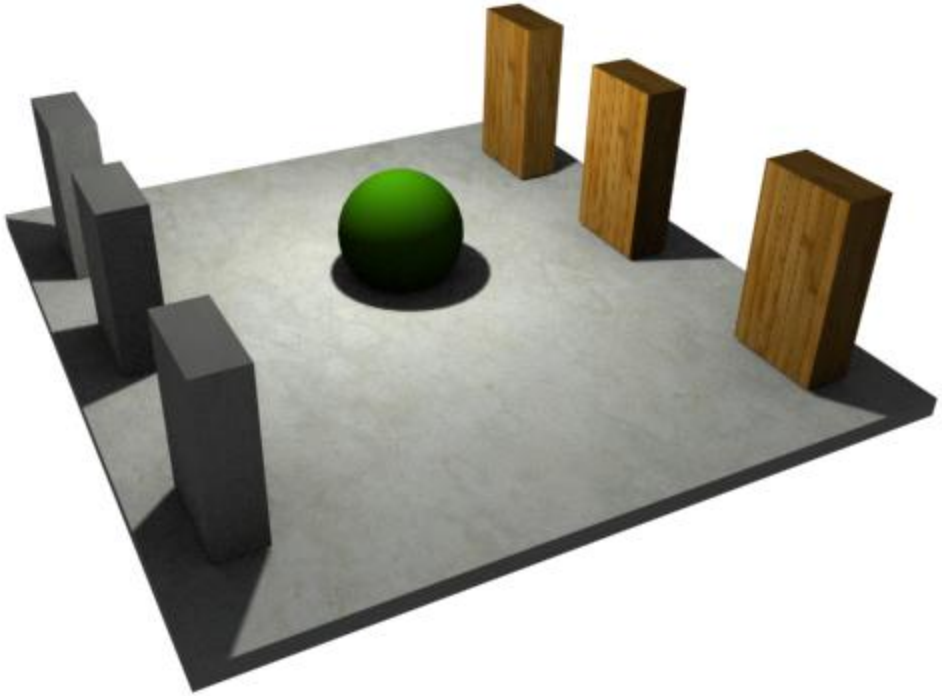
Vizard - 3ds MAX Workflow

Topics covered:

- Render to texture
- Complete maps
- Light maps
- Export settings
- Vizard Inspector



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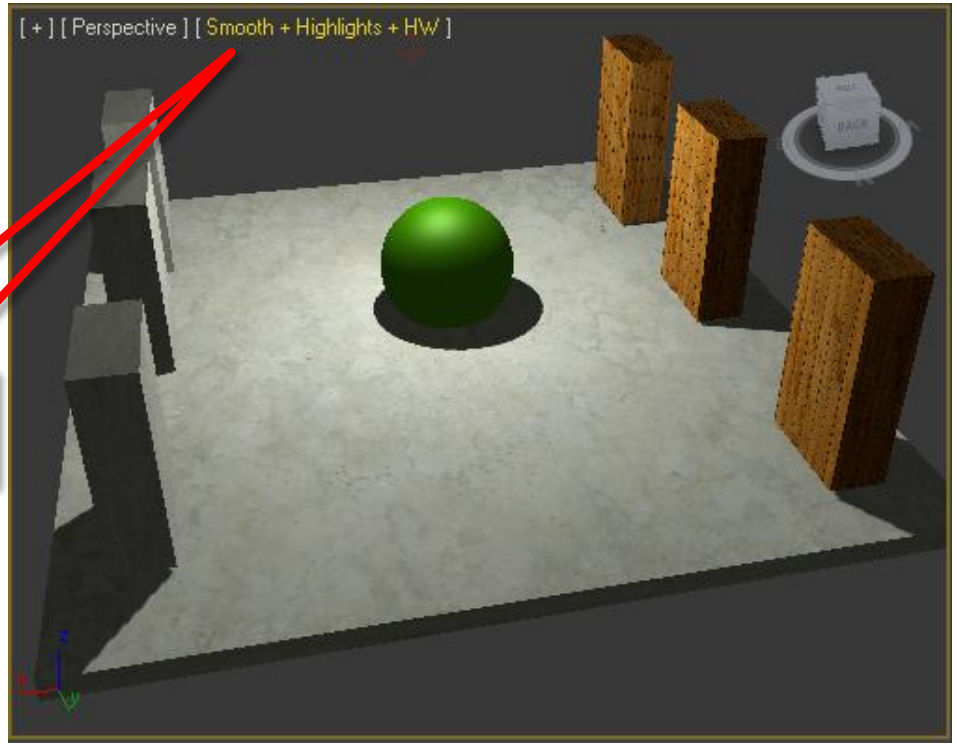
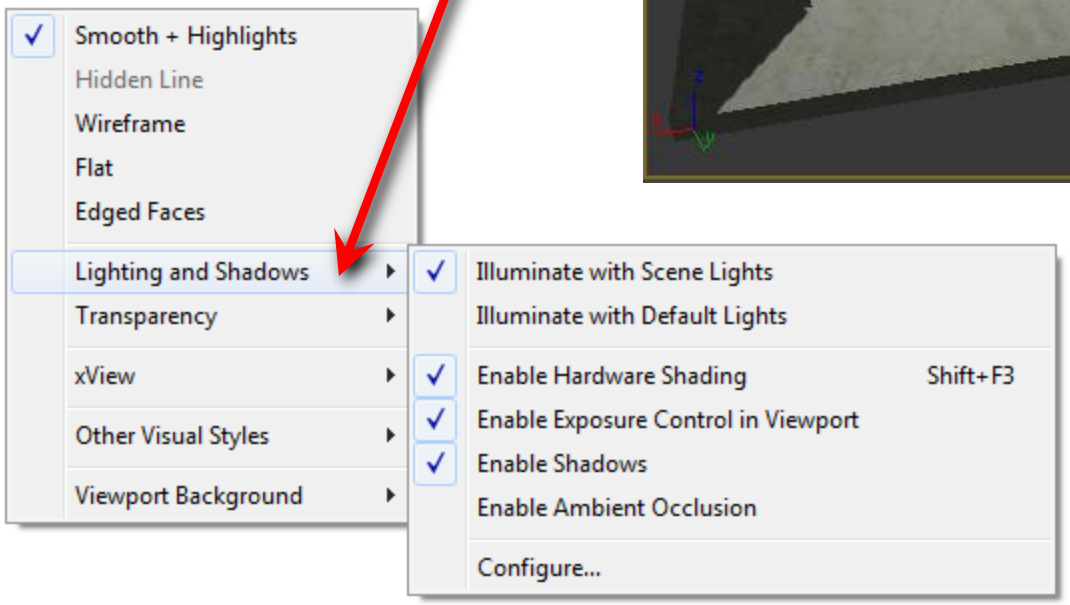
Set viewport render properties

