

## Communication plugin tutorial for 3dsMax

Here is a small tutorial that will get you started with AWB communication plugin. The communication plugin is a powerful tool that let you import your 3dsMax animation into a World Builder landscape. You can see your animation with shadow and reflection, and now you can even see the World Builder trees shadow casting on the 3dsMax objects.

Here is how it work...

First you need to create a communication object in World Builder.

In World builder, click on: Create ► Communication Object ► Max Communication Object (figure 1). This will create a communication object that you will use later to import your objects from 3dsMax. From the Create menu, select camera to create a new World builder camera if you wish to use a camera from World builder.

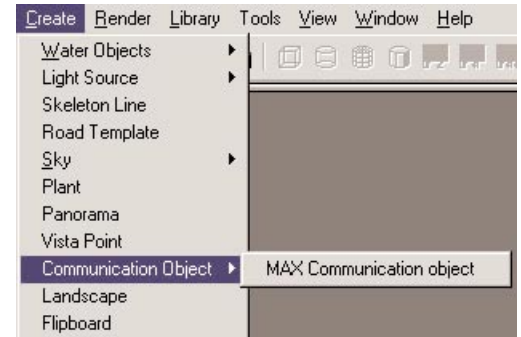


Figure 1

Second, if it is not started yet, you will need to start 3dsMax.

The new communication plugin is no longer located in the Utilities section but in the Rendering/Environment menu.

From 3dsMax, click on Rendering ► Environment, to open the Environment dialogue box (figure 2).

This will bring up a new dialogue box, the Environment (Figure 3). Click on the “add” button on the right to open the Add Atmospheric Effect box (Figure 4).

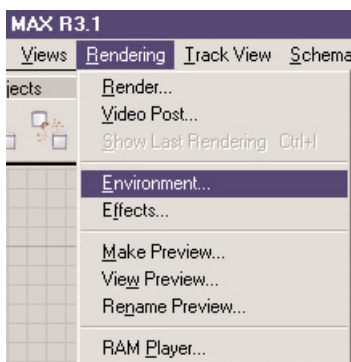


Figure 2

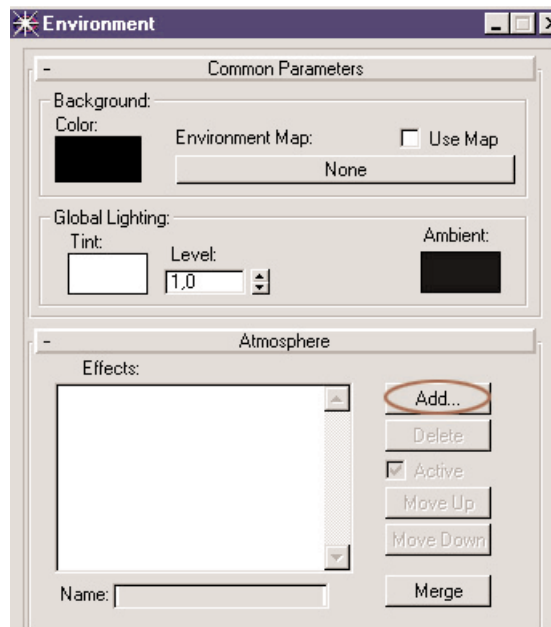


Figure 3

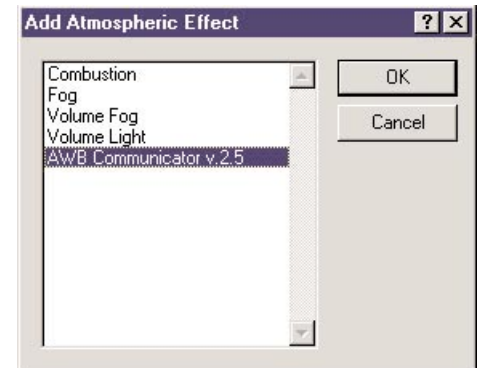


Figure 4

Click on AWB Communicator v 2.5 to highlight it and click on OK to accept the selection. Now in the Environment dialogue box you should see the communicator and its options (figure 5).

