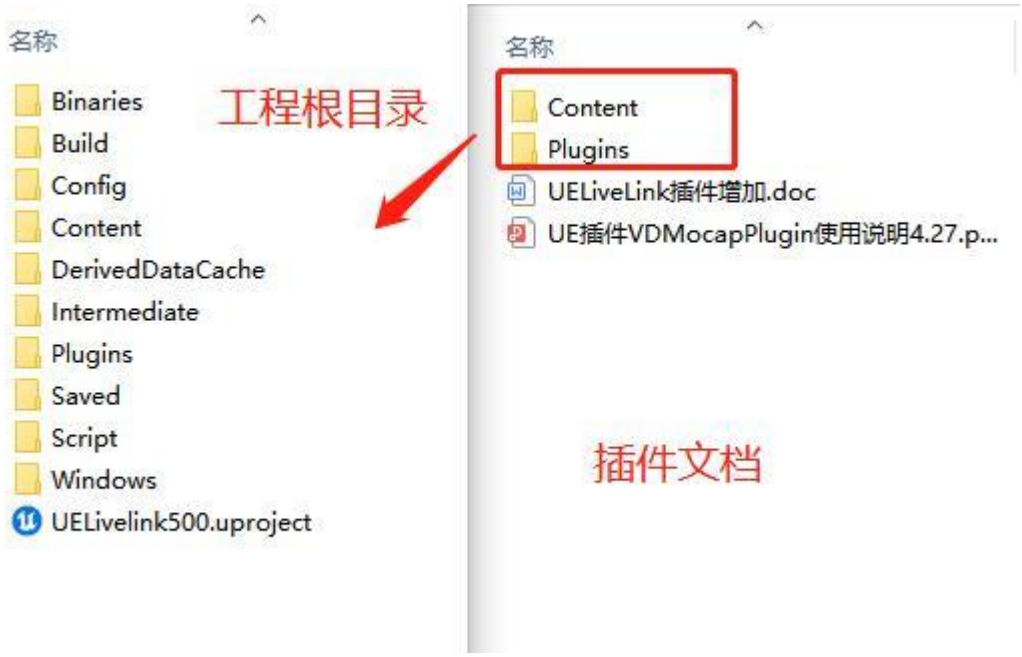
VDMocapPlugin_For_LiveLinkFace_UE User Manual

Unreal Engine version：5.0

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

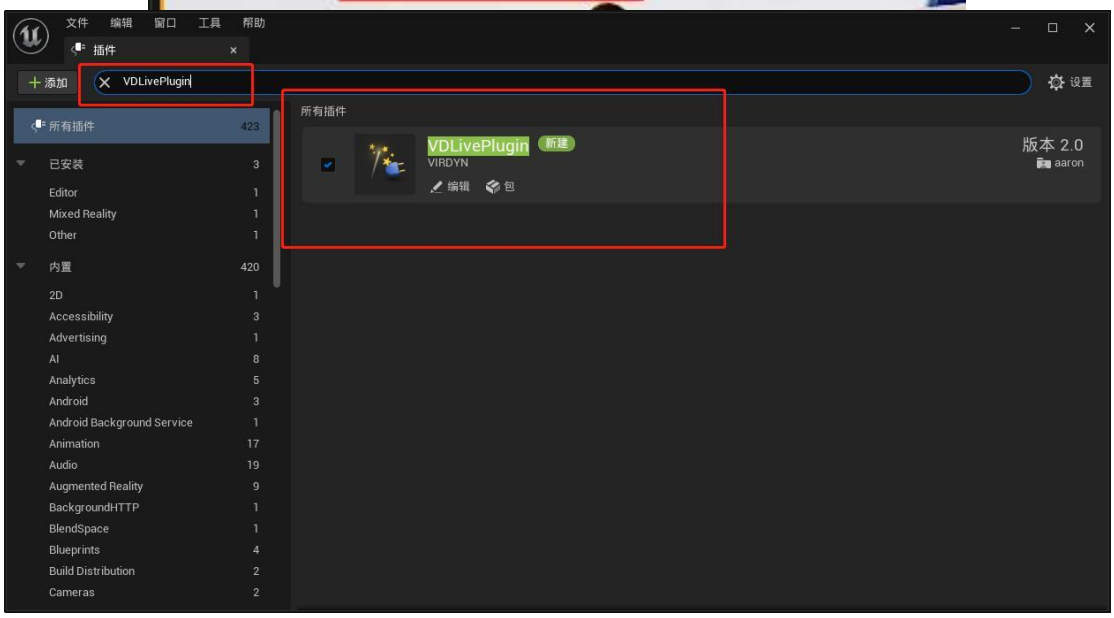
1. Create a new project and enable the plugin