Especially for learning, take advantage of hardware lighting and shadows by setting your viewport to a rich render setting. For complex scenes, you'll need to back off these settings.



Right-click for options



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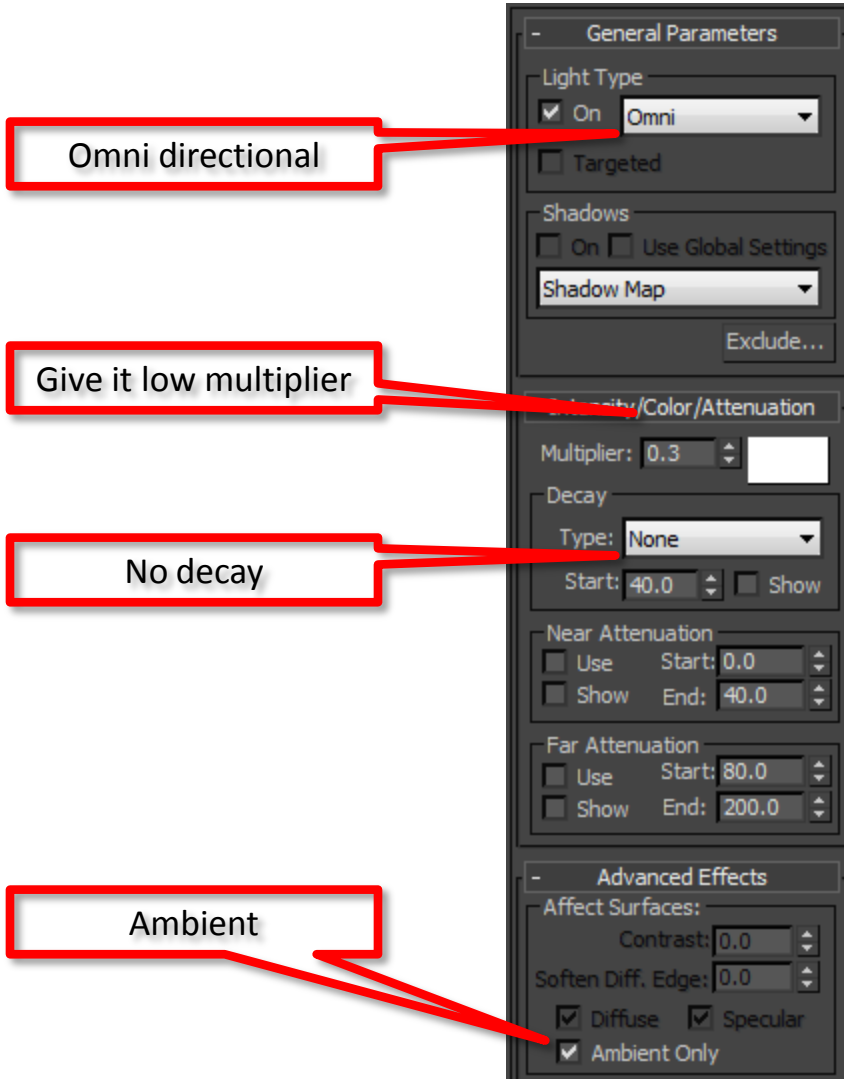
Set up an ambient light

When creating complete or light maps, you'll usually need to have an ambient light in your scene to soften the effect of light sources. MAX's "Environment … Global Lighting" ambient light does not export in Vizard IVE format. Instead, use an omni light in ambient mode.

