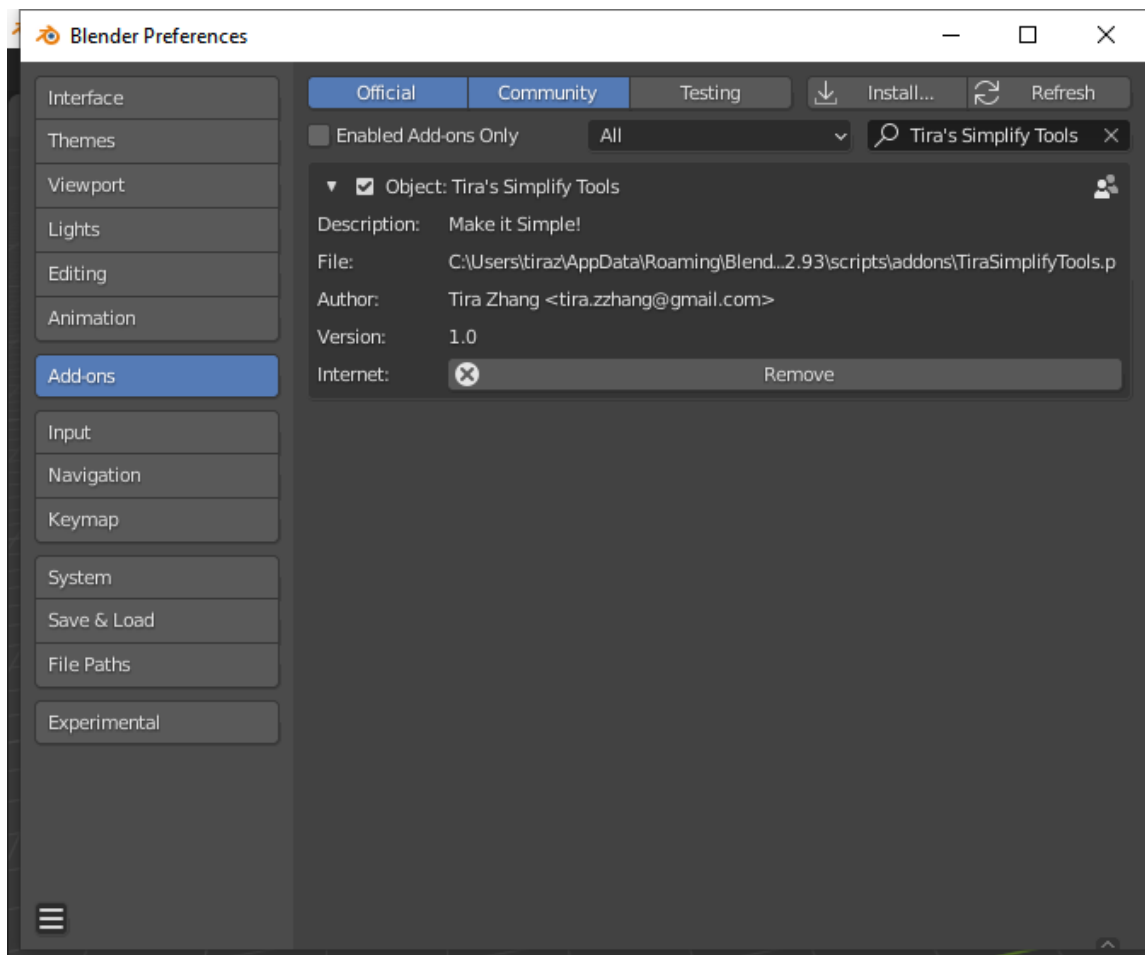# Tira's Simplify Tools

Brief Intro

I built this tool for myself to speed up my workflow. Also, I think many other Blender users would also needs those functions in this script.
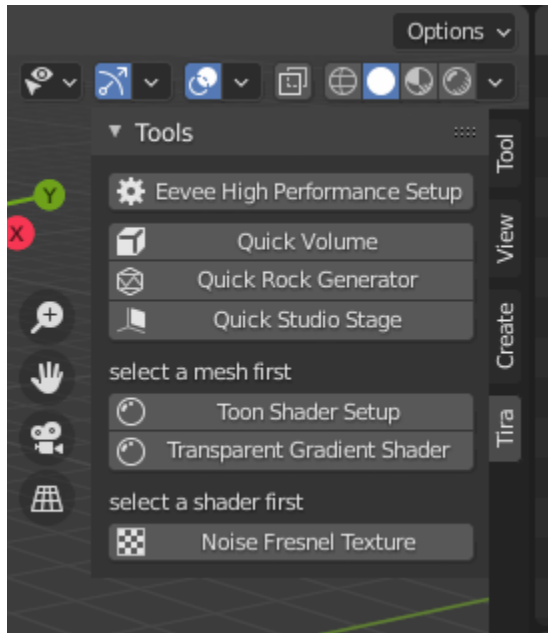
Supported Blender Version

