Curved Poly

From Version 1.2 to Version 1.2.5 – Diff Notes

Version 1.2.5 prepares the road to Curved Poly 1.3, which should happen at some point in Autumn or Winter. Some of the core mechanics of Curved Poly are going to be reworked and improved, and there are a bunch of new tools which are going to come in the future. Some of them are already part of 1.2.5, and a few of them are marked as 'Alpha' because they are still on development. 'Alpha' tools are actually available only with Curved Poly Maker, and they are intended as a preview.

Since there are much more instruments coming in Curved Poly Maker, starting from this version, some toolsets (operators) have been moved from Curved Poly Maker to Curved Poly Shape Editor, making them available in the free version! Such tools are the **Hiding Tools** and the **Background Tools**. Another big change is about user interfaces, which has been significantly reworked: the Scene View controls has been definitely removed, there are now 4 editor windows (5 with CP Maker) you can place around which can be accessed from **Tools>Curved Poly** or from the **Inspector**.

Starting from this version, Curved Poly comes also with a real time guide which is accessible from the help/guide window, marked with a question mark. There is not an updated version of the Docs this time (which is going to be replaced with something more smart soon), but the real time guide can help to match the old contents with the new one.

There are many other important changes, some of which are a simple introduction to what's going to happen this version 1.3. Here a list of the most important.

- Tools has been reorganized. Some tools have been moved to the main Curved Poly page (and the icons have changed colors).
- The Editor Window can now be place vertically or horizontally. Icons rearranges to better fit the available space.
- There is a **new Interpolation Schema** for Polygons, called **Half Interpolation Schema**, which is going to become the default one in version 1.3. It can be used from the Pointings Operator with Polygons options. It is used in the totally new **Curves and Surfaces Tools**, since it's been designed to **create beutiful rotational and tubular surfaces**.
- *(Curved Poly Maker only)* A **Symmetry** and a **Mirroring Tools** have been added to **Modifiers** (previously named **Shape Control Operator**)
    - **Symmetry**: works like Pointings Operator, but define a symmetry plane, which can be edited. Points which are simmetric through the plane are marked with a straight line. Any movemente is replicataed through the symmetry plane.
    - **Mirroring**: reflects a group of selected elements. You can edit the reflection plane from the tool.
- *(Curved Poly Maker only)* A unwrap function called **Edge Length Unwrap** has been added to **Unwraps Operator**. This Unwraps Function does its best to keep the proportion between edges length in 3D space and UV space; in many situations this

brings to more proportioned unwraps without bad-looking stretches.
- *(Curved Poly Maker only)* Added a tool called Composition Tool (Alpha version here). This tool is used to put more Curved Poly Parts into one model.
- *(Curved Poly Maker only)* Added a tool called Curves and Surfaces (Alpha version here). With Curves and Surfaces it is possible to create complex custom surfaces in few steps.