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BOOMER LABS RELEASES UPDATE TO “SPLINETOOLS”

(Overland Park, KS, May 18, 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 7 Spline related tools, an eighth tool, **Spline Overlap** has been added to the list of useful capabilities of this plugin. The new Spline Overlap modifier detects self-intersections of splines and displaces overlapping segments allow the user to create an “piling up” effect.

In addition to this new tool, version 1.2 adds the following enhancements as well:

Freehand Spline:

- Retains surface normals obtained during object constraint for modification later.
- Improved normal accuracy.

Normalize Spline2:

- Freehand normal aware, allowing spline normals to be interpolated in addition to knots.

PathDeform2:

- “Use Normal” option added in cases where the surface normal of the freehand spline is known and available. Allows for “wrapping” an object around another a capability never before available with 3ds MAX.

Relax:

- Fixed a defect that prevented the spline from updating in some cases.

MAX 2016

- Full support plugin and installer support for MAX 2016

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 2016. 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.