

Trimmer

User Manual

Introduction

Trimmer is an add-on for Blender. Its goal is to simplify the process of mapping an existing trim-sheet to a model. The basic workflow is:

- Preliminary: creating a plane divided into faces that reference the positions of trims on the trim-sheet
- Adding the trim locations to the add-on panel
- Applying a trim to a selected face or faces
- Rotating and reflecting the applied trim if necessary

This manual is for Trimmer version 0.2.1, and might be outdated for any following releases.

Installation

Download release 0.2.1 of Trimmer from [the github page](#).

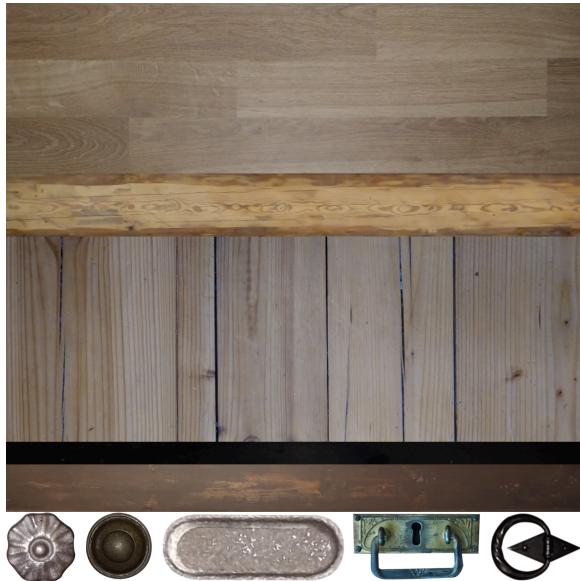
In Blender 2.80 or later, go to *Edit* → *Preferences* → *Add-ons* → *Install from Disk*. Browse to the downloaded zip file, select it, and *Install from Disk*.

The add-on can now be found in *Edit* → *Preferences* → *Add-ons*, where it can be enabled, disabled, or uninstalled.

Preliminary work

Before using the add-on, a reference object to the trim-sheet must be created. In Blender, create a new Plane object. In Edit mode, divide the plane into rectangular faces so that each trim is covered by a face.

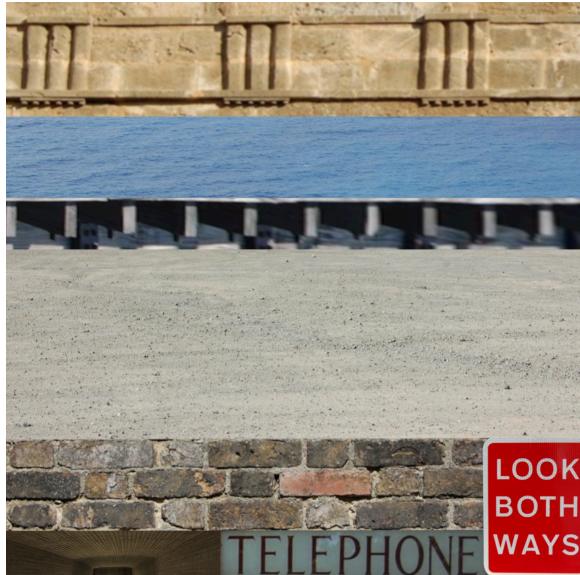
Below are two examples of a trim-sheet and the respective face layout in Blender:



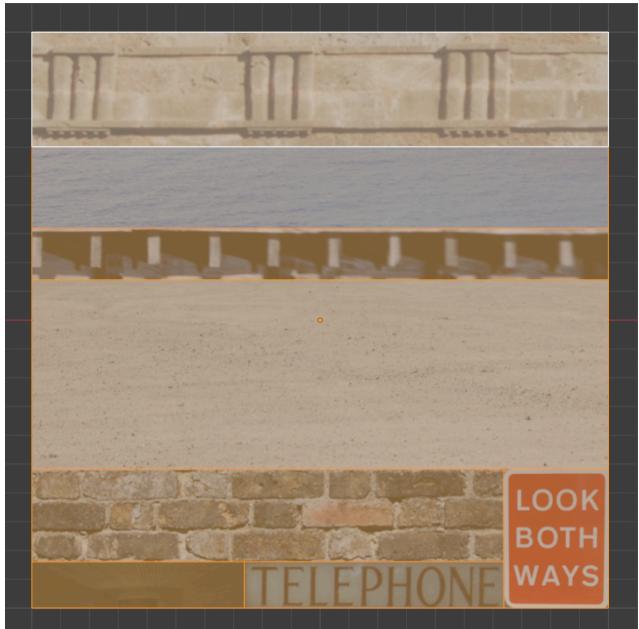
Trim-sheet 1: wood textures and iron decals



