



KM-3D DeltaMushToSkin v1.0 for 3ds Max 2013 – 2024

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KM-3D DeltaMushToSkin v1.0 for 3ds Max 2013 – 2024: "DeltaMush" to Skin C 3ds Max modifier that smooths deformations while keeping specifics by "converting" to Skin feature. The program solves Skin weights as closely as possible to the DeltaMush results. It allows users to export such Riggs to the game engine such as Unity, Unreal, etc. The entire process is incredibly rapid, thanks to multithreaded optimization.

Available for 3D Max versions 2013 (32-bit and 64-bit) 2014, 2015, 2016, 2017, 2019, and 2020. 2021 20, 2022, 2023.



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