



Gumroad - ArchToolz v2024.320 for 3ds Max

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- Added support for 3ds Max 2025 and Corona Renderer 13.
- Added support for V-Ray 7.
- Implemented the Revit RVT to Corona Renderer Converter.
- Created the Corona to Arnold Material and Object Converter.
- Includes support for Autodesk Material and Map EDSM workflows.
- Includes support for Corona Legacy Material with 90% compatibility.
- Developed the new Physical to Corona Legacy material converter.
- Material and Map Management
- Select by Material now includes expanded criteria:
- Real-world units scale value.
- Illation.Tx texture format.
- Supported Insert Materials Illumination.
- Object Name to Material Name conversion function.
- Improved Detach by Material with Propagated IDs feature for better material separation.
- Adjustment made to Cosmos Library Vegetation IOR for more realistic effects.
- Multimap, VraySub, UVW Randomizer, and VrayRandomizer fixes.
- Improved Sketchup Scene Converter, including opacity map corrections.
- Added Triplanar Mapping to UVW functionality for advanced texturing.
- Redesigned Layout for the Randomizer to make it feel more intuitive.
- Reorganized Layout and Features for the Rendermap.
- Added Self Illumination + IOR Map setting for Rendermap.
- Added WebGL-ready functions for interactive web content.
- Added S Objects spacer for precise S object placement.
- Added Bitmap blur for selected objects.
- Selection and Filters
- Add Select By Modifier for easier selection of specific objects.
- Add Select Objects By Similar Materials.
- Add Mesh Density Filter for geometry selection optimization.
- Add Remove Filter with multi-selection.
- UI and Workflow Improvements
- Novelties, ANew Dock Button is added when the ribbon is docked at the top of the interface.
- XView Face Orientation Toggle Quick visibility adjustment.
- Enhanced Feedback System Fixes from Feedback before the update were addressed.
- Fixes and Optimization
- Arnold Missing Crash with Archtoolz Part integration fix.
- Vantage Converter Proxy + Camera + Proxy + Camera Error was resolved with the Vantage Converter.
- Corona + Physical + Camera Target Conversion from the Corona + Physical to the Vantage
- Detach by Material Fixes for SketchUp Detach by Material Fix
- Control over Format and Resolution has been added to the converters.
- Falloff Fresnel Mode Toggle for easier shading adjustments has been added.



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