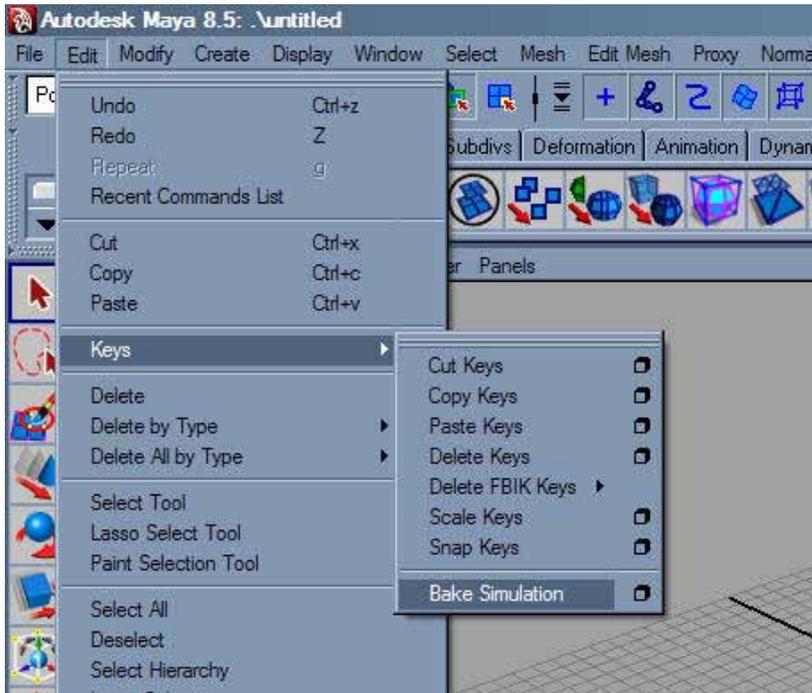


## Prepping for Export



1.) Rig your mesh. Must be a single skeleton in which the highest joint in the hierarchy must be named Root in order for it to import properly in UT3.

2.) Animate the rig however you want it. Using controllers, SDK, Expressions, whatever.

3.) Save an alternate version of your file just incase something doesn't work right.

4.) Select the highest part of your skeleton hierarchy (should be named "Root"). Go to the menu bar and select Edit > Keys > Bake Simulation. Default options should work fine.

Once all that is done there should be a key on every frame. At this point you should get rid of everything except the mesh itself and the skeleton. Once this is done play the animation to make sure it is still playing correctly.

## Exporting Mesh & Prepping Animations



- 1.) To access the ActorX plugin, type “axmain” in the mel script bar at the bottom of the Maya Window.
- 2.) Once inside the exporter, the first step is to select your output folder. I generally use the “data” folder within the Maya project folder for this.
- 3.) Mesh File Name is pretty self explanatory. This is where you type the name of the skeletal mesh file you will be exporting.
- 4.) Click on **Save mesh/repose**. This will export the mesh itself as a skeletal mesh (.psk) ready to be imported and animated in UT3.
- 5.) Once that is done, type a name for the Animation Set. Usually a good convention for this would be the name of the mesh with the word Anim appended to it (i.e. BigRobot\_Anim).
- 6.) For each animation sequence you wish the skeletal mesh to perform you will type “a animation sequence name” such as “hand swipe”, “Climbing”, etc.

You can set up multiple sequences in the same scene by simply setting the range in the “animation range” box. For example you could have the mesh crawling in frames 1-100, swiping with one hand in frames 101-200, and climbing up a wall in frames 201-400.

To export these sequences to UT3 you would digest 3 animations. To do this you would fill in the 2 boxes below the “Digest animation” button for the first animation you wish to

include then press the button and repeat for each animation you wish to include.

