

MultiScatter 1.630 for 3ds Max 2024

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MultiScatter is a plugin for 3ds max that Functions with V-Ray, Mental Ray, and Corona and Octane manufacturing systems. It's the Potential to make complex scenes with a massive number of items simple and Fast with the assistance of this plugin.

MultiScatter lets rendering engines create vast amounts of objects within an array. The compatibility with the 64-bit system allows MultiScatter to build and submit renders such as forests and cities in the flash of an eye. Rapid rendering time generation of objects thanks to optimized RAM management makes creating scenes very efficient.

Differentiates from VRayScatter 3DS Max:

- Support for Mental Ray (geometry as well as Mental Proxy)
- Not just VrayProxy, but any geometry that can be supported
- Multiple objects within one Scatter
- Probability texture of objects "clustering."
- Multithreading is a feature that can be used for all operations, including viewports.
- Selecting objects directly from a scene
- Materials, properties, and animations are interdependently linked to scene objects.
- "Help pictures" for new users (possible to turn off).
- Viewport Preview Mode Revolutionary for the viewport - points.
- A wire color or diffuse color previews in the viewport.
- Collision preview in the viewport.
- Converting MultiScatter objects into one mesh or instantly copied objects.
- MultiScatter utility.

SYSTEM REQUIREMENTS:

- MultiScatter 1.097 and greater:
- 3Ds Max versions 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 20, 2022, 2023, 2024
- If you are using V-Ray, versions include: 3.6, 4. x (Next) 5 6, 6.1

Features:

- The ability to create vast amounts of objects (hundreds of thousands or millions)
- Rapid rendering of objects using optimized management of RAM
- Random changes (scale and rotating) of objects within an array
- Distribution of objects based on the use of procedural or bitmap maps
- The scaling of objects is based on the use of procedural maps or bitmaps
- Realtime viewport preview of object placement
- Different types of viewports for previews of objects
- The particular procedural map called the MultiScatterTexture
- Support for 64-bits



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