



# modo 203

## Changes and Improvements



- › The update is available for both Mac and PC.
- › modo 203 was released in March 2007 as a free, downloadable update for registered modo users.
- › It is backward-compatible with modo 202 and forward-compatible with future releases.

*The following is a selected list of key improvements/enhancements that have been made to modo 203. (This is not an all-inclusive list.)*

### new + improved functionality

- › UV Editing is improved through the addition of a move and sew option that simplifies the alignment, scaling and joining of discontinuous UV's.
- › Added new UV Cut, Copy and Paste commands that are useful when you want to transfer UV values to different polygons over scenes or meshes.
- › Added new Added UV Orient capability that makes all UV islands perfectly lined up in a horizontal or vertical direction.
- › UV Relax operation has a new adaptive capability that is improved to reduce area and angle distortion. A new option for locking the boundaries on a UV Relax operation is present.
- › The UV Unwrap tool works even better than previously, including the Seal Hole option being more robust.
- › Symmetric modeling operations are improved in the areas of polygon beveling, loop slicing and sliding, and joining vertices.
- › The WeightMap texture layer has been updated to function correctly.

### performance enhancements

- › Improved rendering memory management is present in modo.
- › Ray trace rendering speed is substantially improved (rendering is up to 1.4 times faster in certain circumstances and the average performance boost is approximately 1.1 times faster than modo 202). This benefits both production rendering and "baking" of ambient occlusion and other light maps.
- › Irradiance Cache performance has been accelerated on high resolution rendering.

### file i/o improvements

- › A DXF plugin that reads and writes ASCII DXF files is supplied.
- › The DXF plug-in supports import of various entities including polymesh, arcs, circles, lines, points, polylines etc.
- › Layers in the incoming DXF files are created as layers in modo.
- › On DXF file export from modo, triangles and quads are exported into a polymesh, with vertex connectivity maintained.