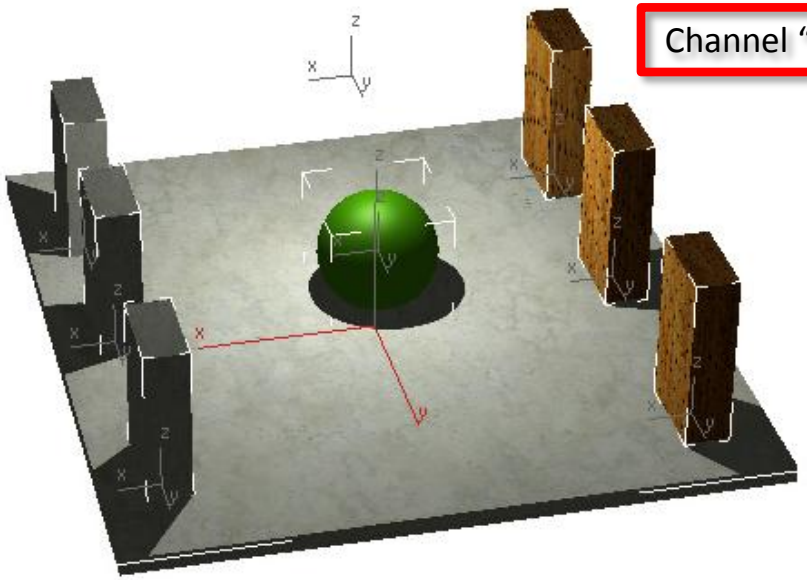
Alternatively, you can use a skylight for ambient lighting effects and also get global illumination lighting. Skylights are considerably slower to render, however.



Render to Texture (step 1)

Select all target objects in viewport and then these objects become targets for baking.

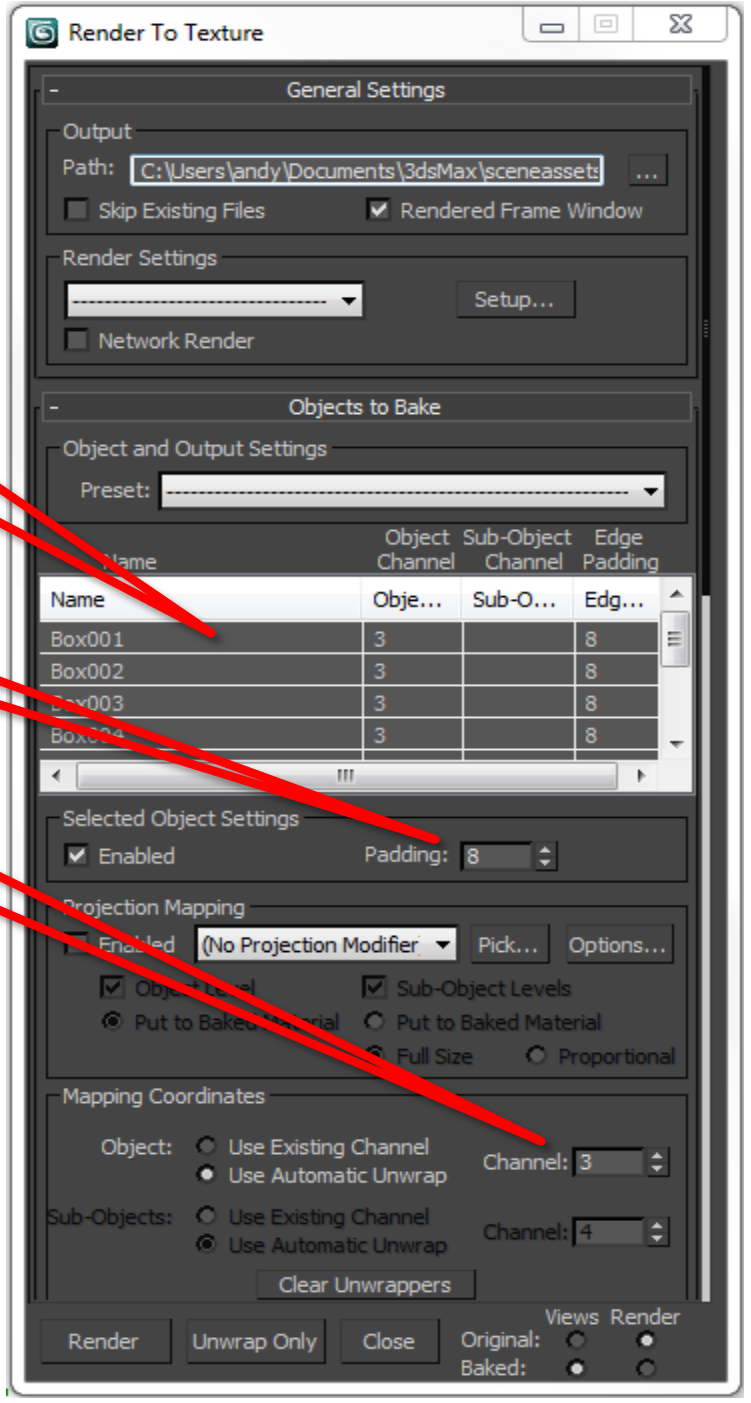
The baked textures must be placed in Mapping Coordinate channel # 3.



