

## BlenderMarket – Rizomuv Bridge v1.2.0

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**BlenderMarket – Rizomuv Bridge v1.2.0:** The RizomUV Bridge offers users a simple interface that makes transferring UV maps and objects from Blender and RizomUV as easy as pressing one button.

The plugin has many customizable settings for users to configure the bridge according to their workflow. All settings are stored in the preferences file and will be saved between Blender sessions.

### WINDOWS SUPPORT ONLY.

We will work with MacOS and Linux when they release RizomUV. The Python module is updated to allow these platforms.

### IMPORTANT for Windows Store users:

- Ensure the addon is installed in the standard AppData/Roaming/Blender Foundation/Blender/xx/scripts/addons path. The Windows Store version of Blender will attempt to install it into the WindowsApps folder, which is secured and will not allow the addon to interact with RizomUV.
- If you encounter any issues upgrading to the latest version, ensure that you have removed the previous version of the plugin and restart Blender before installing the new version.
- The option of automatically running an auto seems script that can be configured by the user when you load into Rizom.
- Automatically create an automatic UV map for all the selected objects by pressing only one button.
- The option of automatically marking UV island boundaries with sharp edges after using an import operation.
- The ability to shut down the Rizom application remotely from the bridge's user interface.
- Control of most Rizom packing settings is directly via the Bridge UI. The settings are stored and loaded each time Rizom is launched via the Bridge UI.
- Multiple UV Sets supported.



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