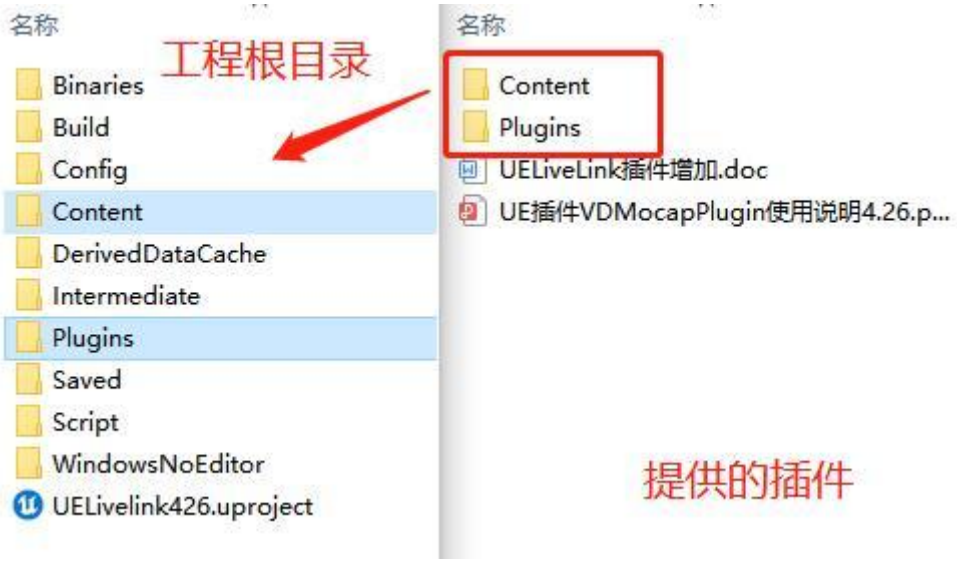
VDMocapPlugin_For_LiveLinkFace_UE User Manual

Unreal Engine version：4.26

Plugin Description: VDMocap broadcast data, real-time or non-real-time driven UE model, with LiveLinkFace real-time driven face capture.

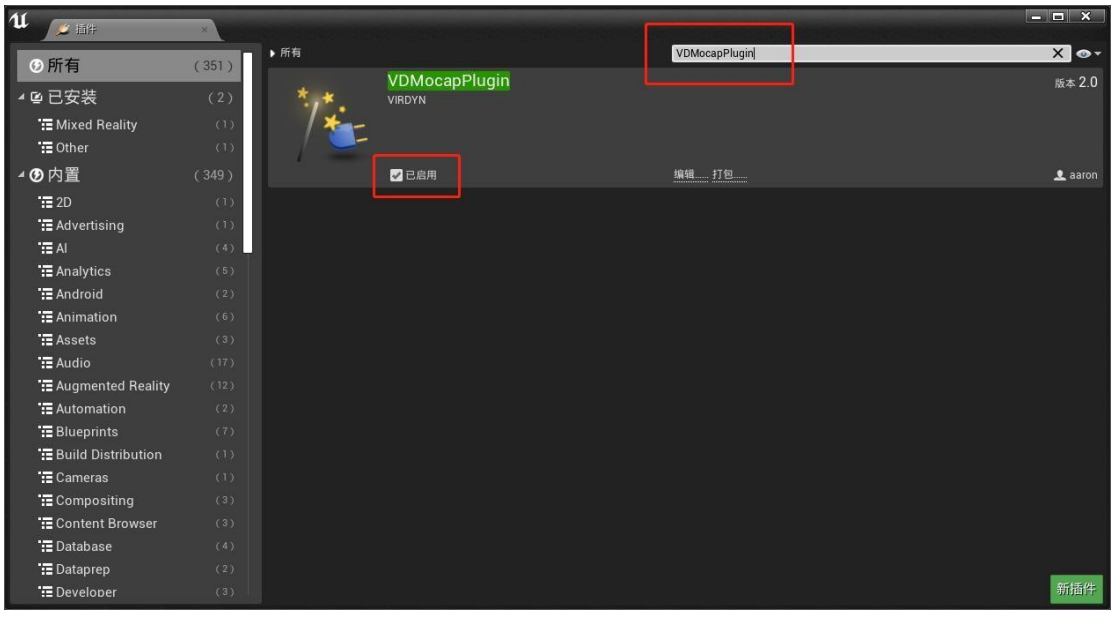
1. Create a new project and enable the plugin