Selecting objects in viewport puts them in the “to bake” list

“8” pixels recommended

Channel “3” required



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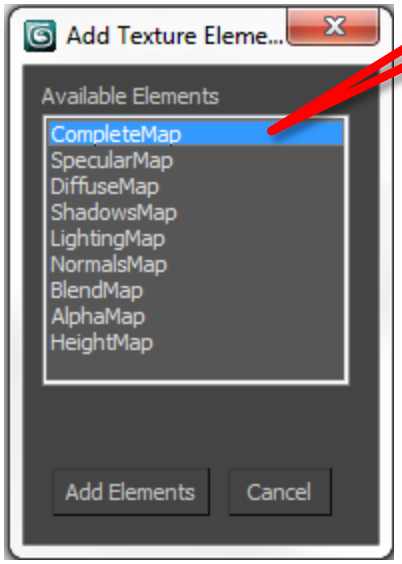
Render to Texture (step 2) CompleteMap method

Complete maps are the most robust method to capture every material and it's lighting into a rendered texture.

The quality of your real-time scene will entirely depend on the size you choose for the rendered textures.

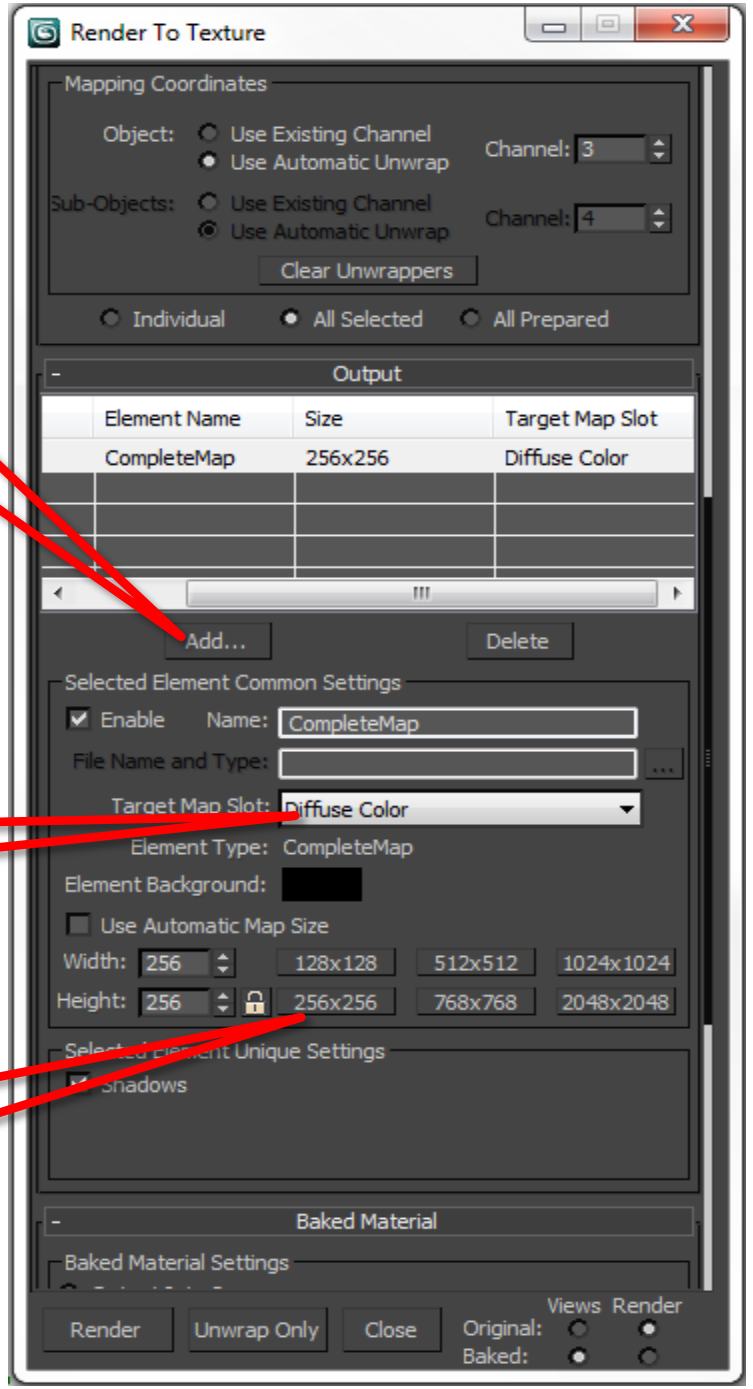


(1) Click Add …

(2) Select "CompleteMap"

