

Overview

In this section, you will find instructions for setting up characters and animation in the Sandbox Editor, as well as instructions for importing and exporting them.

In This Topic

- [Character Tool](#)
- [Mannequin](#)
- [Animation Content Creation](#)
- [Facial Animation](#) — This section contains tutorials on the specific tools and setup requirements that are needed for animating faces.
- [Animation Compression Editor](#)
- [The Character Editor](#)
- [GameSDK Animation Topics](#)