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Blender 4 – Spritehandler v2.0.7

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Blender 4 – Spritehandler v2.0.7: Introducing Spritehandler, a robust suite of tools meticulously designed for Blender, empowering users to efficiently utilize and generate sprite sheets. By harnessing the power of a node group to manipulate UV coordinates, Spritehandler seamlessly sequences sprite sheets loaded through image texture nodes. This versatile toolset unlocks a myriad of possibilities, facilitating the rendering of sprites, flipbooks, billboards, particles, and material variations, all wrapped in intuitive operators for enhanced efficiency and ease of use.

- Demo Files: Kickstart your sprite handling journey with access to demo files, allowing you to explore the full potential of Spritehandler.
- Preset-Based Sprite Plane Creation: Streamline sprite plane creation through presets, providing a quick and easy setup.
- Playback: Enjoy a robust playback feature for dynamic visualization of sprite sheets.
- Particle Indexing: Efficiently index particles for enhanced control and customization.
- Particle Playback: Seamlessly control and playback particles, offering versatility in animation.
- Billboard Toggle: Effortlessly toggle billboards, expanding rendering possibilities.
- Setup Operator for Planes: Simplify the setup process with an operator designed for creating planes.
- Playback Control: Take charge of playback with controls for delay start, speed adjustments, index offset, total offset (for uneven sheets), and loop limits.
- Current Frame Shader Node: Utilize the current frame shader node for real-time rendering adjustments.
- Render Farm/Distributed Rendering Compatibility: Ensure compatibility with render farms and distributed rendering environments for seamless collaboration.
- Sprite Sheet Generation: Generate sprite sheets from images or animation renders, providing flexibility and convenience.
- Scale Adjustment: Easily adjust the scale of generated sprite sheets to meet your specific project requirements.
- Atlas Image Conversion: Convert atlas images to individual, grouped meshes with alpha-derived topology, enhancing the versatility of your workflow.

Spritehandler is not just a tool for simplifying sprite handling within Blender; it's a comprehensive toolset that offers a range of features for dynamic rendering and animation. Whether you're working on sprites, flipbooks, billboards, or particle systems, Spritehandler streamlines the process with an intuitive interface and efficient functionality.

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