

How to Install a Blender Extension

Introduction

This tutorial will explain how to install and use a Blender extension. This tutorial will focus on installing the LoopTools extension as an example but these steps will work for many extensions that can be found on [Blender's extension page](#).

Blender has a few ways of installing extensions, but these instructions will cover the new method introduced into Blender version 4.2 LTS. This method allows users to download and install extensions directly from the built-in extensions menu inside of the application.

What is Blender?

Blender is a free and open source, general purpose, 3D creation software that gives you all the tools you will need to produce 3D art. It provides tools for modeling, sculpting, texture painting, composition, video editing, scripting, shaders, geometry nodes, and even basic support for 2D animation.

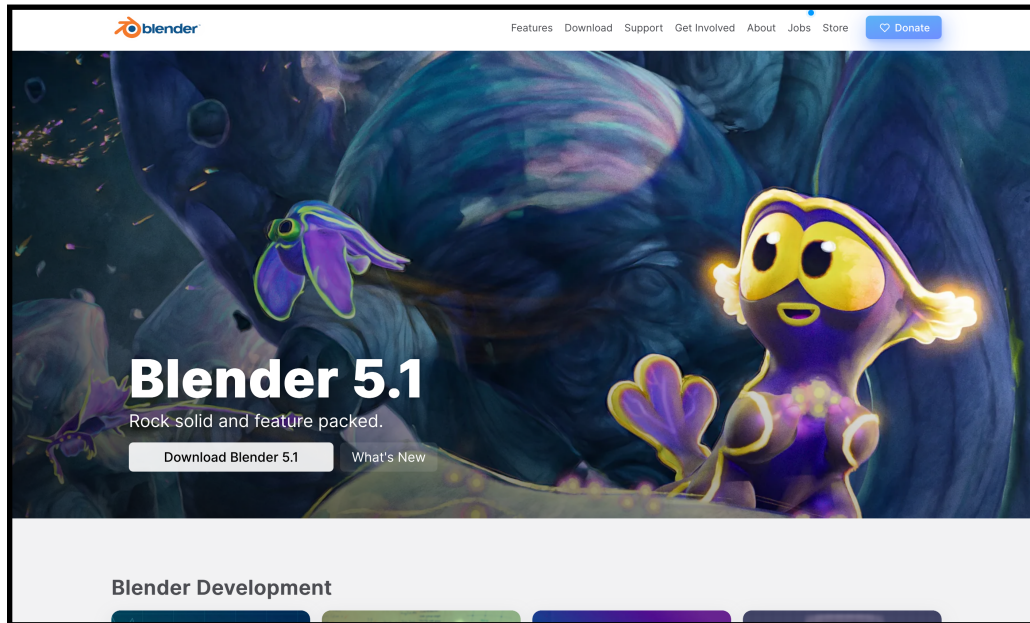
What is LoopTools?

LoopTools is a mesh modeling toolkit that provides useful tools for quickly editing and manipulating meshes in Blender that would otherwise be very tedious. But what even is a mesh? A [mesh](#) is a combination of vertices, edges, and faces that make up a 3D model's geometry data and can be thought of as the canvas for any 3D modeling software.

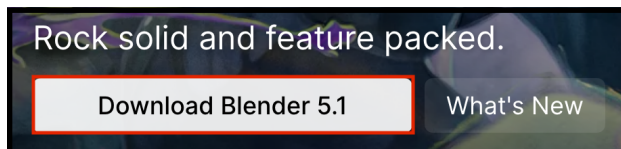
Installing Blender

If you already have Blender v4.2 LTS or newer installed then you can skip to the "Installing a Blender Extension" section.

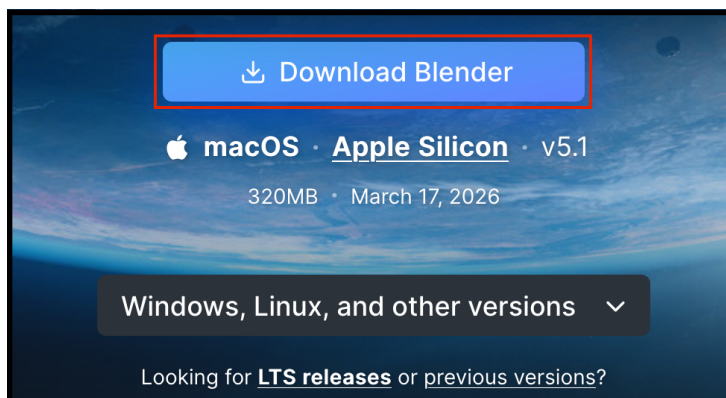
1. Go to <https://www.blender.org>



2. Click on the "Download Blender" button which will take you to the download page.



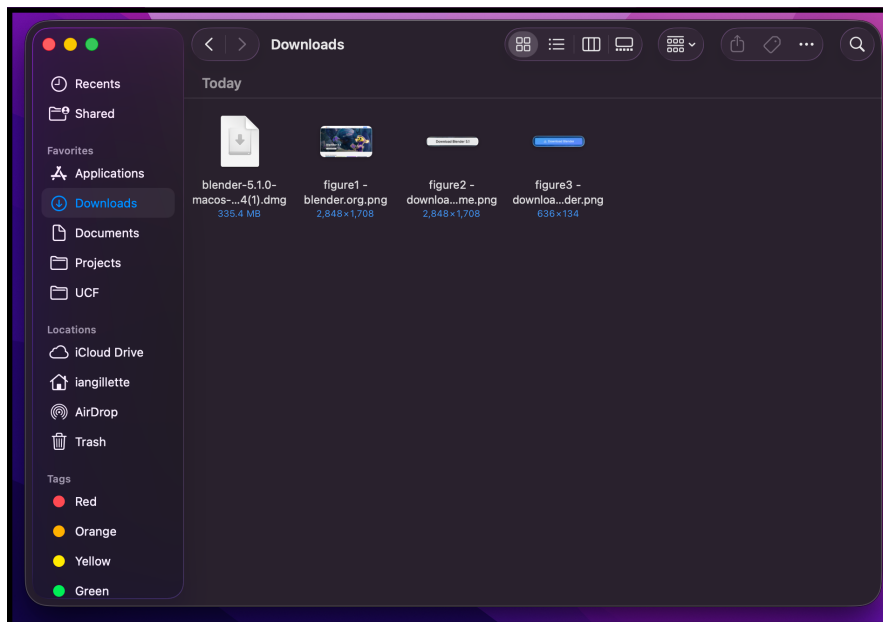
3. On the download page, click on the "Download Blender" button. It should automatically detect your operating system and provide the correct executable. If prompted, save the executable to your Downloads folder.



