



### MW3D-Solutions Cheetah3D v8.1.1 (Mac)

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**MW3D-Solutions Cheetah3D** is a robust 3D modeling, rendering, and animation software tailored for Mac users. It provides a comprehensive suite of tools for modeling, including polygonal, subdivision surface, and spline techniques, making it suitable for both beginners and experienced artists alike. With powerful animation features like character rigging and a Bullet physics engine for realistic rigid and soft body dynamics simulations, Cheetah3D excels in bringing creations to life. The software also includes an intuitive UV editor and a node-based material system for efficient texturing.

Advanced rendering capabilities, such as ray tracing, global illumination, HDRI, and caustics, allow users to produce high-quality visuals. Cheetah3D also offers an easy-to-learn JavaScript API, enabling users to extend its functionality.

- **Built in Cocoa:** Written entirely in Cocoa, providing native macOS support.
- **Universal Binary:** Works on both Apple Silicon and Intel Macs.
- **Native Retina Display Support:** Optimized for high-resolution displays on Mac.
- **Mac-like Interface:** A user interface that aligns with macOS design principles.
- **Metal 3D Preview:** Enhanced 3D preview using Metal, offering high performance and rendering.
- **Customizable UI Layout:** Allows flexibility in arranging the workspace to your preference.
- **Animation Support:** Almost all parameters are animatable, offering animation flexibility.
- **Ngon Support:** Polygons can have any number of edges (ngons), allowing for complex shapes.
- **Comprehensive Selection Tools:** Full set of object, polygon, and point selection tools.
- **Transformation Hierarchy:** Hierarchical structure for organizing object transformations.
- **Object Tags:** Additional features and attributes can be assigned to objects using tags.
- **Intuitive Editors:** User-friendly editors for managing objects, materials, and properties.
- **Material Options:** Supports up to 16 different materials per mesh for more complex material setups.
- **Integrated Renderer:** Multi-threaded, fully integrated renderer for efficient processing.
- **Drag-and-Drop Materials:** Easily drag and drop materials onto polygon selections for quick application.
- **External File Linking:** Allows linking of external 3D files into the scene for better asset management.
- **Multi-object Selection:** Supports selecting and working with multiple objects simultaneously.
- **Character Animation Tools:** Includes tools designed specifically for character animation.
- **Snapping:** Provides snapping functionality for precise placement and alignment of objects.
- **Customizable Hotkeys:** Fully customizable hotkeys for efficient workflow and control.
- **Customizable Mouse Controls:** Offers the option to customize mouse controls to suit personal preferences.
- **Customizable Toolbar:** The toolbar layout can be customized for faster access to commonly used tools.



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