KM-3D SmoothBoolean v2.1 for 3ds Max 2015 – 2024

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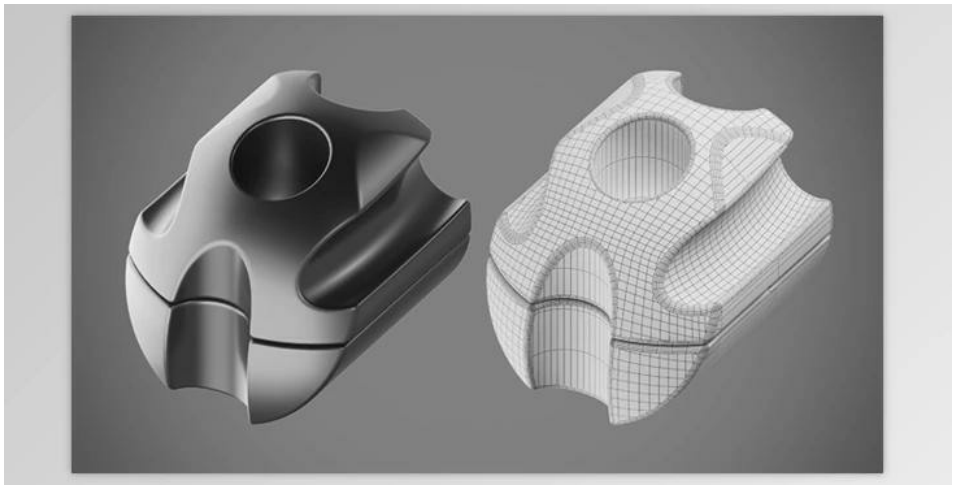

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KM-3D SmoothBoolean v2.1 for 3ds Max 2015-2024 is a plugin that enables fluid transitions between ProBoolean meshes, eliminating the need for manual cleanup of messy topologies.

How can users design 3D projects using tools?

They can design their project beautifully using "KM-3D SmoothBoolean".

Gfx plugin details of KM-3D SmoothBoolean

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"KM-3D SmoothBoolean" Samples:

This tool enhances 3D modeling by allowing users to create stunning renderings and game assets without intricate Sub-D modeling.

The plugin includes the SmoothBridge modifier for seamlessly connecting open-edge loops and handles complex boolean operations with improved stability and speed. Version 2.1 features enhancements such as low-poly mesh handling, faster processing, and a sbNormalMap modifier for restoring smooth normals.

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