LC Max

Getting started

Lasershow Converter MAX works with modern versions of Autodesk's 3ds Max computer graphics program. It lets you turn 3D computer graphics into laser graphics, quickly and easily.

- Introduction
- Installing Lasershow Converter MAX
- What's new

The Lasershow Converter MAX system consists of three plug-ins for 3ds Max: a rendering plug-in, a utility plug-in and a modifier plug-in.

Tutorial Videos

- Tutorial 1/5: Installation and configuration
- Tutorial 2/5: Overview
- Tutorial 3/5: Modifiers
- Tutorial 4/5: Render settings
- Tutorial 5/5: Animation

Lasershow Converter MAX Renderer

The renderer turns 3ds Max frames and scenes into laser-projectable frames and scenes. Here are step-by-step instructions on using the renderer:

- Step 1: Selecting the renderer
- Step 2: Rendering a frame
- Step 3: Rendering an animation
- Step 4: Viewing an animation
- Step 5: Summary

Click one of the topics below for details about the rendering plug-in:

- Overview
- Line Types

- Line Color
- Filter settings
- Laser Output
- Ultra-smooth refresh-based rendering
- Include Z-axis data in laser frames

Lasershow Converter MAX Utility

The utility plug-in lets you adjust aspects of how 3ds Max objects will be drawn by the renderer. Click one of the topics below for details.

- Overview
- Laser Preview
- About object settings
- Object Quick-Setup
- Object Line Types
- Object Line Color
- Object Filter Settings
- Object Point Spacing
- Object Soft Line
- Object Beam Brush
- Connection to BEYOND

Lasershow Converter MAX Modifier

The modifier allows adjustments to specific mesh selections in 3ds Max. The topics below explain this issue.

- Overview
- Modifier Line Types
- Modifier Line Color
- Modifier Contours

Tips and Tricks

Here are some advanced topics regarding Lasershow Converter MAX:

- Contour axis
- Tips: Beam path optimization
- Tips: Color and path consistency
- Tips: Importing artwork
- Tips: Creating dust-like animations using particle systems
- Tips: Fixing extra lines on cone objects

- Tips: Point spacing for lines
- Tips: Point spacing for objects
- Tips: Scan speeds and LC MAX
- Tips: Using renderable splines
- Tips: Using MAX-defined
- Tips: Using mesh selection
- Tips: Fixing mysterious flickering lines
- Questions and answers

Copyright and credits

Lasershow Converter MAX is copyright © 2001-2021 by Pangolin Laser Systems, Inc. All rights reserved.
3ds Max is a registered trademark of Autodesk Inc.
Lasershow Designer 2000, Lasershow Designer BEYOND and Lasershow Converter MAX are trademarks of Pangolin Laser Systems Inc.
Lasershow Converter MAX includes David Gould Rendering Technology. Copyright ©2000 David Gould.

From:
http://wiki.pangolin.com/ - **Complete Help Docs**

Permanent link:
http://wiki.pangolin.com/doku.php?id=tools:lcmax:start&rev=1620042192

Last update: **2021/05/03 13:43**