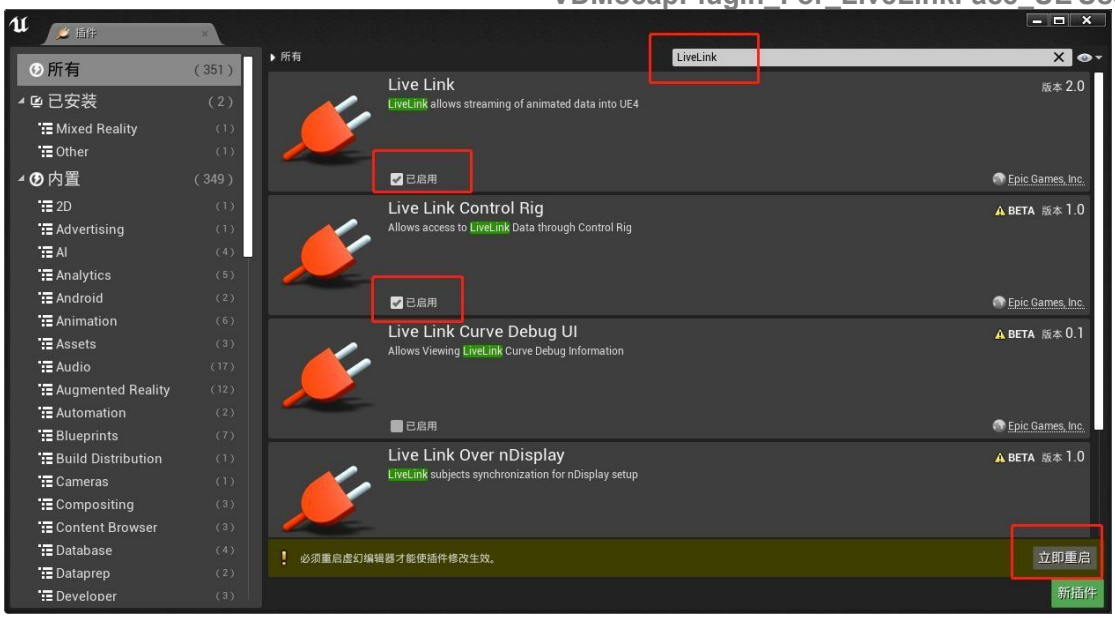
1) Create a new UE project, find the project file, and copy the VDMocapPlugin folder of the UELiveLink plug-in we provided into the Content and Plugins folders, copy them into the root of the UE project.

