



Blender Market – Better Fbx Importer & Exporter v6.0.5

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Blender Market – Better Fbx Importer & Exporter:

Who Doesn't Need It?

If Blender is the only toolchain you use, then you don't require this add-on.

Who is likely to need it?

Game developers

3d digital artists

Are you looking to share your 3D artwork with other artists using 3D digital technology who work with other 3D software or sell your 3D artwork on diverse digital markets?

Gfx plugin details of Blender Market – Better Fbx Importer & Exporter

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What exactly is it?

Blender lacks native FBX support. When we try to import older and more recent FBX documents, Blender usually isn't able to work.

Therefore, I built a better FBX exporter and importer using an official FBX SDK completely from scratch.

The add-on works for all FBX versions that begin with ASCII through binary ranging from FBX 5.3 to FBX 2020.

I've tried the exporter and importer using around 100 commercial FBX files created from 3d digital artists using 3DS Max, Maya, or Cinema 4D, the add-on is able to transfer and import these FBX files with ease.

Exports of FBX and DAE files have been tested using Unity Engine 2019, Unreal Engine 4/5, and Godot Engine v3.2 without any problems.

- Supports import of PBR material from 3D Max & Maya.
- It supports exporting PBR materials for Unity Engine & Unreal Engine 4/5.
- Supports Blender Renderer, Cycles Renderer, and Eevee Renderer.
- Supports N-Gons (Polygons comprising more than four vertices).
- Supports the import of FBX, DAE, OBJ, DXF, and 3DS files.
- Exporting support is available for FBX, DAE, OBJ, and DXF files.
- Allows the export of FBX Smoothing group.
- Automatic bone orientation support.
- Supports armature deform animation.
- Supports exporting non-linear animated animation.
- Supports animation using shape keys.
- Supports multiple sets of materials.
- It supports multiple sets of UV.
- Supports multiple color sets for the vertex.



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- Mesh supports attach to bones.
- Mesh instances are supported.
- Supports general transformation animation of nodes.
- Supports dummy nodes.
- Camera Supports.
- Supports lighting.
- Allows for custom property settings.
- Supports the import of vertex animations in Maya format(.mc/.mcx) or 3DS Max format(.pc2).
- Supports exporting vertex animation in Maya format(.mcx) in addition to 3DS Max format(.pc2).
- All versions of FBX are compatible. FBX versions.
- All generic rigging systems support exporting.
- Supports exporting game-friendly armory using the Rigify Automated Rigging System.
- Supports import of Blender-friendly armatures and 3D models.
- It supports exporting games engine-friendly armature as well as 3D models.
- Supports the import of multiple files at once.
- Supports exporting batches of files that are separate.
- It supports exporting several actions as well as multiple NLA tracks.
- It supports concatenating multiple animations into one single animation.
- The system supports UDIM mapping.
- The Unity Engine 2019 supports Unity Engine 2019, Unreal Engine 4/5, and Godot Engine v3.2.

New Changes:

- Fix 'Focus Length' bug.
- Add 'Pivot To Origin' option.



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