(3) Select Diffuse Color

(4) Choose map size for rendered textures



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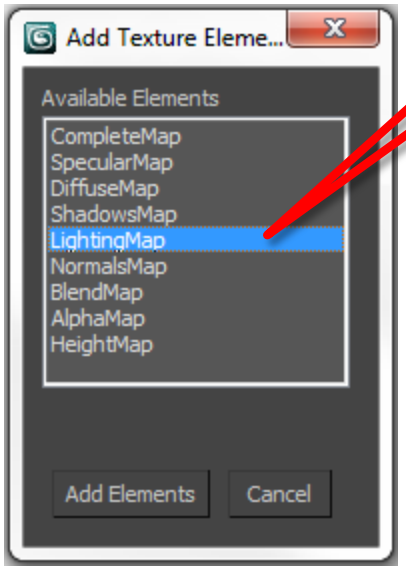
Render to Texture (step 2) LightMap method

LightMaps have the advantage of combining with your original textures so your real-time scene quality remains high.

Map size only affects the quality of the shadows and light effects.

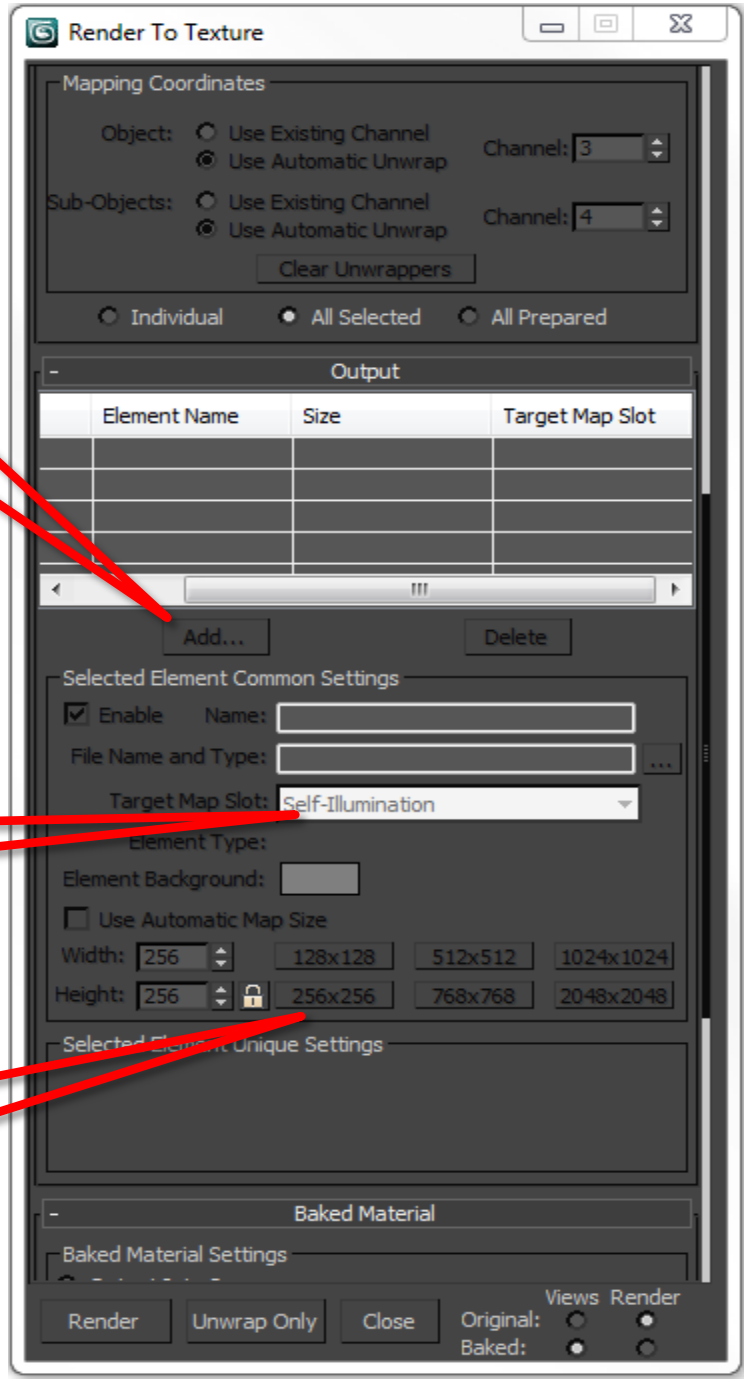


(1) Click Add …

(2) Select "LightMap"

