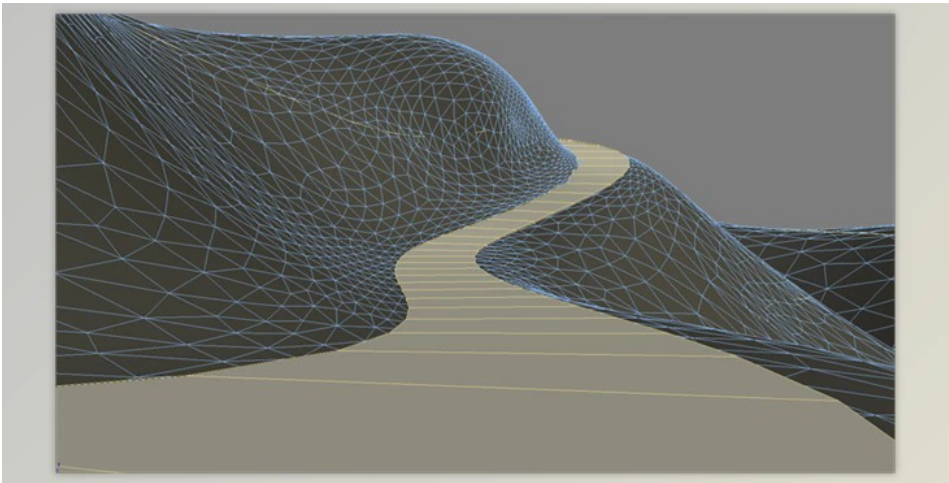
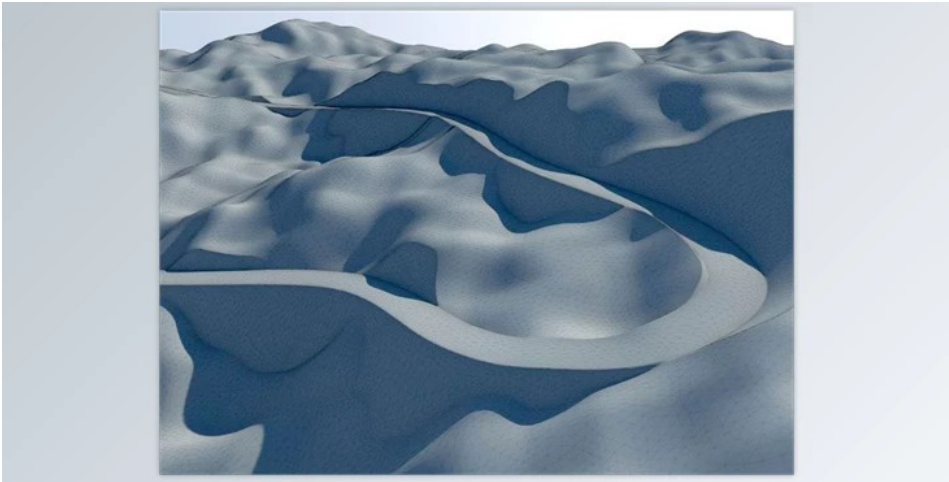


## SplineLand v1.054 for 3DS Max 2024

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- 1.
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**SplineLand v1.054 for 3DS Max 2024:** SplineLand is a plug-in to Autodesk 3ds Max that helps create topographically accurate terrains using an array of splines and roads. Without SplineLand, creating such exact results using 3D Max is almost impossible. You can now do it quickly, and with only a couple of clicks, your topographical information in the form of splines will be transformed into terrain.

## Gfx plugin details of SplineLand v1.054 for 3DS Max 2024

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平面设计

SYSTEM REQUIREMENTS:

- 3ds Max versions: 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023.
- 3ds Max Design: all
- OS: Windows XP, Windows Vista, Windows 7, 8, 10, all 32 and 64 bit
- Design of accurate and topologically correct terrains from splines indicating topographic contours
- A robust algorithm that allows you to limit the level of detail only to the areas you require to focus on, simply by adding or subtracting lines in the specific area, but without overburdening the entire scene.
- Possibility to use all kinds of splines. This includes open Splines
- With SplineLand, you can build roads on the terrain and make and level areas, create bedding courses and ground cuts that are positioned at certain angles and different heights
- Possibility to assign IDs to different terrain-specific details
- Control over grid density



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