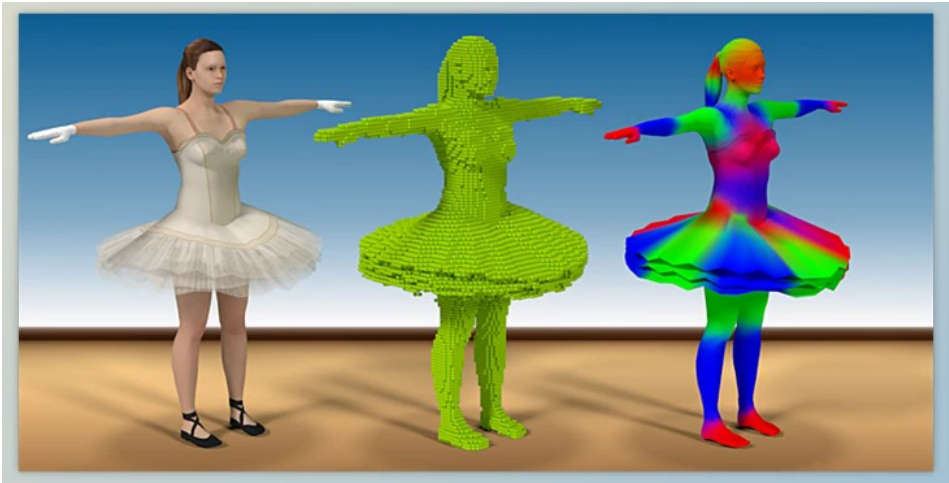




Blender Market – Voxel Heat Diffuse Skinning v3.5.3

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Blender Market – Voxel Heat Diffuse Skinning v3.5.3:

The document details how Microsoft and Bitdefender fixed the positive detection by marking flagged files as safe.

They say “any flagged files” will be marked safe, and no new alerts will be made in the following updates. At the same time, the latest version of the add-on (3.5.3) for blender is released to reduce significantly the above mentioned concerns regarding skinning on 3D models. This plug is fast and efficient in correcting vertex weights and is compatible with Blender version 2.8 to 4 point 2.0 Alpha, which allows all artists to use it.

- Resolution of false positive.
- Detection was not flagged as clean by Bitdefender and Microsoft Security Intelligence.
- Detection will be canceled on updates.

Details Add-On Version:

- Version: 3.5.3 (updated on April 10, 2024)
- Compatible with Blender version 2.8 and 4.2.0 Alpha.

New features added:

- An energy attenuation physically based algorithm

Built-in tools:

- Joint Alignment Tool
- Surface Heat Diffuse Skinning
- Corrective Smooth Baker

The final comprehensive skinning solution eliminates bugs caused deep within the system, such as:

- Bone heat weighting.
- Virtual parts or accessories that are omitted.
- Unsatisfying results of manual weight adjustments, while time consuming.
- Builds vertex weights without much effort in a precise and timely manner.
- It can be used for detailed models such as a soldier with advanced gear.
- Achieves results within five minutes or so, thus reducing the workload for three-dimensional artists by a considerable amount.



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