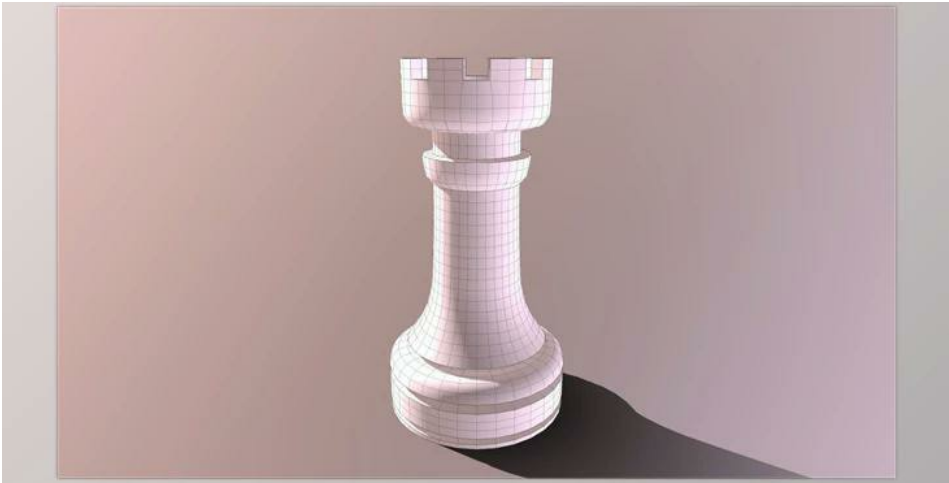




## Blender 4 – Quad Remesher v1.3

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The **Blender 4 – Quad Remesher v1.3** is an automated quad remeshing algorithm designed for various software platforms including Autodesk 3DS Max, Maya, Fusion360, Modo, Blender, Houdini, and Cinema4D.

### How to use quadruple retopology techniques for project design?

You can use "Blender 4 – Quad Remesher" for the design of your project.

## Gfx plugin details of Blender 4 – Quad Remesher

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### "Blender 4 – Quad Remesher" Samples:

It offers a solution for auto retopology, available across Windows, macOS, and Linux. The abstract demonstrates its effectiveness through a visual example of remeshing a chess rook model, showcasing both adaptive and uniform quad retopology techniques.



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