



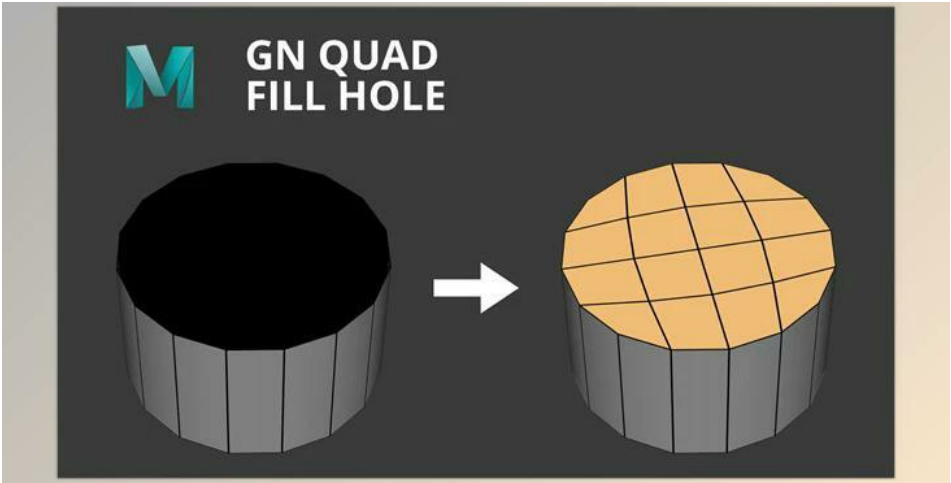
Artstation – GN Quad Fill Hole – Maya v4.17

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Artstation – GN Quad Fill Hole – Maya v4.17: we introduce a straightforward solution for seamlessly filling open holes in your 3D models with an even quad topology. This user-friendly tool allows you to select a vertex and quickly fill the opening, ensuring a clean and uniform result.

For more detailed information, check out my dedicated thread on Polycount.

Compatibility: This tool was crafted in Maya 2019 and is designed to be compatible with any newer version starting from this release. Regrettably, I cannot guarantee support for older versions and won't be able to assist those.

Release Notes:

- Improved functionality by removing undo script jobs and refining the script accordingly.
- We are introducing new license options for added flexibility and accessibility.

Upgrade your modeling workflow with this efficient tool that streamlines the process of filling open holes in your 3D creations.



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