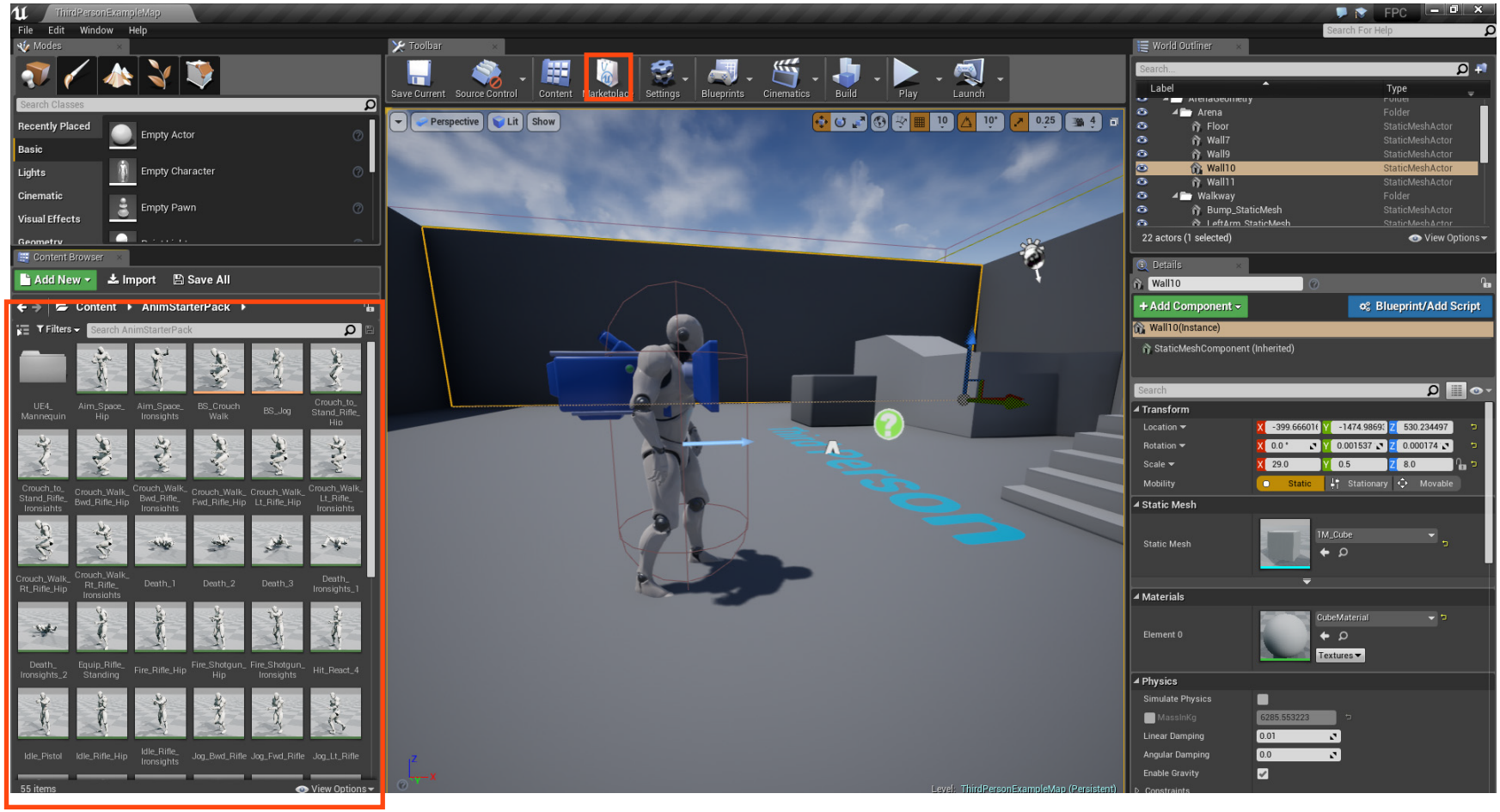
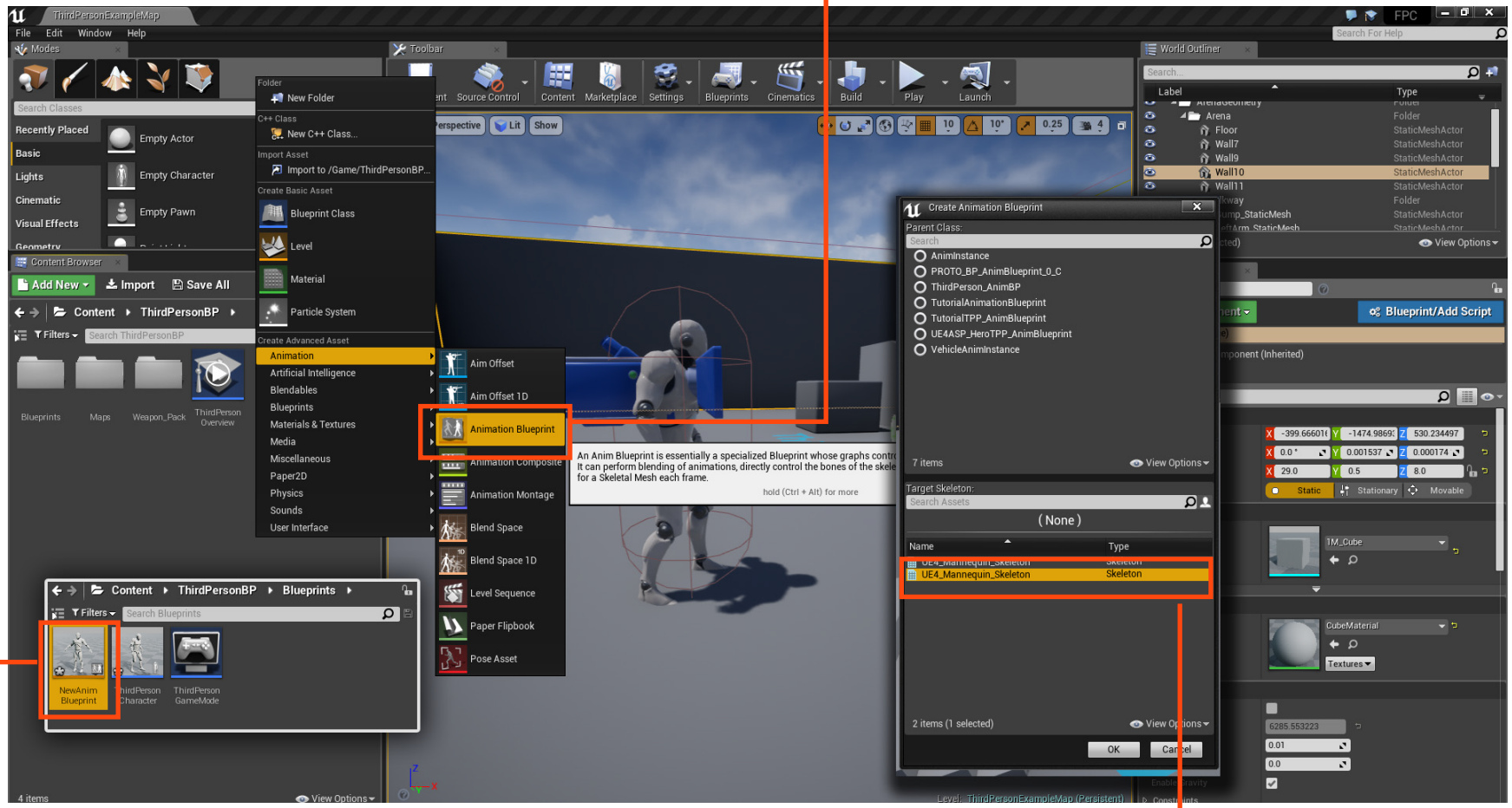
You have a first person character in your scene but it doesn't move much - forward, backward - that's about it.
Now, using animation clips from the Animation Starter Pack (available to download from the UnReal4 "Marketplace") you will design a series of character movements: Run Left, Run Right, Crouch etc..

