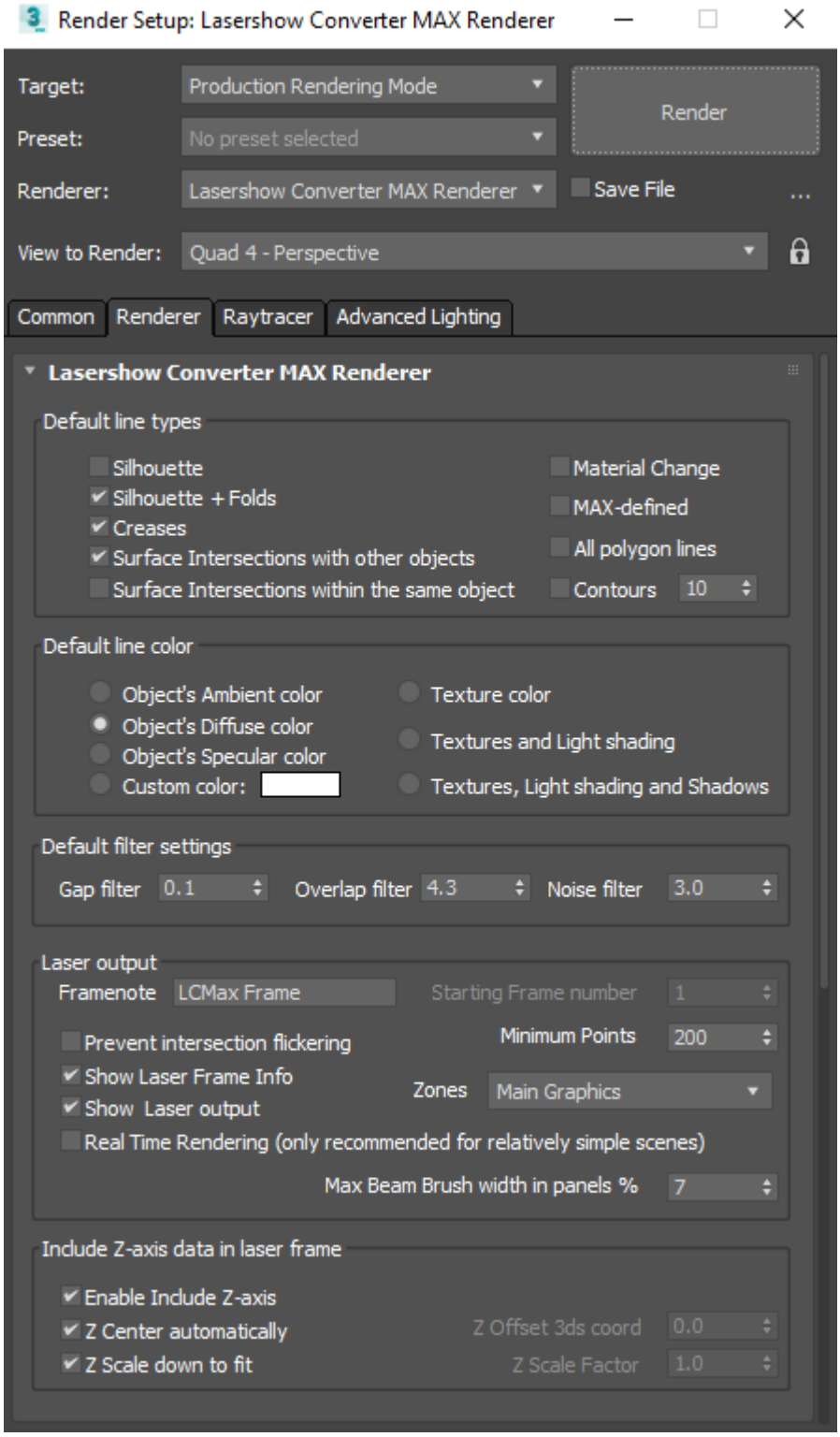
Renderer: Overview

You will find several control groups on the main Lasershow Converter MAX rendering screen. These control groupings are:

- Line Types: Allows you to control how the objects are interpreted and output as laser lines.
- Line Color: Allows you to control how the color of the objects are used to control the color of the laser lines.
- Filter settings: Allows you to smooth out the beam path derived from a coarse object.
- Laser Output: Allows you to control the frame note that will be used for each frame, the minimum number of points in each frame, and whether or not you will see laser output projected while the scene is being rendered.
- Ultra-smooth refresh-based rendering: Allows you to render the smoothest animations possible for laser display.
- Include Z-axis data in laser frame: Allows you to control how Z-axis data is included in the laser frame output.


Render Setup: Lasershow Converter MAX Renderer
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
Lasershow Converter MAX Renderer
Save File
View to Render:
Quad 4 - Perspective
Common
Renderer
Raytracer
Advanced Lighting
Lasershow Converter MAX Renderer
Default line types
Silhouette
Silhouette + Folds
Creases
Surface Intersections with other objects
Surface Intersections within the same object
Material Change
MAX-defined
All polygon lines
Contours
10
Default line color
Object's Ambient color
Object's Diffuse color
Object's Specular color
Custom color:
Texture color
Textures and Light shading
Textures, Light shading and Shadows
Default filter settings
Gap filter
0.1
Overlap filter
4.3
Noise filter
3.0
Laser output
Framenote
LCMax Frame
Starting Frame number
1
Minimum Points
200
Prevent intersection flickering
Show Laser Frame Info
Show Laser output
Zones
Main Graphics
Real Time Rendering (only recommended for relatively simple scenes)
Max Beam Brush width in panels %
7
Include Z-axis data in laser frame
Enable Include Z-axis
Z Center automatically
Z Scale down to fit
Z Offset 3ds coord
0.0
Z Scale Factor
1.0

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