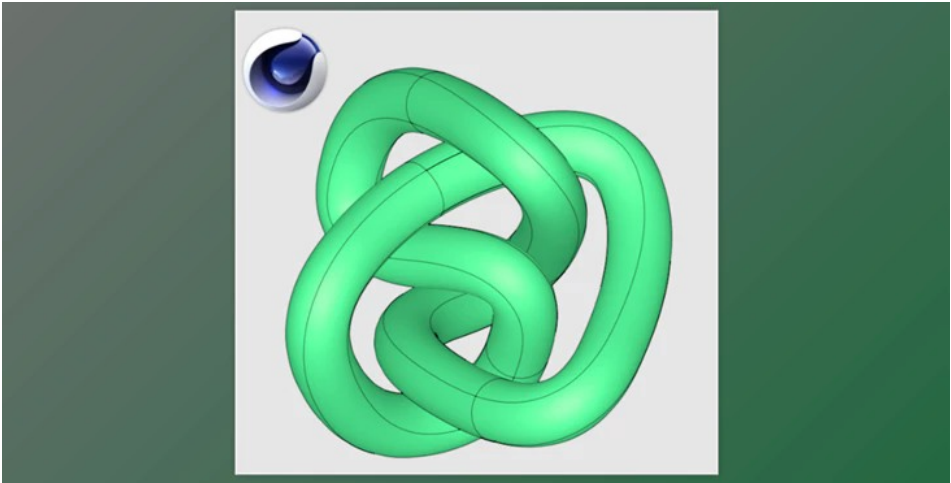




Topowire 1.3 for C4D R15 – 2023

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Topowire 1.3 for C4D R15 – 2023: Topowire is a spline generator plugin for wire connections instantly transformed into dynamic Splines. It is possible to create wires inside a single mesh or use a top wire to join several elements. Line-up spline dynamics or belts between your objects are no longer a hassle!

Gfx plugin details of Topowire 1.3 for C4D R15 – 2023

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C4D Version: R15-2023

- Divide wire over an individual object or multiple objects
- Splines are prepared to render quickly
- Utilize the Falloff Effector to restrict where you would like your wires to go.
- The wire thickness can be controlled within the plugin.
- Apply Dynamics to splines at the push of the button
- It is easy to adjust the spline groupings as well as the Y location of both the end and start points
- Limits can be set on wire lengths that are minimum and maximum



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