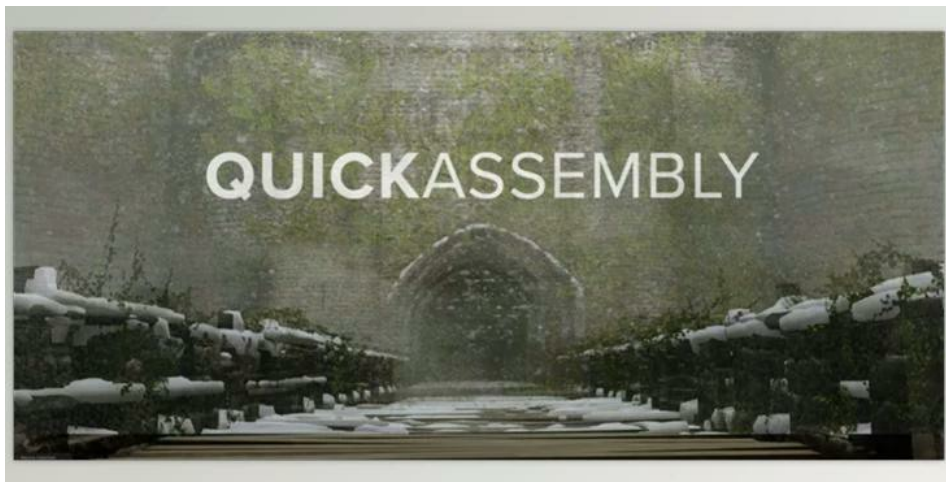




## Blender - QuickAssembly v3.3.1

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**Blender - QuickAssembly v3.3.1:** QuickAssembly introduces new features to enhance your workflow within Blender. Among these additions are the ability to utilize Vertex Color Attribute as a Mask option, a setting to adjust the Radial Array Axis, and improved functionality for Scatter V2, including options to hide/show the scatter source and keep source objects visible.

Shrinkwrap V2 now offers advanced 3D controls for projecting mesh bases onto surfaces and the ability to apply negative displacement values and reverse initial direction for shrinkwrapping away from normals. Displacement V2 introduces features such as Displace Along Normal and Mask by Normal Direction in Global Space.

Additionally, Snow V2 includes settings for noise breakup coverage and extrude depth control and the option to mask in a normal direction for various effects. New assemblies like Fog, Rain, Lighting, and Camera further expand the toolkit, offering convenient controls for creating fog volumes, generating rain particles, setting up lighting configurations, and managing camera properties directly from the QuickAssembly panel.

These updates are complemented by improvements to compatibility, ensuring seamless integration with the latest Blender releases. With QuickAssembly, streamline your workflow and unleash your creativity with ease.



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