Trim-sheet 1 divided into faces



Trim-sheet 2: varying materials and signs



Trim-sheet 2 divided into faces

The main techniques for the face subdivision are:

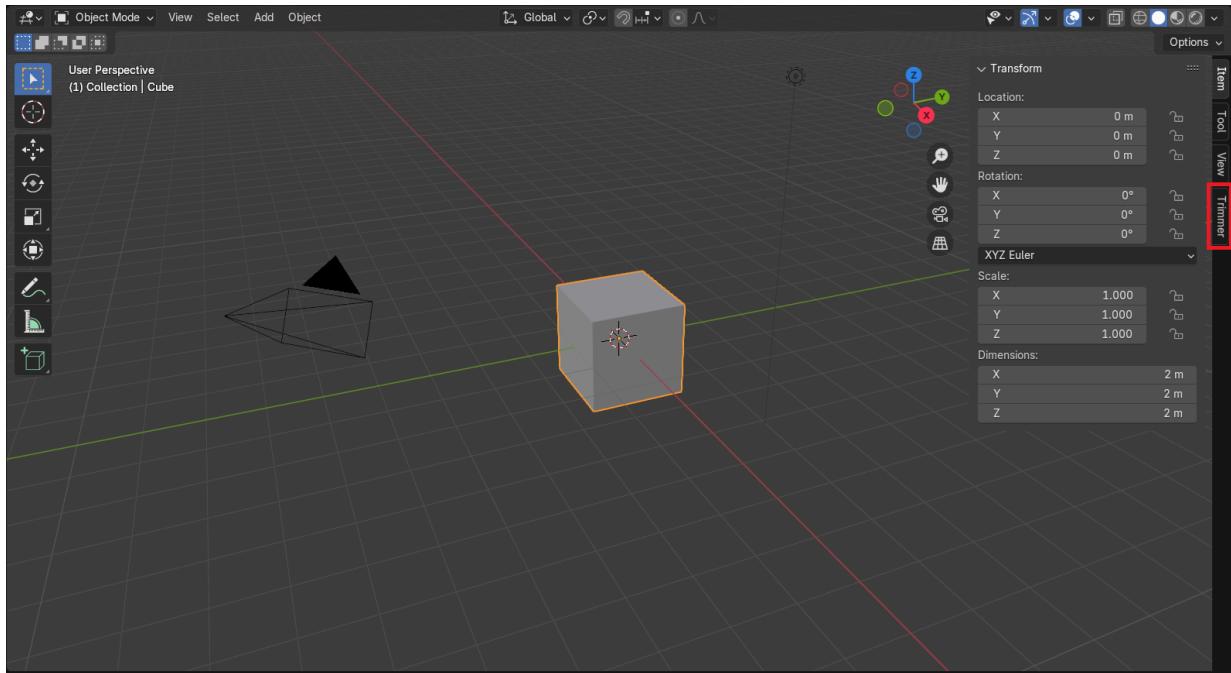
- Knife tool
- Loop cuts
- Edge subdivision

with the exact method left up to the user's preference.