2.93

Installation

Go to **Edit -> Preferences**, then in this **Blender Preferences** window, click **Install** on top right, choose the **python file (.py)** and click "**Install Add-on**." After a few seconds, the addon description will pop up. **Check the box** before "Object: Tira's Simplify Tools."
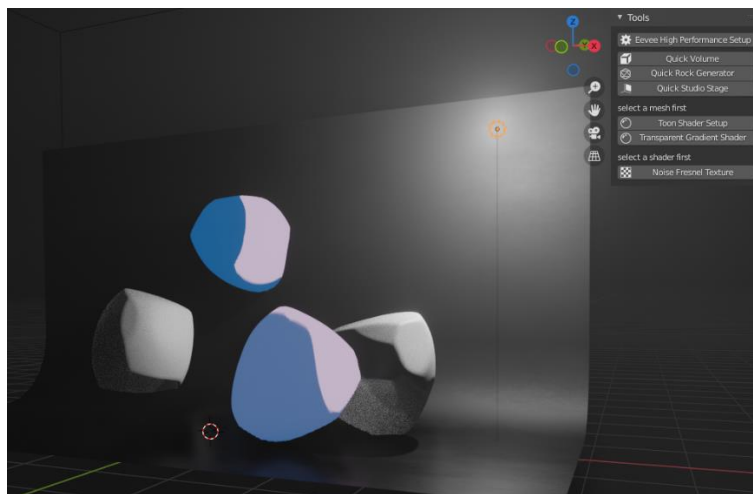
After that, a tab called "Tira" will appear at the right side of the viewport. Click on it, open the "Tools," and you should see this:

Description

Here is a scene made with all the tools in this add-on. Description of each tool are on the following pages.
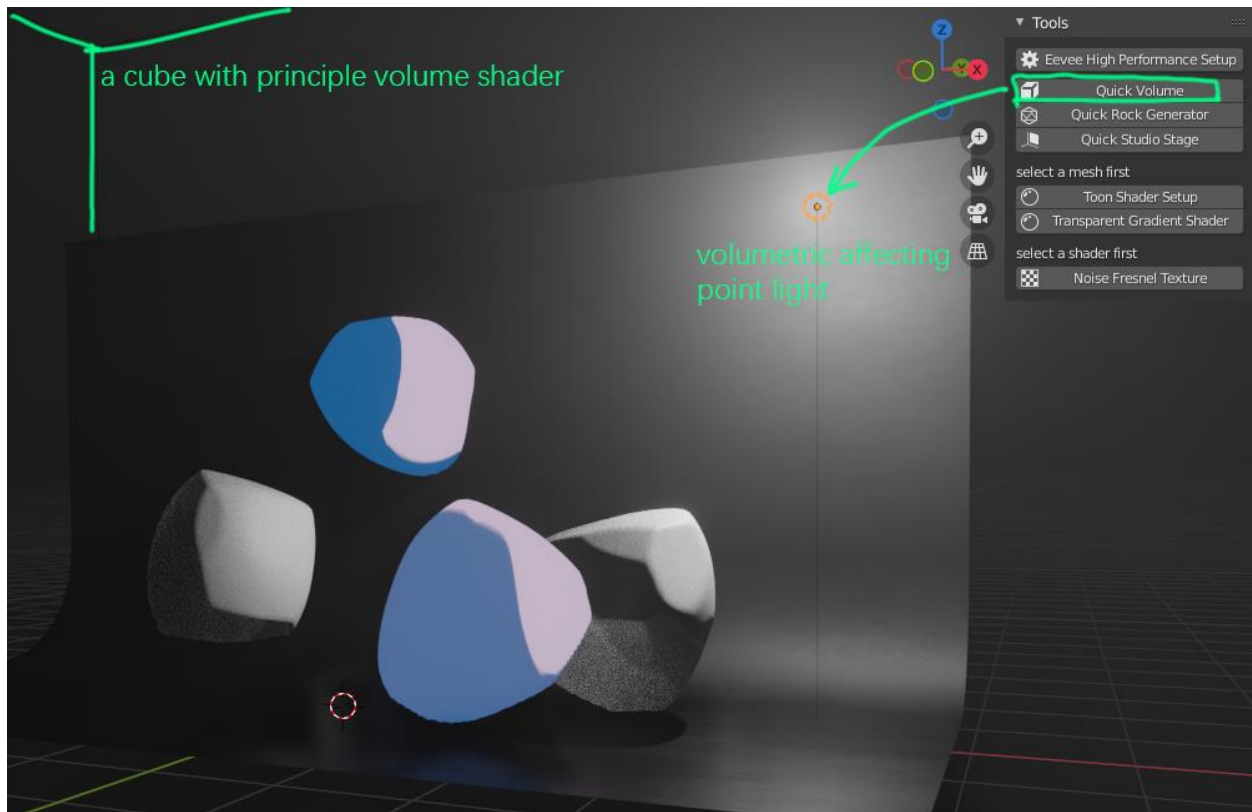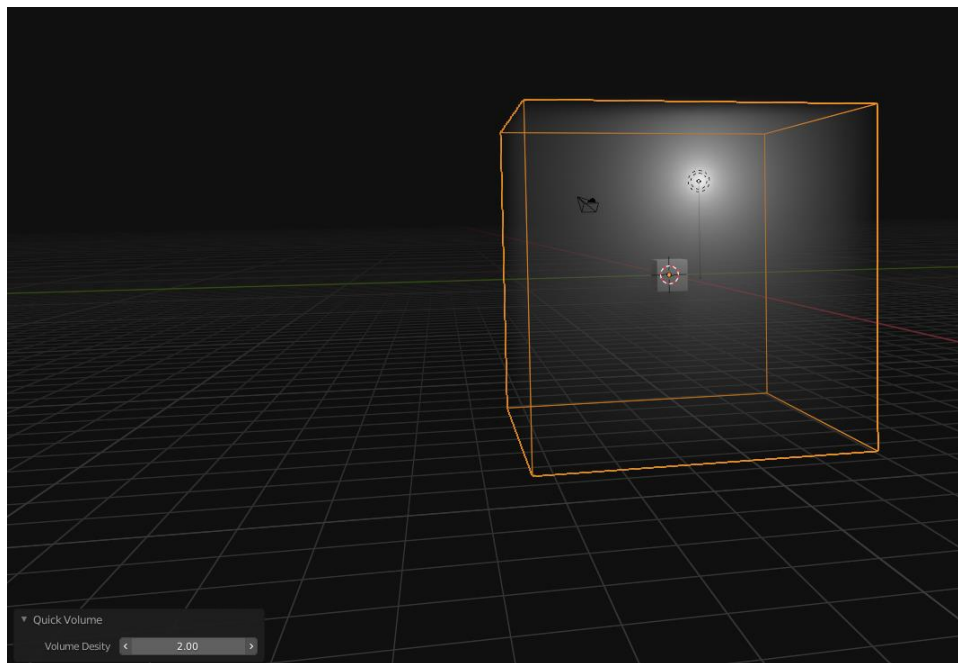

0.   **Eevee High Performance Setup**

Turn on AO [distance = 1m], Bloom, Screen Space Reflections, Motion Blur.

