

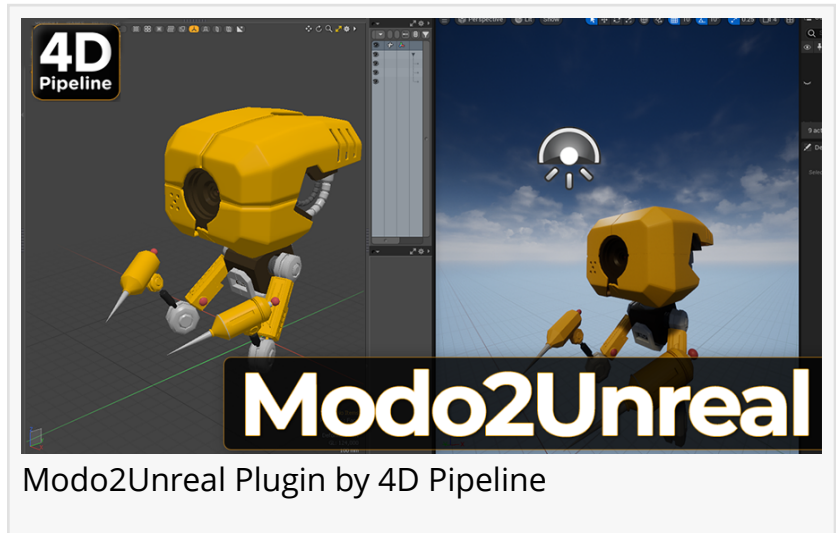
# 4D Pipeline Releases the Modo2Unreal Plugin - The essential bridge between Modo and Unreal Engine is here!

*4D Pipeline launched Modo2Unreal, an innovative plugin designed to simplify the process of dynamically importing 3D models from Modo into Unreal Engine.*

SAN JOSE , CALIFORNIA , UNITED STATES , June 13, 2023

/EINPresswire.com/ -- [4D Pipeline](#), an Epic MegaGrants recipient, successfully launched the much anticipated open beta release of [Modo2Unreal](#), an innovative plugin designed to simplify the process of dynamically [importing](#)

[3D models from Modo into Unreal](#) Engine. With Modo2Unreal, game developers, designers, animators and architects can now effortlessly transfer their 3D assets from Modo to Unreal Engine, creating a seamless workflow between the two software platforms.



Modo2Unreal Plugin by 4D Pipeline

“

We worked hard to create a solution that simplifies the process of transferring 3D assets between Modo and Unreal Engine, and we're proud to offer this much needed tool to the community.”

*Tyler Worden, Managing Director at 4D Pipeline*

Modo2Unreal uses Epic Games' DataSmith, a powerful data translation toolset, to bridge the gap between Modo and Unreal Engine. The plugin provides users with an array of tools for importing and optimizing 3D models, making it easy to prepare assets for use in Unreal Engine. This plugin also works with Epic's TwinMotion.

"We're thrilled to announce the open beta release of Modo2Unreal, made possible in part by our Epic MegaGrants award," said 4D Pipeline's Managing Director Tyler Worden. "We worked hard to create a solution that simplifies the process of transferring 3D assets between Modo and Unreal Engine, and we're proud to offer this

much needed tool to the community. With Modo2Unreal, users can focus on creating stunning 3D experiences, without getting bogged down in technical details."

We have made the plugin available to download here: <https://bit.ly/modo2unreal>  
Modo2Unreal is also currently available in open beta on the Unreal Marketplace.  
To learn more about the software, visit: <https://bit.ly/MarketplaceModo2Unreal> or contact  
modo2unreal@4dpipeline.com.

Watch this incredible video on how it works: <https://www.youtube.com/watch?v=AOCJpfeWK3c>

#### About 4D Pipeline

4D Pipeline is an innovative service company that builds digital products people love. 4D Pipeline has been developing software for over 10 years and has completed hundreds of successful projects with over 90+ amazing customers (including Epic Games, Adidas, H&M, Adobe, AUDI, Honda, Geomagical Labs & IKEA, Shutterstock & TurboSquid, Bentley Systems, Qualcomm, AMD, and many other leading brands). Specializing in 3D, VR, AR, Apps, and all things visual and digital.

Check out our showreel: <https://youtu.be/pcbLwkupqjE>

See what our clients think of us: <https://www.4dpipeline.com/testimonials>

#### Contact Information:

4D Pipeline

San Jose, California, USA

[www.4Dpipeline.com](http://www.4Dpipeline.com)

Jed Fisher

4D Pipeline

+1 408-404-5405

[email us here](#)

Visit us on social media:

[Twitter](#)

[LinkedIn](#)

[YouTube](#)

[Other](#)

---

This press release can be viewed online at: <https://www.einpresswire.com/article/639281811>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2023 Newsmatics Inc. All Right Reserved.