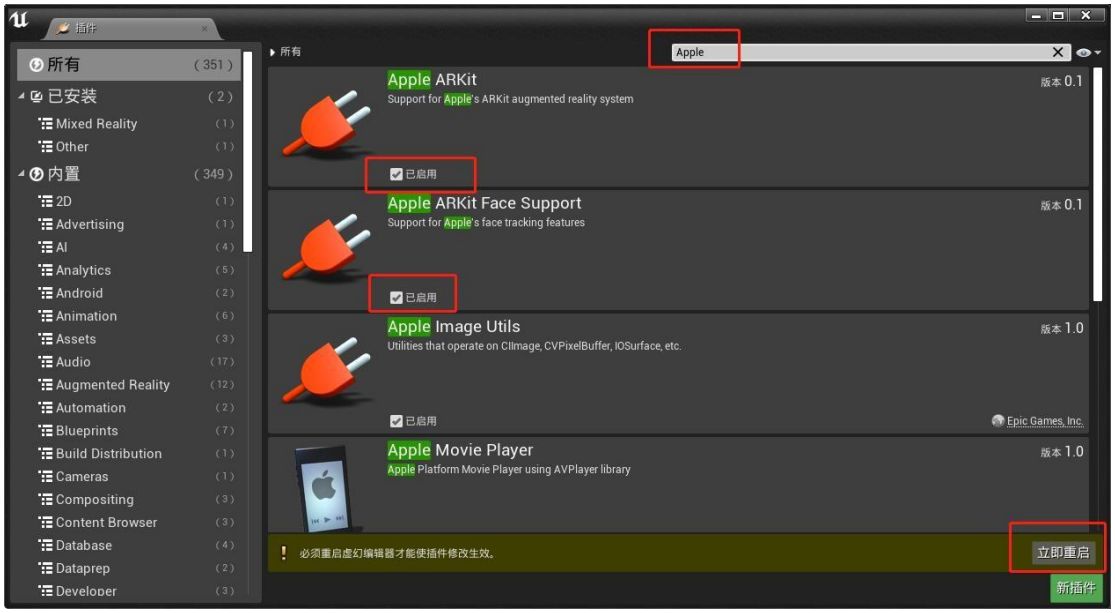


2) Open the UE project, click Edit menu, start the plug-in, and restart the project.

Main
文件
编辑
窗口
帮助
历史记录
取消点击Actor Ctrl+Z
恢复(没有要恢复的内容) Ctrl+Y
取消操作历史
编辑
剪切 Ctrl+X
复制 Ctrl+C
粘贴 Ctrl+V
拷贝 Ctrl+W
删除 Delete
配置
编辑器偏好设置.....
项目设置.....
插件


插件
所有 (351)
已安装 (2)
Mixed Reality (1)
Other (1)
内置 (349)
2D (1)
Advertising (1)
AI (4)
Analytics (5)
Android (2)
Animation (6)
Assets (3)
Audio (17)
Augmented Reality (12)
Automation (2)
Blueprints (7)
Build Distribution (1)
Cameras (1)
Compositing (3)
Content Browser (3)
Database (4)
Dataprep (2)
Developer (3)
所有
VDMocapPlugin
VDMocapPlugin
VIRDYN
版本 2.0
已启用
编辑..... 打包.....
aaron
新插件

