



Blender Market - True-Assets v4.5.14

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Materials

True-Assets provides a wide range of materials. You can select from three pre-made custom materials: Uber, Plastic, and Organic. Uber handles all the other things that the other two do not (Wood, Metals, Rocks, etc.).

Each shader has customized controls for controlling things like roughness and Colour values, Metal levels, Subsurface scattering, and transparency (Great for fabric and leaves/grass). The controls for all shaders can be found on the Material tab of Blender.

Worlds

Creating worlds allows you to select which type of file you would like True-Assets to create your worlds from (EXR, HDR, JPG, and so on). When you create, the worlds are generated by a thumbnail of the sky to ensure you know exactly what you're dropping into your scene.

World shaders also have customized controls for Color manipulation and light intensities. They are cleaning up the lines of the horizon and blurring the entire picture, Vector controls, and much more! After being dropped into your scene, controls can be accessible under the World tab of Blender.

Catalogs

A good asset manager would be ineffective if you couldn't catalogize your assets! Then again... we're the best kind.

Catalogs can be created within the Asset Manager, the True-Asset sections, or the import area. You know that when you are looking to create new material from your Ambient CG collection, the materials will be directly there, without the need to go through thousands of Icons to locate those you need.

KitBash Support

We know how fantastic the KB3D kit is. However, we also know they can be difficult to install into the asset management system in one chunk. True-Assets comes with a toggle in the import section that lets you know whether a blended file is one of the KitBash files. If it is, we perform all the hard work of identifying collections within those files, joining the meshes in their groups, adjusting the rotation, and then dropping them into your library in one mesh!

QuickSwap

for when you have to modify an object within the 3D viewport but don't want to line up everything manually!

FBX and OBJ Support

That's right! There's no requirement to try to load your file in FBX or OOB files into every scene each time you require the files.

Point True-Assets to any folder with FBX and the OBJ, and it'll perform the import process and material when supported. Finally, categorize these in the Asset browser so that you have them at hand whenever you require they are needed!

Windows Context Menu



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There's no need to go into Blender! You don't even have to go into Blender to automate marking assets! If you're running Windows, you can download the Windows context menu tool from the True-Assets preferences, so when you're doing an annual clean-up of your drives and find a fantastic Blend file, click right it and then create assets!

Importing items

Transferring your libraries of assets is simple!

We've been developing add-ons that have a myriad of possibilities, 100s of possible outcomes, and a multitude of possible outcomes. This time, we chose to simplify the process. Extremely simple.

Exporting to another. Blend

Making marks on assets from a different blend file but not putting them into the blended file... It's magic.

Choose the asset types you want to bring: Meshes/Materials/Node Groups/Worlds/Blah Blah. Select the icon type you'd like, and then click that blue button at the lower right! Boom! You now have things from old files accessible!!

Transforming HDRIs into Worlds?

The UI is straightforward, too. Choose your directory, select the type of file you'd like to create worlds out of, select if they will be incorporated into a catalog upon import, decide whether we're packing the images to allow these files in the .blend that we create, and then choose whether we're searching sub-directories for file types other than those we've identified or not.

Sort the Get'cho texture library.

Again, it is straightforward to import your images into True-Assets. Place it in an area, select the type of shader you want, and BAMMOall your gorgeous textures, either paid for cc0-based or cough* untruly obtained, will be imported into shaders. PS. You can also turn them into a catalog here... Just trying to simplify your life.

Things to do within the Asset Browser

After you've imported your things, This is where you'll likely spend most of the time.

We have choices to make your icons look new using different camera angles. There are options to remove things you don't want to. Options for creating fresh catalogs, moving items into catalogs, or entering directly into the source file and editing anything slightly skew-iff.

- 1900+ Asset Library At Your Fingertips
- USD, FBX And, OBJ Asset Automation
- Quick-Swap
- Material Library Automation
- HDRi Library Automation
- Convert Old Or Existing Blend Files Into Asset Catalogs
- Custom Shaders



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