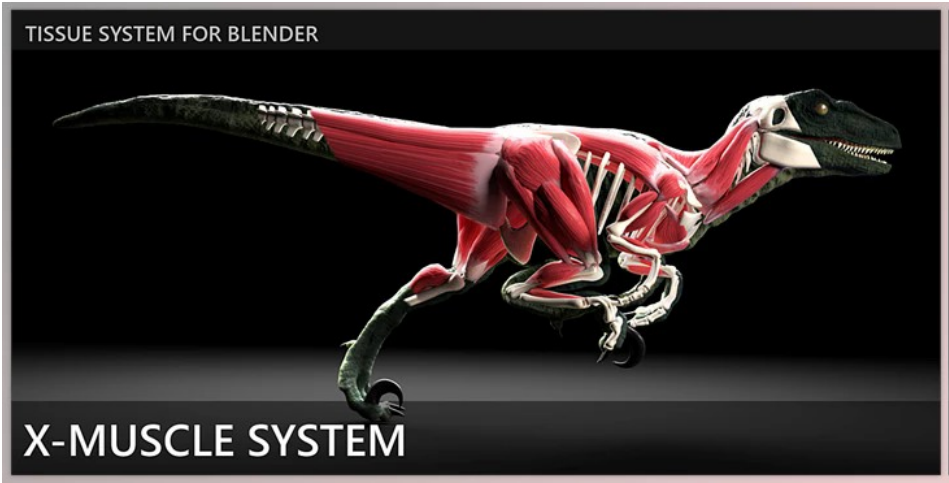


X-Muscle System for Blender v4.0.7

2025-02-10 16:43:47 [label](#) [我要反馈](#) [下载页面](#)



X-Muscle System for Blender v4.0.7: The X-Muscle System can be described as an extension that is designed for the speedy muscular system, tissue, and other organic object creation, as well as its physical simulations. Its primary purpose is to aid in visualizing improved skin surface deformations that correspond to the preservation of the volume of muscles, fat, and even bones from skeletal structures. This add-on helps you concentrate on the design and your creativity and significantly accelerates the process by utilizing the most extreme learning curve.

How to Extensor and flexor muscle types in the Blender market?

You can use the X-Muscle System for Blender.

Where can I download the product?

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

With X Muscle System, artists are free to be focused on their art and utilize the time to make more realistic, intricate shapes and animations of creatures and characters. With its simplicity and its Integration with Blender's native toolkits, it's powerful, easy to use, and ready to begin immediately. The X-Muscle System has been developed and developed from the beginning and is enriched with the features you have always had.

Gfx plugin details of X-Muscle System for Blender

The product is in the **category of Blender Market**, for more information about this post, you can click on the home page link in the sidebar.

To search for similar products to X-Muscle System for Blender,

- The parameters of animate able muscles, such as size, property settings, and controllers
- Supports muscle Shape Keys
- The body is a mesh using the Shape Keys is made possible
- Body meshes that incorporate Mirror modifiers are accepted
- Body auto-weight painting function to paint muscles and controllers that have scope control
- auto-attach bones to bones using Auto-Aim mode.
- Extensor and flexor muscle types
- Muscle Pinning Manager, as well as Bendy Muscles with the X-Mirror feature
- Advanced micro skin controllers
- facilitates easy mirroring of muscles with an intelligent X-Mirror feature.
- huge support for a variety of armatures as well as custom instruments like Rigify, Pitchipoy, ManuelBastioniLAB, BlenRig5, and Auto-Rig Pro
- Simple yet powerful control of the parameters and settings
- Multiple muscle properties are adjusted simultaneously, with real-time execution
- integrated name system that is backed by powerful renaming capabilities
- physically-based tissue simulation Jiggling muscles can simulate fat or certain areas of the body, such as cheeks, buttocks, and breasts or skinfolds, or even the rigid body, such as bones
- materials management
- Display tools

What is the X-Muscle System for Blender?

"X-Muscle System for Blender" is an add-on for the Blender 3D software that enables 3D artists and animators to create realistic muscle and soft tissue simulations in their character models. This system is typically used for character rigging and



去下载

标签

平面设计

Blender Market

Resources



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次