

# Modifier: Overview

In contrast to the renderer and the utility plug-ins, the **Modifier** allows specific adjustments for lines and colors to “sub-objects” (i.e. specific object mesh selections). Moreover, this plug-in offers the possibility to **animate** special **Lasershow Converter MAX** settings like native 3ds Max settings in a scene.

The Settings established by the Render Settings dialog and Utility plug-in normally work on entire objects of a scene, and these settings remain unchanged during the time period of the scene. The modifier plug-in allows you to make settings on the whole object if desired, and also to sub-objects (specific mesh selections) using the powerful 3ds Max selection tools like the **Mesh Select** or **Edit Mesh modifiers**. And unlike the Render settings and Utility plug-in settings the Modifier settings are animateable. This works on the mesh selections's line types and color settings.

**Note:** While it is possible to adjust the Line Types, Contours, and Colors to individual mesh edges and other parts of an object, it is only possible to adjust the Intersections, Filter settings and Point spacing, Soft Line and Beam Brush for “whole object” selections.



LC-Max Modifier  
Sphere

Line Types and Colors

- Silhouette
- Silhouette + Folds
- Creases
- Material Change
- MAX-defined
- All polygon lines

Diffuse color

- Custom color
- Texture color
- Textures & Light shading
- Light shading & Shadows

Intersections

- Intersections with others
- Intersections within self

Color of intersecting lines:  
Color of this object

Contours

Enable Contours 1

Contour Axis: Object Z

Contour Lines: 10

Start (percent): 0.0

End (percent): 100.0

Enable Contours 2

Contour Axis: Object X

Contour Lines: 10

Start (percent): 0.0

End (percent): 100.0

Enable Contours 3

Contour Axis: Object Y

Contour Lines: 10

Start (percent): 0.0

End (percent): 100.0

Object filter settings

Gap filter  
Gap distance: 0.1

Overlap filter  
Overlap distance: 0.5  
Overlap angle: 20.0

Noise filter  
Minimum length: 3.0

Intersection flickering  
Filter across objects

Object point spacing

AutoBlank Points

- ...at line endings: 4
- ...at round overlaps: 4

AutoAnchor Points

- Accelerate/Decelerate

Object point spacing

AutoBlank Points

- ...at line endings: 4
- ...at round overlaps: 4

AutoAnchor Points

- Accelerate/Decelerate
- ...at line beginnings: 2
- ...at line endings: 2
- ...at round overlaps: 0
- ...at corners
  - 0° - 45°: 4
  - 45° - 90°: 4
  - 90° - 135°: 3
  - 135° - 155°: 2
  - 155° - 165°: 0
  - 165° - 175°: 0
- ...corner detect: 50

AutoSpace Distance

- ...blanked lines: 800
- ...straight lines: 300
- ...curved lines: 35
- ...curve detect: 50

## Modifier plug-in features

- [Modifier: Line Types](#)
- [Modifier: Color](#)
- [Modifier: Contours](#)

## Advanced topics

[Tips: Using the Mesh Selection and the Modifier Plug-in](#)

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[Go Back](#)

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