

3ds Max is InfraWorks softwares best friend

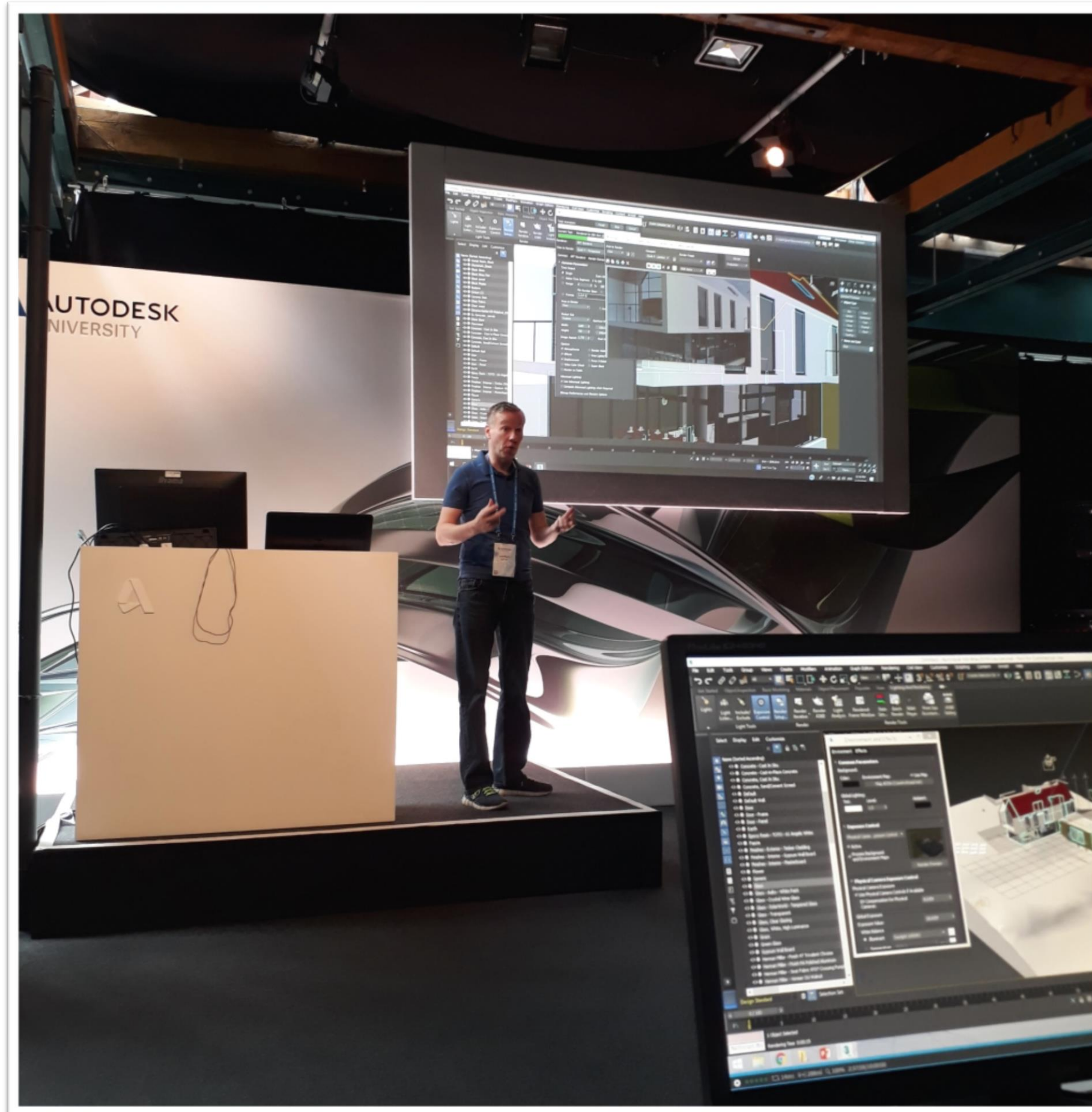
Jean-Pierre van Gastel

Technical Sales Specialist Autodesk Media & Entertainment



Introduction





About the speaker

Jean-Pierre van Gastel

I've been switching from CAM (CNC miller) to CAD in 1992. AutoCAD 12 kept me busy and I started working as an AutoCAD draftsman. 3D modeling was doable but rendering... 3D Studio DOS 3.0 became my new friend in 1993. Since 1995 I'm part of Autodesk distribution.

