

Blender Market - Quick UV Pro v3.1

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Blender Market - Quick UV Pro v3.1:

Architecture Visualization and Furniture Creation Enhancements:

- Pie Menu for Quick UV: Access Quick UV features with the B key shortcut, enabling direct UV projection and management from the 3D Viewport.
- UV Manipulation in 3D Viewport: Scale, rotate, and move UVs directly from the 3D Viewport, modal functionality for handling UVs interactively.
- Incremental UV Rotation: Rotate UVs with incremental adjustments.
- One-Click Unwrap: Unwrap and straighten islands in one click.
- Quick UV Pro Materials in 3D Viewport: Set and manage Quick UV Pro Materials directly within the 3D Viewport.
- Cube Gizmo for UV Handling: Utilize the Cube Gizmo to manipulate UVs on your mesh.
- Snap Functionality for Gizmos: Use snap (Shift+TAB) to manipulate Cube, Plane, or World Gizmos precisely.
- World Gizmos for Shader Node Control: Employ World Gizmos to manage multiple shaders on your mesh or handle various textures within Shader Node.
- Pie Menu for Texture Addition: Add image or IES textures to lights using the Pie Menu (Limitation only with Cycles).

Additional Features:

- Projection Options:
 - Cube Projection
 - Cylinder Projection
 - Sphere Projection
- Improved Unwrap:
 - Enhanced one-click unwrap with straight island functionality.
- Real Size Gizmos:
 - Cube, Plane, and World Gizmos are displayed in their actual sizes.
- One-Click Rotate UV:
 - Simplifies the process of rotating UVs with a single click.
- Material Linking:
 - Easily link materials from the active mesh.

These features cater to the specific needs of architecture visualization and furniture creation, offering a more streamlined and efficient workflow for UV manipulation and material handling in Blender.

- Actual Size Gizmos: All Gizmos (Cube, Plane, World) are now displayed in their actual dimensions. Right-click in Modal Mode to access Gizmo dimensions.
- Automatic Gizmo Isolation: Automatically isolates Gizmos of the active object, hiding others in the Gizmo Collection.
- Fit Gizmo Size with Mesh: Ensures Gizmo size matches the mesh size.
- Switch Between World Gizmos: Easily switch between World Gizmos to control multiple textures.
- Straight Unwrap Button: Introduces a straightforward button for unwrapping and straightening UVs in a single click.
- Tweak Quick UV Pro Materials: Press Alt+M in the 3D Viewport to adjust UV Pro Materials quickly.
- Customizable Shortcuts: Change shortcuts easily in the Blender Preferences Panel.
- Dynamic UI Display: Set your UI display with "T" while running Modal.



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