Marius Silaghi’s plugins for 3DS Max 2013 – 2024

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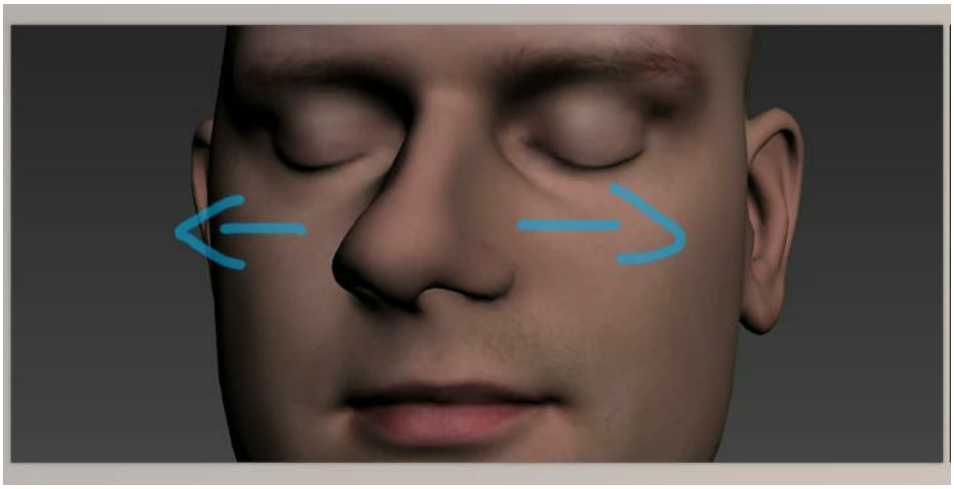

Marius Silaghi's plugins for 3DS Max 2013 – 2024:

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How to use Radial Symmetry and Jiggle in plugins?

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The list of available plugins:

- Clothify Pro
- Path Deform Pro
- Shell Pro
- Relax Pro
- Contrast Pro
- Push Pro
- TurboTriSmooth
- Unwrap Pro
- Deformation Cleaner
- TurboSmooth Pro
- Quad Chamfer Modifier
- TurboReverse
- Quad Cap Pro
- Radial Symmetry
- Tension Morpher
- Jiggle

Clothify Pro is a modification to 3ds Max. It makes animating and modeling cloth easy, controlled, user-friendly, quick, and non-destructive. It delivers instant results without waiting until the simulation is completed. The painful sculpting of cloth could be prevented.

Edit a parameter, and you can see the immediate effect. Each parameter can be controlled through the soft-selection feature, weights for vertex, or vertex colors, giving you dazzling control.

Any deformation applied under the modifier will affect the fabric, so it is possible to use any of the various options 3ds Max has, such as Edit Poly, Skin, FFD, Bend, Affect Region, and Path Deform. You can also use it in conjunction with Freeform brushes. In reality, using it with any other object that deforms the mesh is possible.

Currently, it does not handle collisions that occur with objects or self-intersections. They can occur if the mesh doesn't self-intersect and volume preservation isn't yet accessible.

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Other 平面设计

Path Deform Pro is a modification that works with 3ds Max that alters the models in a specific direction without creating self-intersections like the normal Path Deform modifier, which produces many self-intersections. It causes less stretching and pinching when the Path curves.
It also offers options for preservation of volume and slink effect, roll and rigid deformation, scaling/rotation with a curve, and complete control of the up-vector by using a different spline to examine and others. Global intersections can still happen when the mesh is highly dense or the paths are near a point where it intersects.

Here are a few advantages you can enjoy:

- Self-intersections are not necessary.
- Many options to achieve the exact deformation you desire
- You can save time and energy by avoiding the hassle of cleaning up the mess of the bad outcomes

Shell Pro is a mod for 3ds Max, which creates an outer shell around models that do not cause self-intersections, unlike the traditional Shell modifier that causes many self-intersections. The surface details are also preserved exceptionally well. Furthermore, it offers options for chamfer, fillet, and beveling the edges of the outer shell. Global intersections can still happen in the case of high-thickness shells, or the outer and inner shells may be able to meet due to complicated geometry, such as ears, etc.

