

HB_ModellingBundle detailed Documentation V2.3

HB_DefaultCamera (ALT + Tab)

Enables Default Viewport Camera and makes some other things (Details in Script)

THIS SCRIPT DOES FOLLOWING:

- 1.Changes the Viewport Camera to the Default Editor Camera
- 2.Sets Model Mode.
- 3.Activate Move Tool
- 4.Delete the HB_ModellingCamera if it exists and resets the Work-plane.
- 5.Align Workplane to Y if HB_ModellingCamera is active

VideoTutorial:

<https://youtu.be/eEcAttV56kE?t=2m9s>

HB_Paste (CTRL + SHIFT + V)

Paste Objects at Mouse position and Aligns to Surface normal (more details in Script)

USAGE:

You should always use HB_Paste with a Shortcut. I set CTRL + SHIFT + V as the default.

If you have copied an Object HB_Paste will paste it at the Position of your Mouse and aligns it to the Surface.

The new Pasted Object will be a child of the selected Object.

!!!! So it is important to take care about which object you select before pasting.!!!

If you have nothing selected the pasted object will be inserted at the beginning of you object hierarchy.

If you have your Mouse in empty Space the Object will be pasted at its original Position.

If you have a Spline Selected HB_Paste will make a Mograph Setup and aligns the Pasted Object to the Spline

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=3m50s>

HB_Solo (US: § , DE: ^)

Toggles Solo Mode and frame selected Objects or Polygon-selections

THIS SCRIPT DOES FOLLOWING:

Select one or more Objects. When you run the script the Object and its Childs will be isolated. Also the Camera frames the Object. The same works

for Polygon-selections. If you hold CTRL the Script will Toggle Viewport Solo Selection- If you hold SHIFT it will Solo the Single Object without Hierarchy.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=7m56s>

HB_ModelMode (ALT + 1)

Enters Model-mode and does some other Settings

THIS SCRIPT DOES FOLLOWING THINGS:

1. Change mode to Model-mode
2. Show Axis if hidden
3. Activate Move-tool
4. Disable Axis mode if enabled
5. Disable Xray Display

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=10m46s>

HB_ToggleMode (ALT + 2)

Toggles Components Mode and does some other nifty things. (Details in Script)

THIS SCRIPT DOES FOLLOWING THINGS:

1. Toggle Components Mode (Points/Edges/Polygons)
2. Selects all non parametric Objects that are child of selected Objects (eg. If you have selected a SubdivisionSurface the Script will select all Polygonobjects that are children)
2. Enables Displayfilter Splines (Only If splines are selected)
3. Enables Xray Display if Splines are Selected and keeps Generarors like Sweep selected so you can see through them.
4. Selects and Frames Instance-Referenz if Instance is selected and creates a temporal ModellingCamera
5. If no object is selected the object under the cursor will be selected

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=10m46s>

<https://youtu.be/rAHc5mstOCg?t=1234>

HB_Delete (ALT + BS)

Deletes or Dissolves Components or Objects [SHIFT: Delete Connected/Delete Children, CTRL: Dissolve/Delete without Children, CTRL + SHIFT: Delete Object]

THIS SCRIPT DOES FOLLOWING THINGS:

In Components Mode (Polygon/Edge/Point):

- Deletes selected Components and removes unused Points (which remain when you usually delete Polygons)
- SHIFT: Removes all connected components
- CTRL: Dissolves selected Components
- CTRL + SHIFT: Removes Object even when you are in Components mode

In Object Mode:

- Deletes Objects.
- SHIFT: Deletes all Children of selected Objects.
- CTRL: Deletes Current selected Objects without the Children.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=17m24s>

HB_Move (E)

Move Tool [SHIFT: Enable Quantizing with 100 Units, CTRL: Enable Normal Move Mode]

THIS SCRIPT DOES FOLLOWING THINGS:

- Show Axis if hidden
- enables MoveTool
- Disable Quantizing if enabled and sets Movement back to 10 Units
- SHIFT: Enable Quantize Snapping and set it to 100 Units
- CTRL: Enables normal Mode to move selection on the Normals Axis

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=21m>

<https://youtu.be/UIY-X5O137M?t=594>

HB_Scale (T)