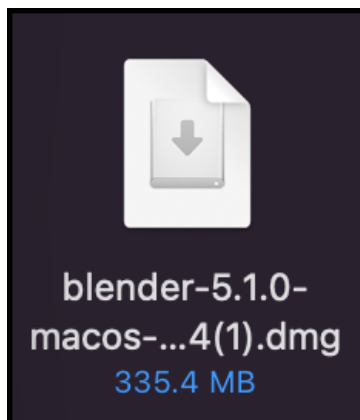
Note: Blender dropped support for Intel based Macs since v5.0. Check which chip set you have on [Apple's Support Page](#)

If you have an Intel Mac, click on "LTS releases" under "Windows, Linux, and other versions" and download the v4.5 LTS.

4. Open your Downloads folder.

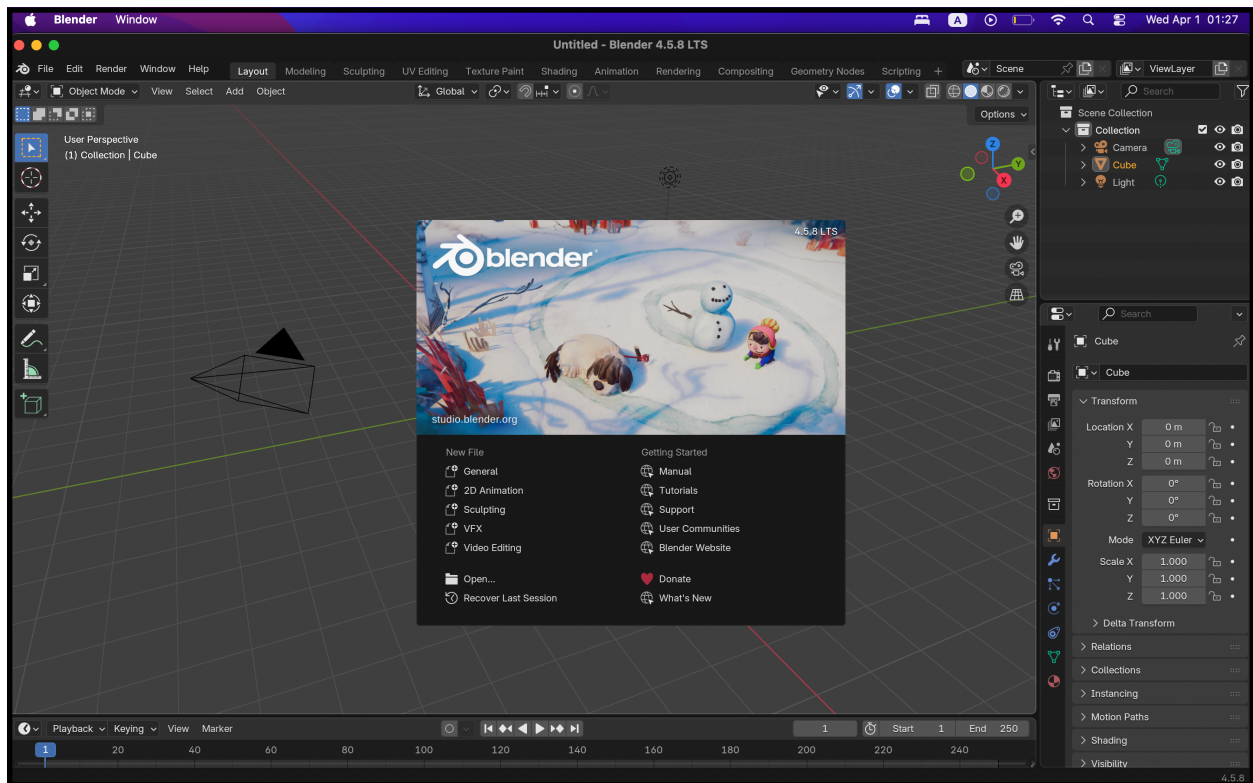


5. Click on the downloaded Blender executable which should be a .dmg for macOS and .msi for Windows and follow the steps provided by the operating system to finish installing Blender.

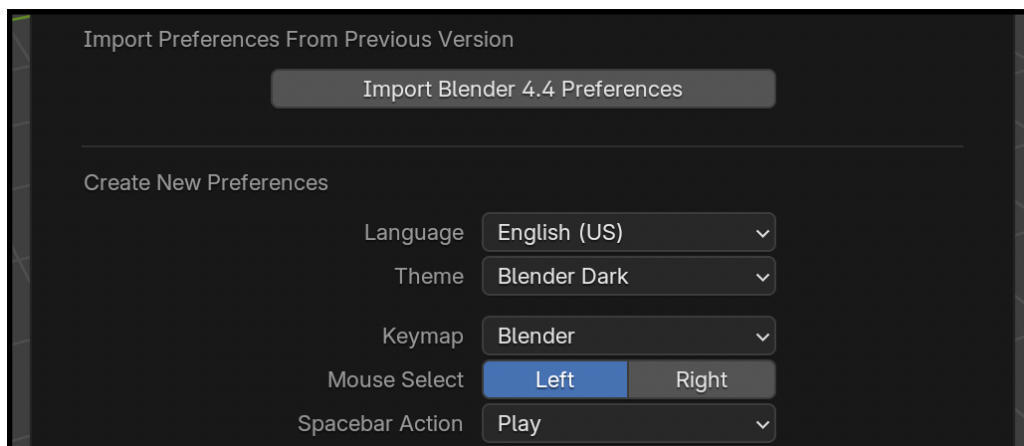


Setting Up Blender

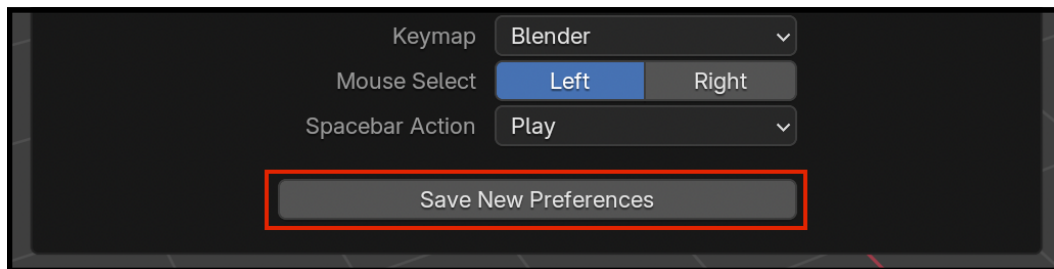
1. Once you have Blender installed, open Blender.