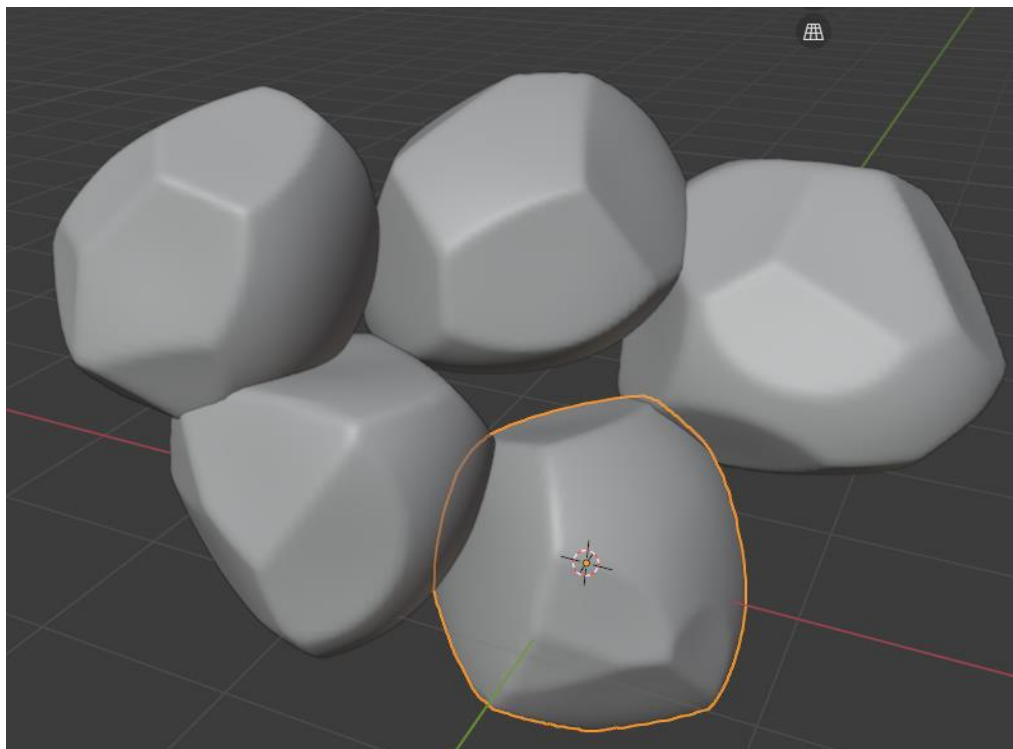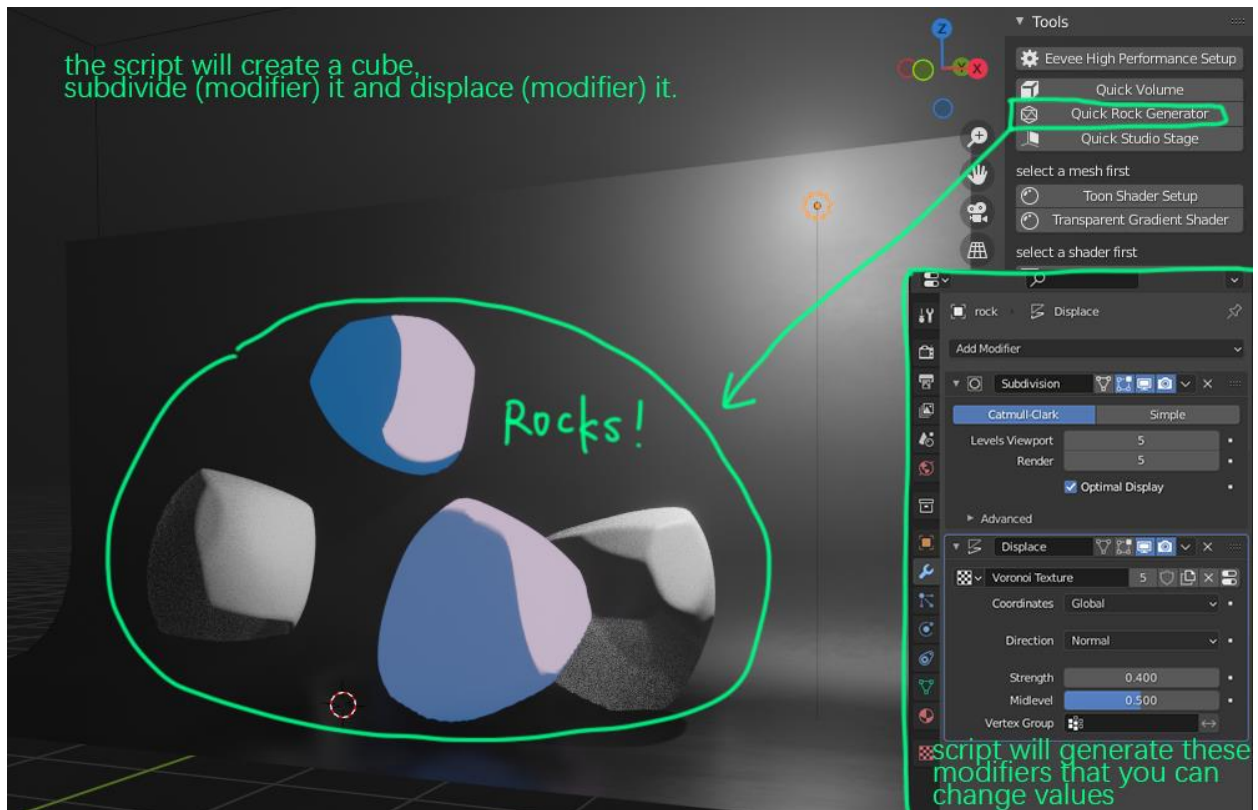High-def Shadow: Cube Size 4096px, Cascade Size 4096px, High Bit Depth.

