



Blender Market – Noisy-Cutter v1.6

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Blender Market – Noisy-Cutter v1.6: Introducing Noisy-Cutter, a specialized tool developed to meet production needs by cutting and slicing geometry from hand-drawn splines. Unlike other tools, Noisy-Cutter creates bumpy, noisy cuts with unwrapped UVs, perfect for achieving natural cuts on wood, stone, or concrete.

Applications:

- Environment Design: Easily create cliffs or natural formations from simple shapes like the default cube.
- Destruction Simulation: Achieve accurate cuts along the desired shape for realistic destruction simulations.

Limitations:

- Objects to be cut must be manifold (closed volumes) due to boolean operations.
- Noise-based displaced cut for natural, irregular cuts.
- Texture-based displaced cut, with a variety of textures included.
- Automatic cut material for seamless integration.
- Simple 3-step process: draw, adjust settings for mesh density, and cut.
- Ability to cut multiple meshes simultaneously.



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