Here are a few of the advantages you will get:

- Self-intersections are not necessary.
- Make sure you quickly bevel around the edge of your shell
- You can save time and money when 3D printing hollow models using Shell Pro
- Reduce time and energy spent modeling shells and similar objects

Relax Pro can be described as a modification that works with 3ds Max that smoothes meshes and preserves their volume, unlike Relax, which reduces them by quite a bit. It is possible to set it to move vertices across the surface so there is no loss in volume.
It's resolution-independent, meaning that areas with many polygons will smooth the exact amount as smaller ones. Brilliant border smoothing stops the border from shrinking or expanding, a significant issue when using the standard Relax.
The relaxation can be controlled using any selection, either soft selection or the vertex color. Also, it can control the smoothing process using smoothing groups.

Here are a few of the advantages you will get:

- Don't lose volume
- Slide the vertices across the surface while relaxing
- Maintain borders of the same shape and smooth them
- Small and big polygons are smooth in the same way

Contrast Pro is a modifier for 3ds Max, which enhances the detail in 3D models and allows you to swiftly enhance the contrast of entire models or highlight certain regions. Large and small polygons can get the same amount of contrast by selecting "Uniform" the "Uniform" option.

Here are a few of the advantages you will get:

- Make sure you add the look of your models to add
- Make sure you highlight specific areas of your models, creating contrast in those areas.
- Improve sculpts, scans, or everyday models
- Reduce time and energy spent by not needing to redo a model or sculpt

Push Pro is a modification for 3ds Max that can push vertices inwards or outwards and prevents self-intersections from happening, in contrast to the standard Push that causes a lot of self-intersections. Surface details are preserved well, and global intersections are still possible when pushing values are high.
Experimentation with the use of it to modify the displacement and to create projection cages for baking texture.

Here are a few of the advantages you will get:

- Make a short, thin, or fat version of your models.
- There are no self-intersections
- Preserve details
- Then there are artifacts.
- You will save time by not needing to clean negative results from the push standard.

TurboTriSmooth is a modifiable 3ds Max that divides triangle meshes, delivering better results and a more attractive topology than TurboSmooth.
It can be used on triangulated models, cloth scanning meshes and decimated models terrain, fluid simulations, and any other triangle mesh.
The software will triangulate models before subdividing.
NEW In 1.02 - Support for semi-sharp creases added based on the value of edge creases and smoothing groups

Here are a few advantages you can enjoy:

- The results are smoother than the normal TurboSmooth to meshes made of triangles
- Artifacts are not the only thing.
- Nicer topology

- Produces fewer polygons per iteration than the normal TurboSmooth

Unwrap Pro is a 3ds Max plugin that unwraps meshes and produces low-distortion, overlap-free UVs that are weighted, unlike those produced by the 3ds Max Peel command, which produces overlap UVs that have high area distortion.
It's rapid (a 1 million triangular mesh can be removed in 23 seconds). It's easy to use (select a few UVs and hold one button). Unwrap Pro will not add seams or even pack UVs for you.

Here are a few advantages you can enjoy:

- Reduce time and energy spent wrapping meshes, and don't have to worry about damaged or overlapping UVs.
- Use vertex colors and soft selections to improve the density of pixel images for essential elements.
- It's unnecessary to edit manually or pin UVs to get excellent results.
- High-quality UVs in a flash with a single press.

Deformation Cleaner is a mod for 3ds Max that smoothes any model deformation without smoothing the model's original details. It is an instant post-correction process to smooth any deformation.

Here are a few advantages you can enjoy:

- Improve rig deformations.
- Better deformations are achieved more efficiently and quicker.
- Make it easier to manage your rigging and skinning workflow.
- Simply remove mesh stretching.

