



Blender Market - Empties To Bones v4.5 for Blender 2.8 – 4.1

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Blender Market - Empties To Bones is a tool that converts hierarchies of empty objects into bone structures in Blender with a single click.

How to self-adjust bone orientation for axis alignment in a project using tools?

You can use "Blender Market - Empties To Bones" to design your project.

This transformation supports various applications, including animation retargeting and export. The paid version includes enhanced features such as automatic bone orientation for consistent axes alignment, options for orientation axes, conversion of empty shapes to custom bone shapes, automatic re-parenting of meshes or skinning with vertex groups, and high-performance animation baking capable of processing thousands of frames in seconds.

"Blender Market - Empties To Bones" Samples:



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