Scale Tool [SHIFT-CLICK: Enable Quantize Snapping]

THIS SCRIPT DOES FOLLOWING THINGS:

- Enables the Scale tool
- Show Axis if hidden
- Disable Quantize Snapping if enabled
- Shift-Click: Enable Quantize Snapping and set it to 100% for Scaling

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=21m>

<https://youtu.be/UIY-X5O137M?t=594>

HB_Rotate (R)

Rotate Tool [SHIFT-CLICK: Enable Quantize Snapping]

THIS SCRIPT DOES FOLLOWING THINGS:

- Enables the Rotate Tool
- Show Axis if hidden
- Disable Quantize Snapping if enabled
- Shift-Click: Enable Quantize Snapping and set it to 45 Degree for Rotation

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=21m>

<https://youtu.be/UIY-X5O137M?t=594>

HB_Rotator

Rotates Objects 90 Degree or Resets PSR [SHIFT-CLICK: Rotate Pitch, CTRL-CLICK: Rotate Banking, CTRL+SHIFT: Reset Rotations, CTRL+SHIFT+ALT: Reset Position and Rotations]

USAGE:

Select one or more Objects. When you run the Script all Objects will locally rotate 90 Degree in Heading (H-Axis). Use Shift or Ctrl modifiers to Rotate P and B Axis. The ALT-Key in combination will always reverse the Rotation to the Negative direction.

CTRL+SHIFT Click will reset all Rotations to Zero. CTRL+SHIFT+ALT will reset Position and Rotation to Zero.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=24m31s>

8 HB_Snapping Scripte (Vertexsnap: ALT + 4, Polygonsnap: ALT + 5)

Enables a Snapmode and disables all other Snapping Modes. [SHIFT-CLICK: Add Snap mode, CTRL-Click: Disable Snap mode]

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=27m25s>

HB_ModellingCamera (ALT + M)

Sets Workplane to current selected and makes a Orthographic Camera [SHIFT-Click: Make a Perspective Modeling Camera]

USAGE:

Sets Work plane to current selected Polygons or Object and makes a Orthographic Camera which is aligned to the selection. With HB_DefaultCamera you will exit this mode again.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=31m20s>

HB_GuidesColor

Changes Color of all Guide Objects

USAGE:

This Script opens a Color chooser to select a Color. All Guides in the Project will receive this Color to be better Seen in the Viewport.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=30m22s>

HB_CleanView (US: `, DE: <)

Changes Displayfilters to show only stuff that is relevant for modeling [SHIFT-Click: Cleans up the View even more]

USAGE:

Click once to activate CleanView. A Null will be Created to indicate that CleanView is active. (Please dont delete this Object). Clicking once again will turn off Cleanview and delete this Null and restore all Settings you had before. If you Shift-Click the Script will only show Geometry and nothing else. This is especially good for making hardware renderings.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=34m34s>

HB_FastViewport

Changes several Settings to speed up the Viewport [SHIFT: Speeds up Viewport even more]

USAGE:

Click once to turn on FastViewport mode. Click again to disable Fastviewport mode and restore old settings.

This Script changes following Settings:

- QuickShading
- Use LayerColor
- EOGL: Shadows
- EOGL: Noises
- EOGL: Transparency
- EOGL: Posteffects
- Linear Workflow
- Selected Wireframe
- ObjectHighlighting
- Camera Clipping
- Level of Detail
- Execution of Expressions off when SHIFT-Modifier is used.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=33m19s>

HB_Divider

Divide/Undivide any kind of parametric Objects [SHIFT: Divide stronger, ALT: Undivide, CTRL: Reset default Subdivisions]

USAGE:

This Script works on Single Objects as well as on multiple different Objects. It increases/decreases subdivisions of any selected Parametric Objects.

Also you can reset Parameters to default settings if you CTRL-Click on the Script.

Works on Following Objects:

- Parametric Objects
- Spline Objects (Increase/Decrease Spline Interpolation)
- Nurbs
- Generators (Mograph, Array, Metaball etc.)
- Polygon-selections (subdivide Polygon-selections if Polygon Mode is active [SHIFT: Subdivide in Smooth Subdivisions Mode])
- Also Works with Lights (Increase/Decrease Light intensity)
- New in v1.1: When you are in Object mode and have a Polygonal object selected it will create a SDS Object.

