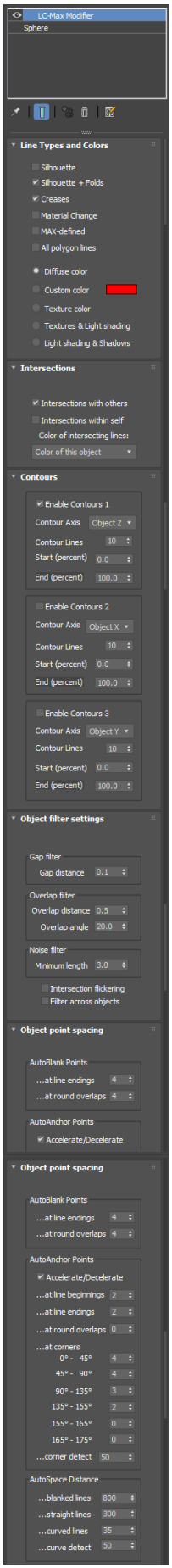
Modifier: Overview

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
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

Go Back

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