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Crack It

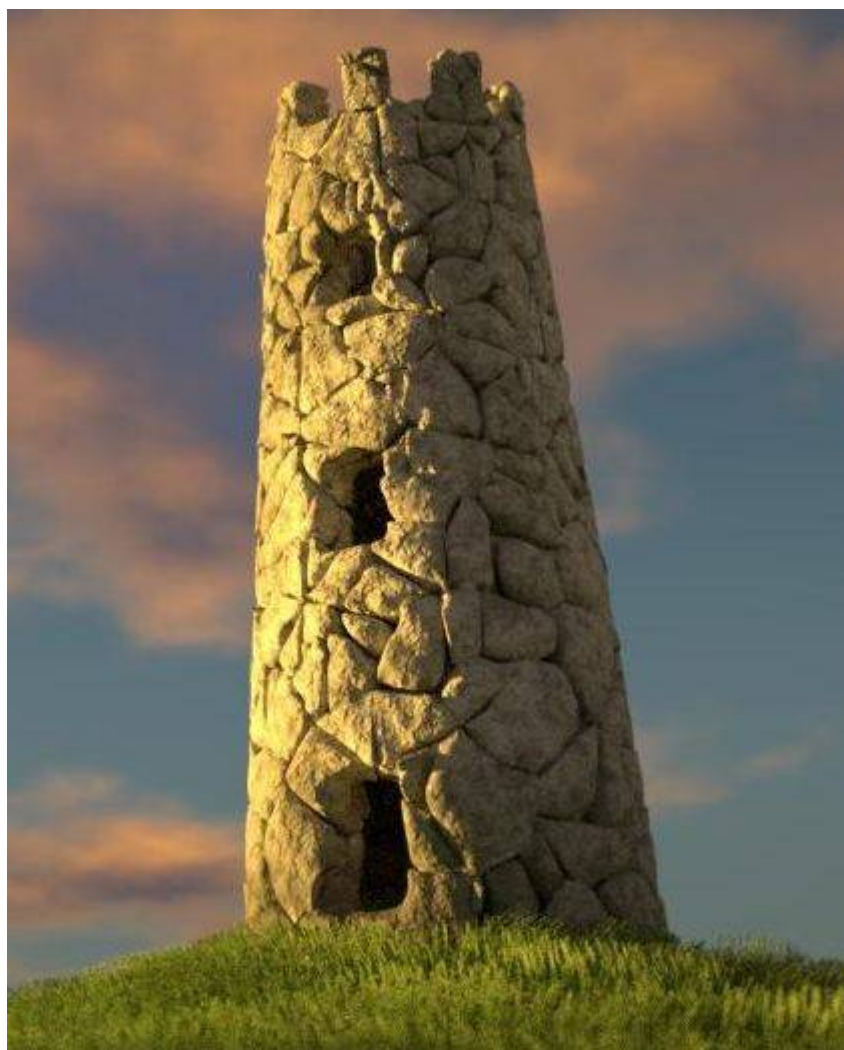
Cell Fracture addon helper

UI location	Crack It panel in Toolshelf > Create tab		
Version	0, 1, 2	Author(s)	Nobuyuki Hirakata
Blender	2.7x	License	GPL
Category	Object	Distribution	In Blender release addons

Executable information

File name	object_fracture_crack folder
Current version download	released with Blender 2.79

Links <https://blenderartists.org/forum/showthread.php?404683-Addon-Crack-It-Make-Crack-for-Tree-Poop-Rock-etc>



Information

- The addon makes a cracked object based on selected object. Also you can use material preset for cracked objects.
- This addon depends on 'Cell Fracture' addon.