1. Download the "ANimation Starter Pack". You can access the "Marketplace" by click on the icon on the UnReal4 tool bar.



2. Open the Third Person BP folder. Right click and create and "Animation Blueprint".

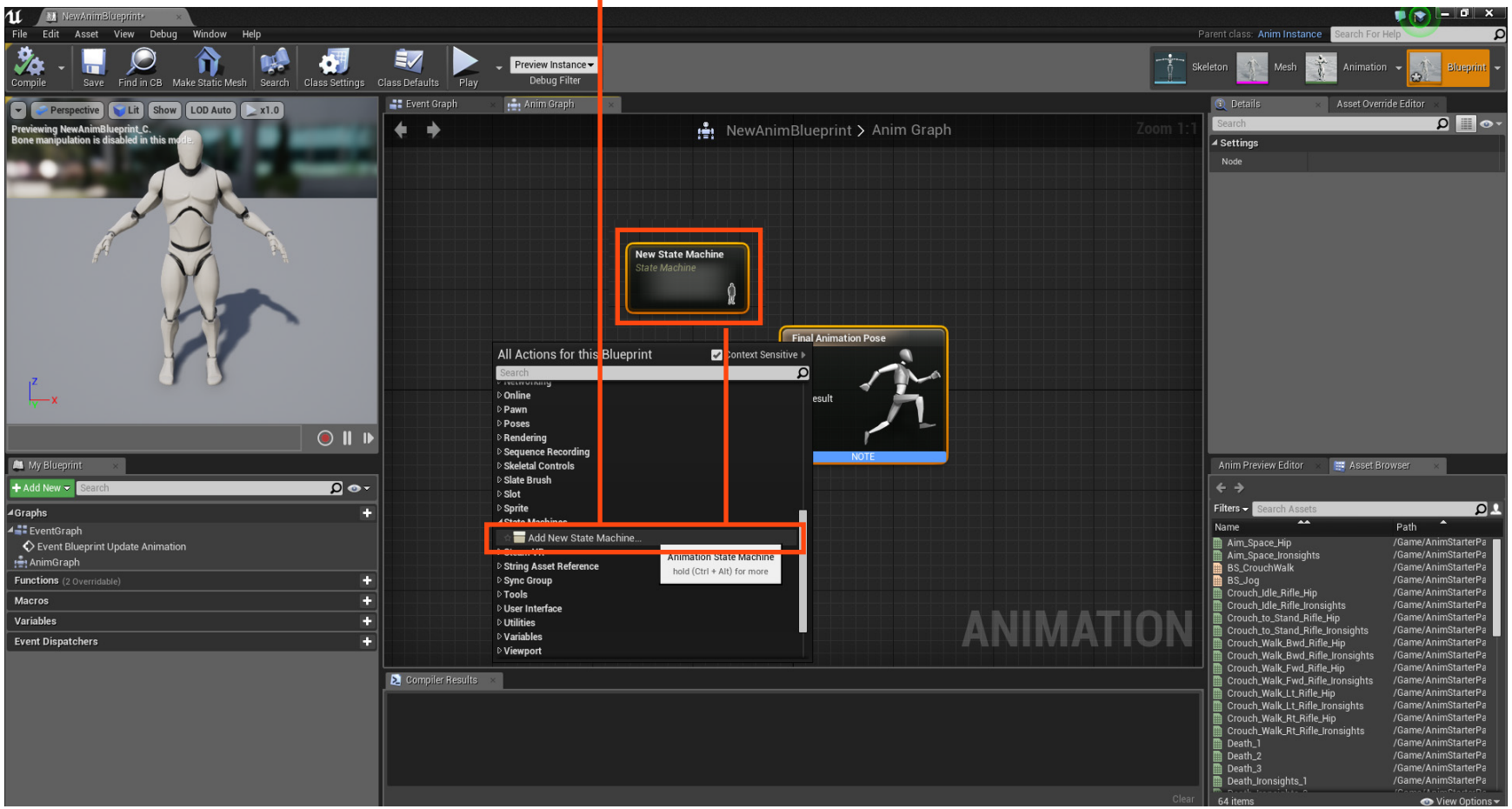


