

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

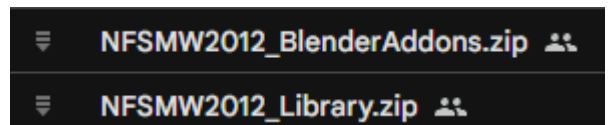
b. Blender Addons and Game Library

Most Wanted 2012

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

NFSMW2012_Library.zip

NFSMW2012_BlenderAddons.zip

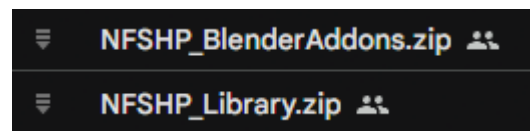


Hot Pursuit / Remastered

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

NFSHP_Library.zip

NFSHP_BlenderAddons.zip

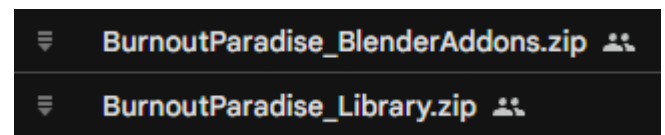


Burnout Paradise / Remastered

[Google drive](#)

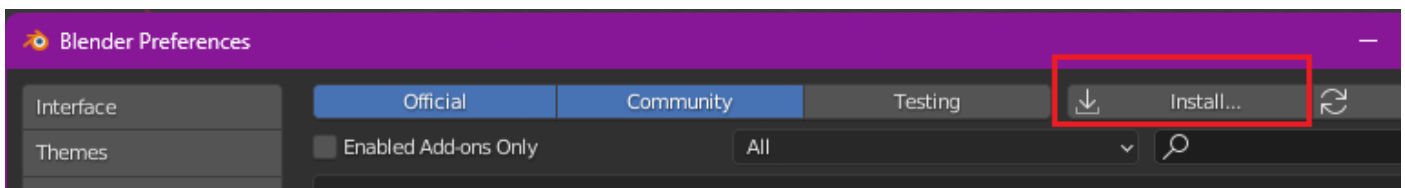
BurnoutParadise_Library.zip

BurnoutParadise_BlenderAddons.zip

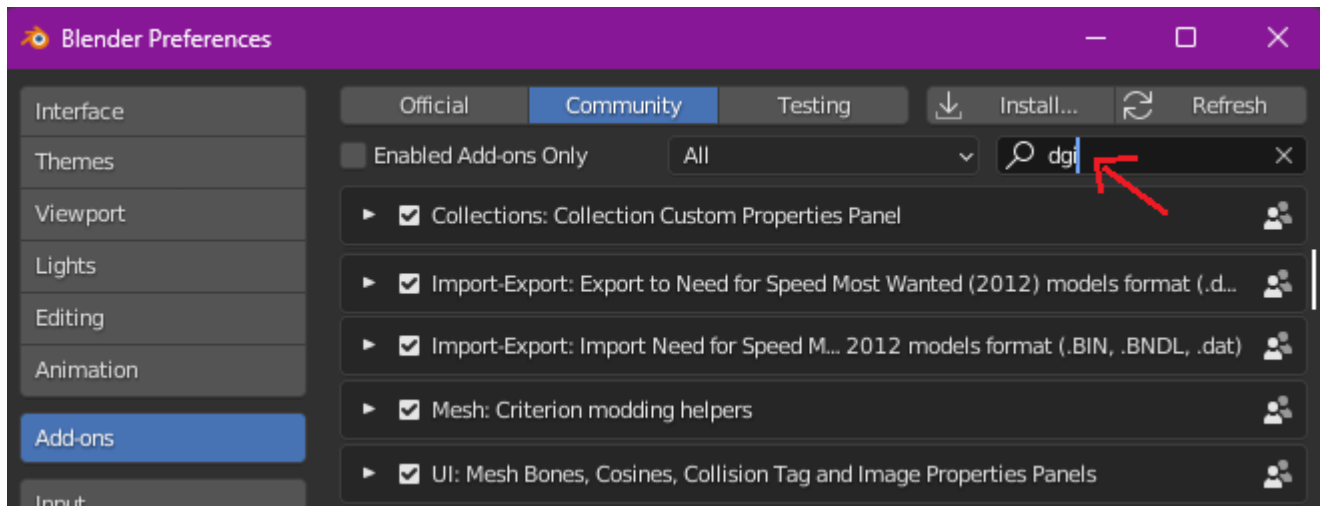


2. Setup

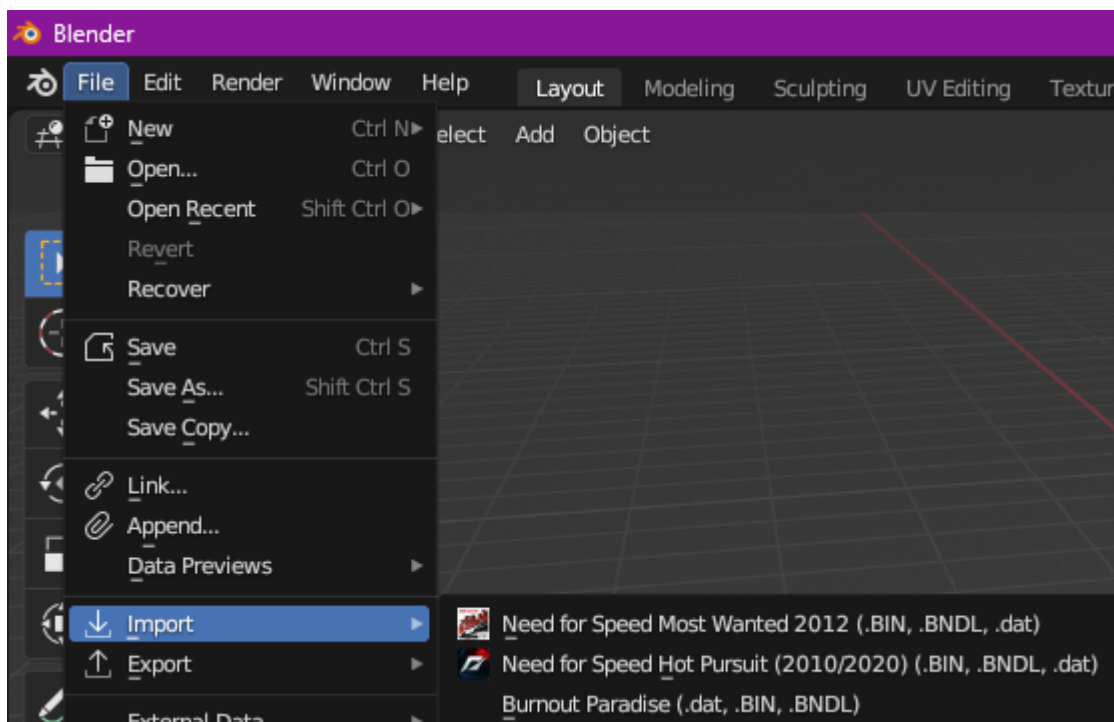
- Install Blender and open it
- Click **Edit > Preferences > Addons**
- Click the **Install** button



- Browse to **NFSMW2012_BlenderAddons.zip** / **NFSHP_BlenderAddons.zip** / **BurnoutParadise_BlenderAddons.zip**, select it and click **Install Addon**
- In the list of addons search for “dgi” and tick to enable all of the addons that appear.



- f. Check the *Import add-on* is showing under File > Import and *Export add-on* is under File > Export. (There is no export add-on 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!

