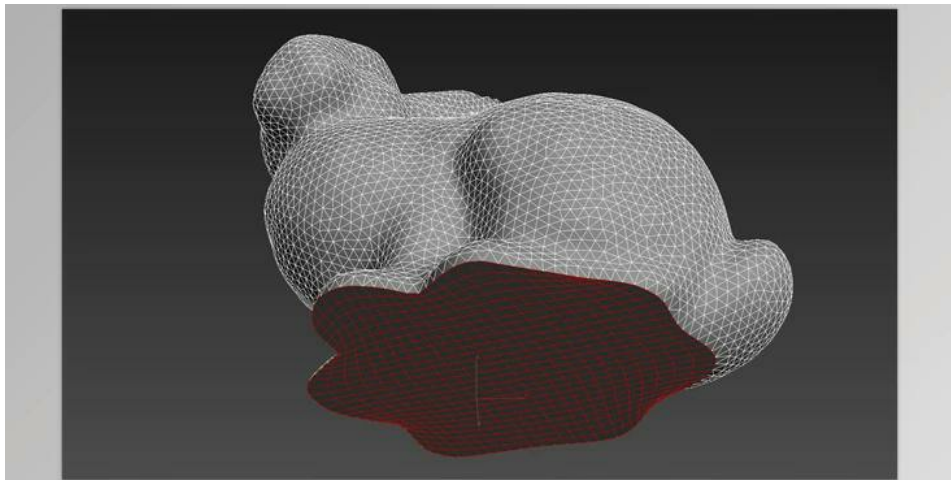


Quad Cap Pro v1.01 for 3DSMax 2008 – 2023

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Quad Cap Pro v1.01 for 3DSMax 2008 – 2023: Quad Cap Pro is a flexible plugin for 3ds Max that fills in borders and ngons using quad polygons, unlike the standard cap tool, which creates one large non. Quad Cap Pro is the successor to the Quad Cap Maxscript. It's now more efficient and comes with many features, and it also can cap ngons with an unbalanced number of sides. This can result in quads as well as a single triangle.

Situations when you might want to utilize Quad Cap Pro:

- When you've got holes or ngons within your models
- If you're using extruded Splines, quickly cap them before using a Turbosmooth modification.

Compatibility:

- Quad Cap Pro works with 3ds Max 9/2008/2009/2010/2011/2012/2013/2014/2015/2016/2017/2018/2019/2020/2021/2022/2023 (32 & 64 Bit).
- There is no need to work on manually changing Ngons into quads, and you can save time and energy by taking the time to focus on what's most crucial.
- The perfect quad topology for Cylinders and spheres
- There's no sensation of being squeezed when applying turbosmooth.
- Perfectly subdivides
- Improves the hard surface modeling, as well as organic models



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