

Documentation

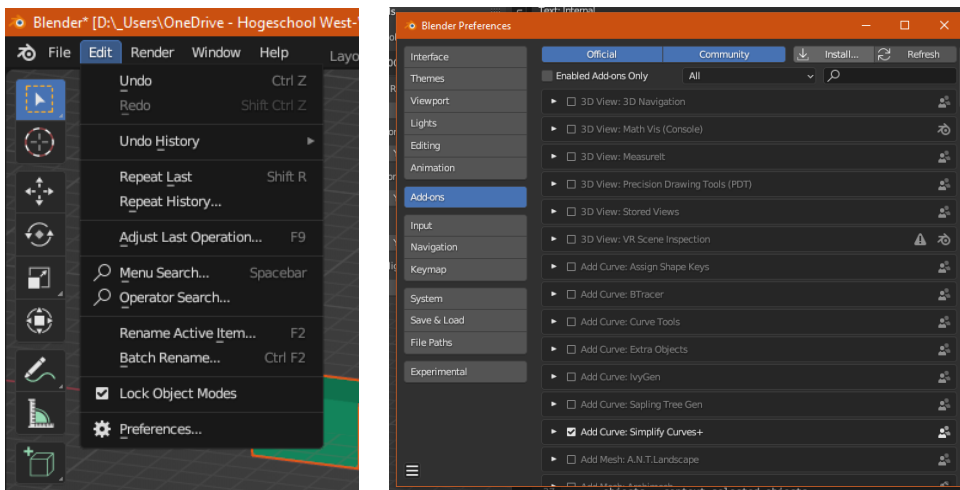
EASEtools

Kidney

Installation

1. Got to Preferences

To install the add-on, go to Edit > Preferences.

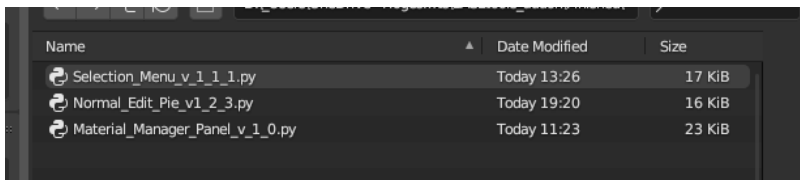


2. Install Add-on from file

In the Preferences window click Add-ons, then install.

Navigate to the location of the python files.

Select the .py files one at a time, then click Install Add-on.



3. Activate

Back in Preferences window search 'EASEtool' to show all 3 add-ons.

Click the checkmark next to the name.

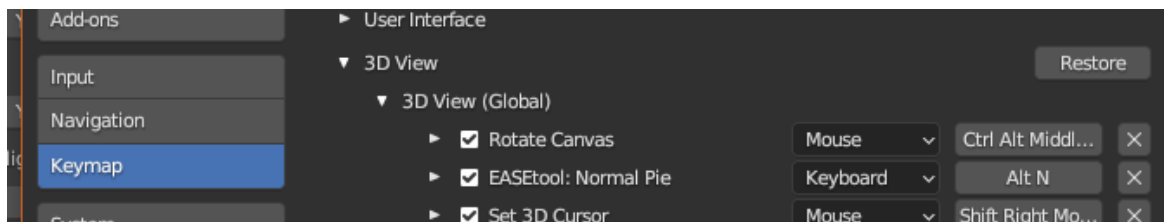


Now the add-on is already enabled and accessible, but in case the keymaps don't work or are conflicting keep following the steps.

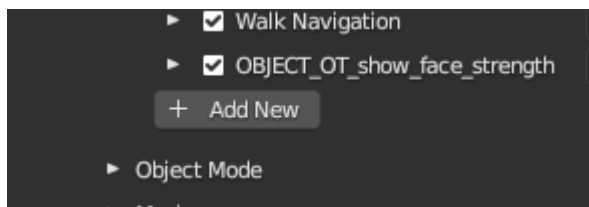
4. Add Keymaps

First if the keymaps don't show up try toggling the add-on off and on. If this doesn't work, go to Keymap in Preferences.

