BLENDER Addons

Version 0.9 bis April 2019
michael.enzenhofer@eduhi.at

- PreRequisites
  - Installieren der „stabilen Version" von Blender 2.79b[1].

- Blender AddOns installieren:
  - `File` ≫ `User Preferences` ≫ `Add-ons` −> `Search` ≫ `Ankreuzen` ≫ `Save User Settings`
    oder:
  - `File` ≫ `User Preferences` ≫ `Add-ons` −> `Install Add-on from File. . .` ≫ `Locate` ≫ `Save User Settings`

- Add-Ons
  - `Add Curve: Extra Objects` [2]
    Location in Blender:
    `View 3D` ≫ `Add` ≫ `Curve` ≫ `Extra Objects`   Add extra curve object types (im Objekt-Modus (!)

  - `Add Mesh: Extra Objects` [3]
    Location in Blender:
    `View 3D` ≫ `Add` ≫ `Mesh`   Add extra mesh object types

  - `3D View: MeasureIt` [4]
    Location in Blender:
    `View 3D` ≫ `EditMode` ≫ `(w) Specials`   zum Bemaßen von Objekten

  - `Mesh: Offset Edges` [5]
    Location in Blender:
    `View 3D:` ≫ `Mesh` ≫ `Edges` ≫ `Offset Edges`   Offset Edges
    (.py-File copy and save as .py then open in Preferences as any .zip)

  - `Mesh: Destructive Extrude` [6]
    Location in Blender:
    `View 3D:` ≫ `Add` ≫ `Mesh` ≫ `Destructive Extrude`   Extrude how ScetchUp

  - `Import-Export: Import Images as Planes` [7]
    Location in Blender:
    `File` ≫ `Import` ≫ `Images as Planes` oder: `Add` ≫ `Mesh` ≫ `Images as Planes`
    Imports images and creates planes with appropriate aspect ratio.
    The images are mapped to the planes

  - `Mesh: Snap Utilities Line` [8]
    Location in Blender:
    `View 3D: Toolshelf` ≫ `Tools tab`   Set of utilities for CAD-like precision modeling

  - `3D View: Simple Align` [9]
    Location in Blender:
    `View 3D: Toolshelf` ≫ `Addons`   Align Selected Objects to Active Object

  - `Object: Cell Fracture` [10]
    Location in Blender:
    `View 3D: Toolshelf` in Object-Mode   Fractured Object

---

[1] https://www.blender.org (April 2019).

[2] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/3D_interaction/Measureit/ (April 2019).

[3] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Curve/Curve_Objects/ (April 2019).

[4] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/3D_interaction/Measureit/ (April 2019).

[5] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Modeling/offset_edges/ (April 2019).

[6] https://gumroad.com/l/cQjUX (April 2019).

[7] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Add_Mesh/Planes_from_Images/ (April 2019).

[8] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Object/NP_Station/ (April 2019).

[9] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/3D_interaction/Align_Tools/ (April 2019).

[10] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Object/CellFracture/ (April 2019).

■ `3D View: NP Station` [11]
Location in Blender:
`View 3D: TOOLS` 〉 `Snap Utilities` 〉 `snap utilities`   Extends Blender Snap controls

■ `Mesh: tinyCAD Mesh Tools` [12]
Location in Blender:
`View 3D` 〉 `Tools Panel  Properties Panel`   CAD-Style Functions

■ `Mesh: Mesh Align Plus` [13]
Location in Blender:
`View 3D` 〉 `Tools` oder `Properties` 〉 `Scene` 〉 `Mesh Align Plus`   Precisely move mesh parts and objects around

■ `3D View: Precise Align` [14]
Location in Blender:
`View 3D` 〉 `Relations` 〉 `Precise Align`   Precisely align an object on all axis

■ `Add Mesh: Archimesh` [15]
Location in Blender:
`View 3D` 〉 `Add` 〉 `Mesh` 〉 `Archimesh`   Generate rooms, doors, windows and other. . .

