



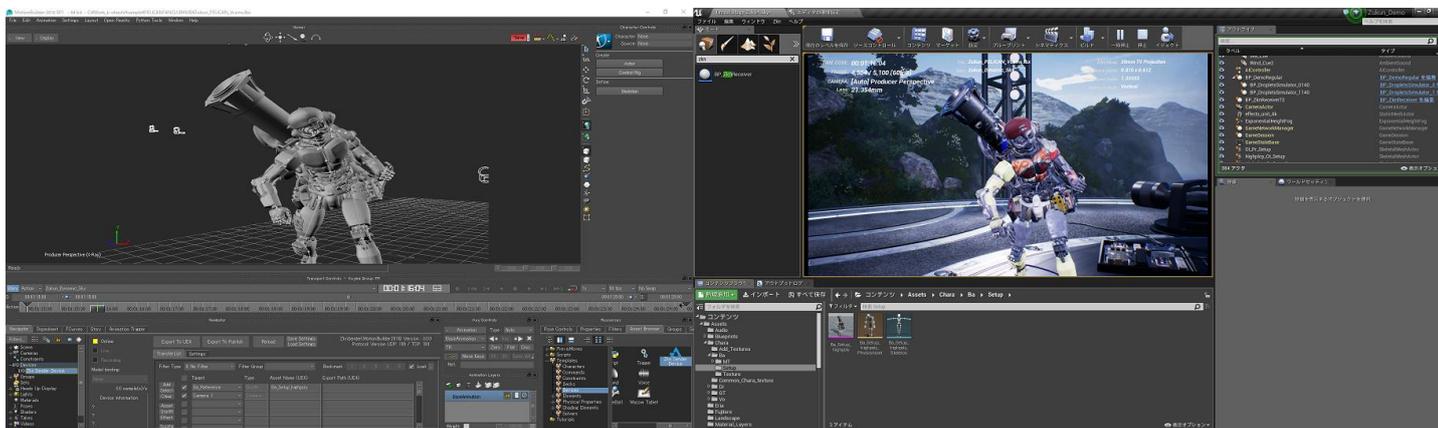
ZUKUN LABORATORY

NEW WORKFLOW

Unreal Stage

Real time preview on Unreal Engine while you animate on MAYA/MotionBuilder

Automatically import the data, including the layout to UE4 project



Desktop preview for animation

**Animate and do a layout on MAYA/MotionBuilder
while previewing the final quality on UE4.**

No longer need to import large models in MAYA,
if environments and effects are already placed on UE4.

This makes it accessible to animators without
extensive training or knowledge of UE4.