Manual

Panel location

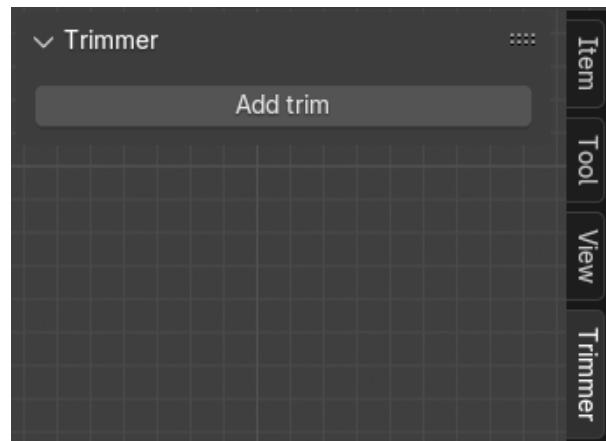
After installing the add-on, a new Panel *Trimmer* appears in the 3D viewport sidebar, toggleable by pressing N:



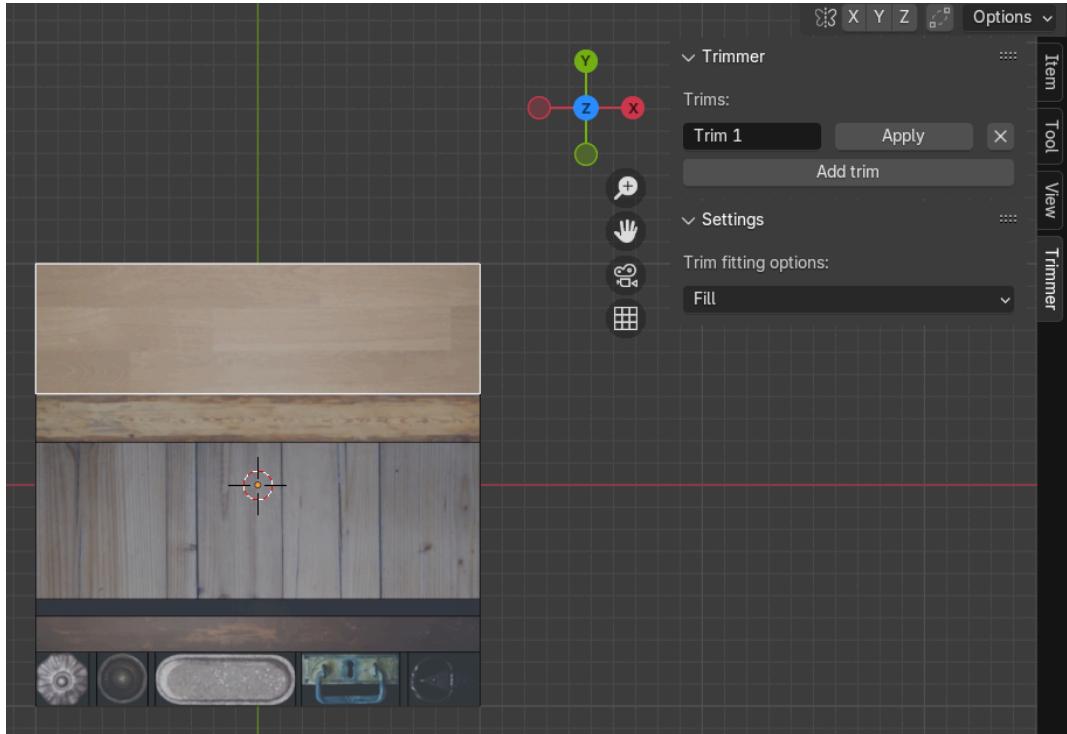
A new panel named “Trimmer” visible in 3D viewport’s sidebar