Click on the “Connect” button if it is not already connected to establish the communication between World Builder and 3dsMax.

If the units are different, click on the “Fit units” button and if the frame number are different, click on the “Fit frames” button as well.

If you wish to use a camera from World Builder you need to import the camera you created in World Builder, into 3dsMax. To do so, just select the click on the pull down menu “Camera Import” located on the bottom of the Environment dialogue box. Select the camera you wish to import and click on the “Import” button on the right.

This will import the World Builder camera into 3dsMax. You can import as many camera as you have created in World builder if you wish.

If you wish to use a 3dsMax camera instead, then you need to create a camera in 3dsMax and import it in World Builder via the Communication plugin. Here is how to do this:

Once you have created a camera in 3dsMax, go to Wold Builder and make sure the MAX Communication Object is highlighted in the menu on the right. Select “MAX Cameras” on the bottom menu and select the camera you wish to import from the list, then click the “Import” button to import the 3dsMax camera into World Builder (Figure 6).

You can import different objects from 3dsMax into World Builder that way, for precise positioning. To import objects into World builder, select “MAX Meshes” from the list to import 3dsMax objects, select which objects you wish to import and click on import at the bottom, then you can move, rotate or scale them from World Builder and the modifications will be applied in 3dsMax as well.

You can select the “MAX Lights” to import lights from 3dsMax into World Builder. Imported 3dsMax objects will cast shadow on the World Builder landscape and objects, provided that you have the shadow enabled on the light source.

If you wish to have shadow casted on the 3dsMax objects from the trees and objects in World Builder, you have to use a light from World Builder and import it into 3dsMax. We will now look how to do this.

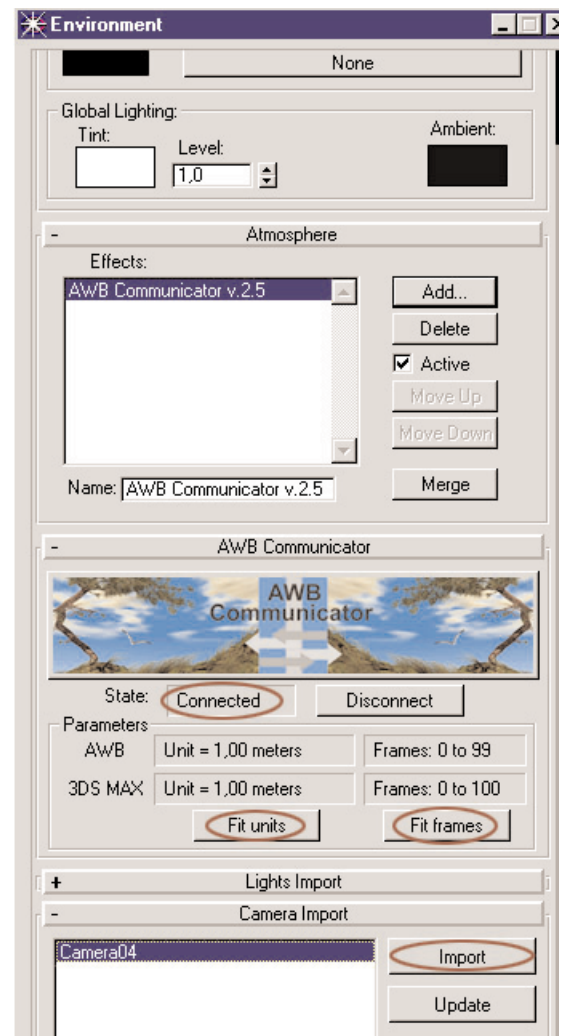


Figure 5



Figure 6

First you need to create a light in World Builder. Go to the create menu and create a spot light. Place the light source the way you want. Select the spot light from the menu on the right and make sure the shadow is “ON”. Select the shadow view from the list and adjust the view to you can clearly see your objects.