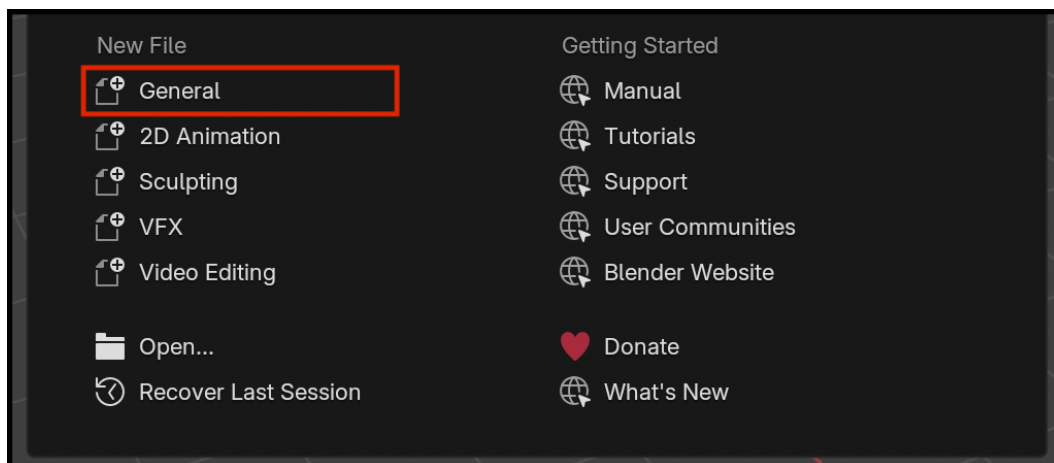
2. After opening Blender for the first time you should see a welcome menu. Select your preferred settings.



3. Click “Save New Preferences” at the bottom.

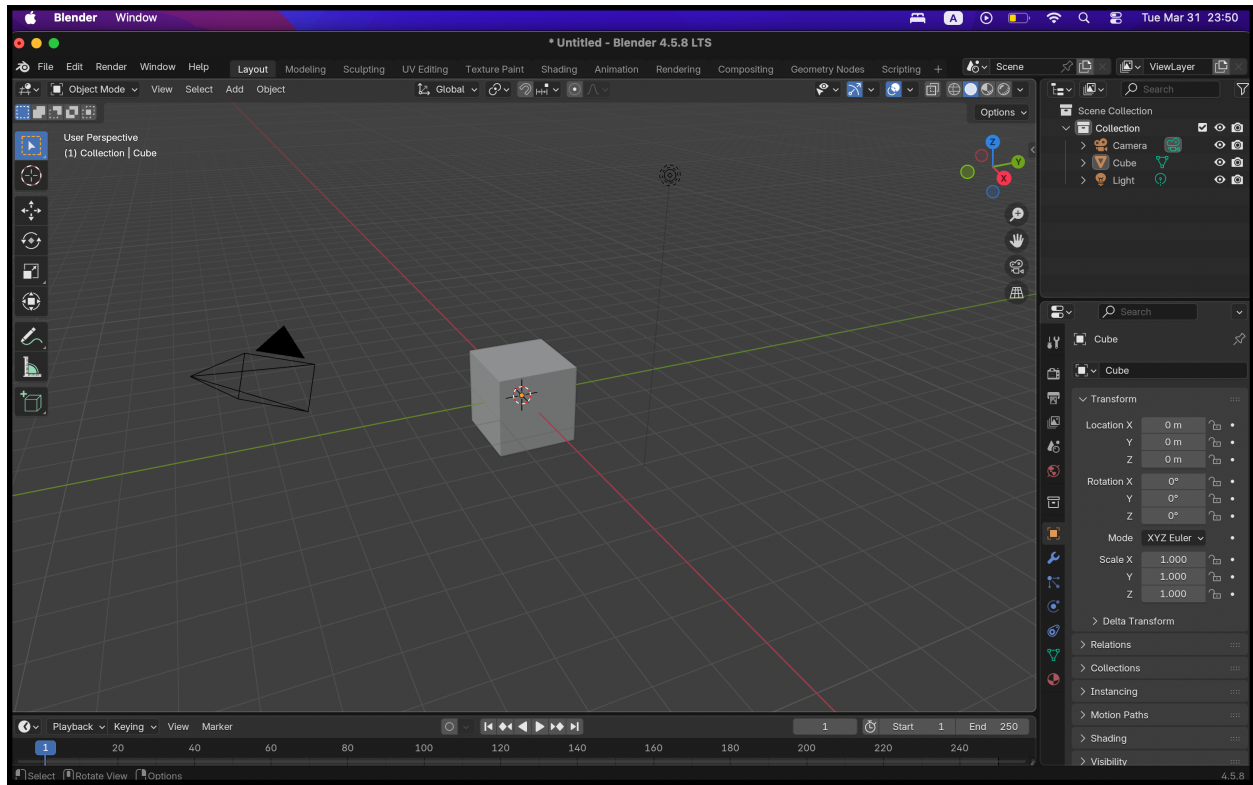


4. Under “New File” select the “General” preset.



Result

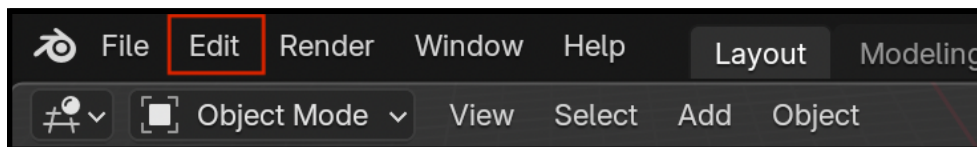
You should see a basic Blender project with three items: a default cube (center), a camera (left of the cube), and a light (right of the cube).



