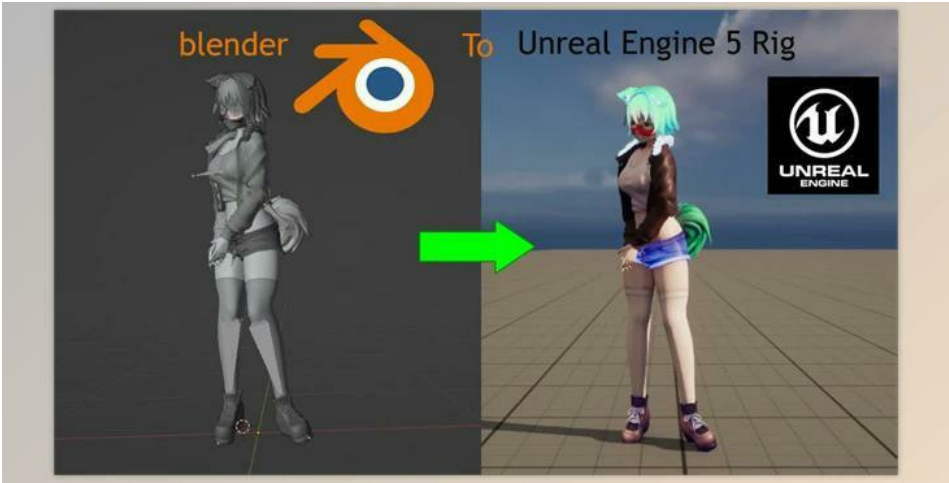


Artstation - Magic Bone UE5 Rig Creator v3.0.9

2025-02-10 16:49:17 [label](#) [我要反馈](#) [下载页面](#)



Artstation - Magic Bone UE5 Rig Creator is a swift addon for Blender that facilitates the preparation of rigged characters and their animations for Unreal Engine 5 (UE5). There is no need for re-rigging because the Addon allows for retaining all shape keys, additional bones, and animations. The Addon has a variety of supports for templates and offers a set of modifying tools. These include finger and clavicle alignment, auto spine correction, and more. Whether it is a game or a movie project, Magic Bone Tools is designed so you can get the most out of your time while avoiding the usual mistakes in character animation workflows.

- Change any pre-rigged character to the UE5 rig template without additional rigging or adjustments to the original model.
- Change animation using the character without losing key features.
- All shape keys and additional bones will be retained.
- Change the alignment of fingers and the angles of the hand automatically.
- Senior Blender Rigify Tools for face clean rigs for game-ready do-it-all rigs for the game.
- Do the same for Humanoid characters in the UE5 with the additional backlink clavicle and foot features.
- It allows the user to change and modify the rest of the pose and set the skeletal scale.
- The spine's position can be altered with auto-correction or manually by changing the clavicle's angles and the spine's position.
- New mechanized hands will orient the axis for each finger to correspond to the finger's position.
- Predefined templates for many rigging systems, such as Blender Rigify, ActorCore AccuRIG, Mixamo, DAZ Genesis, etc., are included.
- Works with Character Creator and Human Generator, among other character creation tools.
- Commercial licenses are available for personal and studio use.



去下载

标签

- Other
- 平面设计

inve

产品数量
已有 42647个

grou

付费会员
已有 1676位

anal

价值评估
商业价值约 ¥6635.87万元

dow

下载数量
已下载 222908次