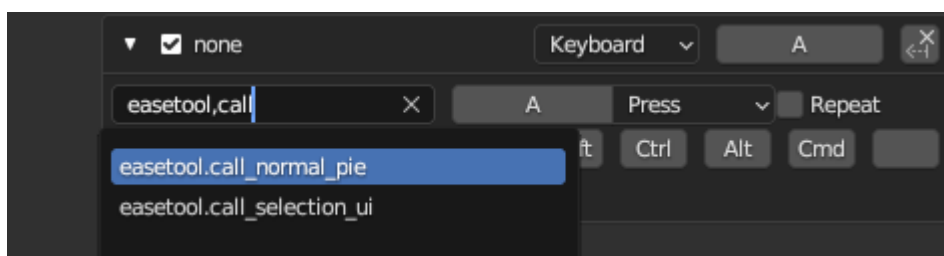
Click 3D View > 3D View(Global)



Scroll to the bottom of the list and press Add New.



In the Identifier window look for 'easetool.call_normal_pie' and 'easetool.call_selection_ui'.



Set the Keymaps you want here.

User Guide

Normals

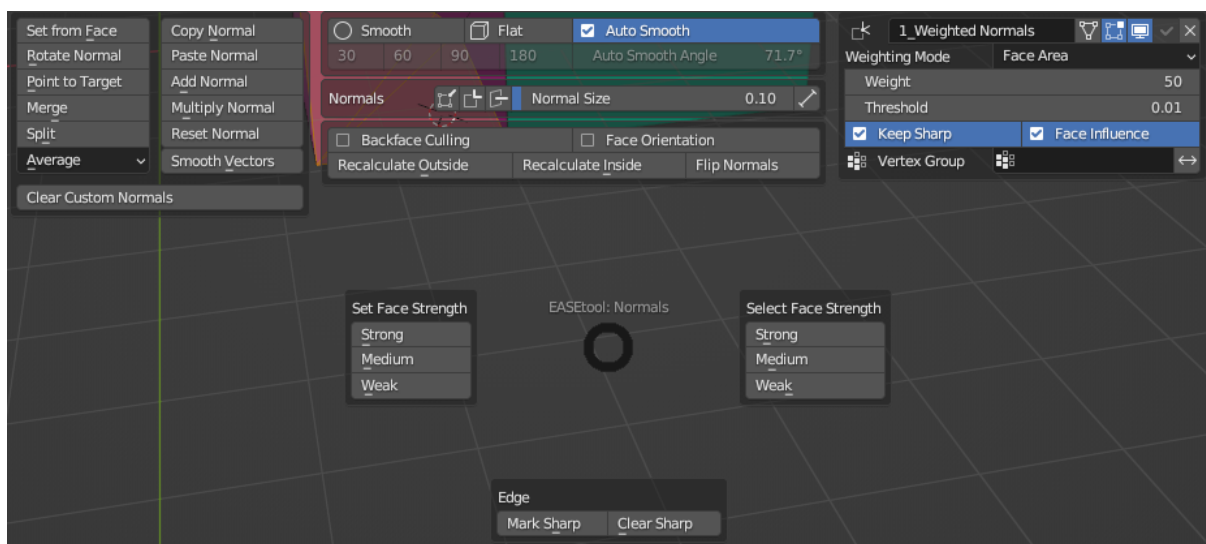
Location: 3D View

Default Keymap: ALT N

EASEtool: Normals add-on is a pie menu that replaces Blenders normals menu in Edit Mode but can also be called in Object Mode.

The pie menu moves all the capabilities of the default normals menu and adds a few related operators.

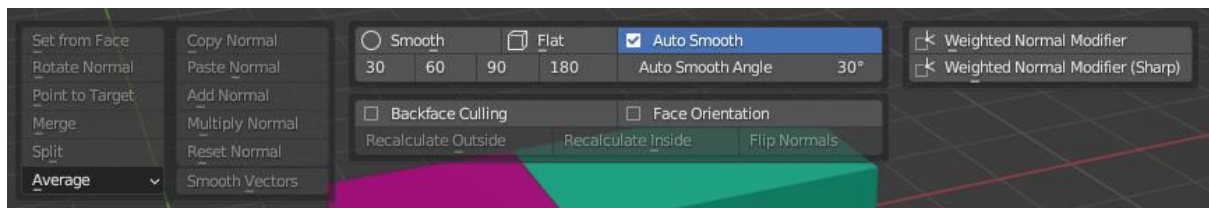
The more useful features that a user might want quick access to are put near the center of the pie menu: setting and selecting faces based on their face strength, inverting and recalculating normal directions and marking sharp and smooth edges. Setting face strength via EASEtool: Normals menu also adds a Weighted Normal modifier with face influence enabled, since without it face strength has no effect.



You can also add the Weighted Normal modifier by pressing the corresponding button on the right side of the menu. It can be created with Keep Sharp edges enabled or disabled. All the relevant parameters from the modifiers are editable here, but

they can't be animated. If the active object has multiple Weighted Normal modifiers, the last one will be shown here.

