

# Morph ToolKit

Spending too long setting up your models for morphing? Look no further...

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for 3ds max

UPGRADE N/A

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£130 (\$199)

**M**orph ToolKit is a collection of plug-ins designed to make working with morphs easier. Consisting of *Attach-O-Matic*, *Copy-O-Matic* and *Link-O-Matic*, these tools can be used together to help you save time setting up your models for morphing.

*Attach-O-Matic* is a Compound Object that allows you to perform additional modelling on top of the morph modifier without affecting the animation and deformations further down in the stack. For example, you can attach and

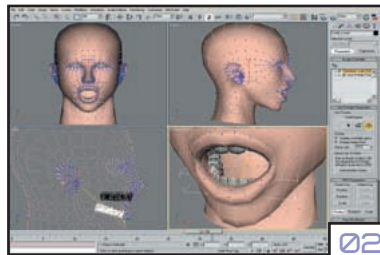
weld a morphing head to a non-morphing body while still being able to access the modifier stacks of the individual objects. This saves time and memory as you won't need to include the entire body as a morph target.

*Copy-O-Matic* allows you to copy vertex selections and positions from one object to another, and can mirror these selections so you only need to deform half of an object – the plug-in will automatically transpose this info onto the copied selection area.

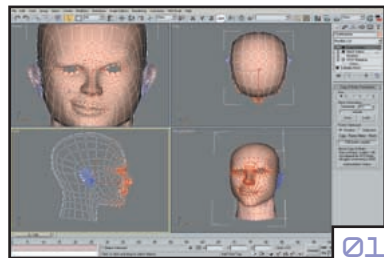
*Link-O-Matic* constrains additional objects to vertices of other objects. It would come in very handy for binding teeth and gums to the chin of your head mesh, or not having to include the eyes in your head's morph targets, therefore cutting down on calculation time.

**[01]** With *Copy-O-Matic* you can copy and mirror vertex selections across meshes to reduce modelling time when setting up morph targets.

**[02]** *Link-O-Matic's* controller lets you link static objects to multiple morphing vertices while using additional vertices as pivot points.



These plug-ins are worthwhile individually, yet the low price tag makes them invaluable, especially as you can use them straight out of the box and not have to re-work your scene to accommodate them. ■



## MINIMUM SYSTEM

>> Any system capable of running 3ds max 4.2

## MAIN FEATURES

- >> Attach static objects to morphing objects
- >> Link objects to morphing objects' vertices
- >> Stack maintenance
- >> Copy and mirror vertex selections across meshes

## PROS

- >> Simple to use
- >> Cuts time setting up links and morph targets
- >> Can weld non-morphing to morphing objects

## CONS

- >> Some slight instability issues with very high polygon models

3D VERDICT	9
RANGE OF FEATURES	9
VALUE FOR MONEY	9