

## PolyCloth 2.06 for 3ds max 2016-2024

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**PolyCloth 2.06 for 3ds max 2016-2024:** PolyCloth V2 is an advanced, multi-threaded, C++ physics-based cloth brushes plugin developed by PolyDesign for 3dsMax. This powerful tool allows you to easily add realistic wrinkles and folds to your meshes, mimicking cloth behavior and enhancing the realism of your projects. With PolyCloth V2, you can quickly manipulate your mesh like a cloth, utilizing various brushes such as shrink, expand, smooth, slide, and mask to achieve desired effects.

### Updates:

- PolyCloth V2.01: Bug fixes
  - PolyCloth V2.02: Added support for 3dsMax 2022
  - PolyCloth V2.03: Bug fixes
  - PolyCloth V2.04: Added ResetTransform button to fix morpher offset problem
  - PolyCloth V2.05: Added support for 3dsMax 2023
  - PolyCloth V2.06: Added support for 3dsMax 2024
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- Physics-based brushes for adding wrinkles and folds
  - Simulate cloth behavior and movement
  - Utilize a shrink brush to pinch the cloth surface
  - Use expanded brush to increase surface area and add wrinkles
  - Smooth brush for refining cloth details
  - Additional features include cloth strength, gravity, pressure, ground collision, and directional expansion.
  - Masking system with vertex colors and mask blur strength
  - Significant performance improvements and bug fixes
  - Compatibility: PolyCloth V2 is compatible with 3dsMax versions from 2016 to 2024.



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