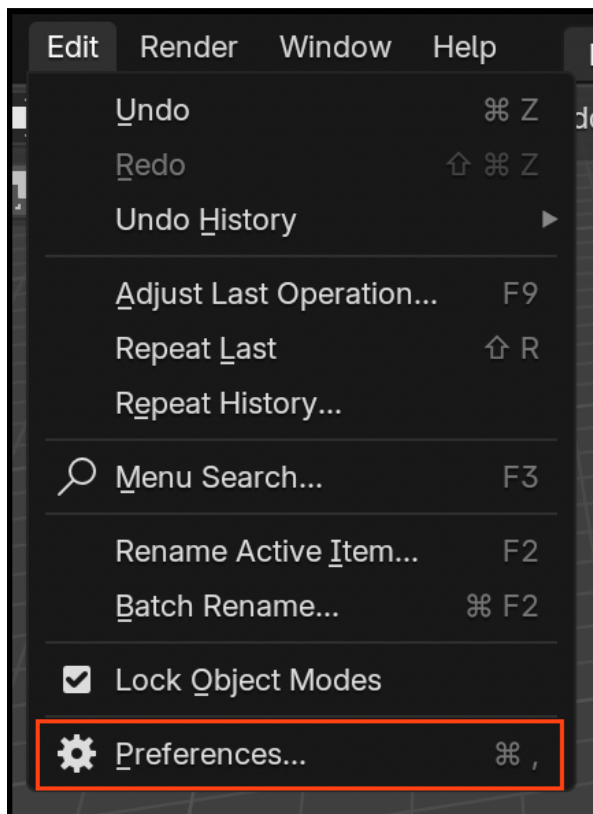
Installing a Blender Extension

Extensions allow users to add more functionality to Blender to streamline their workflow, add features that don't already exist, or even customize the look and feel of the application. As mentioned in the introduction, this documentation uses the LoopTools extension as an example, but these steps also work for many other extensions hosted on [Blender's extension page](#).

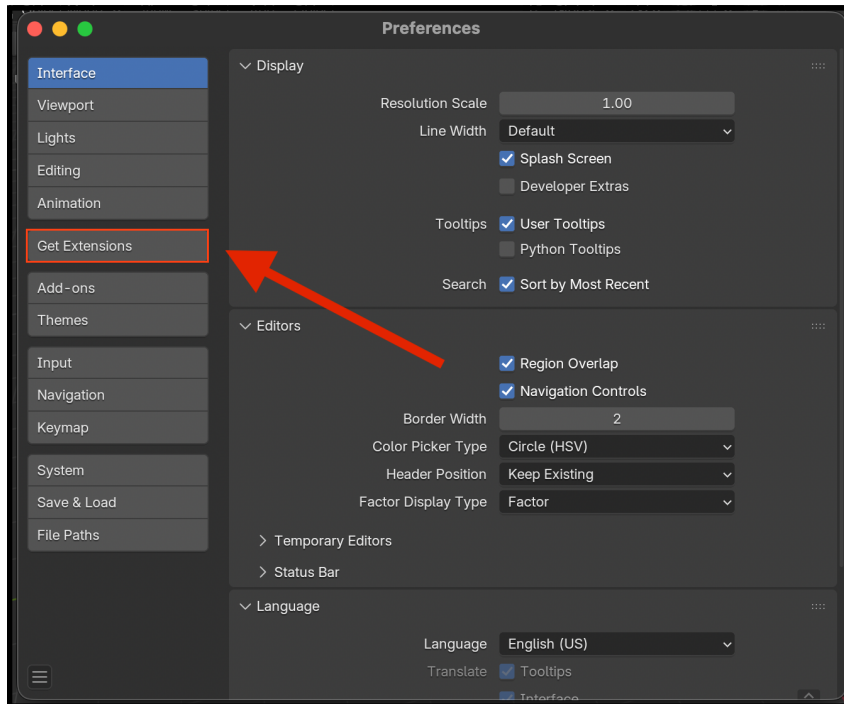
1. Click on the “Edit” button in the top menu bar.



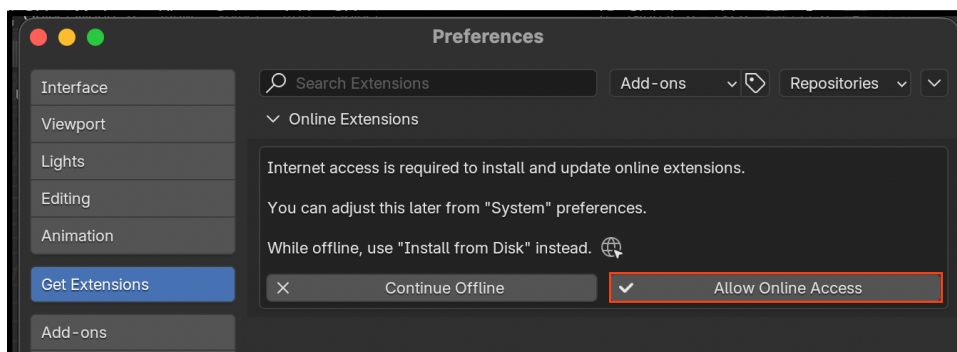
2. In the dropdown, click on “Preferences” at the bottom.



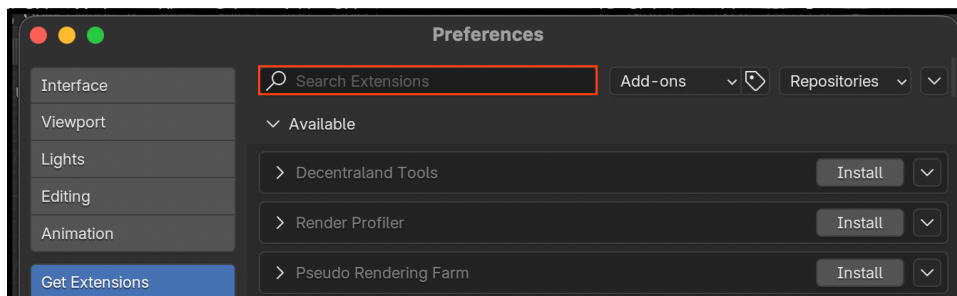
3. The preferences window should open. Click on the “Get Extensions” tab in the side bar.



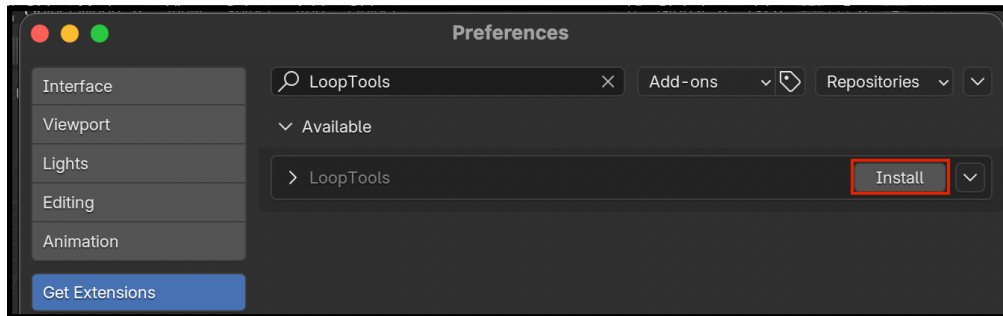
4. It will ask you to enable online services, click on enable.



5. You should see a list of available extensions. Type “LoopTools” without the quotes into the search box and press 'Enter' or 'Return'.

