

Cheetah3D 7.1 released - Add polygon reduction, loft, better text spline

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Independent software developer, MW3D-Solutions is pleased to announce the the first feature update to Cheetah3D 7. After a smooth rollout of Cheetah3D 7.0 two months ago many powerful new features like polygon reduction, a loft modelling object and a vastly improved text spline object been added. Users with limited amounts of RAM will be happy to hear that the renderer is using considerably less memory with Cheetah3D 7.1 which allows even more complex and realistic scenes.

Tapfheim, Germany - MW3D-Solutions today is thrilled to announce Cheetah3D 7.1, an update to its popular, professional level 3D modeling solution for macOS. Developed from the ground up utilizing the latest Cocoa technologies, Cheetah3D is a lean, fast, and elegant 3D modeling, rendering, and animation package with an easy learning curve.

Perfect for graphic designers, architects and casual users alike, Cheetah3D provides the most useful features needed to get the job done, and organizes them within a beautifully elegant user-interface that is powerful, intuitive and quick to work with. It offers many powerful tools, like subdivision surface modelling, joint based character animation system, UV unwrapping, texture painting, rigid and soft body dynamics, PDF import, global illumination renderer, and much more. The possibility to extend Cheetah3D with JavaScripts and support for many common file formats, like FBX, 3DS or Collada, rounds out its feature set.

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Major new features in Cheetah3D 7.1:

- * Added polygon reduction tool (using quadric mesh simplification)
- * Added normal compression to renderer (geometry uses approx. 20% less RAM)
- * Added Loft creator object
- * Added scroll wheel support to movie player in renderer manager
- * Vastly improved Text spline object
- * Improved SVG import
- * Improved spline tessellation algorithm
- * Bug fixes

Language support:

- * U.S. English

System Requirements:

- * Mac OS X Version 10.6.8 (Snow Leopard) or better
- * Intel 64 Bit
- * 45.0 MB Hard Drive space

Pricing and Availability:

Cheetah3D 7.0 is priced at \$99.00 (USD) for a single-user license. Customers may upgrade from older version for \$59.00 (USD). For customers who purchased Cheetah3D 6.x after April 1st 2015, the Upgrade to v7 is free.

Cheetah3D 7.1:

<https://www.cheetah3d.com/>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Download Cheetah3D:

<https://www.cheetah3d.com/download/Cheetah3D.dmg>

Purchase Cheetah3D:

<https://www.cheetah3d.com/order.php>

Screenshot:

https://www.cheetah3d.com/img/screenshots/Cheetah3D_v7_screenshot.jpg

Application Icon:

https://cheetah3d.com/download/Screenshots/Cheetah3D_v7_Icon.png

Located in Tapfheim, Germany, MW3D-Solutions is an independent software developer whose main goal is the development of easy-to-use yet powerful 3D software exclusively for Mac OS X with a focus on iterating state-of-the-art 3D modeling, rendering and animation algorithms into a true Mac user experience. Copyright (C) 2004-2017 MW3D-Solutions and Cheetah3D. All Rights Reserved. Apple, the Apple logo, and OS X are registered trademarks of Apple Computer in the U.S. and/or other countries.

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