

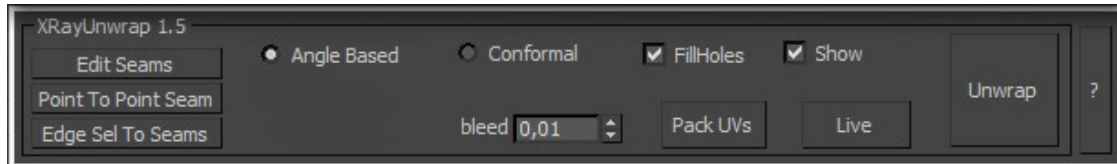


We are proud to present the new Beta release of Xrayunwrap 1.5

We introduced a lots of new features as follows:

- Redesigned interface: full integrated inside uvwunrap modifier of 3dsmax
- Xunwrap at incredible speed
- Amazing Live Unwrap: select your edges and see the result realtime
- Works on any primitive. No more editable poly restriction
- Packing functionality added
- Seams can be edited inside uvwunwap modifier
- Subobject unwrapping
- Map seam flags are preserved within instanced unwrap
- Instanced unwrap over multiple objects
- Back compatibility with v1.0. Old seam flags are converted into unwrap seams

Redesigned interface: full integrated inside the uvwrap modifier of 3dsmax. We completely redesigned the user interface, now all the Xrayunwrap tools are totally integrated into the 3dsmax unwrap modifier standard window, so the users only have one working environment to interact with. (pic 1)



Edit Seams: allows to select the seams by clicking on the edge.

Point to Point Seam: advanced selection tool, also used in the 3dsmax pelt map. Allows to select a loop of seams within 2 vertexes.

Edge Sel to Seam: Converts a selected group of edges into seams.

Show: Hide or show the seams.

Angle Based e Conformal: these are the two processes used by Xrayunwrap for the automated unwrapping. The process needs to be selected according to the structure of the meshes. Generally Angle Based works better with Soft Surfaces, while Conformal works better with Hard Surfaces.

Bleed: since we introduced a tool for Packing, Bleed is very useful to manage the border space between different isles and better optimize the Packing process. Bleed can be used also with the Live option on, to check the best result realtime.

Pack Uvs: allows to arrange isles to maximize the number of pixels per polygon on a texture. This tool is very useful to arrange isles of different models on a single texture.

FillHoles: prevents from internal overlaps.

Unwrap: start the Computation

Live: this is the real goody of this new Xrayunwrap 1.5. This useful tool allows to check results of the unwrap realtime, while tracing the seams. This algorithm computes the cut over the mesh allowing to check if the unwrap opens in the right way.

XRayUnwrap 1.5 is currently under development and we need your help to improve it.

The following 3dsMax versions are supported:

- 3dsMax 2008 x86
- 3dsMax 2008 x64
- 3dsMax 2009 x86
- 3dsMax 2009 x64
- 3dsMax 2010 x86
- 3dsMax 2010 x64
- 3dsMax 2011 x86
- 3dsMax 2011 x64

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Forum

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