



BOOMER LABS RELEASES UPDATE TO “SPLINETOOLS”

(Overland Park, KS, March 1, 2015) – Boomer Labs announces the release of a significant update to its new plugin SplineTools.

In response to user feedback from the recently released plugin, SplineTools, Boomer Labs is pleased to announce the release a significant update to this popular plugin.

Adding to the collection of 6 Spline related tools, a seventh tool, **Spline Morph** has been added to the list of useful capabilities of this plugin. Spline morphing capability is a long time request of MAX users and is now included as part of the SplineTools package.

Each Tool has been updated, including the following improvements:

Spline Relax:

- Improved algorithm provides better results

Freehand Spline:

- Granularity option added
- Ability to draw the Freehand Spline on top of an object (with offset)

Spline Influence:

- Add, Multiply or Overwrite options for existing selection weights
- Selection Modify Options - Convert Selections (with Fall Off)

Normalize Spline2:

- Option for total versus per Spline knot count
- “Keep Tangents” option added

PathDeform2:

- “Preserve Form” option added

ReSpline:

- 30-50% speed improvement

Already in use in studios around the world, SplineTools is now available to all 3ds max users with 64 bit versions of 3ds Max 2010 through 2015. List price is \$95 USD per seat with no charge for render nodes.

A free downloadable demo version and additional information is available from Boomer Labs at www.boomerlabs.com.