



BonesPro
www.bonespro.com

BonesPro

Organic Character Skinning

BonesPro is a sophisticated, fast and optimized technology for organic skinning of characters and objects in Autodesk 3ds Max. Create high quality skin meshes rapidly with easy to understand bone influences and vertex assignments, impressive real-time skin deformations and special effects.

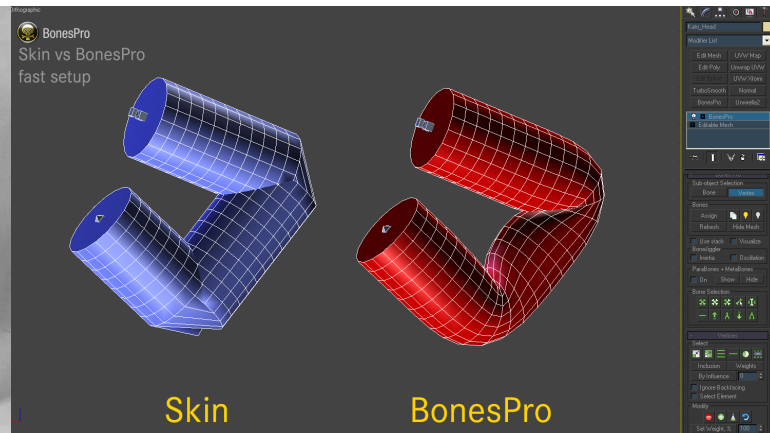
What is BonesPro?

The skinning process is an important part of character creation and requires artists to interrupt the more creative parts of their work and often spend significant amounts of time on rather technical and repetitive deformation set-ups. Especially for less technically inclined artists the skinning task can quickly turn into a long and tedious journey through the world of bone influence area tuning and deformation readjustments.

BonesPro is the solution for all artists who don't want to spend a lot of time on character skinning and prefer to get quality skinning results with a minimized amount of work and time. The BonesPro skinning process is easy to understand and provides you with results in record time. Additional real-time deformer can be used to enhance the skinning quality even further and to create impressive special effects.

Features

- Speed - BonesPro delivers fast results through a quick assignment set-up and convenient adjustment options
- Quality - Meshes deform like elastic skin, avoid face clipping and don't tear vertices too far apart from each other
- Flexibility - Hypodermic solid deformer can handle the most problematic areas in an animated mesh
- Teamwork - API access allows integration into existing pipelines and teams can collaborate on scenes without having to supply everyone with licenses
- And beyond - BonesPro can not only be used for traditional skinning but also for many other animation effects



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