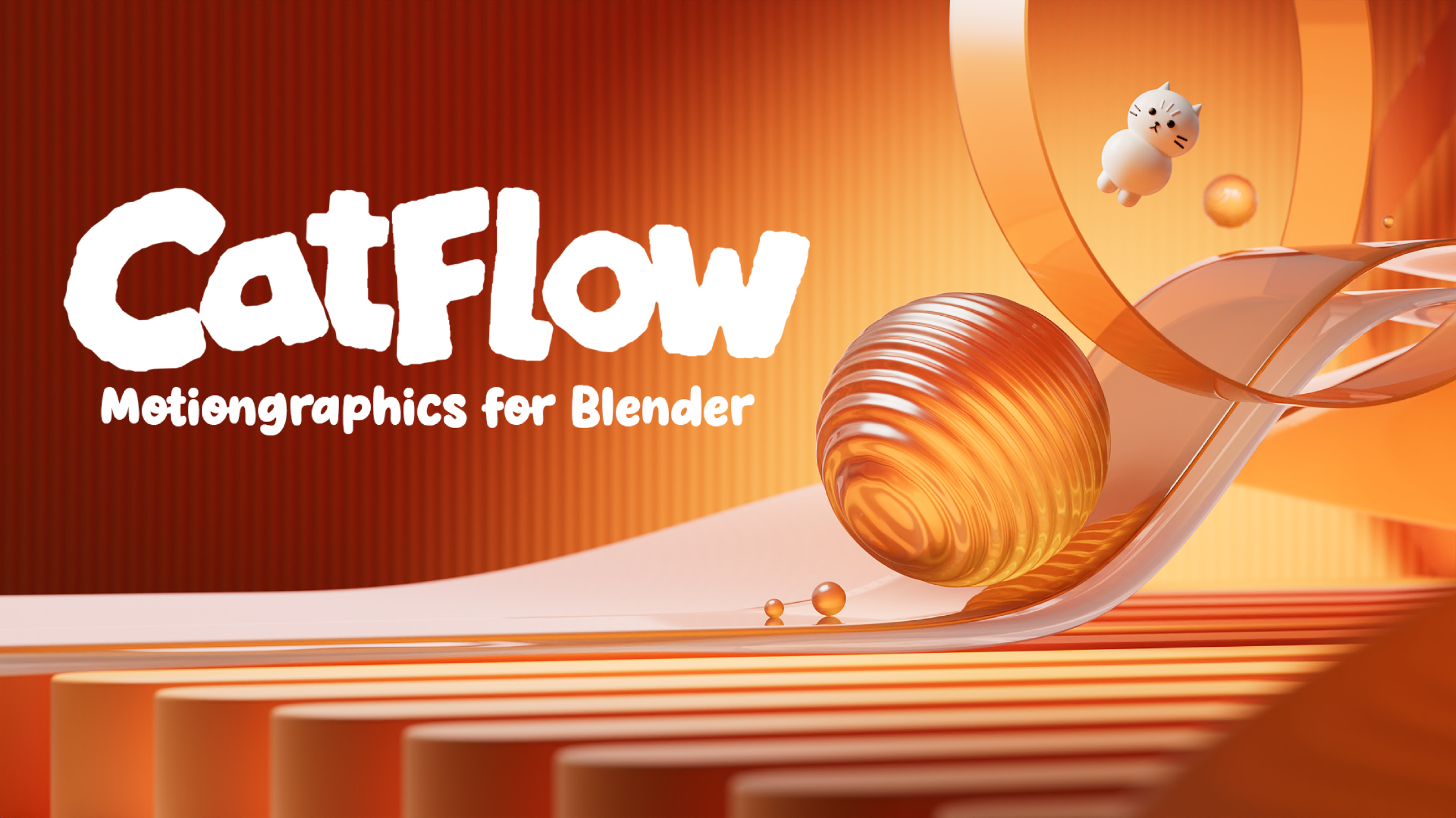

CatFlow
Motiongraphics for Blender

Hotkey

CatFlow lets you quickly access frequently used functions with keyboard shortcuts.

Open CatFlow	**Ctrl + Shift + M**
Axis Center	**Ctrl + Shift + C**
Drop to Floor	**Ctrl + Shift + D**
Reset Transform	**Ctrl + Shift + T**
Origin Center	**Ctrl + Shift + Alt + C**
Apply Origin	**Ctrl + Shift + Alt + A**
Add at Selected	**Shift + Alt + A**

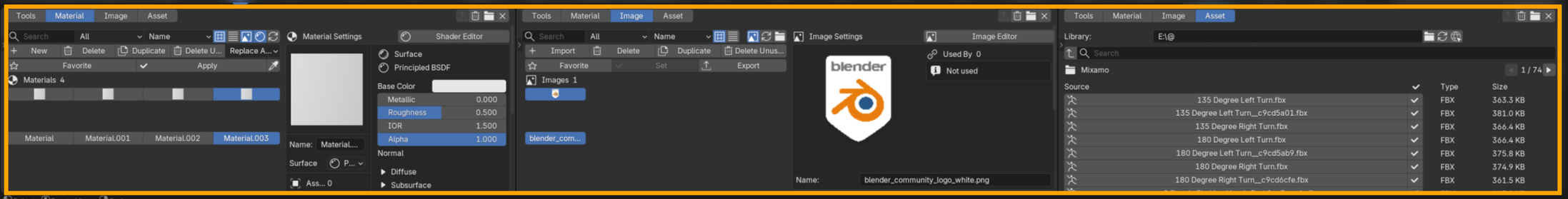
You can also use these features from the CatFlow menu in the N Panel without opening the dedicated workspace.

Open CatFlow Area

Press Ctrl + Shift + M to activate the dedicated CatFlow workspace within the current Blender layout.

The workspace is divided into four sections - Tools, Material, Image, and Asset - so you can manage creation tools, materials, images, and assets in one place

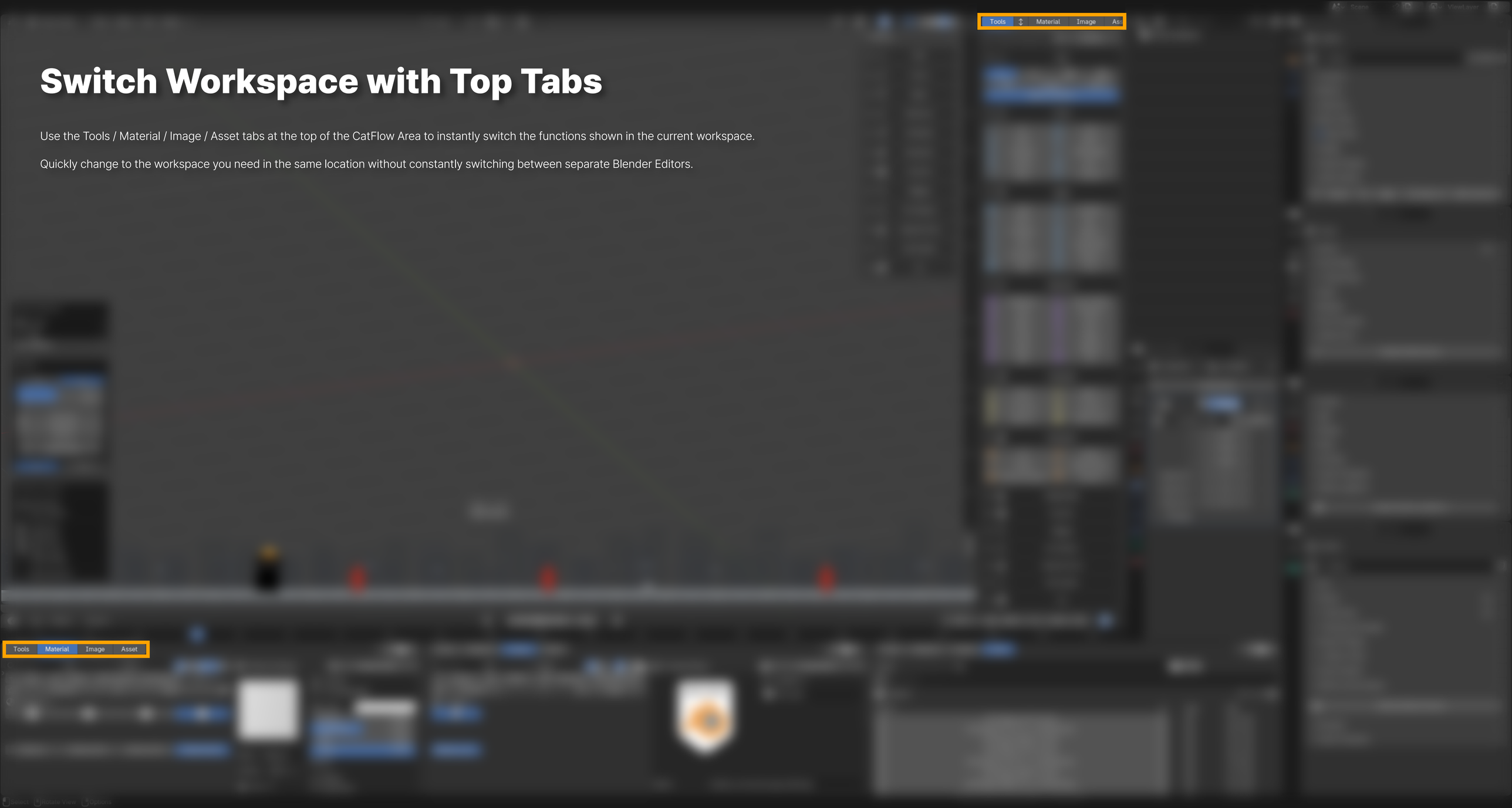




Switch Workspace with Top Tabs

Use the Tools / Material / Image / Asset tabs at the top of the CatFlow Area to instantly switch the functions shown in the current workspace.

Quickly change to the workspace you need in the same location without constantly switching between separate Blender Editors.



Material

The Material tab is a material management workspace for quickly creating, browsing, organizing, and editing materials in the current Blender file.

Create, duplicate, rename, and delete materials, clean unused data, apply selected materials directly to objects, and edit key Shader and Principled BSDF properties on the same screen.

Press Ctrl + Shift + M to quickly open the CatFlow workspace, then use the Tools / Material / Image / Asset tabs at the top to switch directly to the Material Browser.

When finished, click the X button at the bottom to deactivate the CatFlow workspace, keeping Blender's main workspace clear when the panel is not needed.

Even in projects with many materials, list and preview views make them easy to find and manage, so creation -> selection -> editing -> application -> cleanup can all be handled in one place.