TurboSmooth Pro is a modifier plugin for 3ds Max that creates nice soft, semi-sharp lines on your models, in contrast to the creases that ugly regular TurboSmooth creates. Additionally, it allows you to have linear UVs, which can sometimes aid in the texturing process.
Some of the articles written by Neil Blevins explain some of the flaws of the standard TurboSmooth moderator and are corrected through TurboSmooth Pro.

Here are a few of the advantages you will get:

- Quickly and effortlessly make smooth and beautiful creases using edge weights and smoothing groups.
- You do not have to worry about putting in support loops.
- Gain greater access to your web.
- Beware of artifacts produced by support loops.

The Quad Chamfer modifier produces all quad chamfers, unlike the standard 3ds Max chamfer, which creates lots of triangles and Ngons.
It is the sequel to the Quad Chamfer Maxscript. It is improved by:

- Speed. Since it is a native Cplugin, it lets you modify the chamfers' properties in real-time.
- Control. You can alter the appearance of your chamfers by adjusting their sharpness and roundness.
- Robustness. A new and robust algorithm lets users cut any combination of edges without the risk of unpredictable outcomes.
- Flexibility. There is no obligation to any chamfer, and you can permanently alter them in the future.
- Workflow. Alongside edge selection, you can also chamfer using smoothing the boundaries of groups and edge weights. This allows you to modify the underlying topology without damaging or losing your chamfers. Chamfering with edge weights lets you have different widths for your chamfers.

TurboReverse is a 3dsMax modification that produces the opposite result of TurboSmooth. It can recreate subdivided levels in a subdivided mesh with 100% accuracy while maintaining the original UVs.
The successor to the Subdivision Reversion max script.

- It's 100 times faster than it was, and it is a native 3ds Max plugin and no longer a max script.
- Depending on your selected model, it can reverse only a portion of your models.
- It is possible to be reversed multiple times at one time.

Here are a few advantages you can enjoy:

- If a 3D model purchased online has its modifier stack collapsed, it's nearly useless. You can't edit, unwrap, or make it rig, but using TurboReverse, you can recreate the first subdivision level. After that, do the same.
- If, in your production process, you are required to break the model using TurboReverse, you could restore the subdivisions in the future.
- If you apply a turbosmooth modification to the reconstructed subdivision level, you'll end up with the identical mesh you had in the original.

Quad Cap Pro is a Modifier plugin for 3dsMax that fills in borders and ngons using quad polygons, unlike the standard cap tool that produces one large ngon.
Quad Cap Pro will be the next generation to the Quad Cap Maxscript. It's faster, comes with various options, and can be used to cap ngons with unidirectional sides. This can result in quads as well as a single triangle. Radial Symmetry is the only 3D Max modification that lets you design radial structures and see the final result.

Here are a few advantages you can enjoy:

- Model extremely rapid circular structures.
- Kitbash and prototyping are easy.
- Don't mess up again using pivot points or turn the model by hand.

- Let the vertices be automatically joined along the seam, producing smooth results using the turbo smooth modifier.

Tension Morpher is an alteration plugin that works with 3ds Max that swiftly and quickly creates realistic stretching and squash effects to animations and objects. It can also help create wrinkles and keep the volume of deforming meshes.

Jiggle is a plugin for moderating for 3ds Max that allows quick and effortlessly realistic movements to the animation of characters and other objects. It simulates muscle and fat movements, as well as skin-sliding effects.

Here are a few of the advantages you will get:

- You can increase your animation to an additional level of realisticity quickly and without effort.
- Wrestling for long with complicated skinning and muscle systems is unnecessary.
- You can swiftly and efficiently add jiggle effects to your animations.
- It's multithreaded, which lets you use high-resolution meshes.

How to install

1- Install the Microsoft Visual 2015-2019 C++ Redistributable

2- Copy the "Shell Pro.dlm" file from the folder that matches your 3ds Max version to your 3ds Max "plugins" directory
e.g. "C:\Program Files\Autodesk\3ds Max xxxx\plugins"

3- Open 3ds Max and look for "Shell Pro" in the modifier list.

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