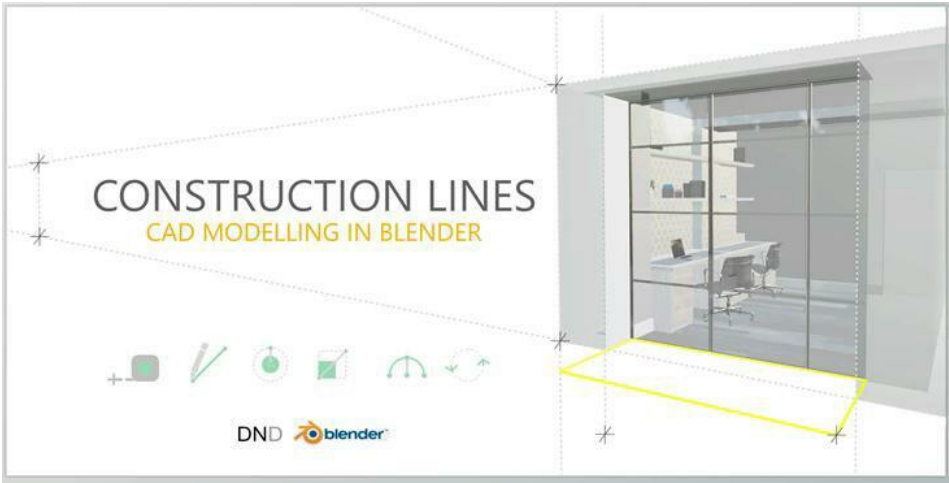




Blender Market – Construction Lines v0.9.692

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Construction Lines v0.9.692: Construction Lines is a powerful tool designed for accurate CAD-style modeling in Blender.

Key Functions:

- Snappable Guide Edges and Points: Create guides that won't interfere with model geometry. Toggle guides on and off as needed.
- Draw Lines and Shapes: Click and drag to draw lines in the 3D viewport. Draw rectangles, circles, and arcs in place from precise snap points. Shapes automatically cut into existing faces.
- Extrude and Cut-Through: Cut into existing faces using lines or shapes. Extrude and cut through meshes with precision.
- Duplication and Box Selections: Duplicate and create arrays of objects and geometry. Box selection for efficient editing.
- Rotation and Movement: Precisely rotate and move geometry: Snap points and numeric input for accurate object movement.
- Guide Features: Measure distances accurately. Limit drawing and movement to specific axes. Auto snap to perpendicular edge direction and edge extensions.
- Object Mode and Edit Mode Compatibility: Seamless transition between Object and Edit modes in Blender.

New Changes:

- Fix: Extrude occasionally cuts through volumes incorrectly, removing extra back faces
- Fix: Extruding a plane doesn't correctly build a volume, depending on the direction of the face normal
- Fix: Other bug fixes and improvements related to the Extrude tool
- Fix: Drawing multiple faces onto an existing face would sometimes not split the existing face leaving a floating/un-attached face
- Improvement: Imperial measurement display now uses the precision value in the Tool panel. The precision values will be calculated as powers of 2. The default is precision 4 which will be 16ths (2^4). The maximum value of 6 will be 64ths (2^6)

Construction Lines is continuously evolving with regular updates, making it a versatile and reliable tool for precise 3D modeling in Blender. Keep an eye out for future updates and improvements!

- Face Finding Option:
- Disable face finding when editing an object.
- Improved Face-Finding Algorithm:
- Faster face finding across multiple separate faces in the same mesh.
- GPU Shader Updates:
- Updated GPU shaders for Blender 4.0 support.
- Dashed lines on guides for Mac Metal users without OpenGL.
- Edit Mode Indicator Bounding Box Improvement: The bounding box no longer displays on a single edge running along an axis.
- Recalculated Face Normals: More accurate recalculation of face normals during mesh editing.
- Undo Action Fixes: Resolved issues with undoing actions and incorrect object origins.
- Distance Indicator Fix: Fixed the absence of distance indicators when moving objects.
- Bug Fixes: Various bug fixes, including rectangle drawing and "NoneType" attribute errors.



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