



Blender Market – Erindale Toolkit – Advanced Geometry Nodes Groups v3.3

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The Toolkit has more advanced tools designed to support Geometry Nodes workflows. In v0.1, the primary purpose of the Toolkit was camera culling and tools to deal with LOD. Since v0.2, we also have the ability to create points procedurally, so there are a lot of new nodes that provide advanced arrays and insanity.

Gfx plugin details of Blender Market – Erindale Toolkit – Advanced Geometry Nodes Groups v3.3

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New Changes:

- Renamed Experimental category to Advanced
- Updated Bounding Box per Instance to be better optimized
- Added ETK_Tessellate (sockets have tooltips) to mimic simple Tissue addon features
- Fixed a bug with the Mesh to SDF node not adding correctly.

Camera Culling lets us automatically optimize a scene that is heavily instance-based by limiting instances to only the areas that are visible to the camera.

LODs (Levels of Detail) can help us enhance a scene's performance by reducing visual quality for distant meshes. The LOD tools that are included in this pack provide controls on distance limits for various LOD meshes.

Generator nodes, initially introduced with v0.2,, permit more intricate placement of instances, allowing us to push into areas like motion graphics.



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