Video Tutorial:

<https://youtu.be/eEcAttV56kE?t=35m53s>

HB_PhongSelection (ALT + Q)

Activates Polygon-mode and Phongbreakselection Tool

Activates Polygon- mode and sets up the Phongbreakselection tool to Values I think are most useful.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=1m18s>

HB_LoopSelection (ALT + E,)

Activates Edge mode and Loop Selection Tool [SHIFT: Poly mode , CTRL: Boundary Loop]

USAGE:

Activates Edge- mode and sets up the Loop Selection Tool. SHIFT-Click will change to Polymode instead of Edge-Mode. CTRL-Click will enable Boundary Loop

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=5m18s>

HB_PathSelection (ALT + W)

Activates Edge mode and Path Selection Tool [ALT: Enables Free Path Mode]

USAGE:

Activates Edge-mode and selects Polygon objects that are children of the current Object. Also sets up the Path Selection Tool.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=6m30s>

HB_SelectionMaker (CTRL + SHIFT + F)

Makes Polygon Selections and assigns a material

USAGE:

First make a Polygon selection. If you run this script you will be asked to choose a Name for this selection. When you hit enter the Script will do following:

- Create a new Material with a Random Color (if no Material is selected in Material Manager)
- Assign the Material to the current Selected Polygons
- Name the Selection Tag and the new Material properly.

This happens only if you have no Material selected in the Material Manager. If you select a Material first it will use this Material instead of creating a new one.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=7m37s>

HB_LoopCut (US: ALT + Z, DE: ALT + Y)

Activates Edge-mode and sets up Knife-Tool to do loopcuts

USAGE:

Activates Edge-mode and sets up Knife-Tool to do loopcuts. Also Snapping will be disabled.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=12m30s>

HB_CenterCut (ALT + SHIFT + Y) (obsolete in R18)

Activates Edge-mode and sets up Knife-Tool to do loop cuts with Midpoint snapping

USAGE:

Activates Edge-mode and sets up Knife-Tool to do loop cuts. Also Midpoint-Snapping will be activated. This way you can make cuts at the center of Edges easily.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=13m12s>

HB_KifeLine (K)

Activates Edge-mode and sets up Knife-Tool to do line cuts

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=14m17s>

HB_KnifePath

Activates Polygon-mode and sets up Knife-Tool to do path cuts

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=14m34s>

HB_Clone (ALT + C)

Clones the current selected Polygons on place and enables Move-Tool [SHIFT: Clone all connected Polygons]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=15m11s>

<https://youtu.be/UIY-X5O137M?t=377>

HB_Clone X

Clone the current selected Polygons and Moves Polygons along X-Axis [ALT: negative Direction, SHIFT: Clone connected Polygons]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=17m27s>

<https://youtu.be/UIY-X5O137M?t=377>

HB_ToggleSoftselection

Toggles Soft selection

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=19m14s>

HB_RoundEdge

Smooth current Edge-Selection [SHIFT: Smooth Stronger, CTRL: Input Influence Radius, CTRL+SHIFT: Influence Radius and Stronger Smooth]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=20m>

HB_LineUp

Lines Up current Edge-Selection [SHIFT: Line Up with even Point distribution, CTRL: Input Influence Radius]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=21m39s>

HB_EvenDistribution

Distributes Points along Edge selection evenly [CTRL: Input Influence Radius]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=24m32s>

HB_SnapToSpline

Snaps selected Edges to selected Spline [SHIFT: Clone Edges with subdivisions, CTRL: Input Influence Radius]

USAGE:

You need to select a Polygon object and a Spline. Also make an Edge selection on the Polygon object. Run the Script. The Selected Edges will be snapped to the Selected Spline. [NEW in v1.1: Multisegment Splines supported]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=25m50s>

HB_SmoothEdge

Converts current Edge selection to a Parametric Spline-Deformer Setup

USAGE:

Make an Edge selection and run the Script. In the Dialog you have following Settings:

