Sean's Weird Growths Version 2: Engine of Creation
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   Complete rewrite of the original Weird Growths Plugin. The new version gives the user much more control of the growth process.
 "Engine of Creation" is more than weird growths, it is an iterative engine that produces geometry by applying smooth shift and beveling
 tools in multiple passes, allowing precise segmented extrusions or, of course, weird growths. Weird growth options include "Tentically,"
   "Squidgy," "Planar Whatzit," and (my new favorite) "Mechano." Since iterative operations are based on smooth shifts and bevels,
                geometry that begins with quads (or tris, in 5.5) can be metaNurbed for even more weird fun.