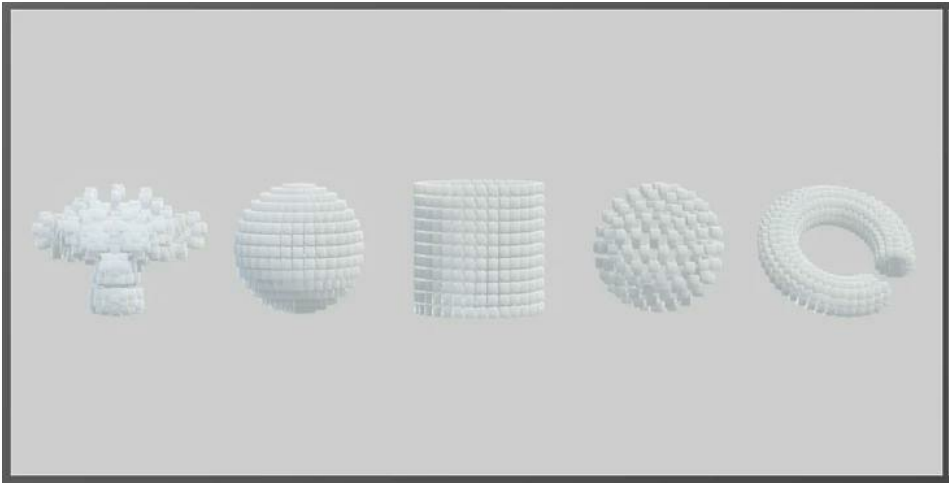


Blender Market - Lazy Shapekeys [Shape Keys Folder & Utility] v1.059

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Introducing a comprehensive Shape Keys add-on equipped with advanced utilities for seamless 3D model manipulation. This add-on not only enhances shape key management but also provides detailed functionalities like shape key folders, modifier application, L/R separation, forced shape transfer, and the conversion of all shape keys into separate objects.

Main Function

- Shape Key Folder Division:** Organize your shape keys efficiently with a dedicated folder system. Easily manage and edit shape keys by grouping them into folders. The Default tab allows for a regular 1-column list with collapsible folders using the ▼ button. The Folders tab provides a two-column display, offering a comprehensive view of both the list of folders and the shape keys contained within.
- Object Creation for Each Shape Key:** Generate a separate object for every shape key effortlessly. This function streamlines the editing process and ensures a more structured approach to your shape key adjustments.
- Forced Shape Transfer:** Facilitate shape key transfer with a forced mechanism. This utility allows you to transfer shape keys seamlessly between objects, providing flexibility and control over your 3D model's shape variations.
- Modifier Application While Holding Shape Keys:** Apply modifiers effortlessly while retaining the influence of shape keys. This feature ensures that your modifications integrate seamlessly with the existing shape key configurations.
- Shape Key Synchronization:** Keep objects with similar names in sync by automatically synchronizing their shape keys. This functionality minimizes manual adjustments, ensuring consistency across your 3D models.
- L/R Separation:** Efficiently separate left and right shape keys, allowing for independent editing and refining of specific aspects of your 3D models.

Shape Key to Separate Object Conversion: Transform all shape keys into distinct objects with a single click. This utility simplifies complex structures and enables easy manipulation of individual shape key elements.

Whether you're working on simple edits or tackling intricate shape key structures, this add-on caters to your needs. Elevate your shape key editing experience with a user-friendly interface, improved organization, and powerful utilities to enhance your 3D modeling workflow.

Introducing a set of powerful functionalities within the Shape Keys add-on, designed to streamline your animation workflow and enhance your editing experience.

Graph Editor Window: Experience a seamless animation adjustment process with the new Graph Editor Window button. This feature opens a dedicated window for fine-tuning F-curves related to shape keys. When triggered, the window automatically populates the search filter with the respective shape key name, simplifying the navigation and focusing on specific animations.

Search Filter Toggle: Toggle the search filter within the Graph Editor Window, allowing you to quickly locate and modify the F-curves associated with a specific shape key. If the window is already open, this function toggles the search filter visibility, offering a more dynamic and efficient editing experience.

Keyframe Batch Insert/Delete: Located above the Folders tab, the Keyframe Batch Insert/Delete button enables the insertion of keyframes across all shape keys within a folder simultaneously. If all shape keys in the folder are already keyframed at the current frame, this feature allows for the deletion of all keys within the frame in one swift action.

Bulk Value Reset (X) in Shape Key Folder: Effortlessly reset the values of all items within a shape key folder with a single click. This function provides a convenient way to start anew or make large-scale adjustments across multiple shape keys.



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Create Objects for All Shape Keys: This feature generates a new object for each shape key, offering an organized and editable list of shape keys. Easily manipulate individual shape keys as separate objects and then combine them as shape keys again. Customize the arrangement by specifying the number of columns on the Z-axis for a cleaner display.

Transfer Shape (Forced): Transfer the shape of one selected object to another, even when the vertex count doesn't match. Ideal for motion graphics requiring only vertex position information, this function forcibly transfers shapes between vertex indexes. Additional options ensure even distribution, repeating indexes when necessary.

Batch Operation of Shape Keys: Efficiently operate shape keys with the same name across different objects within the same collection. This feature is especially useful for managing shape keys divided into objects such as eyes, eyelashes, and eyebrows. Streamline your workflow by collectively handling identical shape keys across various objects.

Enhance your animation and editing capabilities with these advanced features, designed to save time and optimize your 3D modeling workflow.



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