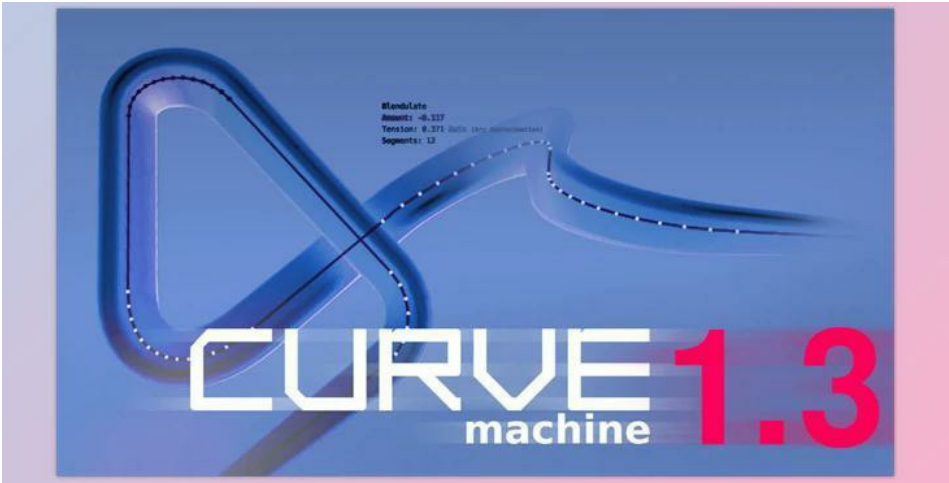




## CURVEmachine Blender Addon v1.3.0

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**CURVEmachine Blender Addon:** CURVEmachine could be considered MESHmachine's more minor sister. It aims to help make POLY Curve editing more flexible and, like the fillet toolset of MM 1, it makes working with curves, arcs, and non-circular blends non-destructive.

The primary tool in CURVEmachine that allows this can be found in Blendulate. It is a Blendulate tool. It lets you create curve radii or arcs (or Blends that are not circular), change existing ones, or blend them into the same point.

### How to create radii or curved arcs through tools?

You can use "CURVEmachine Blender Addon."

### Where can I download the product?

After subscription, You can download it for free from here.

## Gfx plugin details of CURVEmachine Blender Addon

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- Add one point poly curve to the location of the cursor to begin extruding curves
- create, edit, delete, or create curvature radii or non-circular blends
- slide one point of the curve in its preceding or following segment
- blend to the most recent selected point or the middle of the selected point, including over two Splines
- move the gaps of a spline and move it to a different location
- adjust the thickness of the curve extrusion, resolution, and thickness, and switch the spline's and cyclicity
- interpolate the point of the curve and tilt
- connects two lines

### What is CURVEmachine Blender Addon?

CURVEmachine Blender Addon is an addon for Blender designed to enhance curve editing functionality, particularly for working with polygons, curves, arcs, and non-circular blends. The features you mentioned, such as creating curvature radii, blending curves, sliding points, adjusting thickness and resolution, and managing spline properties, suggest that CURVEmachine aims to provide tools for more flexible and non-destructive curve editing within Blender.



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