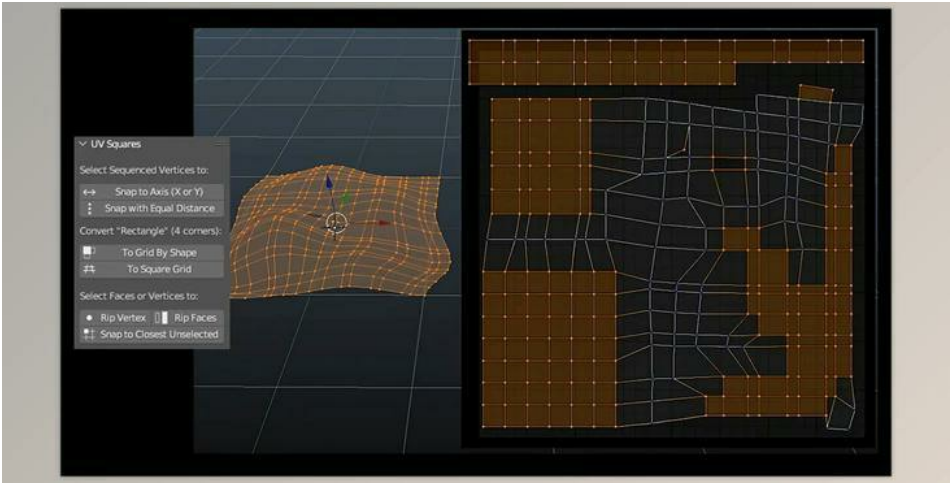




UV Squares 1.15.0 for Blender

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UV Squares 1.15.0 for Blender: UV Squares, a wildly popular add-on for the UV Editor, offers a seamless solution for reshaping UV selections into a grid while preserving vertical and horizontal face ratios. Say goodbye to the tedious manual alignment of distorted UVs caused by imperfect unwrapping in Blender. With UV Squares, achieving a clean, distortion-free UV layout is as easy as pushing a button.

The add-on simplifies the process by swiftly transforming your UV layout into a flawless, geometrically precise shape that perfectly matches your object's geometry. No more grappling with distorted shapes or spending endless hours realigning vertices along different axes. UV Squares streamlines the workflow, allowing you to focus on your creative vision without the hassle of manual adjustments.

The inspiration behind UV Squares stems from the creator's frustration while working on a model. Despite being satisfied with the object's geometry, achieving a proper UV unwrap proved challenging, especially with applied modifiers and distortions. Existing unwrapping techniques fell short of meeting the creator's needs, prompting the development of UV Squares as a straightforward solution for effortlessly stretching selected parts of the UV layout onto a precise grid.

UV Squares revolutionizes UV unwrapping in Blender, empowering artists to achieve optimal UV layouts with minimal effort and maximum precision.

- They reshape selected UV faces (quads) into a grid of uniform squares or according to their original shape.
- Align sequenced vertices along a specified axis and ensure equal distance between them.
- Convenient options to rip faces and single vertices and join selected vertices to their nearest unselected counterparts.



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