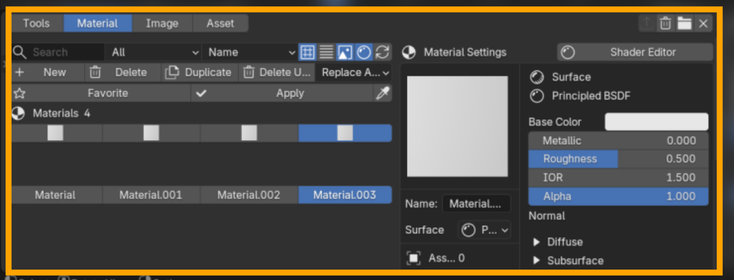


Image Browser

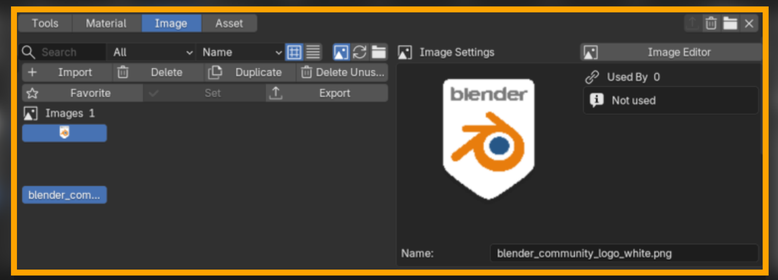
In the Image Browser, you can manage images and textures loaded into the Blender file using list and preview views.

In addition to importing, deleting, and organizing images, you can check the selected image's preview and usage status, making it easy to find images in texture-heavy projects.

It supports image import, multi-import, delete, reload, and clipboard paste, while showing the selected image's preview, file path, and usage status.

Missing external files can also be identified, which is useful when cleaning up a project or checking textures after moving files.

While working on shaders, you can connect the selected image directly as an Image Texture to reduce repetitive file browsing.



Asset Browser

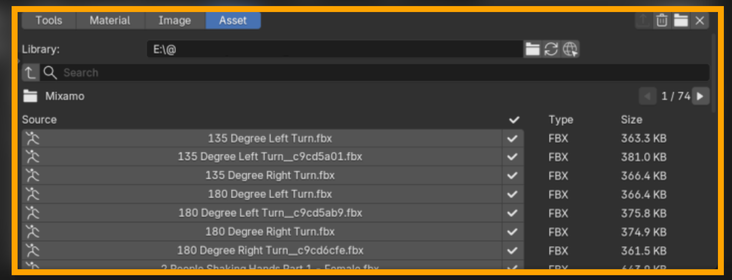
Asset Browser is a management workspace for quickly browsing external asset libraries registered in CatFlow and importing them into the current Blender scen

Select a library and folder to view production assets, including FBX files, in a list and import the files you need directly into your scene.

If an image or GIF with the same filename exists beside an asset, CatFlow can display it automatically as a preview so you can identify the asset without openin

In addition to static preview images, GIFs make it easier to identify assets that include animation or motion.

The Web button also lets you view a registered Asset Library in a web browser, so you can browse its structure and assets both inside Blender and externally.



Common Controls

Common controls at the bottom of the CatFlow Area are used for list cleanup and file management.

Export ABC lets you export the final motion created with CatFlow systems such as Cloner, Deformer, and Dynamics.

Unused removes data blocks that are no longer used in the current Blender file.
It cleans materials, images, and other data created during production but no longer needed, helping keep the project tidy.

Blender Local Folder opens the current Blender local project folder directly in the file explorer.
Use it to quickly access textures, assets, and external files without having to locate the folder again outside Blender.

The X button does not quit CatFlow; it only deactivates the currently open CatFlow Area.



CatFlow Motion

Vibrate creates repeated vibration, Jiggle adds spring-like secondary motion, Align to Curve creates curve-based movement, and Dynamics provides physics-based motion.

The tools are designed to add motion on top of existing animation or control procedural motion without manually creating every keyframe.

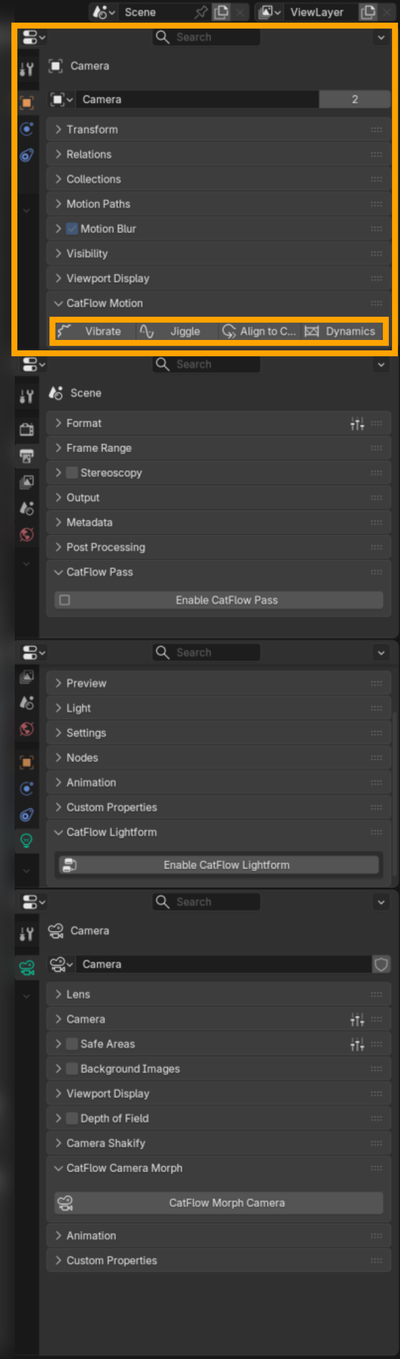
Vibrate adds repeated vibration and randomized motion to Position, Rotation, and Scale. From subtle shake to strong vibration, it can quickly add life to machines, characters, props, and more.

Jiggle follows an object's original motion while reacting with a spring-like delay and return, making it easy to create soft elasticity, wobble, and overshoot.

Align to Curve places and moves an object along a specified Curve path.

Dynamics connects to CatFlow's physics-based motion system.

Use Rigid, Soft, Cloth, Collider, and Forces to create motion that responds to gravity, collisions, and forces, and combine them with CatGraph systems such as Cloner to apply physics to many objects.

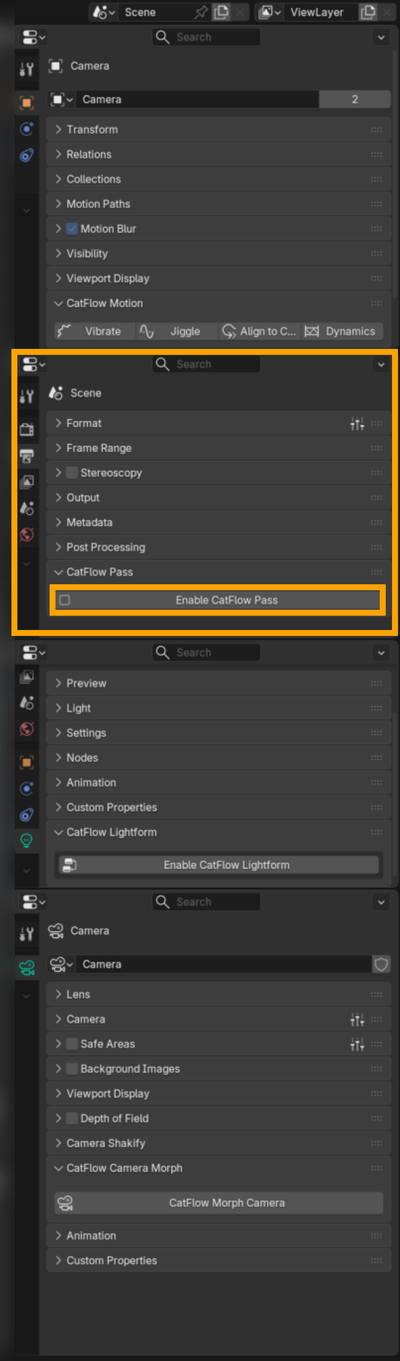


CatFlow Pass

CatFlow Pass is an integrated render output system for managing Blender Render Passes, file formats, save paths, and Compositor Output settings in one place.

In standard Blender, you normally switch between View Layer Passes, Output Properties, and the Compositor's File Output Node to configure them separately.

CatFlow Pass combines these steps into one workflow to reduce repetitive render setup



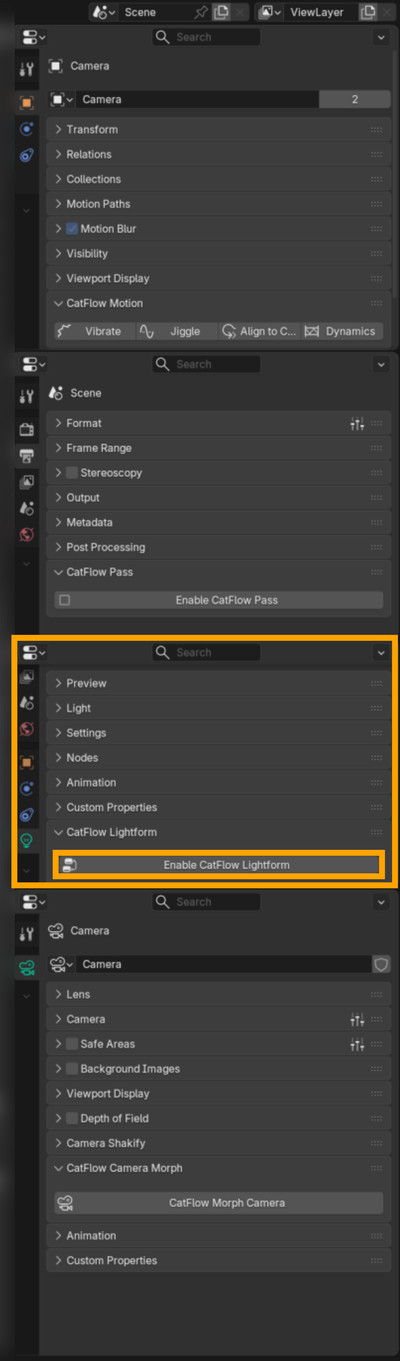
CatFlow Lightform

Enable CatFlow Lightform in Light Properties to add CatFlow-specific lighting controls to an existing Area Light.

Adjust the light edges independently to create soft gradient lighting, and apply Gobo patterns such as Image, Noise, Voronoi, and Wave to add texture to the light.

Multiple Gobos can be layered, with Offset, Scale, and Rotation controlled individually.

You can also quickly aim the light at a selected object, combining Gradient + Gobo + Aim in a single Area Light.

