



Baga Ivy Generator v2.0.2 (Blender)

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Baga Ivy Generator v2.0.2 (Blender): The addon has three generators to meet various needs. Precision allows you to design ivy branches by branchAccurate creating Ivy tailored to the specific surface of your home using an intricate and realistic branching network, and fast to create vast ivy zones with top-quality performance.

How to use presets to select an animal in a more accurate way and design with ivy?

You can use the "Baga Ivy Generator" for design.

Where can I download the product?

After subscription, You can download it for free from here.

Choose a preset, then select an option > draw!

It's fully integrated with the asset browser, and you can utilize your assets.
Each preset comes with specific settings that allow it to create an animal in the most precise method.

- Optimized for EEVEE & Cycles
- Made with Quad Topology to allow for seamless subdivision.
- Minimal Alpha for efficient rendering
- True-to-life species representation,
- Compatible with EEVEE and Cycles.

Smooth, loopable animations that are seamless and easy to use. Control of wind at your fingertips. Our generator produces vibrant Ivy straight in the first few minutes of use.

Tips: To get the best results using custom assets, make sure that the transforms of your assets point towards +Y. If there's a problem, we've got you covered with our built-in solution.

- **Flexible Generation:** A few tweaks unleash an array of vine and ivy designs.
- **Dynamic Foliage:** Intuitive controls for both flowers and leaves.
- **Parametric Power:** Built on Geometry Nodes to help you model non-destructively.
- **Effectors** Effectors: Remove branches or leaves through proximity to other items.
- **Utilize any asset:** Integrate assets seamlessly from the Asset Browser or your scene.
- **Convert to Mesh.** Are you ready to finish? Make the conversion of your design into mesh in no time.

- **Proxy Systems:** Manage the invasive Ivy with ease using our proxy function.
- **Bounding Boxes** are Automatically generated to accommodate flowers and leaves.
- **Accurate Mode:** Set different resolutions between viewport and render.

Add a new ivy :

- Then install the addon, like any blender addon, and set up the asset browser (via the addon preferences or the addon panel).
- After that, you need to choose an asset or preset. It could be through the Asset Browser or directly from the 3D view. The generator will load and configure everything.
Asset Browser: Ensure to be within the "Bagalvy library," not in "All."
- Choose the object(s) that your Ivy will be growing.
There is only one object when you select assets within the Viewport (The source object is 3D). 3D).



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- Create a "Start Point" with the 3D cursor. This is the place where the Ivy starts to expand.
- Click Add Ivy and draw!
- Bagalvy V1 supports Blender 3.3+, and V2 is optimized for Blender 3.5 and the upcoming versions. The new Blender version will also be compatible after their release.
- Of course, all future updates are included.
- The Ivy was created with geometry nodes. This means you can alter it however you like after it has been made.
- Flowers and leaves are dealt with differently, using different and shared settings based on the ivy type. Also, assets with "flower" in their name are automatically added to the Flowers collection. However, it is your choice to move later.
- Use presets by selecting them from the asset search and then selecting the area (Target). Each preset has a set of parameters that are tailored to specific species.
- The addon panel helps simplify the managing of ivy collections. Manual editing of collections is not recommended.
- Information icons (i) in the tooltips addon guide and demonstration videos.
- You can make the number of Start Points you require to ensure accuracy.
- You cannot reproduce the growth of Ivy. Only leaf movement can be animated.
- **Embrace Speed!** - FAST Generator: Ideal for backgrounds or covering vast spaces, this tool concentrates on performance and produces an immense amount of Ivy.
- **Aim for Accuracy!** - Accurate Generator: The Ivy grows and adjusts to surfaces, creating an authentic network of branches.
- **Or be Precise!** - PRECISION Generator: Draw branches branch by branch
- **Explore them all!** - Switch between species with one click!

What is Baga Ivy Generator?

An Ivy Generator is a tool used in 3D modeling and animation software to create realistic ivy growth on surfaces such as walls, buildings, or any other objects within a 3D scene. These tools simulate the growth patterns of ivy vines, including the way they wrap around objects and interact with the environment.

Typically, an Ivy Generator plugin allows users to define parameters such as the density of the ivy, the length of the vines, the direction of growth, and other attributes to customize the appearance of the ivy. Once configured, the plugin generates 3D geometry representing the ivy growth, which can then be integrated into the 3D scene.

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