



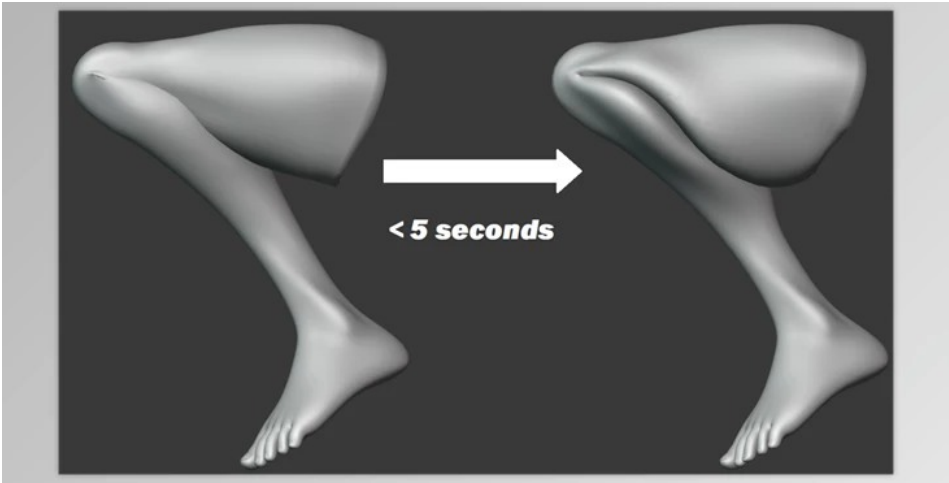
Gumroad – Squish- Instant Better Rig Deforms v1.1

2025-02-10 16:51:33

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Gumroad – Squish- Instant Better Rig Deforms v1.1: Imagine if it was possible to repair poor deformations on your equipment in three clicks. Absolutely, there are no Shapekeys or drivers, no endless hours of painting weights or pulling hair. Simply add a modifier and voila! instant high-end rig.

Yes, it is could be possible. Utilizing Blender Geometry nodes in this group can save your time and scalp your hair.

- It also includes a user's manual and download documents.
- Option to add collections.
- The option was added to allow the use of colliders of objects.
- The Spread parameter was changed from an integer to floating
- The inbuilt smoother is corrected
- Minimal possible spread
- Completely solved random geometry popping.
- Additional demos were added for object colliders, collections, and spread vertex groups.
- Renamed the subgroups of "~" to more meaningful names. Add an "." to exempt sub-groups of Geometry Node Group data-block lists.
- Eliminated unneeded smoothing of attributes (Performance improvement)
- Fixed glitches for more (>10) value spreads



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