

Metahuman Documentation

[Metahuman Integration Guide Link/Helmet for your Metahuman Setup](#)

Warning!!!!

Before buying, please read warnings.

The female version uses a Medium Normal Weight body type.

The male version uses a Tall Normal Weight body type.

Due to differences in faces, Helmet Straps and Balaclava may not fit your metahuman properly and could be distorted. How to adjust helmet to your face video can be found on top.

Also, because of differences in skulls, Headsets may be needed to adjust and fix them.

All head items might also need to be adjusted to your metahuman because of drastic skull and face differences, its impossible to make it perfectly fit to all metas.

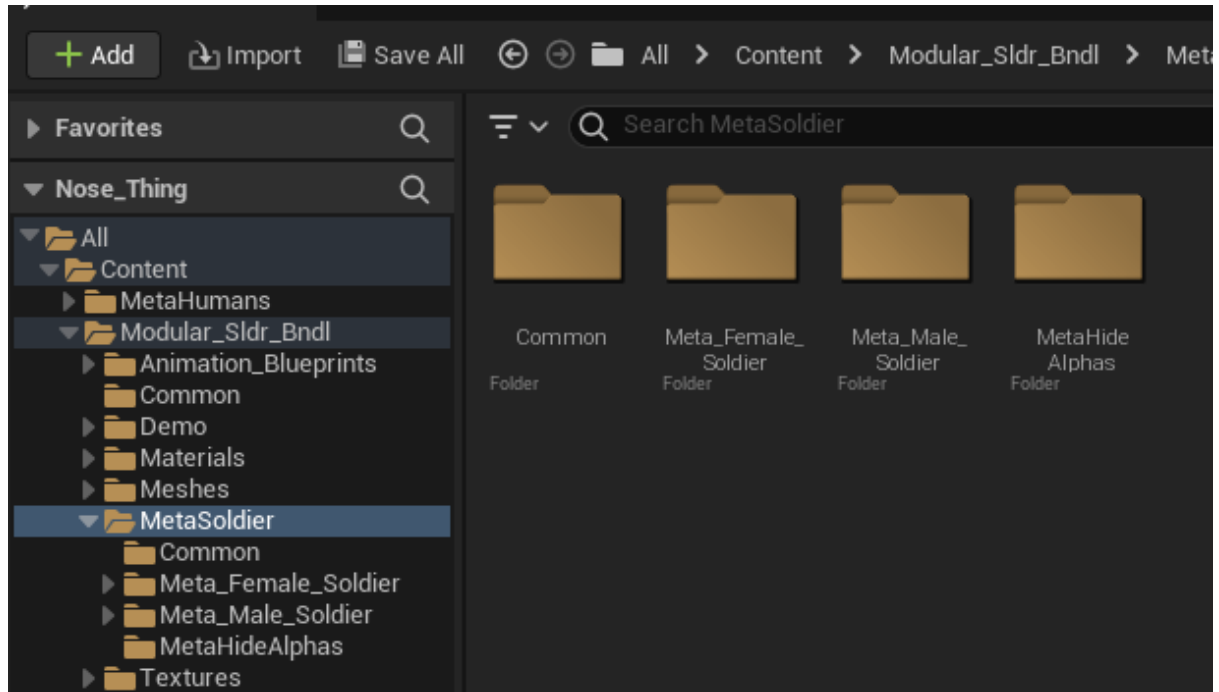
I can provide with source files for easier use, just ask me in discord.

Project naming convention:

