



# Super GRG

Super Game Ready Generator for Blender

## User Guide

### 1 - Overview

**Super GRG** bundles batch renaming, material assignment, LOD generation (global + per object overrides), and hierarchyaware batch export into a single panel. It speeds up building game ready assets.

#### Modules / Batch Rename

Auto-numbered names; sync mesh data names.

#### Generate LODs

Create LODs by percentage or poly budget. Supports per object overrides.

#### Apply Material

Assign a material to selected objects; single slot or all slots.

#### Scope / Selection

Currently selected mesh objects.

#### Collection

All mesh objects inside the chosen collection.

#### Batch Export

FBX/OBJ export with pivot, transforms, naming template, and folder hierarchy from collections.

### 2 - Installation

- *Edit > Preferences > Add-ons > Install... and choose the file.*
- *Find Super GRG panel in the 3D Viewport N panel. That's it! ^^*

*Batch Rename*

**Next ➔**

## 3 – Batch Rename

### Object Name

Base name (e.g., Rock ).

### Start / Padding

Start index and zero padding (e.g., 01 , 002 )

### Auto Number from Existing

Detects the highest trailing number in selection and continues from there.

### Rename Mesh Data

Renames mesh data to match object names.

### Presets

Quick buttons; Rock , Tree , House

## STEPS

**Select objects.**



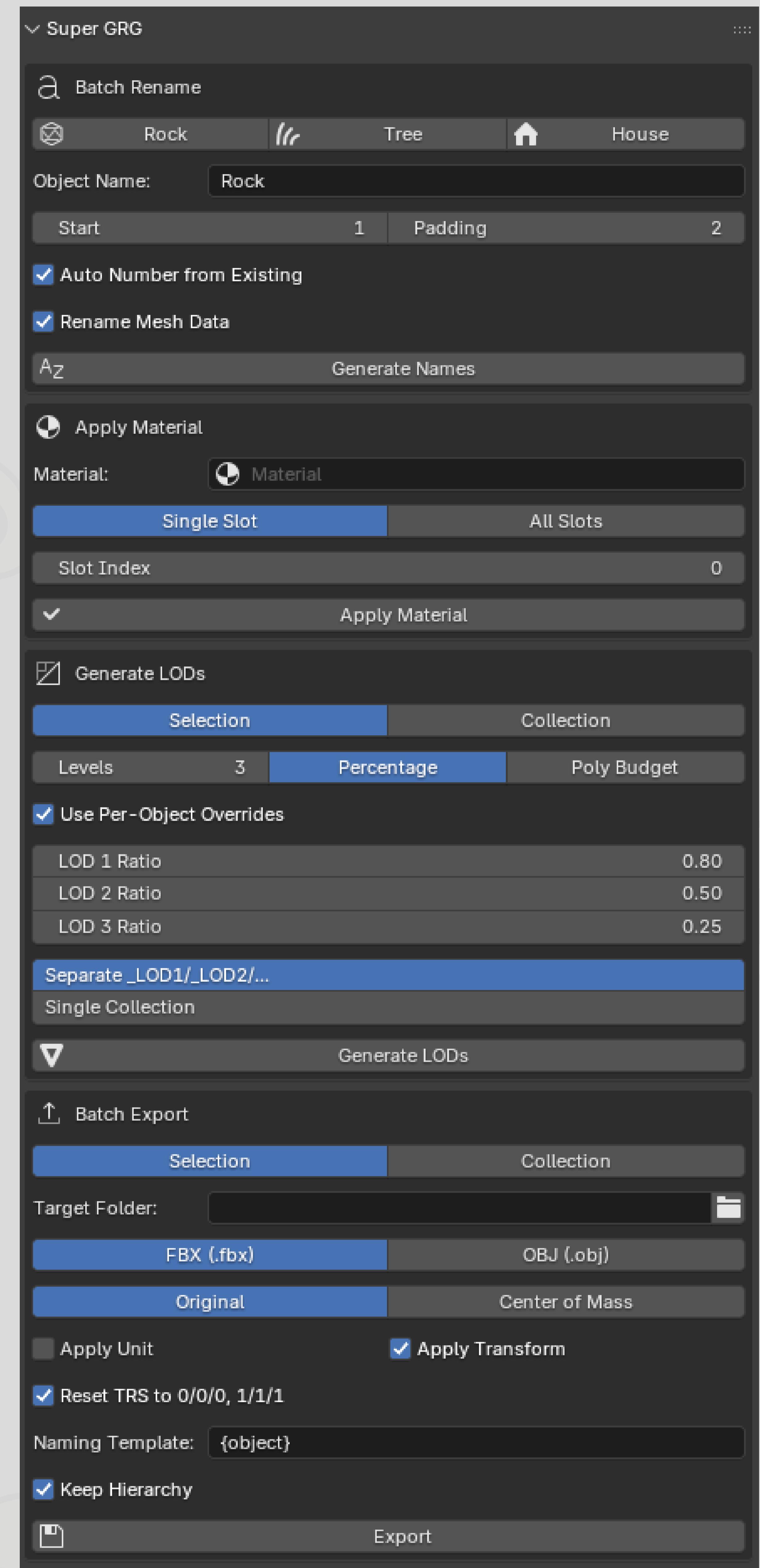
**Type Object Name.**



**Keep Auto Number on if needed.**



**Generate Names**



## NOTES

### Trailing number patterns supported:

Rock\_01 , Rock01 , any final digits at the end of the name.

{object} value: Uses the object's name in Blender (as seen in the Outliner).

