Hard Bevel (blender addon) 2.1.3

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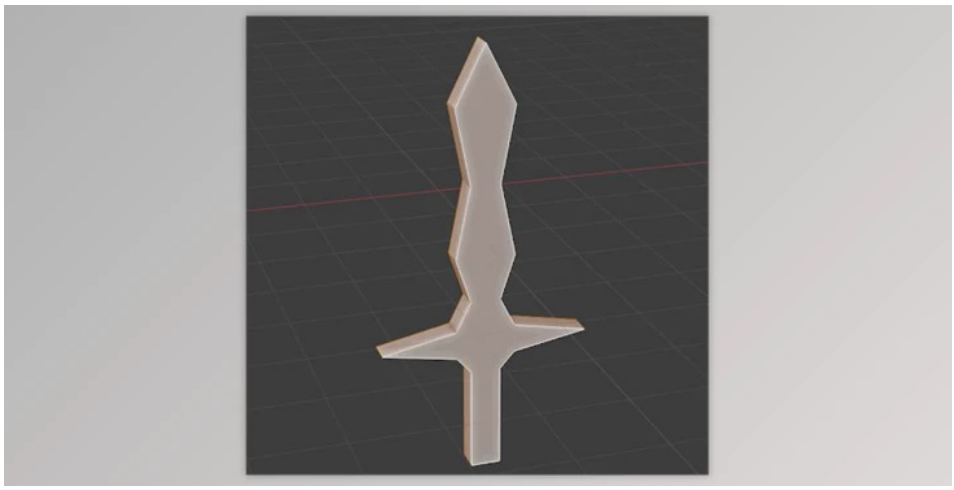

Hard Bevel (blender addon) 2.1.3:

Introducing Hard Bevel, a straightforward tool designed for seamlessly beveling selected mesh without the common issue of overlapping geometry that occurs with Blender's built-in Bevel tool.

Hard Bevel vs Soft Bevel:

Both are beveling tools created by the same developer, with some crucial distinctions:

- **Algorithm Efficiency:** Hard Bevel employs a more robust algorithm, ensuring a 100 percent success rate in preventing overlaps in test meshes.
- **Stability:** Unlike Soft Bevel, Hard Bevel doesn't use a "tracing" method, eliminating any shaking problems during operation.

Updates in Version 2.1.3:

- Bug fixes specifically address edge mode, enhancing overall stability and functionality.

Upgrade your beveling experience with Hard Bevel, a reliable tool for achieving clean and precise bevels without the hassle of overlapping geometry.

Overlapping Prevention: Addresses the problem of overlapping geometry that often arises with Blender's native Bevel tool, ensuring a smooth and accurate beveling process.

Versatility in Modeling: Ideal for various modeling tasks, including game asset creation, such as weapons and rocks, and hard surface modeling.

Targeted Selection: Works on selected Faces and Edges, allowing users to choose the components they want to bevel precisely.

Handling Ngons: Particularly effective for beveling ngon shapes, making it an invaluable tool for creating game-like shapes such as fire or crystals.

Multiple Bevel Cuts: Supports multiple numbers of bevel cuts, resulting in profiles with smoothly beveled edges.

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