In the center you can toggle Auto Smooth and change angle with some common angle presets. Angle row is deactivated if there is custom split vertex normal data on the object, which can be removed through the menu on the left.



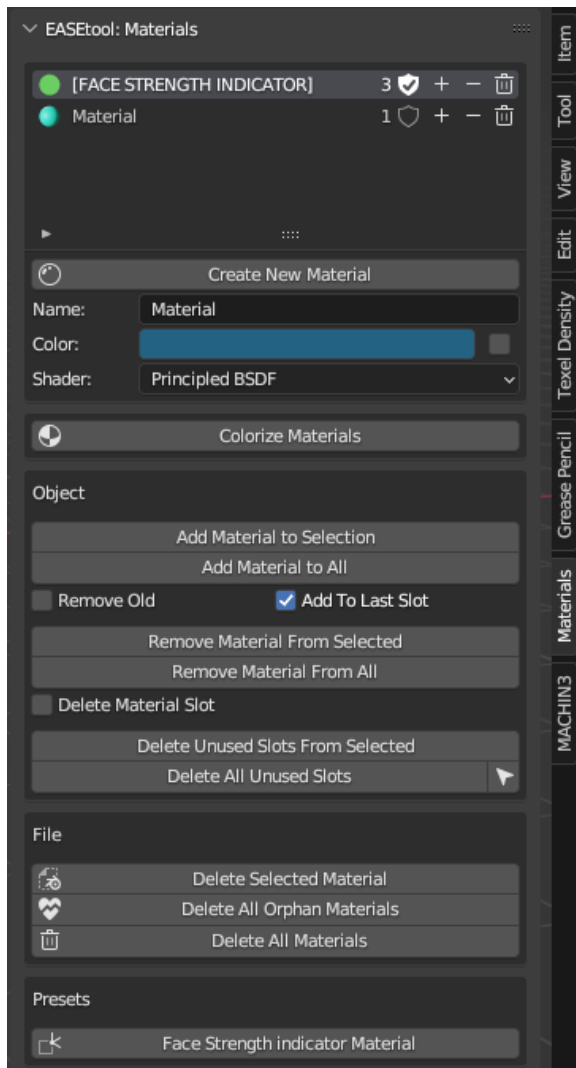
Smooth and Flat operators can set shading mode for the whole object in Object Mode or for selection in Edit Mode.

Backface Culling and Face Orientation toggle corresponding Blender Overlay options.

Material

Location:

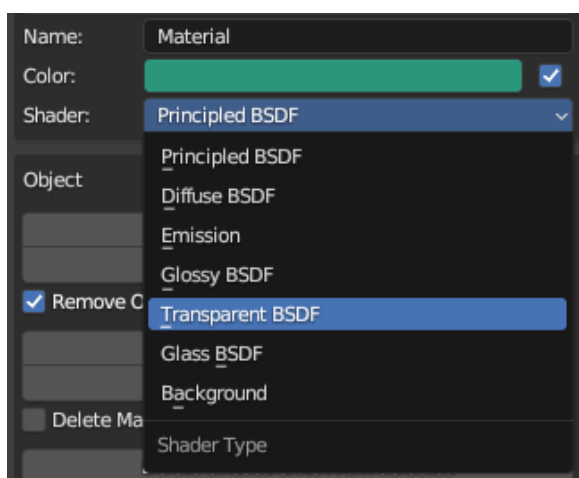
3D View > Side Shelf



EASEtool: Materials add-on is a panel in 3D View UI for managing materials in the Blender file.

The list shows all materials in the current file, number of users (objects material is applied to) and whether it has a fake user.

Select an active material by clicking. Double clicking or control clicking allows you to change the name. Click the shield to add or remove a fake user, which will tell Blender to keep the material in file if you close it and won't delete it if you click Delete All Orphan Materials even if it isn't assigned to any objects.



Here you can also assign, unassign or delete a listed material by clicking the corresponding operator button. Below the list, you can create a basic material, that can be later edited to your liking. Change the name, color and shader of the material with the parameters

below. You can also toggle random color, which deactivates the color selection.

The color will be used for the shader default color and material diffuse color, that will be visible in Solid View.

Colorize Materials operator sets the diffuse color of all materials to their shader default color.

Object section has several operators that can edit materials on object level.