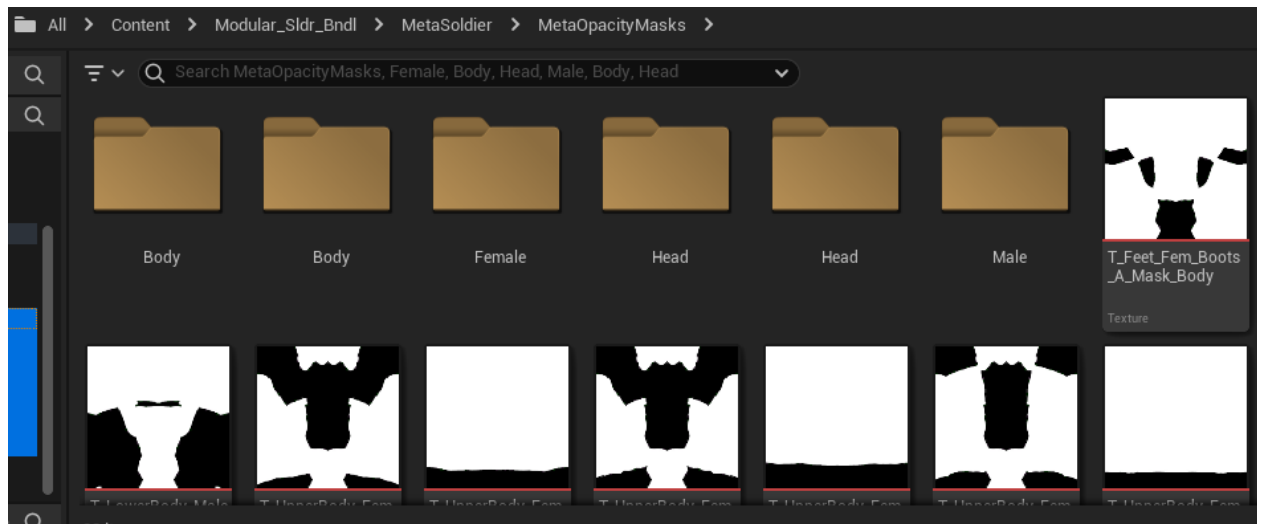
- ABP* - Animation Blueprint
- BP* - Blueprint
- M* - Master Material
- MI* - Material Instance
- MF* - Material Function
- ML* - Also Material Function, but used as Layers for material.
- SSP* - SubSurface profile/
- SK* - Skeletalmesh
- SKEL* - Skeleton
- PA* - Physical Body
- SM* - Static Mesh
- T* - Textures
- Male*/Female* - for male and female file variants

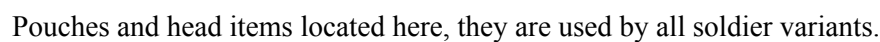
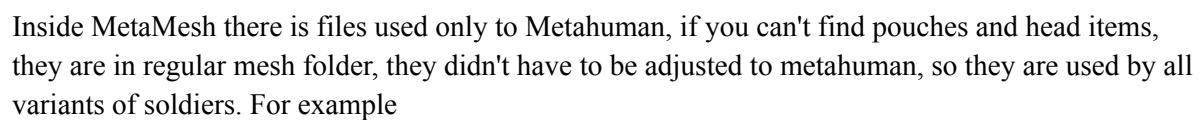
Folders Overview

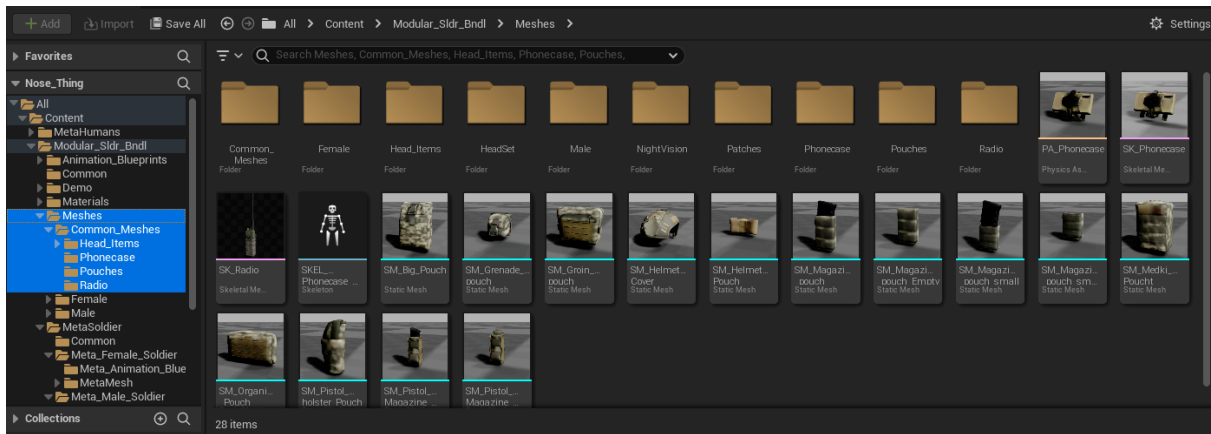
Metahuman variant has separate folder, from regular Soldiers. It is shown here



There are some alphas that i premade to cut off metahuman body parts, so it wont interfere with clothing. They are located in **MetaSoldeir** folder.