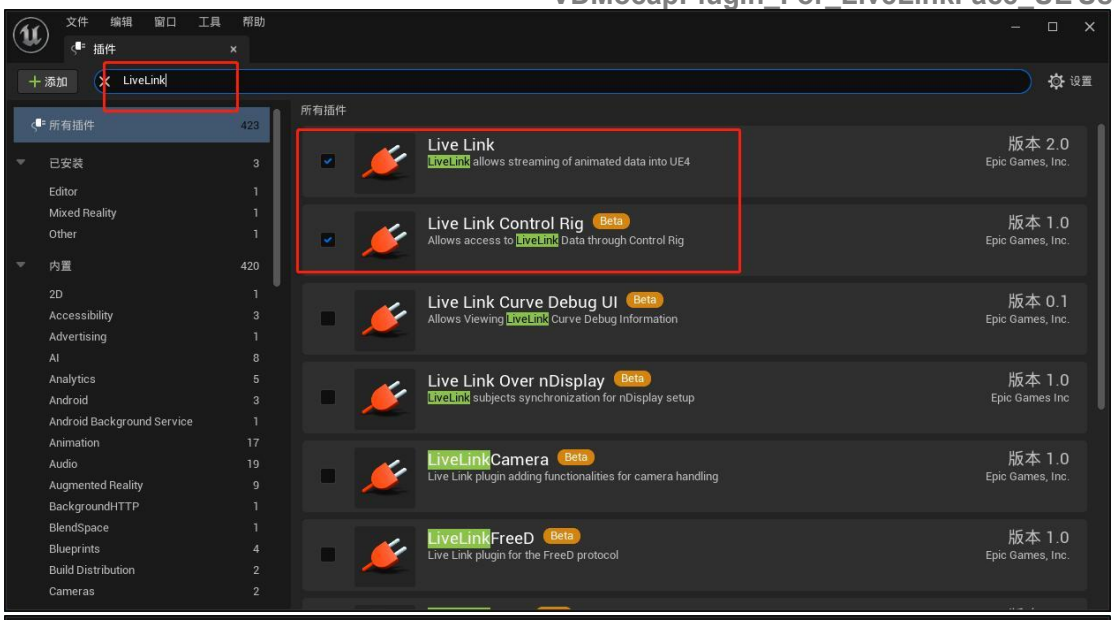
1) Create a new UE project, find the project file, and copy the VDMocapPlugin folder of the UELiveLink plug-in we provided into the Content and Plugins folders, copy them into the root of the UE project.

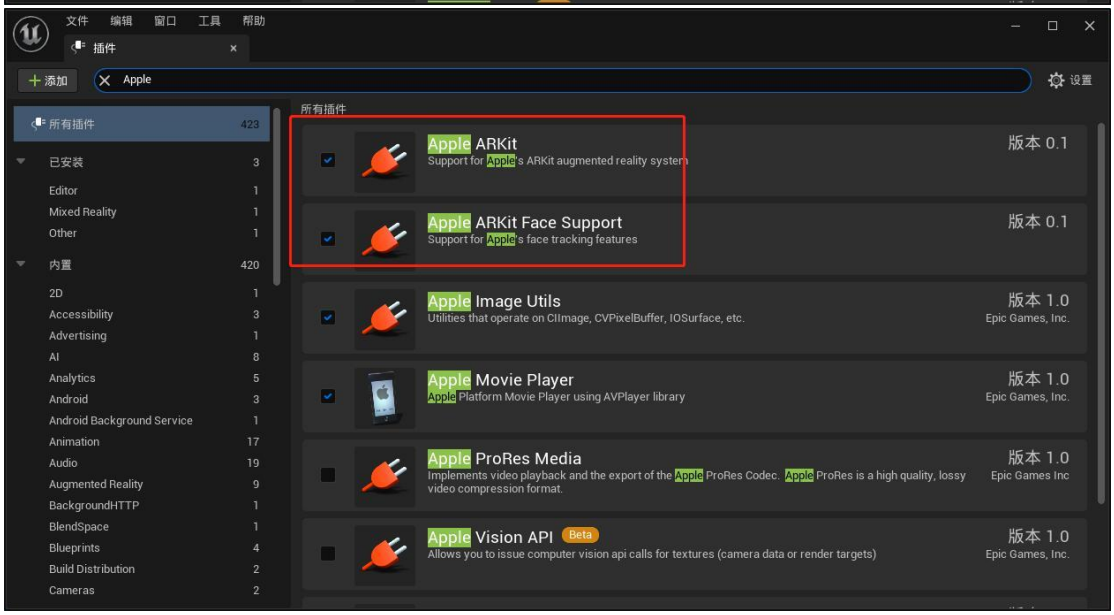


2) Open the UE project, click Edit menu, start the plug-in, and restart the project.

