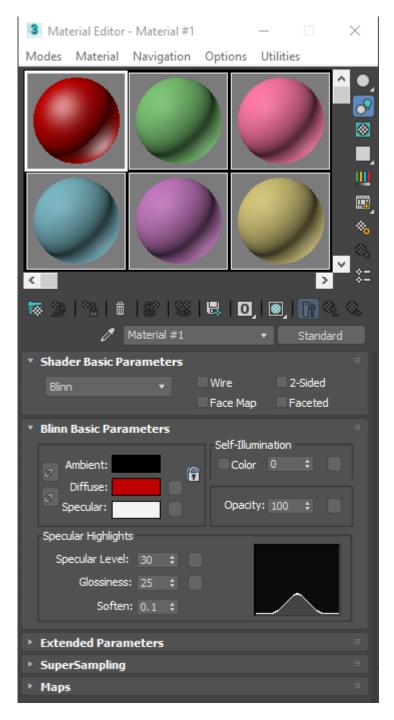
2025/11/08 09:47 1/2 Renderer: Line Color

Renderer: Line Color

Each object in 3ds Max may have a material assigned to it. (If a material has not been explicitly assigned to an object, Lasershow Converter MAX will create a material based on the Object's color.) This material controls the color, texture, reflectivity, and other visible attributes of the object when it is rendered. Among the settings of the material are the **Ambient**, **Diffuse** and **Specular** color of the material.



When creating lines for laser display, Lasershow Converter MAX gives you the option of using the material's **Ambient color**, **Diffuse color**, or **Specular color**. In addition, you can select a **Custom color** that you want the lines to be, regardless of the color of the object's material.

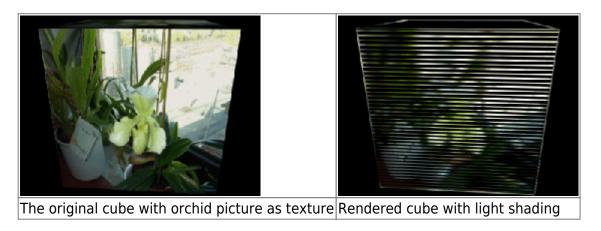
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Default line color	
Object's Ambient color	Texture color
 Object's Diffuse color Object's Specular color 	 Textures and Light shading
Custom color:	Textures, Light shading and Shadows

Generally you will use the object's **Diffuse** color for laser line generation.

Light Shading

An relatively new feature of this plug-in is the **light shading** parameter, which allows you to apply **lighting**, **shading**, **shadows and texture effects**. With this feature it is possible to dramatically expand the realism of projected imagery.



See Also

• Utility: Object Line Color

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