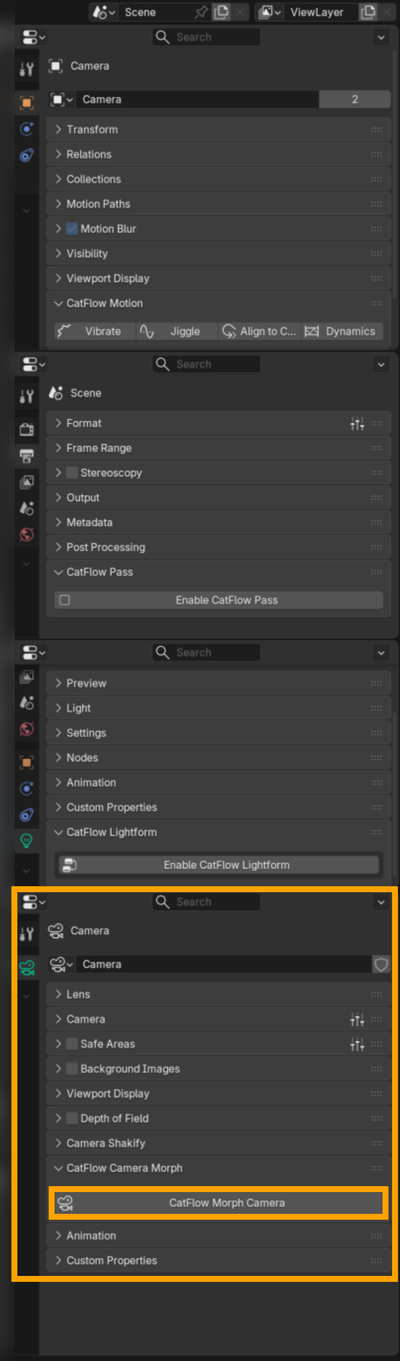


Camera Morph

CatFlow Camera Morph in Camera Properties lets one Output Camera transition smoothly between multiple Source Cameras.

Add selected cameras as Sources, arrange their order, and adjust the Morph value to blend camera movement in real time.

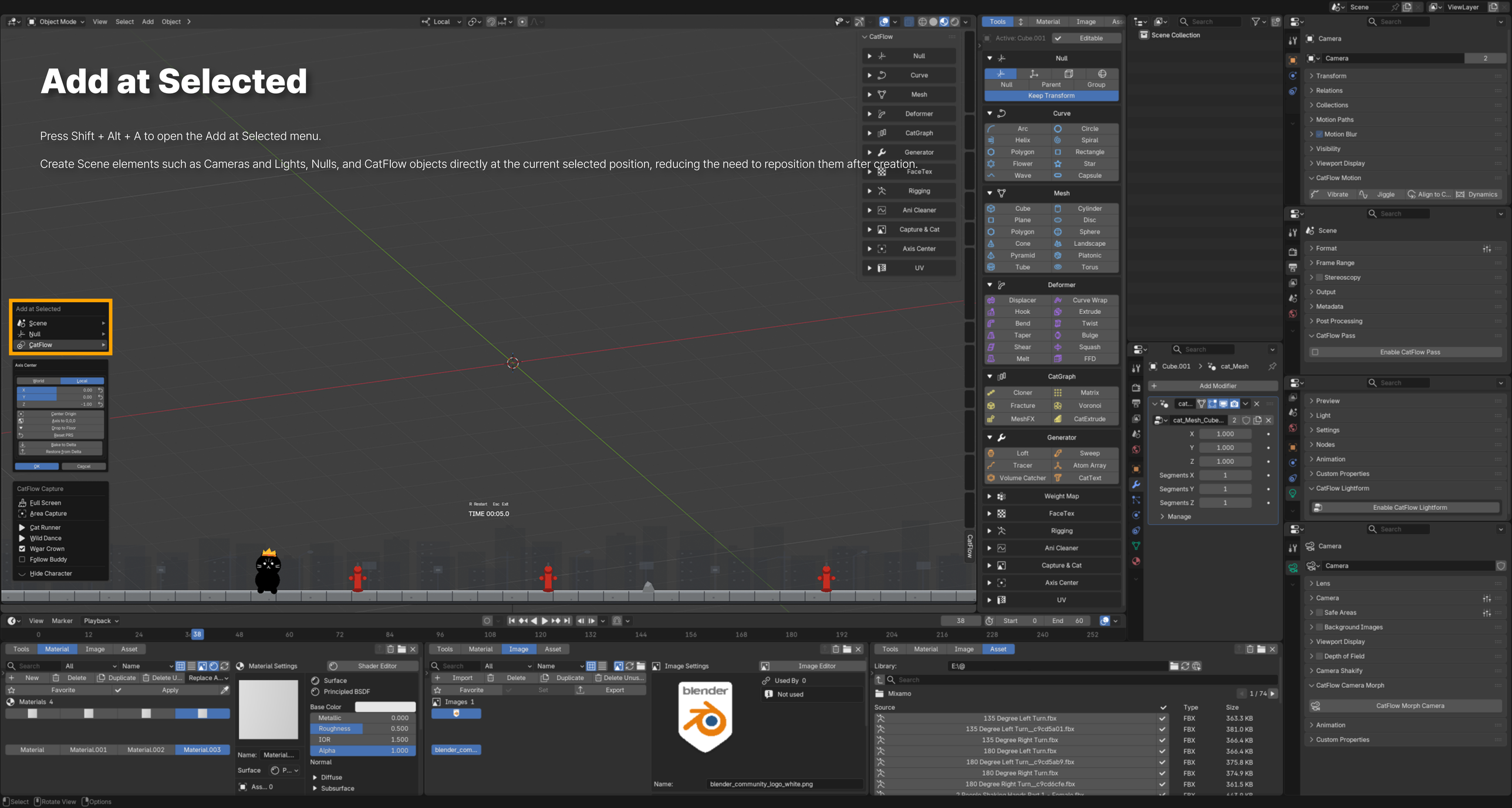
Morph Camera blends not only position and rotation but also camera states, connecting multiple camera shots as one continuous camera move instead of simple cuts.



Add at Selected

Press Shift + Alt + A to open the Add at Selected menu.

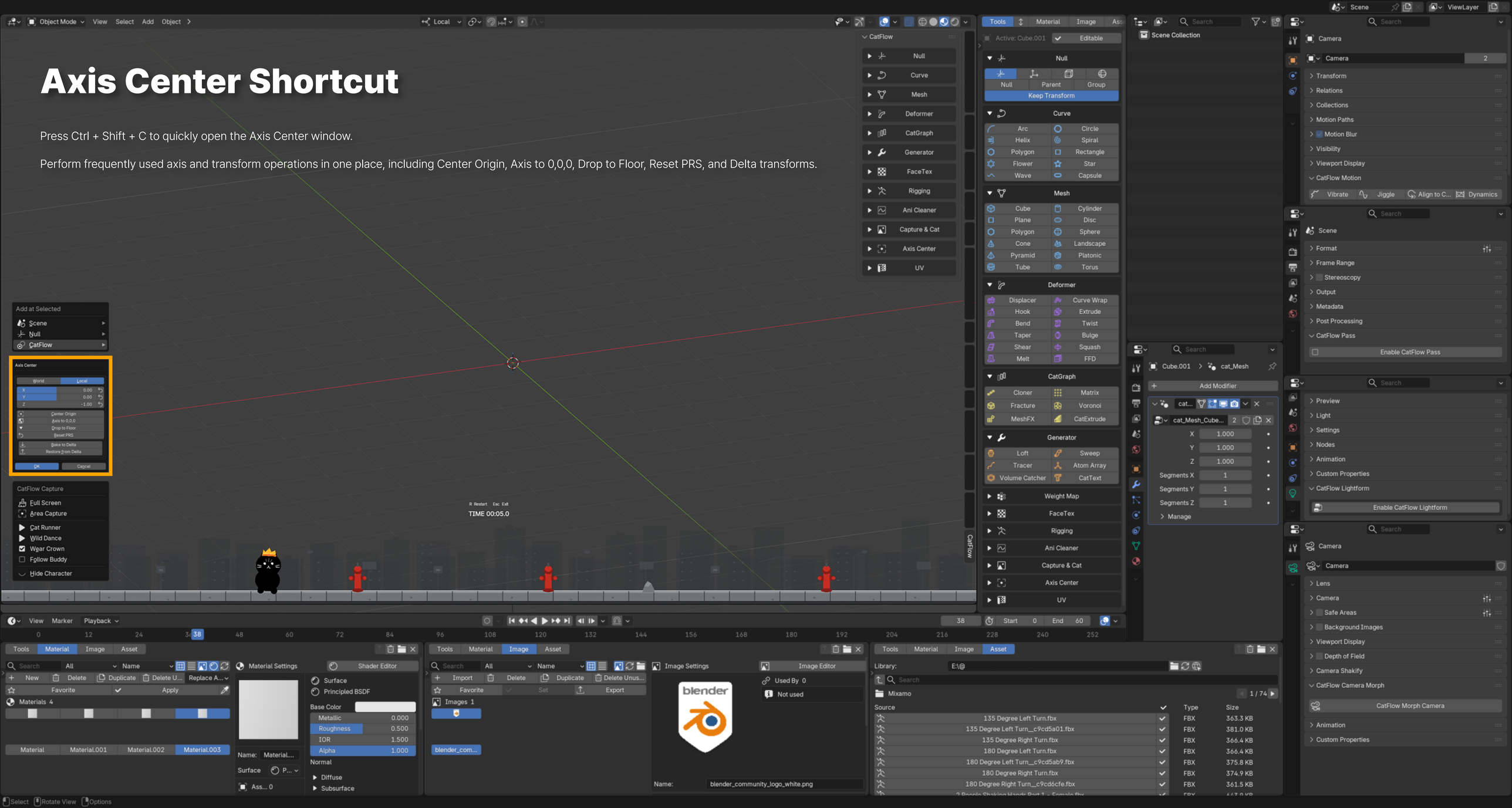
Create Scene elements such as Cameras and Lights, Nulls, and CatFlow objects directly at the current selected position, reducing the need to reposition them after creation.



Axis Center Shortcut

Press Ctrl + Shift + C to quickly open the Axis Center window.

Perform frequently used axis and transform operations in one place, including Center Origin, Axis to 0,0,0, Drop to Floor, Reset PRS, and Delta transforms.



