Tips: Creating dust-like animations using particle systems

Lasershow Converter MAX can be used to create stunning particle displays, such as floating dust and similar animations.

Successfully rendering dust-like particles with Lasershow Converter MAX can involve a lot of trial-anderror. However, it can be accomplished by roughly following these steps:

1. Use the **Spray** object in 3ds Max, and make sure the "particle size" setting is at least 0.1. (A particle size of 0.01 is simply too small...)

2. Select the **Spray** object, and then go to the Utility plugin within Lasershow Converter MAX. This is shown below.

3. In the Utility plugin, set the **Noise filter** settings between 1.5 and 2 – with 1.8 being a pretty good starting point, but this depends on your laser scanners. - 1.5 creates more particles but also more points - 2.0 reduces the amount of visible particles and the amount of points

| | SuperSpray001 More Sets Asset Browser Perspective Match Collapse Color Clipboard Measure |
|--|--|
| Utilities Image: Construct of the second | Motion Capture Reset XForm MAXScript Flight Studio (c) - Laser Preview Pangolin Laser Systems Laser show Converter MAX Laser preview and output will be available once this scene has been rendered with Lasershow Converter MAX. Object 1: SuperSpray001 + Object quick-setup + Object line types + Object line color - Object filter settings Filter settings for SuperSpray |
| Scene Effect Loader Shape Check OK OK Cancel | Gap filter Gap distance: 1,0 Overlap filter Overlap angle: 20,0 Noise filter Minimum length: 1,5 Filter across objects Assign to selected objects |

4. Adjust the **Object point spacing** settings in the utility plugin. Since you don't need any corners and

lines, these can be reduced, as well as line endings and round overlaps. See the picture below for optimal operation.

| - Object point spacing | | |
|--|---|--|
| Laser settings for SuperSpray0 | | |
| Aucobiank Points | | |
| at line endings 🛛 💈 🗘 | | |
| at round overlaps 2 🛟 | | |
| - AutoAnchor Points | | |
| Accelerate/Decelerate 💌 | | |
| at line beginnings 🛛 🏮 | | |
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| at corners | I | |
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| 45°-90° 2 🗘 | I | |
| 90° - 135° 3 🗘 | I | |
| 135° - 155° 2 🗘 | I | |
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| curve 50 🗘 | | |
| Beam path for this object: | | |
| Keep path consistent 🛛 🔻 | | |
| Assign to selected objects | | |

5. Note that whenever you change settings in the Utility plugin, you must press **Assign to selected objects** or the settings will not get changed.

6. Reducing the amount of the particles can help (then they can reduce the noise filter settings further).

Go Back

Last update: 2021/05/03 13:32

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