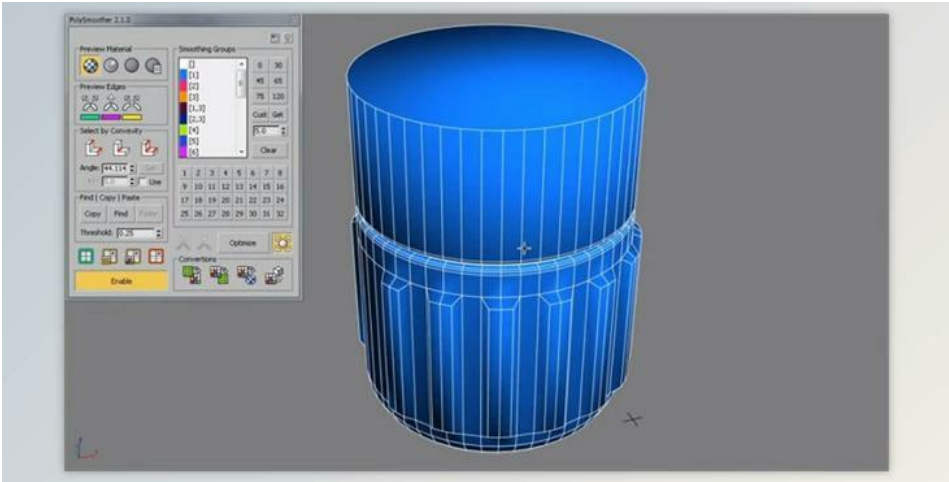




PolySmoother v2.6.4 for 3Ds Max 2016-2025

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PolySmoother v2.6.4 for 3Ds Max 2016-2025 is a robust tool designed for the efficient management of Smoothing Groups.

How to create a quad sphere using QuadSphere?

You can use "PolySmoother" to design your project.

Gfx plugin details of PolySmoother

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"PolySmoother" Samples:

PolyUnwrapper offers a suite of tools tailored for texture artists in the game and architectural sectors. Advanced UV Normalizer regularizes Texel density across various objects, aiding in object recovery.

QuadSphere is an Object plugin that creates quad-shaped spheres, beneficial for low polygon modeling and mesh subdivision. To install, drag and drop the MZP file into the 3Ds Max window or run it via MaxScript, press "Install," and locate the "POLYSMOOTHER" category in the "Customize User Interface" dialog.



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