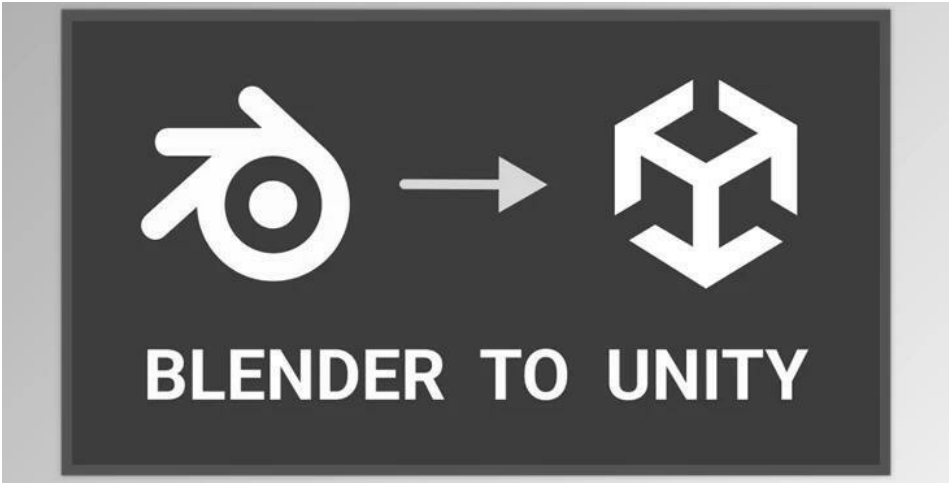




Blender To Unity 2.1.1 for Blender

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Blender To Unity 2.1.1 for Blender:

Blender-to-Unity is a user-friendly Blender add-on designed to simplify the process of exporting objects, animations, colliders, and LODs (Levels of Detail) to the Unity Engine. It is ideal for game developers, architects, and 3D artists, allowing models to be exported to Unity with minimal effort.

object and collection export, customizable colliders (box, capsule, sphere, cylinder, convex), and LOD creation and updating.

Additionally, the addon offers tools for renaming objects and colliders, as well as options for exporting directly to Unity or disk, all within a clean and intuitive UI/UX.



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