Subject: Re: XForm3D library for U++
Posted by Oblivion on Tue, 21 Jul 2026 13:07:49 GMT
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Hi,

A small (but big) update:

Starting from August 2026, Xform3D package will be part of Sculptor package, A soft-3d rendering and rasterizing package, that will include Sculptor, and EscSculptor (Esc bindings for Sculptor) libraries.
It will still be an independent package, but since Sculptor is being built on XForm3D, they will all be available in the same UppHub nest.

As for the Sculptor: 8)

Best regards,
Oblivion