IDM2

Introduction to Digital Media 2
Carnegie Mellon University
School of Architecture
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3ds Max Basic Workflow for animating

within the 3ds Max customize pulldown menu choose **Units Setup**
select **US Standard**
import Rhino geometry as needed
       use **3ds** file format to export surfaces from Rhino
       use **dwg** file format to export lines from Rhino
       make sure rhino **primary units** are set to **inches**
select **Merge objects** with current scene
select **Convert units**
select **No** for change animation length
click the time **configuration button** (lower right corner)
change the animation length to **300 frames**
change the frame rate to **20 FPS** (15 seconds at 20 FPS)
animate objects as needed using **Auto Key**
slide the time slider to the appropriate frame to record on
be sure to turn off Auto Key when done recording (red goes away)

open **Render Setup** window within **Rendering** pull down menu
expand Assign Renderer and choose **Mental Ray**
create a **daylight system** within the **Lighting Analysis** pulldown menu
place the light in top view
rotate the compass as needed to reorient
change location and time of day within the **modifier** for the sunlight

within the Render Setup window choose the **mental.ray.daylight** preset
change Final Gather **precision presets** (found within Indirect Illumination) as needed (draft, medium, high)

create a **camera** within the camera tab
choose **target camera** for most control
move the camera by selecting the camera body or target point
right click on viewport name and change view to camera
right click on viewport name and choose **show safe frame**

within the Render Setup window select the **Common** tab
change the output size to width: 480, height: 270
select the **Indirect Illumination** tab and choose **draft** for FG Preset
click the **render button** to test render one frame

open the **Material Editor** (type M)
click on button that says either standard or Arch & Design
choose **Arch & Design** (mi)
select a material template as needed
adjust material settings as needed
drag and drop the material onto the appropriate object(s)

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open the Render Setup window and select the **Common** tab
set **active time segment** for rendering range (0-300)
make sure your camera view is the current viewport
click the **Files** button within the render output option
choose **Tif** as your file format
provide a file name (no numbers)
create a new folder into which the 300 frames will be saved
click save
render (all 300 frames will now be rendered)

open the **Ram Player** within the Rendering pull down menu
within Channel A browse to the folder with your frames and select the first frame
click ok to both prompts
click the save icon for Channel A
name your file and choose **MOV** as type
select **h.264** for compression
select **20** for **frames per second**
select **millions of colors** for depth
select **best** for quality

open the quicktime movie and confirm your animation plays