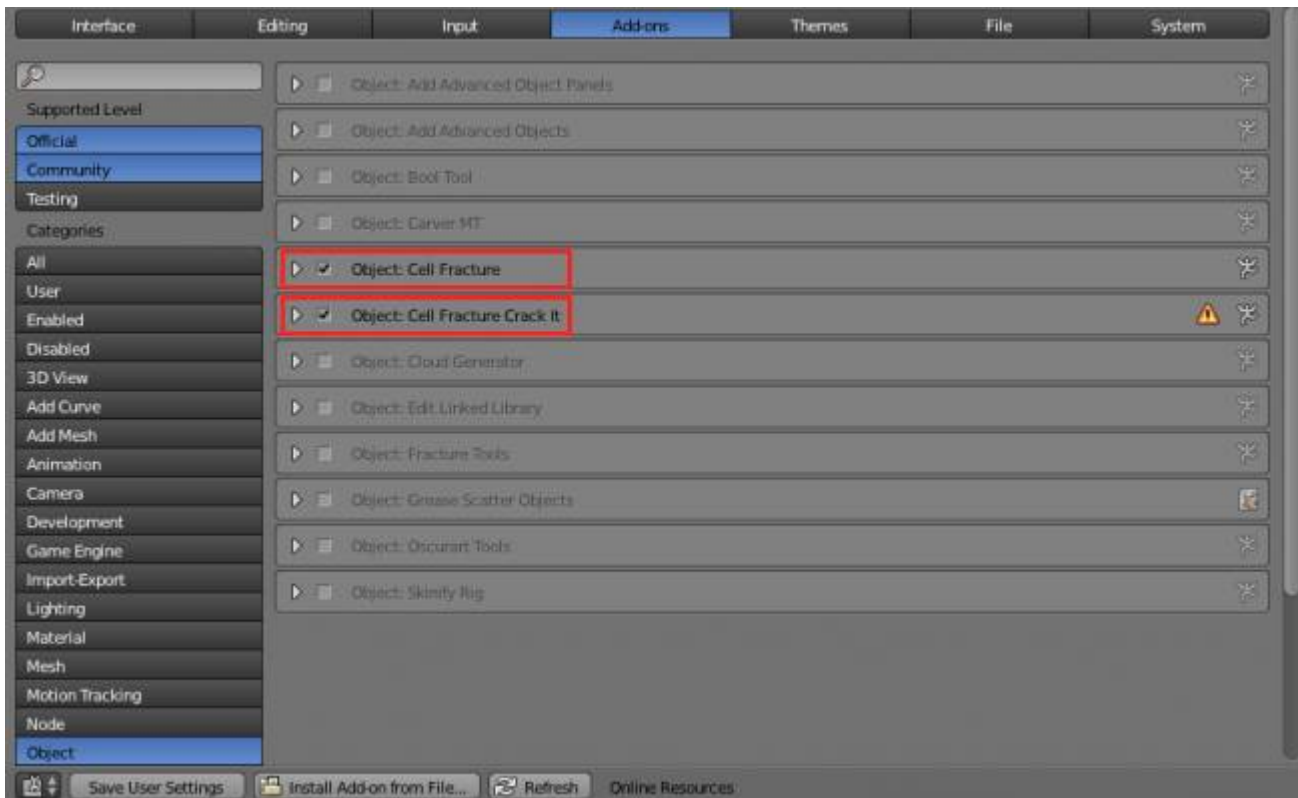
More detailed docs & videos & resources:

<http://gappyfacets.com/2016/08/11/blender-crack-addon-basic-tutorial/>

Installation

1. Open File » User Preferences... and go to the Add-ons tab
2. Enable 'Object: Cell Fracture' addon. AND enable 'Object: Cell Fracture Crack It' addon

