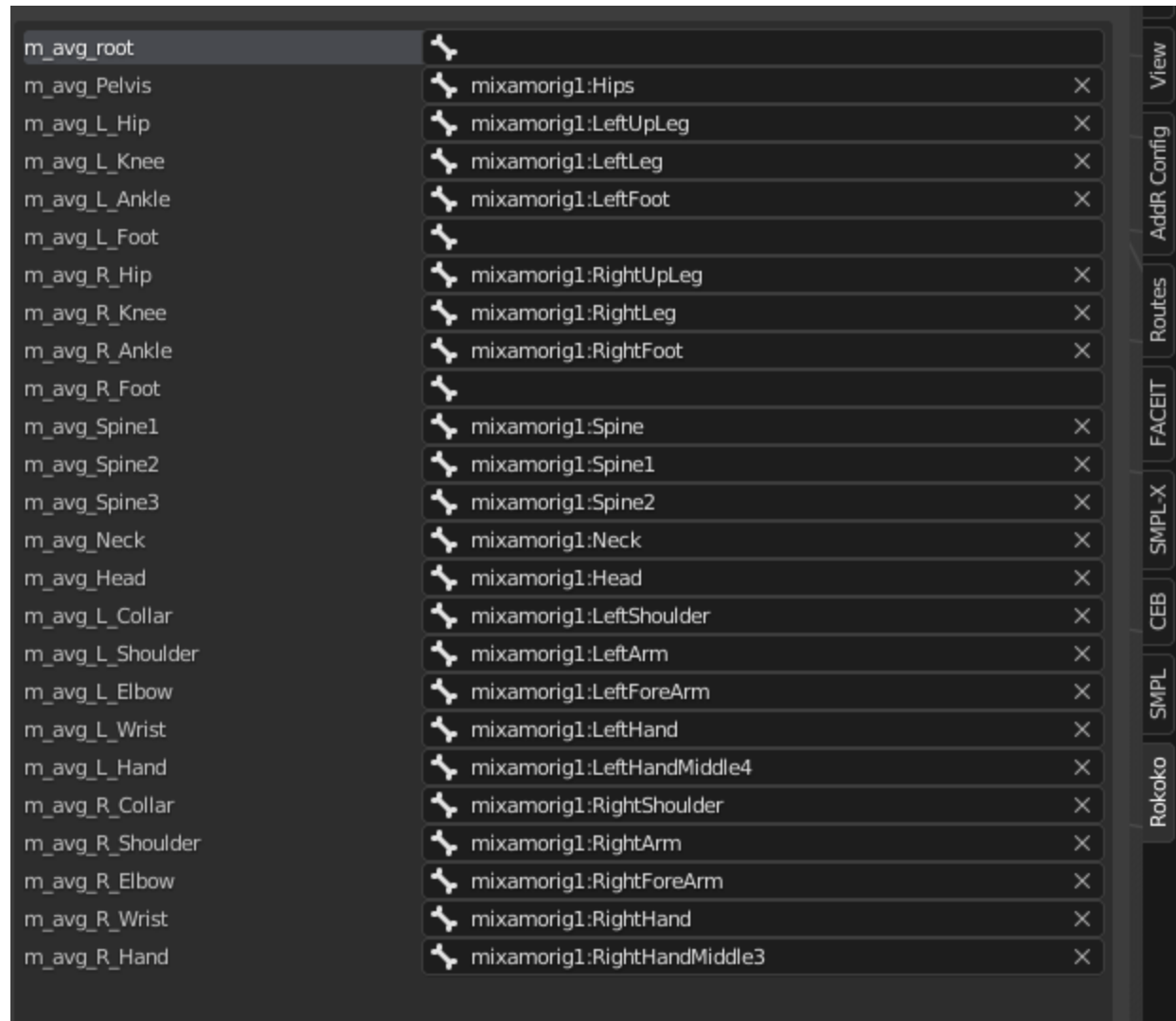


Requirements:

- Rokoko blender addon
 - Installed and activated
1. EasyMocap export to bvh
 - a. Download blender 2.79 windows + extract
 - i. This will be \${BLENDER_PATH}
 - b. In cmd
 - i. `${BLENDER_PATH}/blender -b -t 12 -P scripts/postprocess/convert2bvh.py -- <path_to_output_smp> --o <output_path>`
 2. Import bvh into blender
 - a. Import it
 - b. Place at world origin
 - i. Shift s -> cursor to world origin
 - ii. Shift S -> selection to cursor
 3. Import in mixamo rig with some character
 - a. Go to mixamo.com and choose character
 - b. Download
 - c. Import
 - d. Place at world origin
 - i. Shift s -> cursor to world origin
 - ii. Shift S -> selection to cursor
 - e. Delete keyframes
 4. Rotate bvh data such that is is in the right place
 5. In frame 0 of bvh
 - a. Go into pose mode
 - b. Select all
 - i. Press ctrl + a
 - c. Reset to rest position
 - i. Press alt + r
 - d. Insert keyframe
 - i. Press i -> insert keyframe transform, rotation, scale
 6. Press n to open side panel
 - a. Go to Rokoko -> Retargetor
 - b. Set the bvh armature as source
 - c. Set Mixamo armature as target
 - d. Click build bone list
 - e. Set bones as followed



- f. Click retarget
 - i. Have timeline at frame 0
 1. The armatures should be intersecting in t-pose
- g. Export armature as fbx
 - i. With somesort of model attached

Unreal

- Import fbx and check import animations
- Create ik rig selecting rig you imported
 - Skeletal mesh
- Ik rig
 - Open
 - Go to ik retargeter
 - Add new chains (no goal)
 - Leg_L

- Start: LeftUpLeg
 - End: LeftToeBase
 - Leg_R
 - Same with r
 - Hand_L
 - Start: LeftShoulder
 - End: LeftHand
 - Hand_R
 - Same with R
 - Spine
 - Start: spine
 - End: spine2
 - Head
 - Start: Neck
 - End: Head
- Select hips
 - Right click -> retarget root
- Add ik rig
 - Select metahuman skeletal mesh
 - F_med_new_body
- Mh ik rig
 - Open
 - Go to ik retargeter
 - Add new chains (no goal)
 - Leg_L
 - Start: thigh_l
 - End: ball_l
 - Leg_R
 - Same with r
 - Hand_L
 - Start: clavical_L
 - End: hand_L
 - Hand_R
 - Same with R
 - Spine
 - Start: spine_01
 - End: spine_05
 - Head
 - Start: Neck_01
 - End: Head
- Add ik -> ik retargeter
 - Select mixamo ik rig
- Inside retargeting
 - Set target ik to mh ik rig

- Create a pose in the left panel (source|target)
 - Edit mode
 - Put the metahuman pose into the same as rokoko rig
 - Move Metahuman over for preview
 - Run retargeting
 - NOTE:
 - You may need to manually assign matching bones in the retargetor to get the good results
- Right click mixamo animation
 - Retarget animation
 - Select custom retargeter
 - Name prefix
- Add animation to Metahuman
 - Create sequence
 - Plug in