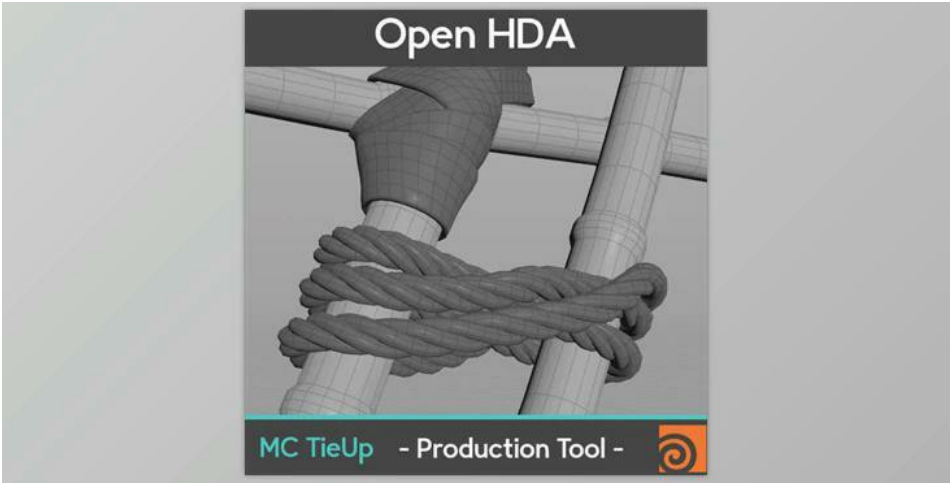




Gumroad - TieUp For Houdini

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Gumroad - TieUp For Houdini:

MC TieUp is a Houdini virtual asset designed to simplify and boost the technique of tying up three-D models with ropes and ribbons. It offers a non-simulation-primarily based workflow, making the advent of complex tie results faster and extra interactive. The device gives flexibility with several customization alternatives and supports neighborhood selection for enhanced performance. It is appropriate for each character and studio use, requiring the most straightforward basic information about Houdini.

- **Interactive Editing:** No simulation is required for tie introduction.
- **Tie Models:** Two options to be had: ropes and ribbons.
- **Customizable Ties:** Control thickness, braid numbers, twist value, and bevel for distinctive adjustments.
- **Local Selection:** Improve workflow speed by selecting active polygons on the source mesh.
- **UV Generation:** Automatically generates UVs for the ties.
- **Files Included:**
 - MC_TieUp.hda (Houdini Digital Asset)
 - TieUp_DemoFile_001.hip (Example file)
- **Requirements:**
 - Houdini 17.5 or higher
 - Beginner knowledge of Houdini
- **Licensing Options:**
 - **Standard License:** Single-computer installation and use.
 - **Studio License:** Unlimited installations and users within a company site.
- **Usage Rights:**
 - Commercial use is allowed except for reselling the product itself.
- **Software Quality:**
 - Free from viruses, spyware, or unauthorized data collection.
 - No auto-updates or third-party installations without consent.
 - No guarantee of uninterrupted or error-free usage.



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