



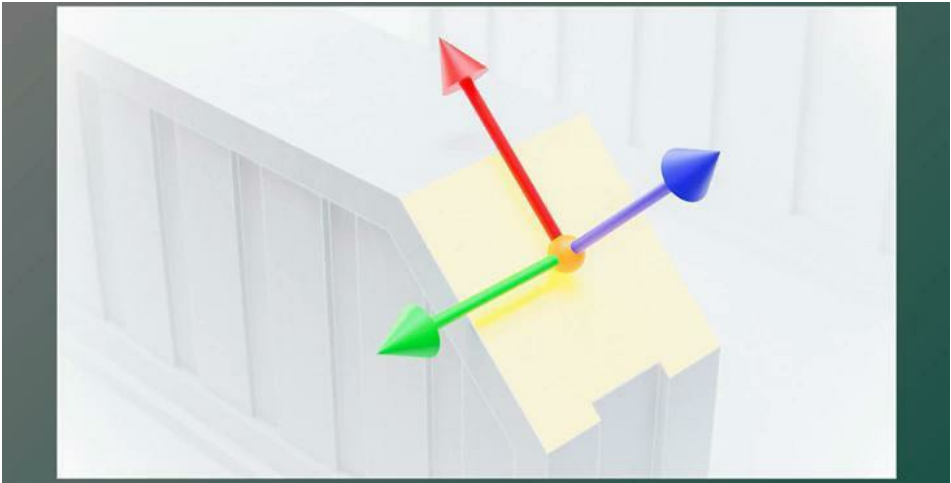
Blender Market – Orient And Origin To Selected v1.2.2

2025-02-10 16:39:47

label

我要反馈

下载页面



BM – Orient And Origin To Selected v1.2.2: After you've rotated the mesh using Edit Mode, your local transformation is often useless because it is no longer aligned to the geometric. This add-on can alter your objects' local orientation in Edit Mode by simply selecting an element or group of elements, changing the Transform's Orientation to Local, and selecting Orient to selected. Origin to Selected

This add-on's second part is similar in that it shifts the origin to the middle of the object you've chosen while working in Edit Mode. This is extremely useful when manipulating modifiers. For instance, you can choose a loop that runs through the middle of your mesh. You can then use Mesh Source -> Snap selected to ensure your Mirror modifier is mirrored around the right area.

Two Small Add-ons in One

Both of these actions are incredibly easy to perform using the default Blender However, they involve several steps using Edit Mode. I've developed these scripts, so I do not have to disrupt my flow to jump into and out of Edit Mode while modeling.



去下载

标签

- Blender Market
- Resources
- 平面设计

invest

产品数量

已有 42647个

growth

付费会员

已有 1676位

analysis

价值评估

商业价值约 ¥6635.87万元

download

下载数量

已下载 222908次