**Using 2 PCs (MAYA/MotionBuilder and UE4)
for less processing load for operation and drawing**

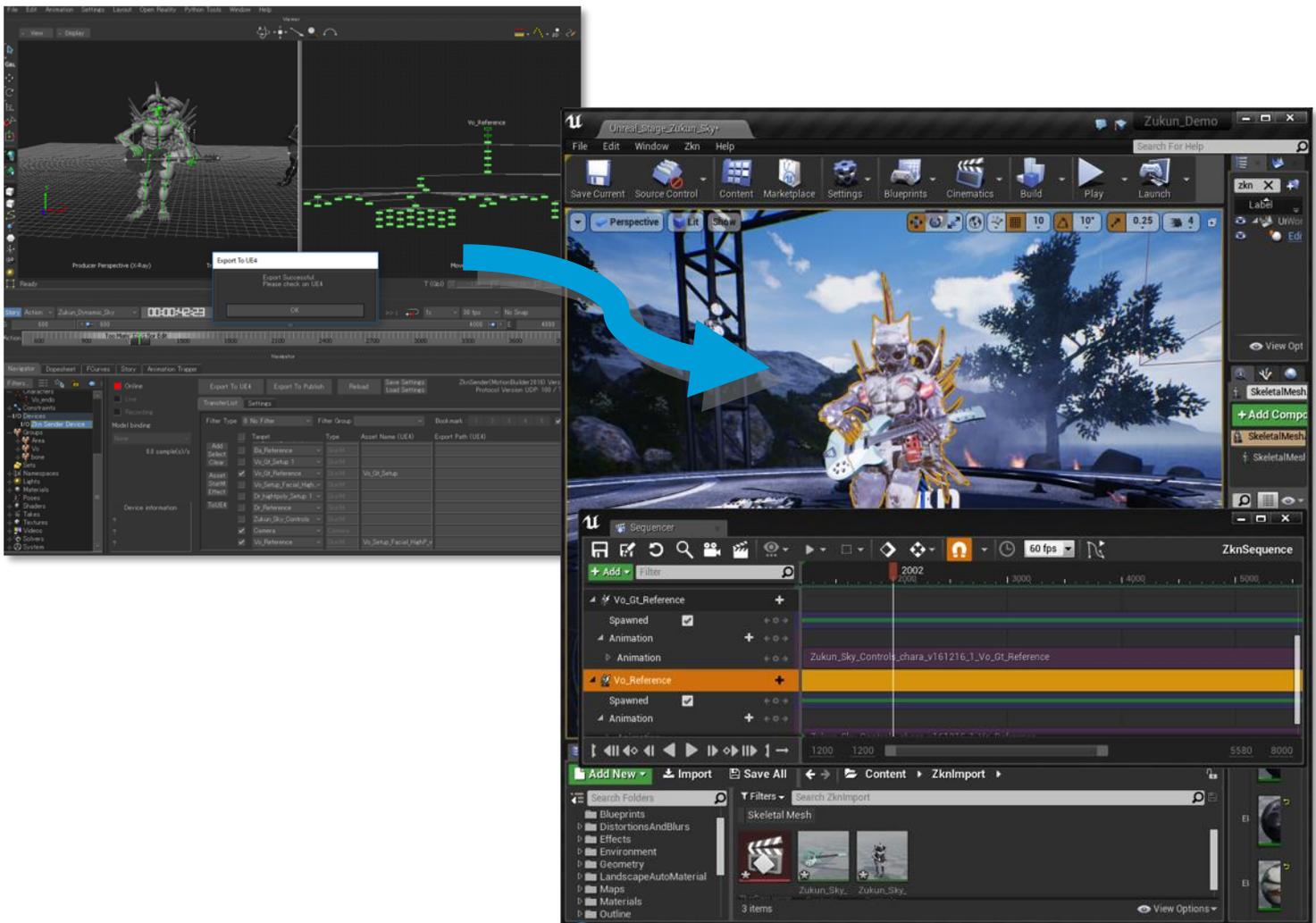
You can work with low-poly models using complex control rigs in MAYA,
and not worry about the processing load for drawing.

UE4 is only to receive Skeleton and Morph Target animations
with highest quality settings.

You can retarget character animations in MAYA/MotionBuilder,
just like how you normally would.

Place work result in UE4 sequencer instantly

With a single-button, importing FBX animation is completed.



Save the animation in a selected folder, and do FBX import.
Then, it is automatically placed on timeline of a selected sequencer.
Even if there're 100 mob characters, you only push a button once.

If saving intermediate files is unnecessary, then no need to specify the folder.

Optimum processing will take place automatically.

Save only Uasset at the end,
eliminating the time and effort to manage intermediate files.

■ More info

- Camera lens and camera format info are supported.
- Reproduction frames are synchronized among Timeline in MAYA/MB and Sequencer in UE4.
Animators can check and control effects and traps in Sequencer
- Simple key information such as timing for effects, made in MAYA/MotionBuilder, can be sent to UE4, and place it in a sequencer.
It is important to transmit animators' intentions for the timing for explosion or luminescence in addition to character animation to UE4.
- It supports characters with namespace; colon, which does not apply for UE4.
You will not go through renaming even if you increase the volume for mob characters.
- Filtering function can be used for characters with many joints when specified parts that you only want to send.
You can freely set when to send and stop for facial only or secondary animation.
This function is also valid when transmission load is high.

■ Product Updates / plugin ver3.0

- Easy association of characters in Maya/MotionBuilder and actors in UE4,
- BP_Character and StaticMesh Support,
- “Production mode”: consolidate files for FBX import in a specified folder, and leave the heavy import work to another PC



For MotionCapture:
High quality CG preview in studio



For making VR content: Animators adjust without engineers
and a director can check any time.

360°VR PELICAN FANCLUB "Setsumei"

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