1. **Quick Volume**

a cube with principle volume shader

volumetric affecting point light

There will also be a drop-down menu on the **bottom left** after clicking the "Quick Volume" button, which allows you to change **volume density**.
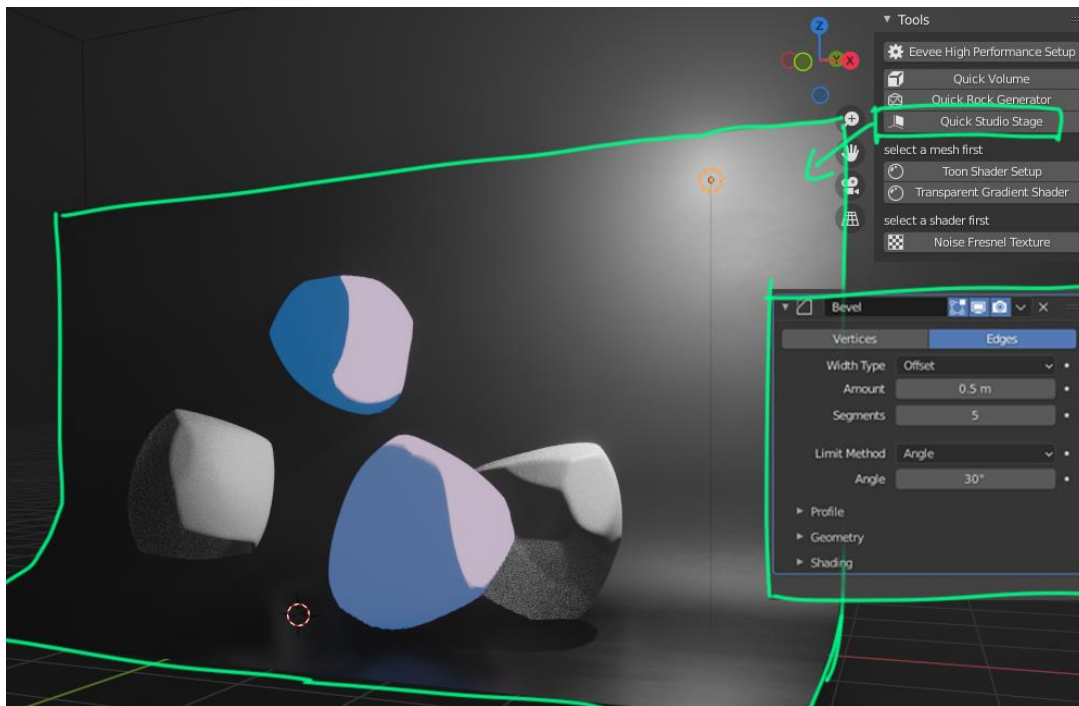
2. Quick Rock Generator

There will be a drop-down menu for you to change **the displace strength**.
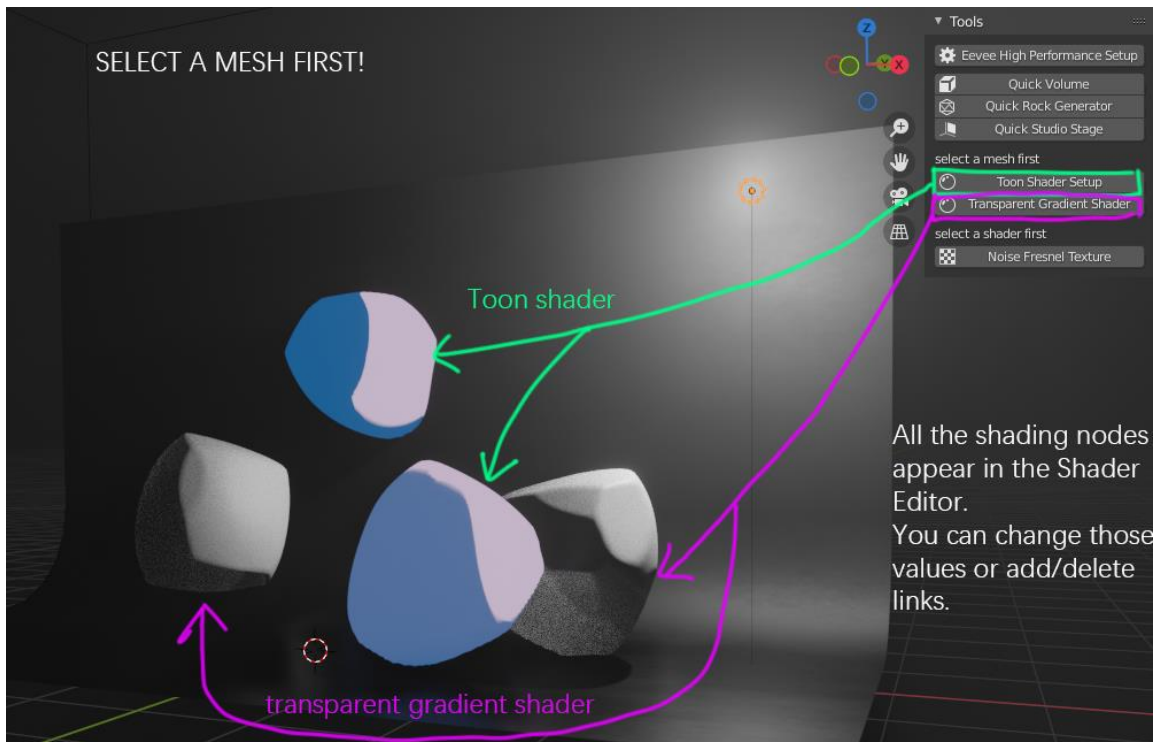
3. Quick Studio Stage

