



## Unreal engine - Skeletal Mesh Merger V1.1 v5.1

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### Unreal engine - Skeletal Mesh Merger V1.1 v5.1:

Effortlessly combine multiple Skeletal Meshes into a unified asset and save it separately within Unreal Engine. Simplify your workflow by selecting multiple skeletal meshes from the content browser or directly from an actor in the scene, specifying the final path, and merging them into a single asset seamlessly.

Consolidating skeletal meshes not only streamlines your project but also enhances scene performance without compromising quality.

- Merge multiple skeletal meshes into a single asset effortlessly.
- Select all skeletal meshes from a scene actor swiftly.
- User-friendly interface for intuitive operation.
- Merge skeletons seamlessly for a cohesive outcome.

#### Modules:

- SkeletalMeshMerger (Editor)
- Runtime Merger (Runtime)

Streamline your workflow and optimize performance with this efficient tool. Simply open the Global Merge Editor widget, select your assets, designate the name for the new asset, and you're all set! Achieve a multitude of animated characters on screen with optimal performance and ease.



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