Cat Buddy

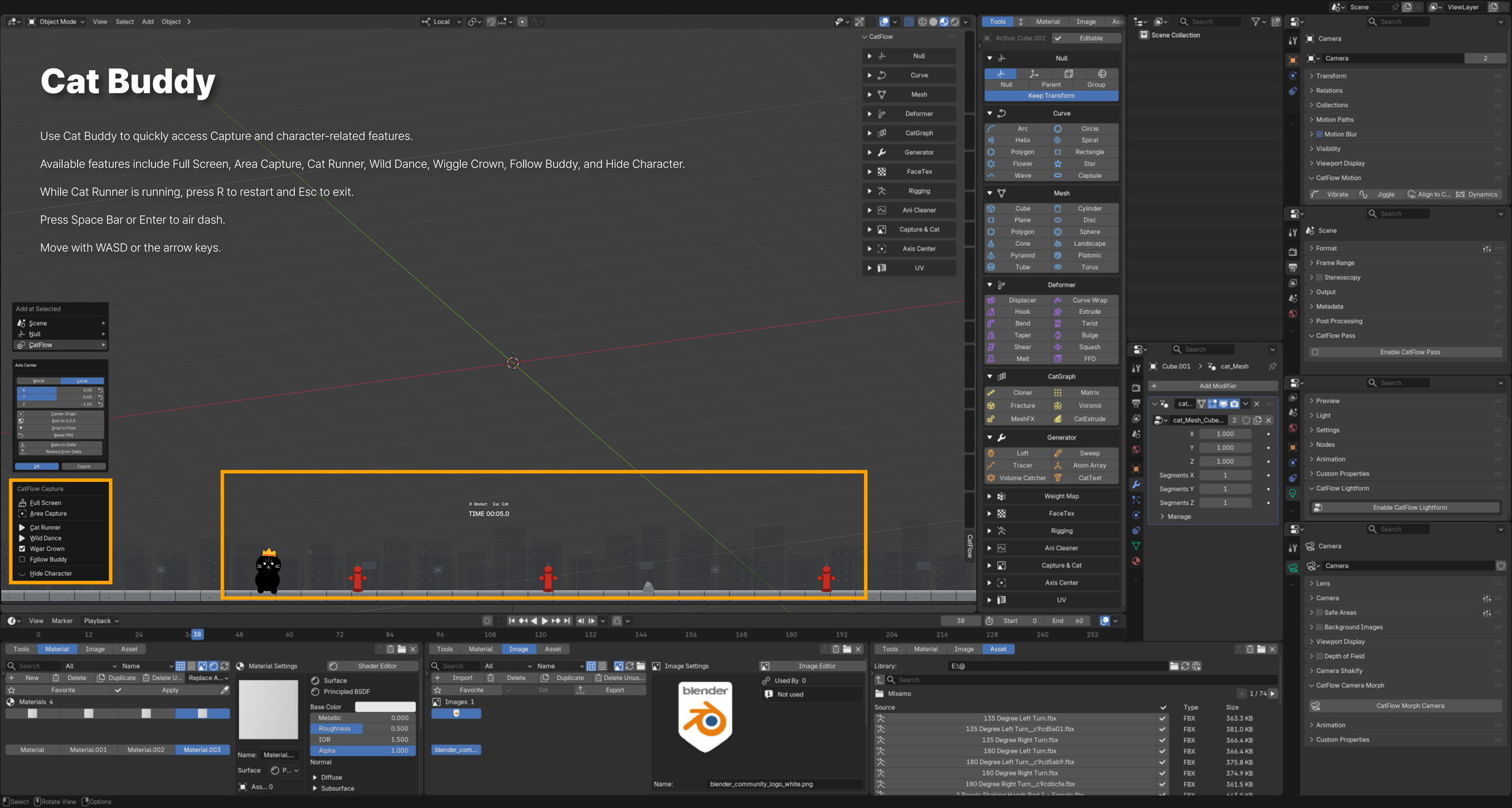
Use Cat Buddy to quickly access Capture and character-related features.

Available features include Full Screen, Area Capture, Cat Runner, Wild Dance, Wiggle Crown, Follow Buddy, and Hide Character.

While Cat Runner is running, press R to restart and Esc to exit.

Press Space Bar or Enter to air dash.

Move with WASD or the arrow keys.

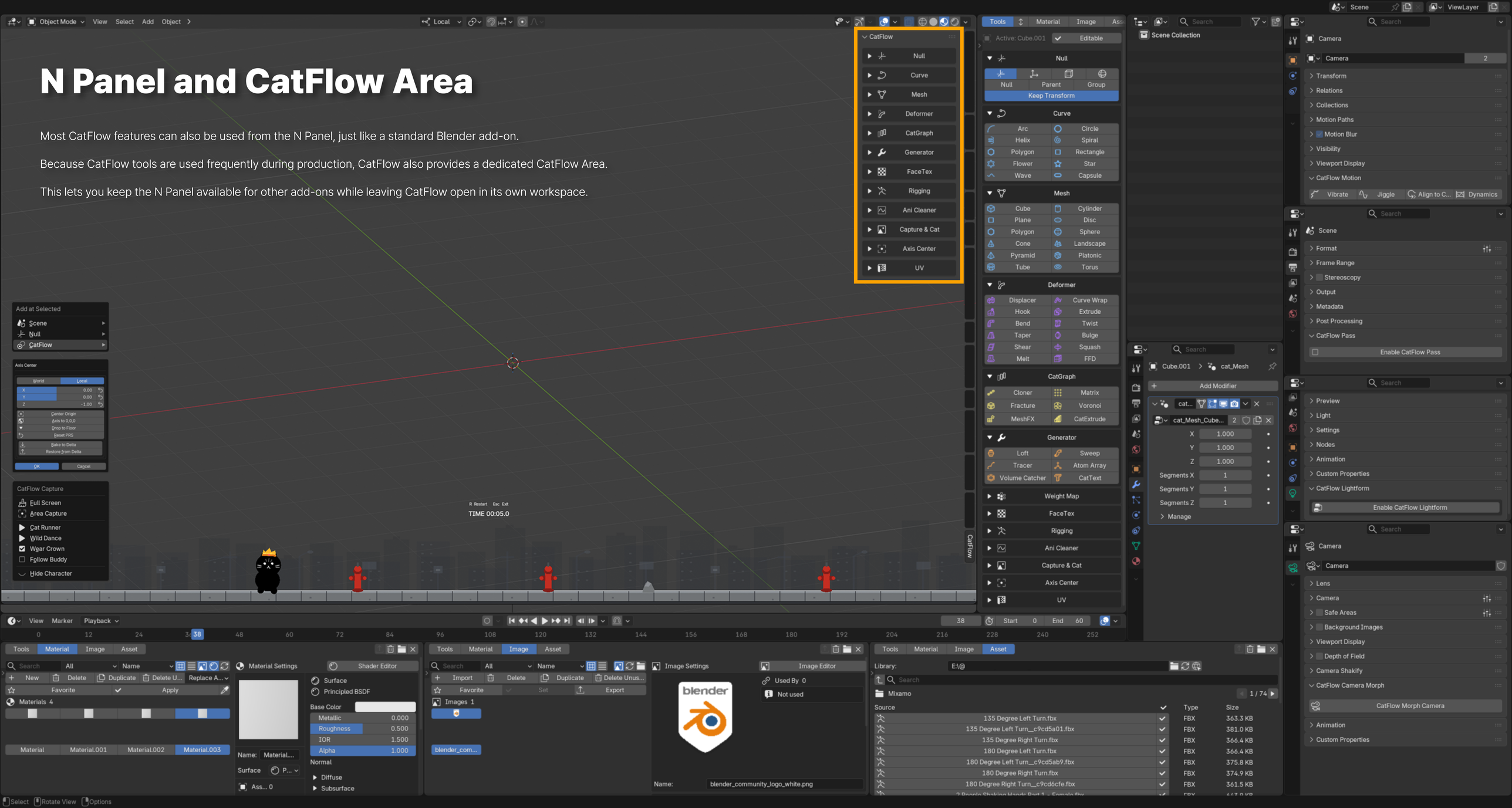


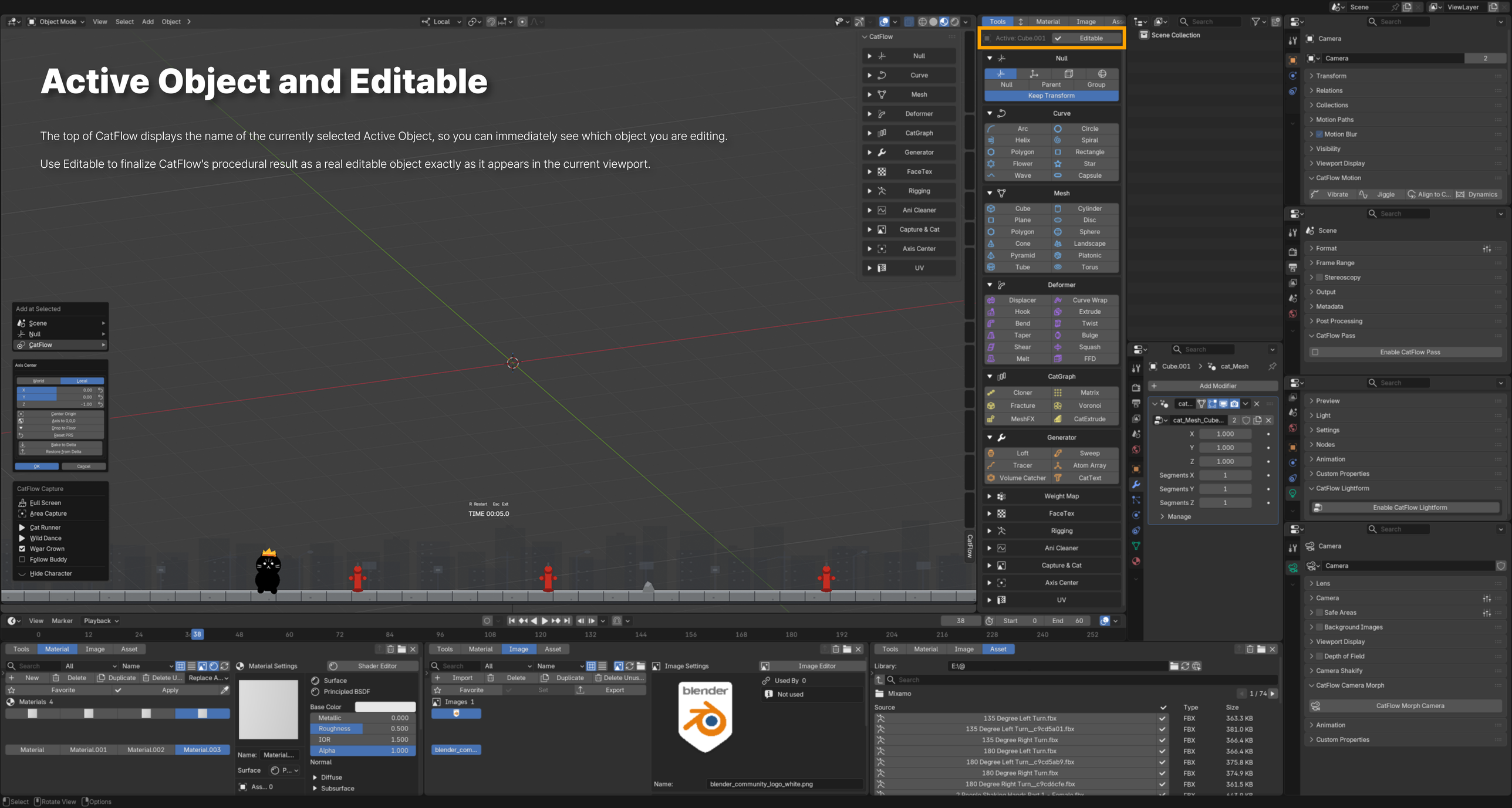
N Panel and CatFlow Area

Most CatFlow features can also be used from the N Panel, just like a standard Blender add-on.

Because CatFlow tools are used frequently during production, CatFlow also provides a dedicated CatFlow Area.

This lets you keep the N Panel available for other add-ons while leaving CatFlow open in its own workspace.