Discover the best way to import
and optimize your InfraWorks
data into 3ds Max



3ds Max the Easy way

DEFAULT 3DS MAX SETTINGS

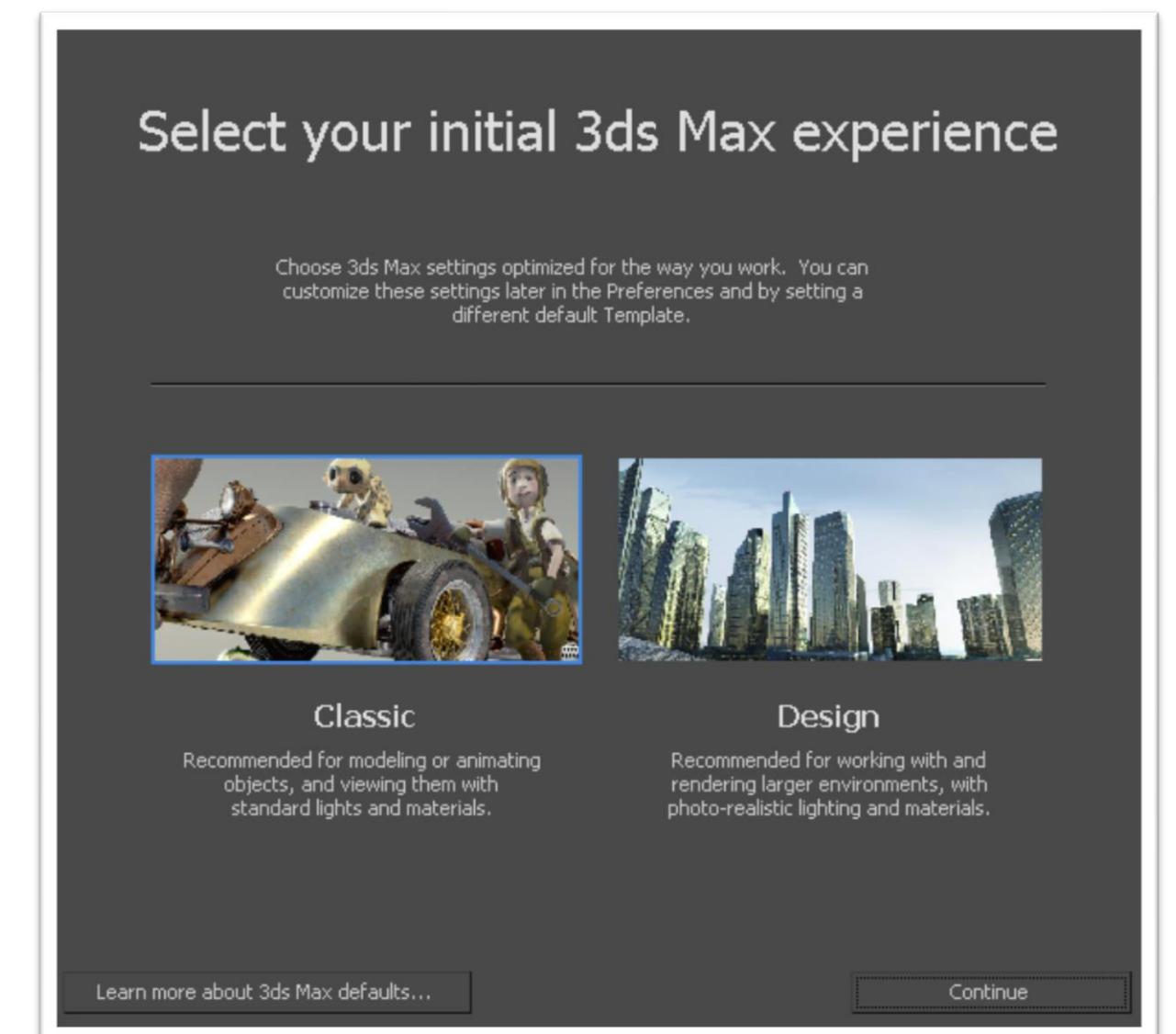
- Customize -> Custom UI and Defaults Switcher

3DS MAX WORKSPACES

- 3ds Max Design Standard workspace

UNITS SETUP

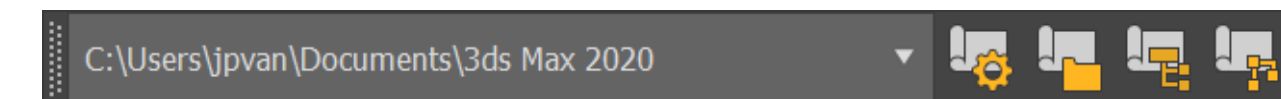
- System Unit = Meter
- Display Unit Scale can be anything and may be changed if you want to