文件
编辑
窗口
工具
构建
选择
Actor
历史记录
取消点击元素 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
拷贝 CTRL+C
粘贴 CTRL+V
复制 CTRL+D
删除 DELETE
配置
编辑器偏好设置.....
项目设置
插件
透视


文件 编辑 窗口 工具 帮助
插件
添加
VDLivePlugin
设置
所有插件 423
已安装 3
Editor 1
Mixed Reality 1
Other 1
内置 420
2D 1
Accessibility 3
Advertising 1
AI 8
Analytics 5
Android 3
Android Background Service 1
Animation 17
Audio 19
Augmented Reality 9
BackgroundHTTP 1
BlendSpace 1
Blueprints 4
Build Distribution 2
Cameras 2
所有插件
VDLivePlugin 新建
VIRDYN
编辑 包
版本 2.0
aaron

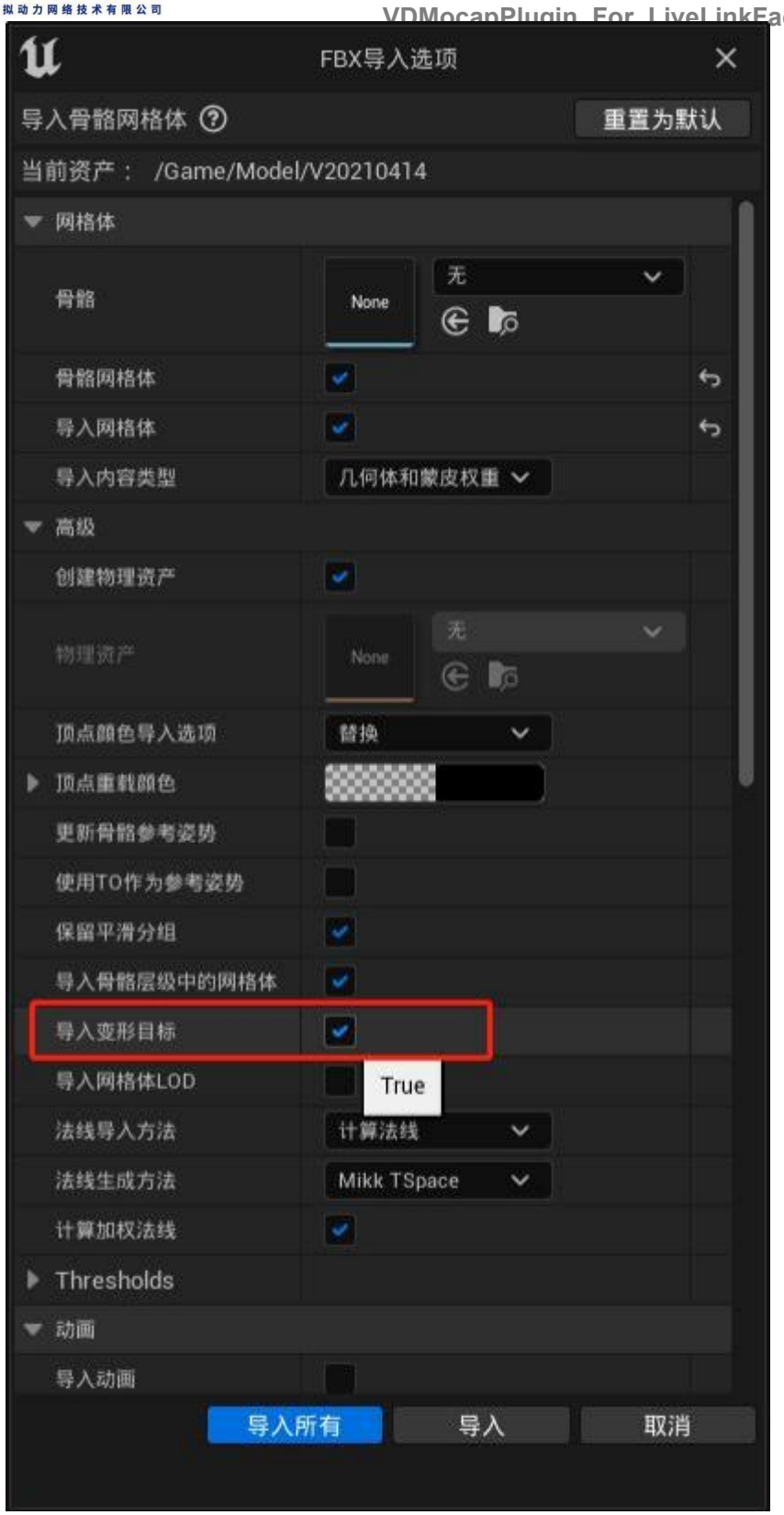


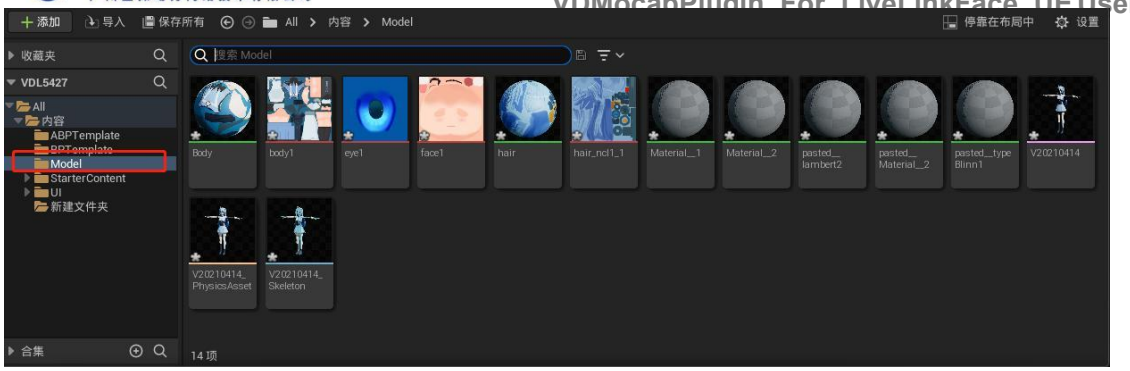


2. Model Import

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.

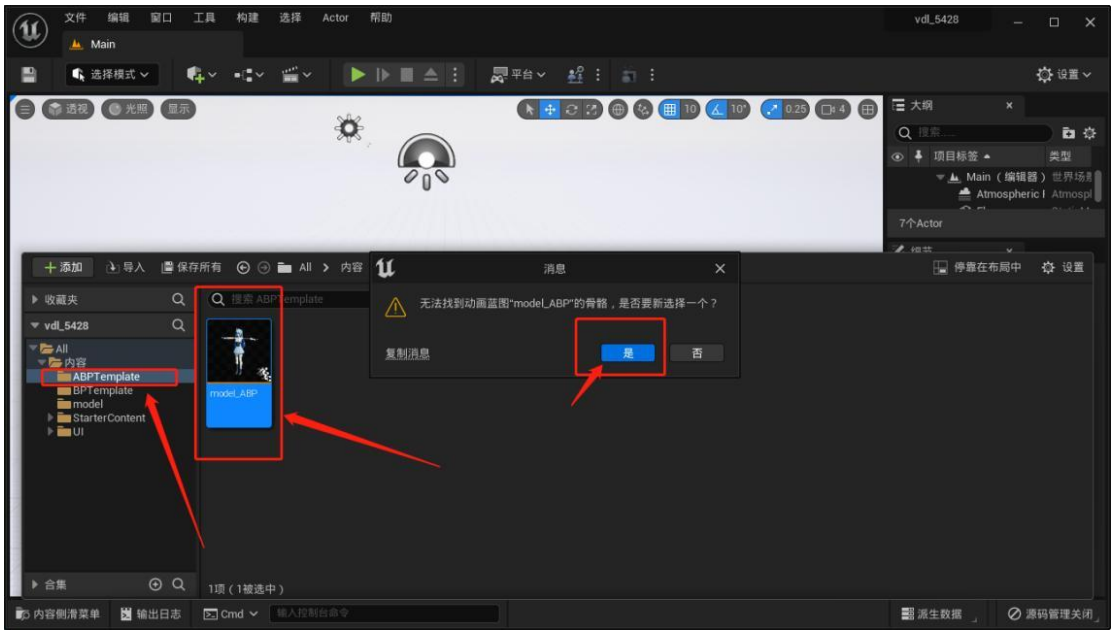

FBX导入选项
导入骨骼网格体
重置为默认
当前资产： /Game/Model/V20210414
网格体
骨骼
None
无
骨骼网格体
导入网格体
导入内容类型
几何体和蒙皮权重
高级
创建物理资产
物理资产
None
无
顶点颜色导入选项
替换
顶点重载颜色
更新骨骼参考姿势
使用TO作为参考姿势
保留平滑分组
导入骨骼层级中的网格体
导入变形目标
导入网格体LOD
True
法线导入方法
计算法线
法线生成方法
Mikk TSpace
计算加权法线
Thresholds
动画
导入动画
导入所有
导入
取消



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.