Setup Instructions

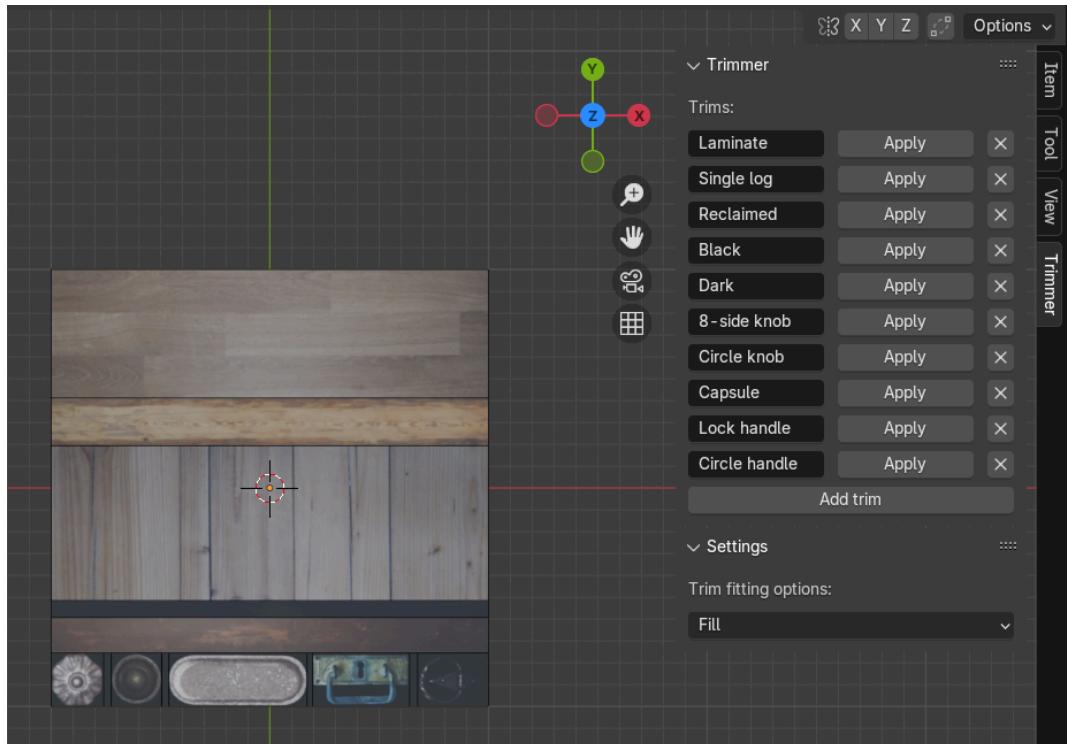
At first, the *Trimmer* panel only shows a single *Add trim* button, because no trims have been added to the add-on yet:



To add trims, select a face from your trim-sheet plane and click *Add trim*. A new row appears in the panel:



Optionally, you can rename the trim. Do this for all trims you wish to use. Whenever you need to remove a badly added trim, simply press the X button. After adding all trims, the panel will look similar to this:



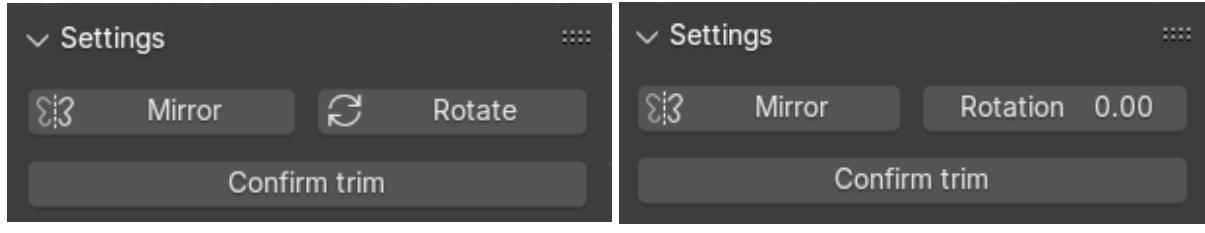
The add-on setup is complete.

Usage

The add-on consists of two panels. The above panel is for managing trims, which we have already looked at. In the second panel *Settings*, only a single dropdown is visible, used to choose the trim fitting option. After applying a trim, more options appear.

To apply a trim, first choose the trim fitting option from the dropdown menu. Select a face (or a group of faces) in Edit mode and click *Apply* on the preferred trim row. For the *Fill* fitting option, the face (or the boundary of a group of faces) must have the same amount of defining vertices as the trims.