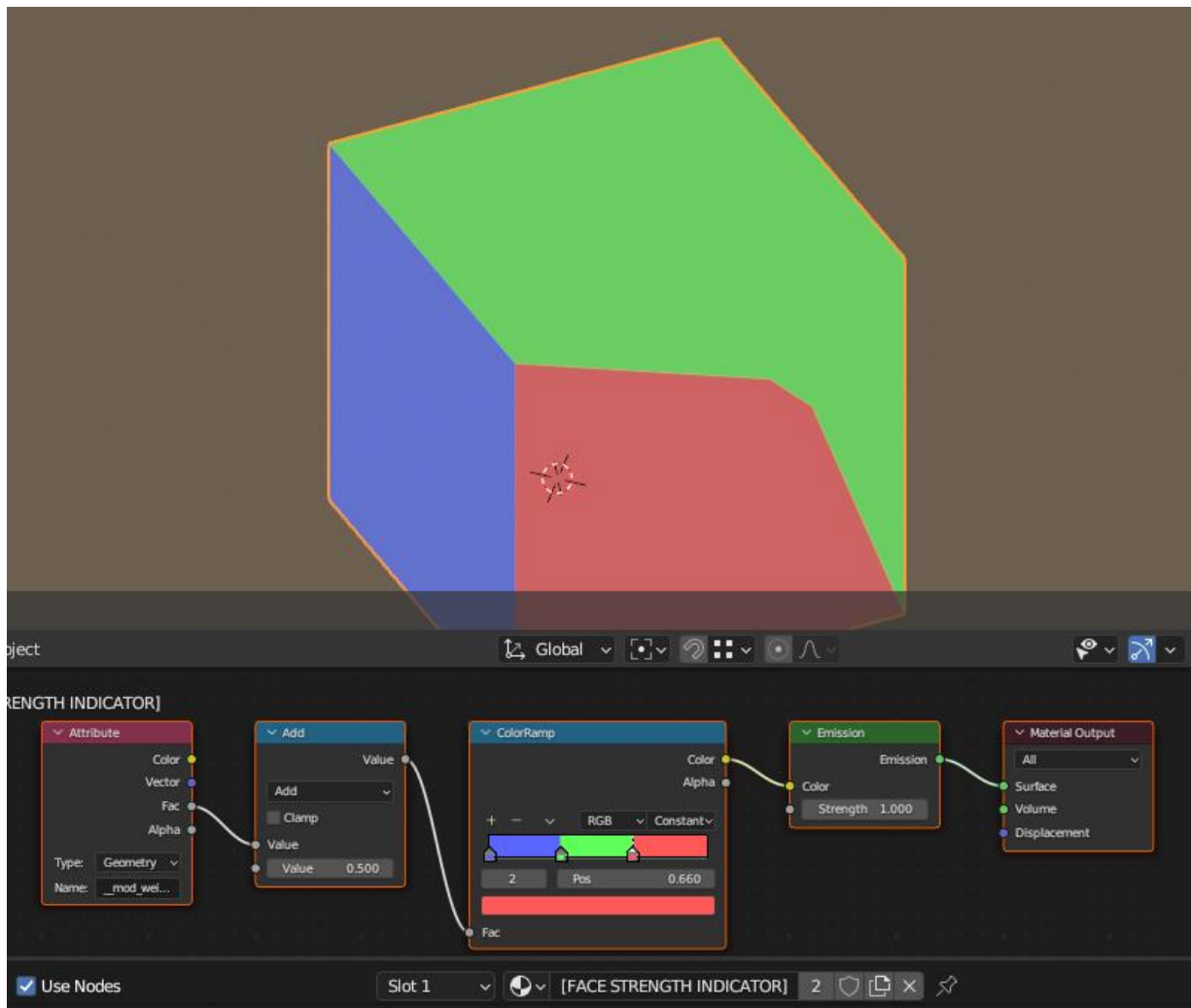
You can add and remove selected material from selected objects or from all objects in the scene.

Adding materials is affected by two parameters. Toggling Add To Last Slot on will add the material in the last slot of the material stack, where you can assign it to specific faces later. Remove Old will remove all old material slots and replace them with the selected.

Removing materials is affected by Delete Material Slot parameter. If toggled on deleting the selected material will also remove its slot.

Deleting Unused Slots does what it says. Deleting All Unused Slots has a parameter to keep selected or select all after operation. Toggle this by clicking the arrow to the left of the button.

File section can delete selected, all or unused materials from file.

