



Blender Market - Univ - Uv Toolkit v2.8.0

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UniV is a profounding Blender addon designed to ease the work of UV editor, and it comes with many operators specific to UV manipulation. It can snap, weld, stitch, unwrap, align, sort, and more.

The context-sensitive addon changes with the selection modes (vertices, edges, faces, and islands) and other key combinations such as Ctrl, Shift, or Alt. Also, hotkeys can be modified and provided to the users, and an easy-to-use panel for changing operator properties is available.

- **Quick Snap:** Rotates Islands or elements by snapping upon vertex, edge, or face vertices.
- **Stack:** Piles up islands having different but similar geometries.
- **Weld:** Merges together selected vertices with the optional mode of distance welding.
- **Stitch:** Connects islands with different tilts or rotations and maintains proportions with edge-based connection.
- **Unwrap:** Unwrap the mesh in place.
- **Relax:** Minimum stretch and unwrap border adjustment and relax.
- **Cut:** Marks seem there's order and selection of islands and outlines.
- **Quadrify:** Turns the selected UVs into the rectangular order.
- **Sort & Distribute:** Sort the islands, putting them in place and allowing even distribution for efficient packing.
- **Break:** Cuts the islands from angles, seams, sharps, or materials.
- **Crop & Fill:** Efficiently fills allocated spaces proportionably or non-properly.
- **Orient & Orient3D:** Turns islands in two-dimensional or world coordinates.
- **Select"** draws, adjusts islands, and positions a 2D cursor in bounding boxes.
- **Selection Tools:** incorporates linked, cursor, border, angle and square selection.
- **SyncUVToggle & SplitUVToggle:** this allows adjustment for both the UV and 3D view separation and the switching of sync mode.

Univ is very flexible, and users can turn on and off some keymaps while maintaining a sane order of operations within Blenders UV's added hypothetical user modification editor.

Univ is flexible enough that users can turn on and off some keymaps while maintaining a sane order of operations within the Blenders UV editing environment.



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