



Blender Market – Mesh Materializer 2.0.0

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Blender Market – Mesh Materializer 2.0.0: For anyone 3D modeler who needs to cover an object with other objects, such as the material, use the UV texture map to serve as an aid.

The add-on takes care of this task in a non-destructive fashion by introducing a unique modification.

New Changes:

- This add-on requires previous experience using UV Maps, and the add-on doesn't currently operate with UVs that overlap.
- Look into our UV squares extension if you're looking to convert the UVs you have created into grids quickly.
- A simple right-click menu choice performs the entire operation in one step.
- The add-on will map the X direction of this object into the direction of U on the UV map and maps the direction of the Y to the V direction.
- Materials and UVs of the source object are incorporated into the new object.
- Utilize in conjunction with other modifiers.
- Set the size of the projected object about it. Target Object.
- Place, scale, or rotate the target to its top. Target Object.
- Replace the objects from which they came; the result will be updated in real-time.
- A Preview Mode can help you place the object in a specific position by removing the Target's UVs.
- Creates an everyday Blender object that can be exported and modified once the modifiers are used.
- The objects that are under the surface are not affected.



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