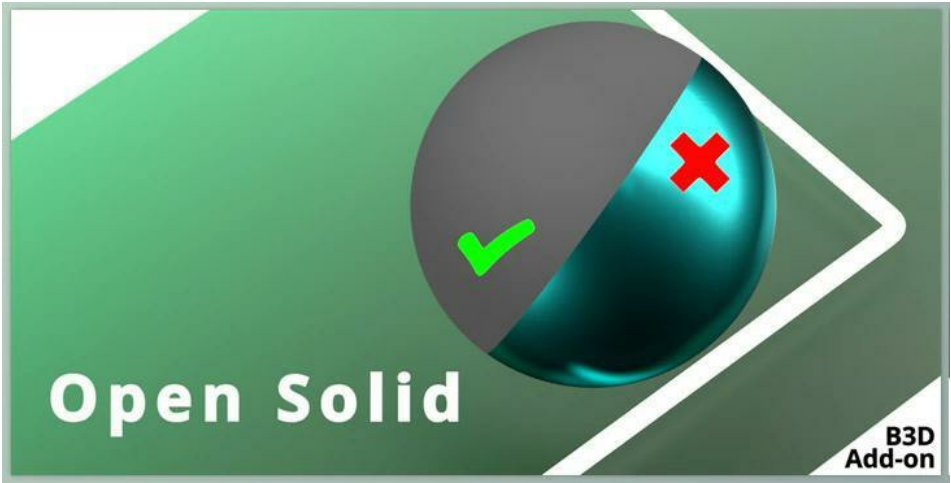


Blender – Open Solid V1

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Blender – Open Solid V1: Open Solid Open Solid Blender addon that lets you open all .blend files using the "Solid" viewport mode, even if they were created using viewport mode "Material Preview" viewport mode.

Addon function

When you open the .blend file saved using Blender's "Material Preview" viewport mode activated, Blender instantly begins loading textures and assembling shaders that display them in the viewport. When the image is extensive and complex, filled with large textures, and the computer's processor isn't powerful enough, it can consume a considerable amount of time, causing slowing and possibly stopping work.

"Open Solid" addon, also known as the "Open Solid" addon, is installed in the background and shifts the viewport into the "Solid" mode when opening new files, regardless of in what format they were saved. This eliminates the delays caused by loading materials and textures.

Once you have opened the file, you can immediately begin working.

For Blender versions

2.93, 3.0, 3.1, 3.2

Location

The addon runs in the background

Installation

- Download *.zip archive using the Addon distributive
- In Blender In Blender: The "Preferences" window – Addons - Addons... --Choose the downloaded archive to be used.



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标签

Blender Market

平面设计

Resources



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