

# How to Setup Blender Addons for Most Wanted 2012 / Hot Pursuit / Burnout Paradise

## 1. Download required things

a. Blender: <https://www.blender.org/> - Version **3.6.x** ONLY

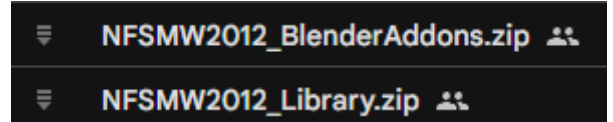
b. Blender Addons and Game Library

### Most Wanted 2012

[GitHub release](#) or [Google drive](#)

*NFSMW2012\_Library.zip*

*NFSMW2012\_BlenderAddons.zip*

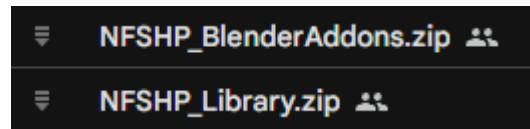


### Hot Pursuit / Remastered

[GitHub release](#) or [Google drive](#)

*NFSHP\_Library.zip*

*NFSHP\_BlenderAddons.zip*

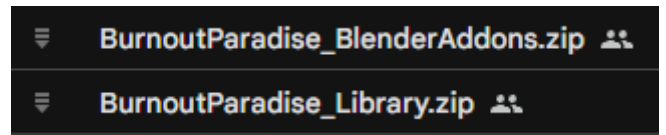


### Burnout Paradise / Remastered

[Google drive](#)

*BurnoutParadise\_Library.zip*

*BurnoutParadise\_BlenderAddons.zip*

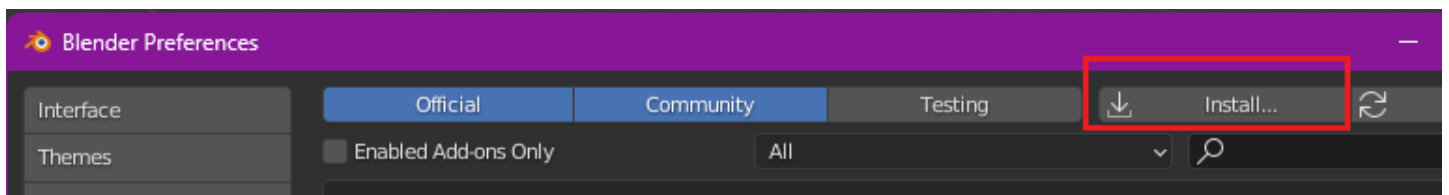


## 2. Setup

a. Install Blender and open it

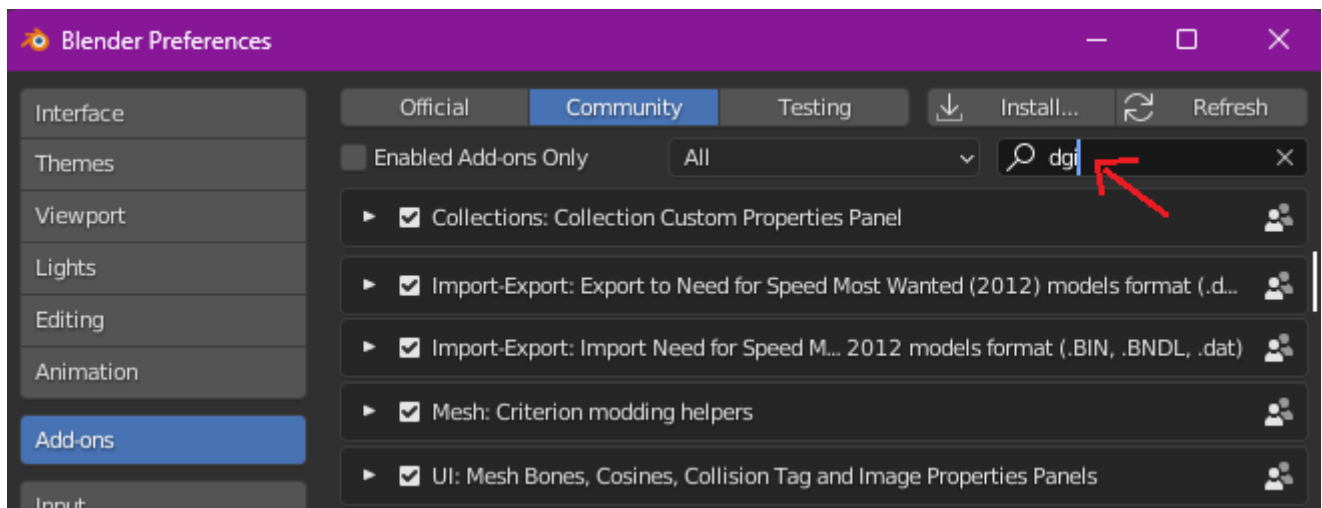
b. Click **Edit > Preferences > Addons**