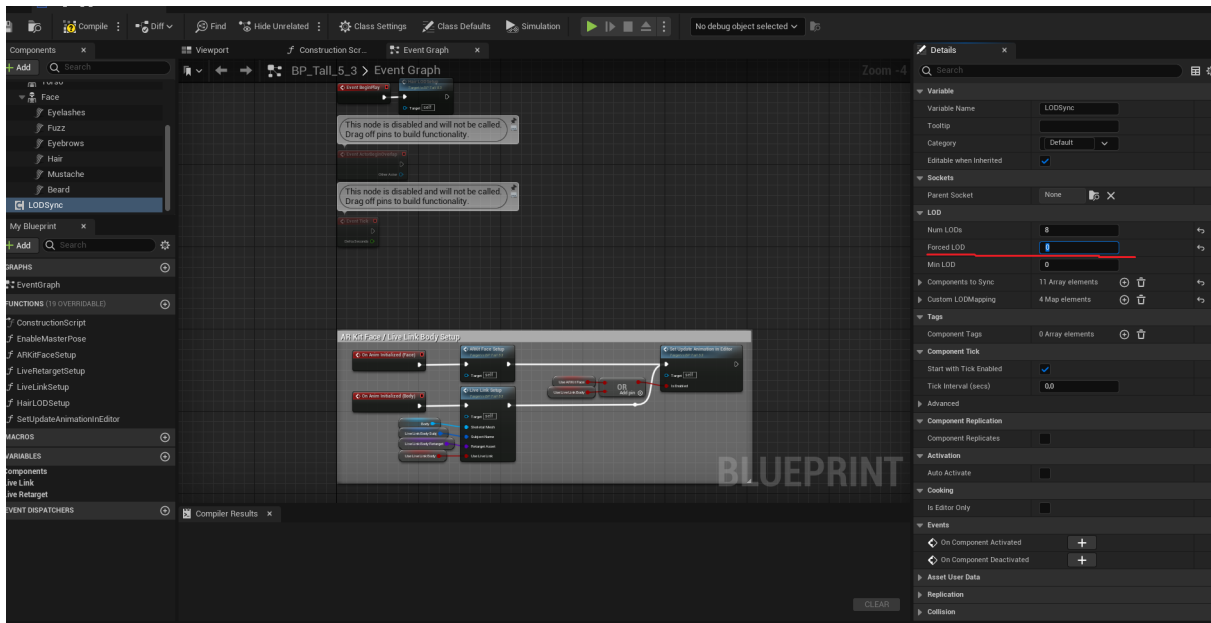






How to attach items to Metahuman

Check in lodsync forced lod to 0.



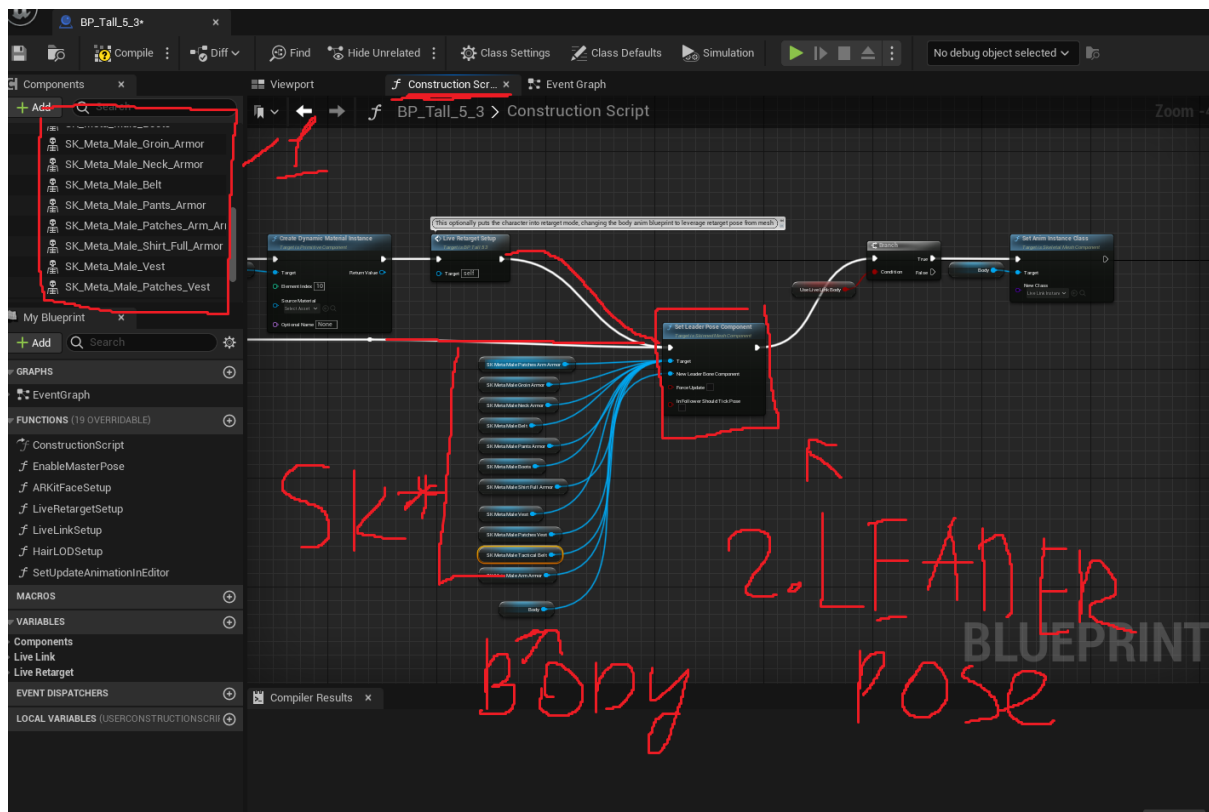
For all items that uses body motion you can assign some of them to Torso, Legs and Feet inside of Metahuman blueprint, but you cant assign more without making this step.

