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Growfx V2.0.1 FOR 3DS MAX 2024

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Growfx V2.0.1 FOR 3DS MAX 2024:

Exlevel is pleased to present GrowFX a plant model and animation system that works with Autodesk(r) 3ds Max

Flexibility

It is possible to create digitally a realistic 3-D representation of every plant from trees and grass to woodlands, using an easy-to-use interface as well as a basic set of parameters that can be set by yourself.

Plants that can be created

GrowFX allows you to design broadleaf trees, conifers flowers, palm trees Ivy, and many more vegetational compositions. The model-building tools it provides allow you to design creeping plants, interspersed scene objects, and shearing plants in any shape. Plants can be bent around objects.

Animation

GrowFX is fully compatible with 3DS Max(r). Each parameter can be animated. You could, for instance, make a wind animation, a plant growth animation, and many other types of animation that you can think of. There's also the possibility to modify the parameters with MAXScript.

Features

GrowFX is a plug-in to Autodesk (r) 3ds Max (r), that allows you to design any trees and plants as well as animated them. GrowFX 1.9.9 SP11 is compatible with 3ds Max 9. 2008, 2009, 2010 and 2011, 2013 and 2015, 2016. 2017 and 2018, 2019. 2020 2021, 2022 2023 2024 (32/64-bits) and 3ds Max Design 2009 2010 and 2011 2013, 2014, 2012, 2013, 2015 (32/64-bits).
GrowFX 2.0.1 is compatible with 3dsMax 2013, 2014, 2015, 2016 2017, and 2018. 2020 2021, 2022 2023 2024 (32/64-bits) and 3ds Max Design 2013 2013, 2014, and 2014, (32/64-bits).

Realistic trees are created

GrowFX lets you create very realistic trees with an exclusive technology called " Meta Mesh". Through Meta mesh, it's possible to connect branches and a trunk into one surface, that smooths out the transitions between points of contact. Meta mesh also allows for the creation of trees in any form.

Create woodland and grass

One GrowFX object may serve as a basis for an individual plant or collection of plants. It is possible to do this by distributing it either through pre-determined start points or by distributing it from the surface of the object. When distribution occurs on a surface of an object the parameters can be controlled through texture maps. Maps, for instance, are able to control the plant density as well as the height of plants and more.

Plants to create trails and climbing plants

The direction modifier is known as " Object reaction" lets you create an array of trails and climbing plants making use of path reaction (reflection or magnet) in relation to the other items in the scene. Additionally, reactions allow you to make plants that grow around obstacles or even in enclosed spaces.

Create plants with sheared leaves

The direction modifier known as " Object slice" allows you to design sheared plants of any form. By doing this you can use the standard shapes of helper objects in the Exlevel category, which includes the plane, box, and sphere, as well as the shape of any geometric objects in an environment.

Plants of any form can be created

GrowFX allows users to define any form for stems and branches. This can be accomplished through splines using Spline direction modifiers. directions of the Spline modifier. When you do this it is possible to use interpolation among splines making smooth transitions between shapes from one to another.

Animation in GrowFX

It is possible to animate every parameter and make every plant-related animation you want: growth, wind, etc. It is also

possible to utilize an Affects method to create certain parameters that affect other users which means that you do not need to create the animation manually. For instance, you could create a dependency on the size of the main branches based on the height of an overall tree, and a dependency on smaller flowering plants from the length of the main branches. It's then enough to create a tree's height to make a full-blown animation of a plant growing.

Custom geometric objects can be created using custom geometry

GrowFX has a mesh-building tool called " Instanced geometry". It lets you use any geometric object and even complete hierarchies of objects created by users to design fruits, leaves, flowers, and other items that are needed by the plant. In addition, you can make animations for these items to display how they grow by distributing them throughout the plant's main. For instance, you could create a plant with flowering blossoms in its lower parts and buds on the top. The GrowFX object inherits all materials used by the objects. The objects can be deformed in different directions that could be used to design unique leaves. By forming just one shape of the leaf, you could make it move in the wind or create leaves that stand out due to the erratic directions.

Display speed in the viewport

Most plants in 3D contain a lot of polygons and verticles. This makes it difficult to display a lot of plants in the viewports. In GrowFX this problem is resolved. There is a unique display mode called " Lines" that shows models in the viewport as lines. Additionally, when paths generate numerous lines (for instance small branches, leaves, or even leaves) it is possible to define the number of lines to be displayed in the viewport by setting the lowest amount of percent of Paths.

HOW TO INSTALL

- Step 1. Close 3ds Max if it is running.
  Run the installer and click Next.
- Step 2. Enter your name and company.
- Step 3. Read and accept the License Agreement.
- Step 4. Select the version of your operating system, 64 or 32-bit, if applicable.
- Step 5. Select the components to install.
  GrowFX ver 1.9.9 (final) plugin is a previous version that allows you to convert GrowFX 1.x models to GrowFX 2.x. This is a complete plugin of the latest version 1.9.9 and you can use it as well.
  If you don't plan to open max files with GrowFX 1.x models, you can uncheck this.
- Step 6. Select the folder where the plug-in will be installed.
  You can simply click Next.
- Step 7. Choose the root directory of 3ds Max.
  For example, it can be "C:\Program Files\Autodesk\3ds Max (version of 3ds Max)\".
- Step 8. To start the installation, click Install.
- Step 9. To finish the installation, click Finish.
- Step 10. Run 3ds, Max. Go to the Create command panel and on the Geometry tab, select Exlevel from the list, then click the GrowFX2 button. Click in the viewport and move the mouse to set the center and size of the GrowFX icon.