

**Post created by Dartanbeck on January 29, 2020**

(Post edited by Dartanbeck on February 3)

**Sources:**

<https://www.daz3d.com/forums/discussion/380916/fenric-s-plugins>

<http://fenric.com/wordpress/downloads/>

**Dartanbeck** ...and I've added this (second post) to the Fenric's Tools portion of the  
▶▶▶ [Carrara Information Manual](#) ◀◀◀ as well

**Furthermore, Omega Man has offered up the entire Daz3d Fenric plugin collection as a single download [Here](#)**

## From the Fox Den

A while after Daz removed a bunch of Carrara-specific content and its vendors from the store, Fenric came into the forum offering up his plugins, and even an offer for someone to carry the torch via his Source Code for ALL of his products, both released and experiments. He certainly will be missed. The post with his offer is [HERE](#)

In case his site ever goes down, here is the page he's offered up, and I've also included links to those plugins directly within the text:



### THE STORE IS CLOSED

You may download the "key" files from here:

[All Product Keys \(DropBox\)](#) or here [All Product Keys \(Fenric's website\)](#)

### NOT FOR GENESIS

These products were all written before the train-wreck known as Genesis was created by DAZ. Very few of them work well, and many do not work at all, when using that particular figure.

Genesis is **NOT SUPPORTED**.

*Edit by Dartanbeck - Although Not Supported, I still use many of these plugins with Genesis - I just do so with caution*

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Trial versions will generally operate for 10 minutes before automatically being disabled. Certain products may not lend themselves to a time-based limitation, and will have other

restrictions. In order to enable full functionality, ~~a license key must be purchased at the store.~~

The store is closed. Download license keys here: [All Product Keys](#) or [All Product Keys](#)

There is no separate file for purchased products. ~~Your purchase gets you a~~ Download the license key files.

These are the final versions. There will be no more updates from here.

The store is closed. Download license keys here: [All Product Keys](#) or [All Product Keys](#)

**>> Put the keys in your extensions folder. <<**

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Carrara 7: Windows Vista or newer, Mac OS Intel

Carrara 8 or 8.5, 32-bit: Windows XP or newer, Mac OS Intel

Carrara 8 or 8.5, 64-bit: Windows Vista or newer, Mac OS Intel

### **IMPORTANT: WINDOWS USERS**

These products all require the Visual C++ runtime libraries of varying ages: It is best if you have 2010, 2012, and 2013 installed.

Get them here:

<https://support.microsoft.com/en-us/kb/2977003>

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### **IMPORTANT: NO SUPPORT**

The store is closed. There is NO SUPPORT for these downloads anymore. They may crash, erase your scene, or make you start to like Sun Chips. Download and use at your own risk.

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### **Help! Where is it?**

Commands show up in the Assembly room's "Edit" menu. If you have more than one of mine, it should be in the "Fenric" sub-menu.

Shaders are similar: if you only have one, it will be at the top level. Otherwise, it should appear in the "Fenric" sub-menu of the shader insert.

Most commands require something to be selected first. Try to select the item or items you want to change – the commands try to figure out what you meant to do, but it really is easier to pick the right thing the first time.

**Exporters** use the File Menu, "Export..." option. DO NOT USE "Save As..."!

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### **Poser Weightmap Injector (free!)**

This is a .NET 4.0 utility and instructions to help you prepare weight-mapped Poser figures for use in Carrara. This also includes a Poser Pro 2012 Python script that will

automatically merge all "old style" rigging zones to weightmaps. This results in far better performance when the figure is imported into Carrara.

[Download](#) ([Download](#))

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### **Insert Primitives (free!)**

This is a small Carrara plugin which provides an Assembly Room command that will insert the four secret Carrara primitive objects into your scene!

**Current version is 1.0**

[Download](#) ([Download](#))

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### **Layer Blending Mode Shader (trial)**

This is a Carrara shader that provides Photoshop-like layer blending.

**UPDATED: Current version is 1.1** Mac and Windows: This update addresses an issue using non-color shaders, and adds the "Fade" slider which allows you to control the strength of the effect.

[Download](#) ([Download](#))

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### **Enhanced Color Shaders (trial)**

These are enhanced versions of the Color Balance and Color Merge shaders from the "Pose and Shading Tools 2" package at DAZ. They take a sub-shader for control rather than using sliders.

**UPDATED: Current version is 1.1** Mac and Windows: This update addresses an issue using non-color shaders.

[Download](#) ([Download](#))

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### **Selection Changer (trial)**

Change the current selection using your keyboard!

**Current version is 1.0**

[Download](#) ([Download](#))

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### **Poser Shader Doctor (trial)**

One-click fixing of common shader issues for imported Poser content!

**UPDATED: Current Version is 1.4** – Mac and Windows:

– Really fixed the situation where bump and shininess would get the same value, this time. Sorry, guys.

- NEW! Skin Doctor command performs tuning for human skin and eye shaders. By default, it will set up Sub-Surface Scattering. For faster rendering, hold down shift while invoking the command to generate simpler shaders.

[Download](#)   ([Download](#))

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### Object Sequence Exporter (trial)

Exports a sequence of OBJ files for an animated vertex object. Similar to the MDD file format, except this exports entire objects, not just a sequence of morphs.

**UPDATED: Current Version is 1.1** – Mac and Windows: Corrects some issues with inverted normals and fixes compatibility with soft-body physics.

[Download](#)   ([Download](#))

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### Multi-Shader Editor (trial)

A shader edit panel, much like the "Master Light" in the main Carrara Edit menu: it will apply changes to all selected shaders.

**Current Version is 1.0**

[Download](#)   ([Download](#))

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### Change Bone Visibility (trial)

**CARRARA 8.5 ONLY**

Hides (or un-hides) the wireframe bone display for imported DUF content in Carrara 8.5

**UPDATED: Current Version is 1.2** – Mac and Windows: Fixes a command ID conflict with "Pose and Shading Tools 3".

[Download](#)   ([Download](#))

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### Advanced Shader Tweaker (trial)

Applies a number of shader adjustments to every multi-channel shader associated with the selected objects. Hold down "shift" while selecting the menu item to get a special reduced option version for quickly correcting Carrara 8.5's annoying "Fast MipMap" default texture map setting.

**UPDATED: Current Version is 1.1** – Makes running the Carrara "Optimize Shaders" function optional.

[Download](#)   ([Download](#))

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## **Move to Camera (trial)**

Move the selected object or objects to just in front of the current rendering camera.

**Current version is 1.0**

[Download](#)   ([Download](#))

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