Why doesn’t Transfer Motion include cameras or lights? (ICv8.1 & LiveLinkv1.1)

Camera and light animations can’t be directly imported into an Unreal Project to become an animation asset, instead, they have to be imported on Sequencers. Due to differences in workflow, the current version of LiveLink does not support camera and light motion transfer.

Reallusion FAQ

https://kb.reallusion.com/Product/53092/Why-doesn’t-Transfer-Motion-include-cameras-or-lights-ICv81-Li