Blender Market - Realtime Materials v2.1.6

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Resources
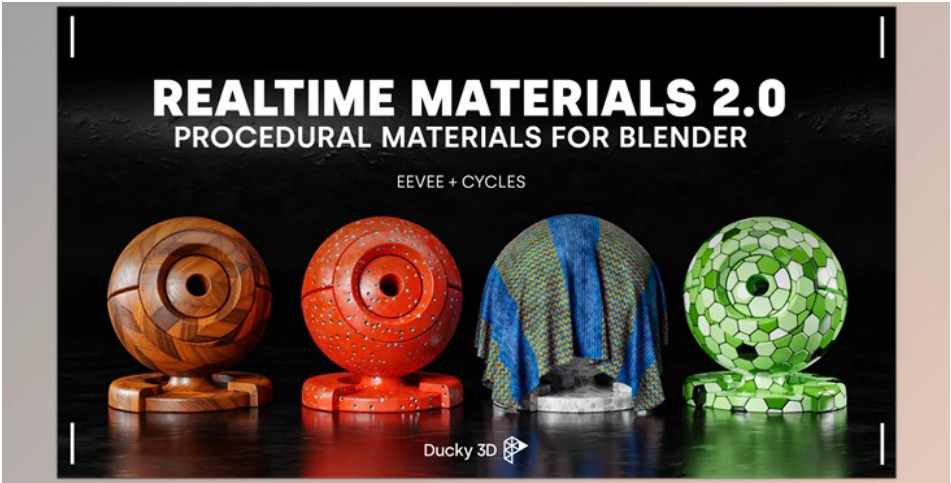
Blender Market - Realtime Materials v2.1.6: Realtime Materials Addon is a collection of over 300 procedural materials. This addon lets you apply complicated materials in a single click. There is no need to play around with nodes to be able to have access to high-quality 3D materials.

The types of these materials were selected by the types of materials used by 3D artists daily. There are a variety of categories, including Metal, Exterior Glass Leather, Wood Surface Imperfection Cloth, Paint, and Surface Imperfection, all designed with practical applications in mind. Other specific categories are suited to these materials, such as carbon fiber, hexagon Terrazzo tiles, Camo, and Abstract, and made for anyone who has to use it in any way!

Gfx plugin details of Blender Market - Realtime Materials

The product is in the **category from Blender Market**, for more information about this post, you can click on the home page link in the sidebar.
To search for similar products to Blender Market - Realtime Materials,

The Procedural Cloth Materials come with endless possibilities for flexibility! You can change the colors of each strand, alter the directions of the pattern, and create a mess by adjusting the number of variations in color across the entire material.

Hex can be a challenge to create procedurally. However, these materials will do it for you. You can control the color, angle, roughness, and more!

The Procedural carbon fiber materials go to the next level! You control the clarity, color roughness, and an impressive selection of 10 photosynthetic materials!

The Terrazzo materials are ideal for counters in your kitchen, tables at the restaurant, and even your ceramic cups and plates!

The Procedural Paint category tells your surfaces a narrative with weathered, chipped, and scratched surfaces among different paint styles.

The Procedural Leather materials will make working with materials so simple thanks to its wide range of options for controlling the shape's scale, the color of shapes and lines, and roughness.

Procedural Metallic materials are some of this set's most commonly used materials. There are a variety of styles and metal tiles for you.

If you require Exterior materials such as stucco, Asphalt, or Plaster, this selection offers an array of valuable materials to meet any need.

The Procedural Wood materials are perfect for flooring, furniture, and interior components. With adjustable components, these wood materials perfectly fit your requirements.

These Surface imperfections are designed to give lovely details models that are flat and simple.

Abstract materials that shine as well as vibrant and diverse! Whatever art you want to create, these tools can help you get your thoughts out!

Setup

Because of the bigger Thumbnail sizes, I'm using an external library to get faster loading speeds. It uses a file format that Blender can't export, so all thumbnails need to be converted after exporting.
(Note: This is only required to convert the files, not to read them, so using the finished addon will work without the converter.)

- Install the t3dn-bip-converter
- Unzip the folder

Exporting

- Append your objects (or collections) into the Realtime Materials. Blend the files and sort them into collections according to the category of the materials. (All collections starting with an underscore will be ignored)
- Delete Unused Data (Purge Orphans)
- Open up the system console to see progress updates (Window > Toggle System Console).
- Run the Export script; this might take a while because Blender has to render and save Icons and thumbnails for each material. You will get progress updates in the system console.
- All images will be saved in the Thumbnails folder.
- Go into the setup folder and run the convert_to_bip.py (right click > open > python)
- Delete the Realtime_Materials.blend1 file and zip the folder

Usage

- Install the addon
- The materials will be located in two places:
- **1. Shift + a > Realtime Materials**
- **2. N-Panel > Realtime Materials**

What is Blender Market - Realtime Materials?

Blender Market is an online platform that hosts a variety of digital products and assets specifically designed for Blender, a popular open-source 3D computer graphics software. The Blender Market offers a marketplace where creators can sell their Blender-related products, including add-ons, textures, models, shaders, and more.

"Realtime Materials" refers to a product or asset category available on the Blender Market. Real-time materials are materials or textures designed to be used in real-time rendering engines and interactive environments. In the context of 3D graphics, real-time rendering refers to generating images or animations so that they can be displayed and updated in real-time, typically in video games, simulations, virtual reality, and other interactive applications.