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BOOMER LABS RELEASES “SUPERMESHER” VERSION 1.5

(Kansas City, KS, May 25, 2015) – Boomer Labs announces the release of SuperMesher Version 1.5.

Boomer Labs is pleased to announce the release of SuperMesher V1.5, offering a significant update to this popular caching tool. SuperMesher is a 3DSMax plugin that allows artists to cache animated geometry for fast playback and effortless sharing with co-workers and clients. This indispensable tool provides many benefits including:

Performance: SuperMesher turns slow rigs into lightning fast and scrubbable sequences.

Compatibility: Share SuperMesher cache files among 3ds MAX 2010 through 2016.

Workflow: Cache complex effects into single meshes to simplify render scenes.

Re-timing: Artists can quickly and easily to re-time their animations.

Protection: Share your work with others without actually providing the source file.

To aid in the sharing of SuperMesher caches, Boomer Labs also provides a free SuperMesher Reader. Great for distribution for Render Farms and Client interactions.

SuperMesher Version 1.5 includes a number of enhancements including:

- 3dsmax 2015/2016 Support
- Improved baking performance
- Support for specifying ParticleFlow Events
- Extensive set of viewport and playback acceleration options
- Frame Rate matching capability
- UI and stability improvements

This plugin is available for 64bit versions of 3ds MAX 2010 to 2016. Pricing is \$145 USD per license, existing owners can upgrade for \$50 USD.

A free downloadable demo version and additional information can be obtained from Boomer Labs at www.boomerlabs.com.