

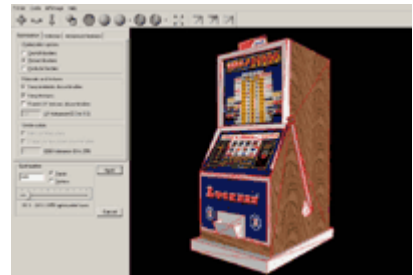


Polygon Cruncher

► Overview

Polygon Cruncher is a plugin for :

- **3D Photo Browser (included in 3D Photo Browser package)**
- **Lightwave Modeler V6.x, V7.x, V8.x, V9.x and more / Inspire 3D**
- **3DS Max V4.x, V5.x, V6.x, V7.x, V8.x, V9.x / 3DS VIZ / Autodesk VIZ.**



Polygon Cruncher reduces **the number of polygons** of your objects **without changing their appearance**. You keep all details even at high optimization ratio. You also keep **texture information, vertex colors**. You can also optimized **taking care of the symmetry** of your objects.

Polygon Cruncher has an **OpenGL view** which allows **controlling optimization results** whenever you want.

Moreover, Polygon Cruncher features batch processing: select the optimization levels you wish and let's go! You optimize one or more scenes at different levels in a single step.

Polygon Cruncher **uses an exceptional algorithm**, which gives **incomparable results**, really better than what you can get with optimizer provided with 3DS Max or Lightwave.

Polygon Cruncher is really simple to use. It has been chosen by major 3D companies: **Activision, Epic Games, Boeing, Sega, Sony, 3DO, Digital Domain, Kalisto...**



Original object
18340 faces
11400 points



Optimized object
faces removed up to 90 %
1834 faces
1140 points

Look at others [optimization samples](#)

► Polygon Cruncher list of features

- An intelligent reduction of the number of faces: useful faces are removed at last. So you can reduce your model up to 75 % without removing details.
- Optimization is pre-calculated, which allows to optimize the scene in real time
- You control accurately the number of faces or points you want.
- Polygon Cruncher keeps all UV textures channels information and vertex colors channels information.
- You can apply Polygon Cruncher on one or more objects at the same time, on one or several materials. You can work on a faces selection or on an invert faces selection.
- Respect of symmetry for objects that are symmetrical
- You can protect the border of the objects. Polygon Cruncher allows you to protect or to exclude objects borders. So your objects stays connected after optimization process.
- An OpenGL preview which allows you to control optimization results. Several visualization modes are available.
- Batch optimization of a set of files. You define clearly the optimization levels you wish for each files.
- Polygon Cruncher is very fast.



► Differences between Polygon Cruncher versions

	Polygon Cruncher for 3D Photo Browser	Polygon Cruncher for 3DS Max / Autodesk VIZ	Polygon Cruncher for Lightwave / Inspire 3D
Importation of the scene to optimize in Polygon Cruncher	All files formats recognized by 3D Photo Browser	3DS Max scene or object selection and all recognized files formats	Current, active or all Lightwave layers and all recognized files formats
Exportation of the optimized scene from Polygon Cruncher	Saving using one of the 3D Photo Browser exported format.	Automatic scene update or possibility to save optimized scene using one of the exportation format.	Automatic layer update or possibility to save optimized scene using one of the exportation format.
Batch processing	Yes	Yes	Yes
OpenGL view	Yes	Yes	Yes
Pre-calculated optimization for optimizing in real time	Yes	Yes	Yes
Opportunity to optimize an object selection	Yes	Yes	Yes
Opportunity to optimize a material selection	Yes	Yes	Yes
Texture preservation	Yes If 3D Photo Browser is able to read or write textures for a given file format.	Yes	Yes
Vertexs colors preservation	Yes If 3D Photo Browser is able to read or write vertexs colors for a given file format.	Yes	Yes
Control on texture and vertexs colors optimization	Yes	Yes	Yes
Others	-	3DS Max specific information Preservation (modifiers, animation...)	Points and faces selection preservation
Additional features	<ul style="list-style-type: none"> - Importation feature to complete LightWave and 3DS Max recognized formats. - Advanced merge points feature - Save scene as bitmap - Print scene 		

► System requirements

Price	Polygon Cruncher for 3DS Max: 129\$ Polygon Cruncher for Lightwave: 129\$ Polygon Cruncher for 3D Photo Browser (include 3D Photo Browser for 3D Users): 129\$
Shop	http://www.mootools.com
Operating system	<ul style="list-style-type: none">. Window Vista, Vista x64. Windows XP, XP x64. Windows Server 2003. Windows 2000. Windows NT 4.0 SP3. Windows Millenium
Plugins provided	<ul style="list-style-type: none">. Plugin for Lightwave 5.x, 6.x, 7.x, 8.x, 9.x and more / Inspire 3D. Plugin for 3DS Max 4.x, 5.x, 6.x, 7.x, 8.x, 9.x / Autodesk VIZ. Plugin for 3D Photo Browser for 3D Users (included in 3D Photo Browser package) <p>One of this software is needed to use Polygon Cruncher.</p>
Language	<ul style="list-style-type: none">. English. French
Kind of users	Every Lightwave, 3DS Max users or 3D Photo Browser users