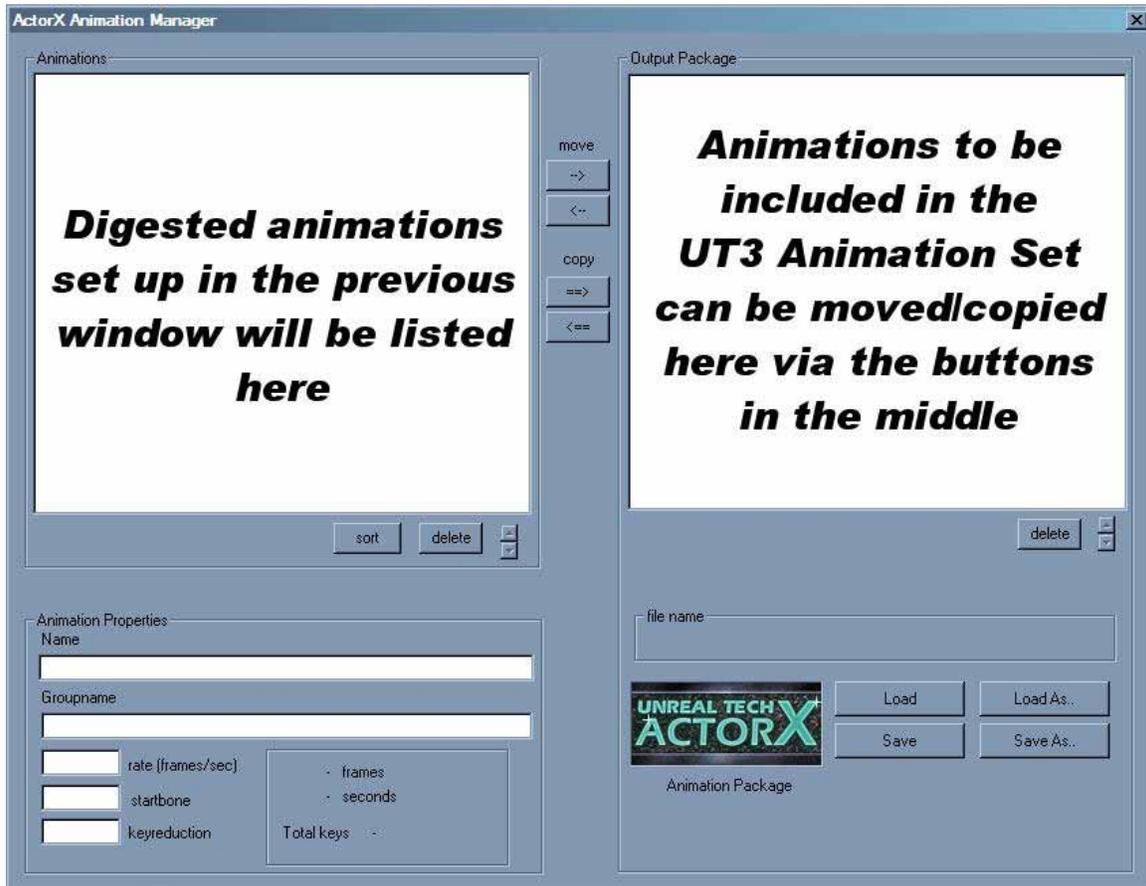
Animation name = “Crawling” Animation Range = “1-100” press **Digest animation**

Animation name = “Hand Swipe” Animation Range = “101-200” press **Digest animation**

Animation name = “Crawling” Animation Range = “201-400” press **Digest animation**

Once all the animations are digested, proceed to the Animation Manager by pressing the **Animation Manager** button near the bottom of the ActorX Skeletal Exporter window.

## Saving Animation Sets



In this window you can build Animation Sets from the individual animations set up in the ActorX Skeletal Exporter window.

- 1.) Select the animation sequences you wish to include in the Animation Set from the left hand pane.
- 2.) Click move or copy from the buttons in the middle divider between the panes.
- 3.) Once all the animation sequences you want are in the right hand pane you can hit save to export the PSA file used by UT3.

If you decide you want to make sub sets with only certain animations in it you can add or remove more anims on the right hand pane then click **Save As** to save this alternate set under a different file name.