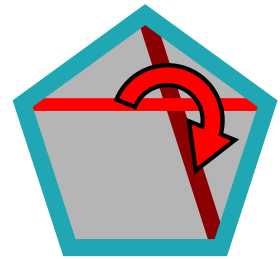


edgerotate

V 0.5

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What is it?

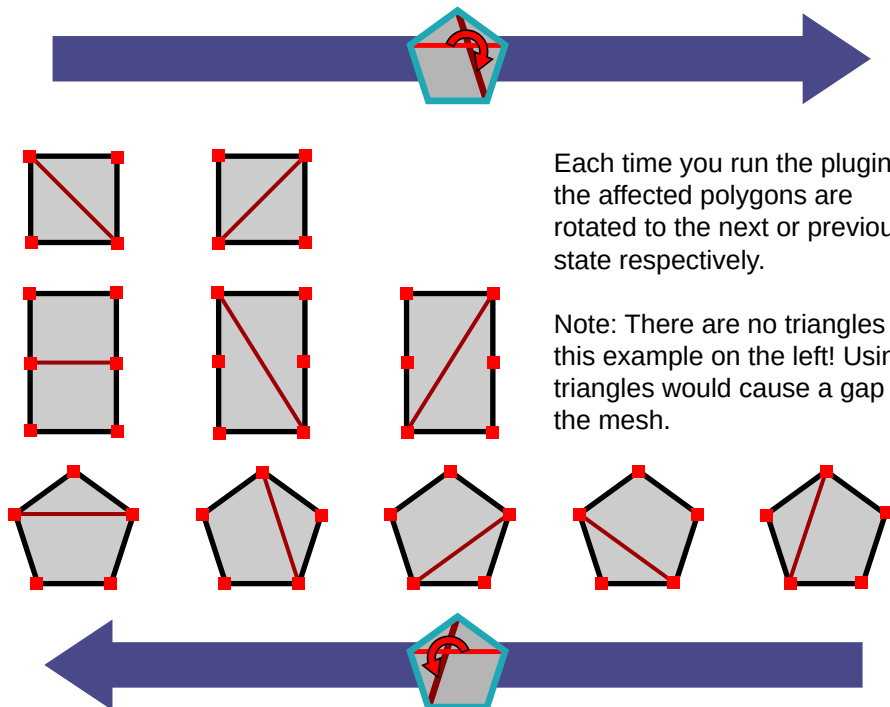
You select two polygons sharing an edge. EdgeRotate enables you to cycle these two polygons without affecting their points.

How to install?

Just drag the EdgeRotate folder into Cinema's "Plugins" directory. You find two new entries in your Plug-in menu: EdgeRotateCW and EdgeRotate CCW - the latter works counter clockwise. I would suggest to add at least one of them to your toolbar (please consult the Cinema manual for details on this).

How does it work?

It works by "rewiring" the affected points. BTW: It also does take care that the normals are set correctly.



Each time you run the plugin, the affected polygons are rotated to the next or previous state respectively.

Note: There are no triangles in this example on the left! Using triangles would cause a gap in the mesh.

INFO BITS

How much is it?
EdgeRotate 0.5 is freeware, though I am retaining the copyright and the rights to distribute it.

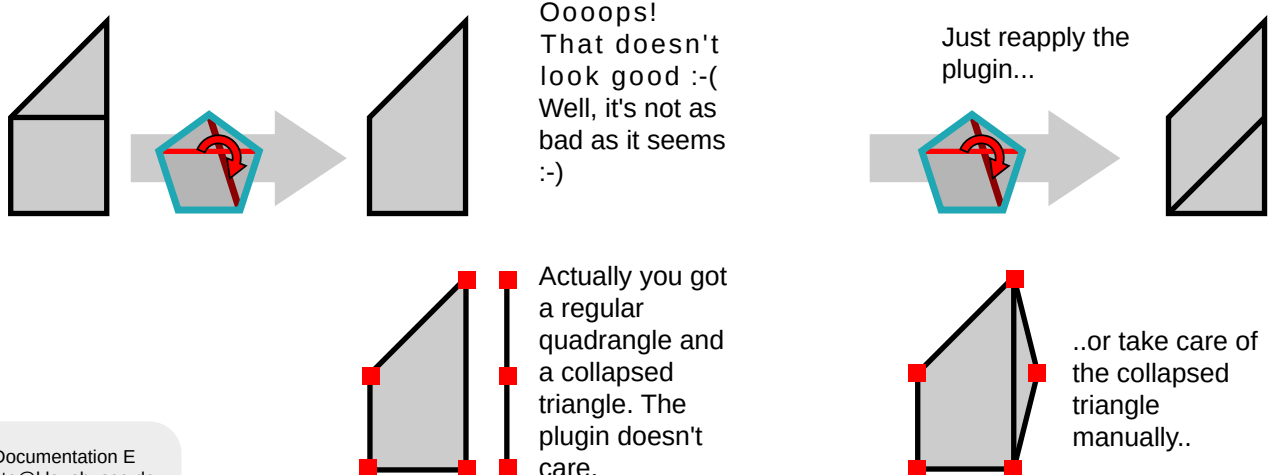
Any Guarantees?
No guarantee for anything. Not much support either. It works with Cinema R8, but I'll make no effort to support older versions though they might work as well.

Where is your site?
Have a look at:
www.klausbusse.de/c4d

Can I help you?
If you are a French or Japanese native speaker, then I would love to see at least the plugin ressources translated. If you're an English native speaker, I'm always interested in improving my English, so don't be shy to correct me!

A note about overlapping or collapsed polygons

EdgeRotate is not your nanny. You can do things you should not leave that way:



Oooops!
That doesn't look good :-(
Well, it's not as bad as it seems :-)

Just reapply the plugin...

Actually you got a regular quadrangle and a collapsed triangle. The plugin doesn't care.

..or take care of the collapsed triangle manually..