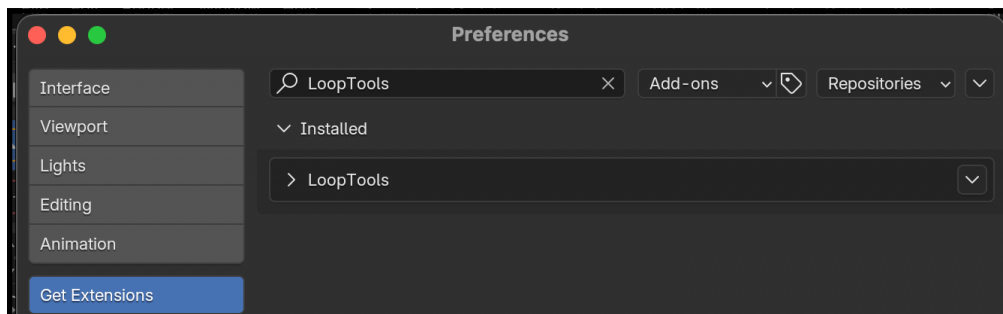


6. You should see an available extension called LoopTools. Click on the “Install” button on the right side of the extension.



Note: If you can't see LoopTools as an available extension, check if you are filtering “Add-ons” in the filter right next to the search box. If that doesn't work, check if the extension name is spelled correctly.

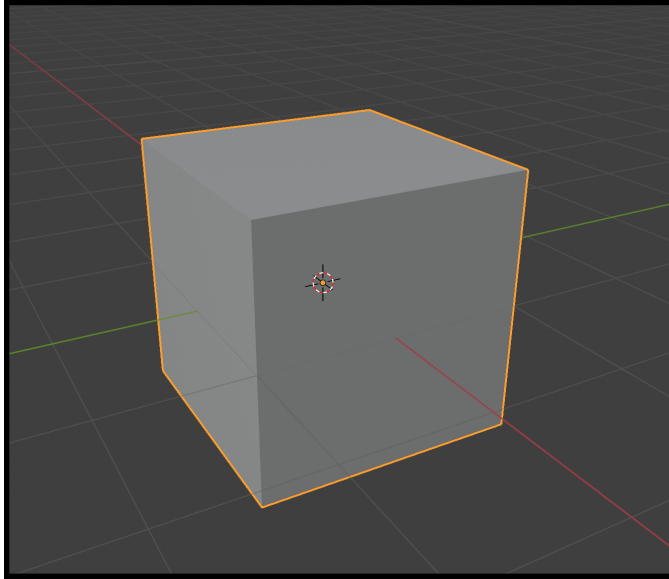
7. If you see the LoopTools extension under the "Installed" dropdown you can close the Preferences window.



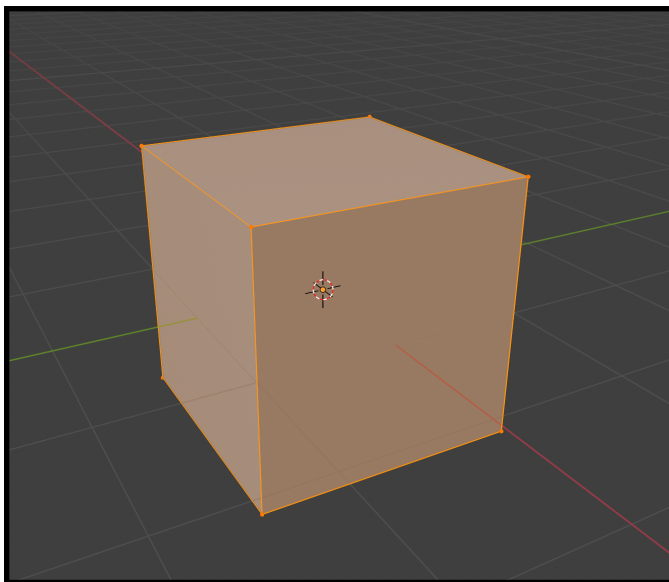
Using a Blender Extension

This section will show you how to use the LoopTools. Only steps 11 and 12 utilize the LoopTools extension and all other steps utilize Blender's default behavior. Assuming you kept Blender open, you should see three elements in the scene: a default cube, a light, and a camera. You only care about the cube for this tutorial.

1. If the cube isn't highlighted, left click on the cube to select it.

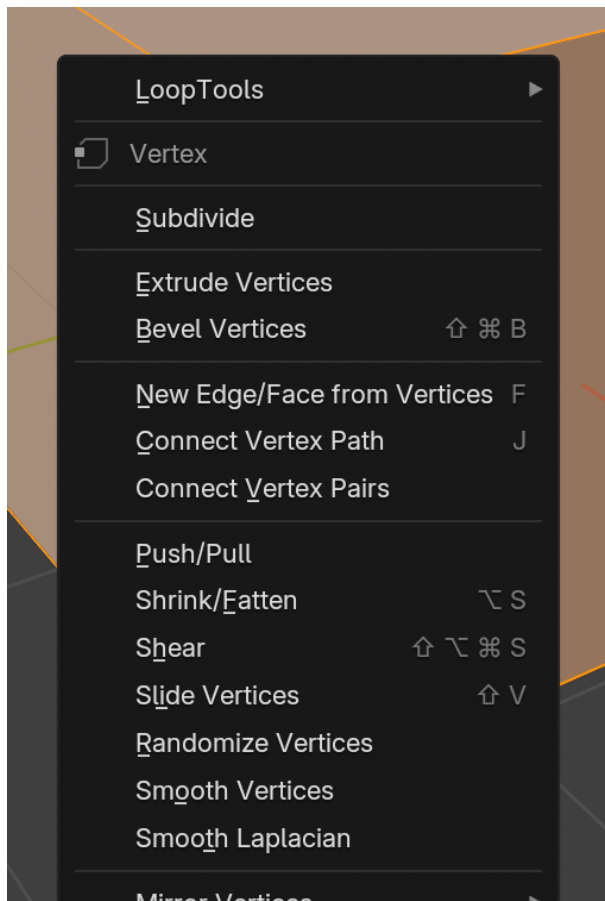


2. Press the 'Tab' key on your keyboard to switch to edit mode. Edit mode allows you to interact with the mesh of the selected object.

