



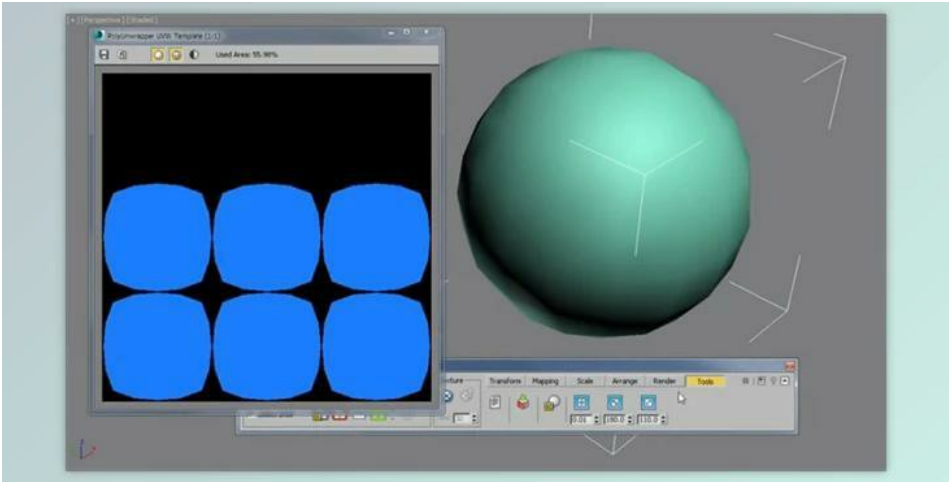
PolyUnwrapper v4.5.0 for 3ds Max 2016 - 2025

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PolyUnwrapper v4.5.0 is a comprehensive toolkit designed for texture artists in the game and architectural industries, compatible with 3ds Max versions 2016 to 2024.

How to use textures and materials to design a 3D project?

You can use "PolyUnwrapper" to design your project.

Gfx plugin details of PolyUnwrapper

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"PolyUnwrapper" Samples:

This plugin simplifies the UV unwrapping process in 3D modeling, which is essential for accurately applying textures and materials to 3D models. By enhancing the unwrapping workflow, PolyUnwrapper helps 3D artists achieve more precise and visually appealing results in their projects.



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