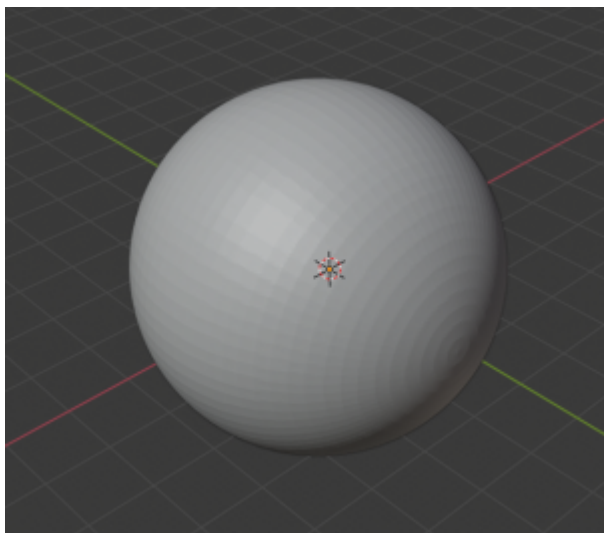


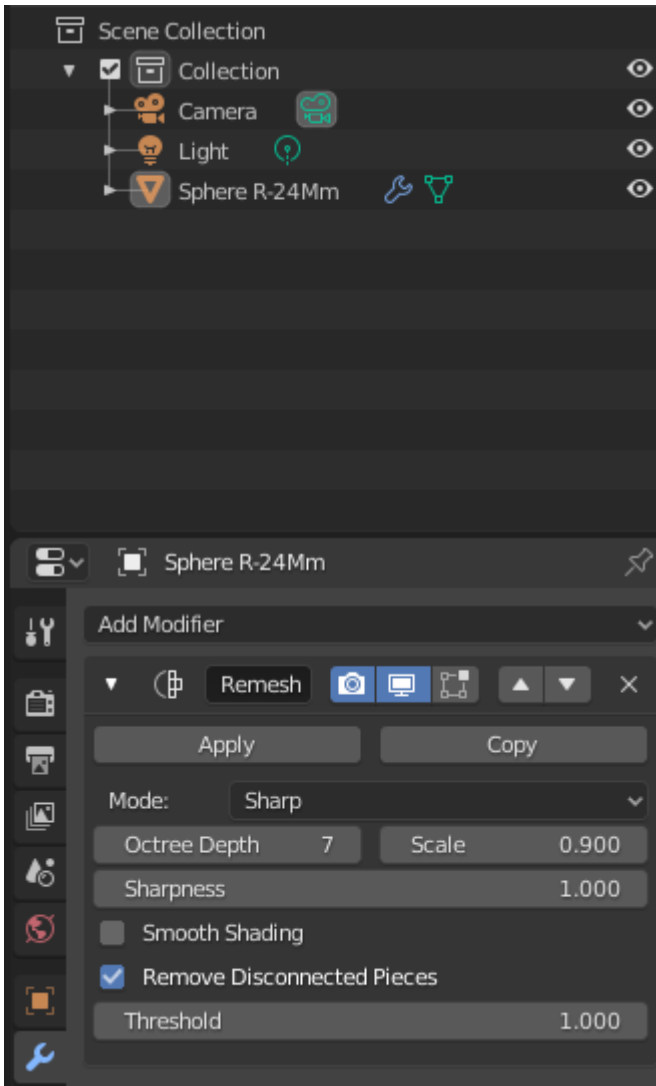
Blockify/voxelize/simplify/smooth meshes with Blender

Take some sphere as example (<https://www.thingiverse.com/thing:115644/files>)

Import file into Blender



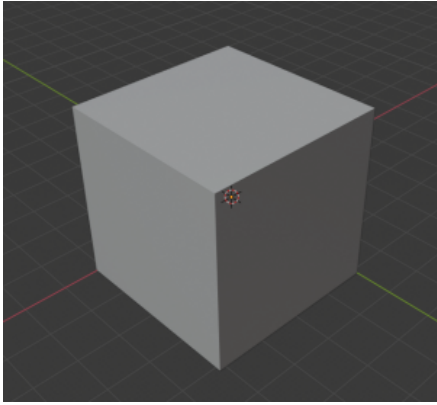
Add "remesh" modifier



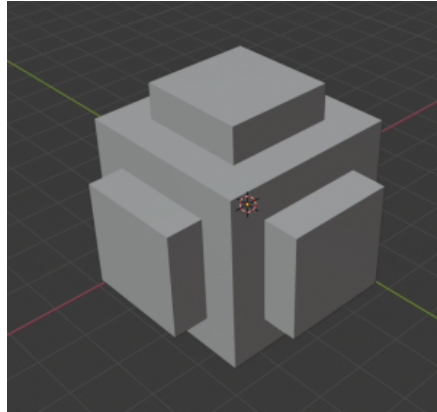
Play with the settings

Choose "Mode: block" to create voxel-like style and adjust Octree Depth parameter

