



Blender Market - Auto-Bake Tools V1.5

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Blender Market - Auto-Bake Tools V1.5: Blender Addon for Automatic Bevel Shader - Normal Map Baking / AO Baking

If you're working in Blender, this could make it easier to save time!

An easy-to-use Blender addon lets users create a Bevel Shader onto the Normal Map Ambient Occlusion and the AO Map in a fully automated mode.

If you're working in Blender, this could make it easier to save time!

If you're not using Blender but need to Bake your Bevels, this can save you more time!

Installation

- Purchase an addon or download the most recent version from Auto-bake Tool:
- Run Blender
- Click Edit>Preferences > Addons.
- On the right side of the Window for Preferences in Blender, click the Install... button.
- Locate the downloaded zip using Auto-bake Tools within the file manager, click, and click on Install Addon.
- Then, search the function in the Blender Preferences window (Directly under the Install... button). Find the addon's name.
- Look for the box beside the addon that you've found.

Usage

- Choose an object you want to bake into the scene. (Must be UV wrapped)
- If an item is selected, The Auto-bake Tools Panel will be made accessible.
- Go to Autobake Tools Panel
- Click on the Create Bake Environment button

Correct Values:

- Image Width & Bake Image Width
- Image Height Bake Image Height

For Bevel:

- Glam Preview is set to display the gloss shader to display the visual Bevel effect
- Bevel Samples The number of rays that can be traced per bevel shader assessment.
- Bevel Radius is the Bevel Radius - radius of bevels traced (in millimeters by default)
- DirectX Normal - optional to baking DirectX Normal (flip y/Green channel)

For AO:

- Distance of AO - distance of the AO trace
- Ambient Occlusion Samples - The number of rays that can be traced in the Ambient Occlusion assessment
- An Exponentiation - Exponentiation of AO to boost contrast
- Click the Bake Normal or Show buttons to bake AO or Bevel and Show for AO.

Wait... And That's All! You can save the Bake result as Normal Map/AO Map to the Image Window, which will appear.

- Bevel shader baking process



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标签

- Resources
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- AO baking process
- Result in the Substance Painter
- Simple to make use of
- and helpful to 3D artists.



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