

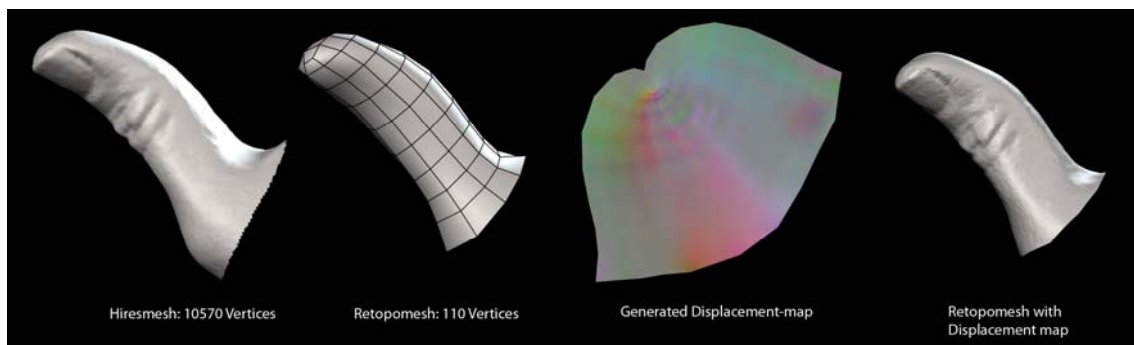


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On March 25, 2011 at 10:09 AM in cgsociety.org a discovery was made public by Holger Biebrach:

*"I have discovered something really cool. You can use the Shrinkwrap while editing with any modeling-tools. And the lowpolymesh stays on the surface of the Highres-mesh. I was really happy to see this. ..." c.q.*

That happiness along with Holger's technology "Retopo in C4D - Scriptpack" quickly spread throughout the Cinema 4D community.



*"I have made some test with the new Displacement baking in R12" - Holger.*

A new revolution behind the EUREKA call has begun!



You can download the Scriptpack with instructions here:

<http://www.holgerbiebrach.com>