

Blender Market - Vertex Group Plus - Enhanced Vertex Group & Utilities

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Blender Market - Vertex Group Plus - Enhanced:

Vertex Group Plus is a robust Blender addon that assists in effectively using Vertex Groups with new additional features and improved management of workflows. This tool helps in modeling, rigging, and animation, amongst many other functions, by working on all aspects meant to make new changes in a model efficiently. Tagging, filtering, material assignment, and vertex group management are but a few of the features offered by the Vertex Group Plus, available for every Blender artist and game developer.

Tagging and Filtering

- Tags can be added to each vertex group, making their organization and filtering straightforward.
- The "Only Non-Deform" and "Only Deform" armature options reduce the disarray found in scenes.

Filtered Selection/ Hidden Selection of Vertex Groups

- The mask applied to vertices within a vertex group allows the modeler to concentrate on specific areas when modeling or weight painting.

Join Objects Using Vertex Groups

- Multiple objects can be combined to form one mesh with object names representing the vertex groups.
- They can also be turned back into individual objects using the "Separate Into Vertex Groups" option.

Separation Based On Vertex Group

- The vertices contained in the designated vertex groups can be extracted into separate objects, which are automatically named for more efficient workflow.

Vertex Group Material Assignment

- One adjustment is enough to the materials of a group's faces—no need for additional steps increasing overhead.

New Vertex Group Creation From Selected Vertices

- New vertex groups can simply be created from vertices that are selected.

Other Notable Features

- **Action commander:** This makes it convenient to work with many animations for models in Blender.
- **Viewfinder:** This tool manages the cameras for large sets, allowing the user to set up, view, and switch cameras easily.
- **Bonera:** A toolkit that eliminates tedious tasks in manual rigging.
- **Human Primitives:** Enables the addition of human base meshes and frequently used body parts as primitives into Blender.
- **Radiant:** Provides a utility addon for managing a scene's lighting to control it with a panel located on the sides of the screen.

These addons are aimed at vertex group management and fill in essential gaps related to the animation and rigging workflows in Blender, as well as with camera and lighting control.



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