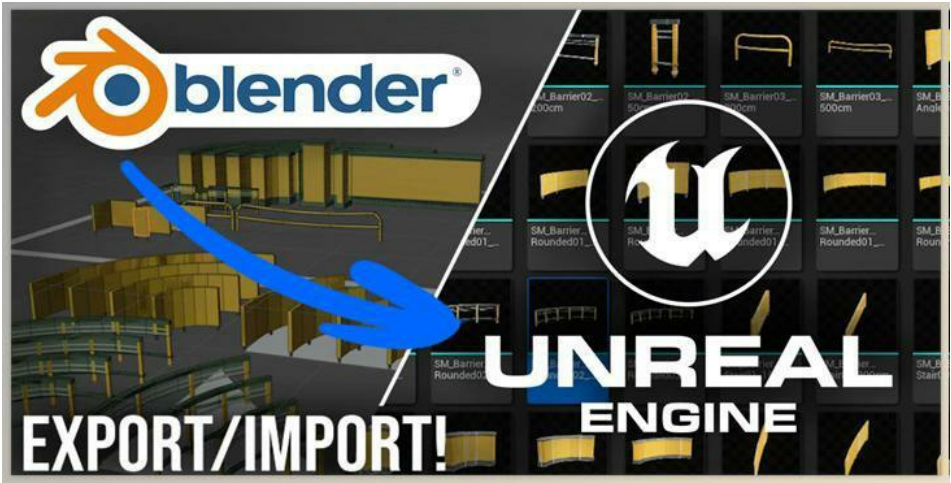




Blender Market - Blender For Unreal Engine v4.3.11

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Blender Market - Blender For Unreal Engine:

The “Blender For Unreal Engine” add on achieves its goal of exporting assets from Blender to Unreal Engine with maximum speed.

It operates with static and skeletal meshes, animations, Alembic files, cameras, sequencer content, collisions, sockets, and splines. Level Sequence cameras and other assets can also be scripted for direct import into Unreal Engine. This plug-in is off-the-shelf ready and modifiable for proprietary uses.

Includes:

- Export of Static Meshes, Skeletal Meshes, Animations, Alembic Files, and other assets.
- Support for Collisions and Sockets as well as Camera and Sequencer Content.
- Compatible with Blender Version 2.8 4.0 and Unreal Engine Versions 4 and 5.
- Batch Export functionality is included, along with the automatic organization of assets.
- Automated issue detection and resolution.
- Camera export with complete data aspect ratio, focal distance, etc..
- Unreal Engine clipboard export feature.
- Open-sourced and free to use for general production purposes.



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