



Showcaser 1.02 for 3ds max

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Showcaser 1.02 for 3ds max:

Showcaser is a user-friendly tool for 3ds Max designed to quickly create animated presentations of scenes, models, products, or characters without requiring prior animation knowledge.

Users can easily animate objects by setting the order and adjusting a few parameters.

Showcaser offers two primary animation modes: scene animation, where objects are progressively assembled, and model animation, where each object is sequentially presented with entry and exit animations, including turntable options.

The plugin automatically generates keyframes for position, rotation, and scale, and allows for manual editing with 3ds Max's native tools.

It supports various animation types and easing options and can handle multiple sequences for a single scene.

Showcaser is compatible with third-party objects and can export animations to real-time and game engines like Unreal Engine and Unity.

It also features a collection of presets and tools for managing animated sequences, with a straightforward installation process and no plugin dependency.



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