- CurvePoints: Sets the amount of Points for the modifying Spline
- Radius Factor: Sets the default Influence Radius in relation to the Spline length

- Spline type: Here you define which kind of Spline the Modifier Spline is.
- Precise Spine: If on the Modifier Spline will be exactly on the Edge selection. Careful: this will already deform the Mesh a bit as the Interpolation will be changed. If this option is off the mesh will not change initially but the Modifier spline will not be precisely on the Edges.
- Restrict to Point selection: If you have Points selected this option will restrict the Deformations to the selected Points.
- Max Handles: this will place a ModifierPoint on each selected Edge-Point. Also it will automatically choose the Magnet-Tool

When you are done with your Modifications you need to run the SmoothEdge_Enter Script to convert everything to a Mesh again.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=28m16s>

HB_Convert

Converts the SmoothEdge Setup and SlideMode into a Polygonal Mesh

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=28m16s>

HB_SmoothEdgeCancel

Cancels the SmoothEdge Script if you want to exit without changes to the Mesh.

HB_BrushRadius

Increase/Decrease the Brush radius of Tools and Objects

USAGE:

This Script works with several Tools and Objects. You can use it also to influence the Radius of SmoothEdge-Script

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=34m5s>

HB_SelectSame

Selects same type of Objects as the current selected [SHIFT: Select Same type and same Point count, CTRL: Select all objects with same Point count]

USAGE:

Select one or more Objects. When you run the script the Object and its Childs will be isolated. Also the Camera frames the Object. The same works for Polygon selections.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=35m54s>

HB_Group (SHIFT + ALT + G)

Group each selected Object under a Null

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=38m12s>

HB_ToggleVisibility (ALT + 3)

Toggle the Visibility of selected Objects

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=38m50s>

HB_SymmetryMaker

Deletes half of the Objects Points and Creates a Symmetry Object

[SHIFT: Two Axis, SHIFT+CTRL: All Axis, ALT: negative Symmetry]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=39m5s>

<https://youtu.be/rAHc5mstOCg?t=622>

<https://youtu.be/UIY-X5O137M?t=808>

HB_SymmetryFix

Centers Points to the YZ-Plane to fix Symmetry [SHIFT: Use Tolerance instead of Pointselection]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=40m30s>

<https://youtu.be/UIY-X5O137M?t=730>

HB_GroupSymmetry

Groups selected Objects and make them Symmetrical [SHIFT: Make Symmetry in Global Space]

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=42m6s>

HB_Instance

Converts selected Objects to Render instances while the last selected is the Reference

HB_SetPhong

Sets Phong angle of selected Objects

If no Object is selected the Script will apply phong angle on all Objects of the Scene!

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=44m37s>

HB_Pipelt

Makes a Sweepsetup out of any selected Splines or Edgeselections [SHIFT: CloseCaps, ALT: Closed Splines]

USAGE:

Select any Kind of Splineobjects and run the Script. This will create a Sweep Object and also choose the Scaletool so you can instantly scale the Sweep Profile. This also works for Edgeselections. Holding Shift will close the Caps of the generated sweeps.

Alt will create closed Splines. That is usefull when you select several Edgeloops for sweeping.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=46m8s>

<https://youtu.be/UIY-X5O137M?t=685>

HB_RetopoStart

Start Retopo for selected object (select Highres and Lowres to resume retopo) [CTRL: Use Slide Mode]

USAGE:

Select any Kind of Polygonobject. If you run the Script you will be asked if the Object is symmetrical. Press yes to setup a symmetry object.

If you select the lowres and the highres mesh the script will setup everything to modify existing topology. If you press CTRL and run the Script

you will enter Slidemode which allows you to slide Polygons/Edges/Points on the Surface of the Object. Use the ReProject Script to get out of this mode.

It will convert all to Polygons.

Video Tutorials:

<https://youtu.be/Ki6l9sRdeUU?t=49m24s>

<https://youtu.be/Xo1qMmVSQ-Q?t=7s>

<https://youtu.be/ZDkXn5PjsjU>

HB_Reproject

Reproject the current Retopoobject [CTRL: Enable Live update (slower)]

USAGE:

Use this Script frequently when you do retopo. This will project the current Retopomesh to the Highresmesh. When you hold CTRL it will keep the shrinkwrap active. The Mesh will be projected constantly on any change.

