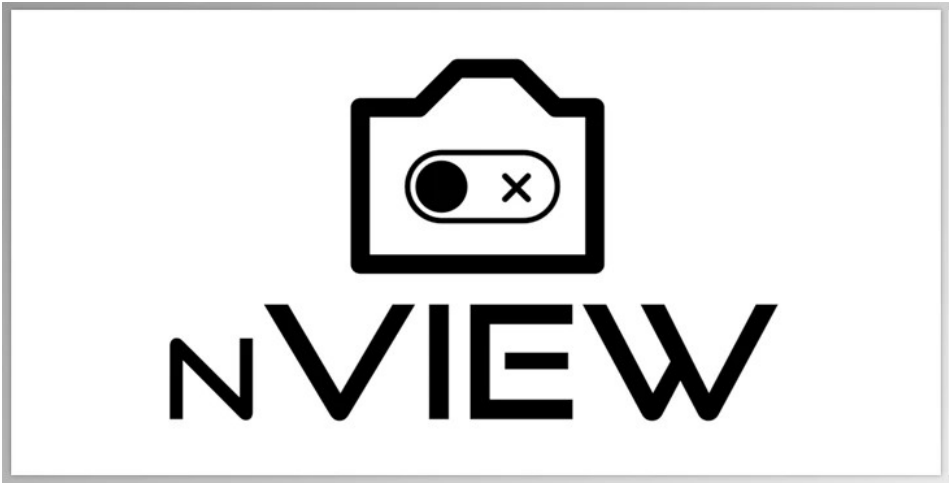




### Blender Market – Nview Addon v2.18

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#### Blender Market – Nview Addon v2.18:

What exactly does the nView addon accomplish?

Assess the visibility of objects from the camera or be visible through the "reflection" of another object. If you know this, you may:

- Only select the objects that are visible!
- Create multiple visibility attributes for collections or objects at the same time including for the render, viewport, and view layer!
- Remove objects or collections that impact performance, without impacting what's visible to the camera!
- Make objects appear dynamically during animations for speedier playback, and render lengthy animations!

## Gfx plugin details of Blender Market – Nview Addon v2.18

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Once you have selected your settings, it is possible to apply your culling by using various operators, such as buttons:

- **Select object nView** - Selects all objects that are visible
- **Set object in nView** - Sets the property of the object's visibility (selectable and visible in viewports or rendered)
- **Create Collections nView** - Changes the visibility attribute of every collection with transparent elements (view layer, render visibility, or viewport)
- **Create Mask NView** - Sets a mask modifier that is weighted to the vertex group of feasible faces for each of the objects that are viable.
- **Select Mesh NView** - Select vertices of the edges or faces that are in the view (mesh editing mode)
- **Hide Mesh in nView** - shows/hides edges, vertices, or faces visible (mesh editor mode)

- Explore occlusion culling and frustum options
- The software works on the scene level, which means it can be used with any render engine.
- Animation supported
- Collections that have objects are not excluded.
- All object types are supported and not just meshes and also instances of collection within objects
- Include reflections of objects that are visible from other objects!



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