3. Select the "UE4 Manequin Skeleton"

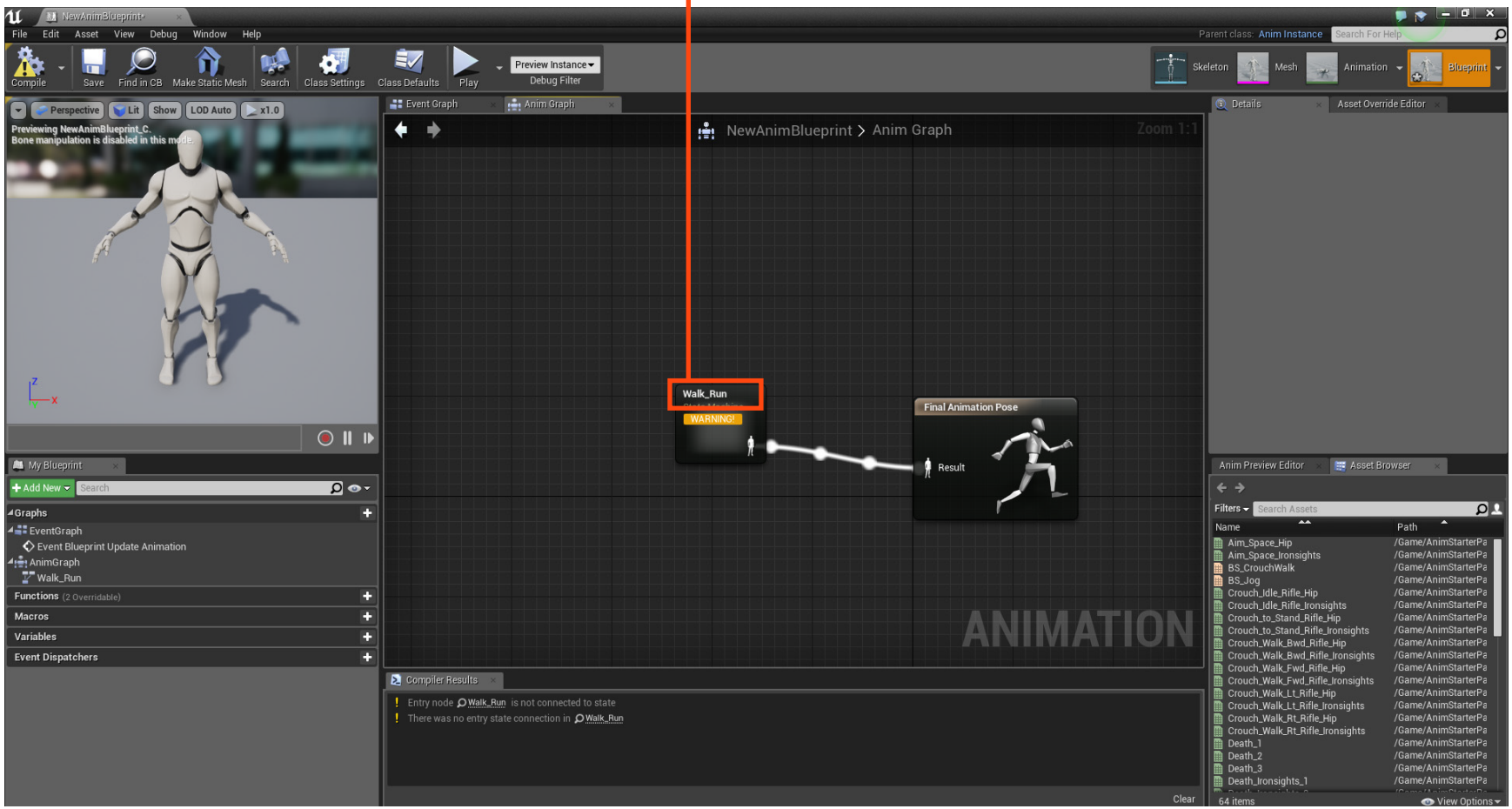
4. Locate the "New Animation Blueprint" in the Blueprint folder and open it by double clicking.

Now you will attach multiple animations to your First Person.

