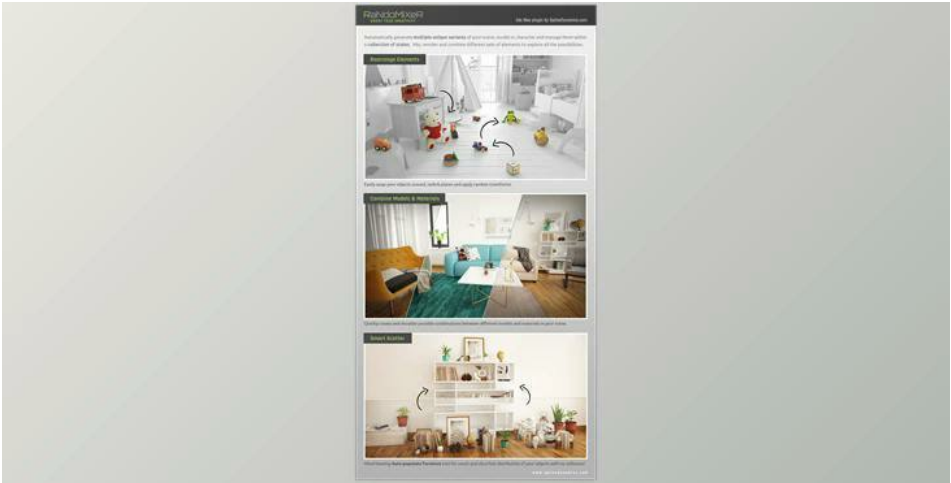




Spline Dynamics – RandoMixer 1.05 for 3ds Max

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Spline Dynamics – RandoMixer 1.05 for 3ds Max: RandoMixer is a powerful 3dsMax plugin that can automatically create multiple versions for your model, scene character, or model and then manage them in a group of different states. Additionally, it's an unrivaled tool that allows you to alter materials and transform them randomly, move items around and scatter across, make combinations of various elements, automatically switch on cameras and lights on the go, and much more!

Because of its flexibility, RandoMixer can be utilized to serve numerous applications across a variety of areas. Here are some examples of its uses:

Brainstorming. Quickly, you will have plenty of ideas for setting up your model or arranging the components that make up your scene.

Create diverse variations of. You can easily find a variety of possibilities for your client director or yourself to pick from. Create scene states, look at possible model variations, imagine different layouts and arranges, and experiment with different camera/light setups.

Grant Uniqueness. Create multiple copies of your characters or models. Each copy will have specific traits. Create an NFT collection of characters generated randomly. Diversify your game assets and display diverse models or products.

Create states to be animated. Utilize the set of layouts, states, or poses to establish a base for your animation.

RandoMixer saves all variations in a set or sequence of states that you can explore and see directly in 3dsMax's viewport with one button!

This plugin is a new and exciting tool to the market with exclusive features and many applications:

Multiple scene options in a flash

Create a list of possibilities for the models of specific elements in your scene and other lighting, materials, or cameras to automatically create a variety of combinations you can choose from. Use the built-in feature to render all of them!

Furniture that auto-populates

The unique built-in algorithm can randomly scatter small objects like ornaments and household items such as books, toys, etc. Over your designs of tables, desks, bookcases, shelves, and more without collisions and in an elegant, organic manner!

3D NFT Character Collection

Build an enormous collection of characters randomly generated in minutes by combining sets of interchangeable body components.

Instant Animations derived from an array of states

You can easily export and create the object's states to a timeline in 3dsMax as the basis for an animated project.

- Create and manage various Categories or sets of items.
- Utilize Random changes (move or turn or scale by using pivot or center)
- Change places between different objects:
- Filter by similar dimensions
- Inheritance rotation



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- Use pivot/center/base
- The scattering of objects to one another. Collision detection. There are a variety of options available:
- Use entire surface
- Define surface based on the direction of the face normals
- Auto-populate furniture like desks, tables, shelves, etc. (exclusive intelligent algorithm)
- Use vertices/spline knots
- Position at pivots
- Perform multiple operations on the elements in one or several sets simultaneously.
- Support for geometric shapes, geometrical lighting, cameras, Helpers, groups, and hierarchies.
- Generate a set of states:
- Set the desired amount of distinct variations, states, or combinations to create.
- The tools are specifically designed to edit and manage the collection
- All changes are immediately and directly reflected in the viewer.
- Ability to store modifications in transforms base parameters Modifiers, materials, and transforms.
- Switch Materials:
- Choose a set of alternatives per set or for each element.
- Randomly swap materials between different objects.
- Auto-switch off/on lights (automatically generate light state)
- Randomize light parameters: intensity, color.
- Automated switch of the active camera (pick one random camera for each frame or state)
- Randomize camera FOV parameter.
- Support for cameras and lights from all major rendering engines. All materials are supported with no limitations.
- Create different types of combinations of elements and sets:
- Present each set one after the other at
- Show only one part at a given time.
- Present one component in each set for a given time.
- Determine the number of elements in each set that will be displayed simultaneously.
- Define the frequency at which an item or component will appear in the collection
- The ability to define specific properties and filters for each set, element, and object type.
- Tools for the creation of NFT collections:
- Give custom names to every category or set and their elements to identify traits and values
- Control the rarity. Set the percentage of occurrence for each set/trait within the collection. Determine the weight of each element in the collection (probability of appearing).
- Export the collection's metadata to a series comprised of JSON files.
- Shuffle Collection (randomize the sequence of collection frames)
- Snap a photo of at least one frame or state (clone and group object)
- Support for animated characters or objects. Make animation conditions (typically loops).
- Display this entire collection by rendering a series of images. (set an individual frame range in terms of output size, image output size, and the filename.)
- The export collection can be saved to the 3DsMax timeline for the animation! (set default tangent type and frame/state duration; choose to move cameras.)
- Collections Manager. It is a tool that lets you manage several collections within a scene in a single location. Play the selected collections in sync, taking snapshots and rendering them.
- Built-in Presets. Download/save custom presets.
- Simple drag-and-drop installation.
- No plugin-dependency.



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