

DAGD 301

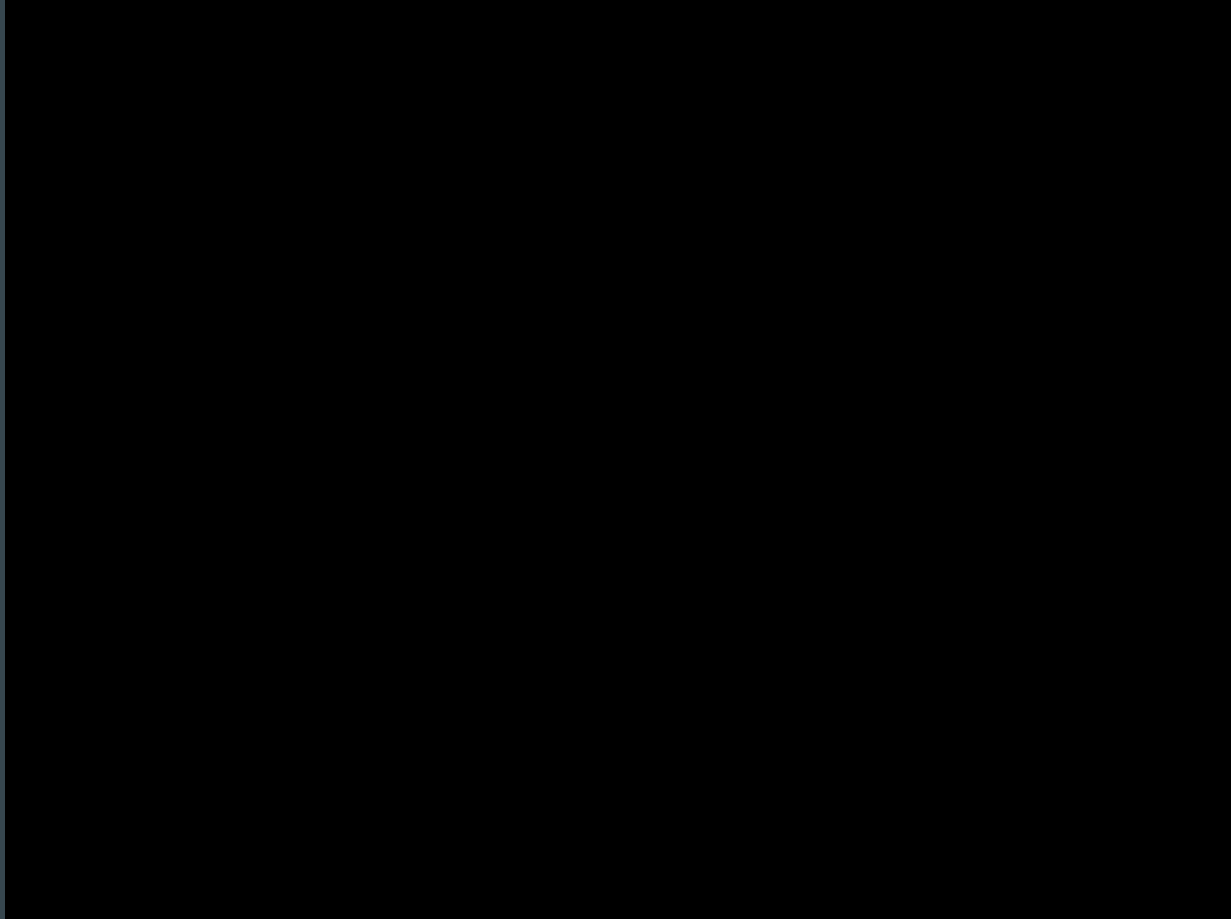
Animation Process



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Breakdown Video



The image displays the Unreal Engine 4 interface for editing a character blueprint's event graph. The main window shows the 'AethorBP' blueprint with an 'Event Graph' tab selected. The graph is organized into several functional areas:

- Top Section (Movement Control):** Features a 'Break Rotator' node that branches into 'Get Control Rotation' and 'Set Rotator' nodes. The 'Set Rotator' node is connected to 'Get Forward Vector' and 'Get Right Vector' nodes, which are then linked to 'InputAxis MoveForward' and 'InputAxis MoveRight' nodes respectively. These are further connected to 'Add Movement Input' nodes.
- Jump Action:** A sub-graph titled 'Jump' contains an 'InputAction Jump' node connected to a 'Jump' node, which is then connected to a 'Flip Along' node.
- Run Action:** A sub-graph titled 'Run' contains an 'InputAction Run' node connected to a 'SET' node (Max Walk Speed), which is then connected to a 'Character Movement' node.
- Attack Action:** A sub-graph titled 'Attack' contains an 'InputAction Attack' node connected to a 'SET' node (Max Walk Speed).