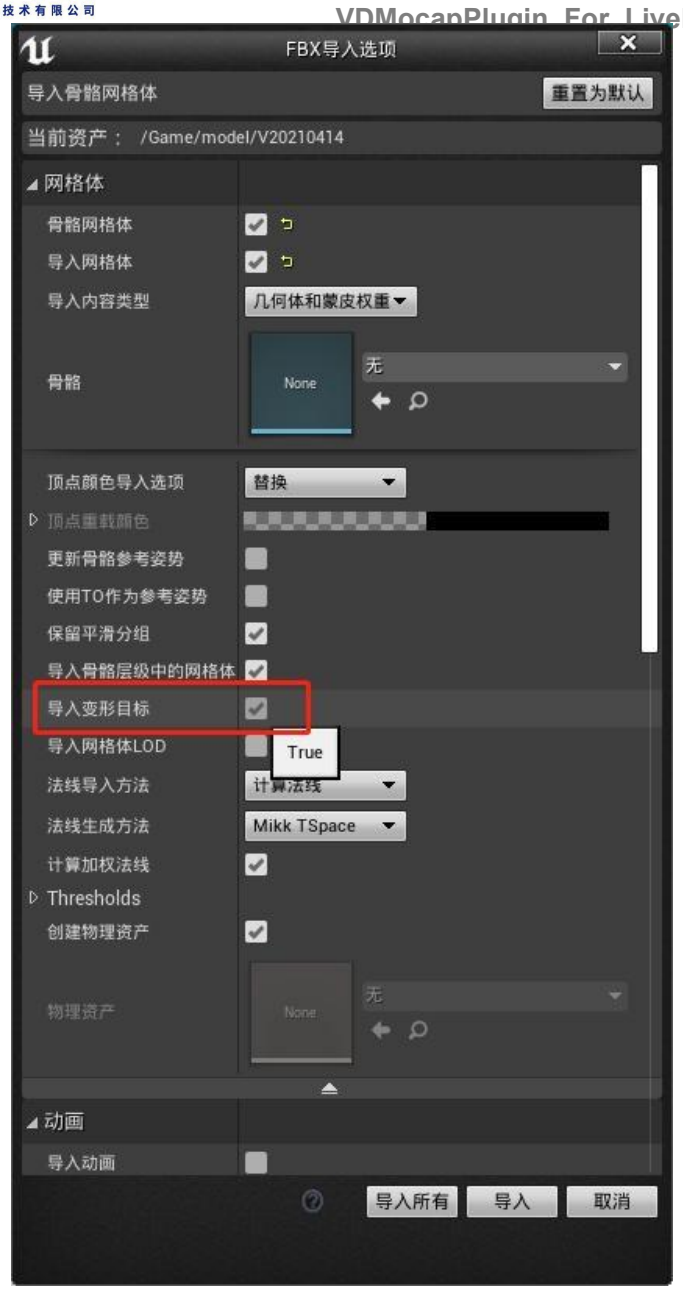


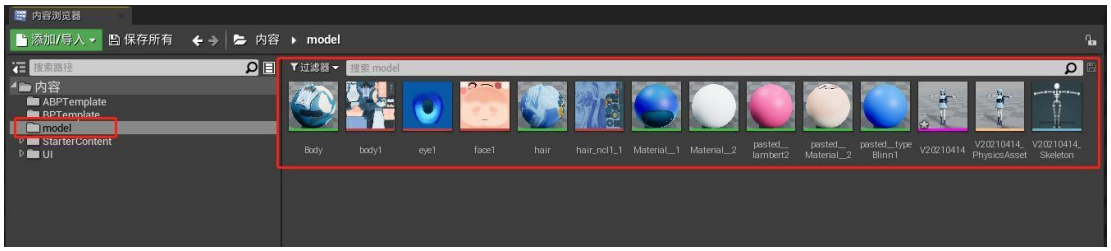


2. Model Import

1) Create a new Model folder and import the used model into the Content\Model folder. The imported model should conform to the model specification document.

Note: To achieve face capture, the imported model must be checked to import the deformation target. For the model specification, please refer to the "Virtual Dynamics Model Specification" document.

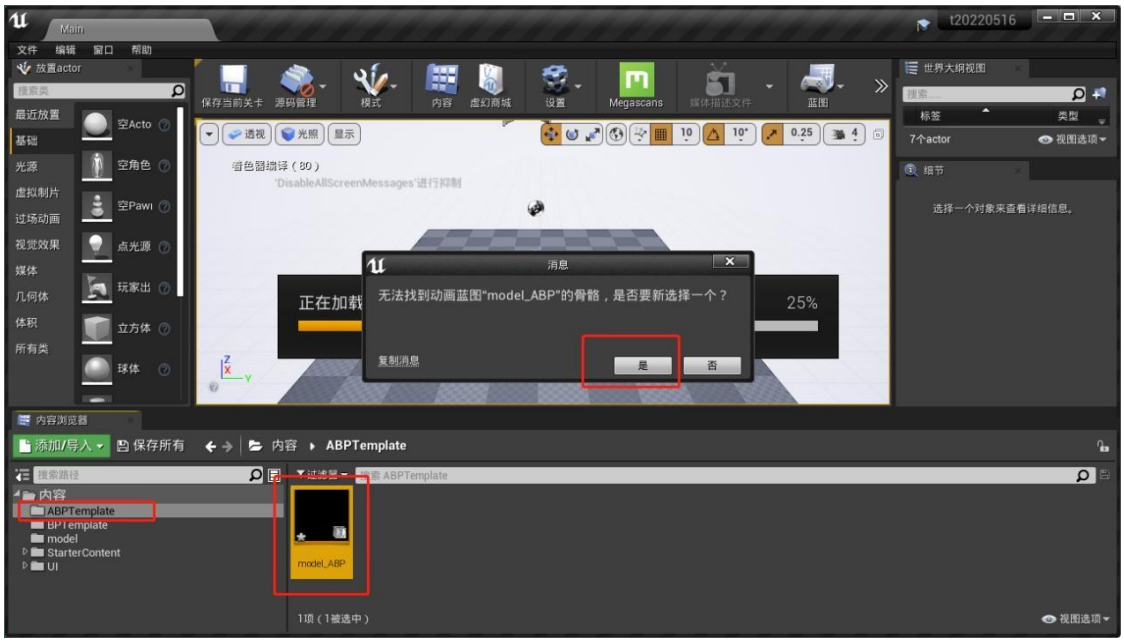




3. Animation Blueprint

1) Open animation blueprint

Double-click to open the model_ABP animation blueprint in the Content\ABPTemplate folder, and follow the prompts to reselect the skeleton.