Firstly drop whatever SK* you want inside your Metahuman Blueprint, if its these meshes: Balaclava, Helmet - parent them under face, that's it, everything working. For the Dump pouch, Radios, Front and Groin armors, just parent them under body, that's all. They are using ABP* to take motion from meshes under which they are parented.

For the other SK* you need to

1. Drop them inside your metahuman BP, there are different versions of same mesh, for blending purposes, so they'll blend with intended clothing. This is an example of one clothing part, it has a lot of versions to suit other parts of character. For example if you want to use a Jacket only with Vest you have to use SK_Male_Jacket_Vest, if you want to use it with all armor equipped you need to use SK_Male_Jacket_Full_Armor. This naming convention is also used for other meshes.
2. Drag all of SK* meshes to the construction script, except ones that use ABP*, if you do so, simulations won't work.

3. Create Leader pose/Master pose node, right click and type one of that, depending on Unreal Version.
4. Break 2 connection that you see goes to branch, or reroute them to leader pose.
5. Connect all SK* meshes to Target.
6. Drag Body of Metahuman here and connect to New Leader Pose Component/New Master Pose Component.
7. Connect Leader Pose to branch
8. Click Compile.



For the items that are not skinned to metahuman, there is another workflow.(HeadItems and etc.)
Only one SM* that needed adjustments to metahuman was Headset, you can find it inside Metahuman folder, other they are located in Meshes/Common Meshes/

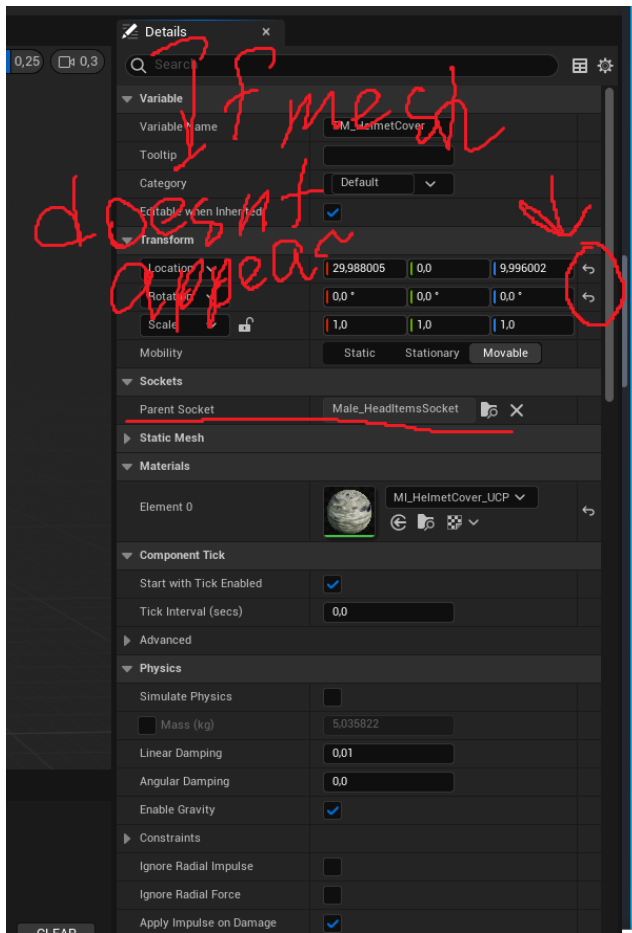
So:

1. You drag ones that you want to use to Metahuman BP
2. Once that attaches to Vest you drop it under Vest, Ones that attaches to Head you drop under Helmet.
3. There are premade sockets inside this 2 SKELETONS
4. Attach this Static Meshes to corresponding Sockets, For helmet There is Male and Female Variant, just attach it and thats all.