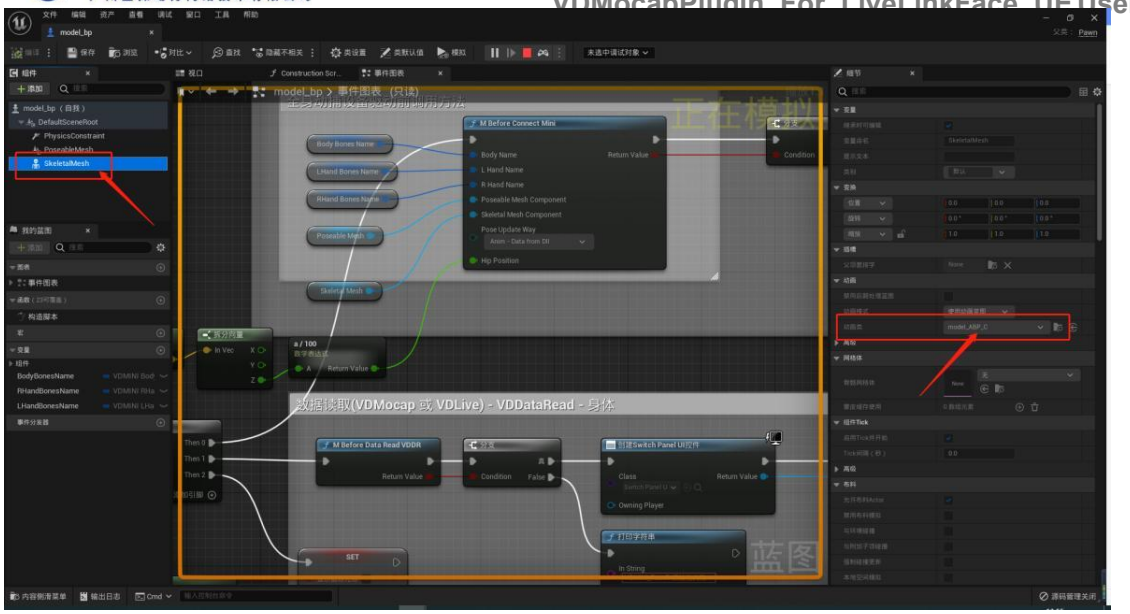


2) Redirecting the skeleton

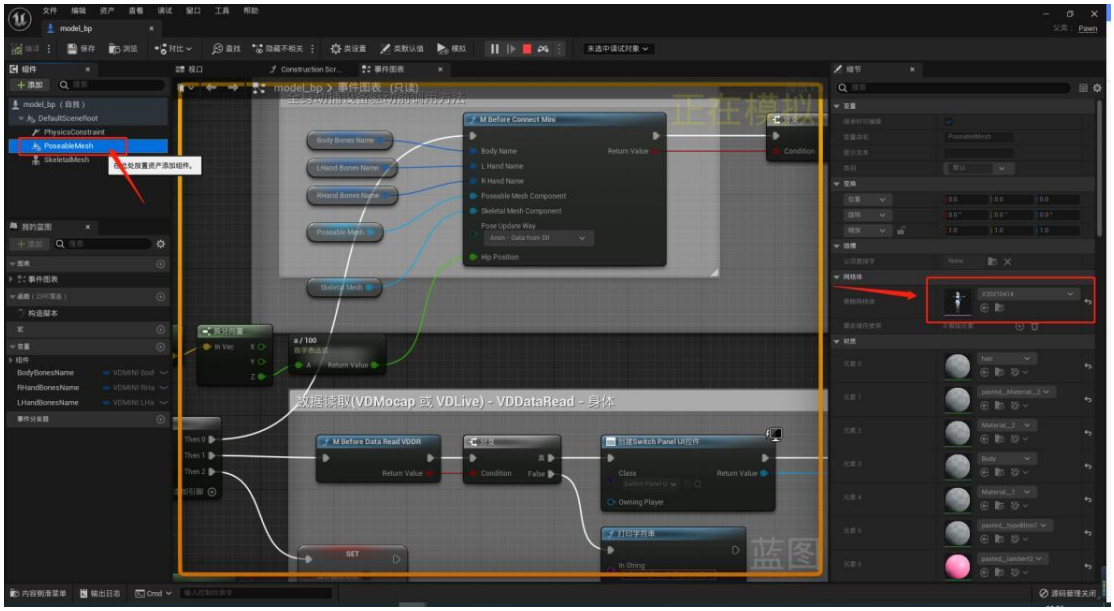
Select the skeleton that needs to drive the model in the skeleton directory and click Redirect.

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.