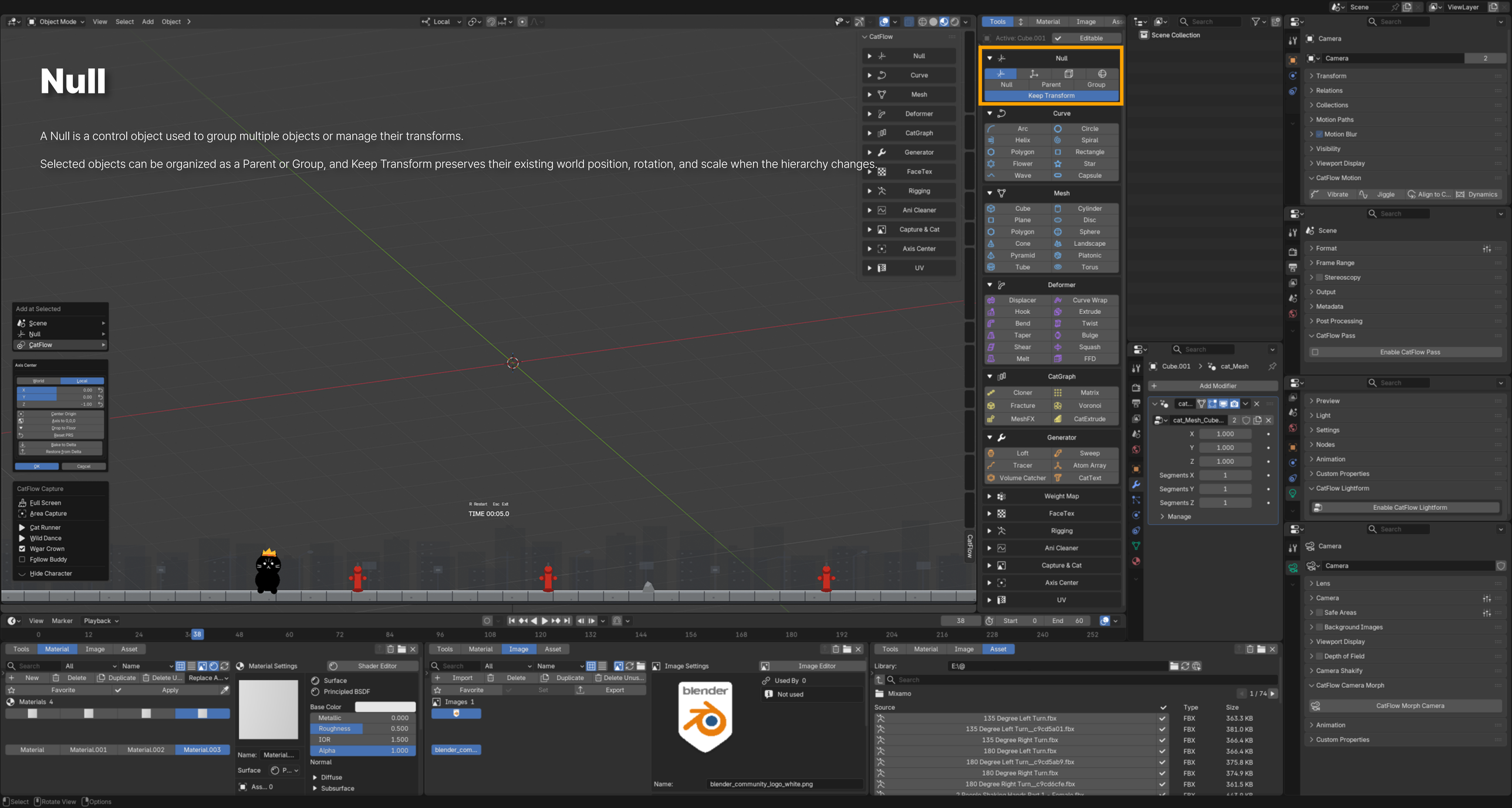



Active Object and Editable
The top of CatFlow displays the name of the currently selected Active Object, so you can immediately see which object you are editing.
Use Editable to finalize CatFlow's procedural result as a real editable object exactly as it appears in the current viewport.
Active: Cube.001
Editable
CatFlow
Null
Curve
Mesh
Deformer
CatGraph
Generator
FaceTex
Rigging
Ani Cleaner
Capture & Cat
Axis Center
UV
Keep Transform
Add at Selected
Scene
Null
CatFlow
Axis Center
CatFlow Capture
Full Screen
Area Capture
Cat Runner
Wild Dance
Wear Crown
Follow Buddy
Hide Character
TIME 00:05.0
Add Modifier
Enable CatFlow Pass
Enable CatFlow Lightform
CatFlow Camera Morph
CatFlow Morph Camera
Material Settings
Shader Editor
Image Settings
Image Editor
Used By 0
Not used
Library:
Mixamo
135 Degree Left Turn.fbx
135 Degree Left Turn__c9cd5a01.fbx
135 Degree Right Turn.fbx
180 Degree Left Turn.fbx
180 Degree Left Turn__c9cd5ab9.fbx
180 Degree Right Turn.fbx
180 Degree Right Turn__c9cd6cfe.fbx

Null

A Null is a control object used to group multiple objects or manage their transforms.

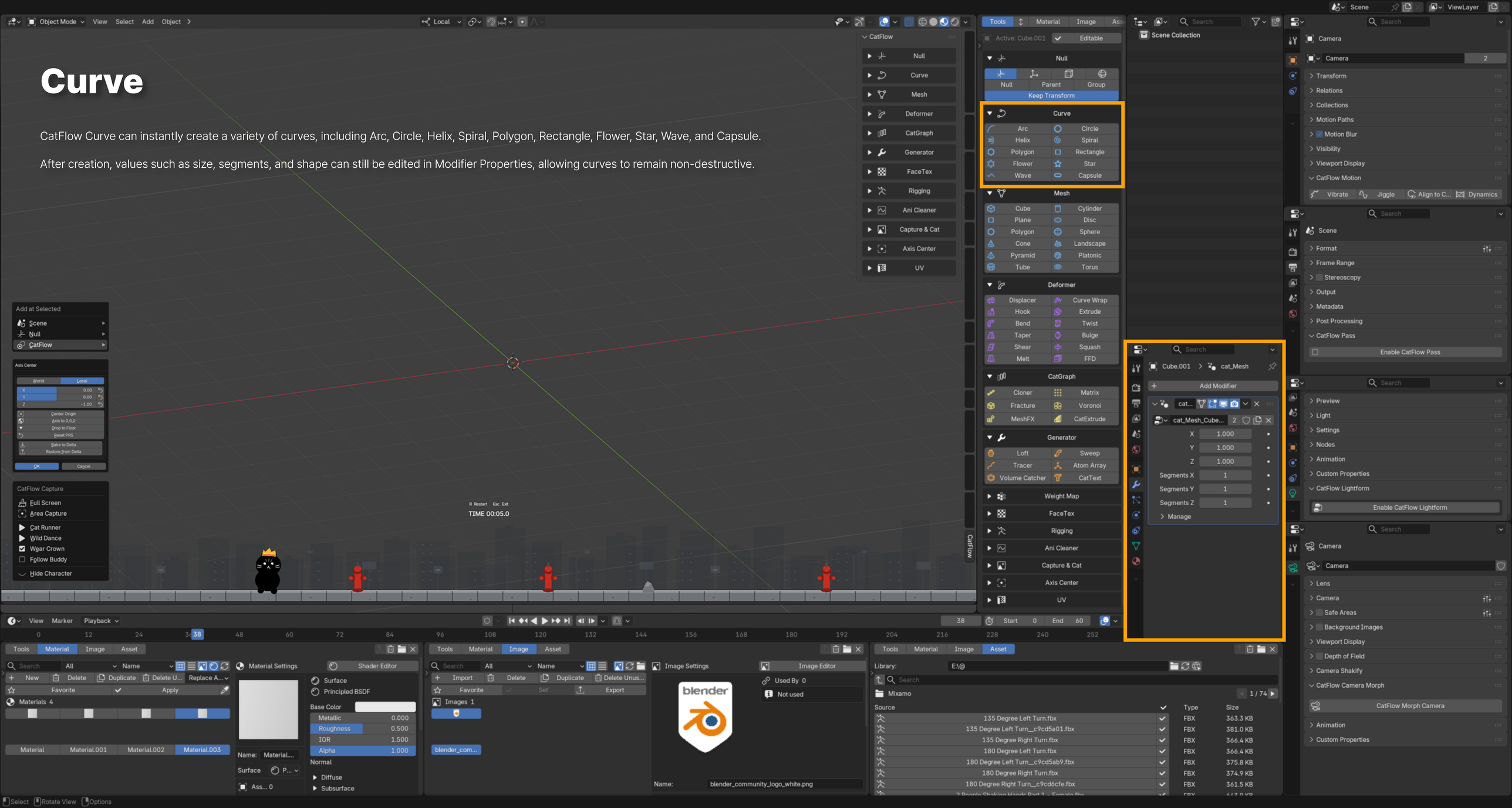
Selected objects can be organized as a Parent or Group, and Keep Transform preserves their existing world position, rotation, and scale when the hierarchy changes.



Curve

CatFlow Curve can instantly create a variety of curves, including Arc, Circle, Helix, Spiral, Polygon, Rectangle, Flower, Star, Wave, and Capsule.

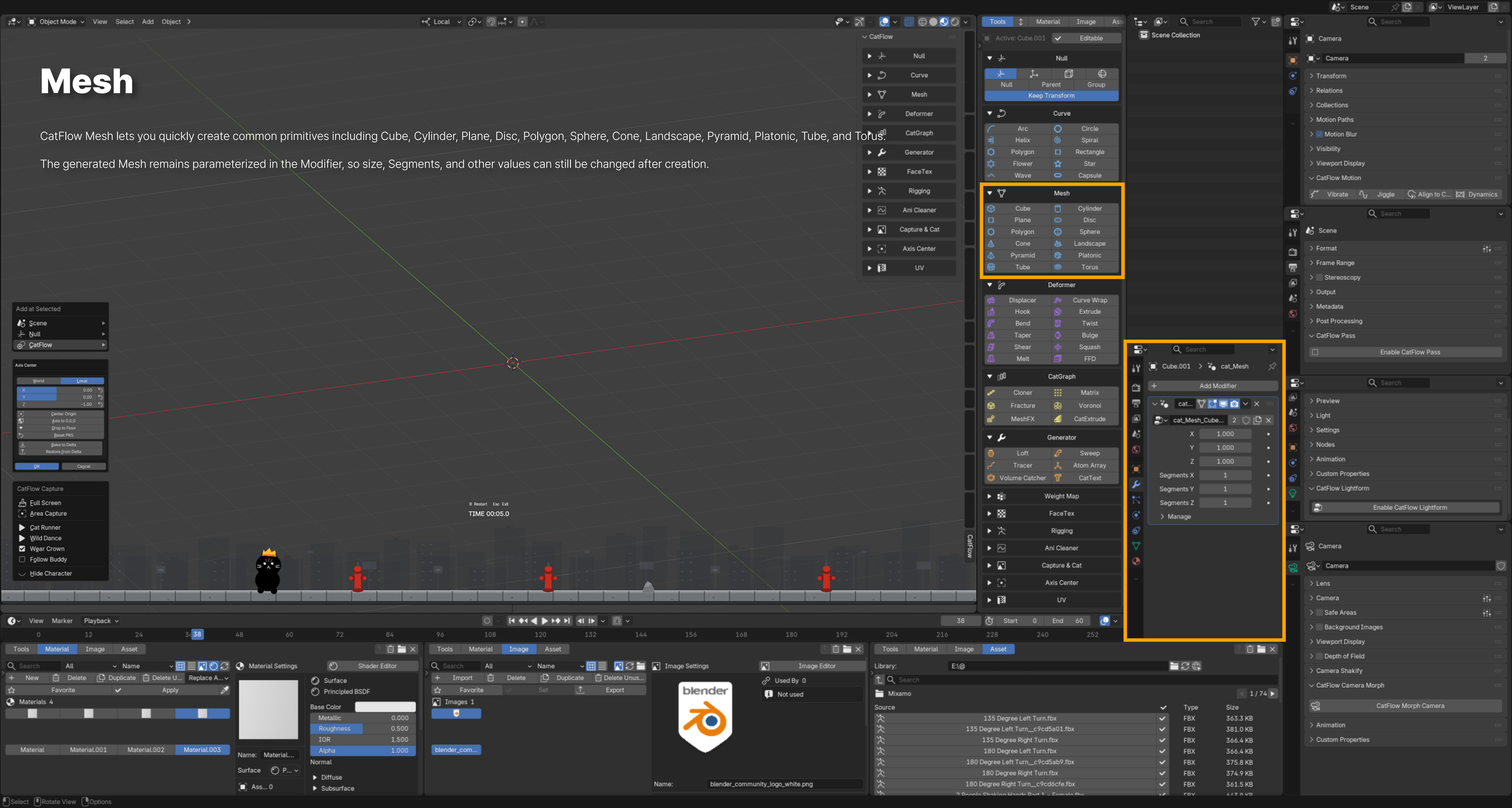
After creation, values such as size, segments, and shape can still be edited in Modifier Properties, allowing curves to remain non-destructive.



