Anim Interaction

How it works?

1. Anim Notify

There are two Notify:

1. "AN_SpawnActor"
2. "AN_SpawnSTmesh"

They are in:
"Content/InteractionPack/AnimInteraction/Blueprints/Notify"

1 – Responsible for the most important thing. Spawn **Mesh** in character hand. There are 4 settings in this **Notify**.

a) Actor - it installs the **Mesh** that you want to see in your hand (for example, **Chips** or **Can**).

b) Animation - in it you select the animation for the **Actor** you installed in the previous setting.

c) Socket - in it you prescribe the **Socket** of the hands of your character to which your **Actor** will be attached.

d) <u>Simulate Physics</u> - here you choose what will happen to **Actor** after the interaction with him ends (True - it will fall to the ground and disappear after 5 seconds. False - it will simply disappear).
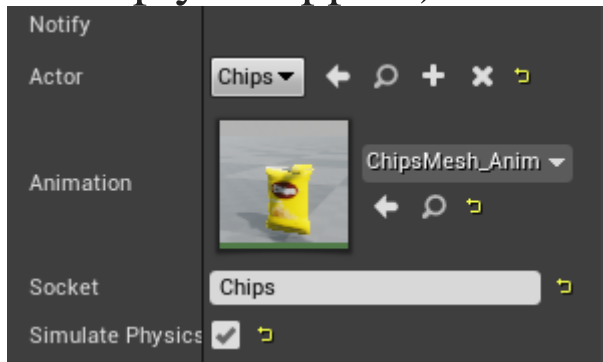

2 – Helper **Notify** which was created and used for objects of interaction. It can be found in the object animations themselves (example of use: when you open the lid of a jar of antibiotics and throw it away, the lid does not just disappear somewhere, but falls to the ground).

It has 3 settings:

a) <u>Socket</u> - in it you prescribe **Socket** from where the item will fall (for example, "**cap**" as in a bank with antibiotics)

b) <u>Mesh</u> - in it you select the **Mesh** that will fall.

c) <u>SimulatePhysics?</u> - here you choose what will happen to **Mesh** after this **Notify** is called (True - it will fall

to the ground and disappear after 5 seconds. False - it will simply disappear).
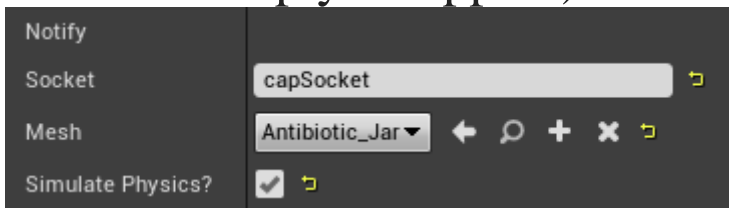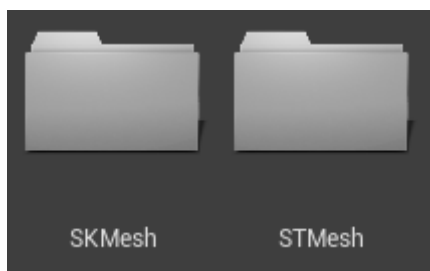

2. Blueprints

There are 2 types of blueprints:

1. "UseMeshes"
2. "DroppedMesh"

They are in:

"Content/InteractionPack/AnimInteraction/Blueprints/ Actors"

1 – The parent class that contains the **Actor** destruction logic. It is destroyed when the animation of the used **Mesh** ends (the "**Delay**" function in blueprint is responsible for this). There is also "**DroppedMesh**" in this blueprint. It will spawn the deformed **Mesh** that was used by your character (If "**SimulatePhysics?**" Is disabled, then you do not need to install "**DroppedMesh**"). This blueprint also creates child classes that are later selected in **Notify**.

