



Turbo Splines 1.23 for 3ds max

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TurboSplines is a 3ds Max plugin designed to streamline the creation, editing, and animation of path-deformed meshes.

It allows users to quickly generate and manage spline-driven animations, such as growing splines, animated cables, ropes, and more.

The tool automatically applies Path Deform modifiers to both preset and custom meshes, and features an intuitive interface for easy control.

TurboSplines supports predefined mesh types or custom profiles, can handle multiple meshes per path, and offers various additional features like tapering and animating parameters.

It works with standard 3ds Max modifiers and geometry, requires no external plugins, and is compatible with major render engines.



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