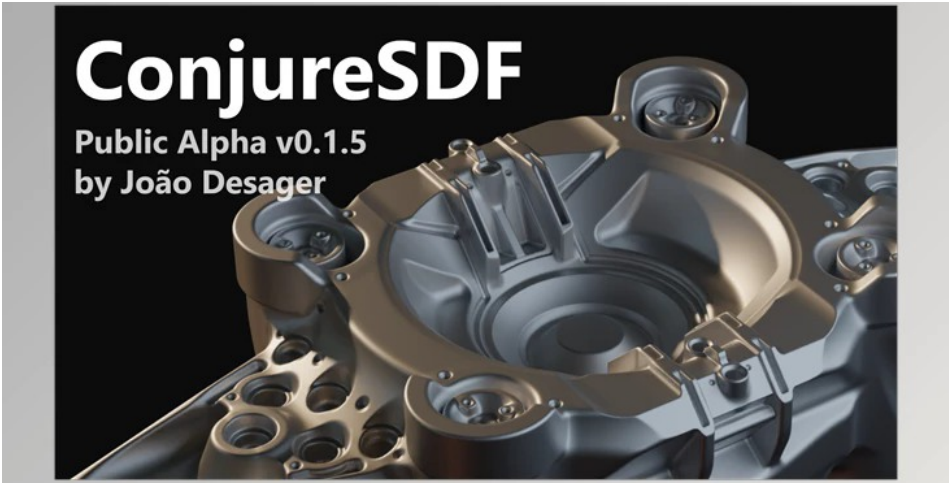# ConjureSDF v0.1.5 for Blender

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ConjureSDF v0.1.5 for Blender:

ConjureSDF is a Blender modeling addon designed for creating smooth, non-destructive boolean shapes. It features 12 SDF primitives (e.g., Box, Sphere), 4 boolean operations (Union, Subtract), and 4 blending modes (Smooth, Chamfered). The addon supports nested primitives for complex shapes, includes the Conjure Vision raymarched SDF rendering engine, and offers scene management tools and SDF to mesh conversion.

How to create smooth and flawless shapes?

You can use "ConjureSDF" in Blender.

Current limitations include compatibility issues with Blender versions and operating systems, dense geometry requiring significant RAM, and visual inconsistencies with nested primitives, which are set to be addressed in future updates.

"ConjureSDF" Samples:

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