2 – A parent class that is an auxiliary blueprint. It is used in "**AN_SpawnSTmesh**". With its spawn, **Mesh** is simply destroyed after 5 seconds. This blueprint also creates child classes that are later selected in **Notify**.
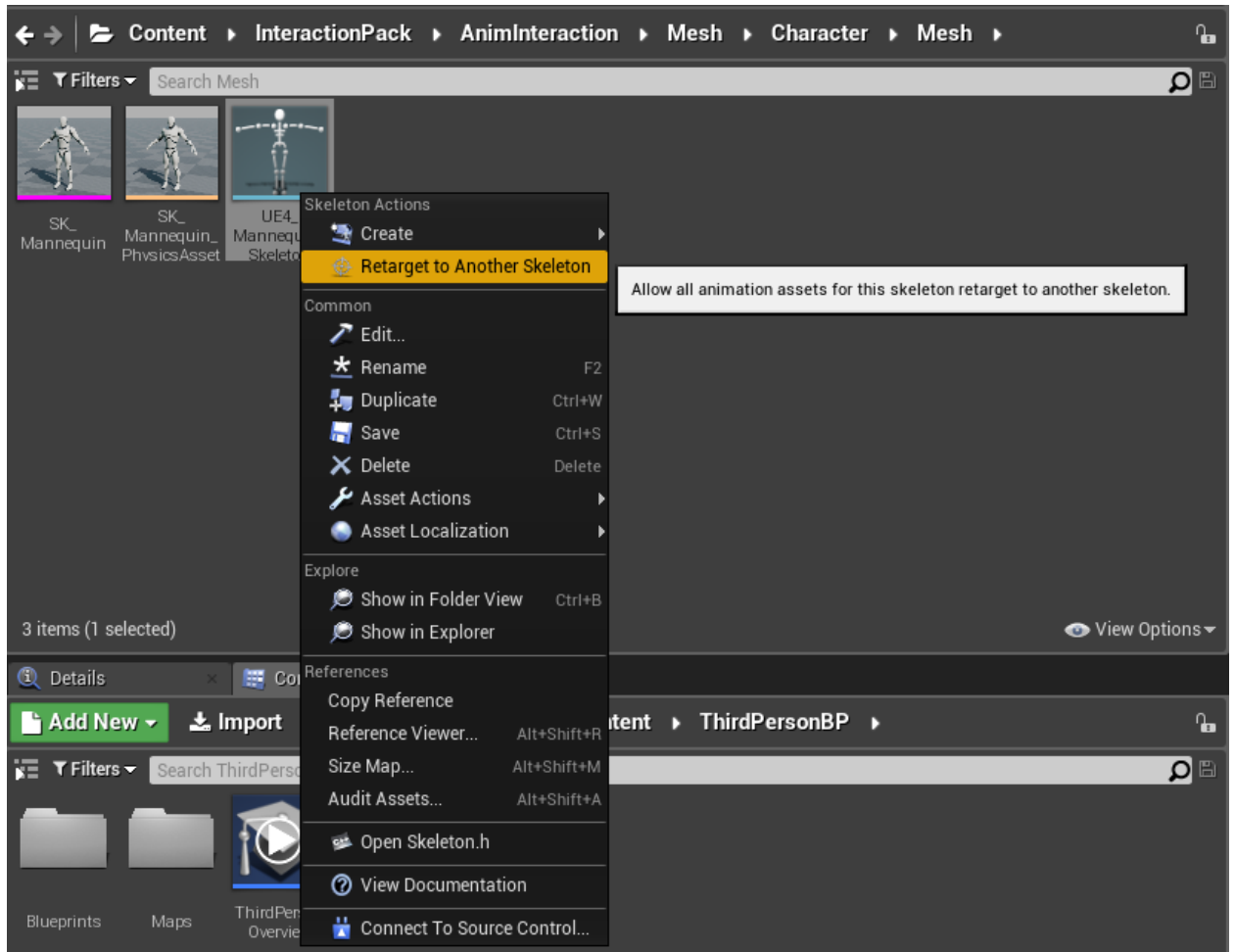
3.Retarget

In order for the animations on your character to work correctly, you need to do "**Retarget**".