The interface includes a 'Components' panel on the left showing the character's hierarchy (CapsuleComponent, ArrowComponent, Mesh, etc.), a 'Functions' panel with 'ConstructionScript', and a 'Details' panel on the right showing the 'Graph Node' settings for the selected 'Run' node.

Character Event Graph 1

File Edit Asset View Debug Window Help

Components

- + Add Component
- AethorBP(self)
- CapsuleComponent (Inherit)
- ArrowComponent (Inherit)
- Mesh (Inherited)
- RightHandCollision
- LeftHandCollision
- CameraBoom
- Camera
- CharacterMovement / Inherit

My Blueprint

- + Add New
- Search

Graphs

- EventGraph
- Function Overrides
- ConstructionScript
- Macros
- Variables

Components

- Character
- Mesh
- CharacterMovement
- CapsuleComponent
- bIsCrouched
- bPressedJump
- bWasJumping
- JumpKeyHoldTime
- JumpForceTimeRemain
- ProxyJumpForceStarte
- JumpMaxHoldTime
- JumpMaxCount
- JumpCurrentCount

Camera

- Pawn
- Rendering
- Replication

Compile Save Browse Find Class Settings Class Defaults Simulation Play

No debug object selected

Debug Filter

Viewport Construction Script Event Graph

AethorBP > Event Graph

Zoom -4

Mouse Input

InputAxis Turn

Add Controller Yaw Input

Axis Value

Target [Yaw]

Val

Event Master Control

Branch

Condition

True

False

Add Controller Pitch Input

Axis Value

Target [Pitch]

Val

Add Controller Pitch Input

Axis Value

Target [Pitch]

Val

Attack

Attack

InputAction Attack

Pressed

Released

Key

SET

Is Punching?

SET

Is Punching?

Left Hand Collision

Right Hand Collision

Set Collision Enabled

Target

New Type

Set Collision Enabled

Target

New Type

Compiler Results

Parent class: Character

Details

Search

Variable Name: CharacterMovement

Variable Type: Character Movement

Default Value

Character Movement: CharacterMovement

- Apply Gravity While:
- Gravity Scale: 1.0
- Max Step Height: 45.0
- Jump Z Velocity: 420.0
- Jump Off Jump Z: 0.5
- Walkable Floor Angle: 44.765083
- Walkable Floor Z: 0.71
- Ground Friction: 8.0
- Max Walk Speed: 137.5
- Max Walk Speed Crouched: 100.0
- Max Swim Speed: 300.0
- Max Fly Speed: 600.0
- Max Custom Movement Speed: 600.0
- Max Acceleration: 2000.0
- Min Analog Walk Speed: 0.0
- Braking Friction: 2.0
- Braking Friction Crouched: 0.0
- Use Separate Braking:
- Braking Deceleration: 2048.0
- Braking Deceleration Crouched: 0.0
- Braking Deceleration Jumping: 0.0
- Braking Deceleration Sliding: 0.0
- Air Control: 0.05
- Air Control Boost: 2.0
- Air Control Boost Jumping: 25.0
- Falling Lateral Friction: 0.0
- Crouched Half Height: 40.0
- Braking Deceleration Sliding: 0.0

Character Event Graph 2

The screenshot displays the Unreal Engine 4 interface for editing a Blueprint. The main window shows a Construction Script for 'AethorBP'. The script consists of two 'AttachToComponent' nodes. The first node is connected to 'Left Hand Collision' and is configured with 'Socket Name' set to 'Hand_L_INT'. The second node is connected to 'Right Hand Collision' and is configured with 'Socket Name' set to 'Hand_R_INT'. Both nodes have their 'Location Rule', 'Rotation Rule', and 'Scale Rule' set to 'Snap to Target', and the 'Weld Simulated Bodies' checkbox is checked. The 'Compiler Results' panel at the bottom shows a successful compile of AethorBP.

