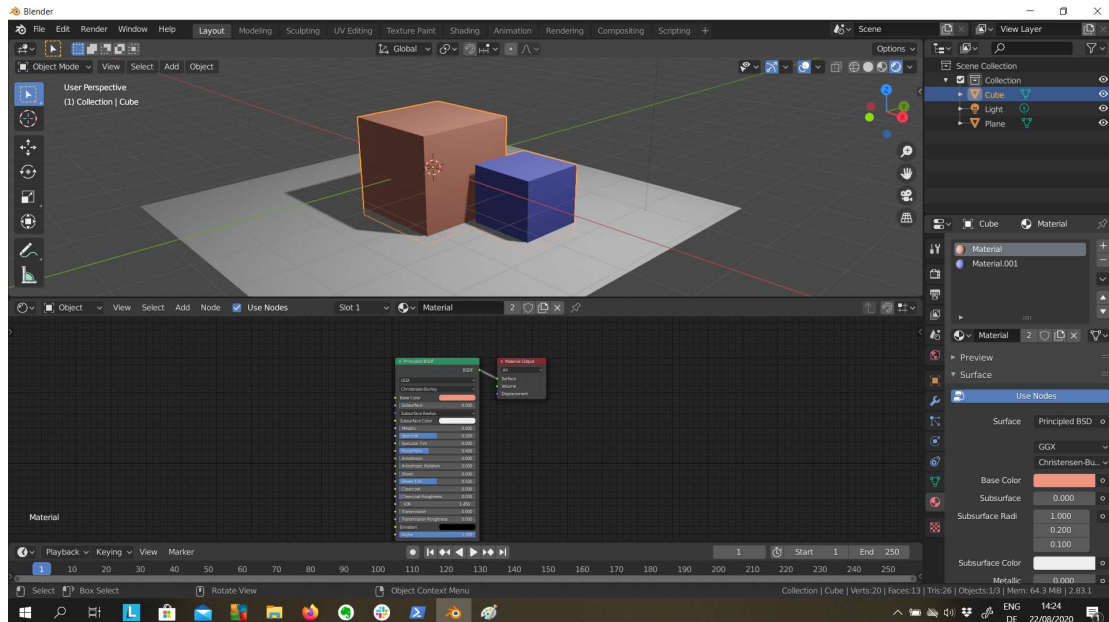
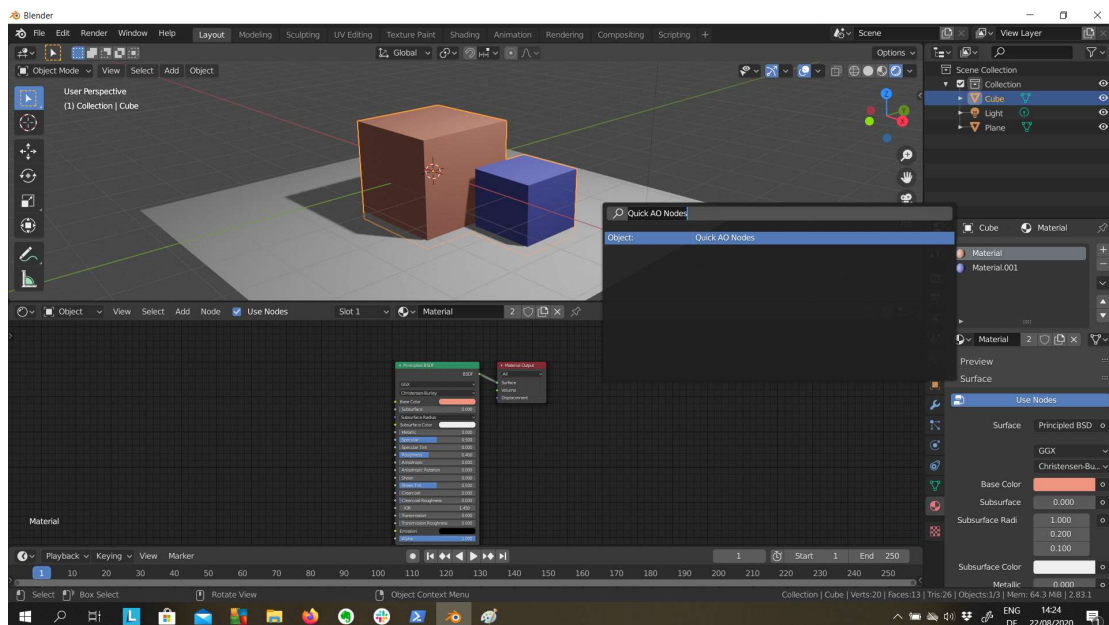


The Quick AO Addon lets you add an AO node and a Color Ramp node with one click to all the materials assigned to an object. The nodes will be automatically connected to the Base Color of an existing principled BSDF shader

1. Select an object that has multiple materials assigned



2. Press "F3" and search for the "Quick AO Nodes" command.



3. Hit "Enter" and adjust the parameters of the Color Ramp and the AO distance automatically to all the existing materials.