2) Redirecting the skeleton

Select the skeleton that needs to drive the model in the skeleton directory and click Redirect.

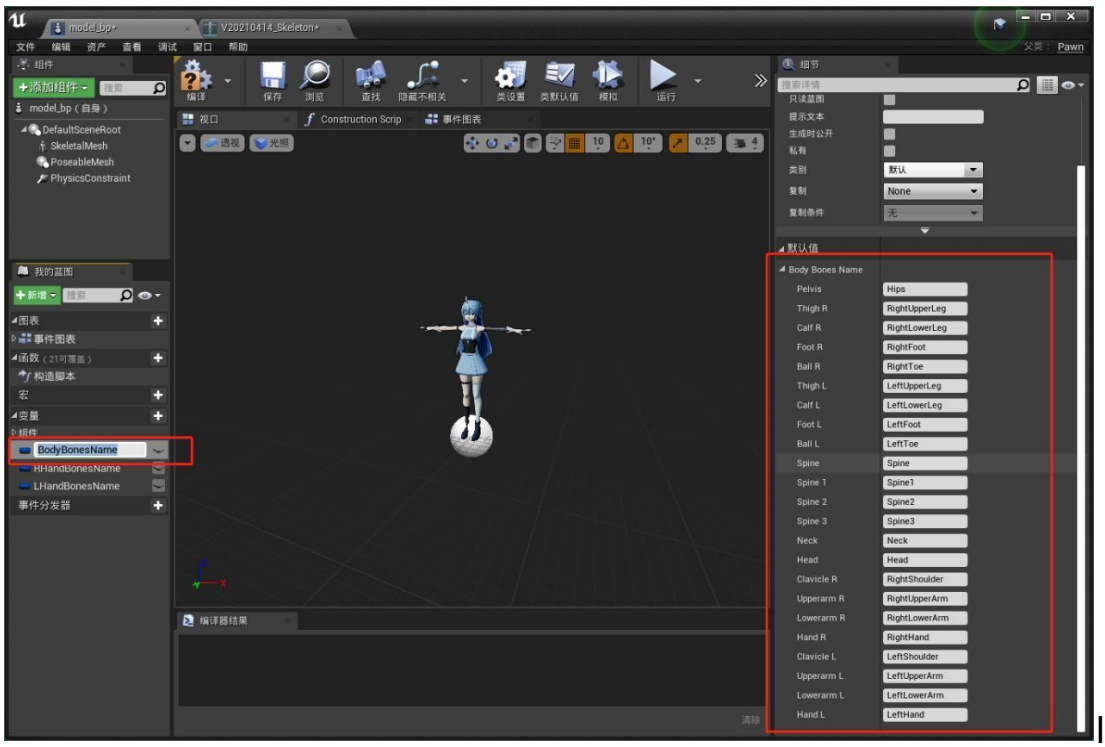
4. Blueprint category

1) Open the model_bp blueprint template in the BPTemplate folder, click SkeletalMesh in the upper left corner, and select the created animation blueprint class in the right animation.

2)Click PoseableMesh in the upper left corner to select the skeletal mesh of the model.

3) In the variables there are three variables BodyBonesName, RHandBonesName and LHandBonesName The default value of each variable can be filled in according to the corresponding bone name of the model in turn (no fill NULL) (copy and paste into each variable according to the naming of the skeleton tree, Figure example for BodyBonesName)