1. To do this, you need to add the "**Interaction pack**" to your project and go this way. "Content/InteractionPack/AnimInteraction/Mesh/Character/Mesh"
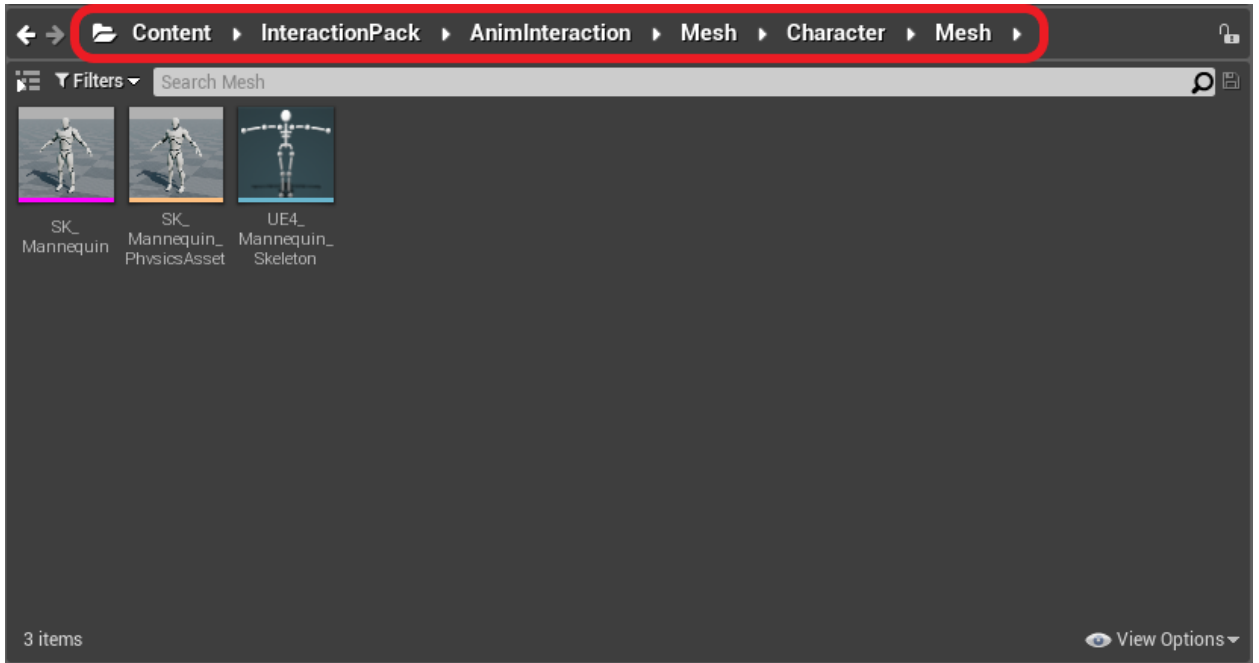
2. After that you should find
"**UE4_Mannequin_Skeleton**", right-click on it and select
"**Retarget to Another Skeleton**".

3. Next, a list of all possible skeletons will open. If your skeleton is not in the list (or the list is simply empty), then you should uncheck "**Show only Compatible Skeletons**" (it is enabled by default).

After that, all the skeletons that are in your project will appear in your list. You need to find your skeleton, select it and press the "**Retarget**" button.
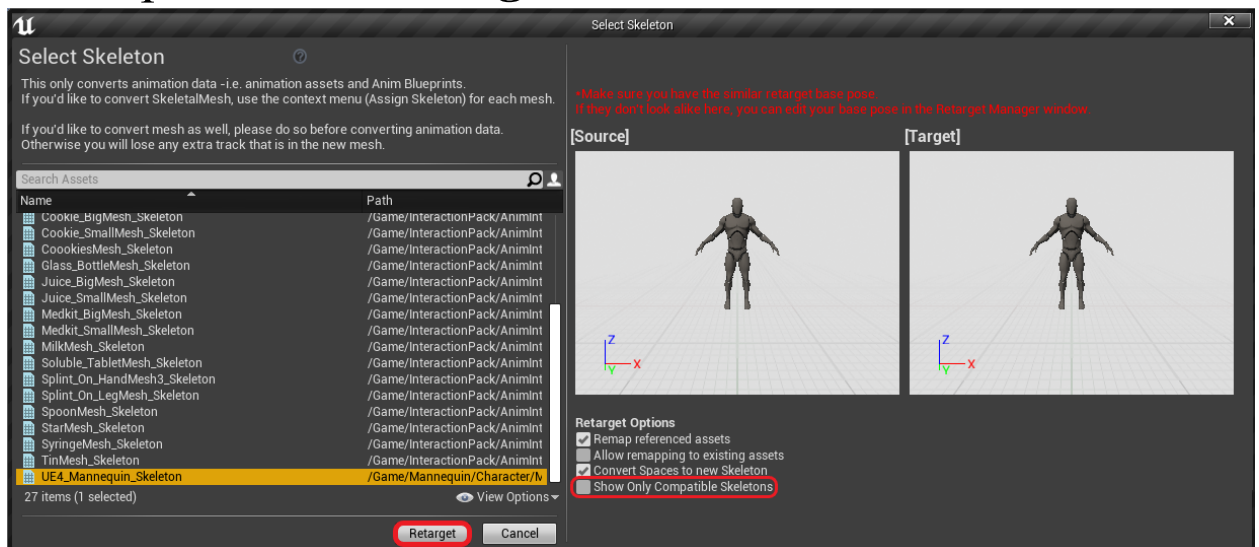
Now you can use all the animations on your character! Wonderful!

If you didn't succeed in making "**Retarget**", or you got confused somewhere, then I specially recorded a video tutorial for this, in which I show how to do "**Retarget**" correctly.

https://www.youtube.com/watch?v=pzS3FR1XWb8&t=2s