(3) Select Self-Illumination

(4) Choose map size for rendered textures



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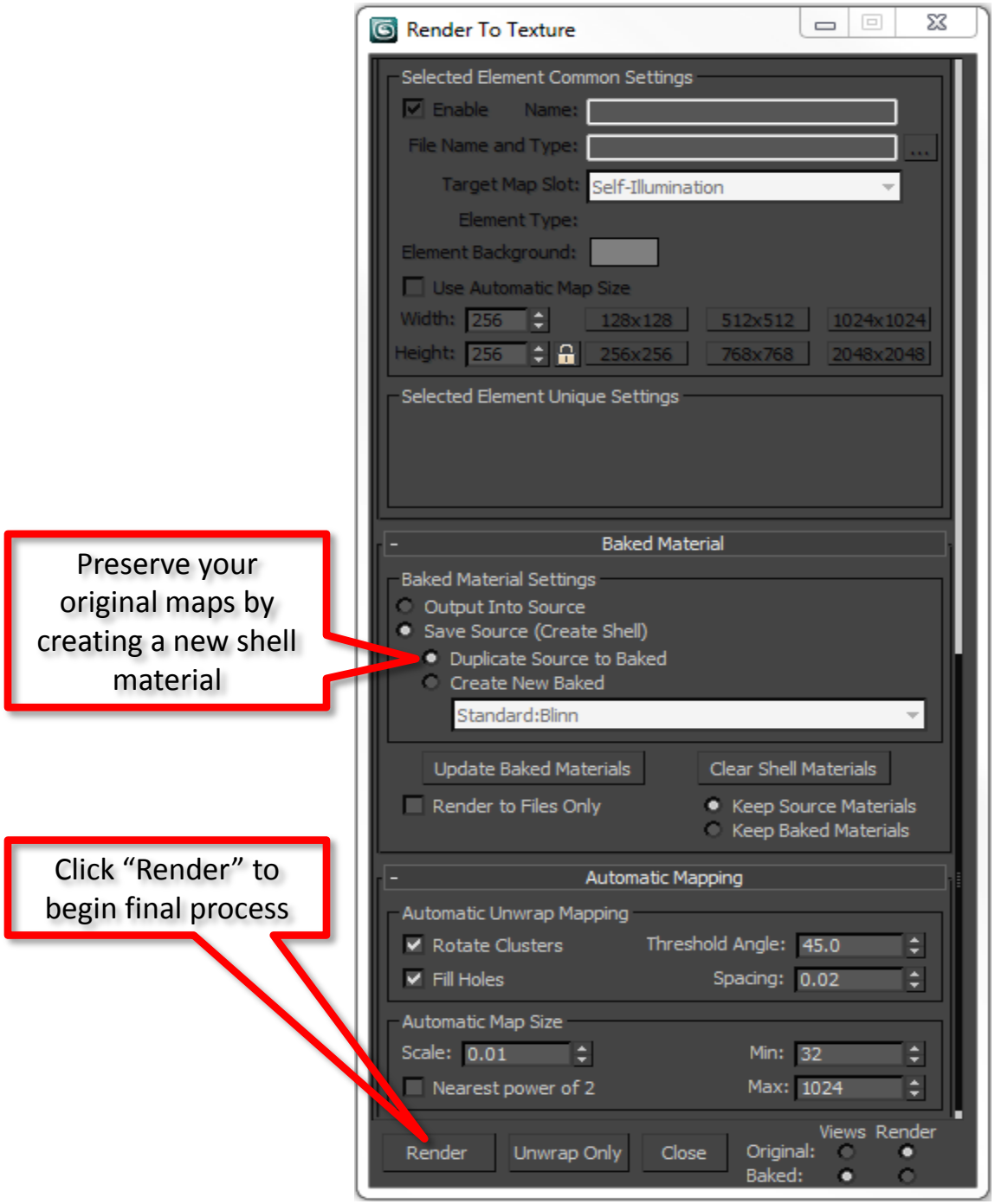
Render to Texture (step 3) Baked Material Settings

When “baking” your rendered scene into textures, instruct MAX to save the result in a new shell material. When you export your scene to Vizard, the exporter will choose any baked shell materials over your original materials when available.



