



BlenderMarket – Asset Sketcher v2.0.4

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BlenderMarket – Asset Sketcher v2.0.4: Asset Sketcher is an extension allowing you to paint items directly onto your scenes. This is the ideal tool if you're a level designer or love creating scenes with lots of detail. Asset Sketcher lets you populate your scene very quickly. You can change how assets are added to your scene with a range of settings. You can remove and select objects in your game using clever shortcuts, giving extra speed when creating your levels. With Asset Sketcher, there's no need to manually position, scale, and move your objects.

Add groups, objects, or group instances to Your Asset List. Adjust the distance between objects, group instances, paint, and scale. Adjust it by adding random values to the scale and the rotation. Paint objects in a stroke direction. Orient objects directly to the ground. This, and more options, can be set to give you total control. Check out the highlights of key features in this article. If you'd like to know more, go through the featured video.

- **3 Intuitive Sketch Modes** - There are different requirements for specific workflows. Asset Sketcher provides three different types of modes.
- **Paint Mode** - The paint mode lets you quickly paint Assets into your scene. You can alter how assets are positioned through a set of parameters,
- **Scale Mode** - The scale mode provides an exact feature to include your assets in your scene. You can use it to add furniture or other assets requiring resizing the scale and rotation.
- **Grid Mode** - You're creating grid-based games? This is the right option for you. Set the size of your grid and layers, and begin painting your images.
- **Line Mode (new)** - Line mode is excellent for placing assets on straight lines. It has two distance options. Fixed amount of asset counts per line or an asset count based on distance. It is excellent for adding technical information like bolts or other technical information.
- **Easy and Fast Physics Calculation** - Create natural asset arrangements using physics. Simply select your assets and start the application. It's that simple.
- **Asset Icon Preview** - A simple to utilize Asset preview is simple to use. The long list of names of assets can be challenging to navigate through. This is why the updated Asset Icon Preview is implemented. This allows you to locate your assets quickly.
- **Merge Objects** - Many items in the scene could cause Blender to be extremely slow. Merge Objects make it easy to combine assets into a single object. Every stroke is combined in"Merge Object" and "Merge Object".
- **Lots of Customization** - Many options allow you to control how your assets are incorporated into the scene. Each Asset Item has parameters that give you the best flexibility to ensure you set up everything simultaneously.



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