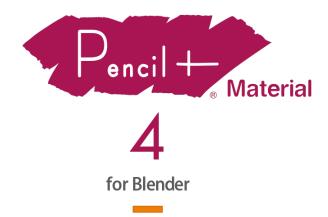
[Industry standard materials in Blender] Starting sales of new product: PSOFT Pencil+ 4 Material for Blender

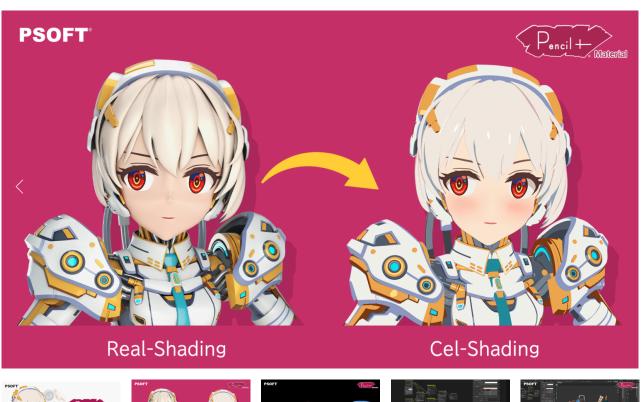
o 2024-02-26



FOR IMMEDIATE RELEASE

Sendai, Japan - February 26, 2024 - **P SOFTHOUSE** (Headquarters: Sendai, Miyagi Prefecture, Japan, President and CEO: Keiki Hatakeyama) released today "**PSOFT Pencil+ 4 Material for Blender**". This toon shader add-on enables anime cel styles in Blender, an open-source 3D computer graphics software that anybody can use for free.

"Pencil+ 4 Material for Blender" realizes in 3D the non-photorealistic expressions necessary for anime and illustration production. You can use the diverse material functionality of "PSOFT Pencil+", polished in the Japanese anime industry, in the Blender EEVEE rendering environment. With a simple setup, you can convert photorealistic textures to toon style and adjust them intuitively.

















Product Page

PSOFT Pencil+ 4 Material for Blender https://www.psoft.co.jp/en/product/pencil/blender/material/

"PSOFT Pencil+ 4 Material for Blender" Pricing

	(Tax included)
Download version	JPY 7480

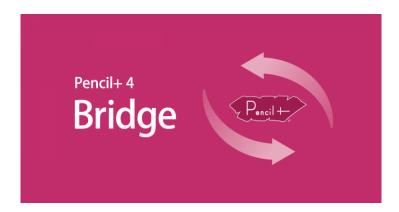
"PSOFT Pencil+ 4 Render App for Windows" Pricing

*"Pencil+ 4 Render App for Windows" includes official support for "Pencil+ 4 Material for Blender" which can be downloaded from the PSOFT User Page's Download section.

Standalone License	(Tax included)
Download version	JPY 67760

Network License	(Tax included)
Download version	JPY 99660

Related Utility Software



Pencil+ 4 Bridge for Blender (Free)

Extension add-on used to transfer "Pencil+ 4" settings between Blender and 3ds Max, Maya and Unity.

Contact Information For This Release

P SOFTHOUSE Co., Ltd. https://www.psoft.co.jp/en/

Please use the following contact form to send product inquiries.

Contact form: https://www.psoft.co.jp/en/contact/

^{*}Can be used in Blender for any OS (Windows / Mac / Linux).

^{*}Can be used in Blender for any OS (Windows / Mac / Linux).

^{*}Output and input of Pencil+ 4 Material settings are supported with Pencil+ 4 Bridge for Blender version 4.0.1 and later.