PN POWER NURBS [PRO]

Experience the next generation of Modeling with Power NURBS [PRO].

Power NURBS PRO unique hybrid approach fuses the next generation NURBS surface construction technology with the industry's leading Solids modeling technology bringing an unparalleled modeling experience to the 3ds Max Platform.

Power NURBS PRO modeling environment is designed to provide artist intuitive access to complex advanced modeling tools allowing you to expand your creative potential beyond the polygon world.

Imagine NURBS that work.

Quickly sketch out your idea with our free form NURBS curve network. Easily, blend or sweep your curves into complex interconnected organic shapes. Intuitively re-sculpt your form on the fly while changes automatically propagate through you model. Produce complex surface detail by drawing and projecting curves onto your model. Cutaway, intersect, join or Boolean surfaces and solids without having to clean up polygon errors. Feel the joy of selecting any edge or set of edges and applying numerous fillet combinations that work and with our resolution independent meshing technology never worry about poly count again. Sound too good to be true? Think again. It's all here in Power NURBS PRO, so stop imagining and truly experience the next generation of modeling.

Power NURBS [PRO] Features

A new hybrid SURFACE/SOLIDS creation and editing environment.

Powerful Artist Oriented User Interface – for fast, flexible construction and editing.

Intelligent NURBS Sketcher – easily sketch, draw or trace complex NURBS curve networks.

Draw on surface and Curve projection – for creating unlimited surface detail.

Solid Boolean features - Join, intersect, merge, subtract and trim complex combinations of surfaces and solids without polygon artifacts.

Next Gen Blending and Sweeping - Powerful tangency controls to maintain seamless transitions between surfaces.

Direct Curvature and Tangency manipulation – for greater shape control with fewer curves.

Advanced surface and Solids Filleting – Round any edge or edges with numerous fillet types and any combination of radii.

Powerful Shelling and Joining – Quickly turn any number of NURBS surfaces into Solids geometry.

Intelligent objects – retain parameterization and includes full, navigatable, per-object history

Resolution independent surfaces – easily adjust a model's level of detail for the view port or rendering.

By the way, it is amazing to work with power NURBS, impossible models are now possible.

Gregor Kulikowski
Architect

	Pwr_Join	Pwr_Assembly	Pwr_Sketch	Pwr_EditNRB	Pwr_Edit Sketch	Pwr_Face Sketch	Pwr_Boolean	Pwr_Fillet	Pwr_Shell	Pwr_Extrusion	Pwr_Revolve	Pwr_Sweep	Pwr_Skin	Pwr_Swung	Pwr_Pipe	Pwr_Planar	Pwr_Blend	Pwr_Comp Sketch	Pwr_Corner Blend	Pwr_Cutter	Pwr_FaceEdit	Pwr_Detailer	Pwr_HelixSwp	Pwr_IsoCurve	Pwr_Offset Sketch	Pwr_Rail Sweep	Pwr_Surface Fillet	Pwr_Surface	Pwr_XCurve	Basic nPower Primitives	Pwr_Tube	Pwr_Surface Tools
Power NURBS PRO	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
Power NURBS	X	X	X	X	X				X	X						X	X	X	X		X		X	X	X	X	X		X			
Power Solids	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X													