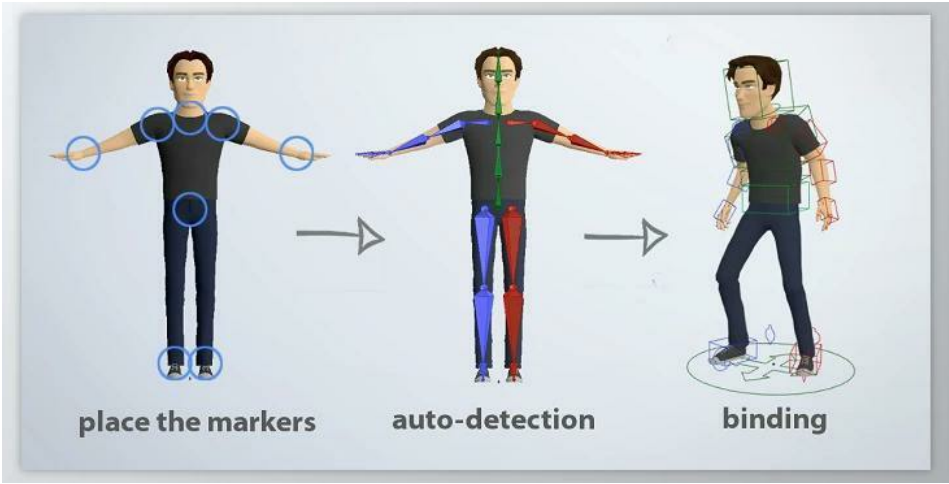




Blender Market – Auto-Rig Pro v3.73.39

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Blender Market – Auto-Rig Pro is a Blender addon designed for character rigging, animation retargeting, and FBX/GLTF export, tailored for use in Unity, Unreal Engine, and Godot. Initially developed as an in-house rigging tool, it has expanded with community support.

How to use plugins to make characters and animation in Blender?

You can use "Blender Market – Auto-Rig Pro" to design your project.

Key features include fast rigging with the Smart feature, customization options for various character types, modular rig definitions, remapping for animation retargeting, and game engine export capabilities.

"Blender Market – Auto-Rig Pro" Samples:

It offers advanced rigging functionalities such as IK-FK snap, hybrid IK pole, auto-eyelid rotation, and secondary controllers for fine pose sculpting. Additionally, it supports advanced facial setups, improved skinning methods, and bone remapping for retargeting animations.



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