



Blender Market - Fracture-Iterator v1.6

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How to simplify the process of breaking objects in Blender?

You can use "Blender Market - Fracture-Iterator".

Where can I download the product?

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Fracture-Iterator is a tool crafted to streamline the fracture simulation process. This addon simplifies the control of breaking parts and their timing through a recursive approach, ensuring your satisfaction with the outcome. Its user-friendly design makes it easy to use.

Key Functions:

- Utilize Blender’s internal Cell Fracture addon, accessible through the first button, to break objects.
- Enable dynamics on the fragments at the current frame while preserving the preceding dynamic state.
- Elevate dynamic animations through an iterative workflow.
- Adjust and fine-tune breaking times dynamically throughout the process.
- Maintain dynamism consistently throughout.
- Easily convert all elements to keyframes for streamlined animation.

What is Fracture-Iterator?

The "Fracture-Iterator" is an add-on or script that streamlines the process of fracturing objects within Blender, allowing users to achieve more intricate and realistic results with less manual effort. This type of tool can be particularly handy for artists and designers working on projects involving destruction, physics simulations, or detailed modeling.



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