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Bonus tools maya 2017

Steven Roselle releases a nice overview of all bonus tool additions and updates for 2017 For those you are not familiar with Bonus tools, they are very small production tools packed to a menu that is for Maya. Sometimes these tools will find there in the next version , but more often than not I treat them as possibilities and jump off points for scripts you can work and add yourself. But they include a lot of tools that make your life easier. Bonus tools have into the installer so it will cut some of your personal setup, such as hotkeys and some menus. So be sure you store a copy of your prefs before installation, just to make sure you don't write about some of your own personal settings. For me, I generally install bonus tools to have fresh preferences, and then choose from the tools I want and copy them over to my Maya preferences. (case in the tip there are multiple hotkeys such as Ctrl + 2 which will activate the HUD for bonus tools Display, I've already mapped that, and would like to keep my own settings) blog: bonus tools available here: from note: weight editor window (windows only) rigging performance tracking Display Control (hud display controls) navigation chart brand menu Wednesday, November 16th, 2016 | Posted by Jim Thacker Autodesk, the Maya Bonus Tools has updated, its free collection of add-on scripts and plugins for Maya, adding a Weight editor spreadsheet for character rigging, plus new modelling and displaying options. The Bonus Tools offers a set of useful small features on a 'like' basis, without active product support. New weight editor spreadsheet and IQ-rigging tool Riggers get an interesting new weight editor, described as a lean-centric version of the component Editor, which you can see from 3:00 in the video above. It displays a spreadsheet that features skin weight characteristics for each vertex of a character model, allowing users to refine them on a per-vertex basis. It is currently Windows-only, but Autodesk says it is considering carrying it to other platforms. There is also a new Create IQ Spline option, which generate iQ targets for multiple joint chains simultaneously: useful for characters with multiple tentacles or antennas, for example. New curve-to-geometry tool models get new Curve to Ribbon Mesh and Curve to Tube Mesh tools, which convert NURBS curves to the corresponding geometry type, with options to control width, orientation, turning and tapered. There is also a new Cleanup Ribbon/Tube Mesh tool to clean up the geometry they generate. New options for navigation of display layers or node networks include Other changes selected display layers, which enable users to switch between objects to different views the view by hitting a hotkey. A new Navigation chart option has also been added to the default right-click brand menu, allowing users by navigated the nodes in a scene directly within the search port. In addition, a number of other tools have been updated, or 'retired' in the core software. You can read a full list of changes via the link below. Availability The Maya 2017 Bonus Tools are available free of charge for Maya 2014 and higher runs on Windows, Mac OS X or Linux – despite the name, the installer actually works on earlier versions of the software. Maya LT users also get their own version of the Bonus Tools, which work with Maya LT 2017, although at the time of the post, it doesn't actually contain any new tools. Read a full list of new features in the Maya 2017 Bonus Tool (Includes download link for the Maya 2017 tools) Find tutorials for using the Bonus Tools on Autodesk's blog (Include download link for the Maya LT bonus tools) Tags: add-on, Add-on, bonus tools, Bonus tools 2017, Compare selected display layers, Curve to Ribbon Mesh, Curve to tube mesh, download, free, IQ, joint chain, Maya, Maya Bonus Tools, Maya Bonus Tools 2017, Maya LT, Maya LT 2017, Navigation Chart, New Features, Plugin, Script, Spline, Weight Editor Bonus Tools 2019/2020 is a free collection of useful Mayan scripts and plug-ins. After installing Bonus Tools, an additional drop-down menu will be added at the end of the main Mayan menu. This menu provides easy access to a variety of tools and utilities for daily use. Maya Bonus Tools is organized to mimic the layout of the standard Maya menu sets. Each sub menu contains a number of related tools. Each of these can be ripped off and driven just like standard Maya menus. Note: Due to the close timing of the releases, this update is supported to BonusTools for both Maya 2019 and Maya 2020. This means that new features added in this update will be available in both versions of Maya. However, if you have an older version of BonusTools installed for Maya 2019 you will need to remove it in order to use the updated tools from this version. New Tools in BonusTools 2019/2020 Create -> Locator at Custom Pivot As Change -> Proportional Placement tool Change -> Stack/Align objects change -> Offset Transforms Modify -> Randomize Transforms (Basic) Display -> Enable Pop-up Help Modelling -> Flat Component (Basic) Rigging -> Create Joint at Custom Pivot As Rigging -> Create Circle Control Rigging -> Performance Used As > Profile One Frame Delivery -> Clean Mental Ray Nodes updated tools in BonusTools 2019 Skep -> Mesh Locator Change -> Boundary Box Skaal Display -> Poli Volume Window -> Feature Versameling Window -> LayoutTools Leser Window -> Scenic Annotasie Modeling -> Kurwe to Ribbon Mesh Modelling -> Kurwe to Bush Modeling -> Flat Komponent Komponent UV Editing -> Auto Unwrap UVS Tool UV Editing -> Align UV Tracking Rigging -> Nudge Vertex Weights Delivery -> Aligning UV Tracking Rigging -> Nudge Vertex Weights Delivery -> Assign materials for each selected delivery -> Nudge Vertex Weights Delivery -> assign material for each selected delivery -> > Add Object Transparency feature: To support the program of shared network drives, the MAYA_PACKAGE_PATH must be set environmentally variable to point to the folder containing PackageContents.xml.. Includes support for Maya 2020. Software > MayaFeb 05, 2020 by CGPress StaffAutodesk has released the latest version of its free collection of Maya scripts and plugins. New tools in this release include: Create -> Locator at Custom Pivot AsModify -> Proportional Placement ToolModify -> Stack/Align ObjectsModify -> Offset TransformsModify -> Randomize Transforms (Basic) Show -> Enable Popup HelpModify Create Joint > Flats Component (Basic)Rigging -> Create Joint at Custom Pivot AxisRigging -> Create Circle Control -> Performance Tools -> Profile One Frame Rendering -> Clean Mental Bars What a full list of tools and download the Autos app store sees. Bonus Tools is a set of extensions for the Maya 3D application which includes diverse new functionality in the form of a collection of plugins and scripts. They have been released annually since 2014 and yesterday the 2016 edition was released. Bonus Tools is a free collection of useful Maya scripts and pundits. After installing Bonus Tools, an additional drop-down menu will be added at the end of the main Mayan menu. This new menu provides easy access to a variety of tools and tools for daily use. The Maya Bonus Tools menu mimics the layout of the standard Maya menu sets. Each sub menu contains a number of related tools. Each of these can be ripped off and driven just like standard Maya menus. Unfortunately, I couldn't find a handy list of new features available in the 2017 Bonus Tools release. However, the following video contains a walk through the new functionality in action: Maya 2017 Bonus Tools can be downloaded here. I suppose it goes without saying that Maya or Maya LT is needed. GameDev News maya bonus tool and how to get it. go to this website find it in your download folder double clicking on it and running it (near maya if it's open) after it finish installing open maya and checking on bonus tools on the top section Page 2 Help Help