



Fracture FX 2.1.1 for Maya 2017-2023 (Win, Mac)

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Fracture FX 2.1.1 for Maya 2017-2023 (Win, Mac): Fracture FX is groundbreaking procedural demolition software designed for the Visual Effects (VFX) and video game industry. Its scalable and event-based architecture gives artists complete control over destruction simulations, resulting in faster shot finals and reduced person-hours per shot.

Product Highlights:

- Art-directable simulations for creative control
- Efficient iterations with the ability to compare and review destruction elements
- Out-of-the-box usability—ideal for users with basic 3D knowledge
- Fast and personal customer support from industry professionals

Fracture FX simplifies creating realistic destruction simulations, offering efficiency and creative freedom. If you're new to destruction simulations, this tool is designed to get you started quickly. Contact the dedicated customer support for direct assistance from experienced engineers and product managers.

- Complete control over simulation with events
- Effortless simulation scalability
- Fast iterations with takes
- Fracturing, splintering, split planes, clustering, interactive fracture pattern control
- Sticky springs (glue constraints)
- Swappable solvers and API for flexibility



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