## 4 - Apply Material

### Material

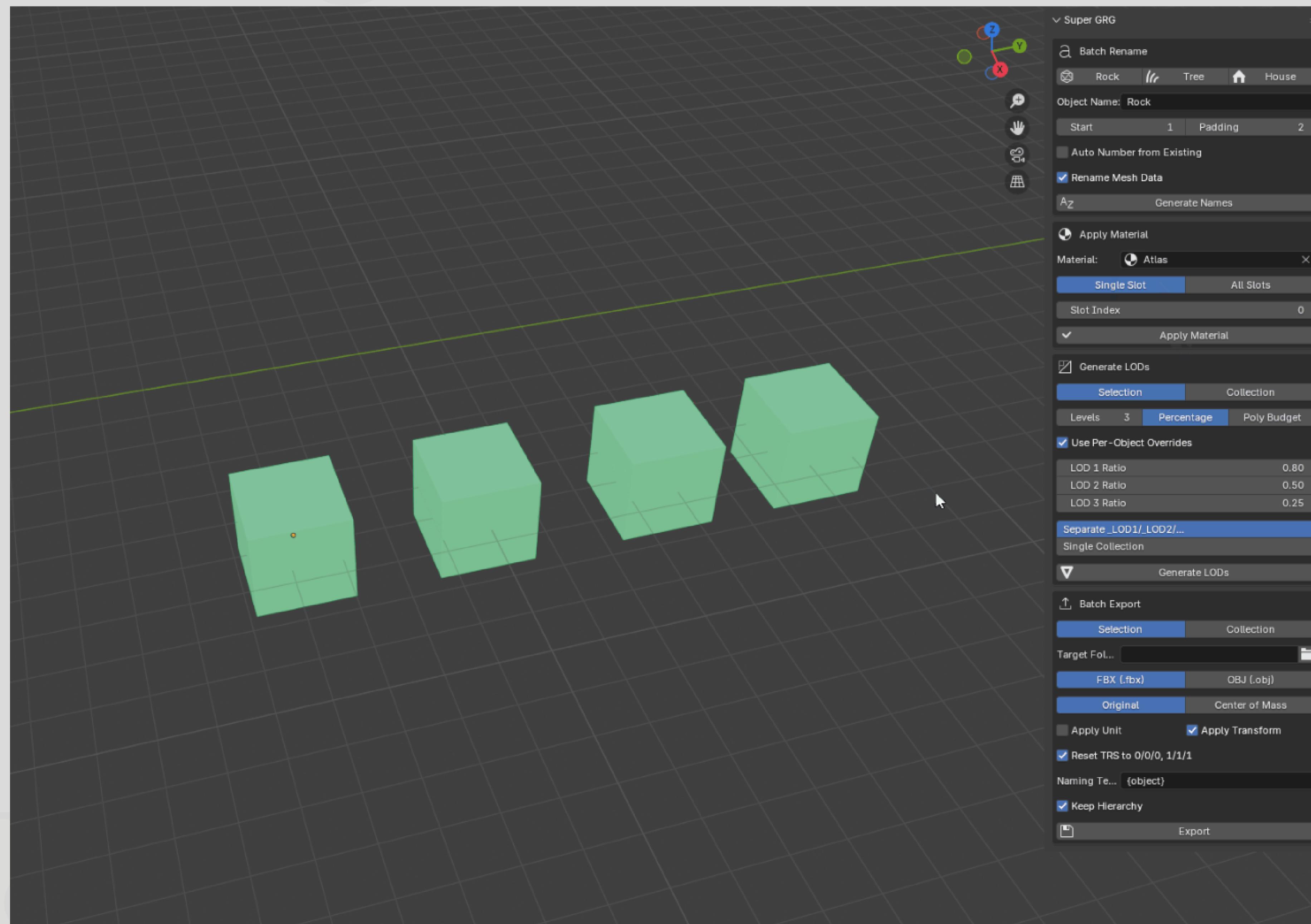
