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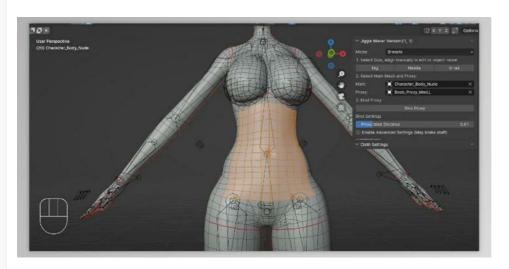
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Jiggle Maker v1.4 for Blender

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Jiggle Maker v1.4 for Blender:

The Dynamic Cloth-Based Volume Tracked Jiggle Physics add-on for Blender provides an efficient way to apply jiggle physics, particularly for body parts like the chest.

With simple steps, users can quickly set up jiggle effects:

- Spawn a Proxy Object and align it with the main mesh.
- In the plugin window, select both the main mesh and the proxy object.
- Click "Bind" to establish the jiggle effect.

For refined control, adjust the Proxy Bind Distance if the jiggle effect impacts a larger area than desired. This add-on simplifies realistic animation by using proxy-based physics to emulate volume-specific movements.



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