



Blender Market – ZenBBQ v1.0.3.2

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Area of Application

- **Visualization.** Bevels catch the light and aid the eye in identifying the shapes of objects better. Help your models appear more real and attractive, without altering the geometries!
- **Concept Art.** Design awesome objects quickly! Just glue Mesh Elements into one another to get smooth transitions, and make awesome designs.
- **Game development.** Don't forget that BBQ Bevels can be added to Normal Maps for GameDev models. Reduce time spent by cutting support loops to your high-poly model!
- Complete Control over Bevel Shader Node in Cycles. Set Values for the whole model, or per Edge and Vertex separately.
- The complete collection of measurement units. Set Bevel Radius in MM, CM, M, KM, IN, FT, etc.
- Custom Preset Groups. Make use of already existing Bevel Preset Groups with different Units, or design your own.
- It is friendly to your materials. Zen BBQ stores its Values in the mesh attributes and is incorporated into your materials in a non-destructive manner.
- Smart Render Preview System. Preview Bevels in a single click!
- **Viewport Screen System.** Visually manage every Bevel Preset by color in Viewport.
- **User-friendly interface** with multiple menus for Main and Pie.
- **Quick Support** You can join Discord. Discord channel.



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