



Blender Market - Action Commander - Action Management Tool v1.0.1

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Blender Market - Action Commander v1.0.1: Introducing Action Commander, a powerful Blender add-on tailored to efficiently manage multiple actions within your blend file. Packed with various utilities, it simplifies tasks like action switching, FBX action importing, and much more, making it an indispensable tool for game development and asset animation. The add-on boasts two primary panels: the Action Commander Panel and the Action Bin Panel.

Action Commander Panel:

This panel provides a clear overview of actions associated with or stored within an object. Seamlessly switch between actions with just a few clicks, enhancing your workflow significantly.

Multiple Action Management:

Effortlessly handle numerous actions within a single blend file, streamlining your animation workflow.

Animation Switching:

The core functionality revolves around swift animation switching, automatically adjusting frame ranges as you transition between actions. This feature proves invaluable when juggling multiple action sets, such as crafting diverse animation sequences for your game character models. By storing actions directly on the object, it neatly organizes and hides unrelated actions, keeping your workspace clutter-free.

Import and Load FBX Actions:

A convenient operator facilitates the import of FBX actions sans mesh or armature, efficiently removing unnecessary data post-import. This functionality proves especially handy for users seeking to merge multiple Mixamo animations into a single file. Action Commander empowers Blender users with unparalleled flexibility and efficiency in managing animations, making it a must-have addition to any animator or game developer's toolkit.



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