



Blender Market – Cracker 1.7.35

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Blender Market – Cracker 1.7.35: Introducing the Cracker V1.7, a powerful suite of three tools designed to effortlessly transform the aesthetics of any scene by adding intricate cracks. Whether it's pavements or ancient relics, crafting perfect cracks is now a breeze with the Cracker add-on.

Stomper Tool (Ctrl+R):

- Activate Stomper Tool: Select objects, place a 3D cursor on the impact point, press Ctrl+R, and click to apply.

Material Breaker Tool (Alt+Y):

- Activate Material Breaker Tool: Press Alt+Y in Object mode to adjust for the desired look.

Glass Breaking Patterns:

- New Glass-Breaking Patterns: Enhance glass-breaking effects with new patterns.
- 3D Cursor Positioning: Precisely position the 3D cursor for glass-breaking patterns.
- Select & Apply Functionality: Skip face selection and activate the Glass Breaker directly.
- Material Assignment for Inside: Assign materials for the inside of cracks.
- Adjust Crack Size (Ctrl + Mouse Wheel): Easily control crack size for optimal results.

Note: Cracker works with accurate geometry and can modify your model, so make a backup copy before use. Upgrade to Cracker V1.7 for new features, improved functionality, and enhanced control over your crack designs. Turn intricate detailing into a swift and creative process with Cracker - because why struggle when you can crack it with ease?

- Physics-Based Grounding: Automatically positions cracked objects at ground level, enhancing realism.
- Instant Visual Feedback: Witness adjustments in real-time on your model for quick and efficient tweaking.
- Streamlined Workflow: Utilize intuitive hotkeys for a faster and smoother process.
- Stomper Tool (Ctrl + R): Rotate cracked objects to simulate the impact effect.
- Material Breaker (Alt + Y): Ideal for shattering windows.
- Detail Control: Adjust crack detail seamlessly using your mouse wheel.
- Multiple Cracks: Easily add another crack without separating the object by holding 'Shift.'
- Chip Off Function (Ctrl/Cmd): Chip off a piece with a simple click.
- Versatile Viewpoints: Operate from any angle, whether orthographic or perspective.
- Customizable Cracks: Fine-tune rotation, noise scale, width, movement, bend, and more.
- Randomizer: Achieve unique cracks every time with random rotations and positions.
- Cracked Surface Material: Choose a material for the cracked surface or leave it unassigned.
- Noise Adjustments (S key): Fine-tune noise for added realism.
- Rotation (R key): Rotate cracked elements.
- Movement (G key): Easily relocate cracked components.
- Width Adjustment (T key): Control the width of the cracks.
- Bend (B key): Add a bend effect to the cracks.
- Displacement Amount (D key): Adjust the amount of displacement.
- Shift + C to Move Crack: Shift the crack to the 3D cursor position.
- Taper (Q key): Taper the cracks for varied effects.
- Mouse Wheel for Details: Use the mouse wheel to control crack details.
- Ctrl/Cmd to Delete Smallest Piece: Remove the smallest crack piece effortlessly.



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