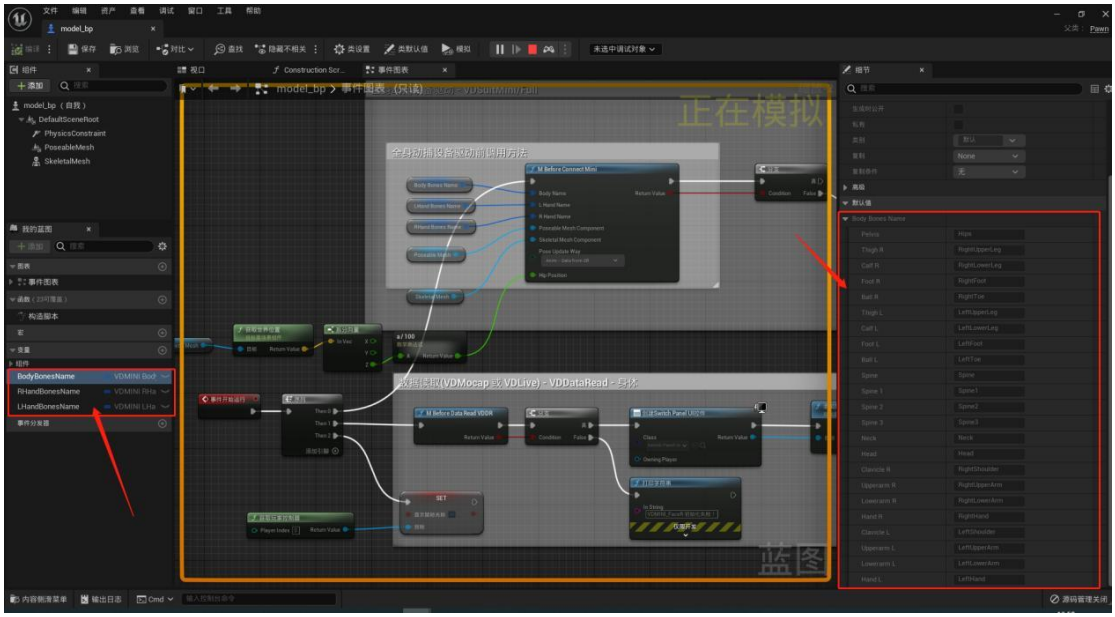


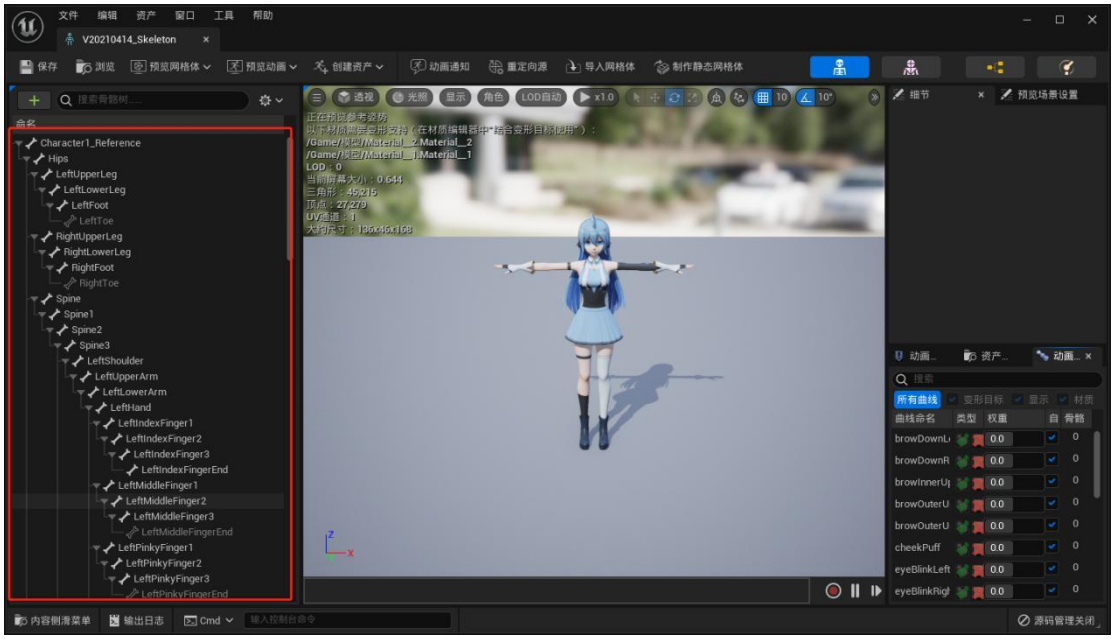
2)Click PoseableMesh in the upper left corner to select the skeletal mesh of the model.



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.