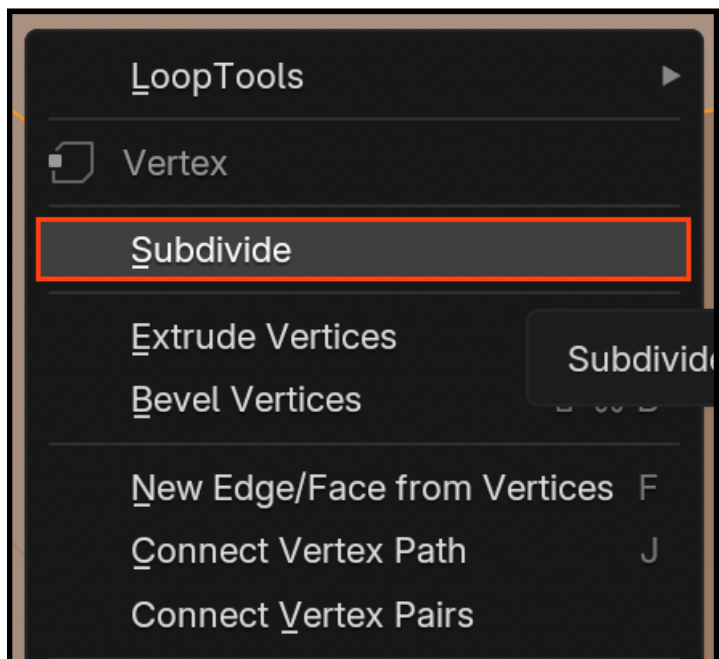


Note: To zoom into the the cube use the scroll wheel on your mouse or move two fingers apart on your track pad.

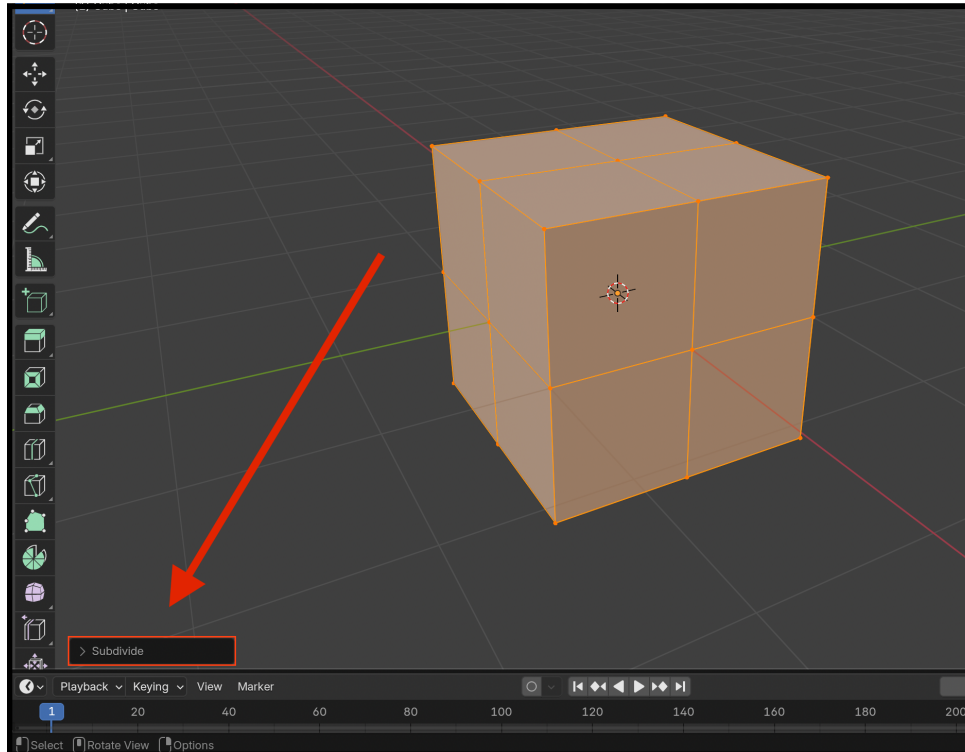
3. Right click, with the cube selected, to open the context menu.



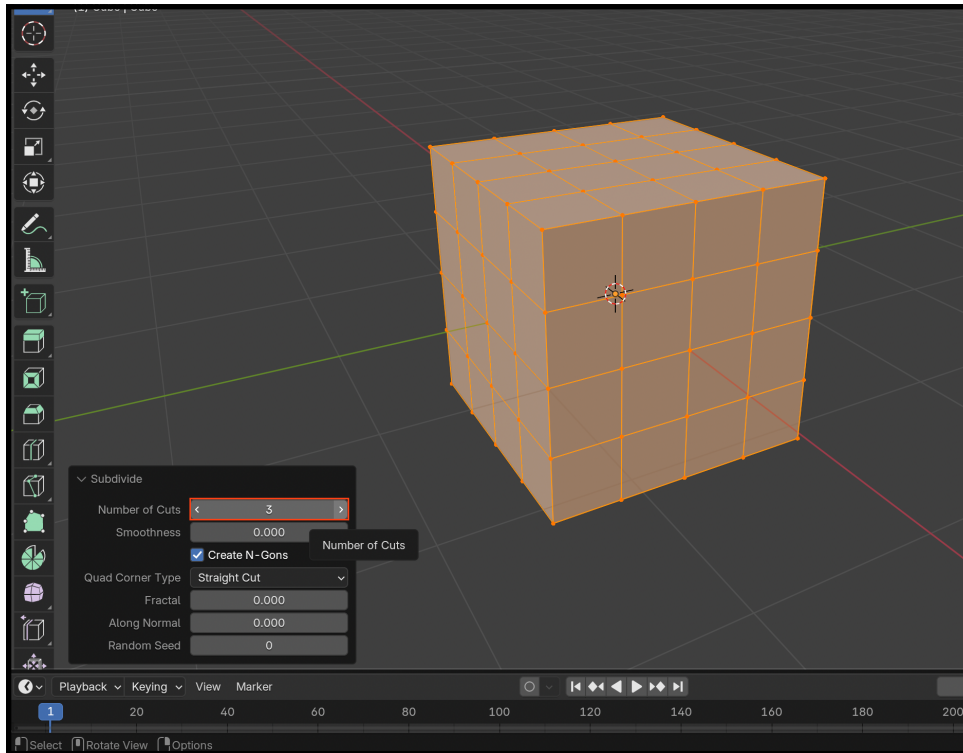
4. In the context menu, click on the option called “Subdivide”.



