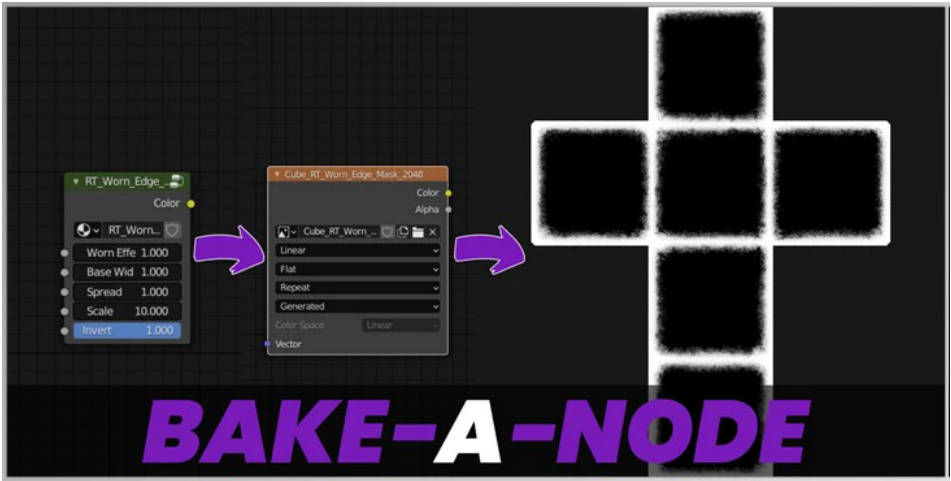




Blender Market - Bake-A-Node v4.3.0

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**Blender Market - Bake-A-Node v4.3.0:** Introducing Bake-A-Node, an add-on designed to handle complex shader node setups efficiently. This tool is handy when dealing with performance-intensive node calculations or compatibility issues with specific nodes in Eevee, such as the Bevel node.

Usage Instructions:

- In the Shader Editor, press N to open the N-Panel with any node selected.
  - Navigate to the Node section and locate the option labeled "Bake-A-Node."
  - Click on "Bake Node" to access the operator panel.
  - Choose the desired resolution and set the number of samples for the baking process.
  - Optionally, select the output socket if multiple sockets are available (e.g., Voronoi texture).
  - Opt to automatically replace the original node with the baked results for convenience.
- 
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