



N-Gone - 1 Click Asset Optimization - Blender Add On - 1.35

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N-Gone Pro stands out as a powerful workflow tool dedicated to streamlining mesh optimization. Initially conceived to simplify the process of preparing CAD and Boolean-based NGon meshes for texturing software, it has evolved to include an Easy Re-mesh panel, specifically tailored for optimizing high-poly photo scan and sculpt meshes.

In its Pro version, N-Gone takes efficiency to the next level, enabling rapid work on multiple objects simultaneously. Enhancements include:

- Streamlined batch creation of high and low-poly objects, optimized for export with just one click.
- Quick batch merging of vertices across all selected objects in Object Mode, simplifying the workflow.
- Effortless batch rotation of all selected objects.
- The addition of an Easy Re-mesh High Poly Optimizer for sculpts and photo scans.
- Intuitive Smart UV Unwrap or Cube Project functionality for selected objects directly within Object Mode.
- Extra tools for managing naming conventions, eliminating unwanted objects, and refining suffixes to enhance the export process.
- Fine-tuning object details with granular precision, complete with visual feedback for a more refined outcome.



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