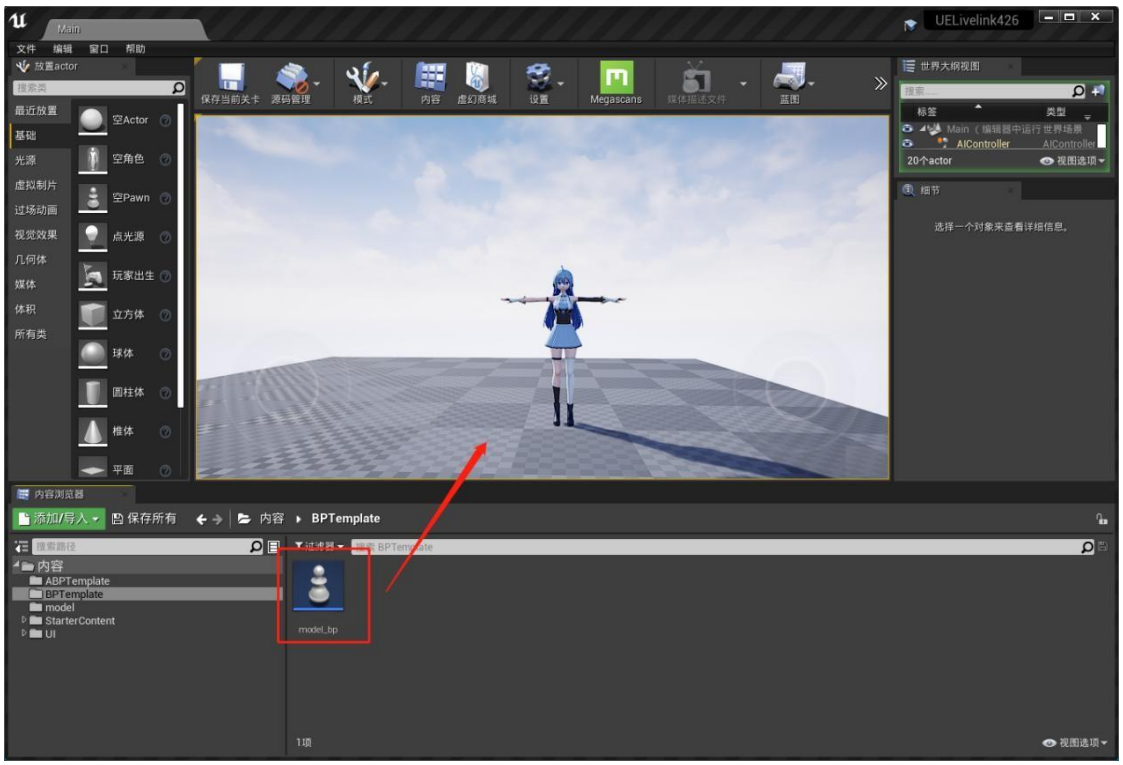
Note: If the naming convention of bones is the same as ours, this part can be skipped directly.



5. Operation

1. Model connection

Drag the model's blueprint class (model_bp file) into the scene and click Run.



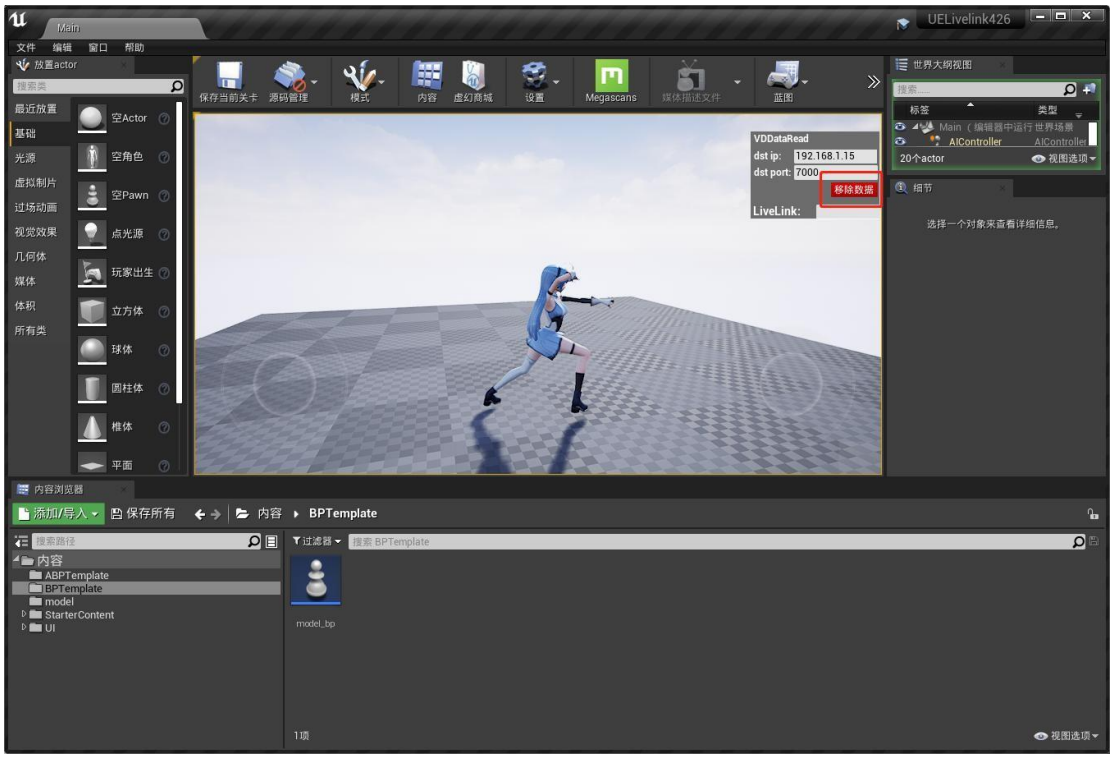
2. VDMocapStudio data reading:

