



Blender Market - Memsaver v1.2.2

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- The Blender Market Memsaver v1.2.2 is a tool designed to optimize VRAM usage by reducing the size of textures on objects in final renderings, particularly beneficial for large projects or underpowered hardware.
- How to use image resizing capabilities, and adaptive resizing for project design?

You can design your project from "Memsaver" in Blender Market.

Where can I download the product?

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

Originally released as Memsaver 1.0 on April 29, 2023, it featured image resizing, adaptive resizing, and automatic caching functionalities, supporting Open Image IO or PIL/Pillow backends for image resizing. The procedure involves Memsaver's Adaptive Image Resizes function scanning through all objects in the scene, computing their dimensions in the rendered image, and downsizing textures as feasible to reduce VRAM consumption.

"Blender Market - Memsaver" Samples:

Alternatively, users can manually resize images, with Memsaver downsizing textures only when the original resolution exceeds the chosen one. New changes in Memsaver include adaptive mesh decimation, support for animations and various image types, and compatibility with additional image formats. Key features include memory usage estimation, a simple UI, and two image resizing options: Adaptive Image Resize, which dynamically adjusts image sizes based on camera perspective, and Resize Images, allowing swift reduction of selected or all objects' textures to a chosen resolution.



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