■ `Add Mesh: Archipack` [16]
Location in Blender:
`View 3D` 〉 `Tools` 〉 `Create` 〉 `Archipack`   Architectural objects

■ `Material: Blendermada Client` [17]
Location in Blender:
`Properties` 〉 `Material` 〉 `Blendermada Client`   Browse and download materials from online material database

■ `System: Add Midi` [18]
Location in Blender:
`View 3D` 〉 `Tools Panel` 〉 `AddMidi`   Midi for Blender

■ `System: AddOSC` [19]
Location in Blender:
`View 3D` 〉 `Tools Panel` 〉 `AddOSC Settings`   Realtime control of Blender using OSC protocol

■ `Node: Animation Nodes` [20]
Location in Blender:
`Node Editor`   A node based visual scripting system

■ `Node: Animation Nodes` [21]
Location in Blender:
`Node Editor` 〉 `Animation Nodes`   Vielversprechende Midi-Einbindung innerhalb der Animation Nodes (muss noch getestet werden. . .)

■ `Node: Node Wrangler` [22]
Location in Blender:
`Node Editor` 〉 `Toolbar`   Various Tools to enhance and speed up node-based workflow

■ `Node: Sverchok` [23] [24]
Location in Blender:
`Nodes` 〉 `CustomNodesTree` 〉 `Add user nodes`   Parametric node-based geometry programming

[11] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/3D_interaction/Measureit/ (April 2019).
[12] http://zeffii.github.io/mesh_tiny_cad/ (April 2019).
[13] https://github.com/egtwobits/mesh_mesh_align_plus/wiki (April 2019).
[14] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/3D_interaction/Precise_Align/ (April 2019).
[15] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Add_Mesh/Archimesh/ (April 2019).
[16] https://github.com/s-leger/archipack/wiki (April 2019).
[17] http://blendermada.com/addon/ (April 2019).
[18] http://www.jpfep.net/en-us/pages/addmidi/ (April 2019).
[19] http://www.jpfep.net/pages/addosc/ (April 2019).
[20] https://github.com/JacquesLucke/animation_nodes/releases/tag/v2.0 (April 2019).
[21] https://clockmender.uk/blender/animation-nodes/ (April 2019).
[22] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Nodes/Nodes_Efficiency_Tools/ (April 2019).
[23] http://nikitron.cc.ua/sverchok_en.html (April 2019).
[24] http://nikitron.cc.ua/sverch/html/main.html (April 2019).

- ▪ `Game Engine: BGE Logic Tree` [25]
  Location in Blender:
  `Nodes Editor`   A NodeTree to create game logic

- ▪ `Import-Export: STL Format` [26]
  Location in Blender:
  `File ⟩ Import-Export ⟩ Stl`   ImporteExport .stl-Files

- ▪ `Mesh: 3D Print Toolbox` [27]
  Location in Blender:
  `3D View ⟩ Toolbox`   Utilities for 3D-Printing

- ▪ `Game Engine: Game Engine Publishing` [28]
  Location in Blender:
  `Render Properties ⟩ Publishing Info`   Publish .blend-Files as game engine runtimes

- ▪ `Game Engine: Save As Game Engine Runtime` [29]
  Location in Blender:
  `File ⟩ Export`   Bundle a .blend-File with the Blenderplayer

[25] https://blenderartists.org/t/dead-blender-plugin-bge-logic-nodes-alpha/657971 (April 2019).

[26] https://docs.blender.org/manual/en/dev/addons/io_stl.html (April 2019).

[27] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Modeling/PrintToolbox/ (April 2019).

[28] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Game_Engine/Publishing/ (April 2019).

[29] https://archive.blender.org/wiki/index.php/Extensions:2.6/Py/Scripts/Game_Engine/Save_As_Runtime/ (April 2019).