5. Right click in the blueprint window and add a New State Machine.



6. Rename the New Animation State to Walk_Run



7. Double click on the Walk_Run Animation State.

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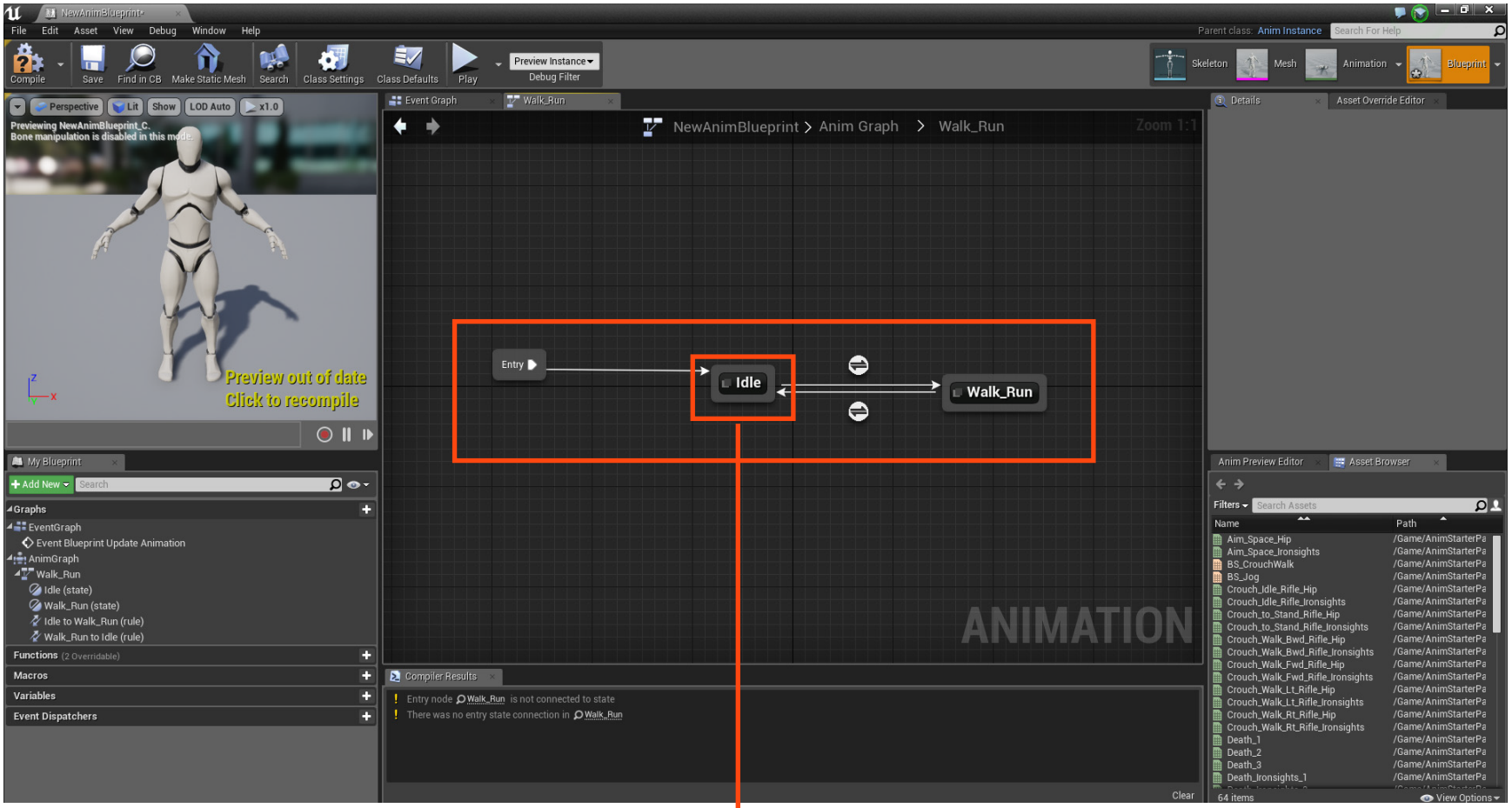
Your first animations will be "Idle" to "Walk and Run"

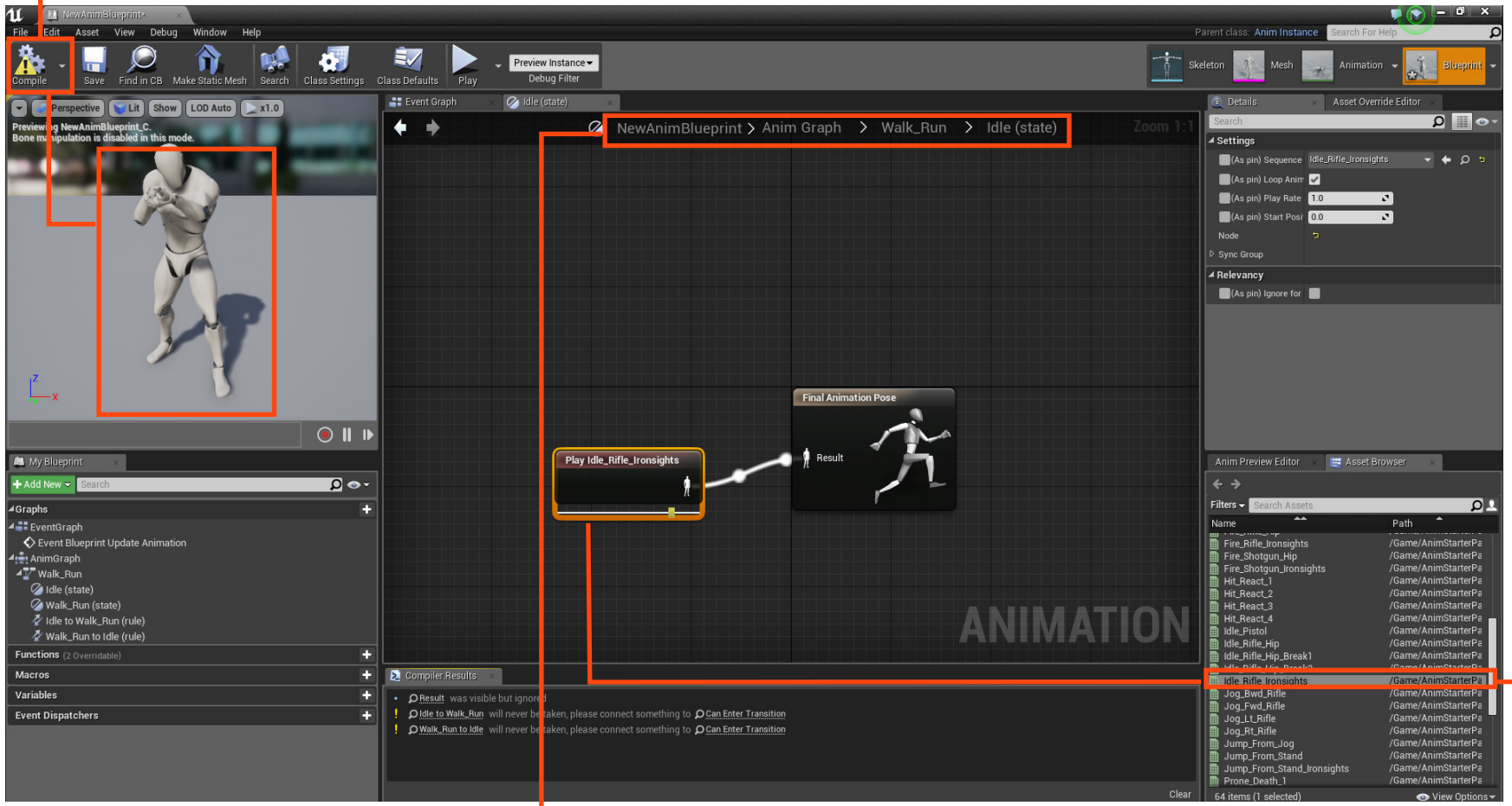
8. Drag out and name the following "States" and Compile.