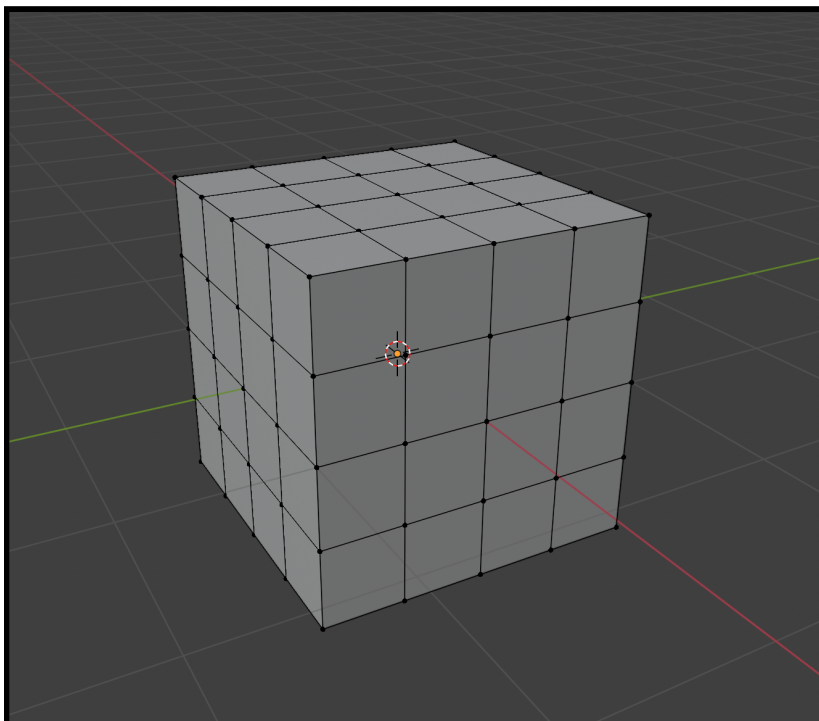
5. You should notice that the cube gets segmented into smaller segments. In the bottom left corner of the screen, you should see the Adjust Last Operation menu with “Subdivide” on it. This menu allows you to modify the settings of the last action you performed. Click on the menu to expand it.



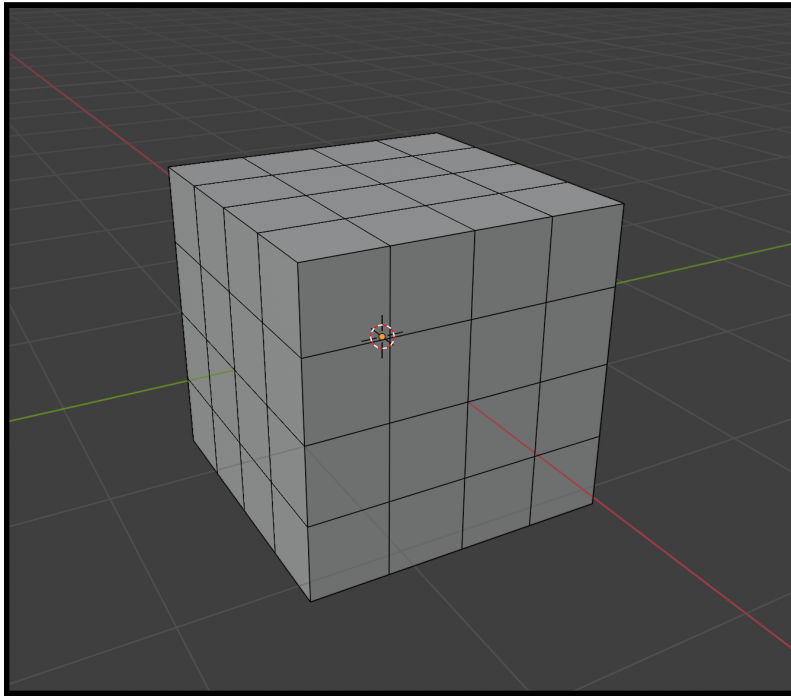
6. Once the menu expands, change the "Number of Cuts" value from 1 to 3. The mesh of the cube will update live as you change the value.



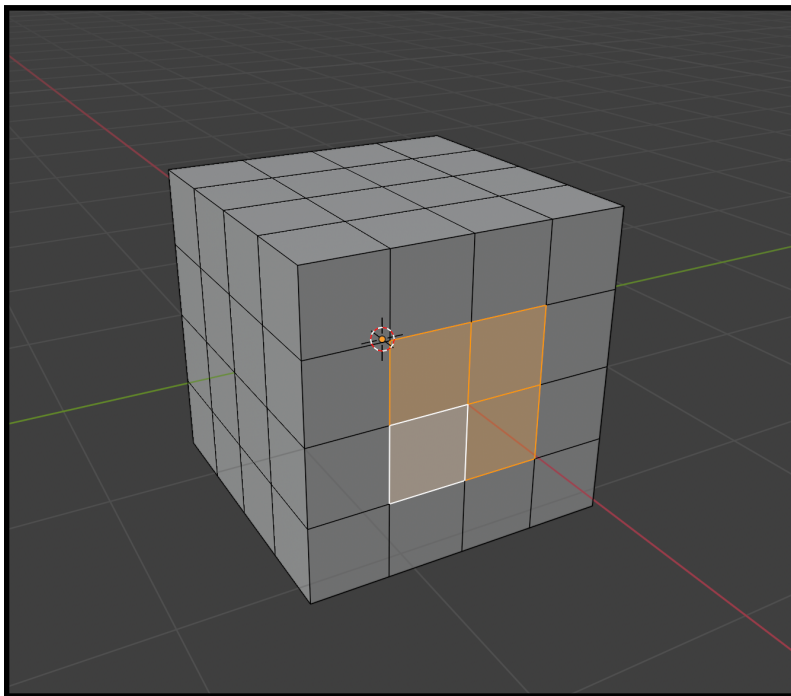
7. Click off the menu to confirm the change. This should also deselect the cube. You should also notice that there are dots where the edges of the mesh meet.



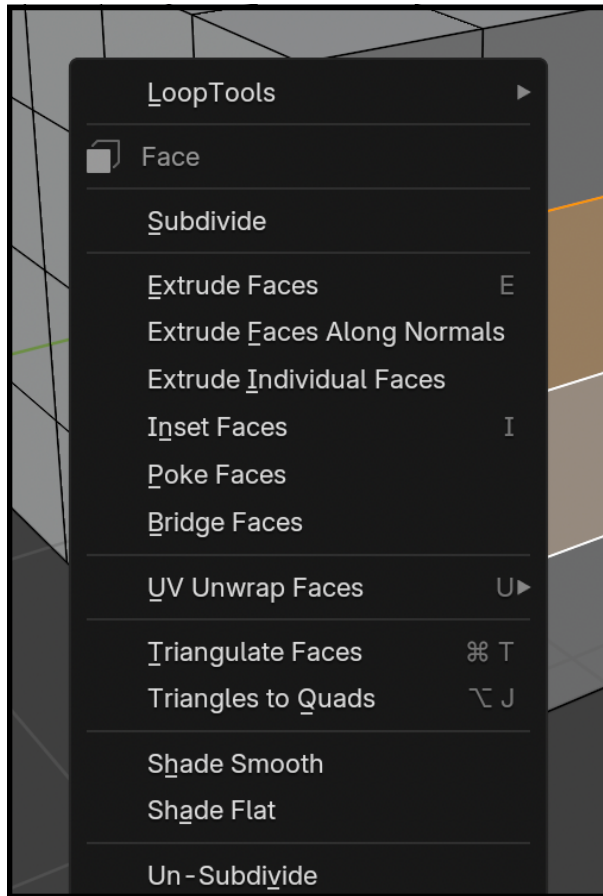
8. Now press 3 on your keyboard to switch into face select mode. You were previously in vertex select mode. Those dots should no longer be visible.



