



Blender Market – Geopipes – Geometry Nodes Pipes v1.2.0

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BM – Geopipes – Geometry Nodes Pipes v1.2.0: New HDRI Library and Fast Cutter Mode for P-Cutter, improved Cable and Cloth Simulations, and support for asset browsers in the Material Library.

GeoPipes is a Blender Addon that lets you build procedural Pipes using Geometry Nodes.

The main feature of the plugin includes Geometry Nodes. Still, the addon enhances the user experience by providing the capability to build pipes in the object mode by clicking on the surfaces.

Installation:

- Go to Edit>Preferences> Addons>Install and select the zip file you downloaded.

Usage:

- GeoPipes Panel is located under the section 'A-Tools' in the N-Panel
- Click the "Create Pipes button to enter withdrawal.
- Click on any image to mark a point. Continue to click to add additional points.
- Press CTRL to bring the point into the center of the face.
- If you have a GeoPipe object you choose, click on the Edit Pipe button to extend the Pipe even further while conserving the existing points.
- When you have a GeoPipe object, select "Add Shipped Connectors" and connect the four connectors included by the addon into your Pipe.
- For additional control, you can utilize the GeoPipes modification that is added to all GeoPipe objects.
- Requires Blender 3.0+



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