Mesh

CatFlow Mesh lets you quickly create common primitives including Cube, Cylinder, Plane, Disc, Polygon, Sphere, Cone, Landscape, Pyramid, Platonic, Tube, and Torus.

The generated Mesh remains parameterized in the Modifier, so size, Segments, and other values can still be changed after creation.

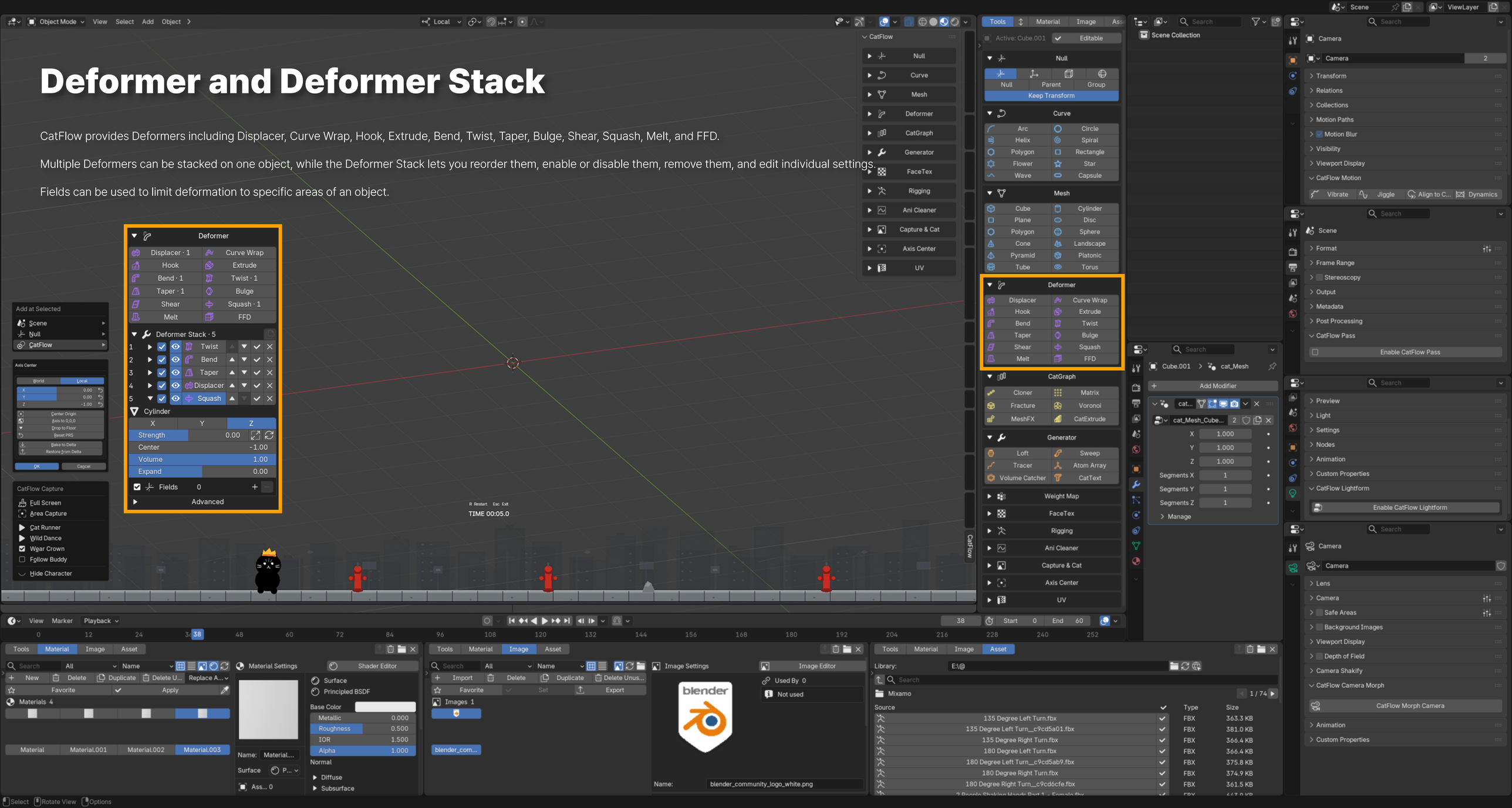


Deformer and Deformer Stack

CatFlow provides Deformers including Displacer, Curve Wrap, Hook, Extrude, Bend, Twist, Taper, Bulge, Shear, Squash, Melt, and FFD.

Multiple Deformers can be stacked on one object, while the Deformer Stack lets you reorder them, enable or disable them, remove them, and edit individual settings.

Fields can be used to limit deformation to specific areas of an object.



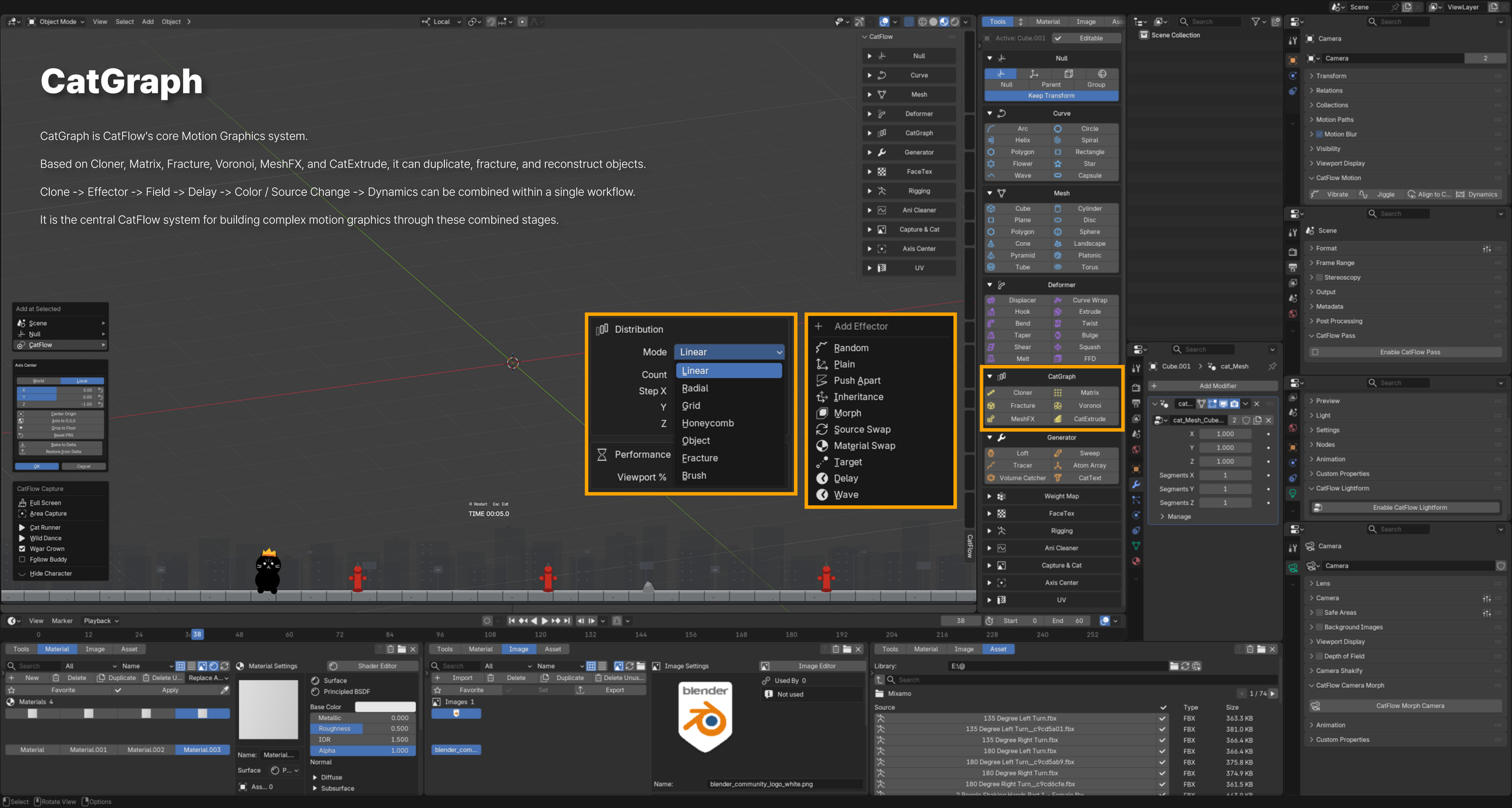
CatGraph

CatGraph is CatFlow's core Motion Graphics system.

Based on Cloner, Matrix, Fracture, Voronoi, MeshFX, and CatExtrude, it can duplicate, fracture, and reconstruct objects.

Clone -> Effector -> Field -> Delay -> Color / Source Change -> Dynamics can be combined within a single workflow.

It is the central CatFlow system for building complex motion graphics through these combined stages.