It will generate a mesh and a Bevel Modifier. And there will be a drop-down menu for scaling.
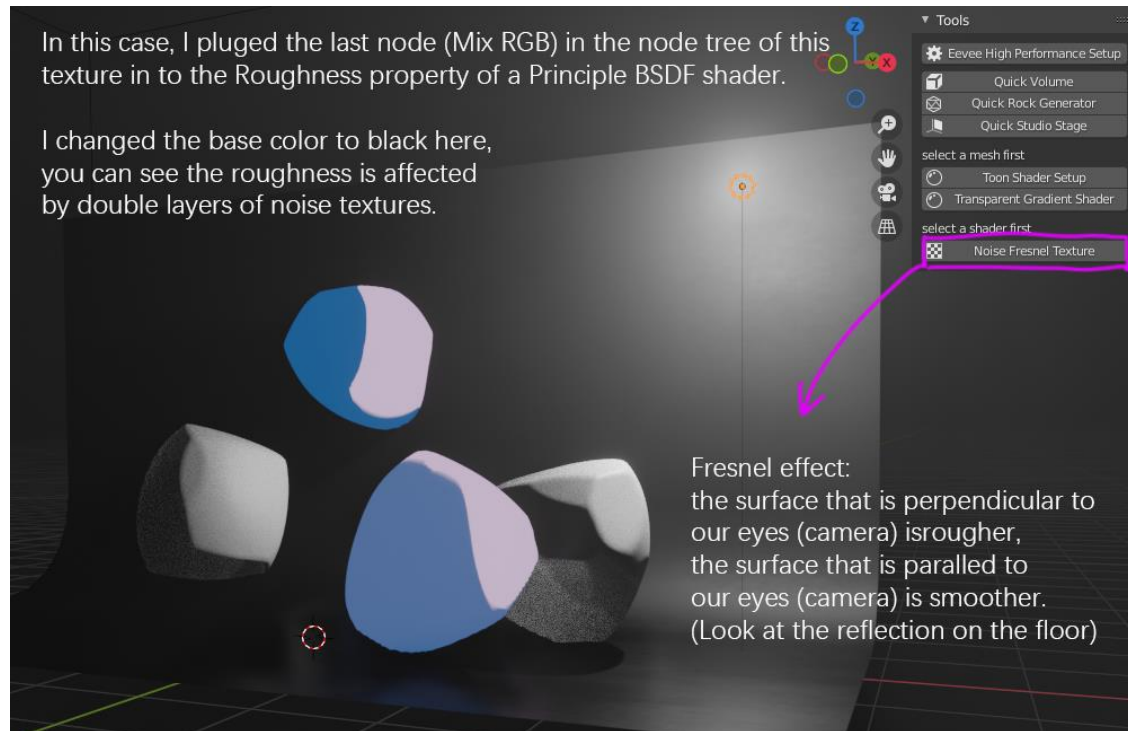

4. & 5. **Toon Shader Setup and Transparent Gradient Shader Setup**

Remember to select a mesh first, then click the button.

6. Noise Fresnel Texture

Select a shader (material slot) first!

Contact Info

Tira Zhang

tira.zzhang@gmail.com

https://www.artstation.com/ziyuzhang1