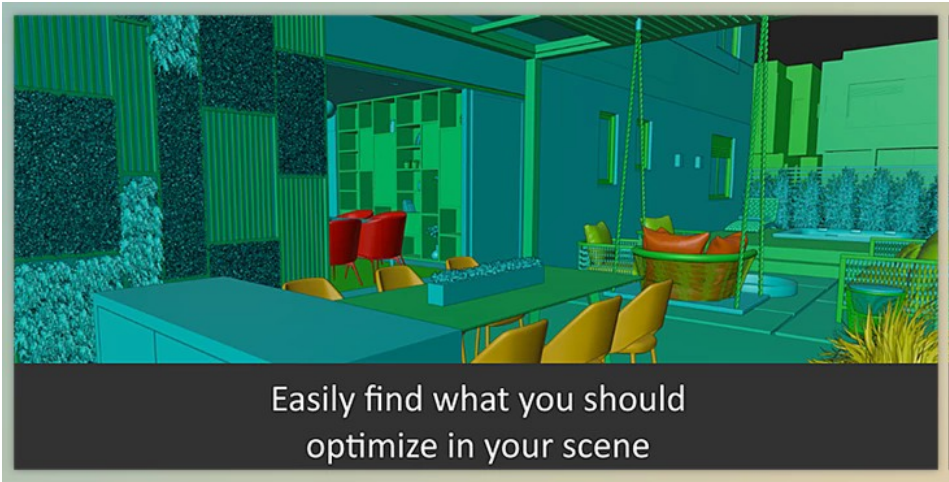
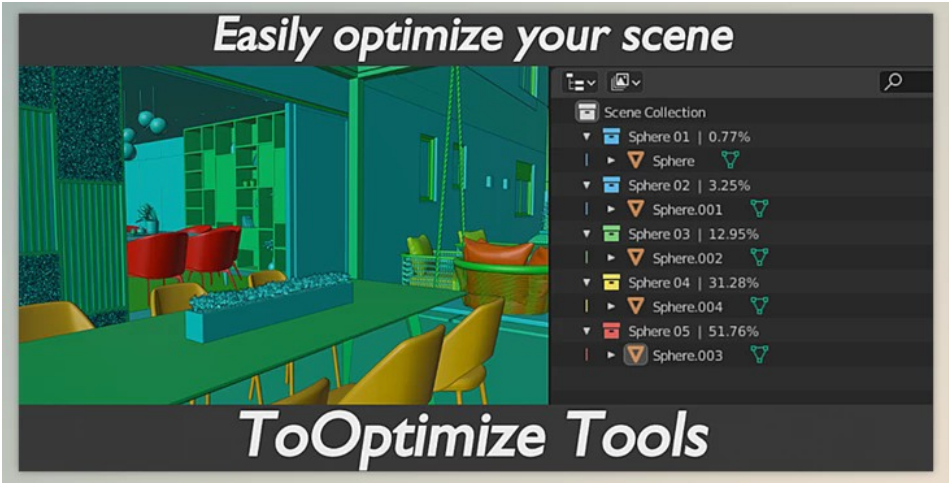


Blender Market – ToOptimize Tools v1.2.7.4

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Blender Market – ToOptimize Tools v1.2.7.4:

What is ToOptimize Tool?

ToOptimize Tool is a plugin for Blender that can help to improve your scene in a straightforward method using very effective tools. The tool will reveal what makes your scene heavier and compare every **item**, **collection**, **texture**, and **material** within your scene!

Gfx plugin details of Blender Market – ToOptimize Tools

The product is in the **category from Blender Market**, for more information about this post, you can click on the home page link in the sidebar.

[Click here to search for similar products to Blender Market – ToOptimize Tools](#)

Installation Method

- 1. Open the software, click Edit → Preferences → AAdd-ons → Install on the top menu, and select the plugin zip file in the pop-up window to install
- 2. Restart Blender, and you can see the installed plugins in File → User Settings → Plugins

With One Click, the Addon will calculate the number of vertices within every single object within your scene and will give you the dimensions of each with color!

- No more time. You are looking for the object responsible for creating the polycount in your scene to disappear into space!

Find out which objects make your scene more hefty...

- With just one mouse click, the Addon will inform you what to do next directly in the viewport!



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Collection Analyzer

What collection makes my scene heavier?

This Addon will evaluate every collection and object in your scene and provide an outliner view. This will allow you to determine how many vertices each collection is currently and visually!

You can take more control over each hue with advanced options!

Material Benchmark Tool

Have you ever wondered if a particular material could take up lots of memory? But you don't know what to do?

This program will run a benchmark on every material within your scene and return the list of materials tested that have been used in memory.

The tool will also provide the total memory utilization and other helpful information.

Now you can test the best way to optimize heavy materials using the following software...

Image Analyzer/Resizer

This tool will give you the list of every image file that is loaded into the blend file.

We will also show you the usage of memory for every image file, and following that, you will be able to select and reduce images to smaller sizes quickly!

Clear duplicates

When working on large-scale projects, you may have multiple copies of the exact image in the blend file.

You can quickly clear duplicate images within your files with just one click. The extension will delete the duplicate data and substitute the primary for each of the materials in your scene.

Image Resizer

The Addon will produce new resized images and replace them automatically with the current File.

Find in Scene Tool

Look for the objects that have more vertices inside your scenes!

- The Addon will choose the object with more vertices within the image; then, you can decide what you want to do with it...

Find objects that have Subdivision Modifiers!

- Sometimes you've finished a scene, but you need to make another one that is lighter with subdivision modifiers, which is a nightmare for this. Do you want to locate all objects with subdivision modifiers in your scene in one click? This is why we have added a button.

Find objects that have more than a certain number of vertices!

- The Addon will choose all objects that have more vertices than the one you chose.

The Addon has specific tools to make your 3D modeling experience more enjoyable!

The Material Cleaner (That is Compatible with Large Scenes)

- In one click, you can erase all the materials in the slots for materials, but not being used (Usually occurs on objects that are imported into different software).

Just remove Subdivision Modifiers of any object

- Do you want to erase all subdivision modifiers within your scene? Okay.

Eliminate empty collections

- The extension will cleanse your outline view, removing unnecessary collections!

If you work within one of the areas, this Addon will be ideal for you:

- Low Poly Modeling
- ArchViz Modeling
- High Poly Modeling
- Animations
- 3D Web Visualization
- GLTF Workflow
- or you require a lighter, more compact scene for greater render efficiency

- Collection Analyzer
- 3D View Analyzer
- Image Data Analyzer (New)

- Image Resizer (New)
- Material Benchmark (New)
- Find in the Scene Tool
- Extra Useful Tools



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