



Blender Market - Spock: Structured Scifi Packer v1.1.1

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SPOCK is an advanced greeble packing and generation tool designed to quickly create hyper-detailed props and scene elements in a user-friendly manner. Utilizing ten distinct algorithms, SPOCK efficiently packs various objects from selected collections onto surfaces without overlapping, all while staying within a specified perimeter. Initially developed using geometry nodes, the tool evolved into a Python-based add-on for enhanced speed and efficiency, employing instances for rapid processing. SPOCK offers extensive control over layout customization, making it ideal for structured designs like control panels and sci-fi interiors. It includes utilities for global material replacement, a DPACK to facilitate user creativity and a set of versatile materials compatible with KPACKS for material management. Additionally, SPOCK intelligently remembers user settings and supports the organization of thousands of instances in custom collections.

Key features include a refined layered workflow that enables users to save packed instances into new collections, load settings from saved collections, manage the visibility of collections, and convert instances to meshes. DPACK also offers update checks and allows users to define custom folders for storing DPACKs. To enhance performance, users can set a maximum number of instances during packing to prevent crashes in Blender.



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