Video Tutorials:

<https://youtu.be/Ki6l9sRdeUU?t=53m16s>

<https://youtu.be/Xo1qMmVSQ-Q?t=3m59s>

HB_TransformRepeat

Repeats the last Modelling Command

USAGE:

If you have used extrude or Bevel for instance this Script will repeat the last action.

Video Tutorial:

<https://youtu.be/Ki6l9sRdeUU?t=55m3s>

HB_OverwriteMaterial

Overwrites selected objects with selected material [ALT: delete OverwriteMaterials, SHIFT: Add UV CheckMaterial]

USAGE:

If no object is selected the script will apply the selected Material to all objects of the scene!!

If no material is selected the Script will create a Modo Material if installed in Contentbrowser [NEW in v2.12]

If you press SHIFT the select Object will get a UV Pattern Material [NEW in v2.2]

If you want to get rid of the all Overwritematerial you need to deselect all objects (or select all objects) and run the script while holding „alt“.

Video Tutorial:

<https://youtu.be/4pMXC7sY6rs>

v2.2

<https://youtu.be/G9XVCcOe6jQ?t=3m40s>

HB_Relax [NEW in v2.1]

Relax current Selection [SHIFT: Relax Stronger, CTRL: Preserve Shape]

USAGE:

If you have a Polygon/Point-Selection the Script will Relax the Selected Components but will keep the outline Points of the Selection untouched.

Video Tutorial:

<https://youtu.be/kQpLqrtGfBQ?t=2m29s>

<https://youtu.be/rAHc5mstOCg?t=218>

HB_SelectionToCircle [NEW in v2.1]

Makes current Selection Spherical/Radial [CTRL: Preserve Shape, SHIFT: Relax Spherical]

USAGE:

Select Points or Polygons and run the Script. The selection will be made Spherical.

Video Tutorial:

<https://youtu.be/kQpLqrtGfBQ?t=21s>

<https://youtu.be/rAHc5mstOCg?t=446>

HB_MakeQuads [NEW in v2.2]

Make Quads from Polygon-Selection or Close Caps in Edgemode [ALT: Open Dialogs to tweak settings, POLYGONMODE: Make Quads, EDGEMODE: Close selected hole]

USAGE:

You need to select a Polygonobject and make a Polygonselection or Edgeselection

If you press ALT you can tweak some internal settings. These settings should only be changed if you have issues. Initial Normal move will move the Polygons along its normals before it projects the quadmesh back to the original mesh. Set to 0 if you don't need to move the polygons along Normals.

Smoothing Iterations define how much the new Polygons get smoothed over the original Surface. If you have Errors try to reduce this value to 10 or so.

Polygonselection:

The Script will try to fix the topology and make quads from the selected polygons

This does not work in all situations. Please watch Tutorialvideos (Link below)

To change the direction of the Quadstrips you need to select ONE vertice on the boundary of your selection!!

Video Tutorial:

<https://youtu.be/G9XVCcOe6jQ?t=14m31s>

<https://youtu.be/SVjm-cfXUGM?t=31>

HB_ClipSymmetry [NEW in v2.2]

Selected Object will be made Symmetrical with Clipping on the X-Axis

USAGE:

The Selected Object will become symmetrical. On the YZ-Plane the Object gets Clipped.

Use The ConvertSymmetry Script to convert the Setup back to a Polygonal Object.

Video Tutorial:

<https://youtu.be/G9XVCcOe6jQ?t=22m31s>

<https://youtu.be/UIY-X5O137M?t=503>

HB_ConvertSymmetry [NEW in v2.2]

Converts the Clip Symmetry Object to a Polygonal Object

USAGE:

You need to Select a HB_ClipSymmetry-object and run the Script to convert the Symmetry Setup to a Polygonal Object.

Video Tutorial:

<https://youtu.be/G9XVCcOe6jQ?t=22m31s>

HB_ZoomCamera [NEW in v2.2]

Creates a ZoomCamera and resets view to Scene Camera

USAGE:

First usage will Create a Camera "HB_ZoomCamera" which is below your Scenecamera.

