

What is SplineLand 3ds Max Plugin and what does it do The SplineLand 3ds Max plugin is a multipurpose tool that offers interactive editing and visualization of NURBS surfaces, geometric shapes, objects and text. The whole package features an intuitive interface, which allows you to work with the objects in a quick and versatile manner. The plugin also provides a full range of customization options for adjusting the graphic appearance. It enables you to export your projects in all common formats - from HTML5 content to native files for Windows. Pricing: Free trial version available Availability: Online ordering link or contact us at info@splineand3dsmaxplugin.com to get a free trial version of this useful plugin required. There is no limitation required for the quantity of objects, maps or maps on display in one scene using this plugin. The plugin also allows you to modify the properties of the objects and create new ones by using the material and texture nodes. This is possible by directly editing them on screen, and animating their properties and attributes, such as shape and size parameters, color and texture maps. These parameters can be accessible in real-time while working with the objects so that it becomes easier to tweak them until getting desired results by applying various types of effects not only during animation but also post-animation modifications. The plugin comes with spline based handles, which can be used to perform dimensioning of the objects in real-time. For example, you can use handles to adjust an object's size from a specified distance from camera. You can also use a spline handle to attach a camera face in order to get a dynamic perspective view of the scene. With this tool, you will have an easier time in creating and controlling wireframes without using traditional tools such as 3D modeler and visualizer. Other unique features of this plugin include optimized performance when working with large amounts of map data and integrating with other utilities that work in 3ds Max such as Ai grading. This plugin is compatible with 3ds Max 2012, 2013, 2014 and 2015.

Load/Save Plugins: Has the ability to load and save plugins, which is very useful. Allows customizing the toolbar for easy access all its features. Master Files: Feature of exporting multiple projects as one single .zip file along with some final images for web pages or presentations. As well as also giving users the option to export 4K images for animation visualization on screen via AIConverter 3ds Max plug-in. Material Nodes (Plug-in Nodes): With the help of the material nodes, users are able to edit maps and material object properties. This can be done in real-time while working with them on screen, which makes it more efficient than most other methods out there. There is no need for you to depend on any external software or material editors. Extensive File Support: The plug-in fully supports all common formats such as OBJ, FBX, DXF, 3DS and STL. So you can export or import your files very easily.

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