9. Double click on "Idle" so you can set up the action.

Adding Animations to First Person Character

10. Drag the "Idle Rifle Ironsights" into the blueprint and connect as shown.
11. Compile and the First Person should assume the pose.



12. Use these tabs to switch between windows.

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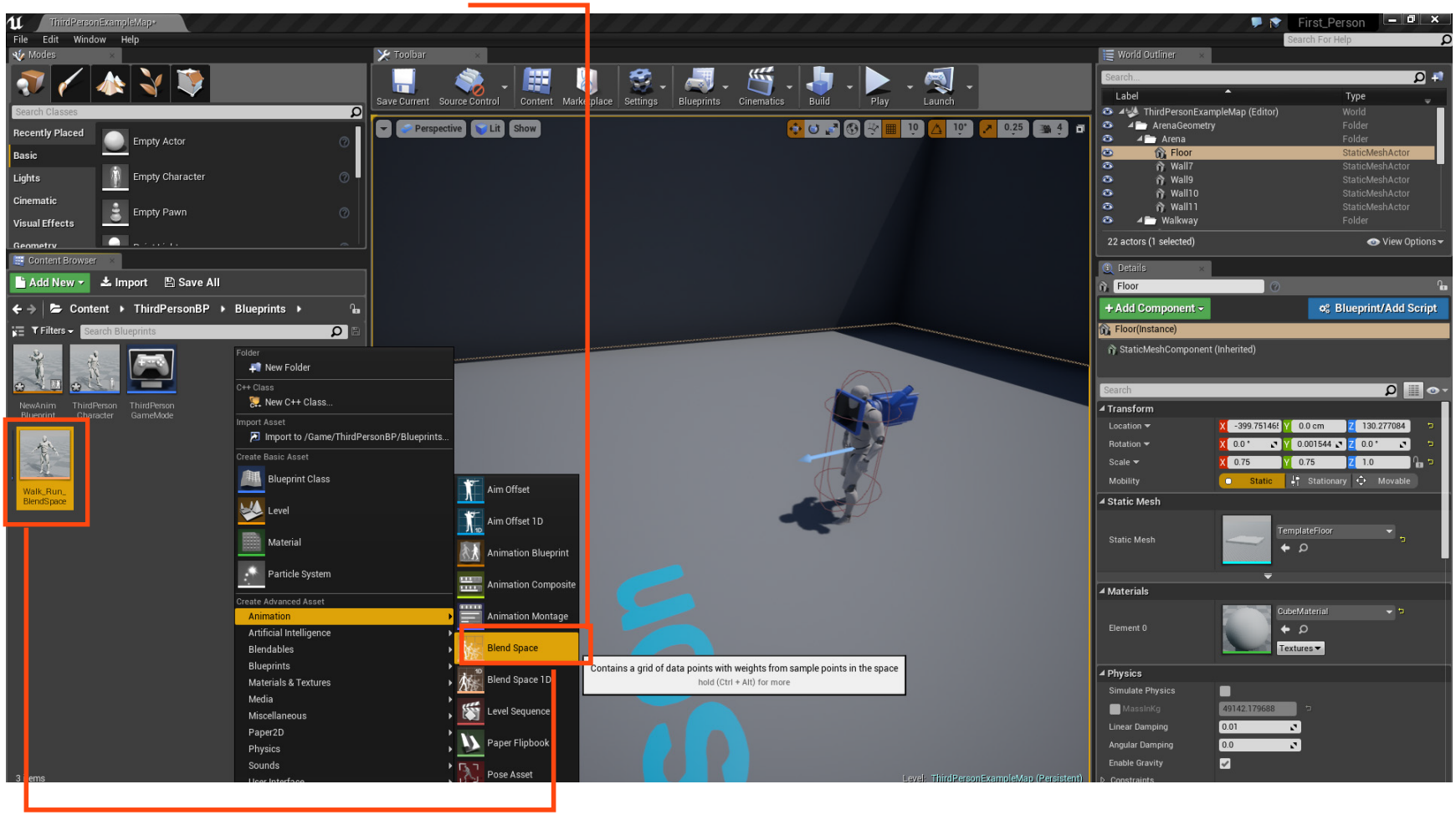
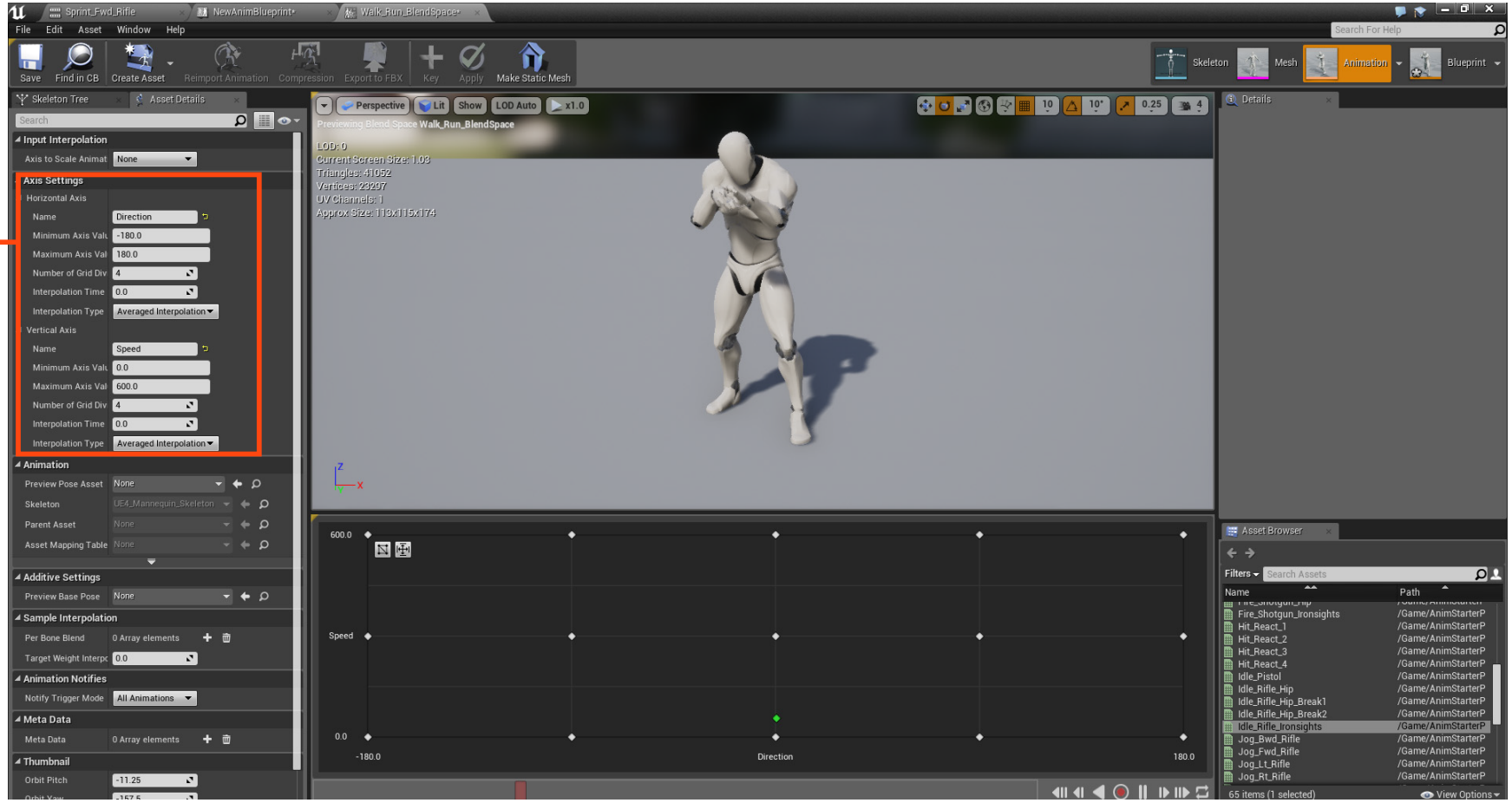
