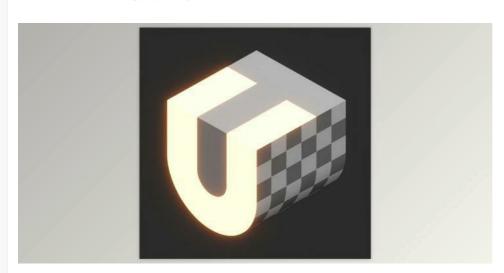软件   编程   设计   标签墙   帮助   sear

UV Tools v3.3.01 for 3dsMax 2025

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UV Tools v3.3.01 for 3dsMax 2025: Easy-to-use tools such as Unwrap designed for Archviz, Gamedev, and more.

The script must meet the following requirements: 3dsMax 2013-2024

- **Tweak**
- Move and rotate the texture of 3DsMax's viewport.
- **Align**
- Align V or U Axis to the edge or center.
- **Super Stitcher**
- Stitch multiple pieces at once.
- **Transform**
- Move and scale, rotate, or scale UV using values.
- **Orient**
- Orient UV elements vertically or horizontally.
- **Pick scale**
- Get the UV scale from another polygon.
- **Scale in units**
- Rescale UV according to any unit value or Real-world mapping.
- **Randomize**
- Random UV Flip, Rotate, Offset, Scale.
- **Checker**
- Use the preinstalled checker textures, or create your own.
- **Real-world mapping support.**
- Original materials can be recovered after a crash in 3dsMax.
- **Relax**
- Relax polygons are visible in the viewport.
- **Normalize**
- Equalize texel density according to min-max, min, or average.
- **Show bitmaps**
- Display bitmaps of selected polygons or selected objects.
- **UV Morpher**
- Create a flat object using mapping.
- Useful to perform Skin Wrap retopology and other techniques.
- **Transfer**
- Transfer choice between Unwrap and Poly.
- **Hide elements**
- Hide selected polygons to gain access to areas that are blocked.
- **UV operations**
- A variety of beneficial UV operations.
- **Customize GUI**
- You can pick your preferred rollouts for Main Tab and alter their order.
- Dark and Light themes. Dark themes that auto-detect.
- **Actions**
- Allocate any UV Tools action to a hotkey or toolbar button.
- Combining actions can create complicated one-click mapping processes.

- Every action is documented with arguments for advanced users.
- AND MUCH MORE

What is UV Tools 3.2m for 3dsmax

"UV Tools 3.2m" for 3ds Max is a software plugin or toolset designed to assist 3D artists and designers who work with Autodesk 3ds Max, a popular 3D modeling and animation software. Specifically, UV Tools are used for managing and manipulating UV mapping, which is an essential step in the 3D modeling and texturing workflow.

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