



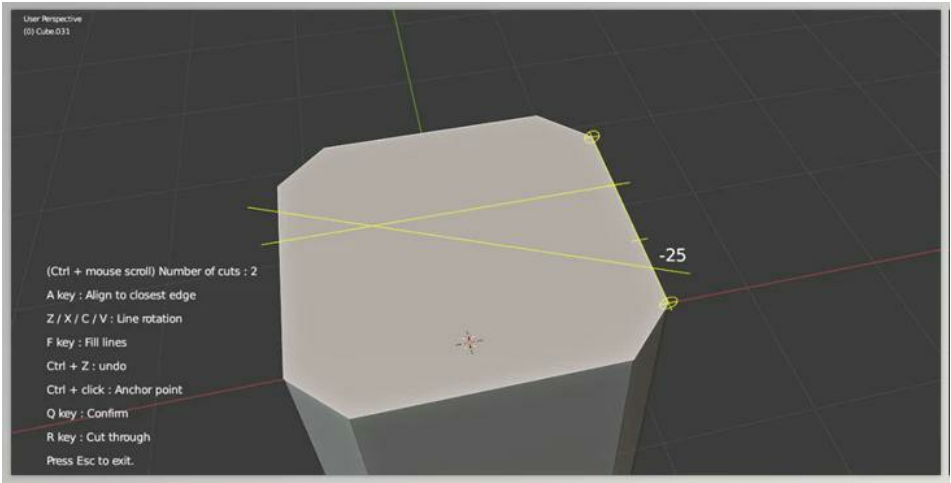
Blender Market – Face Cutter V1.8.0

2025-02-10 16:49:18

label

我要反馈

下载页面



Face Cutter is a valuable modeling tool designed to cut an agon's face quickly.

It lets you make perpendicular cuts (or turns) on the selected surface through easily-defined Snapping points.

- Make a division number (snapping points) and divide them by lines.
- The ability to slice through the entire mesh (using Blender's Knife projection API)
- Define a cut-line using two points
- Rotate a cut-line at angles
- Cut-line alignment should be aligned with any adjacent edge.

It's a convenient tool for performing general modeling tasks, and itd offers better functions than the K knife feature. It is also like Ctrl R within blender. However, this tool is compatible with the cons, too.

Usage

Edit mode > Choose one face or several faces

Right-click to open the Context Menu, and choose "Face Cutter" at the end of the list.

Basic Cut

Choose the area (highlighted in yellow). You can create "cutting lines" on the snapping point or wherever else.

The possibility of increasing the snapping points with mouse wheel scrolling. (or you can utilize the square bracket keys).

After you have set the cutting points After setting the cutting points, you can press the Q key to initiate cutting.

Note that you can hold the Shift anytime to turn off snapping.

Get through

To cut the mesh, you must press the R key to initiate the cutting.

You can also use Shift + R to restrict the cut to only linked faces.

Lines to Fill Lines

It is easy to fill in all snapping points using lines by pressing the F key.

Turn the Line

Z key or X key: Turn the line 5 degrees.

C or V keys The line will be rotated by 1 degree.

Align the line to the edge.

The line can be aligned quickly by pressing the key.

Simply move your mouse close to the edge and hit the A key.

To reverse the line back to the original angle (perpendicular), Move your cursor towards your initial chosen edge and press the key.



去下载

标签

Blender Market

平面设计

Other

Full-width Mode

If you are working on several faces, there are times when you need to work with the entire site instead of a slight edge segment. Press the W to switch to full-width mode.

If you select Full-Width Mode, The tool will attempt to use the entire side (all edges with co-linear edges).

Multiple Cutting Lines

You can design multiple cutting lines on different edges.

The tool lets you make cutting lines on one side. Press the Esc key to return to the "Edge selection" state, then choose a different edge as the base. Then, create new cutting lines. After all the lines created are set, press the Q or R to start the process.

Undo

Press the Ctrl + Z keys to erase a cutting line (remove the last line added). (below is the image of the tool hint text)

Symmetric Copy

The easiest way to do this is to copy all cutting lines onto a different side by pressing the S key.

If you copy the cutting lines in mirrored form.

Cutting Corner (45-degree shortcut)

Pressing the D key, you can set the line's rotation to 45 degrees. After pressing D, you can change it back to -45 degrees. It's an excellent tool for cutting corners.

Easy Edit Mode

Press the E at any time to switch to Easy Edit mode.

In this mode, all snapping points will appear. You can select the points to draw a cutting line quickly. This is an excellent method of creating cutting lines diagonally between many edges.

Pressing the E key will close the mode.

Key to Number for Snapping Points

You can use the Number keys 1-9 to directly adjust the snapping point number.

Cut on multiple Non-planar Faces.

You could still cut if you select faces with various normals (non-planar). The cuts will then be "projected" onto the faces. If you choose the base edge, you must select one face to align (shift the cursor close to it).

Cut and Break

The T key can cut through the mesh and break it into chunks.

Additionally, you can use Shift + T to limit the cut-break to only linked geometries.

Extra Note

If you have scaled your object using Object Mode, applying the transform before applying the Face Cutter is necessary, or else it could cause issues.

New Changes:

- Since Blender 3.5.0, the use of OpenGL has been deprecated and shows a warning about it. This update switch to blender's new GPU function. (however, the function has a problem with line smoothing)
- It updated the core of the tool. It fixed some unknown crashes in rare cases.
- I mistakenly break the tool, and it will error in 1.6.3

- Please update to this version (it fixed the bug in 1.6.3)

investor

产品数量
已有 42647个

growth

付费会员
已有 1676位

analysis

价值评估
商业价值约 ￥6635.87万元



下载数量

已下载 222908次