



Spiros 1.08 for 3ds Max

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Spiros is a 3ds Max plugin designed for creating mathematically precise spirals, helices, and torus knot splines.

This tool is beneficial for prop and hard surface modelers, architects, designers, engineers, CG animators, and motion graphics artists, allowing them to craft intricate ornaments, decorations, ironwork designs, jewelry, cloth accessories, and symbols.

Compatible with 3ds Max 2012 and higher, Spiros features a user-friendly interface that offers various controls over the shapes and forms of the splines.

Users can manipulate parameters such as the number of turns, width, growth factor, and symmetry for spirals and helices, and easily modify and visualize torus knots and curls.

Spiros supports standard 3ds Max editable splines, enabling further modifications without plugin dependency and is compatible with all render engines.



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