

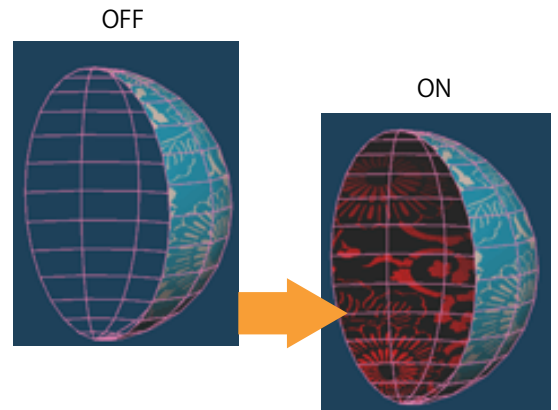
Metasequoia 4.1 new features

Now introducing new main features in Metasequoia 4.1. Please see also the help for more information.

1. Main

[Show back faces by force]

Back sided faces were not shown in the past version. Now they can be easy to see by showing with a different color from the background when [Show back faces by force].



[Highlight open edges]

An edge that is not shared by any face can be highlighted.

2. Menu

[Quadrangulate]

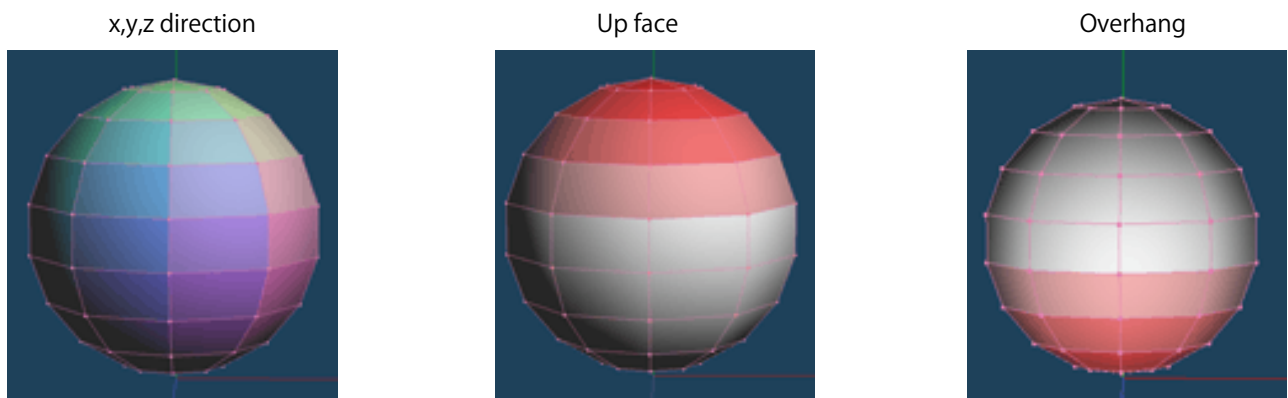
Neighbor two triangles in an object can be converted to a quadrangle.

[Thicken]

The [Extrude] function just moves new faces to only the front. The new [Thicken] can move to not only the front but also the back or the both sides.

[Colorize normal]