Real-time method driver:

1) Connect the device, calibrate the action according to the specification, and ensure that the real time drive model is working properly in VDMocapStudio.

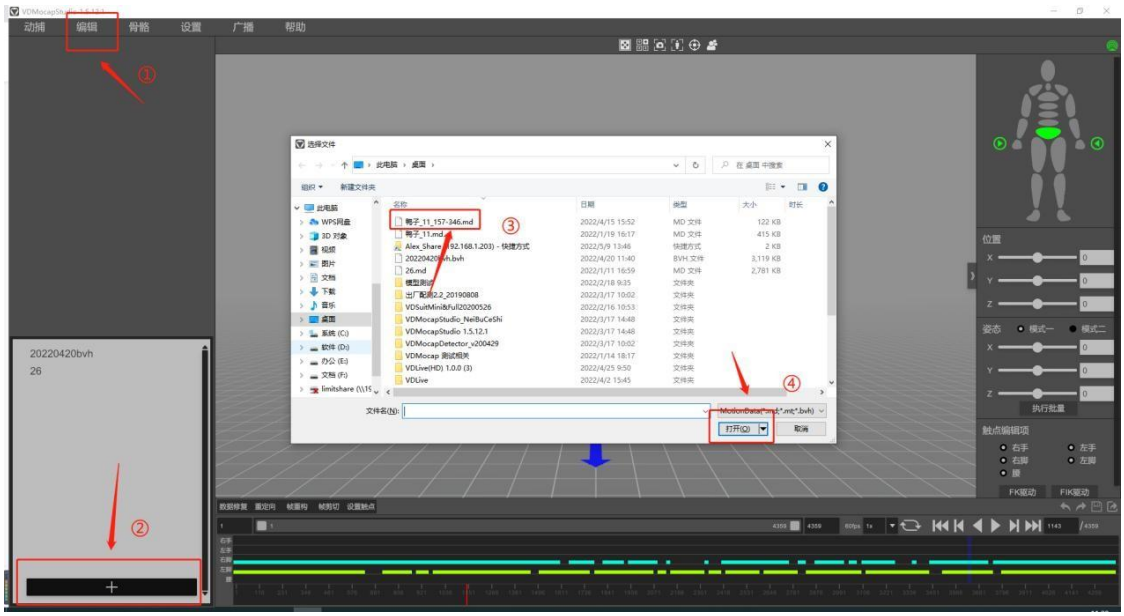
2) To run the UE project, the local IP and port of VDMocapStudio should be the same as the IP address and port of the UE.

3) Click to request data and read the real-time data-driven model.