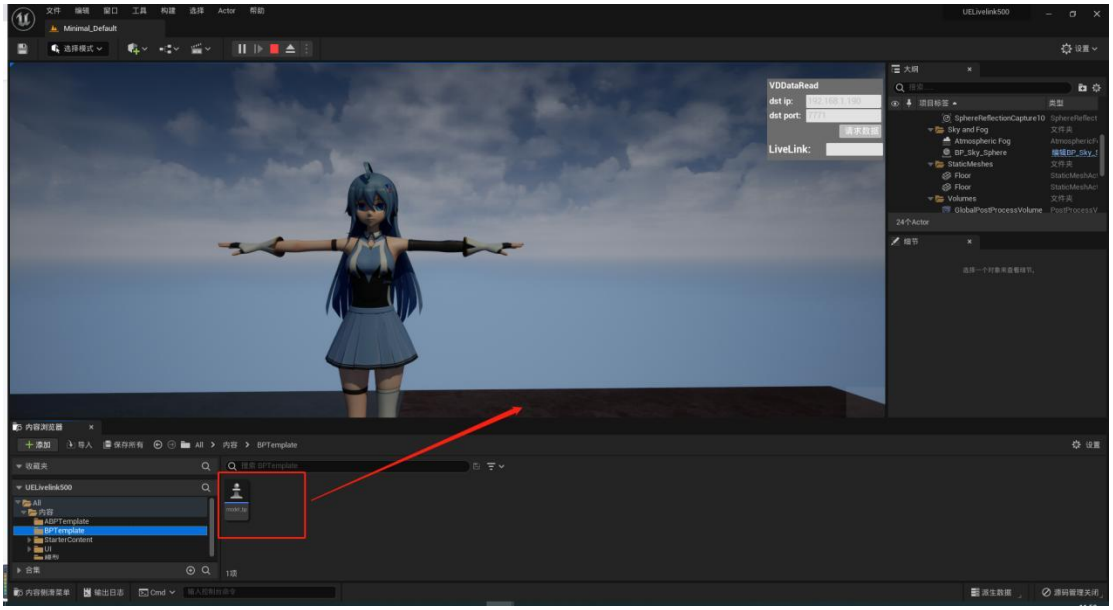




5. Operation

1. Model connection

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



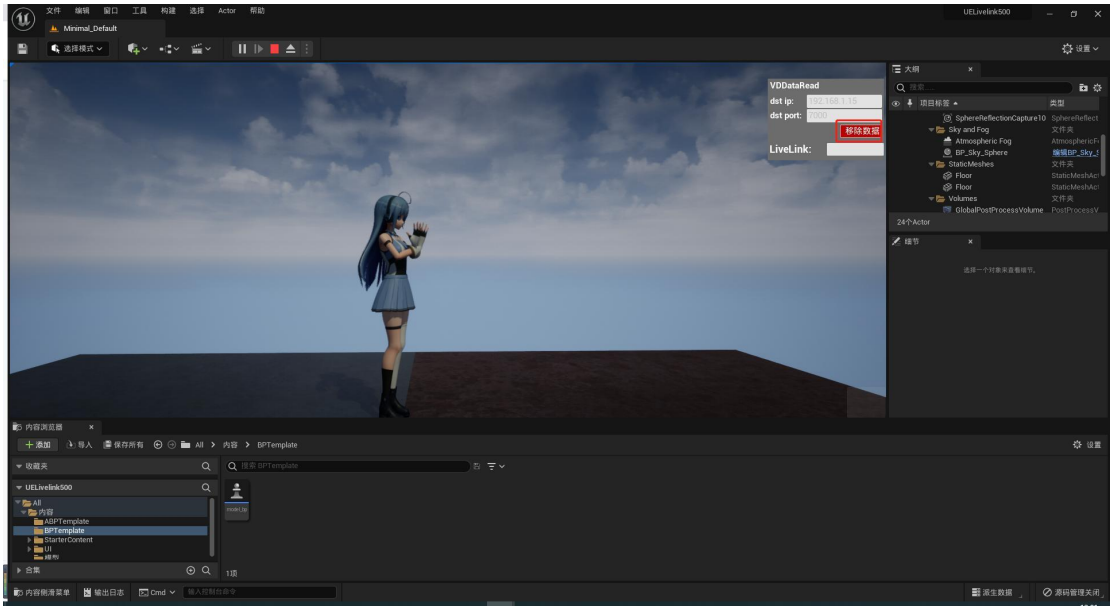
2. VDMocapStudio data reading:

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.

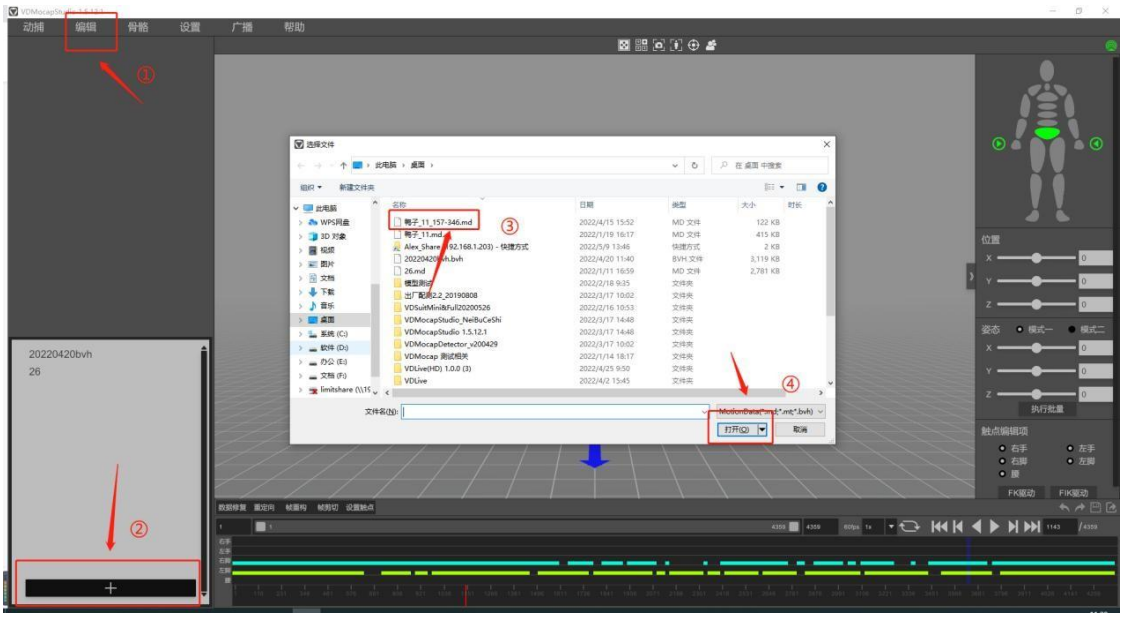
2) To run the UE project, the local IP and port of VDMocapStudio should be the same as the IP address and port of the UE.

