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Spline Combiner v1.20 for 3ds Max

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Spline Combiner v1.20 for 3ds Max: Spline Combiner is a 3dsMax plugin that allows the simultaneous editing of multiple spline curvatures, which allows you to perform the boolean operation between shapes, cutting and breaking the shapes into smaller pieces and also control intersections of curves.

Combine several independent shapes using Boolean functions, as in a vector 2D software using union, Subtraction, or Intersection methods.

Make use of this shape Cutter Tool to create cookie cuts on shapes. It is easy to break them up into smaller pieces.

Automatedly find intersecting points between splines. Create vertices or add helpers. Find self-intersections within single Splines—break lines at intersections.

This tool is ideal for professional and amateur artists in Architectural Visualization, 3D Modeling, CG Animation, and Motion Graphics.

Spline Combiner is a commercially-produced script for 3dsMax 2012 or higher.

- **Boolean Splines**
- Support for multiple independent shapes.
- Methods: Union, Subtraction, Intersection.
- Automatically prepare boolean compatible forms: shut flatten, and make coplanar.
- **Shape Cutter**
- Cut one shape to cut another. Both closed and open forms are acceptable.
- Automatically prepare forms: smooth, create coplanar.
- Cookies are cut as an option for closed forms.
- Keep splines in subobjects or separate them from each other.
- **Spline intersections and detection**
- There are three options: between forms, among sub splines within the shape Self-intersections.
- Actions such as refining, splitting lines, remove all.
- Helpers should be placed at intersections.
- **Extra Tools**: Attach shapes, weld vertices, and flattened shapes.
- No plugin dependency.

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