

Copy Cat Add-on

Smart Copy & Paste Tools for Blender

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Overview

Copy Cat streamlines your workflow by letting you copy and paste **object data** between any two objects.

It supports transforms, modifiers, materials, UV maps, and more — with automatic origin alignment and one-click centering tools.

Panel Location

3D View → Sidebar (N-panel) → Copy Cat tab

You'll find four main sections:

1.  **Header Banner** – “>^⊞ω⊞^≤ Copy Cat”
 2. **Copy Section** – Choose what to copy.
 3. **Paste Section** – Paste data onto another object.
 4. **Utility Tools** – Center, Ground, Undo, Redo.
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Tools and Options

Copy Section

Option

Description

Loc	Copies object location.
Rot	Copies object rotation (Euler or Quaternion mode preserved).
Scale	Copies scaling.
Mods	Copies all active modifiers (Array, Mirror, Subsurf, etc.) with their settings.
Mats	Copies all assigned materials in the same order.
UVs	Copies UV maps.
Origin to Geometry on Get	When enabled, the object's origin is set to geometry before copying.
 Origin to Geometry Button	Instantly sets origin to geometry for the selected object.
Get Details 	Executes the copy operation and stores all selected data in memory.

2 Paste Section

Option	Description
Loc / Rot / Scale	Applies stored transform data to the target object.
Mods	Recreates copied modifiers on the target object.
Mats	Applies copied materials to the target mesh.
UVs	Pastes copied UV maps. If topology differs, the addon automatically uses Blender's Data Transfer method (Nearest Face Interpolated) to project UVs correctly.
Auto Origin on Paste	Automatically sets target origin to geometry before pasting.
Paste Details 	Pastes all selected data onto the active object. Handles UV transfer smartly even for different vertex counts.

3 Utility Tools

Tool	Description
Make Center 	Moves object so its bounding box center is at world origin (0, 0, 0).
Make Ground 	Snaps object so its lowest point rests exactly on the grid floor.
Undo  / Redo 	Performs standard Undo/Redo actions without leaving the panel. Uses LOOP_BACK and LOOP_FORWARDS icons.

How to Use

1. **Select source object** → open **Copy Cat** panel.
 2. Choose which attributes to copy (check the boxes).
 3. Click **Get Details**.
 4. **Select target object**.
 5. Choose what to paste (Loc, Rot, Scale, UVs, etc.).
 6. Click **Paste Details**.
 7. Use **Make Center** or **Make Ground** as needed.
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Tips & Best Practices

- For **different vertex counts**, UVs are projected using *Nearest Face Interpolated* mapping for smooth results.
- Use **Origin to Geometry** before copy/paste for precise alignment.
- Disable **Auto Origin on Paste** if you need to keep the target's original pivot.
- Works on all mesh objects; non-mesh data (curves, empties, etc.) is skipped safely.
- Data remains in memory until you use Get Details again.

