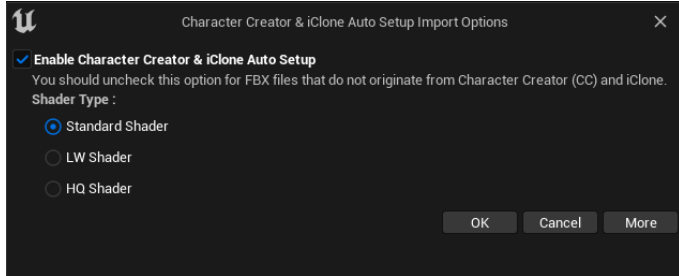
3. Export Animation

- Make sure the correct character is selected
- Confirm the play boundary markers are correct for the start and end of your animation
- Go to “Export” → “Export FBX”, and export with these settings.
- Select “Range”, which should be location of start and end markers
- For now, we can speed up import and reduce size by exporting at 24 fps



4. Import Still

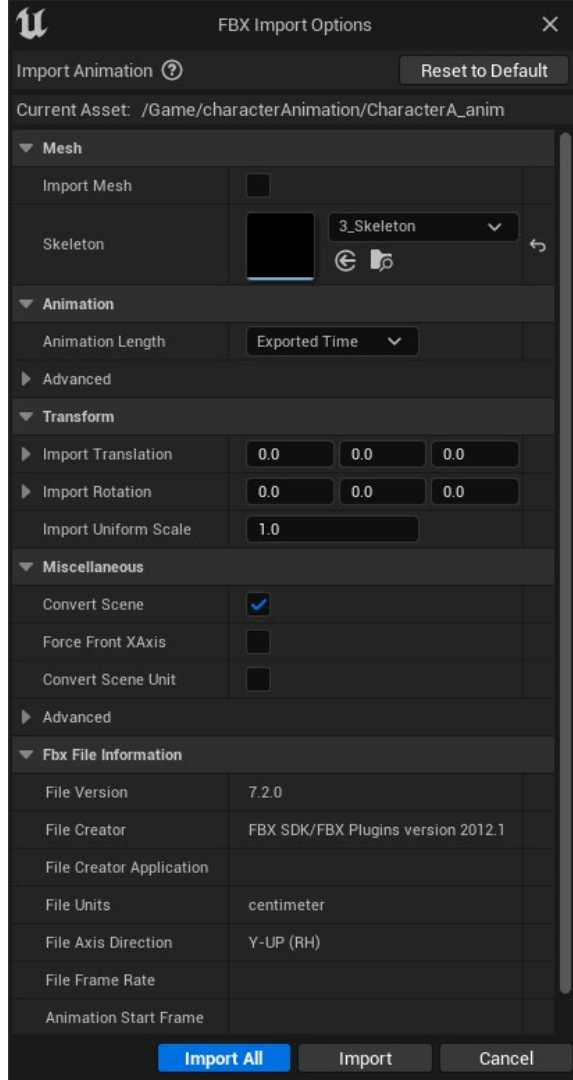
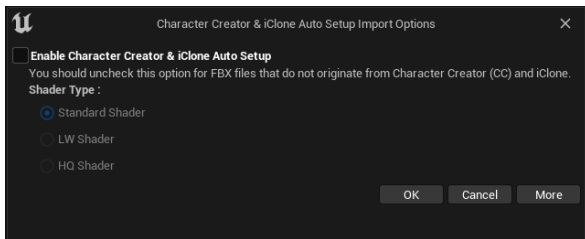
- Enable iClone Auto Setup
- Uncheck “Import Animation”
- Don’t select a skeleton



5. Import Animation

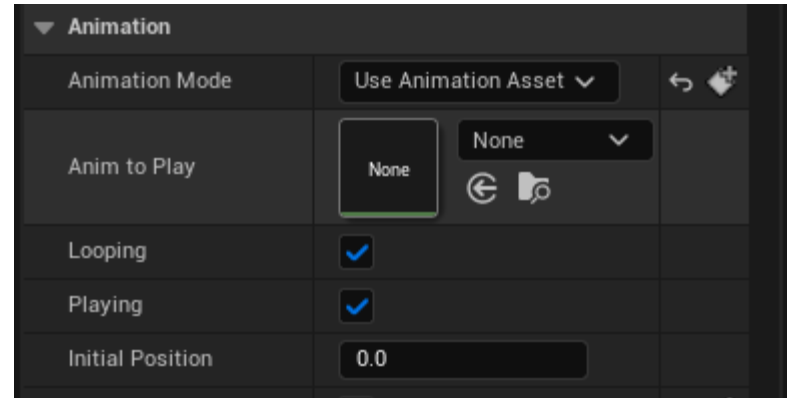
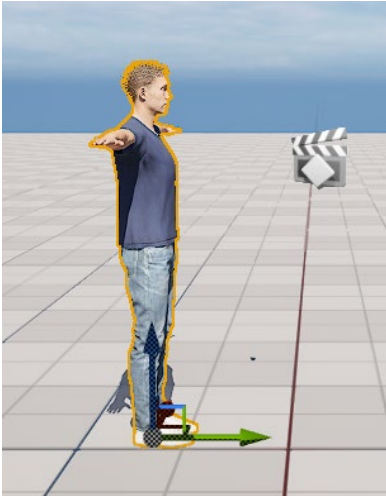
- Disable iClone Auto Setup
- Uncheck “Import Mesh”
- Select the Skeleton of your still character import

This will take a while



6. Setting up Sequence

- Pull your skeleton into the scene (via Content Browser)
- Select it in *outliner* and in *details* select Animation and set to “Use Animation Asset”



6. Setting up Sequence

- Select “Add Level Sequence”
- Drag Character to level sequence timeline
- Click + on animation track, and select your character animation.
- Press play to check