3. Click to [Save User Settings](#)



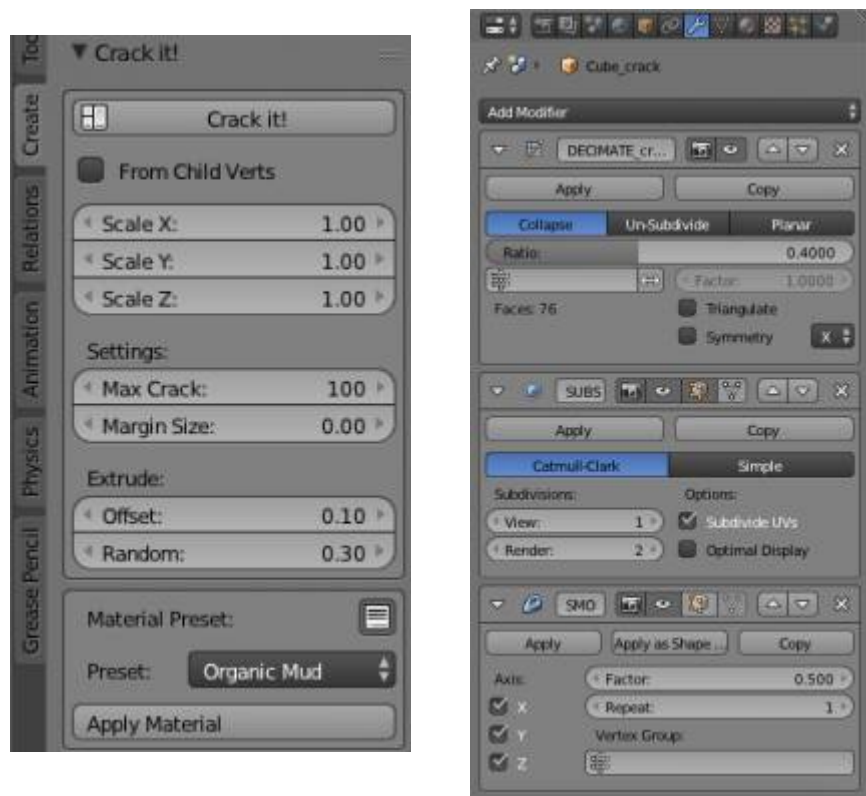
Basic Usage

Blender: "Crack It" Add-on Basic Tutorial



1. Select an object.
2. Find 'Crack It' panel in 'Create' tab of toolshelf.

3. Click 'Crack It' button. It makes cracked object with some modifiers.
4. Tweak modifier setting. Decimate modifier to simplify shape, Smooth modifier to smooth shape.
5. Select material preset and click 'Apply Material' button.



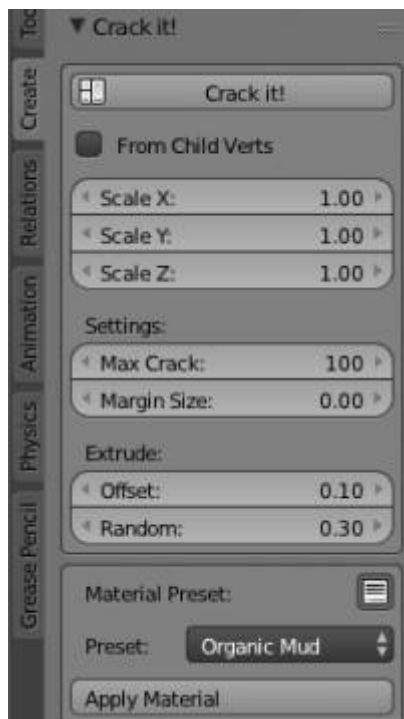
Options

Crack Option:

- 'From Child Verts': Use child's vertices and position for origin of crack.
- 'Scale X/Y/Z': Scale of crack. To make long crack like bark of tree, decrease scale of an axis.
- 'Max Crack': Max number of crack. Notice that if you increase it too much, calculation will take long time.
- 'Margin Size': Margin of crack. To make more gap of crack, increase it.
- 'Extrude': Extrusion size along with object's normal.
- 'Random': Randomness of crack' rotation and scale.

Material Preset:

- 'Organic Mud': organic mud material
- 'Mud': Mud Material
- 'Tree': Tree Material
- 'Rock': Rock Material



Tips

Objects which have many vertices or complex shape could take huge amount of time to make crack. So using simple object is recommended, or simplify an object by applying decimate modifier in advance.

Retrieved from "<https://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Object/CrackIt>"

Category: Script

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