Blender Market - MESHmachine 1.15.4

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平面设计

Blender Market - MESHmachine 1.15.4: MESHmachine stands out as a powerful Blender mesh modeling addon, specializing in hard surface work without subdivision surfaces. This versatile toolset empowers users to Fuse seamlessly and Unfuse Surfaces, craft Variable Fillets, and Washouts edit and refine Bevel geometry, Unbevel, and Unchamfer with ease, and effortlessly handle Boolean Intersections and perimeter loops.

How to edit and modify variable fillets and washouts using tools?

You can use "Blender Market - MESHmachine" to create.

Where can I download the product?

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

Additionally, MESHmachine offers the ability to retain earlier mesh states as Stashes for Normal Transfers and introduces functionalities like flattening and straightening normals, symmetrizing and mirroring custom normals, and detailing surfaces flawlessly using Plugs, whether standard or custom.

MESHmachine is a must-have tool for Blender users engaged in intricate hard surface modeling, offering a robust set of features and excellent documentation to enhance the modeling workflow.

- Compatibility with Blender 3.6 and 4.0
- Transform chamfers into fillets or bevels and vice versa
- Adjust the width of chamfers or bevels
- Create variable fillets and washouts
- Unchamfer and unbevel to revert to a hard edge
- Edit existing bevels with precision
- Resolve complex geometry overlaps in cases of intersecting bevels
- Flatten multiple polygons based on another or a single polygon based on three vertices
- Flatten along normals or edges
- Redirect chamfer flow by altering corners
- Convert triangular bevel corners into quad corners
- Integrate custom plugs into your mesh or create your own, even for potential sale
- Utilize Stashes to store and retrieve earlier mesh states without cluttering the scene
- Effortlessly add boolean modifiers, create automatic stashes, and duplicate or instance objects using booleans
- Cleanup applied booleans and establish clean perimeter loops around intersections
- Generate flattened, straightened, and transferred custom normals
- Symmetrize meshes, along with their custom normals,
- Transform mirror modifiers into tangible objects
- Simplify selection processes with single-keymap functionalities for loop select, sharp select, and vertex group select
- Seamlessly add wedges
- Comprehensive and detailed documentation

What is MESHmachine?

MESHmachine is a Blender add-on developed by the Blender Market that enhances the modeling workflow in Blender by providing advanced mesh editing tools.

MESHmachine is designed to streamline the process of creating complex 3D models by offering features like bevels, insets, bridging, and more. It's particularly useful for hard surface modeling, where precise control over geometry is crucial.

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