

Blender Market - Hardops v0.9.88.7.3

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Blender Market - Hardops v0.9.88.7.3: Hard Ops, the number one hard surface modelling toolkit exclusively for Blender, offers a versatile range of features tailored to streamline the design process. With a focus on efficiency and flexibility, Hard Ops provides non-destructive and destructive modelling options, allowing users to choose the best approach for their workflow. From modelling to rendering, Hard Ops offers comprehensive tools to assist users in every design aspect, making it suitable for various applications.

Proven Workflow:

Hard Ops has become valuable in various industries, including film, AAA gaming, and education. Continual updates and user feedback drive its evolution, ensuring the toolkit remains relevant and adaptive to current needs and preferences.

About HardOps:

Hard Ops results from a collaborative effort between various artists to streamline challenging surface workflows in Blender. Designed as a workflow assistant toolkit, Hard Ops offers a range of tools and features to optimize speed and efficiency, focusing on simplicity and user experience. Hard Ops aims to provide users with a fast and intuitive modelling experience through ongoing refinement and optimisation.

Simplified Entry System:

Hard Ops features a simplified entry system, accessible with a button (Q). The menu dynamically updates to provide users with the best tool options, ensuring a smooth and efficient workflow. With an extensive workflow that takes users to the next level, Hard Ops aims to deliver high-quality results effortlessly.

Work Exclusively in the 3D View:

The toolkit allows users to work exclusively in the 3D view, enabling a seamless modelling experience without interruption. Customizable settings, including text size and operator style, ensure that Hard Ops adapts to the user's preferences and requirements, regardless of the task.

Powerful Mirroring:

Hard Ops offers powerful mirroring capabilities, including modifier, bisect, and symmetry options, to expedite the modelling process and achieve precise results efficiently.

Dynamic Circular Array:

Thanks to the dynamic circular array feature, users can easily create non-destructive radial arrays. Rotate objects from the origin or 3D cursor for optimal placement and seamless integration into the design.

Viewport Configuration System:

The Alt + V sub-menu provides convenient access to viewport configuration options, allowing users to customize render settings quickly and efficiently. A mini helper tool is also available for added convenience.

Optimized Hard Surface Workflow:

With multiple sharpeners, on-screen helpers, and intuitive design elements, Hard Ops is optimized to enhance Blender's native capabilities and provide a natural and intuitive modelling experience.

Comprehensive Documentation:



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Hard Ops offers comprehensive documentation, rewritten specifically for Blender 2.8, to assist users in maximizing the toolkit's potential and achieving the desired results in minimal time.

Our Goals:

The primary goal of Hard Ops is to provide users with a first-class modeling experience, continually evolving and improving to meet the changing needs of the Blender community. With over 5000 hours dedicated to its development, Hard Ops is committed to excellence, frequent updates, and unparalleled support, ensuring users receive the most versatile and practical tools for their modelling endeavours.



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