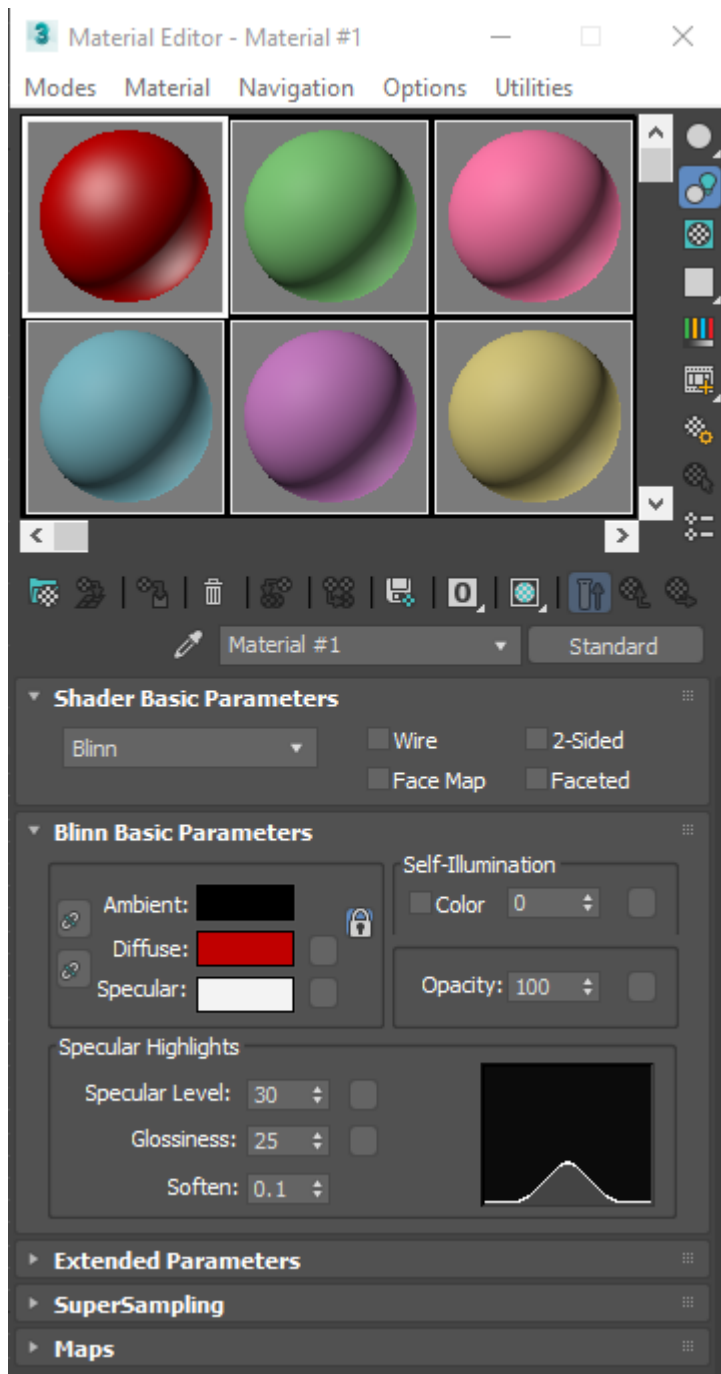


Renderer: Line Color

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.

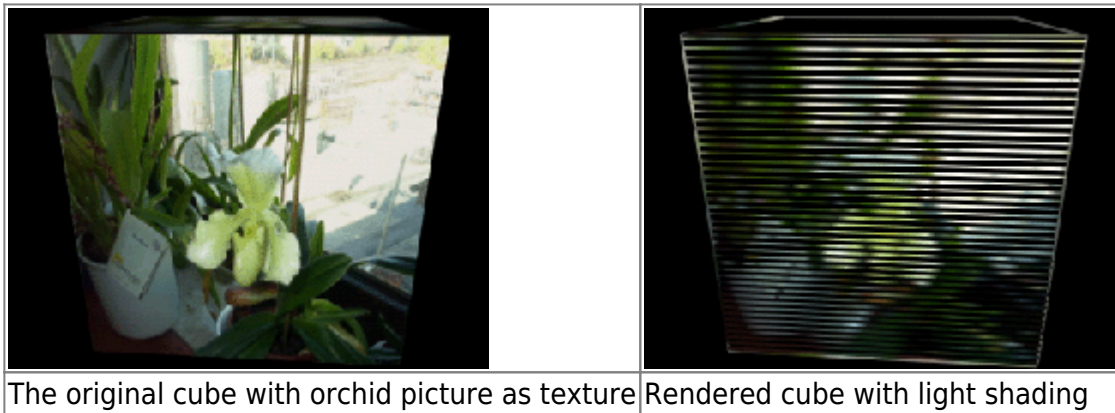
Default line color

<input type="radio"/> Object's Ambient color	<input type="radio"/> Texture color
<input checked="" type="radio"/> Object's Diffuse color	<input type="radio"/> Textures and Light shading
<input type="radio"/> Object's Specular color	<input type="radio"/> Textures, Light shading and Shadows
<input type="radio"/> Custom color: <input type="text"/>	

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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