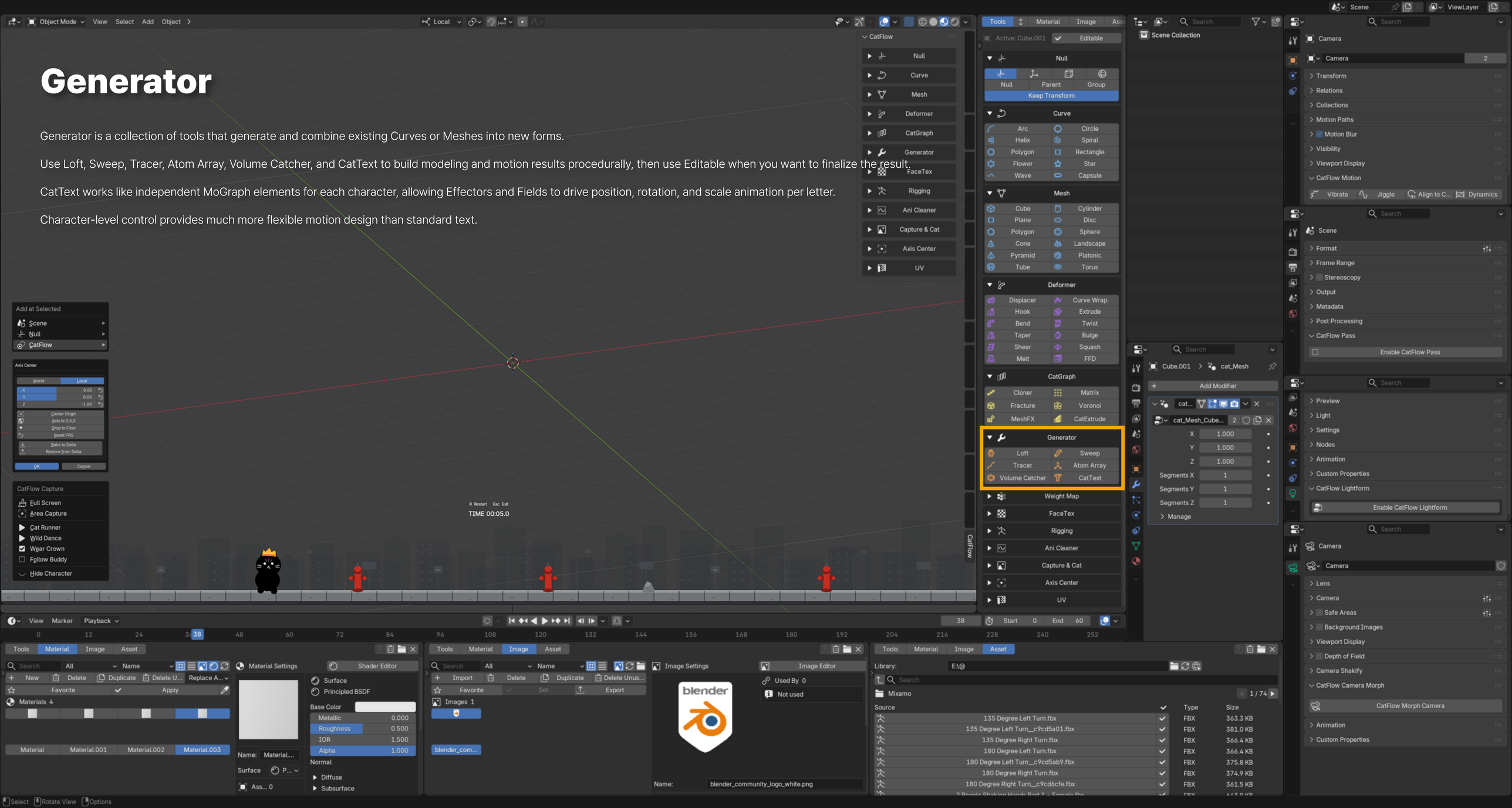
Generator

Generator is a collection of tools that generate and combine existing Curves or Meshes into new forms.

Use Loft, Sweep, Tracer, Atom Array, Volume Catcher, and CatText to build modeling and motion results procedurally, then use Editable when you want to finalize the result.

CatText works like independent MoGraph elements for each character, allowing Effectors and Fields to drive position, rotation, and scale animation per letter.

Character-level control provides much more flexible motion design than standard text.



Weight Map

Weight Map is a mask system used to control where an effect is applied and how strongly it influences the result.

Create multiple Weight Maps with Field or Paint methods, then refine them using Grow, Shrink, Smooth, Decay, Noise, and more.

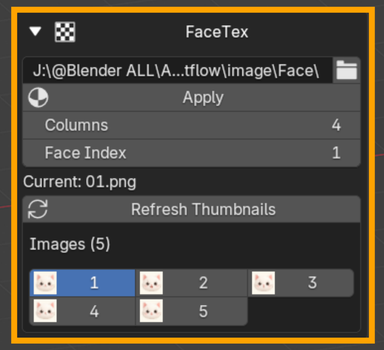
Created Weight Maps can be used as Influence for a variety of CatFlow deformation and motion features.

FaceTex

FaceTex is a texture management tool for quickly switching character facial-expression images.

Choose a folder containing face images to generate a Thumbnail list, then select an image or change the Face Index to quickly apply an expression.

Use Refresh Thumbnails to reload changes made in the folder.

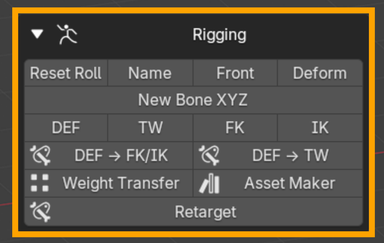


Rigging

The Rigging panel is a collection of tools for speeding up repetitive rigging tasks.

It supports Bone Roll and naming cleanup, new Bone creation, DEF/TW/FK/IK structure workflows, Weight Transfer, Asset Maker, and Retarget.

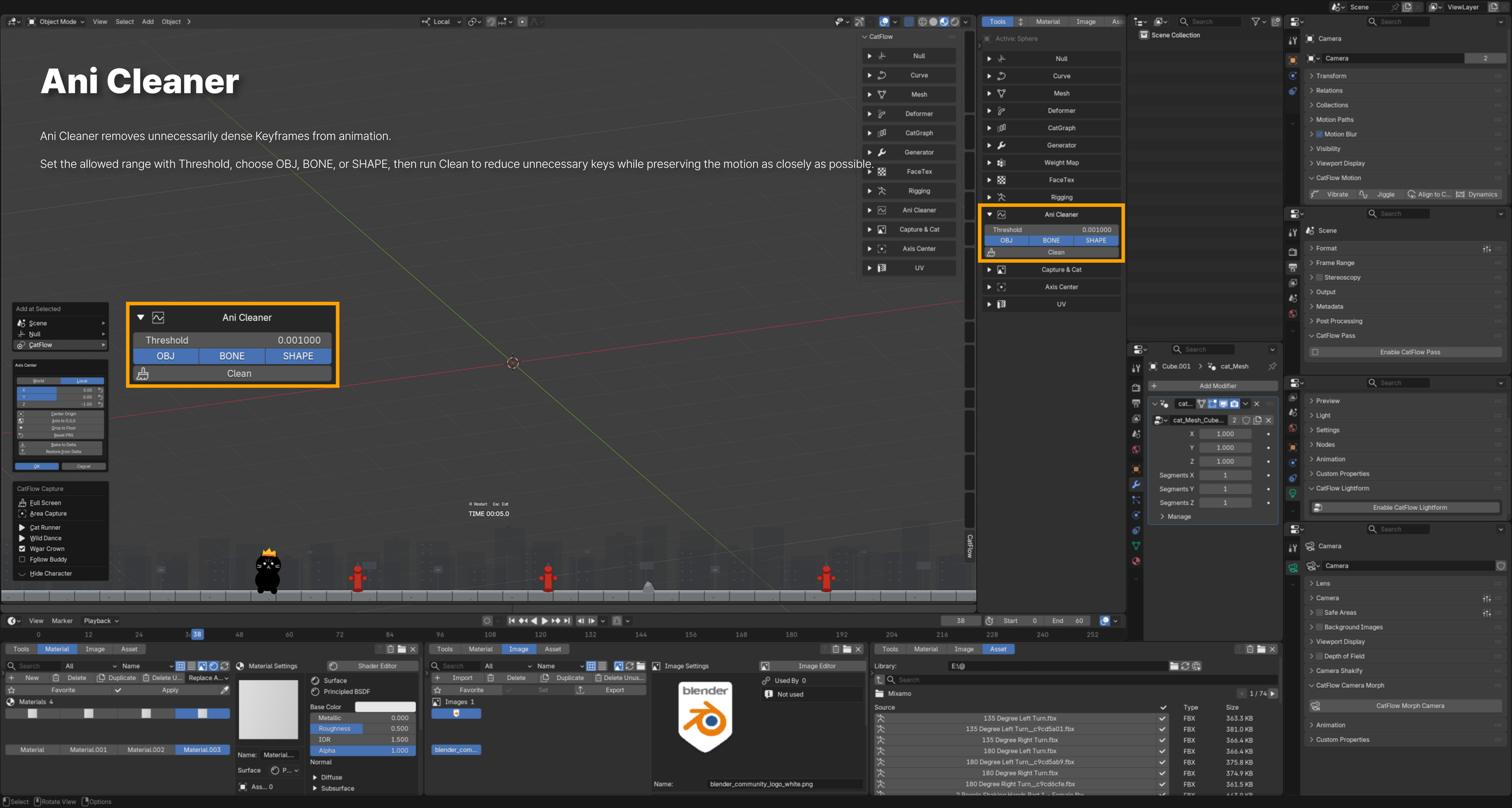
Retarget can also be used to connect animation from another rig.



Ani Cleaner

Ani Cleaner removes unnecessarily dense Keyframes from animation.

Set the allowed range with Threshold, choose OBJ, BONE, or SHAPE, then run Clean to reduce unnecessary keys while preserving the motion as closely as possible.