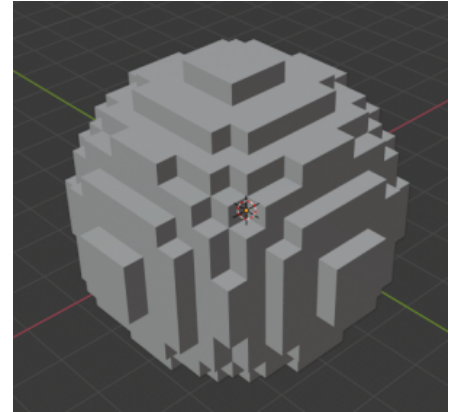
Depth = 2	Depth = 3	Depth = 4
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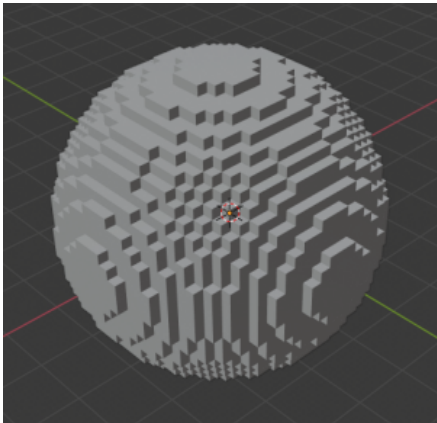
Depth = 5



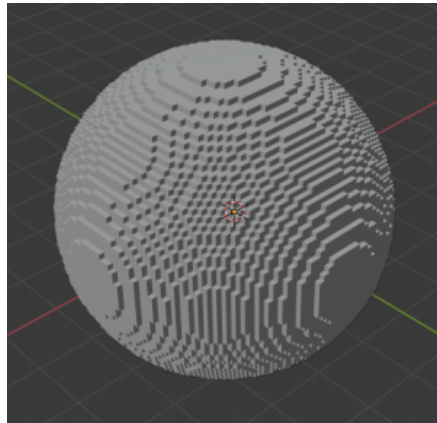
Depth = 6



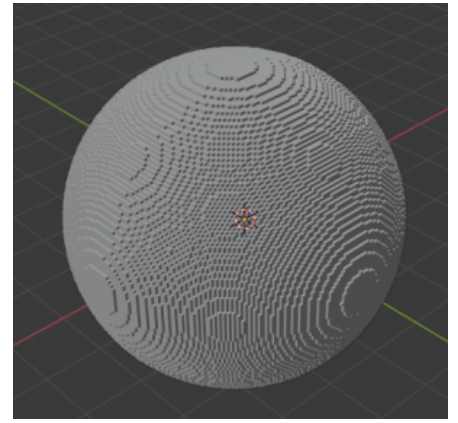
Depth = 7



Depth = 1

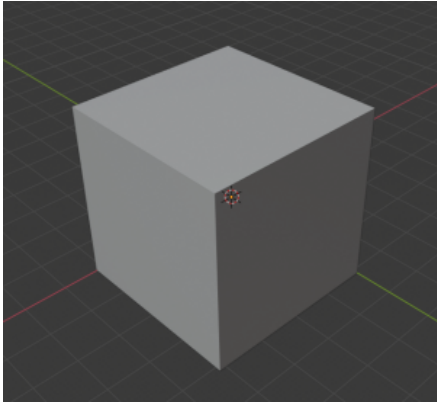


Depth = 2

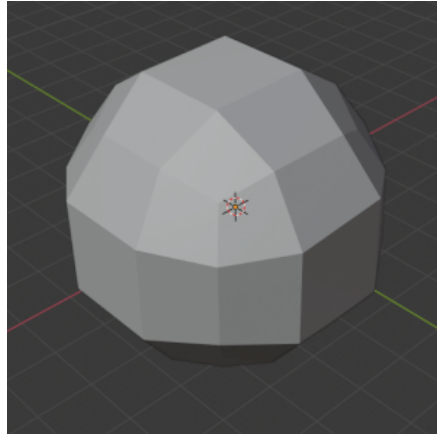


Depth = 3

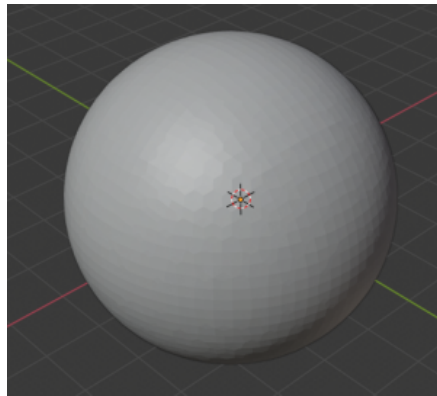
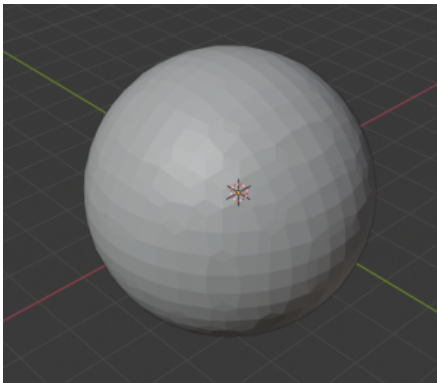
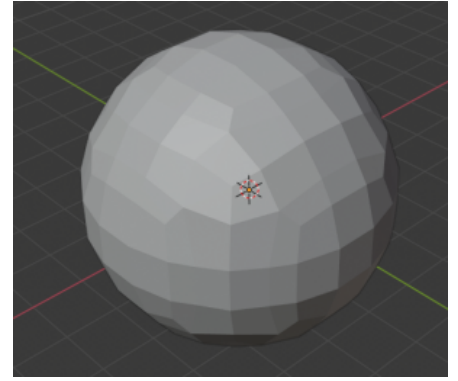
Choose "Mode: sharp" or "Mode: smooth" (similar but still different) to create simplified model and adjust Octree Depth parameter



Depth = 4



Depth = 5



Version #1

Erstellt: 2025-10-14 23:46:02 CEST von Mario Voigt

Zuletzt aktualisiert: 2025-10-14 23:50:15 CEST von Mario Voigt