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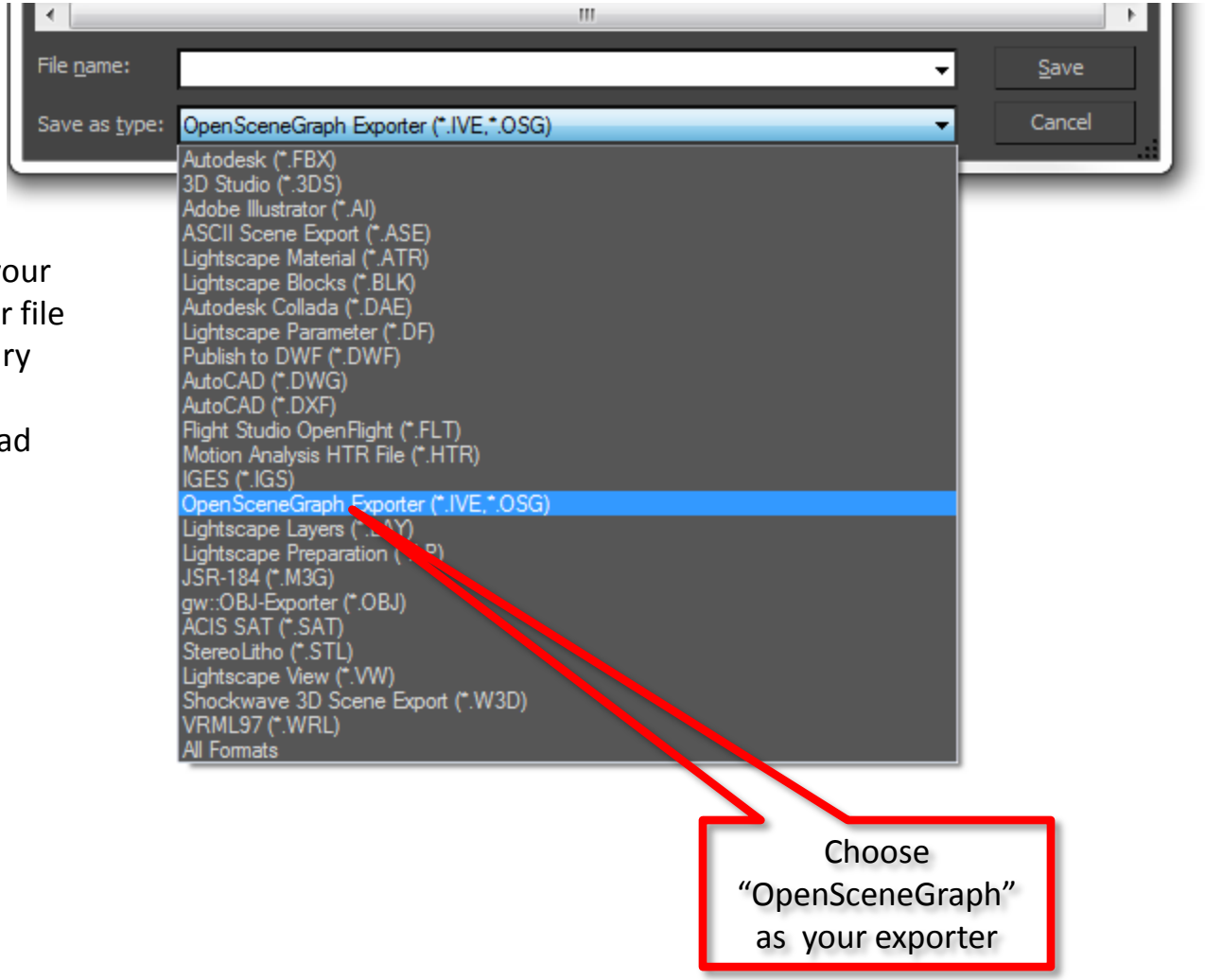
Export to Vizard

Depending on whether which extension (.IVE or .OSG) you give your file, a binary or text version of your file will be save, respectively. The binary has the advantage of embedded compressed textures and faster load times.



