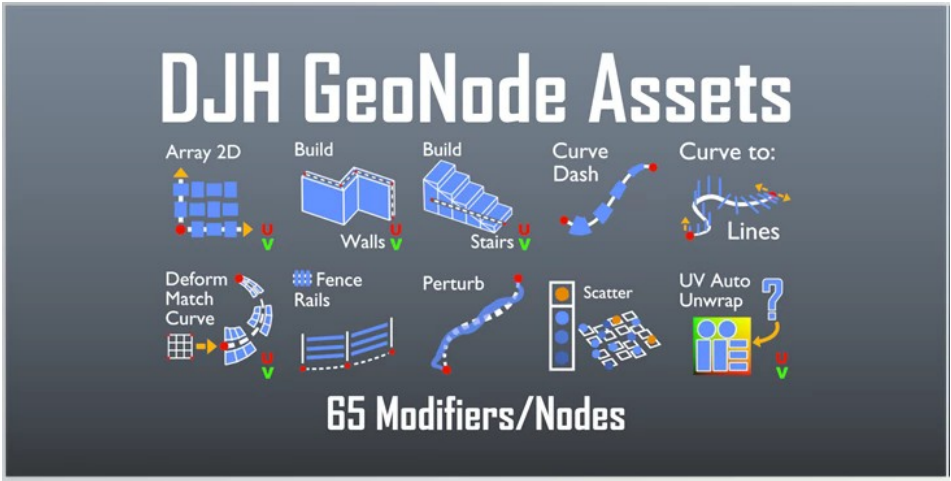




DJH GeoNodes library v10 (Blender 4.0)

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DJH GeoNodes library v10 (Blender 4.0): Introducing my Geometry Node Assets—a versatile collection of modifiers and custom nodes designed for Blender, available for import as an asset library.

I believe in a modular approach to creating modifiers, akin to assembling tools in a toolbox. Rather than relying on a single "super-tool," my modifiers are designed to work in combination, allowing for flexibility and customization in your scene. Some modifiers are simple and versatile, while others are part of a modular set intended for use in a stack.

I aim to provide tools that empower you to achieve your desired results. Therefore, I've focused on minimizing hardcoded stylistic choices in the modifiers. Some modifiers may require "template" objects or instance collections, allowing you to define the design and style transferred to the final mesh.

Many nodes were born from specific challenges I encountered, such as modeling plants or buildings. Others emerged from recurring setups across multiple projects. Each node in the collection is a tool I've found helpful in my creative endeavors.

The collection comprises 65 nodes, ranging from debug tools to deformers, building tools, and generators. With my background in Tech-Art for games, I prioritize nodes that generate exportable UVs and avoid solutions that lead to high polygon counts.



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