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 L**asershow 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 [red]
- ○ 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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