Now you can use Film-Offset and Film-Zoom Tools to frame a part of the image without changing perspective.

When you use the Script now (with HB_ZoomCamera already created) it will reset your view to the original Scene-Camera.

Video Tutorial:

<https://youtu.be/G9XVCcOe6jQ?t=12m30s>

HB_SendToRenderqueue [NEW in v2.2]

Send incremental version to Renderqueue [CTRL: Setup Options, SHIFT: Render Preview Range, ALT: Render Half Resolution]

USAGE:

The Script will create a Folderstructure in you Scenefolder. It saves an Incremental Version of your current Scene and puts it on the Renderqueue. The Queue will instantly start rendering.

CTRL-Click: This will open the Setip for the Script. It will ask you if you use Teamrender and if you use Global Texture Paths.

I recommend to use Global Texture Paths as the Script will move the File to another folder and relative Paths will break. If you want to use relative Paths choose "NO". The Script will now save all Files into the Same folder as your Scene.

Tip: With the Texture-Manager you can change all Texture paths to Global or Local (relative).

The Last Dialog asks you how many Seconds you want a Frame to Render.

Note: This only works with Proressive Rendermode.

Note: The actual Rendertime can differ as preparing times can take longer

Simple Click: Renders Current Frame

SHIFT-Click: Renders Preview Range

ALT-Click: Renders Half Resolution

SHFT & ALT-Click: Render HalfRes and Preview Range

Video Tutorial:

<https://youtu.be/G9XVCcOe6jQ?t=7m5s>

HB_Mirror [NEW in v2.3]

Mirror Polygonselection on the Modelling-Axis XZ-Plane [ALT:Use XY-Plane, CTRL: Use ZY-Plane]

USAGE:

Make a Polygonselection and enable Axis-Mode (Shortcut L,Tab). Set the Modelling-Axis by clicking on an Edge. Now use the Script to mirror the selected Polygons on the Modelling-Axis XZ-Plane.

If you click on a Polygon in Axismode the Modelling Axis will get set on the PolygonNormal. In this case use ALT-Modifier to run the Script and mirror on the XY-Plane.

Video Tutorial:

<https://youtu.be/rAHc5mstOCg?t=40>

HB_Selector [NEW in v2.3] (ALT + A)

Smart Selection Tool that selects Object under Cursor without changing mode (Use with Shortcut!)

USAGE:

This tool offers a new way of selecting and modifying Meshes in the Viewport. While you are in Points mode for example you can quickly select a different mesh by hovering with the mouse over the object and using the shortcut for this Script. The Object will get selected.

If you hover over a Symmetryobject or a SDS object the Script makes some smart descisions which object to select.

Video Tutorial:

<https://youtu.be/rAHc5mstOCg?t=672>

HB_SelectorAdd (SHIFT + ALT + A)

Smart Selection Tool that selects Object under Cursor without changing mode (Use with Shortcut!)

USAGE:

This tool offers a new way of selecting and modifying Meshes in the Viewport. While you are in Points mode for example you can quickly select a different mesh by hovering with the mouse over the object and using the shortcut for this Script. The Object will get selected.

If you hover over a Symmetryobject or a SDS object the Script makes some smart descisions which object to select.

Video Tutorial:

<https://youtu.be/rAHc5mstOCg?t=672>

HB_SlideMode

Creates a Setup for Keeping the Shape of the Mesh while editing the topology. Use the HB_Convert Script to convert back to Polygons

USAGE:

Select a Polygonobject. After you run the script you can use any modelling Tool. The shape of the mesh will keep the same. Use the HB_Convert Script to get out of this mode!!!

Video Tutorials:

<https://youtu.be/Ki6l9sRdeUU?t=49m24s>

<https://youtu.be/Xo1qMmVSQ-Q?t=7s>

<https://youtu.be/ZDkXn5PjsjU>

<https://youtu.be/UIY-X5O137M?t=327>

HB_SolidBevel [NEW in v2.3]

Sold-Bevel selected Edges [SHIFT: Make Bevel-Deformer, CTRL: Use Angle Threshold (40 Degree)]

VideoTutorial:

<https://youtu.be/rAHc5mstOCg?t=546>