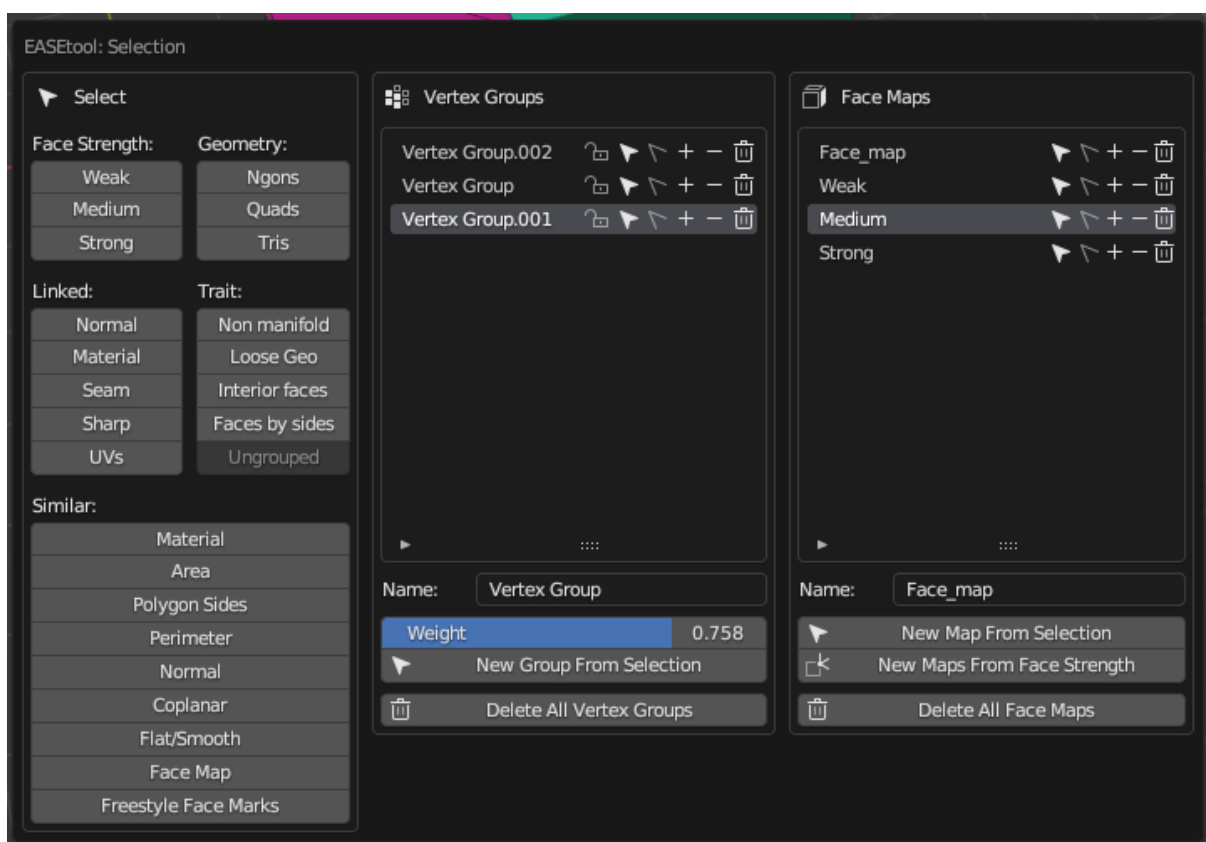


Presets section can create a material that shows the Face Strength. It will replace the old material with the same name.

Selection

Location: Mesh
Default Keymap: ALT N

EASEtool: Selection is a popup for Edit Mode that combines selection menu with Vertex Groups and Face Maps lists. On the left you have the Linked, Similar and Trait selections from Blender selection menu with Face Strength and Geometry sections.



Face Strength section lets you quickly select faces by their normal weight strength.

Geometry section lets you select faces by number of vertices, Ngons select faces with more than four vertices, Quads select faces with four vertices and Tris select faces with three vertices. Vertex Groups list shows all vertex groups the active object has. You can change the name by control clicking. Lock weights,

select, deselect, assign, or remove vertices and delete the group by clicking the buttons right of the name.

Below the list you can create a New Group From Selection. Set the name of the new Vertex Group and set Weight that will be assigned to the vertices when you create a new group.

You can also Delete All Vertex Groups from the active object.

Face Maps list shows all face maps the active object has. Change name by control clicking, select, deselect, assign, or remove vertices and delete the maps by clicking the buttons right of the name.

Below the list you can create a New Map From Selection. Set the name of the new Face Map.

You can also create New Maps From Face Strength. This will create 3 face maps labeled: "Weak", "Medium", "Strong". Old maps with those names will be removed.