
IPackThat Download For Windows 7

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About This Software

IPackthat - UV-Layout Packer

Tired of packing your UV-Layout for 3D Meshes?

IPackThat is the go to tool for automatic uv packing, tested and used by industry professionals.

This small handy tool will compress your UV-Layout and save you time, that can be better spent on creative tasks.

Title: IPackThat
Genre: Animation & Modeling, Utilities
Developer:
Piranha Bytes Distribution UG&Co KG
Publisher:
Piranha Bytes Distribution UG&Co KG
Release Date: 6 Oct, 2015

a09c17d780

Minimum:

OS: Windows 7 x64

Memory: 1 GB RAM

Storage: 12 MB available space

English,Japanese,Turkish,Norwegian

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Demo version packs much better!. Developer has abandoned it in a broken state. Do not buy!. Very good packing algorithm, but unstable as hell. Can't handle 2k triangles clean mesh object? Everytime very sensitive, FBX crashes is everytime. Really useful and a huge time saver. Makes the lease enjoyable part of modeling a none hassle.. **DON'T BOTHER WITH THIS!!**

I bought it and let it work on my model for 7 hours without any progress. I didn't want this software to overheat my computer any longer so i shut it down. When I tried to return this product to Steam, as I wasn't happy with how it performed, I was refused because of the 7 hours usage!!!!!! Steam Support is wrong on this and should refund my money. I've submitted twice for a refund and was refused both times.

I consider this to be the most useless software I've ever used in my 20+ years as professional 3D Artist. My advice is not to bother with this, use the Layout tool in Maya and don't put the excessive wear and tear on your computer.. It used to work, now it doesn't, it's broken. Avoid.. Where can I get a perpetual demo version?

Demo version worked great. It was fast and had good results.

The current purchased version barely functions at all, and if or when you get results, they are mediocre at best. Incredibly slow loading times, even for simple meshes. Packing speed is even worse... beyond slow. As for viewing the current progress, the "Draw Packing" option is useless or does not work (maybe it's just that slow).

I can't figure out how a great working demo version back in 2014/2015 begets such a terrible commercial version today. Seems like a scam now. What the hell happened? Patent conflict with NDA? Booze? Aliens? What?

NOTE: If you want to revert to an older steam version that worked better than current:

http://polycount.com/discussion/comment/2622730/#Comment_2622730. Looks like Demo version and Full have different algorithms for package. With same settings and same mesh Demo completed pack with 10% waste space but full version of program did a just ~40% after 1 hour work. As for me it's look like a scam. Also this soft have no support at all.

I tried the demo which worked great, then decided to buy the full version which didn't work properly on my machine. I was denied my refund afterwards due to playtime which is ridiculous since I was testing to see if enough processing time would get the software to work (which it didn't)

Unless you're on Win 7, Avoid this like the plague!!. DON'T BOTHER WITH THIS!!

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Unless you're on Win 7, Avoid this like the plague!!. Automate grunt work of the unwrapping process with plenty of parameters to break up how different clusters are processed. A little hand authoring post-export furthers pushes the optimization of your 0-1 space even further. Software paid for itself by the second unwrap.. It used to work, now it doesn't, it's broken. Avoid.. After reading some reveiws I was a bit skeptical to buy this software. However I decided to give it a chance and I'm glad I did. So far this software has saved alot of time for me and my work flow. I've doing video game design for over a dacade now and I'm not sure what or why others are having a issue but not any issues here so far. I am on a windows 7 machine however. Here is a website to show some of my work. www.ewilkinart.com. Awesome piece of software!

I have waited far too long for a tool that helps me with the hideous task of packing UVs.

When it's not packing faster than me it's doing it more efficient.

When it's not packing more efficient than me, it's doing it faster.

Either way, I can work on something else while it's doing its job so it pays of it self after a few models.

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