

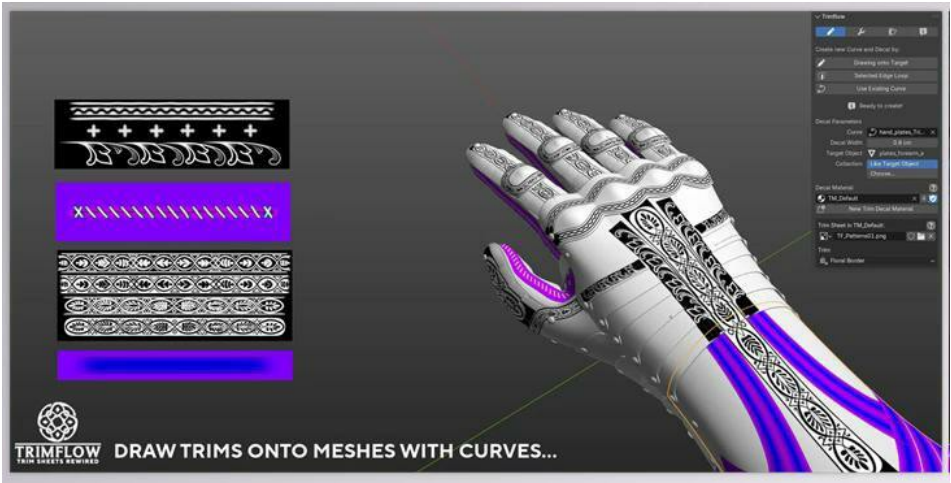


## Blender Market - Trimflow v2.1.1

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**Blender Market - Trimflow:** Introducing Trimflow, a versatile Blender add-on designed to seamlessly add repeating patterns, such as ornaments or stitches, to 3D objects in a non-destructive manner. Similar in approach to Substance Painter's Path tool, Trimflow employs trims instead of brushes to enhance your designs. By drawing a curve onto the surface of a mesh, you can transform trim textures into adjustable, copyable, and swappable decals.

### How can we add repeating patterns to 3D objects?

You can use "Blender Market - Trimflow."

Trimflow's integrated baking tool converts these trim decals into masks, which can be used for material creation within Blender or exported to other applications like Substance 3D or Marmoset Toolbag. Additionally, with advanced shader techniques, decals can be blended with the target object's material for rendering directly in Blender, maintaining a completely non-destructive workflow.

### "Blender Market - Trimflow" Samples:

- Non-Destructive Workflow: Add and adjust repeating patterns without permanently altering the base mesh.
- Easy Application: Draw curves on meshes to apply trims as decals.
- Versatile Trims: Utilize trims with Head and Tail pieces for seamless, continuous patterns.
- Integrated Baking Tool: Convert decals into masks for further material creation.
- Shader Integration: Blend decals with materials for in-Blender rendering without baking.
- Included Resources: Comes with exemplary trim sheets and comprehensive documentation for creating custom patterns.
- Compatibility: Works with existing trim libraries and third-party asset packs.
- Trimflow revolutionizes pattern application on 3D models, offering a powerful, flexible, and efficient toolset for 3D artists and designers.



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