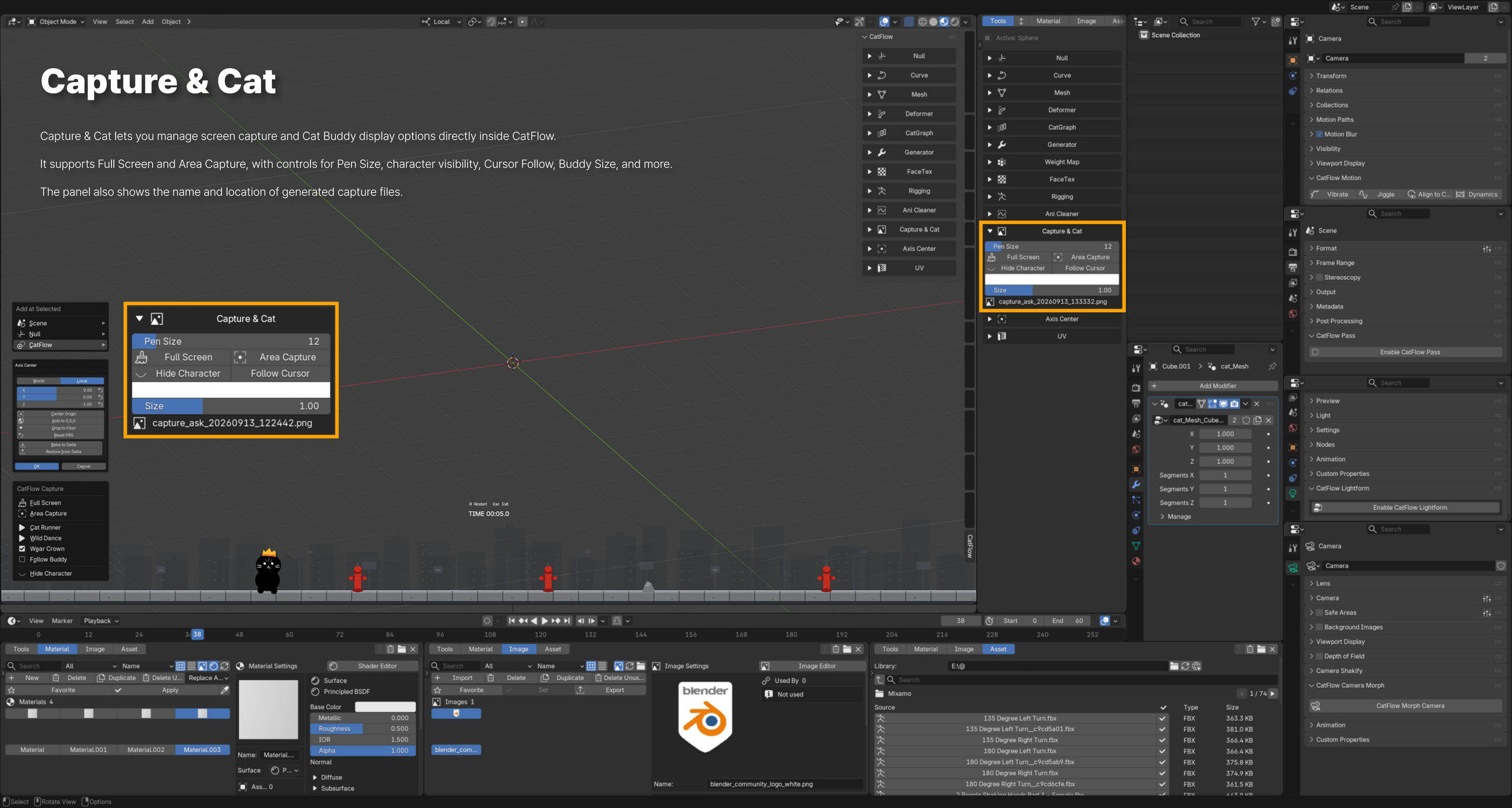


Capture & Cat

Capture & Cat lets you manage screen capture and Cat Buddy display options directly inside CatFlow.

It supports Full Screen and Area Capture, with controls for Pen Size, character visibility, Cursor Follow, Buddy Size, and more.

The panel also shows the name and location of generated capture files.

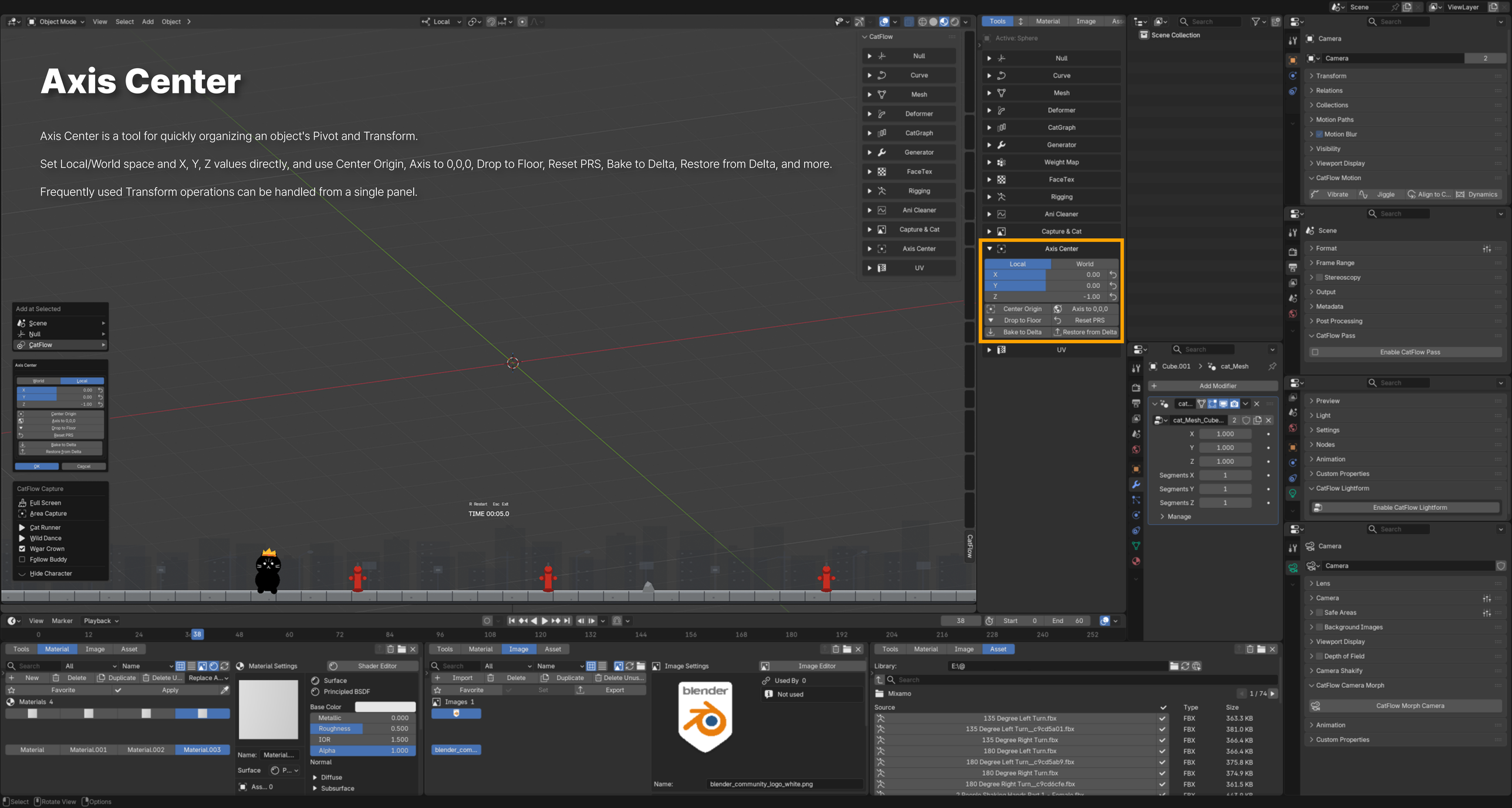


Axis Center

Axis Center is a tool for quickly organizing an object's Pivot and Transform.

Set Local/World space and X, Y, Z values directly, and use Center Origin, Axis to 0,0,0, Drop to Floor, Reset PRS, Bake to Delta, Restore from Delta, and more.

Frequently used Transform operations can be handled from a single panel.

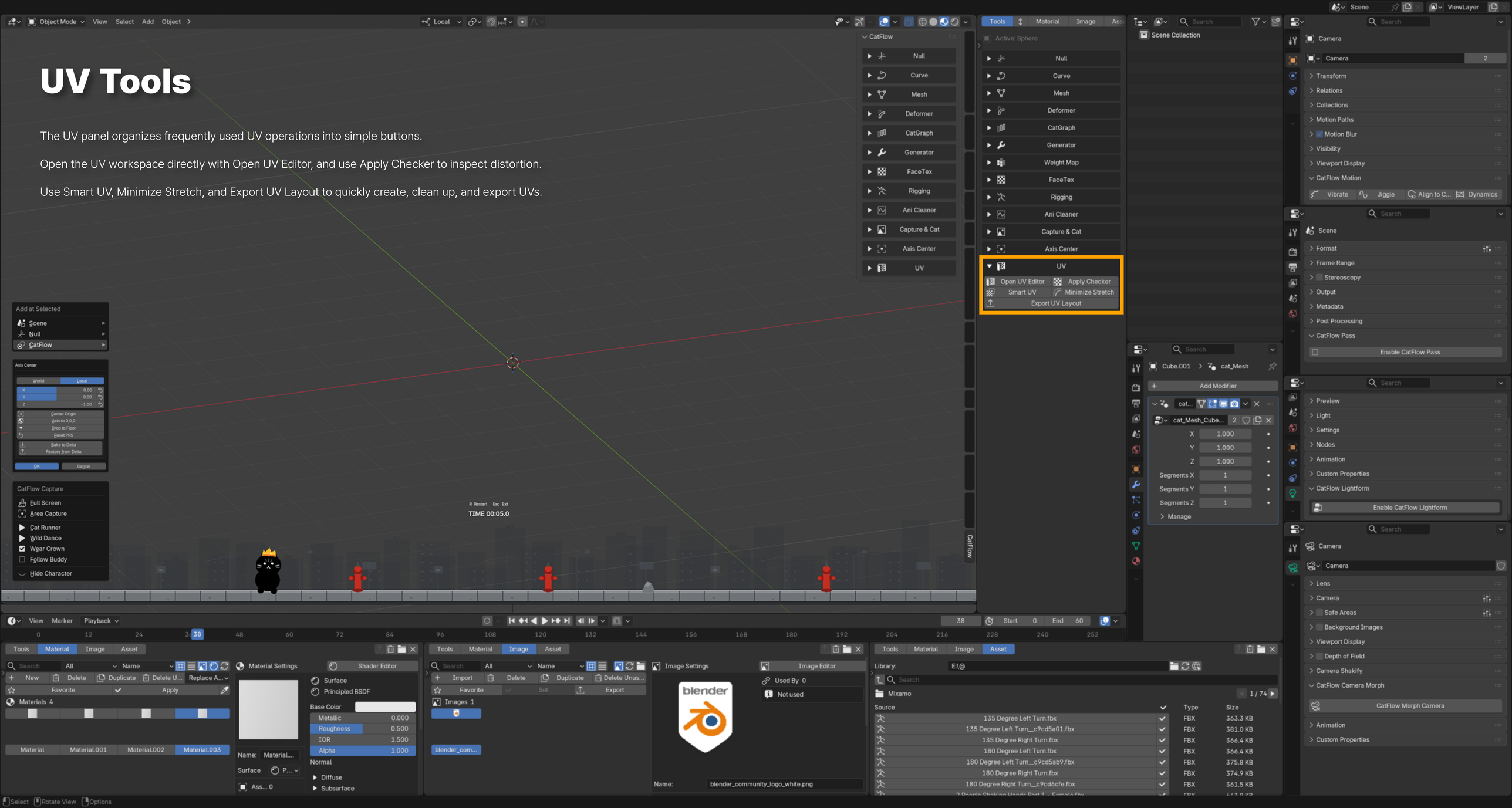


UV Tools

The UV panel organizes frequently used UV operations into simple buttons.

Open the UV workspace directly with Open UV Editor, and use Apply Checker to inspect distortion.

Use Smart UV, Minimize Stretch, and Export UV Layout to quickly create, clean up, and export UVs.



End

