

# LC Max



## Getting started

Lasershow Converter MAX works with modern versions of Autodesk's 3ds Max computer graphics program. It lets you turn 3D computer graphics into laser graphics, quickly and easily.

- [Introduction](#)
- [Installing Lasershow Converter MAX](#)
- [What's new](#)

The Lasershow Converter MAX system consists of three plug-ins for 3ds Max: a rendering plug-in, a utility plug-in and a modifier plug-in.

## Tutorial Videos

- [Tutorial 1/5: Installation and configuration](#)
- [Tutorial 2/5: Overview](#)
- [Tutorial 3/5: Modifiers](#)
- [Tutorial 4/5: Render settings](#)
- [Tutorial 5/5: Animation](#)

## Lasershow Converter MAX Renderer

The renderer turns 3ds Max frames and scenes into laser-projectable frames and scenes. Here are step-by-step instructions on using the renderer:

- [Step 1: Selecting the renderer](#)
- [Step 2: Rendering a frame](#)
- [Step 3: Rendering an animation](#)
- [Step 4: Viewing an animation](#)
- [Step 5: Summary](#)

**Click one of the topics below for details about the rendering plug-in:**

- [Overview](#)
- [Line Types](#)

- [Line Color](#)
- [Filter settings](#)
- [Laser Output](#)
- [Ultra-smooth refresh-based rendering](#)
- [Include Z-axis data in laser frames](#)

## Lasershow Converter MAX Utility

The utility plug-in lets you adjust aspects of how 3ds Max objects will be drawn by the renderer. Click one of the topics below for details.

- [Overview](#)
- [Laser Preview](#)
- [About object settings](#)
- [Object Quick-Setup](#)
- [Object Line Types](#)
- [Object Line Color](#)
- [Object Filter Settings](#)
- [Object Point Spacing](#)
- [Object Soft Line](#)
- [Object Beam Brush](#)
- [Connection to BEYOND](#)

## Lasershow Converter MAX Modifier

The modifier allows adjustments to specific mesh selections in 3ds Max. The topics below explain this issue.

- [Overview](#)
- [Modifier Line Types](#)
- [Modifier Line Color](#)
- [Modifier Contours](#)

## Tips and Tricks

Here are some advanced topics regarding Lasershow Converter MAX:

- [Contour axis](#)
- [Tips: Beam path optimization](#)
- [Tips: Color and path consistency](#)
- [Tips: Importing artwork](#)
- [Tips: Creating dust-like animations using particle systems](#)
- [Tips: Point spacing for lines](#)

- [Tips: Point spacing for objects](#)
- [Tips: Scan speeds and LC MAX](#)
- [Tips: Using renderable splines](#)
- [Tips: Using MAX-defined](#)
- [Tips: Using mesh selection](#)
- [Tips: Fixing mysterious flickering lines](#)
- [Questions and answers](#)

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