

What's new in QuadRemesher 1.3?

(dec 2023)

- **General improvements (algorithm):**

- . fix multiple bugs, crashes.
- . Aborting remeshing has been improved.
- . improved very specific cases in the algorithm.
- . fix QR is now compatible with latest version of all Host software.
- . improved versioning tags system.

- **Fusion 360:**

- . Add “.obj” export button (it exports quads as quads!)
- . Improve error and warning messages.
- . Fix compatibility with macOS Silicon.
- . Improve aborting system.

- **Blender :**

- . add a button to check if you have the latest version installed.
- . add online help button.
- . fix compatibility issues with Blender 4
- . Improve Aborting (1.3.1)

What's new in QuadRemesher 1.2?

- **General improvements (algorithm):**

- . fix multiple bugs, crashes and memory leaks.
- . improved execution speed for big meshes.
- . fix Trial version which was always failing to connect to the internet.
- . Linux version available (Maya, Blender, modo and houdini)
- . fix python 3 compatibility issues for all plugins.

- **3dsMax:**

- . Fix install issue
- . Fix object moved after remeshing.

- **Blender :**

- . new in 1.21: Keep Materials in Retopo object
- . new in 1.21: Keep Symmetry options.
- . Fix download engine issues.

What's new in QuadRemesher 1.1 ?

- **General improvements (algorithm):**

- . macOS : sign and notarize binaries so that it's smoothly usable with Catalina.

- . The remeshing engine is now lighter and faster: 4 or 5 % faster in general.
- . Return Hard-Edges flags properly when mixed with PolygonGroups Borders.
- . Faster Hard-Edges handling.
- . Fix cases with big NGons.
- . Fix "Broken corners" on flat Meshes.
- . Fix potential Holes found when symmetry is enabled with multiple axis.
- . Multiple internal bugs, and crashes has been fixed as well.

- **3dsMax:**

- . Fix undo: Now you can Undo/Redo after a "remesh it".
- . TargetQuadCount maximum value raised to 4M (was 600K)
- . Fix viewport camera changed after remeshing.

QR 1.1.1:

- . Fix install issue
- . Fix object moved after remeshing.

- **Maya:**

- . Add the ability to define an environment variable "QR_MAYA_1.1_ENGINE_FOLDER" to install the engine at a specific location on disk (useful for administrators of big studio).

QR 1.1.1 (2021/03/30) : fix compatibility for Maya 2022.

- **Blender :**

- . Detect remesher failure and return error.
- . Works with 2.83 (beta) and 2.90 (alpha)

- **Cinema 4D :**

- . Fix S22 compatibility (1.0 doesn't work with S22)
- . Fix "Use Materials": "Use Materials" option was not working in 1.0 .
- . Fix scaling issue.
- . Avoid infinite loop if remeshing fails.

QR 1.1.1 released on the 10th of sept 2020 on windows and macOS:

- . Fix compatibility with C4D R23.
- . QR 1.1.1 works with R24 as well.
- . Fix: was not working, on macOS, with objects named with non-ascii character.

- **Houdini :**

- . Add ReadMe with install instructions in the zip
- . Fix uniqueness of outputfile/cache
- . Fix "Use Vertex Colors"
- . Add ProgressBar when downloading the executable
- . macOS: fix install engine process (file attributes)

QR 1.1.1: compatibility with python 3 (for Houdini 18.5 python 3.7)