



Blender addon – Bake to vertex color

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Blender addon – Bake to vertex color: This addon empowers you to transfer information from various rendering passes, such as diffuse, emission, and ambient occlusion, directly onto vertex colors. This workflow proves particularly advantageous when dealing with game assets. When paired with custom shaders in the Cycles rendering engine, the addon opens up many creative possibilities, allowing you to achieve unique and tailored project outputs. The synergy between this addon and custom shaders offers limitless potential for enhancing and fine-tuning your visual assets.



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