Depending on the fitting option, the *Settings* panel now looks like this:



Panel appearance for *Fill* option

Panel appearance for *Fit*, *Fit X*, *Fit Y* options

Mirror will mirror the selected faces' UV map along the Y axis. *Rotate* will work differently based on the fit option:

- *Fill*: the UV map is rotated one vertex clockwise
- *Fit*: The slider's value will define the UV map's rotation in degrees, counter-clockwise

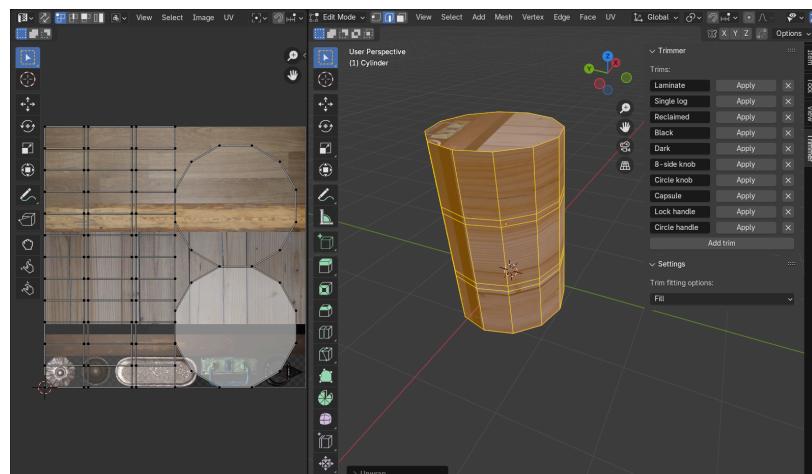
Pressing *Confirm trim* is necessary before another trim can be applied.

Example

Let's go through an example. I have a barrel model that I need to texture using a wood trim-sheet. I have kept the topology as simple as possible, making the final scaling adjustments after texturing to simplify the texturing process.

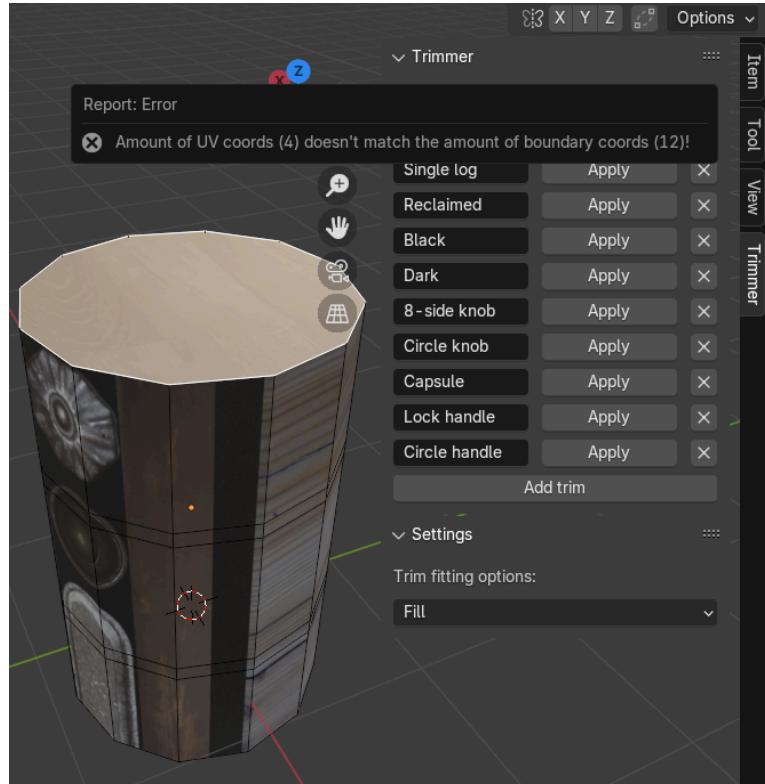
In the image on the right, the model and its default UV map can be seen.

The Preliminary work (adding the trims into the addon) has been done beforehand.