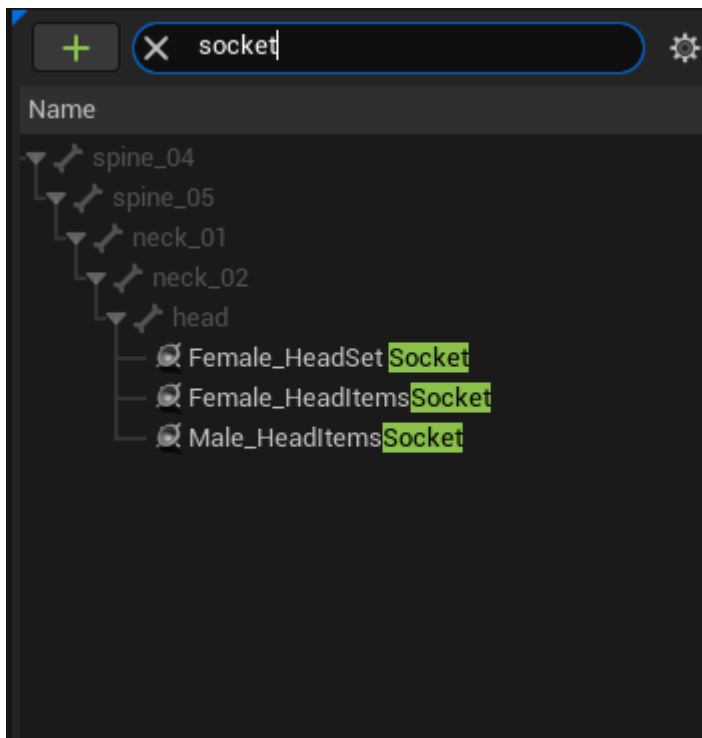
For the Vest Sockets you would need to adjust position of Items yourself, upon your discretion.

NOTE Its crucial to parent them under one of SK* , if you wont do that, you wont see sockets, because they ll be child of Metahuman body and not custom clothes.

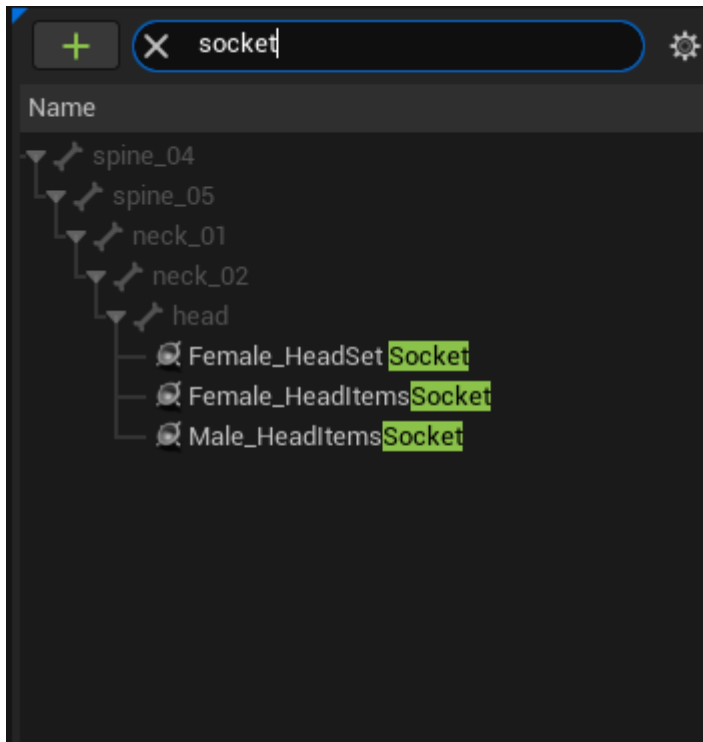
If mesh doesnt appear you need to reset transformation, just click on that arrows.



Vest Sockets



Helmet Sockets



Its Clear from names what to attaches to what.