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Modo Indie - MOP Booleans Kit Reset Key

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## About This Content

Pushing Points MOP Booleans Kit is a Modo indie Kit designed to remove the challenges of working with complex boolean operations and introduces a non-destructive workflow 5d3b920ae0

Title: Modo indie - MOP Booleans Kit  
Genre: Animation & Modeling, Design & Illustration  
Developer:  
Pushing Points  
Publisher:  
Foundry  
Release Date: 18 May, 2018

English

Great mod for Modo, and Modo indie, I was told it will work with Modo Full and you do not need to rebuy which is great to hear as I plan to upgrade one day soon. I have used Modo indie for 3 years, as I OWN it. and have over 2k hours. I do many different shapes and cuts, so for example if your making a circle , or arch shapes, this tool is great for such.and its NONE destructive!! So say you want to rescale, or move it, you can in minutes where if you made a window, or arch some where you would have to redo a ton of work in that regard.With MOP BOOLEAN this makes it possible to do it rather fast.Well worth the money for it.any 3D guy should be buying this ASAP, soon as I seen it I wanted it, as I like Non Destructive work flow.as it saves time and is a lot cleaner .MOP Boolean also makes it possible to work with lower poly models for game assets.So if you made something in Mesh Fushion its really High Poly, and not great for games sadly.Well you can make the same stuff with MOP Boolean, and make this possible for game developers. I do NOT work for any one here, I'm just a huge fan after using. Only con, which is Modo Indie issues, I did notice some times some things not working all the time, and it seems to be an indie issues not MOP Boolean issue.Modio Indie 11 has been a bit buggy compared to 10.2. So sometimes, things may not work as expected, I suggest to duplicate your model so you do not lose the MOP Boolean, and use one for working on, incase you have to redo something due to an issue from Modo indie.This is the only issue I seen. . I also suggest if you buy to watch all the tutorials on it.If you go to Modo forums, there is a thread MOP Boolean and the developer there replies, really fast. He has been

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a great help there. So I suggest to post there not here, for this mod!! Enjoy .. Great mod for Modo, and Modo indie, I was told it will work with Modo Full and you do not need to rebuy which is great to hear as I plan to upgrade one day soon. I have used Modo indie for 3 years, as I OWN it. and have over 2k hours. I do many different shapes and cuts, so for example if your making a circle , or arch shapes, this tool is great for such. and its NONE destructive!! So say you want to rescale, or move it, you can in minutes where if you made a window, or arch some where you would have to redo a ton of work in that regard. With MOP BOOLEAN this makes it possible to do it rather fast. Well worth the money for it. any 3D guy should be buying this ASAP, soon as I seen it I wanted it, as I like Non Destructive work flow. as it saves time and is a lot cleaner . MOP Boolean also makes it possible to work with lower poly models for game assets. So if you made something in Mesh Fushion its really High Poly, and not great for games sadly. Well you can make the same stuff with MOP Boolean, and make this possible for game developers. I do NOT work for any one here, I'm just a huge fan after using. Only con, which is Modo Indie issues, I did notice some times some things not working all the time, and it seems to be an indie issues not MOP Boolean issue. Modo Indie 11 has been a bit buggy compared to 10.2. So sometimes, things may not work as expected, I suggest to duplicate your model so you do not lose the MOP Boolean, and use one for working on, incase you have to redo something due to an issue from Modo indie. This is the only issue I seen. . I also suggest if you buy to watch all the tutorials on it. If you go to Modo forums, there is a thread MOP Boolean and the developer there replies, really fast. He has been a great help there. So I suggest to post there not here, for this mod!! Enjoy .. The best purchase I've made for any 3D software ever. MOPBooleans is absolutely life (and workflow) changing. It makes doing non-destructive edits breeze, even long after the origianl [olygons have been made.. The best purchase I've made for any 3D software ever. MOPBooleans is absolutely life (and workflow) changing. It makes doing non-destructive edits breeze, even long after the origianl [olygons have been made.

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