



BlenderMarket - Komikaze v2.1 - Shaders + Assets

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BlenderMarket - Komikaze v2.1 - Shaders + Assets:

Discover a comprehensive assortment of over 200 Shaders, Modifiers, Compositor FX, and assets designed to facilitate the creation of comics and toon-style art. Whether you're aiming for a Manga, Anime, or Spiderverse aesthetic, this toolset is your key to swiftly achieving the desired style with ease and precision.

How to use color palettes and lens flares using tools and boxes?

You can use "BlenderMarket - Komikaze v2.1 - Shaders + Assets".

Where can I download the product?

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

- **Over 200 New Shaders & Modifiers:** Explore a vast array of shaders and modifiers to enhance your creative possibilities.
- **User-Friendly Layering System:** Easily layer and combine shaders for dynamic and intricate effects.
- **Compatibility with Multiple Lights:** Achieve nuanced lighting effects by working seamlessly with multiple lights and colored light sources.
- **Drag-and-Drop Functionality:** Streamline your workflow with a convenient drag-and-drop feature directly from the Asset Browser.
- **Enhanced Cycles Compatibility:** Improved compatibility with Cycles, ensuring smooth integration into your rendering workflow.
- **Real-time Functionality:** Experience real-time rendering and preview your creations instantly.
- **Multiple Mapping and Output Options:** Customize each shader with multiple mapping and output options for maximum flexibility.
- **Bonus Text Boxes, Lens Flares & Color Palettes:** Access additional creative elements such as text boxes, lens flares, and color palettes.
- **One-Click Outlines:** Easily apply outlines to your creations with a single click.
- **Free Lifetime Updates:** Enjoy continuous improvements and new features with free updates for life.

Update 2.1 Highlights:

- **Complete Documentation:** Comprehensive documentation for easy reference and understanding.
- **Compact Nodes with Panels:** Streamlined nodes with compact panels for a more organized and efficient workspace.
- **Expanded Shader Nodes Menu:** Shift+A menu for Shader Nodes, Geometry Nodes, and Compositor, enhancing accessibility.
- **Tooltips for Modifiers:** Helpful tooltips are added to all modifiers for a user-friendly experience.
- **Asset Tags:** Categorization with tags for efficient asset management.
- **Bug Fixes and Improvements:** Various fixes, including noise in the Outline modifier, and enhancements such as Custom Location input for Smoke 2D and 3D modifiers.
- **New Features:** Additional shaders, modifiers, and comps, as well as new parameters like Randomize Size for Halftone Shaders' circles and Rotation parameters for Pencil, Charcoal, and Crayon shaders.
- **Catalog for Cycles: Fake Lit:** Explore the new Fake Lit catalog for Cycles rendering.
- **New Scene Time (Animation) Node:** Improved Scene Time (Animation) node in the Shader Editor for enhanced animation capabilities.



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- **Minor Bug Fixes:** Addressed minor bugs to ensure a smoother user experience.

Experience an enhanced and feature-rich shader and modifier system with the latest 2.1 update, providing greater creative control and improved functionality.



产品数量
已有 42647个



付费会员
已有 1676位



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