



Blender Market - Material Works v1.1d2

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This innovative Blender material add-on revolutionizes material workflows with optimized 2k and 4k maps, ensuring high-quality results regardless of hardware.

It offers full control over transparency, emission, and bevels, catering to both performance and creative needs. The new UV support allows seamless switching between procedural and UV mapping, supporting both concept art and game asset pipelines.

Designed specifically for hard surface artists, it features 25 unique edgewear maps for easy, customizable detailing. Handcrafted in Substance Designer and developed by Proxe, the creator behind HardOPs and Boxcutter, this tool is a game-changer for creating professional materials efficiently.



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