Parent class: Character

Zoom -3

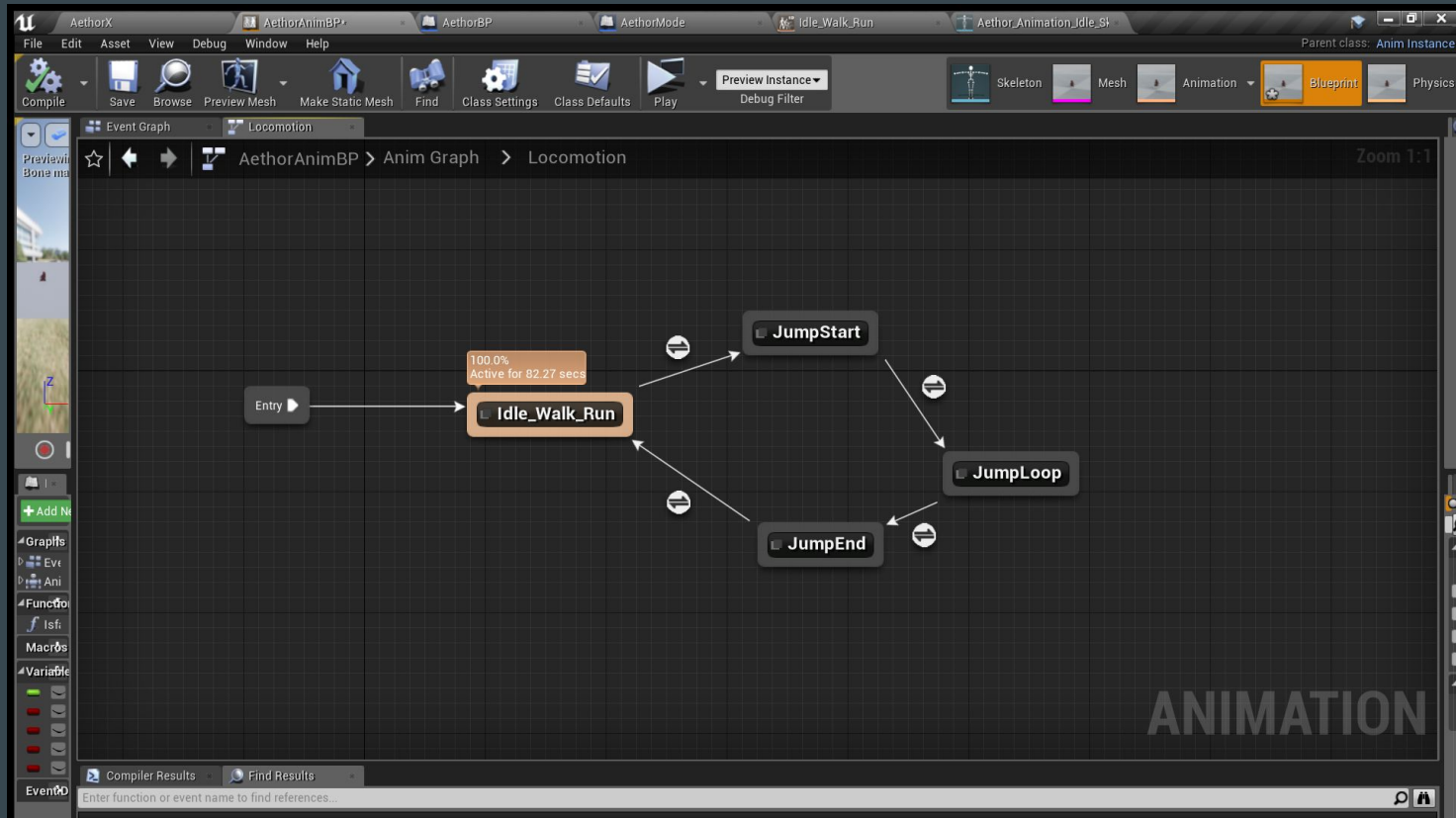
BLUEPRINT

Compiler Results

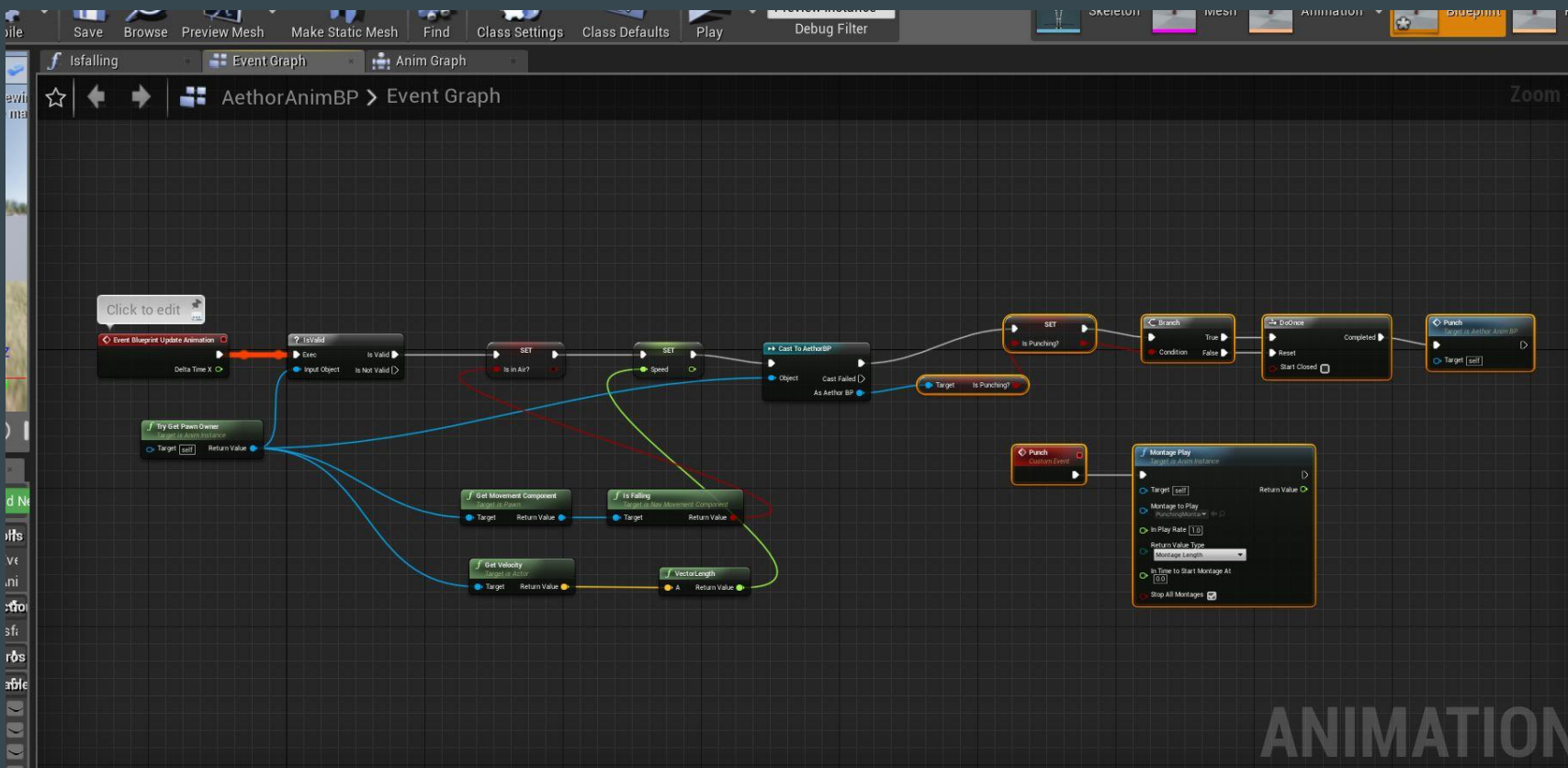
- [4268.33] Compile of AethorBP successful! [in 250 ms] (/Game/ThirdPersonBP/Aethor/AethorBP.AethorBP)

Clear

Character Construction



Character State Machine



Animation BP Event Graph

File Edit Asset View Debug Window Help

Compile Save Browse Preview Mesh Make Static Mesh Find Class Settings Class Defaults Play Preview Instance Debug Filter

Perspective Lit Show Character LOD Auto

Previewing AetherAnimBP. Bone manipulation is disabled in this mode.

