



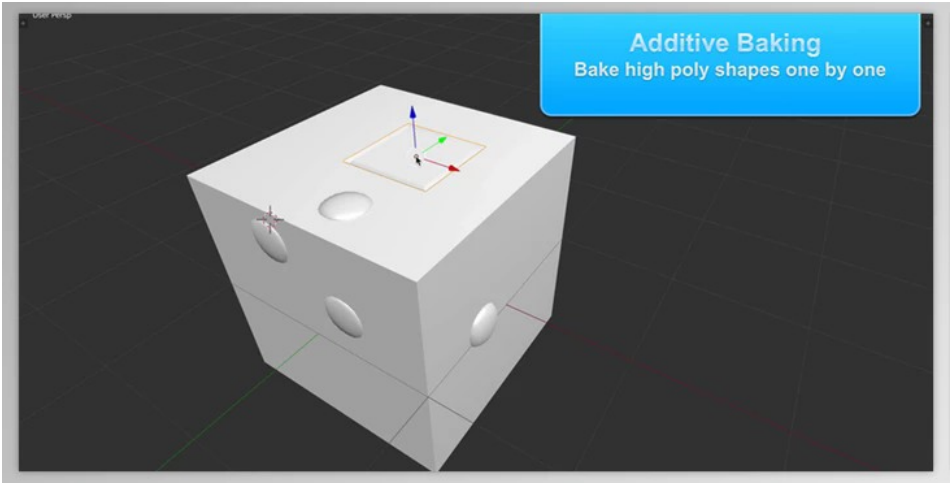
Blender Market - Mesh Brush 2

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Blender Market - Mesh Brush 2:

Mesh Brush is a Blender add-on designed to quickly create ID and normal maps, and enhance low poly meshes with high poly details through additive baking. Here's a summarized workflow:

1. **Setup:** Model and unwrap the low poly mesh. Use **W -> Set Canvas** to define texture dimensions and initialize the material setup.
2. **Baking Details:** Position high poly details (e.g., bolts) on the low poly surface and press **E** to bake. Enable snapping for better alignment. Bake additional details as needed.
3. **Finishing:** Press **W -> Release the Canvas** when done.
4. **Normal Transfer:** Duplicate the low poly mesh, add details to the duplicate in edit mode without excessively stretching UVs, and bake an object space normal map. Convert to a tangent space normal map if necessary.
5. **Edge Smoothing:** Apply the subdivision modifier and control edge smoothness on the duplicate, then bake the object space map.

The add-on utilizes Blender's internal rendering engine for baking and includes features to fix UV stretching due to Blender's default operations.



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