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Blender Market - Instant Impostors v1.2

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Blender Market - Instant Impostors v1.2:

Introducing Instant Impostors, an innovative Blender addon that seamlessly transforms any mesh into a highly optimized lowpoly impostor, delivering a significant boost in performance for expansive scenes. Leveraging sophisticated shader-based rendering, these impostors showcase a detailed representation of the original mesh, incorporating 3D parallax, selfshadowing, and clarity to replicate the intricate details of the source object faithfully.

Key Information:

- Compatibility: Designed exclusively for use with EEVEE, ensuring optimal performance within the Blender environment. Exporting impostors to other game engines or programs is not supported, and animated impostors are currently unavailable.
- Blender Version: Compatible with Blender 3.3.0 and above.

Full Performance Overhaul:

- Significant reduction (20-80 percent) in generation times, enhancing efficiency.
- Impostor sprite sheets are now rendered to a grid, reducing wasted space.

Optimized Rendered Sprites:

- · Sprite optimization to minimize wasted space in each tile.
- · Ambient occlusion is baked into each impostor for heightened fidelity.

New Features:

- Introduces a "Generate Per Object" checkbox for added control.
- Includes new options for "Quality" and "Max Thickness" in the 3D render mode.

UI and Shader Improvements:

• General UI enhancements and shader reorganizations for a more intuitive user experience.

Stay tuned for continuous updates and advancements in Instant Impostors, offering a powerful solution for performance optimization in Blender scenes.

One-Click Generation: Streamlined and user-friendly, Instant Impostors enables one-click generation for efficient workflow.

Realtime Viewport Performance: Experience enhanced performance in the viewport, ensuring a seamless and responsive user experience

Advanced Shader-Based Rendering: The addon utilizes advanced shader-based rendering techniques for optimal impostor generation.





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