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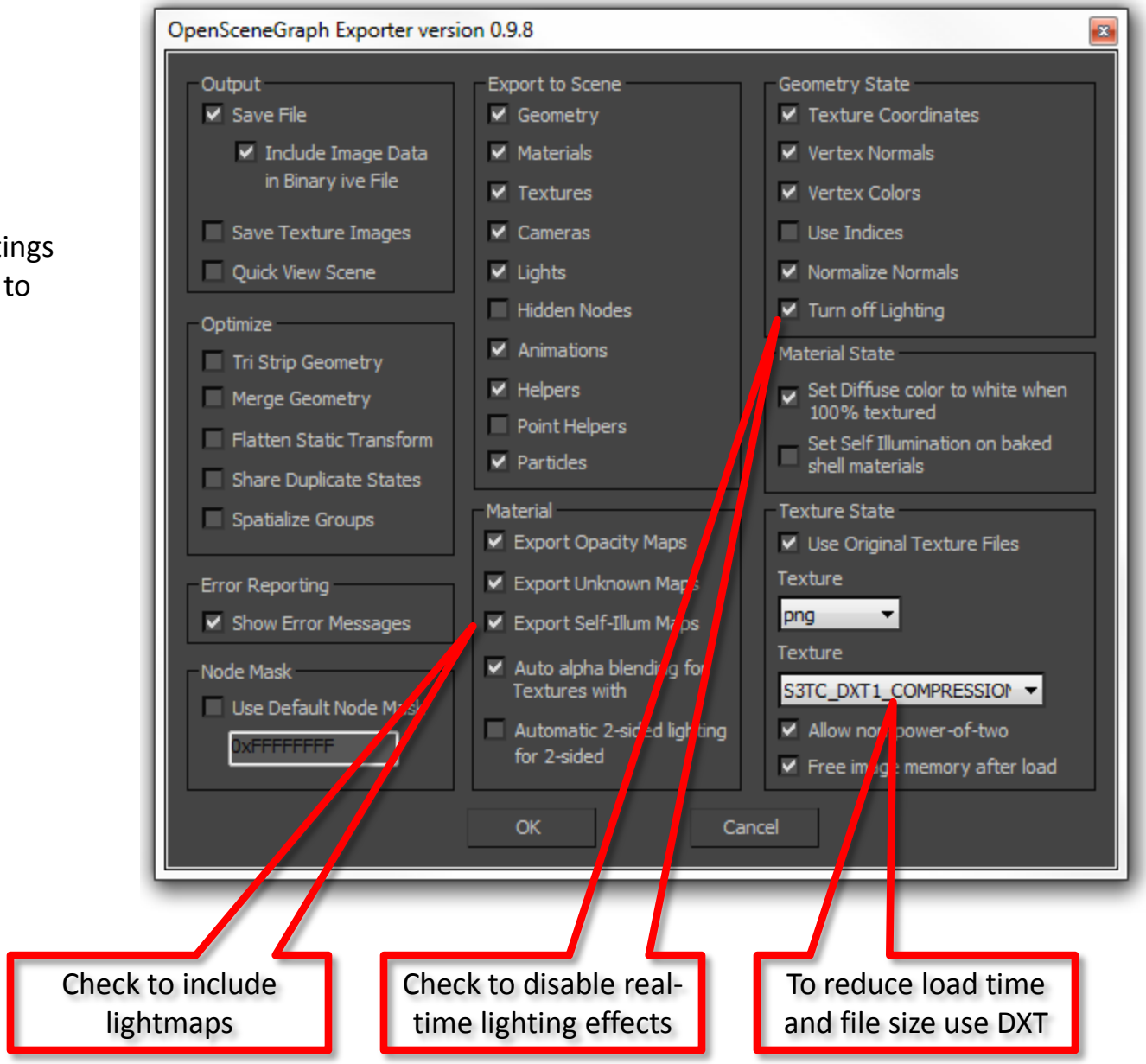
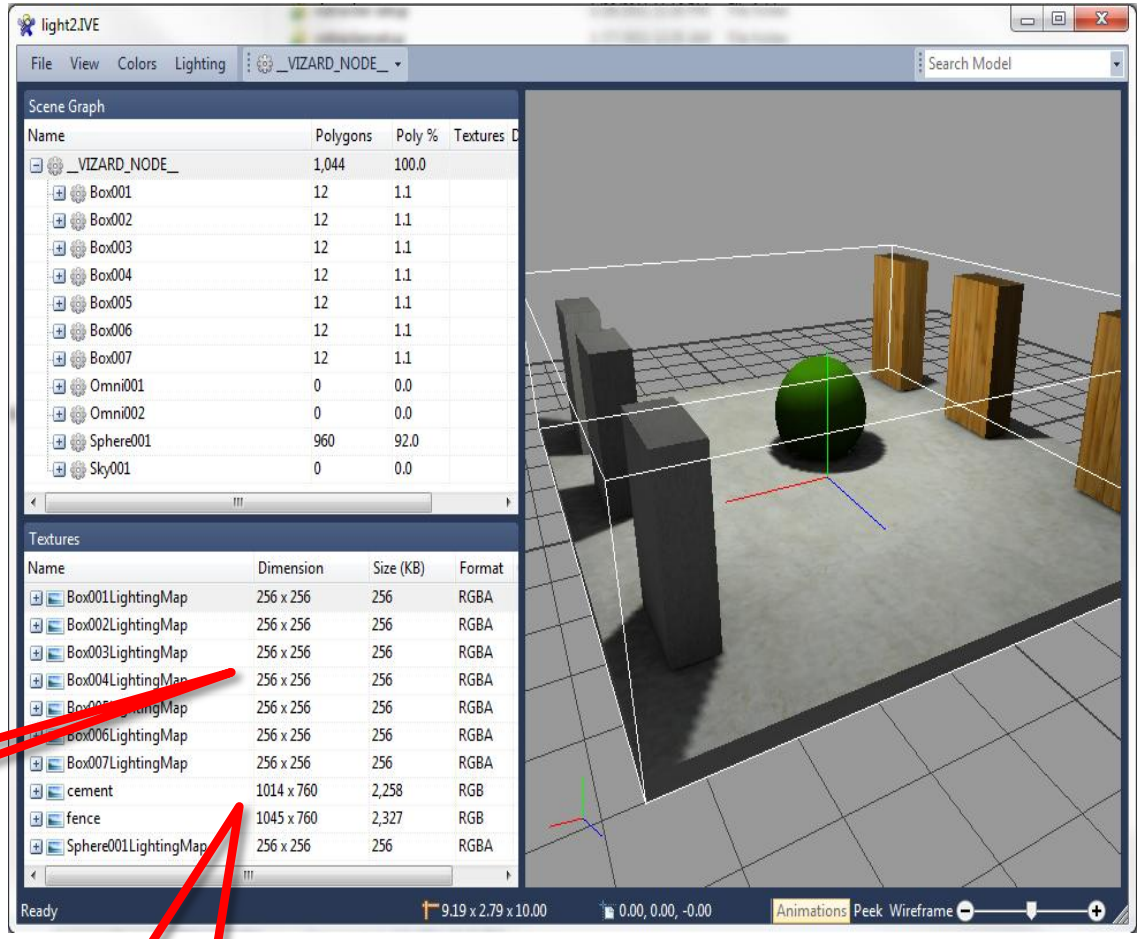
Exporter settings

Show here are the typical settings recommended for use render to texture applications.



Use Vizard Inspector to examine your bake

After exporting your baked scene, open your IVE or OSG file into Inspector and verify the visual quality and it map structure.



Light maps at chosen 256 x 256 resolution

Original resolution diffuse maps

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