GS Toolbox v1.1 – Maya Modeling Plug-in

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GS Toolbox v1.1 – Maya Modeling Plug-in is a Maya modeling plug-in designed to enhance Autodesk Maya's modeling capabilities, focusing primarily on hard-surface modeling workflows. The toolbox offers an interactive UI that responds to commands and prompts users for actions, streamlining the modeling process.

How to access a set of tools designed to fill some of the gaps in Autodesk Maya modeling tools?

You can use "GS Toolbox v1.1 – Maya Modeling Plug-in".

Key Features Include:

- **High DPI Resolution Support**: Fully compatible with resolutions ranging from 1080p up to 4k+ for precise modeling tasks.

- **Efficient Object and Component Management**: Easily group and manipulate objects and components using 20 interactive slot groups for quick selection and visibility control.

- **Advanced Edge Selection and Manipulation**: Enables speedy edge selection based on angle beveling, creasing, and subdivision depths with interactive viewport feedback.

- **Array Tools**: Includes linear and radial arrays that are editable and procedural, aiding in the creation of complex shapes.

- **Quad Fill and Crease Conversion**: Fill holes with quads and convert creases to bevels for smoother surface transitions.

- **Instance and Symmetry Tools**: Instantly mirror, flip, or delete instances using symmetry for efficient duplication and arrangement of objects.

- **Construction History Management**: Quickly edit and delete construction history nodes to optimize workflow efficiency.

- **Snap Tools**: Utilize snap functions to align objects to polygons or straighten edges with ease.

- **Boolean Operations**: Perform rapid interactive boolean operations with editing options and cutter deletion features.

GS Toolbox offers comprehensive support for Maya versions 2018 to 2023 on Windows and Mac (beta support), with a focus on providing efficient tools and workflows tailored to hard-surface modeling tasks within Autodesk Maya. Note that Maya LT and Linux are not currently supported by this plug-in.

"GS Toolbox v1.1 – Maya Modeling Plug-in" Samples:

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