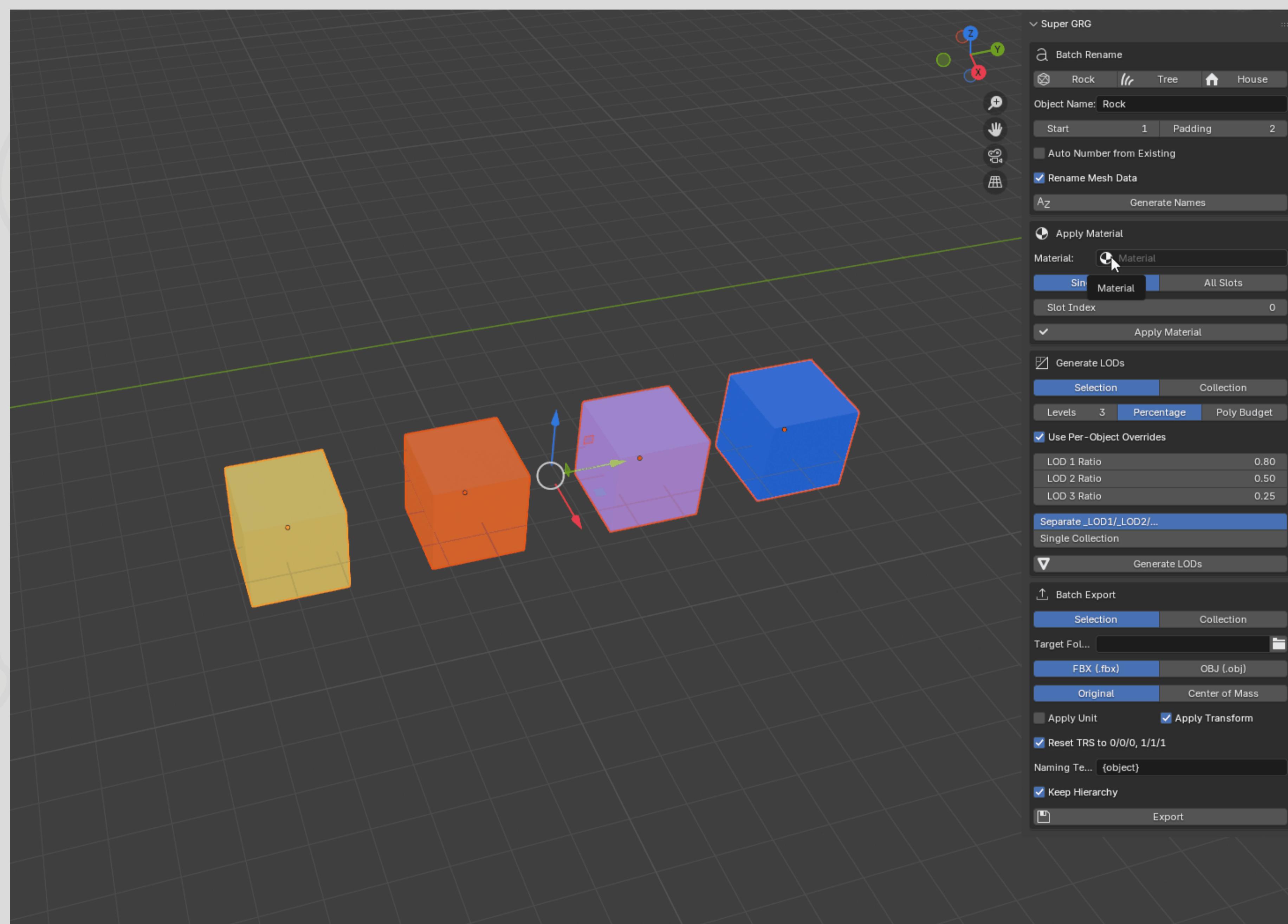
The material to assign.

