

Blender Market – Lineworks v2.0

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Blender Market – Lineworks v2.0: Lineworks allows you to add rigged and pencil lines to your characters quickly. Lines will be drawn on the character's surface according to where they're set and will come with a rig that allows you to control how the lines appear.

How to add solid and pencil lines to your characters?

You can use "Blender Market – Lineworks".

Where can I download the product?

After subscription, You can download it for free from here.

KNOWN LIMITATIONS:

- Generative Modifiers Lineworks can't add lines that are based on elements of a mesh that are created by modifiers. If your character is equipped with an alteration that mirrors your character, you'll be required to apply it to create lines on the other side of that character. (Subsurf, as well as Multires modifiers, will not cause problems)
- Geometry deleted: You cannot delete any of the geometry in the character model once the linework is built. If you do, it could ruin the equipment. It is possible to alter the geometry or create new geometry without risk.
- Mask Modifier (FIXED in Blender 2.82+): An issue could result in using the mask modifier to stop Lineworks from working effectively. If your character uses this modifier to conceal parts of its mesh, then you'll have to create an imaginary object that is used to create Lineworks lines or remove the mask modifier.
- Destructive ModifiersModifiers such as the Build modifier, the Decimate modifier, and the Remesh modifier could cause problems when used in conjunction with Lineworks.
- Only mesh objects are supported: Lineworks lines can only be used with mesh objects. Curves, Nurbs, Metaballs, etc., are not compatible with Lineworks. Mesh objects linked and collections with mesh objects inside them can be used.

Lineworks is built by keeping an asset pipeline that is linked in mind. It is possible to add rigged lines even to linked collections.

Lineworks is supported only by Blender 2.80 or higher and cannot be upgraded to 2.79.

What is Lineworks?

specific tool or add-on called "Lineworks" in the context of Blender, a popular 3D modeling and animation software. The information suggests that this tool has some limitations and requirements when it comes to adding lines based on elements of a mesh that are created by modifiers.



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