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



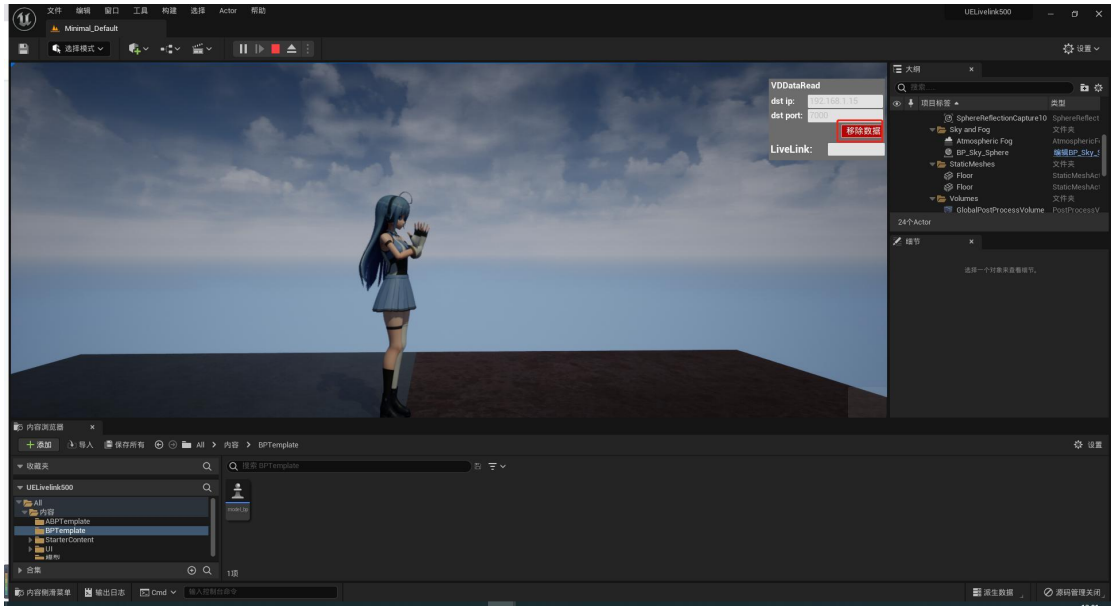
Non-real time method driven:

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



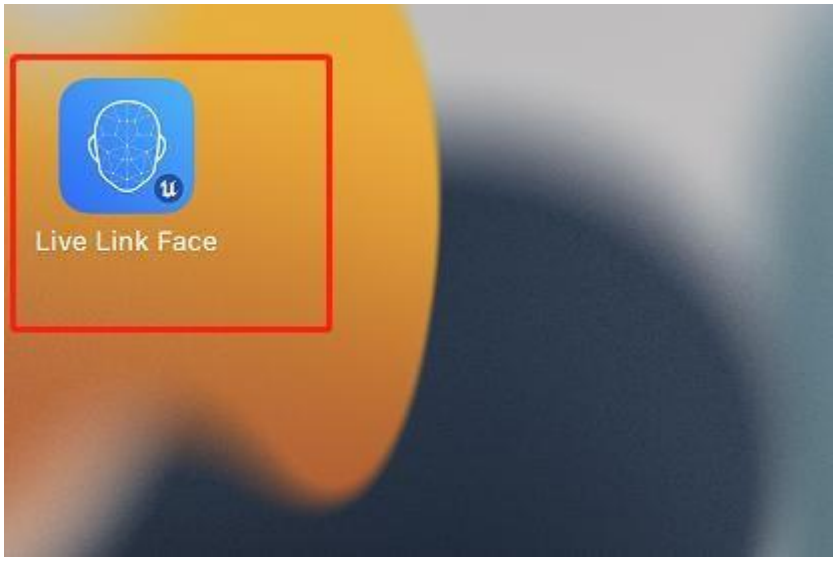
2) To run the UE project, the local IP and port of VDMocapStudio should be the same as the IP address and port of the UE.

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.