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Power Modeler 1.97 ZBrush Plugin by Artistic Squad

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Power Modeler 1.97 ZBrush Plugin by Artistic Squad: Enter Power Modeler, a game-changing ZBrush plugin designed to revolutionize your low-poly and box modeling experience. Unlike the traditional ZModeler interface, Power Modeler introduces 30 buttons adorned with icons, transforming ZModeler into an intuitive, fast, and visually-driven tool.

Whether you're a seasoned ZModeler user or transitioning from other 3D applications, Power Modeler enhances your workflow, saving time and offering a more comfortable, visual approach to modeling.

In essence, Power Modeler is an indispensable companion for low-poly, box modeling, and blocking tasks in ZBrush, providing a smoother and more efficient modeling experience.

- Twenty-seven buttons with icons, aligning ZModeler with toolbar icons found in other 3D modeling applications. Perform actions like creating playgroups, sliding, moving points, scaling, inflating, twisting, and meshing effortlessly.
- Three additional icons (30) were introduced for ZBrush 2021.5 and higher users: Polygroup Fill, Uncrease, and Slice Mesh.
- Power Modeler simplifies ZModeler without replacing it, making it more user-friendly, faster, and more potent.
- Streamlined box modeling and subdivision modeling with Power Modeler.
- Convenient buttons for everyday actions, such as toggling between Gizmo and Draw mode and centering the Gizmo if misplaced.
- Swift access to the three polyframe view modes, eliminating the need for tiny text buttons. View faces edges, or both with a simple click.
- The Power Modeler palette is your go-to tool for all low-poly modeling tasks. Maximize your screen area for modeling by setting the plugins palette to the left or right tray.

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