### Single Slot

Applies to the given Slot Index (0 based). Creates slots if needed.

### All Slots

Spreads to all existing slots (adds one if none exist).



[Generate LODs](#)

**Next ►**

## 5 - Generate LODs

### Global Settings (in panel) - Source

Selection or Collection . - Levels: 1–5 LOD levels.

### MODE

#### Percentage

Ratio per level (e.g., 0.8, 0.5).

#### Poly Budget

Target face counts; ratios are auto computed.

#### Separate

Places results into `_LOD0`, `_LOD1`, ...

#### Single

Puts all LODs into a single collection (named by you).

## What gets created?

For each source object:

### LOD0

One to one duplicate named `ObjectName_LOD0`

### LOD1

Decimated copies based on chosen ratios or poly budgets.

### Use Per-Object Overrides

If enabled, the object uses its own settings instead of global ones

### Mode / Levels

Override mode and level count.

### Ratios or Polys

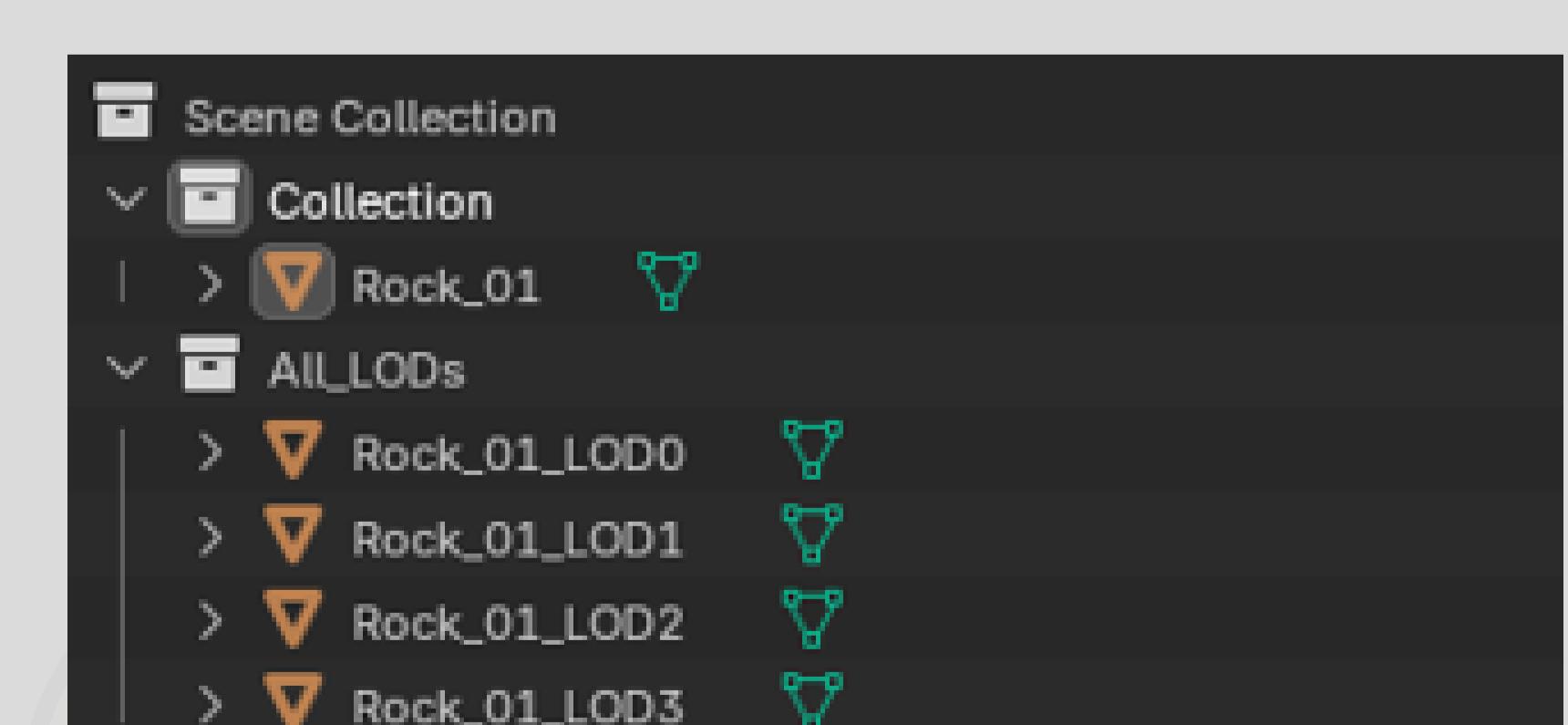
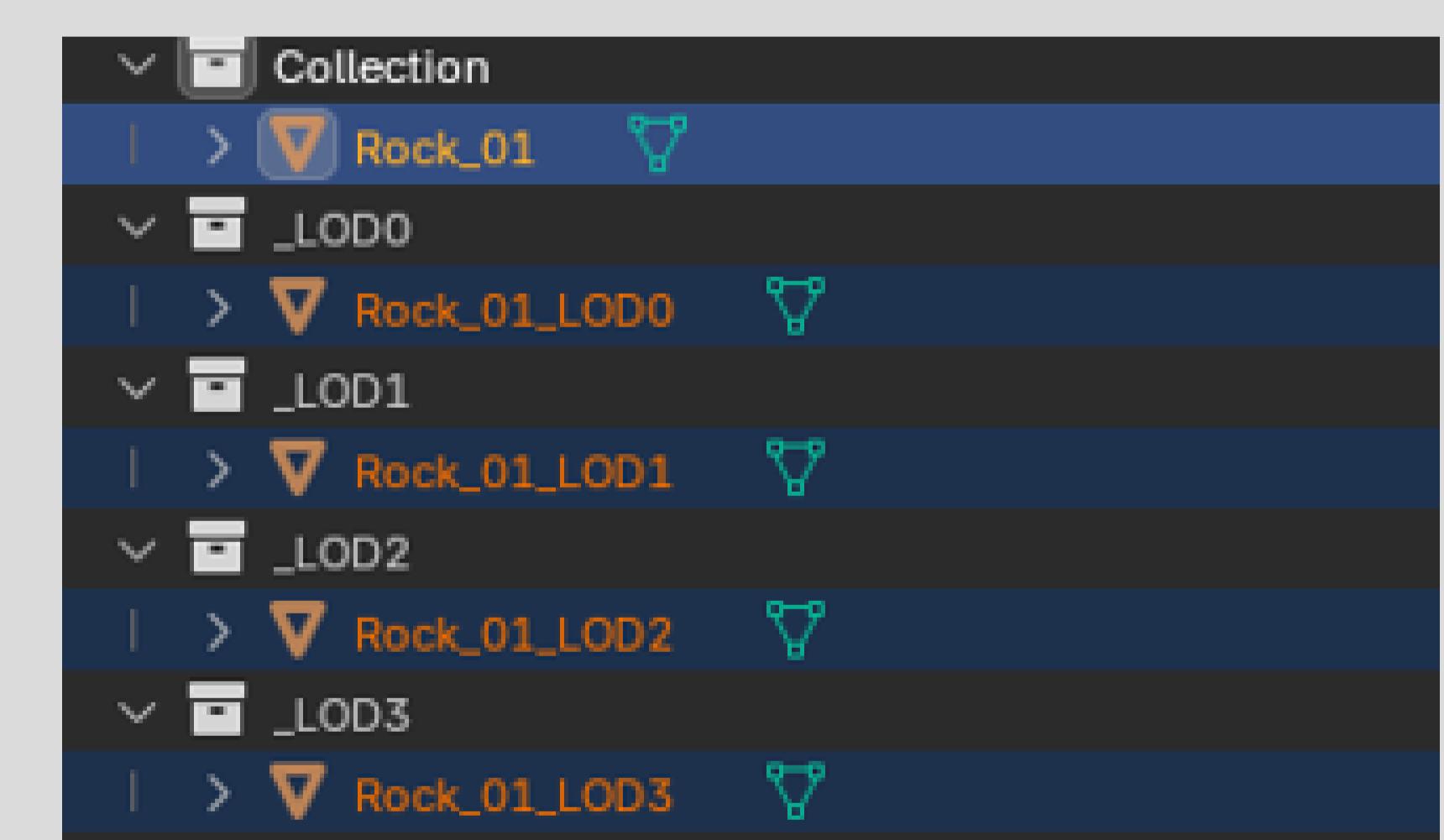
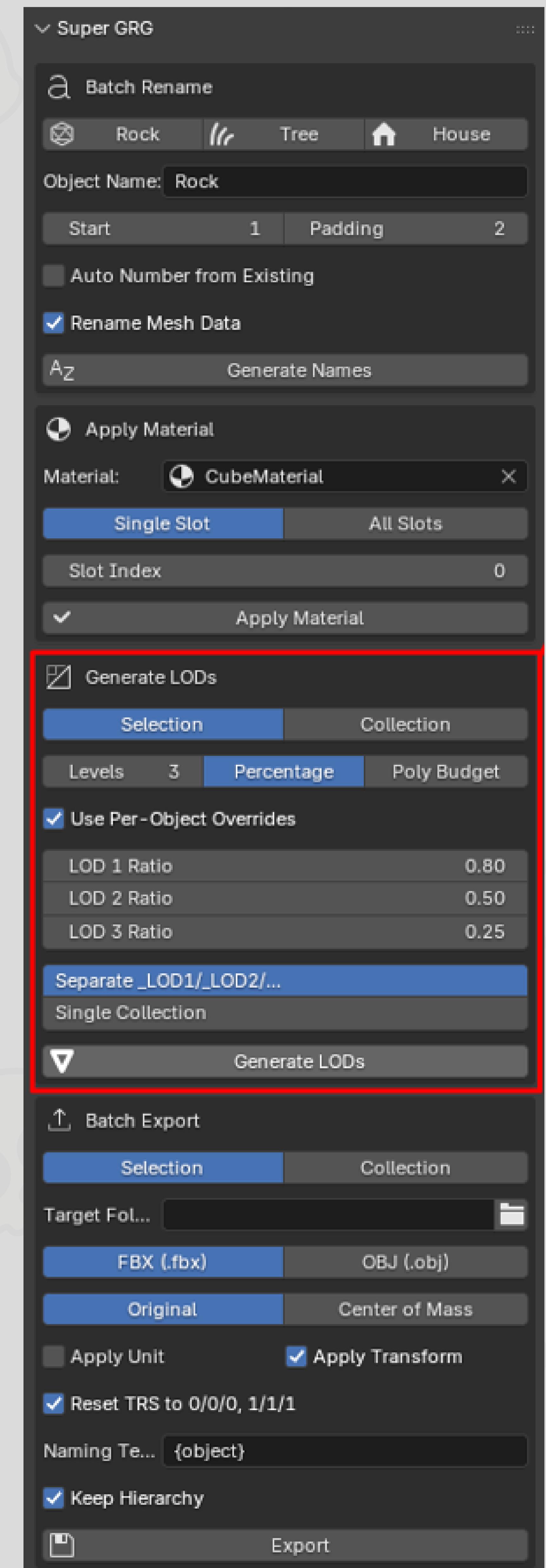
Provide values for levels 1–5.