Now select the “Max Communication Object” on the top right menu, and select the Lights Export from the list. Make sure the check box for “Export lights to Max” is checked and the light you wish to export is highlighted (Figure 7)

Note: The shadow casted on the 3dsMax objects from the World Builder objects (trees, plants, etc.) is a new features in development. This feature may not work for every situations as it is still in beta stage of development.

If you don't get reflection of your 3dsMax objects on the World Builder river or water, make sure that your setting is set to every frame in the Shader option. Select the Water object in the menu on the right and click on the Fresnel Water from the list to select it. You can click on the Default material on the list to expend the list if you don't see the Fresnel Water. Then in the Generate Map option dialogue, select Every Frame, as seen in Figure 8.

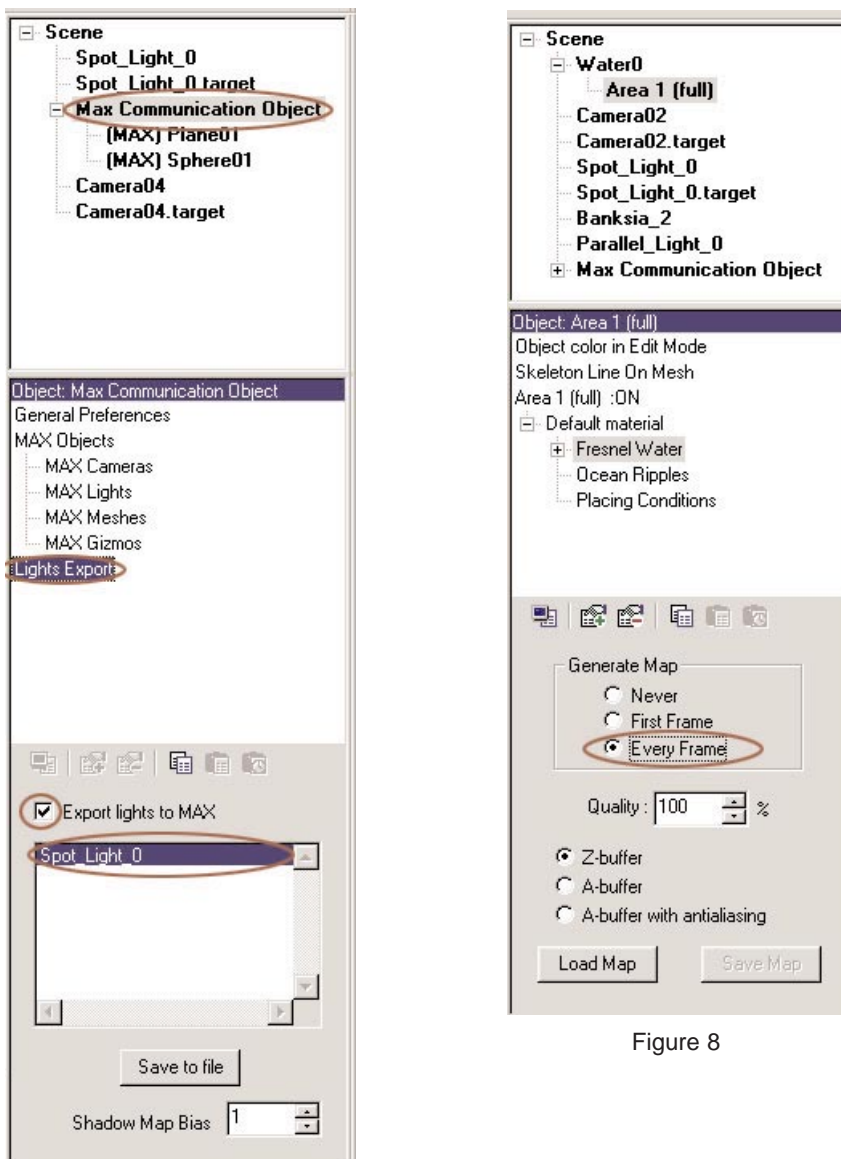


Figure 8

Figure 7