



## olygon Cruncher for 3ds Max v14.50

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**Polygon Cruncher for 3ds Max** provides tools for optimizing large meshes through various plugins.

### How to use the tools to optimize the project?

You can use "Polygon Cruncher for 3ds Max" to design your project.

It includes three modules: a modifier plugin for real-time optimization in the 3ds Max viewer, a utility plugin with an OpenGL viewer for per-object control and batch processing, and a standalone software for optimizing 3D assets from diverse file formats. The modifier plugin supports MaxScript for tailored optimization, while the utility plugin features MagicCruncher for efficient processing. The standalone software also offers normal map baking and extensive file format compatibility.

### "Polygon Cruncher for 3ds Max" Samples:



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