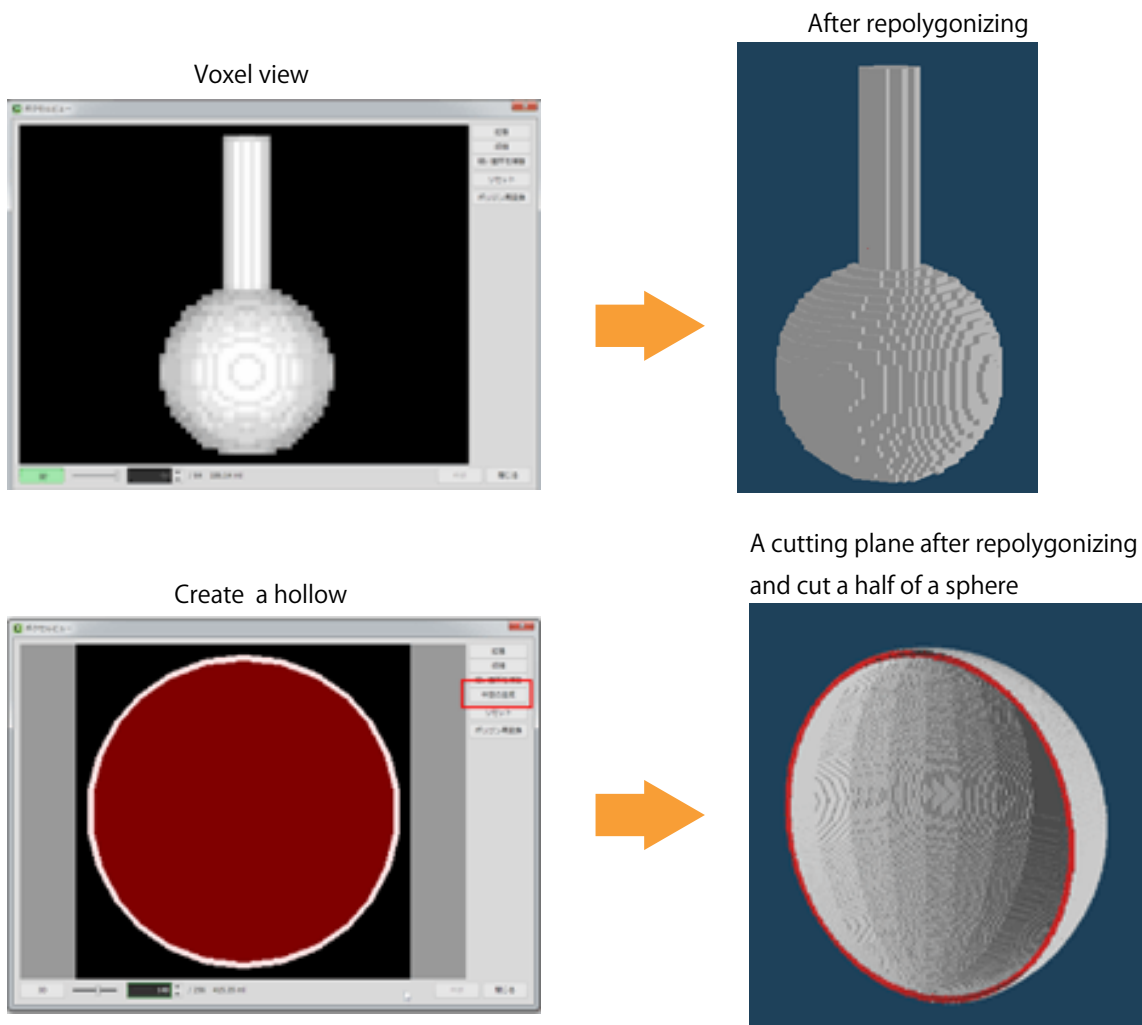
It displays a direction of each face in an object as a vertex color. The coloring type can be selected from XYZ normal, Up face and Overhang. And a target can be selected from per vertex or per face.



[Voxeloid]

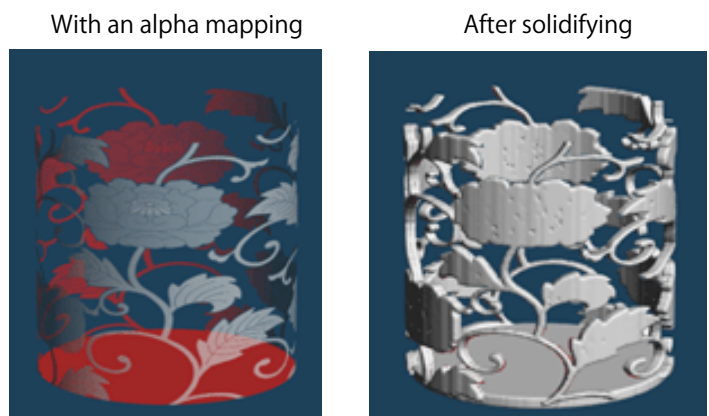
This can convert objects to voxel data, and show or edit it. The voxel data can be restored as a new polygonal object, and the object is always closed. It is useful to the 3D printing.

Voxeloid can also create hollows.



[Solidify texture]

A mapping on the object can be solidify. A texture mapping and an alpha mapping are supported.

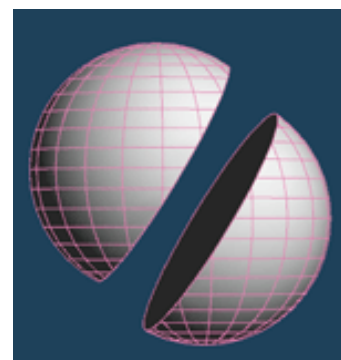


3. Command

[Knife]

An object can be separated into a new object with a line or a rectangle by a [Saw] option.

The separated object are added in the object panel.



[Vertex color]

[Convert from texture] and [Convert to texture] options are added. An original texture can be converted to vertex colors, and vertex colors can be also converted to a texture image.



[PathClone]

A [PathClone] command is added newly. A clone button is also in the object, but it duplicates at the same position or the same direction. [PathClone] can duplicate to multiple objects, and the positions can be adjusted freely in the view. The parameters such as an interval can be customized in the setting.

