



Blender Market - Omnistep v1.1.0 for Blender

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Blender Market - Omnistep for Blender:

OmniStep is a Blender add-on that provides a customizable, scriptable first-person controller for scene exploration, animation prototyping, and level design. It offers fluid physics-based movement, capsule-based collision detection, and a built-in game loop for interactive walkthroughs and fly-throughs. Users can easily navigate their scene without complex setups, and the tool supports camera motion recording, customizable settings for gravity, speed, and friction, and input handling for keyboard, mouse, and gamepads. With powerful scripting support, users can extend its functionality, including adding new features, controlling player parameters, and interacting with Blender physics. It also includes features like teleportation mechanics, spawn points, and framerate independence, making it suitable for both game development and animation.



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