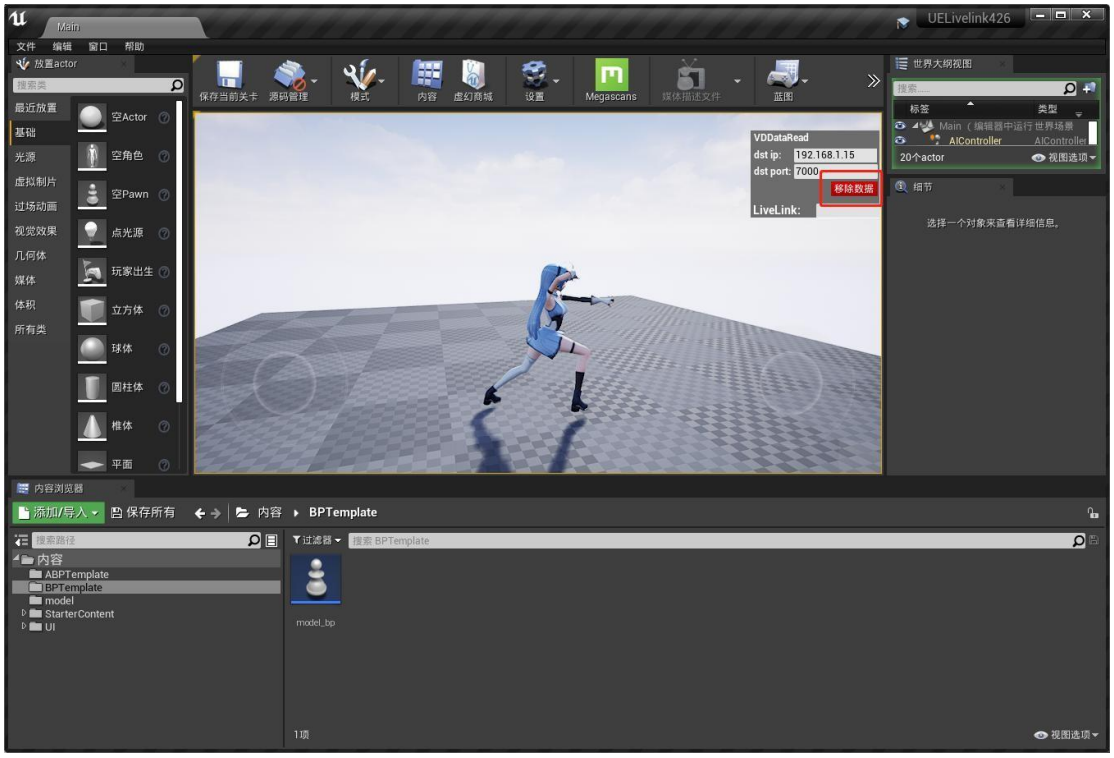
Non-real time method driven:

1) Add and play *.md action data in VDMocapStudio and turn on broadcasting data.



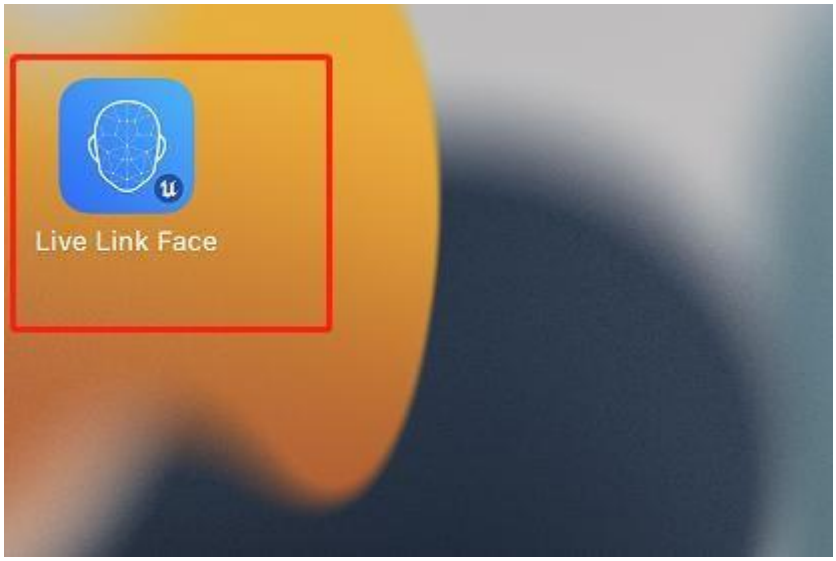
2) To run the UE project, the local IP and port of VDMocapStudio should be the same as the IP address and port of the UE.

3) Click to request data and read the non-real-time data-driven model.



3. LiveLinkFace face capture real-time connection

1) Prepare an iPhone X or above, download the LiveLinkFace App from the Apple Store, the phone needs to be on the same LAN as the computer.



2)Open the App and click Settings in the upper left corner.

3)Click on the first line of LiveLink to enter the settings

4)To add a target, enter the current computer's LAN ip address, other settings can be ignored.

5)Enter the name of the set LiveLink master.