QuickDeform 2024 for Blender 4.2

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QuickDeform 2024 for Blender 4.2: Hello, everyone; I'm thrilled to share some exciting news! Jama Jurabaev and I have joined forces to bring you a series of Blender add-ons, and our debut release is QuickDeform. This addon is crafted to streamline your workflow with commonly used modifiers.

Loft Tool:

Our Loft tool in QuickDeform is incredibly powerful, seamlessly handling any combination of edges, curves, or faces you throw at it. It effortlessly bridges them together, handling mismatches in point count for you.

Lattice:

With a single click, set up a lattice and generate new ideas rapidly. QuickDeform incorporates an advanced Object Alignment algorithm to fit your selection, regardless of the elements involved perfectly.

Linear Array, Radial Array, Mirror:

Quickly create linear arrays and radial arrays, and mirror your objects with ease.

Remesh:

The 2.83+ version of the Remesh tool has macros for efficient voxel manipulation. In Object Mode, set your voxel size and mesh your object instantly, making voxel work a breeze.

We're excited about the potential these add-ons bring to your Blender experience. Try out QuickDeform and let us know how it transforms your creative process!

- Simple User Interface
- Gizmos for intuitive manipulation
- Modal interfaces that allow you to control settings
- Work on any number of chosen objects
- Enables ANGLE SNAPPING for QuickShape/QuickCurve, an absolute must-have feature that makes sure you draw perfectly straight lines IN ANY PERSPECTIVE!