### Tips (Example Ratios)

Hero prop: `0.7 > 0.45 > 0.25`

Small prop: `0.6 > 0.35 > 0.18`

Hard-surface: *Prefer Poly Budget* (e.g., `4k > 2k > 1k`).



## 6 - Batch Export

### Source

Selection / Collection.

### Target Folder

Defaults to Desktop/Export if empty.

### Format

FBX or OBJ.

### Pivot (Original)

Keep current origins.

### Pivot (Center of Mass)

Move origin to surface center of mass (recommended for props).

### Apply Unit

Default off (equivalent to FBX exporter with "Apply Unit" unchecked)

### Apply Transform

On to bake transforms into the export.

### Reset TRS

Export duplicates at Location = (0,0,0) Rotation = (0,0,0) Scale = (1,1,1).

### Keep Hierarchy

Recreate collection hierarchy as folders.

### Hierarchy Root

Optional; choose a collection as the root for relative paths.

### Naming Template

Build file names from tokens.

## Naming Template Tokens

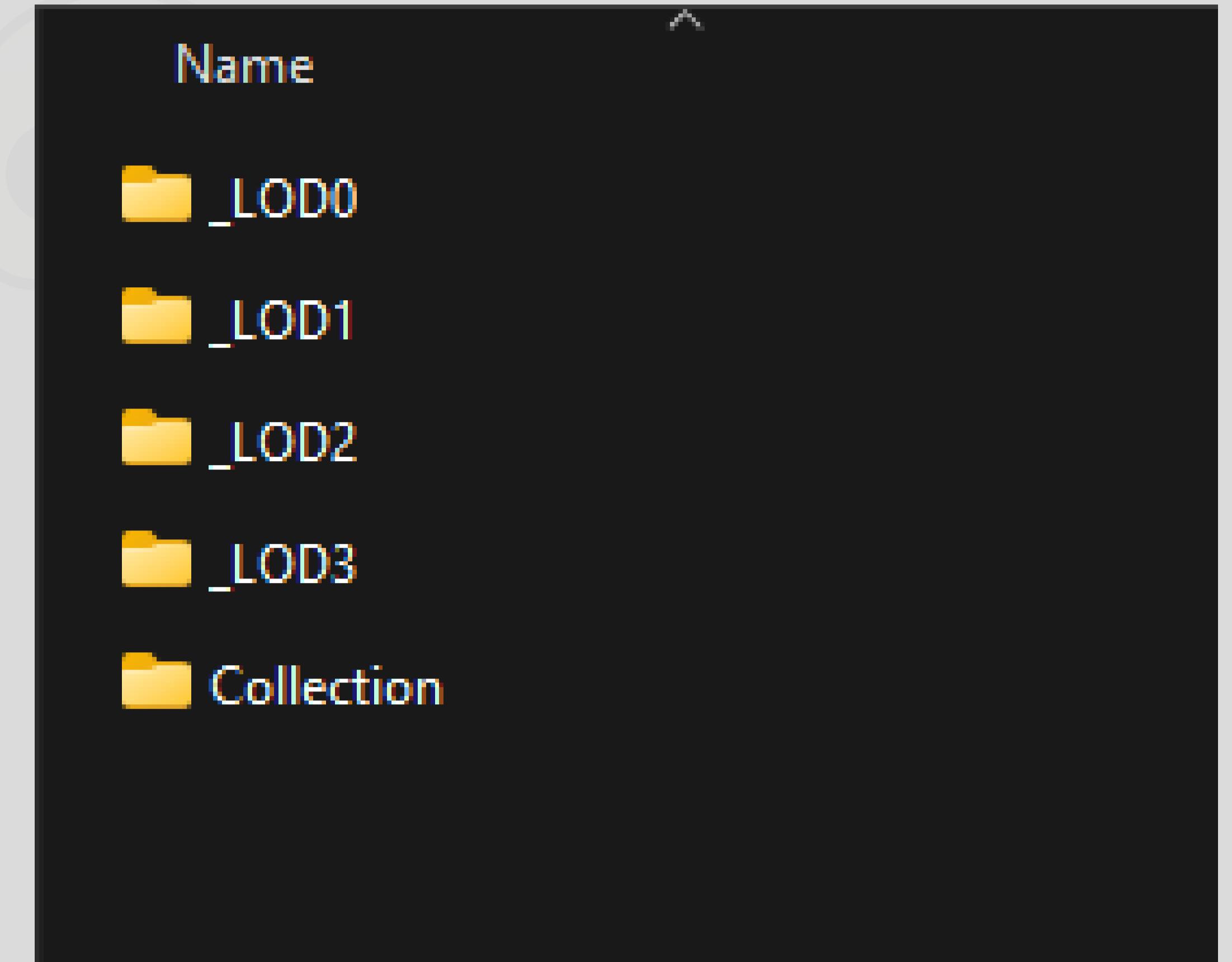
When exporting, you can use special tokens in curly brackets {} to automatically build file names. Blender will replace them with real values during export.

