Career Technical Education
SoCal ROC

ADVANCED VIDEO GAME DESIGN

A skeletal meshes are built up of two parts, a set of polygons composed to make up the surface of the skeletal mesh and a hierarchical set of interconnected bones which can be used to animate the polygons.

Skeletal meshes are often used in Unreal Engine 3 to represent characters or other animating objects. The 3D models, rigging and animations are created in an external modeling and animation applications (3DSMax, Maya, Softimage, etc) that are then imported into Unreal Engine 3 by using Unreal Editor's Content Browser and saved in packages.