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Blender Market - Ossim - Simulation Baking Tool v1.5.0

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Ossim is a simulation tool for baking armatures and skinned geometry based on physics simulation used in game engines and real-time applications like Unreal Engine, Godot, and Unity. The tool allows users to bake rigid body and cloth simulations into skeletal meshes for export. Users first set rigid body physics in the simulation, run the armature generation process, and then export the simulation. Installation is straightforward. In the end, users get complex baked simulations.

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