v1.2 for 3DS Max2 build 2.24

What's new:

MorphMagic for build v2.24 of 3DS Max.

NOTE:
This beta version now includes support for Save and Load of MorphMagic animation data files. Geppetto/ShapeShifter format not yet suported.

The MultiBlend material plugin for morphing textures and bump maps is only available in the Commercial version of MorphMagic.

There have been no new updates to MorphMagic v1.2, this is a direct port to 3DS Max2. We are continuing development of MorphMagic but will not be releasing builds of it publicly.

Since the Max2 betas are not publicly available, we will not be implementing copy protection until Max2 gets closer to release. This beta is freely available to all OFFICIAL Max2 beta testers. This policy will change as Max2 gets closer to release. MorphMagic is a commercially available plug-in and can be purchased directly from Platinum Pictures Multimedia, Inc. at http://www.3dcafe.com/mm

MorphMagic does work with Max2 NURBS Surfaces! However, there are some guidelines to follow:

When creating morph targets, copy them from your base target as you do with creating standard MorphMagic targets. We've tested it with Primitives converted to NURBS Surfaces, Ruled Surfaces, Uloft Surfaces, etc. Keep in mind that you can't add or remove surfaces once you've created your targets. Also when working with Uloft and other more complex NURBS Surfaces you will need to set Surface Approximation Mesh Parameters to "Parametric."

MorphMagic works with vertex counts to morph, so in order to morph NURBS surfaces you must set their Surface Approximation Iso Parametric Lines to "Mesh Only." Standard NURBS functions still work, including CV's. If you prefer to work with Iso you can, just remember to set it to "Mesh Only" prior to assigning MorphMagic or picking a channel target.

We are currently looking at supporting the different Surface Approximation types.

Simple NURBS MorphMagic Example:

1. Create a Standard Sphere
2. Convert it to a NURBS Surface
3. Copy two versions of the sphere
4. Modify the two copies using standard CV controls
5. Under the Modify Panel of each sphere change Surface Approximation Iso Parametric Lines to "Mesh Only."
6. Apply MorphMagic to the original spheres
7. Pick one of the unique spheres as a target for channel one and the other as a target for channel two

8. That's it!