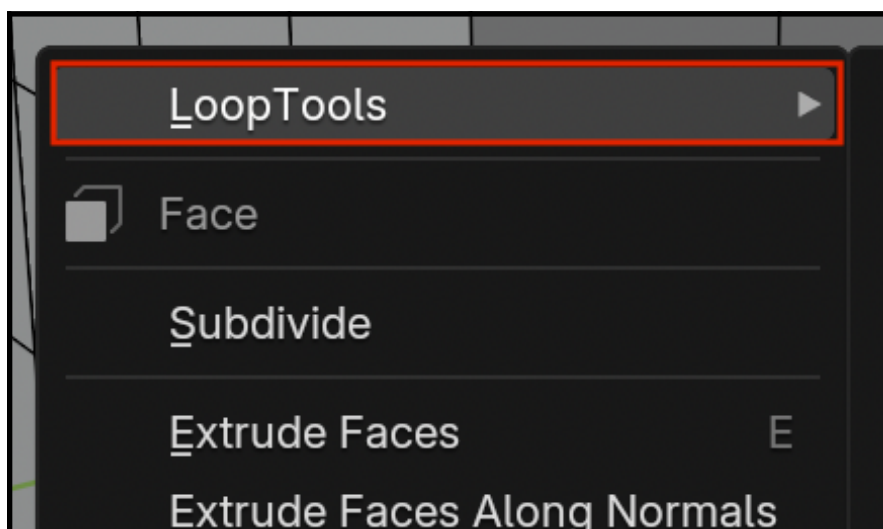
9. Hold 'Shift' and left click on the four faces in the center of one the sides of the cube to select them.



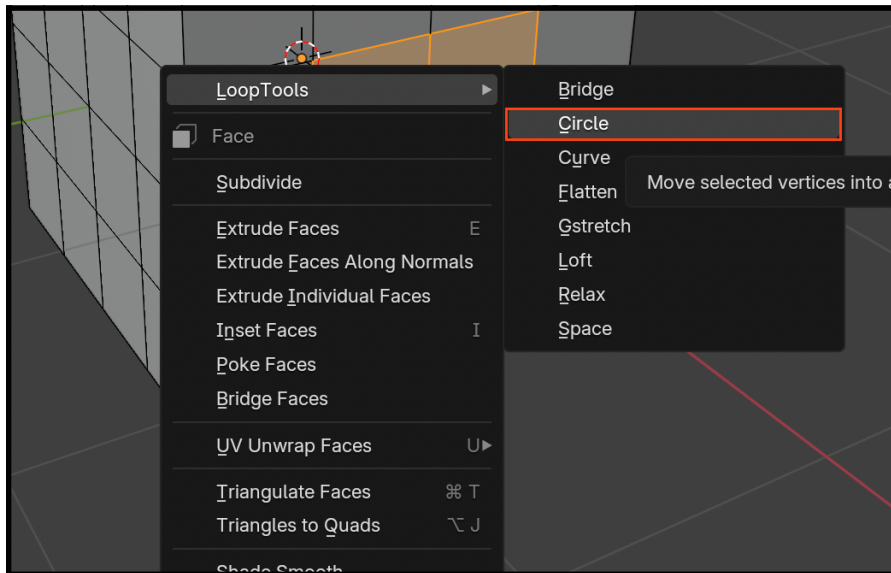
10. Right click to open the context menu.



11. In the context menu, hover over the "LoopTools" option at the top of the menu.

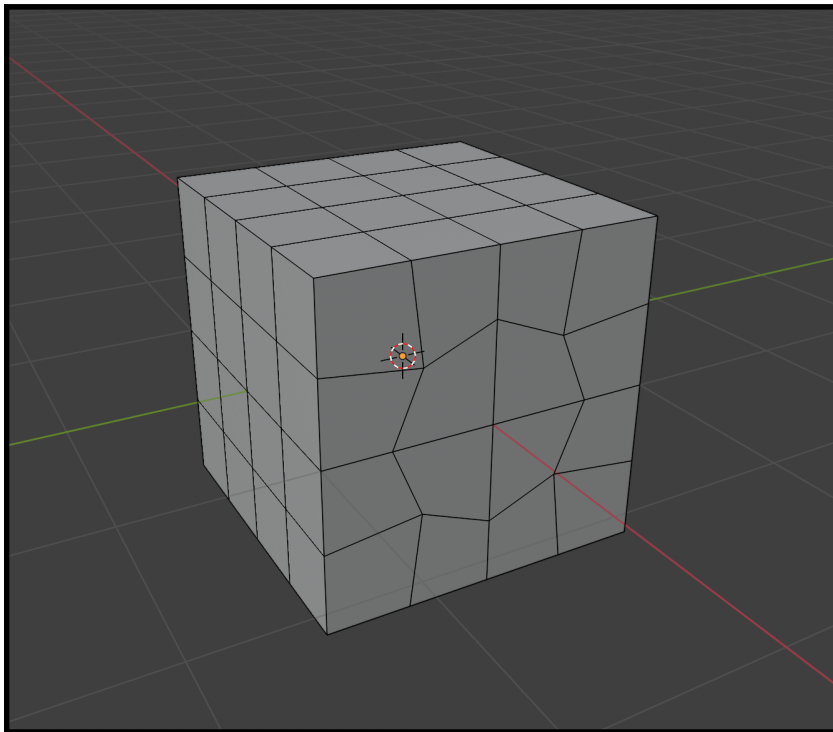


12. Then, in the sub menu, click on the "Circle" option.



Final Result

You should see the four faces you selected now form a circle. Congrats you have successfully edited a mesh in Blender using the LoopTools Blender Extension.



Conclusion

To review, you were introduced to Blender, LoopTools, and the concept of a mesh. You learned how to install and set up Blender for the first time, how to install a Blender extension, and how to use a Blender extension.

If you still have any troubles, please refer to [Blender's user manual](#).