



Gumroad – Garment Tool v2.1.0

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Gumroad – Garment Tool v2.1.0: Garment Tool is a Blender add-on designed to ease the creation of simulation-ready cloth meshes within Blender. Cloth meshes are made from 2D Bezier curves, sewn together, and then triangulated into a mesh object.

Limitations:

- Sometimes, triangulation cannot find the right solution for a sewing pattern. Usually, increasing the resolution of triangulation helps to fix this.

What you will receive:

- Garment Tool add-on to Blender 2.9 and 3. x
- example blend files, with clothes from the banner, for you to learn from DemoClothPatterns.zip
- example garments library in GarmentsExampleLibrary.zip

New Changes:

- Fixed a few bugs in Blender 3.0
- Ability to identify sewing patterns between the sewing pattern (2d Bezier curves) directly in 3D view-port
- ability to create an evenly triangular mesh that can be adjusted in resolution using the ability to generate vertex groups and modifiable
- interaction using simulated cloth
- assistance for cutting holes into sewing patterns
- Garments Library - save/load your sewing patterns from your library. A few samples are included in the GarmentsExampleLibrary.zip file.
- Assistive tools to symmetrize splitting and duplicating 2D pattern curves.
- Pin tool to create customized stitching (functional as buttons)
- Pocket tool to generate sewing patterns from source patterns and sew them to target patterns
- Bind Tool -a simple method of projecting 3D mesh on the cloth surface (proper to create attachments, bags, pockets, etc.)
- Saving baked simulations into shape-key



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