Isfalling Event Graph Anim Graph

AetherAnimBP > Anim Graph Zoom -3

Locomotion State Machine LocomotionCache

Use cached pose 'LocomotionCache' Layered Blend per bone Base Pose Blend Weights 0 [1.0] Final Animation Pose

Use cached pose 'LocomotionCache' Slot 'UpperBody' Group: DefaultGroup Source Result

My Blueprint

Add New Search

Graphs

- EventGraph
- AnimGraph

Functions (3 Overridable)

- Isfalling

Macros

Variables

- Speed
- isInAir?
- isPunching?
- isFalling?
- isInAir

Event Dispatchers

Details Preview Scene Set

Search

Default

- Speed 0.0
- Is in Air?
- Is Punching?
- Is Falling?
- Is in Air

Root Motion

Root Motion Mo Root Motion from Montag

Anim Preview Editor Asset Browser

Edit Preview Edit Defaults

Search

Default

- Speed 0.0
- Is in Air?
- Is Punching?
- Is Falling?
- Is in Air

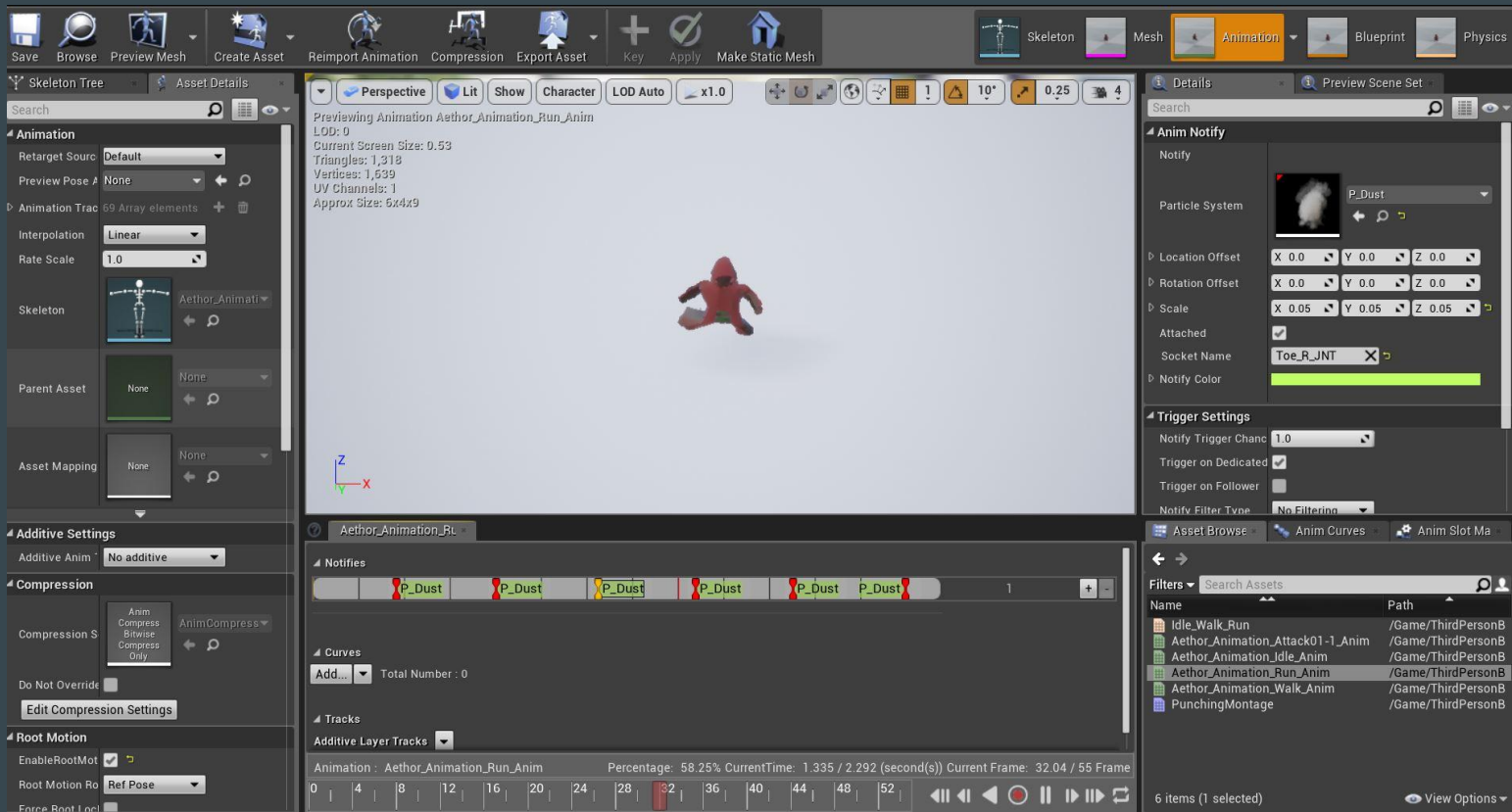
Root Motion

Root Motion Mo Root Motion from Montag

Compiler Results Find Results

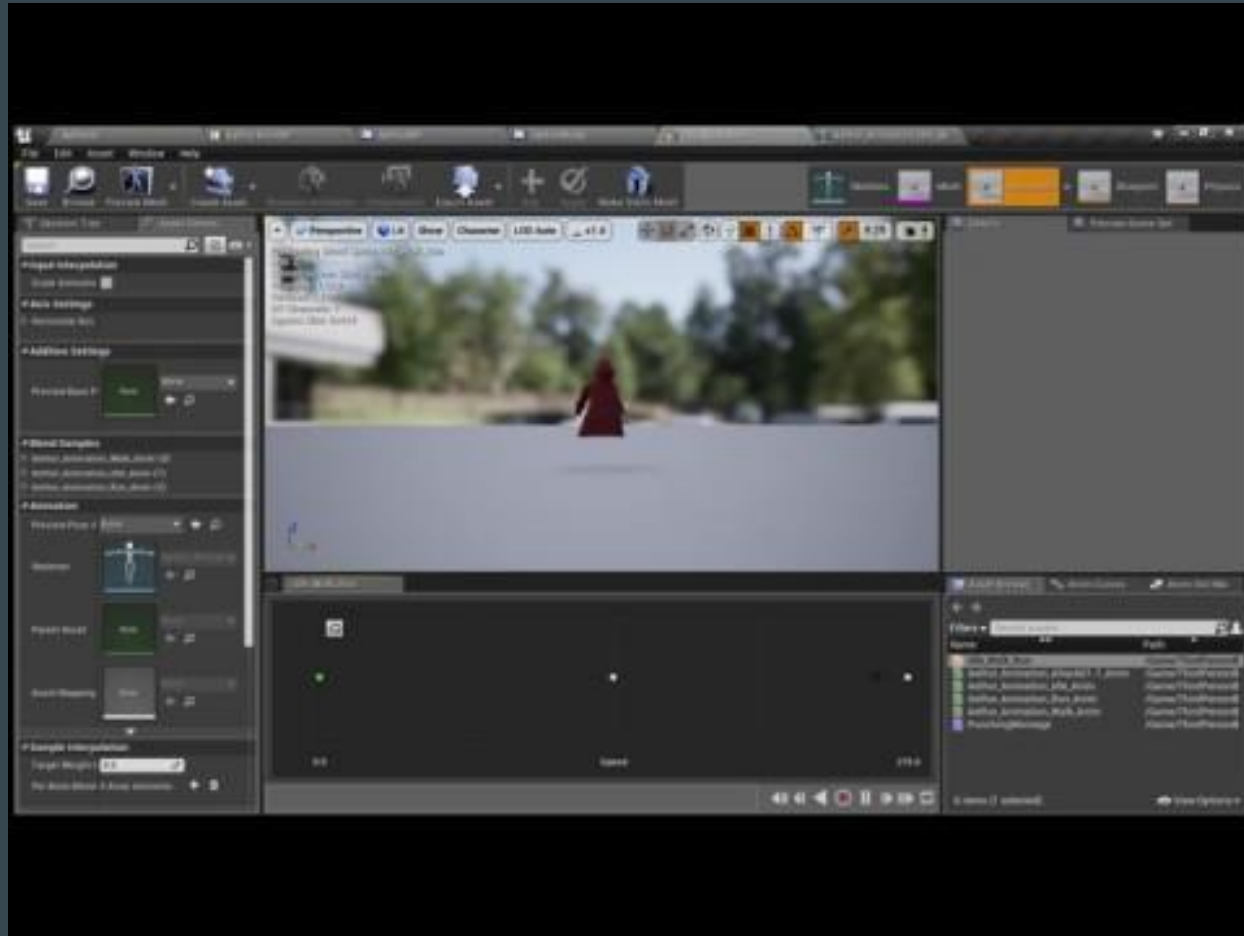
Enter function or event name to find references...

Animation BP Anim Graph



Particle Setup

Walk Cycle Video



Unreal Actions Video

