Advanced UV Normalizer v2.5.0 for 3Ds Max 2016-2025

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Advanced UV Normalizer v2.5.0 (AUVN) is a tool designed for 3Ds Max versions 2016 to 2025, aimed at normalizing Texel Density across various objects in 3D designs.

How can users adjust Texel density with a fixed-size texture?

They can use "Advanced UV Normalizer" to design their project.

AUVN provides a comprehensive set of features for calculating, modifying, and adjusting Texel Density based on parameters such as Geometry Area, Texture Area, UV Area, and ratios like Geometry/Pixels and Geometry/UVs. Users can set Texel Density with a fixed size texture or assign multiple textures to normalize them simultaneously based on their sizes.

"Advanced UV Normalizer " Samples:

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