



## Blender Market – Simplebake v3.5.7

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**Blender Market – Simplebake v3.5.7:** SimpleBake is a powerful baking solution for Blender, addressing the challenges in baking PBR and other textures seamlessly. It simplifies the complex process of exporting materials created in Blender for use in other software or systems like Substance Painter, Second Life, Sketchfab, Unity, etc.

### Key Videos:

- Brandon's Drawings: Comprehensive coverage of SimpleBake's features and the problems it solves in Blender's native baking.
- Alex Pearce: Fantastic tutorials on using SimpleBake for PBR texture baking and creating texture atlases.
- POLYCOSM: A detailed video explaining SimpleBake's features and usage in an easy-to-understand manner.
- Your Videos: Your videos provide a general overview and updates on SimpleBake.

SimpleBake is the definitive baking solution, offering a one-click solution for baking PBR maps from materials created in Blender. It addresses the complexities of Blender's native baking and provides an intuitive interface for efficient texture baking.

SimpleBake revolutionizes the baking workflow in Blender, making it more accessible and efficient for users across various projects and industries. Its intuitive interface, extensive feature set, and compatibility with existing workflows make it a valuable asset for beginners and experienced Blender users.

- PBR Baking:
- Simple one-click PBR baking for Diffuse, Metallic, Roughness, Normal, Transmission, and more.
- Flexible channel packing (Blender 3+ version).
- Bake multiple objects to a single target object with options for ray distance and cage selection.
- Decals: Bake PBR maps from decal objects to a target object.
- Sketchfab integration for uploading PBR models and textures with one click.
- Traditional or "Cycles Baking":
- Bake traditional Cycles modes like Combined, Roughness, Normal, etc.
- Choose color space for baked images.
- General (apply to all baking):
- Presets for saving and reusing settings.
- Background baking: Queue up baking tasks while continuing to work in Blender.
- There is no new workflow to learn, ensuring compatibility with existing workflows.
- Unique maps: Bake AO, Curvature, Thickness, Vertex Colors, and Color ID.
- Auto export for baked maps and mesh, supporting FBX or GLTF formats.
- Batch baking and folder organization for easy management of complex scenes.
- External linking: Textures are linked to external files for easy export and import.
- Automatic updates for staying up-to-date with the latest version.
- Super-fast baking with optimizations for speed and accuracy.
- Texture size and output size adjustments with one click.
- Export formats in various file formats.
- Alpha options for baking with or without alpha background.
- Automatic handling of color space and bit depth for optimal results.



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