Tips: Using the Mesh Selection and the Modifier Plug-in

With the Lasershow Converter MAX plug-ins it is possible to apply laser specific settings in three different ways:

- The render settings are common settings and valid for all objects in the entire scene.
- Object-specific settings (applied by the Utility plug-in) are applied to specific objects.
- Sub-object settings are applied to mesh selections, which may be entire objects or only parts of objects. These settings are treated completely independent, even if the “parent” object itself has different settings assigned by the render or the utility plug-in.

Sub-object settings can also be animated throughout the scene.

See Also

- Modifier: Overview

Go Back

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Last update: **2021/05/02 21:55**