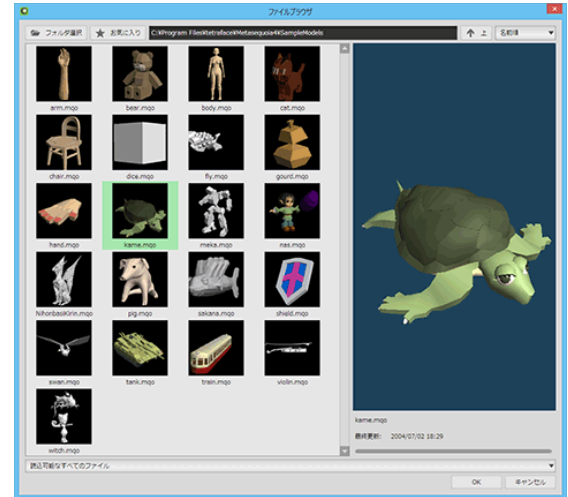# What's new in Metasequoia 4 Ver4.2

File Browser

You can watch file contents by thumbnails and a preview before loading files. Now you do not hesitate which file you should choose.
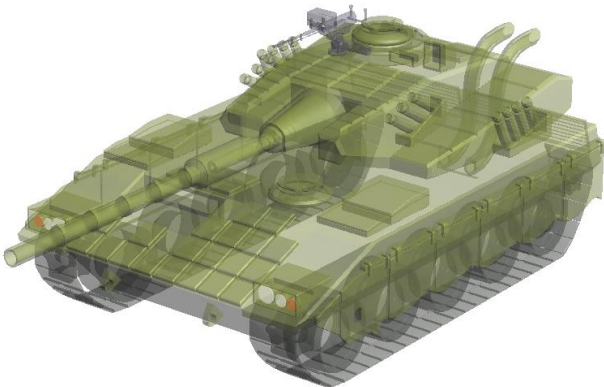

File export

AMF (Additive Manufacturing File) exporting is supported. The AMF is defined as a succeeding format of STL that is widely used for 3D printings, and it is an ISO/ASTM international standard. AMF can contain various information including colors, and it is expected for the next generation of 3D printings. (EX edition only)

Additionally, a JSON file supported by three.js can be also exported.
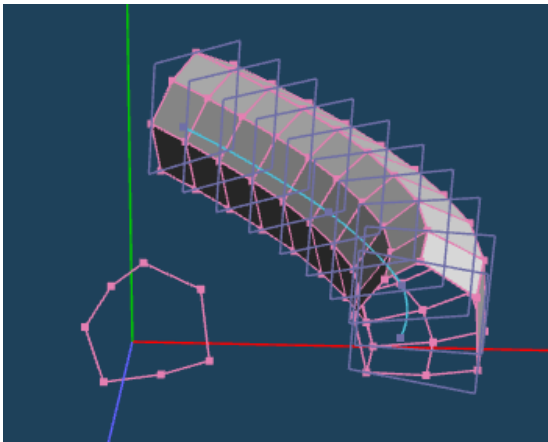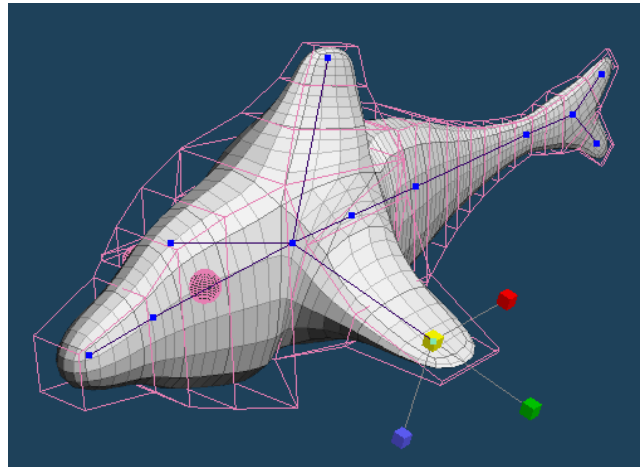

Semi-transparency display

Now "order independent transparency" is supported. Inner or behind objects were often hidden in the old versions, but they are now displayed correctly without care of the display order. (GPU that supports Direct3D 11 is required)

Armature (improved)

Armature that realizes an easy creation of an object with a centerline has been modified, and now it can adjust the size along each axis at a control point. It is effective for a streamlined creature. (EX edition only)
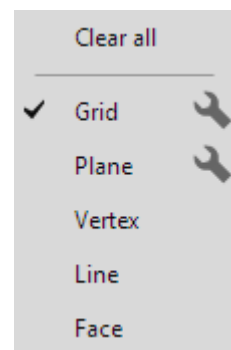

Line sweep

'Line sweep' duplicates a closed curve along a curve, and it connects them. It is useful for creation of an object like a pipe.
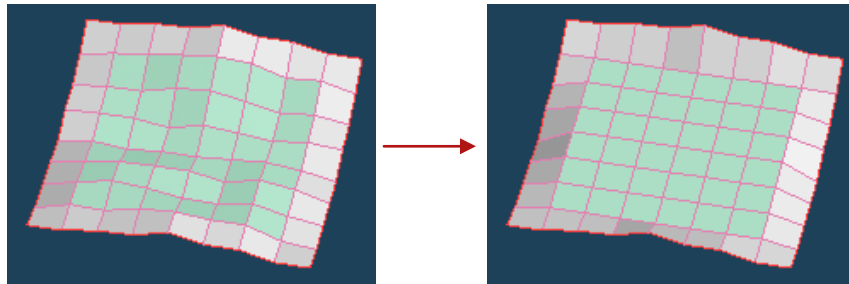

Snapping (improved)

A snapping supports not only a grid but also an arbitrary plane, vertices, lines and faces. A vertex can be moved with coming in contact with the target.
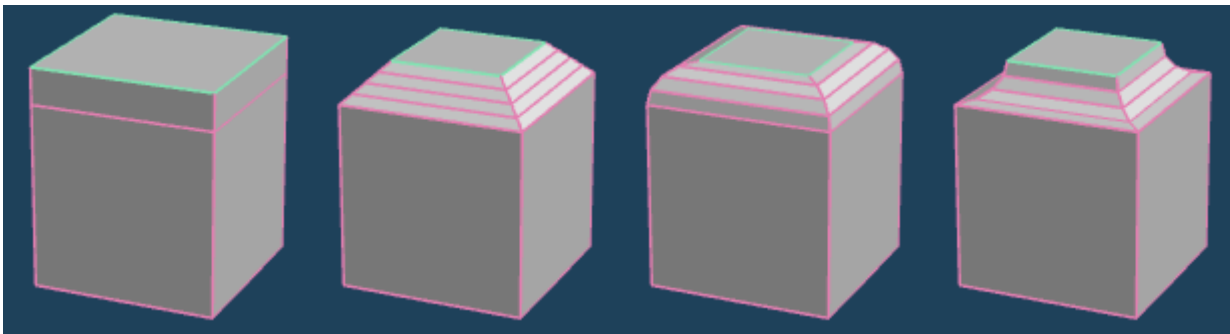

Clear all

✓ Grid

Plane

Vertex

Line

Face

Planation

'Planation' flattens the selected vertices and faces on a flat plane.

Extrusion (improved)

Inset settings have been added in the [Extrude] command and [Extrude faces] menu. You can extrude a face with a round corner by setting a number of a division or an angle.

Second view

You can show a window that is different from a main window, and display an additional view in the window. It is especially effective in multiple monitors. (EX edition only)

There are many other improvements and modifications in Ver4.2. Please use the latest version of Metasequoia 4 right now.