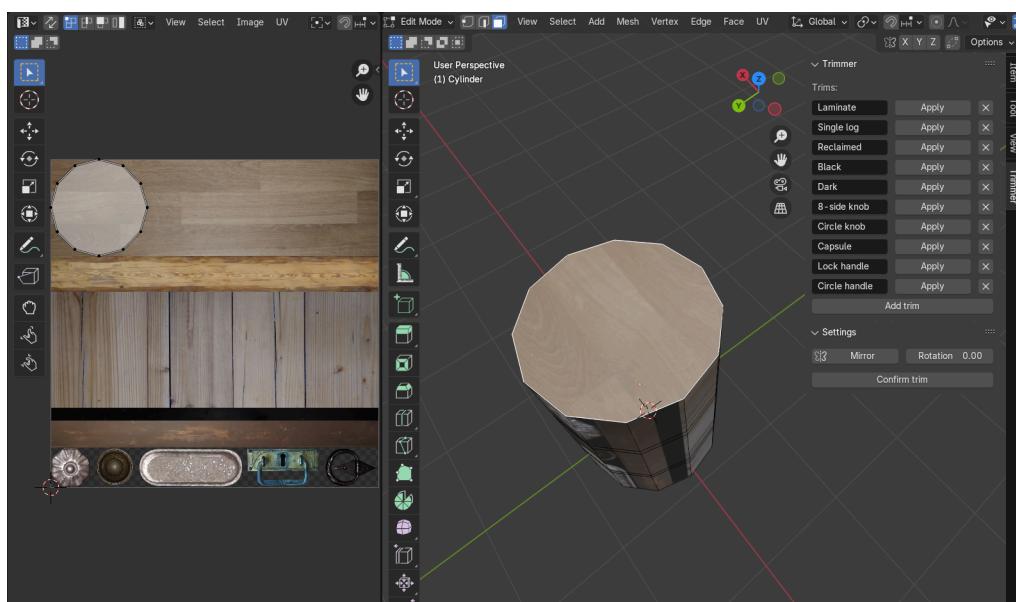


Depending on preference, the texturing may be done while in the *UV editing* view, or in the *Layout* view, without checking the UV Editor at all. To follow along easier, I will do it while in the *UV Editing* view.

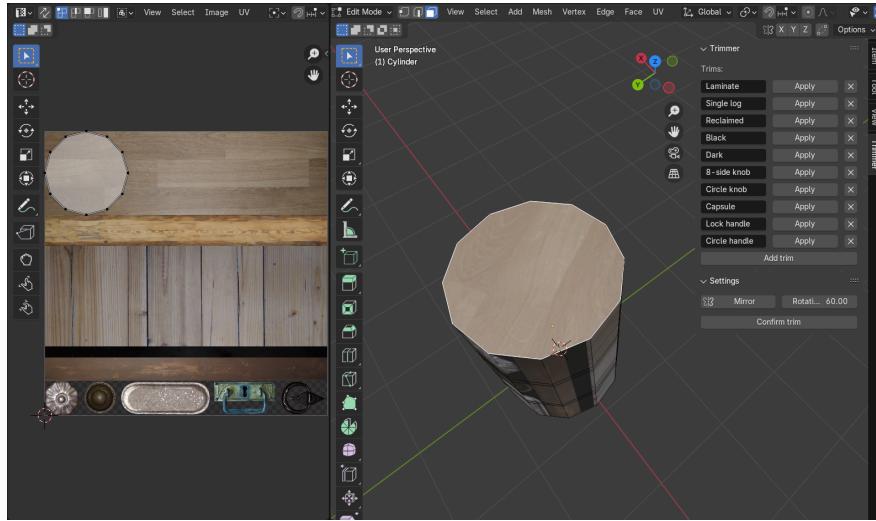
First I will texture the bases of the barrel. Since those are circular with an arbitrary number of sides, I have to use the *Fit* option, and using *Fill* would yield the following error:



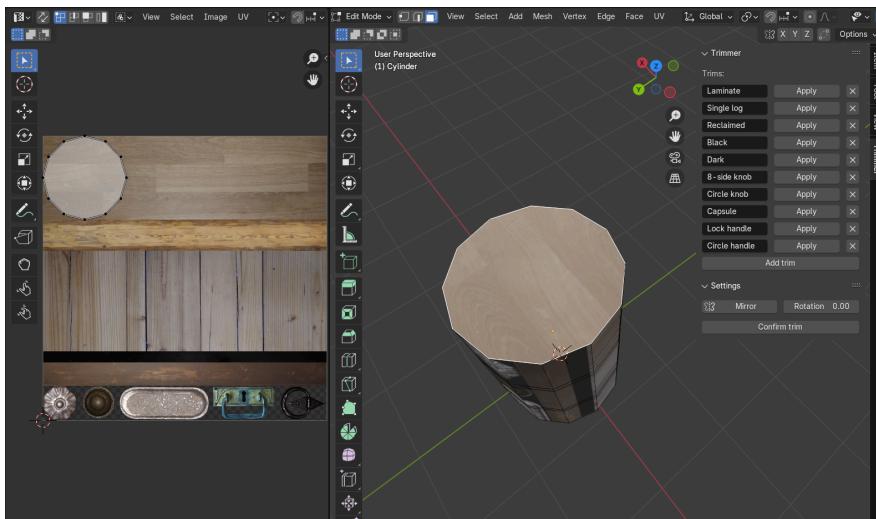
Trying the same with *Fit* option and *Laminate* trim will give the following result:



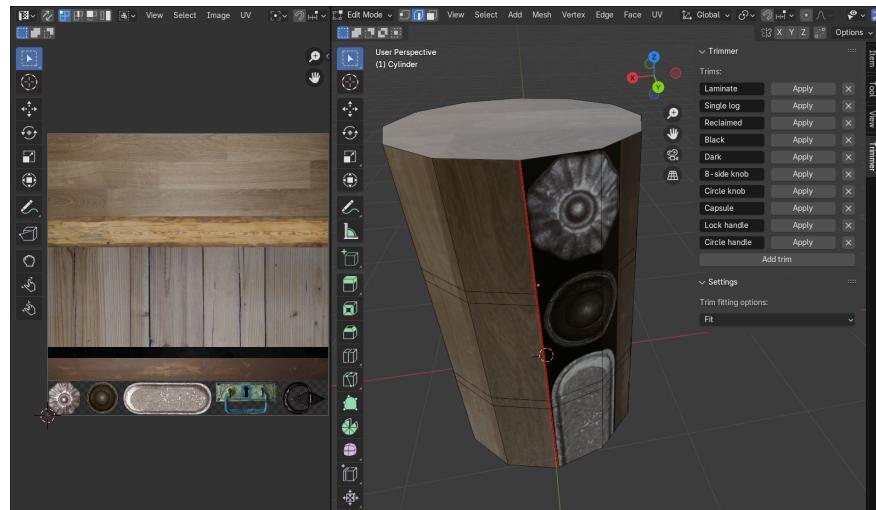
If it is preferred to have the trim at another angle (e.g. 60 degrees), that can be accomplished using the rotation slider:



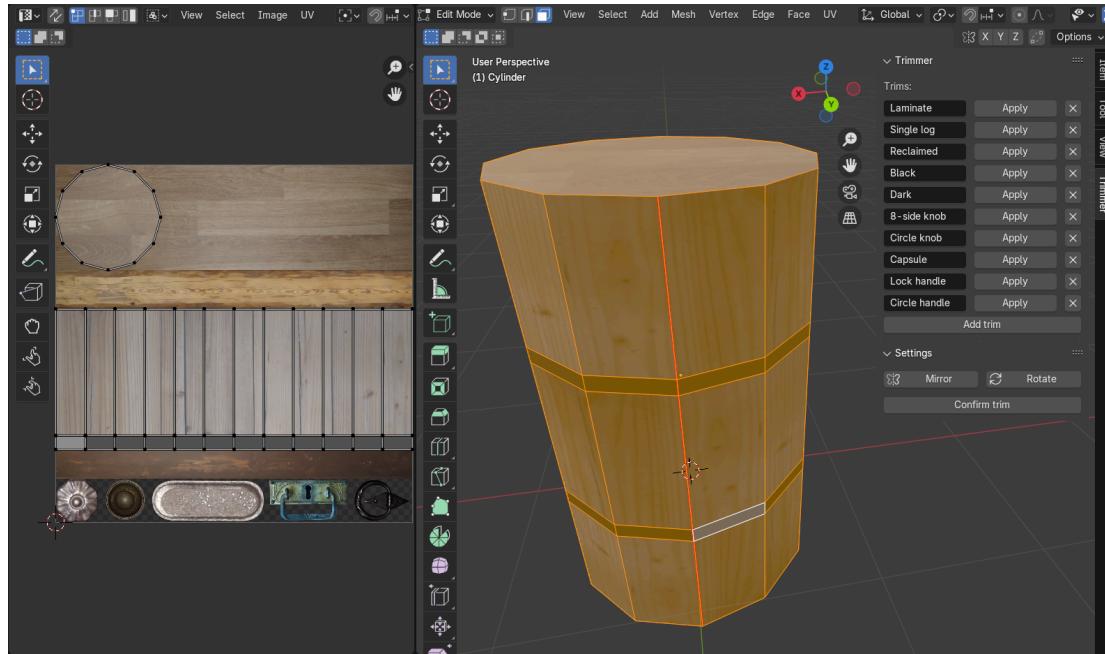
Similarly, a trim can be mirrored with the *Mirror* button:



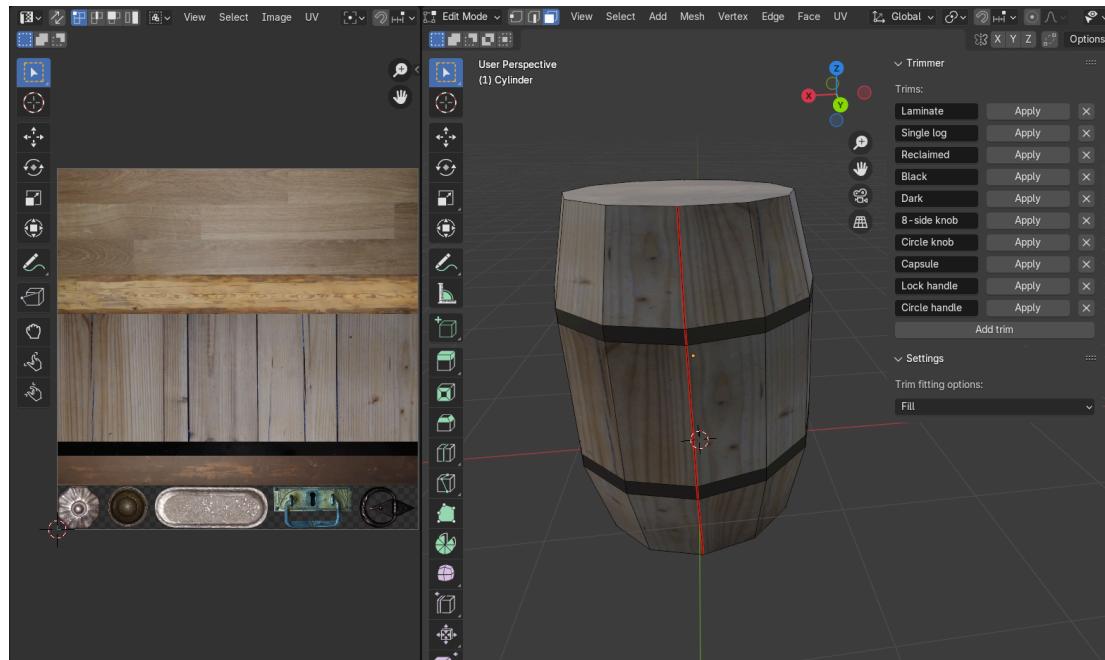
After this, I confirm the trim. Next, I texture the sides. In order to correctly unwrap a loop of faces, an edge must be marked as a seam:



Now, a loop of faces can be textured. In the below image I have textured all the side loops, alternating reclaimed wood (mirroring it in the center to avoid creating a pattern) and a black metallic bar:



Lastly, I make a single modeling adjustment, increasing the size of the barrel in the center to make it more authentic:



With this, the example texturing is complete.