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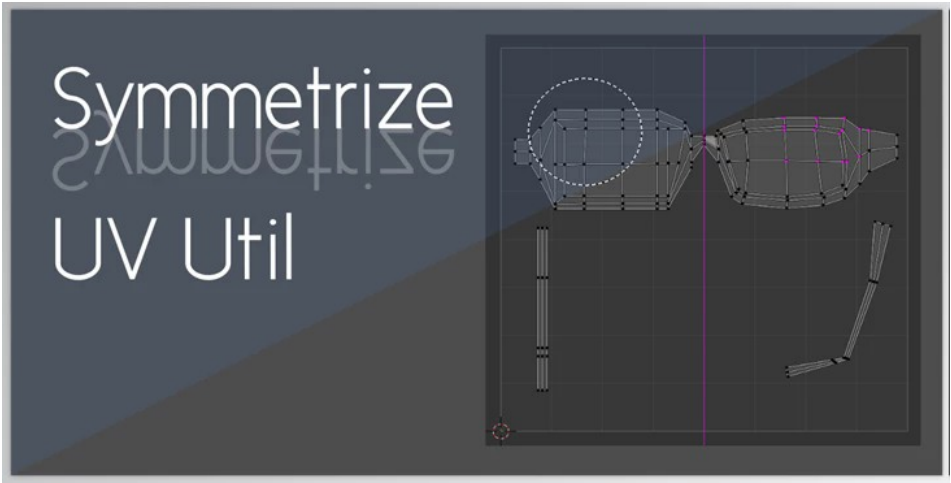
Blender Market – Symmetrize Uv Util v1.4.1: Magical transformations await with this UV Mapping Assistant! Symmetrize your UV map effortlessly, maintaining symmetry for a harmonious texture. The intuitive Symmetrize function aligns UV vertices symmetrically across the specified axis. Wield the "Start Brush" power to symmetrize areas selectively for nuanced adjustments.

Enter the Expand mode to convert a single-sided UV map into a double-sided masterpiece. The flexibility to position the symmetry axis anywhere using the 2D cursor adds another layer of precision. Embrace the world of UDIM tiles with support for efficient symmetrization on each tile boundary.

In this recent update (Ver. 1.4.0 - Oct. 1, 2023), the UI has been streamlined for user-friendly navigation. UDIM tile boundaries take center stage in most operations, ensuring seamless symmetrization. Hidden UVs are now entirely disregarded, and pinned UVs can be optionally excluded for enhanced control. The guide message gracefully transitions to the bottom of the pane, providing a clear and clutter-free workspace. Say farewell to deprecated OpenGL API calls as the add-on embraces a more modern and efficient approach.

Embark on a journey of UV mapping simplicity and precision with this transformative add-on!

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