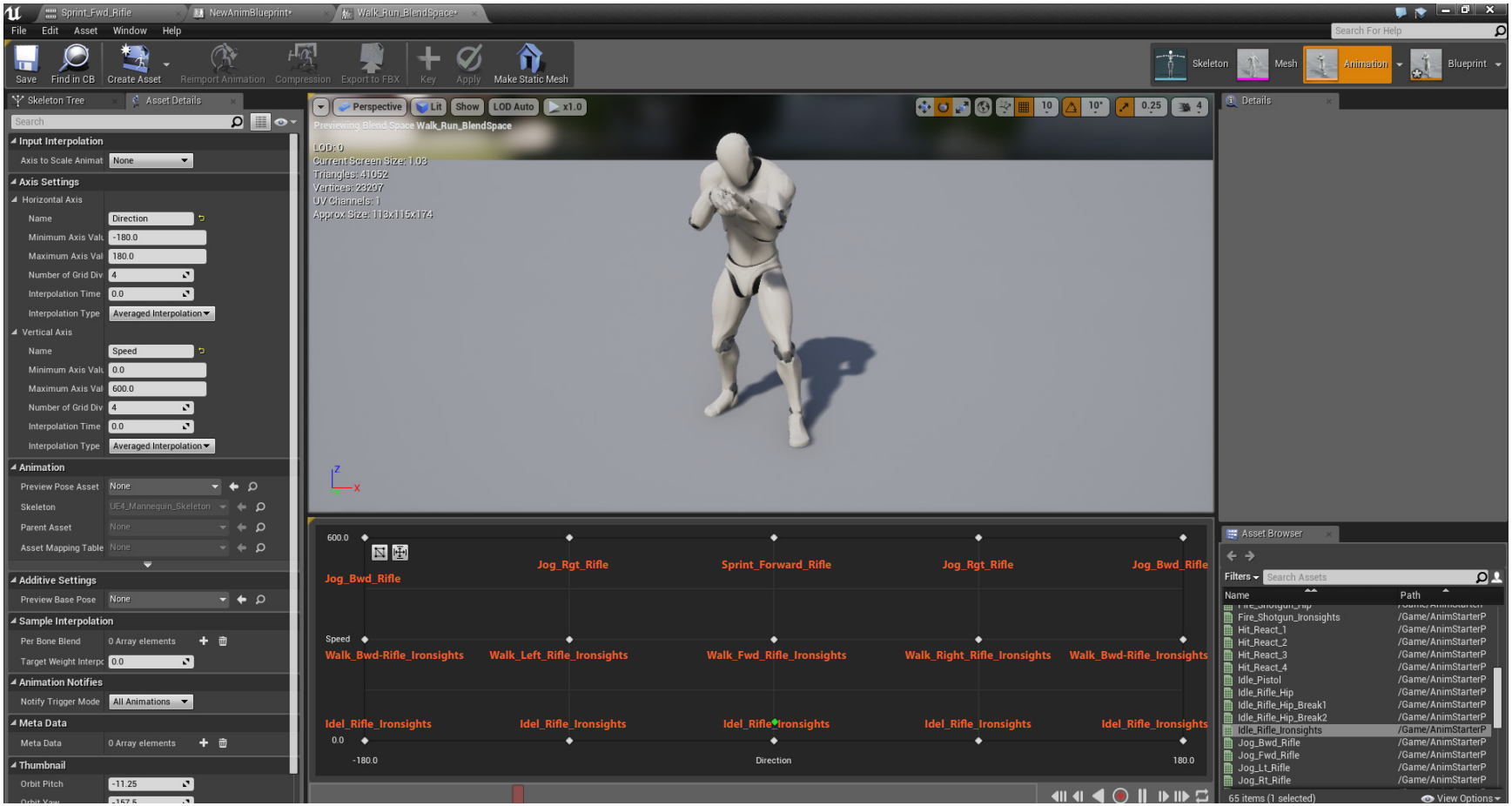
Now you have to tell the Idle animation and the Walk Run animation how to work together. This is called Blending. In the end you will blend 10 different animations.

13. Right click and choose "Blending State" and select the UE4 Manequin.



14. Rename the Blend State - Walk_Run_BlendState.Double click to open.

15. Set the following



Adding Animations to First Person Character