



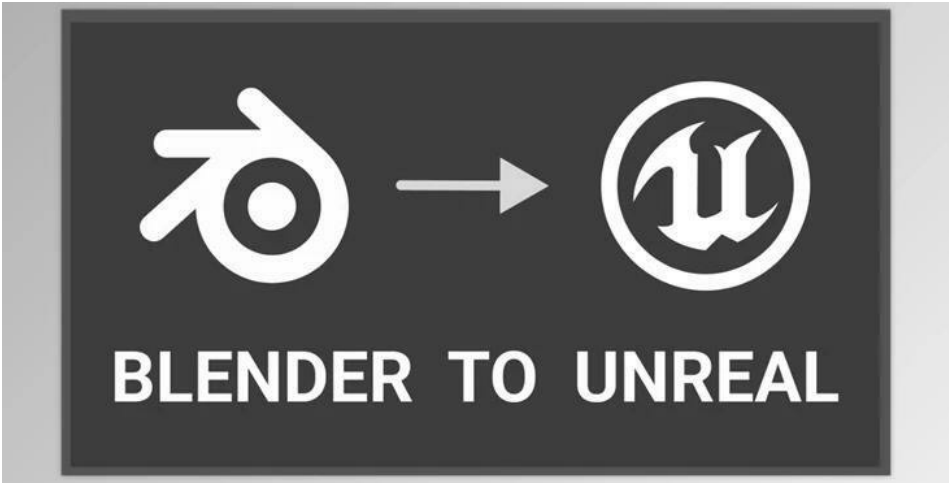
Blender To Unreal 2.2.2 for Blender

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Blender To Unreal v2.2.2 for Blender:

Blender-to-Unreal is a user-friendly Blender add-on designed to simplify the process of exporting 3D models, animations, collisions, sockets, and LODs to Unreal Engine. Ideal for game developers, architects, and 3D artists, it enables quick and efficient exports with just a few clicks.

object, collection, and animation exports, along with collision types like box, capsule, and convex. It also supports socket creation, LOD management, and vehicle rigging. The add-on provides tools for renaming objects and allows seamless exports directly to Unreal Engine or disk with a clean UI/UX.



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