



Blender Market – Angle Tool v1.3.4

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Blender Market – Angle Tool v1.3.4: Angle Tool is a simple and robust modeling tool to create corner geometry quickly from any cross-sectional selection made using Edit Mode. After selecting a portion you want to model within Edit Mode and specifying an Active Edge, you can apply an Angle Tool tool to rotate your model around the edge and expand it to form an equilateral corner. It's straightforward. However, it's a little tricky to understand; therefore, take a look at the following images :)

Angle Tool allows you to create this geometrical structure on the fly and eliminates the additional steps required to achieve the same results.

Other features include Curve Mode.

New Changes:

- Fixed a bug where Angle Tool wouldn't work at all if it thought that rotation point was behind viewport camera pivot
- Fixed an error in Vertex Mode when selected vertices were perfectly parallel to the viewport camera
- Added a visual triangle between the rotation point and initial and end angle



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