



# RayFire 1.87 for 3ds Max 2025

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**RayFire 1.87 for 3ds Max 2025:** Fragment, break and demolish, destroy, break up, cause destruction, blow up and explode, burst and explode, among other similar things that you've always wanted to accomplish with Max.

## Gfx plugin details of RayFire 1.87 for 3ds Max

The product is a helpful tool, for more information about this post you can click on the home page link in the sidebar. To search for similar products to RayFire 1.87 for 3ds Max,

For eight years of continuous development, RayFire has shown its productivity. Hundreds of freelancers, Students, Game Studios, VFX Houses, and Engineering businesses consider RayFire an essential Must Have plugin. RayFire is a product designed for Artists, and for Artists, We have the experience to make workflow simple to understand and easy to use yet provide High-Efficiency.

Spending one-hour watching tutorial videos to start using RayFire to create your projects is enough. RayFire does not come with a Node Lock or Authorization system. We would like to see you using RayFire and have fun with RayFire as quickly as possible; therefore, install it and start using it.

- Bullet as well as Nvidia PhysX support through RayFire user interface. It allows you to build Rigid Body simulations, affect objects in simulation using Forces, Space Warps, and the Mouse Cursor.
- Interactive Demolition System. It creates dynamic simulations and demolishes objects according to their material and strength of collision during simulation. Each piece of debris can be demolished further using the appropriate quantity of strength for collision.
- Shatter modifies. The Tetrahedron is a destructive element and can cause fragmentation.
- Voronoi modifier. Interactive real-time Voronoi shatter modifier.
- Bricks Modifier. It allows you to break up geometric elements into stones or bricks quickly.
- Cache object. It allows you to store animation and geometry into one file, allowing you to save it away from the scene.
- Trace object. Image traced to fragments.
- Clusters modifier. It groups simple fragments into complex clusters.
- Bomb Helper. Lets you create various types of explosions.
- Types of fragmentation. Irregular, Uniform, Voronoi, Wood splinters, Radial, Bricks fragmentation types. The ability to draw cuts on your objects with the mouse.
- Asperity modifiable. This adds detail to basic geometry, making them more real.
- Slice modifier. Advanced Slice Modifier with all features you may require.
- Cracks Modifier. 3D animated Cracks inside a refractive objects.
- Voxels modifiable. Creates voxels using geometry volume.
- Support for Particle Flow. It generates geometry objects on the death of particles and then dynamically keeps their motion.
- Fragmentation by Shapes. Uses shapes as stencils to break up objects.



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