

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 rate 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

- Prevent intersection flickering
- Show Laser Frame Info
- Show Laser output
- Real Time Rendering (only recommended for relatively simple scenes)

Minimum Points 200

Zones Main Graphics

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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