### Available Tokens

{object}	The object's name in Blender.
{scene.frame_current}	The current frame number in the timeline.
{collection}	The first collection the object belongs to.
{collection_path}	The full collection path (e.g. Environment/Forest/Rocks).

### How to use?

- 1) In the export panel, type your desired pattern in Naming Template.  
(Example: {object}\_LOD > Rock\_01\_LOD.fbx)
- 2) You can combine tokens freely.
- 3) When you press Export, the add-on will generate file names based on that rule.



### Examples

- {object}  
Rock\_01.fbx
- {object}\_v{scene.frame\_current}  
Rock\_01\_v100.fbx (if exporting on frame 100)
- {collection}/{object} (with Keep Hierarchy on)  
Props/Rocks/Rock\_01.fbx
- {collection\_path}/{object}  
Environment/Forest/Rocks/Rock\_01.fbx

## 7 – Best Practices

### Pivot

For small handheld props, use **Center of Mass**; for placement-critical assets, keep **Original**.

### Naming

Use project-specific prefixes (e.g., **RS\_**, **ENV\_**). Padding = 3 keeps lists tidy

### LOD

Match budgets to shader complexity; push more aggressive LODs for tiny or distant assets.

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## 8 – Quick Pipeline Example

- 1-** Create **Rock\_01..** with **Batch Rename**.
  - 2-** Use **Apply Material** with All Slots.
  - 3-** Generate LODs with **Poly Budget**: 2000/1000/500.
  - 4-** **Batch Export** with **Keep Hierarchy** on and Naming Template=**{collection\_path}/{object}\_v{scene.frame\_current}**
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## 9 – Troubleshooting

### No mesh objects selected

Ensure you selected mesh objects; non-mesh types are ignored.

### Material slot index

If the index doesn't exist, the add-on creates slots; verify the material landed on the target slot.

### Failed to apply Decimate

Linked or protected data may block applying; the modifier may remain unapplied on the LOD.

### Illegal characters

File names sanitize <>:"/|?\* to \_

### FBX scale

Be mindful of unit differences in the target DCC. With **Apply Unit** off, Blender units pass through to FBX.

## 10 – FAQ

### 1 Do Batch Rename operations overwrite my old names?

Yes, all selected objects are renamed based on the template. Consider making backups first.

### 2 Can I use modifiers other than Decimate for LOD generation?

Not automatically. The add-on only applies Decimate, but you can manually edit generated LODs.

### 3 Can I add custom tokens to the Naming Template?

No, only `{object}`, `{scene.frame_current}`, `{collection}`, `{collection_path}` are supported.

### 4 What happens if an object belongs to multiple collections when Keep Hierarchy is on?

The add-on uses the first collection found/

### 5 Does the 'Center of Mass' pivot option affect animated objects?

Yes, it can cause issues for rigged/animated meshes. It's best for static props.

## Thanks for Reading!

That's all for **Super GRG – Game Ready Generator**

This little tool saves you some nerves, time, and maybe a couple of grey hairs.  
Hope it makes your workflow lighter and your projects shine brighter. ^^

If you enjoyed it, consider supporting me even a coffee fuels the next update!  
Stay creative, stay game-ready!

*with love*  
  
mortus