



Blender Market - Simple Collider v1.0.1

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Blender Market - Simple Collider:

Collider Tools, specifically the Simple Collider addon, simplifies the process of creating physics colliders for games within Blender. It supports a range of common collider types, including Box, Sphere, Capsule, Convex, and Mesh, and offers advanced features like Auto Convex decomposition and Oriented Bounding Box generation. The addon provides a user-friendly interface that allows for real-time adjustments directly in the 3D viewport, making collider creation fast and intuitive. It works in both Object and Edit modes, supporting multiple selections, and can generate colliders in either Local or Global space. Simple Collider is compatible with game engines such as Unreal Engine, Unity, and Godot, and offers flexible naming schemes and preset systems for easy integration. This tool streamlines collider creation, offering more control, speed, and compatibility with game development pipelines.



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