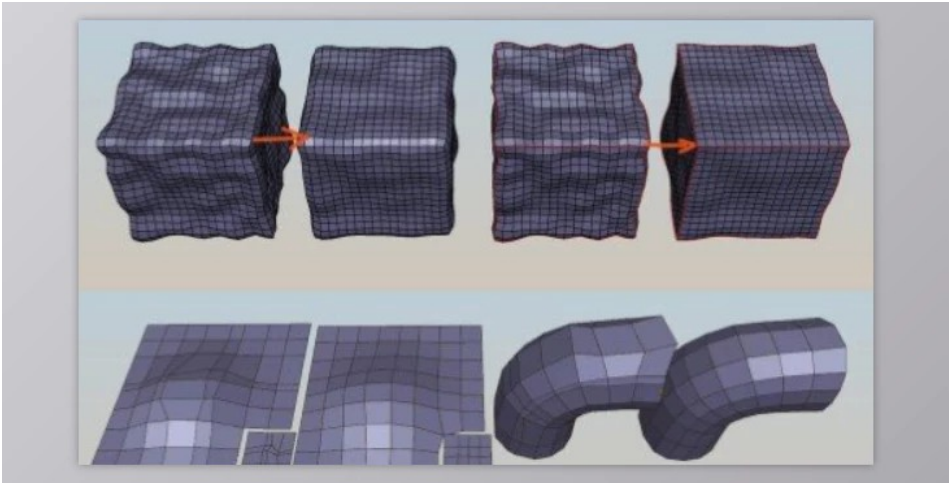




Blender – Volume Preserving Smoothing 2.60

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Blender – Volume Preserving Smoothing 2.60: Explore the powerful capabilities of the VPSmoothing addon for Blender 3. x, designed to smooth mesh surfaces without sacrificing volume. The latest version, VPSmoothing 2.6.0, is tailored for Blender 3.6 (as of July 29, 2023), offering enhanced features and functionality.

Latest Update (2.6.0 - July 28, 2023):

- Added ability to work on tiny objects (minimum brush size linked to 0.001 of object size)
- Transitioned from the old BGL module to the GPU module (Blender 3.6 and up support only)
- Smoothing without volume loss
- 'Volume smooth brush' tool with geometry sliding option in edit mode
- Compatible with Blender 3.6 and above (Use VPSmoothing 2.54 for versions below 3.6)
- Video guide available for reference
- Volume Preserving Smoothing considers sharp edges, treating them as rails for vertices to slide on, maintaining main object shapes.
- The smoothing operator is accessible through the mesh context menu in edit mode (W key), offering modes like Inflate Smoothing, Laplacian HC smoothing, and Volume smoothing.
- A smooth brush is available in the left tools sidebar (T key), enabling the 'Volume smooth tool' icon.
- Supports X-axis symmetry
- Works seamlessly with shape-keys
- Ability to define sliding rail edges (marked as sharp), constraining geometry sliding
- Three edge tension methods: Uniform, Proportional to edge length, Inverse to edge length
- Optimized with NUMPY for efficient performance



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