



Blender Market - Act: Game Asset Creation Toolset v2025.1.1

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Blender Market - Act: Game Asset Creation Toolset:

The ACT, or Asset Creation Toolkit, which was explicitly designed for Blender, can be defined as a toolset designed to optimize the development of video games.

ACT is beneficial learning material for every 3D artist or game developer because it encompasses all of the utilities needed for the effortless task of exporting assets and performing the more complex functions of renaming objects, geometry operations, material handling, and UV management. It's also particularly useful for exporting assets to popular gaming engines such as Unreal Engine, Godot, and Unity, giving batch export options in both GLTF and FBX formats.

Includes:

Origin Tools:

- Precisely modify the origins of different objects for specific locations, including middle, max, min, and the 3D cursor.
- Locational alignment on the axes for additional precision.

Renaming Tools:

- Self-service LOD (Level of Detail) modifiers; adds and removes LOD labels and suffixes for bones.
- Automatically numbers the objects depending on the Axis or Outliner order while supporting object renaming.

UV Tools:

- Smart project techniques allow UVs to be batch added and removed.
- Enables the light map UV renaming along with the additional index.
- Streamlines the process of atlas packing by moving and scaling the UVs in stages.

Export Tools:

- Batch exports allow the selected objects to be exported as FBX or GLTF formats suited for Unity, Unreal, or Godot.
- All objects can be exported, grouped in a single file, or categorized.

Material/Texture Tools:

- paint colors for materials, and the viewport gives you a chance to select a random option.
- Remove extra or nonused materials.
- Make a color palette for low poly art or cartoonish assets.

Other Tools:

- Match object and data names remove custom normals.
- In armature edit mode, bones join, and empty objects get manipulated.
- Provides geometry operations such as dissolving checker loops and edge collapses.

ACT is an essential solution for artists and game developers who want to streamline the creation process, save time on tedious tasks, and more effectively manage and export their assets.



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