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Thread: [3D Modeling Software + Unreal Engine?](#)

NoobCell - January 13, 2016, 7:41 am

Hey guys, I'm currently learning unreal engine & modeling.

I was just wondering, what do you guys think the best 3D software is to use for importing into unreal engine?

hiddenkiller2301 - January 13, 2016, 8:23 am

I personally like blender, amazing creations have been made from it! Also it's free!

Zercum - January 15, 2016, 9:38 pm

Honestly I like blender and Cinema4D. Blender is free but Cinema4D isn't but you can probably find a crack somewhere on this site.

BB-8 - January 16, 2016, 6:56 am

Only use 3ds max for stuff like this because i tried blender and cinema 4d but if you want to export .fbx to use it with unreal engine it has lots of problems and errors and really I don't you will buy one of these programs and the price doesn't matter if you want to crack them ;)

NoobCell - January 16, 2016, 10:24 am

Iv just installed 3Ds max & the painter on it for texturing looks awesome, so I think I'll use that, thanks BB-8 =]

lakilla21 - February 1, 2016, 12:15 pm

When ever I model for unreal I usually use Maya and 3Ds Max because I am used to using them and I am probably usually lucky and have little to no problems (nothing is never perfect in modeling xD). Hopes this helps