c. Click the **Install** button

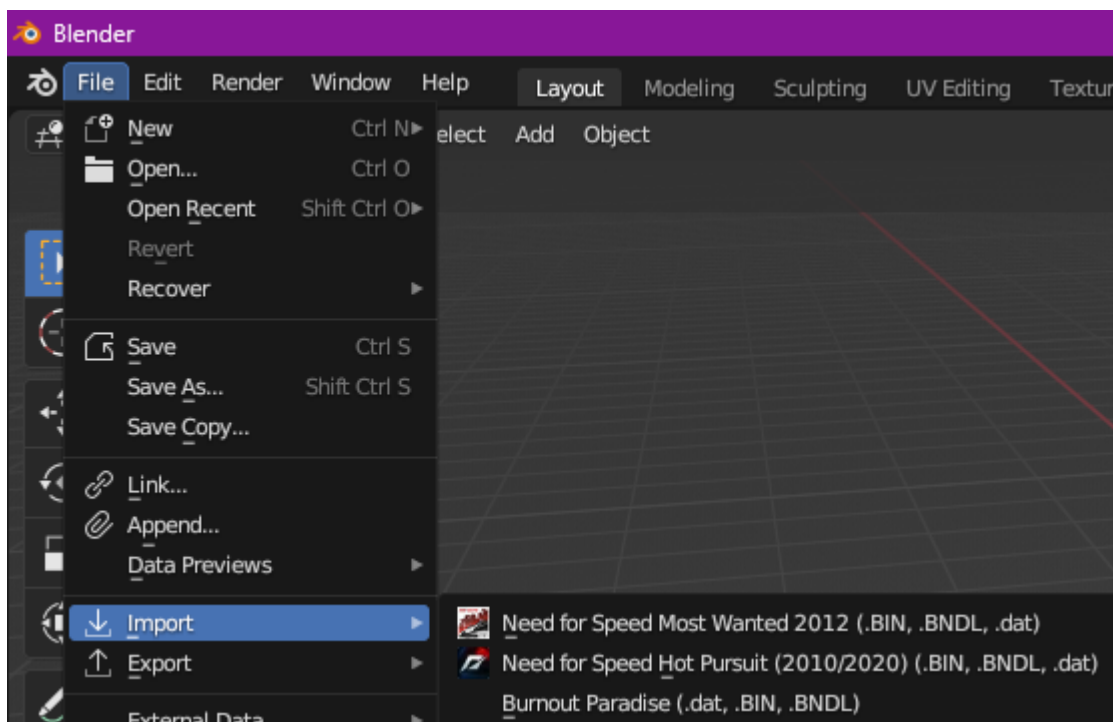


d. Browse to **NFSMW2012\_BlenderAddons.zip** / **NFSHP\_BlenderAddons.zip** / **BurnoutParadise\_BlenderAddons.zip**, select it and click **Install Addon**

e. In the list of addons search for "dgi" and tick to enable all of the addons that appear.



f. Check the *Import addon* is showing under File > Import and *Export addon* is under File > Export. (There is no export addon for Burnout Paradise)



g. Unpack the game library zip to the correct location as shown below.

## LOCATION OF THE GAME LIBRARY

The game library should be unpacked to ONE of the following locations, depending on whether you fully installed Blender or use the portable Blender version.

Fully installed Blender location:

C:\Users\YOURUSERNAME\AppData\Roaming\Blender Foundation\Blender\3.6\scripts\addons\

Portable Blender location:

YourBlenderFolder\3.6\scripts\addons\

Example of what it should look like after unpacking - note the game folder name!