3ds Max the Easy way

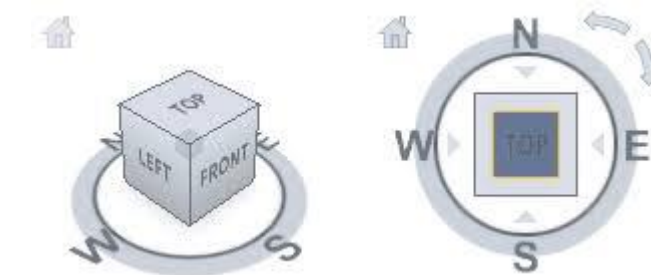
3DS MAX PROJECT STRUCTURE

- Create or set a 3ds Max Project by using the Projects Toolbar



3DS MAX VIEWPORT NAVIGATION

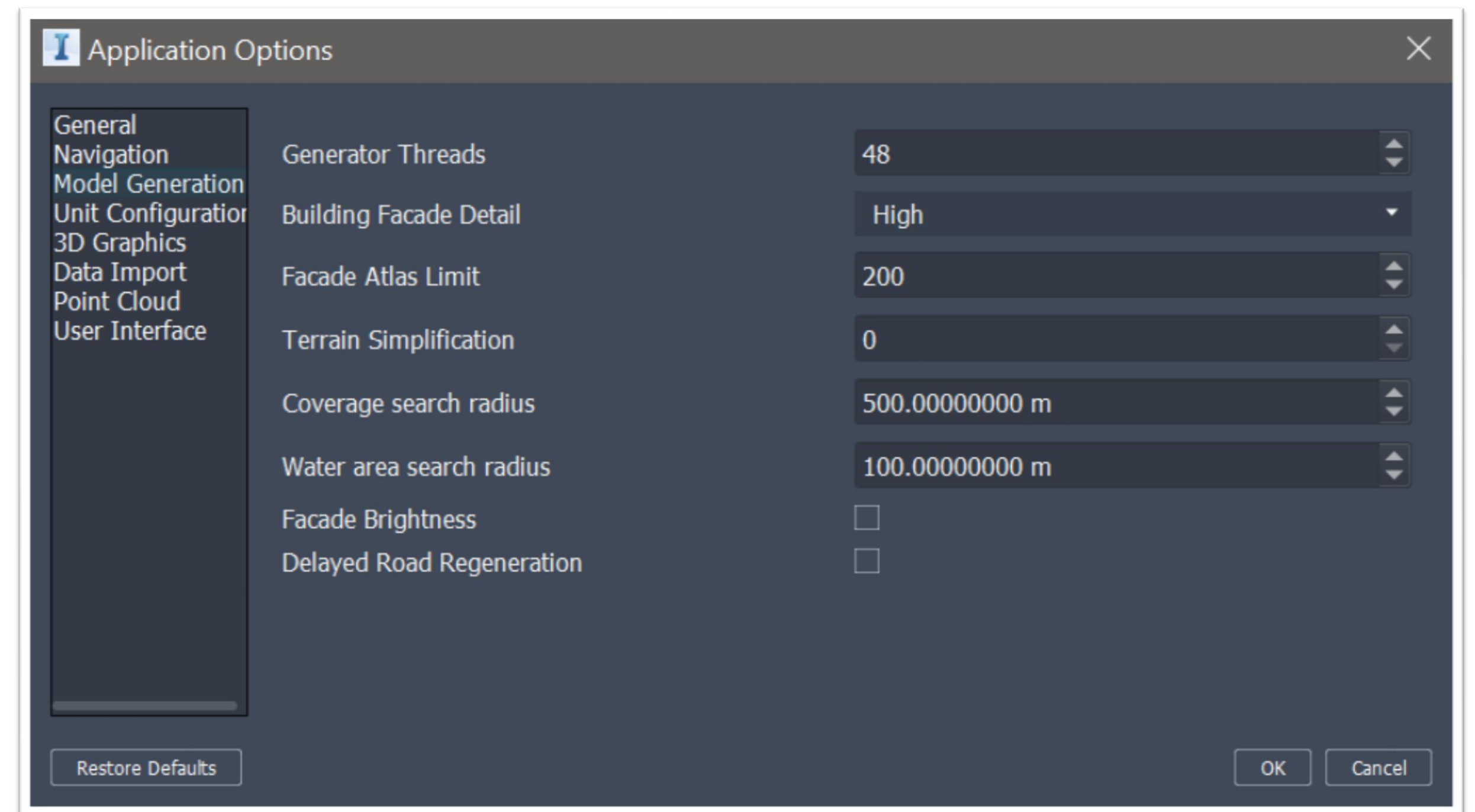
- MMB = PAN
- CTRL + ALT + MMB = Zoom
- ALT + MMB = Orbit (Set this to Orbit Point of Interest)
- Z = Zoom Extents (Selected)



InfraWorks to 3ds Max

INFRAWORKS APPLICATION OPTIONS

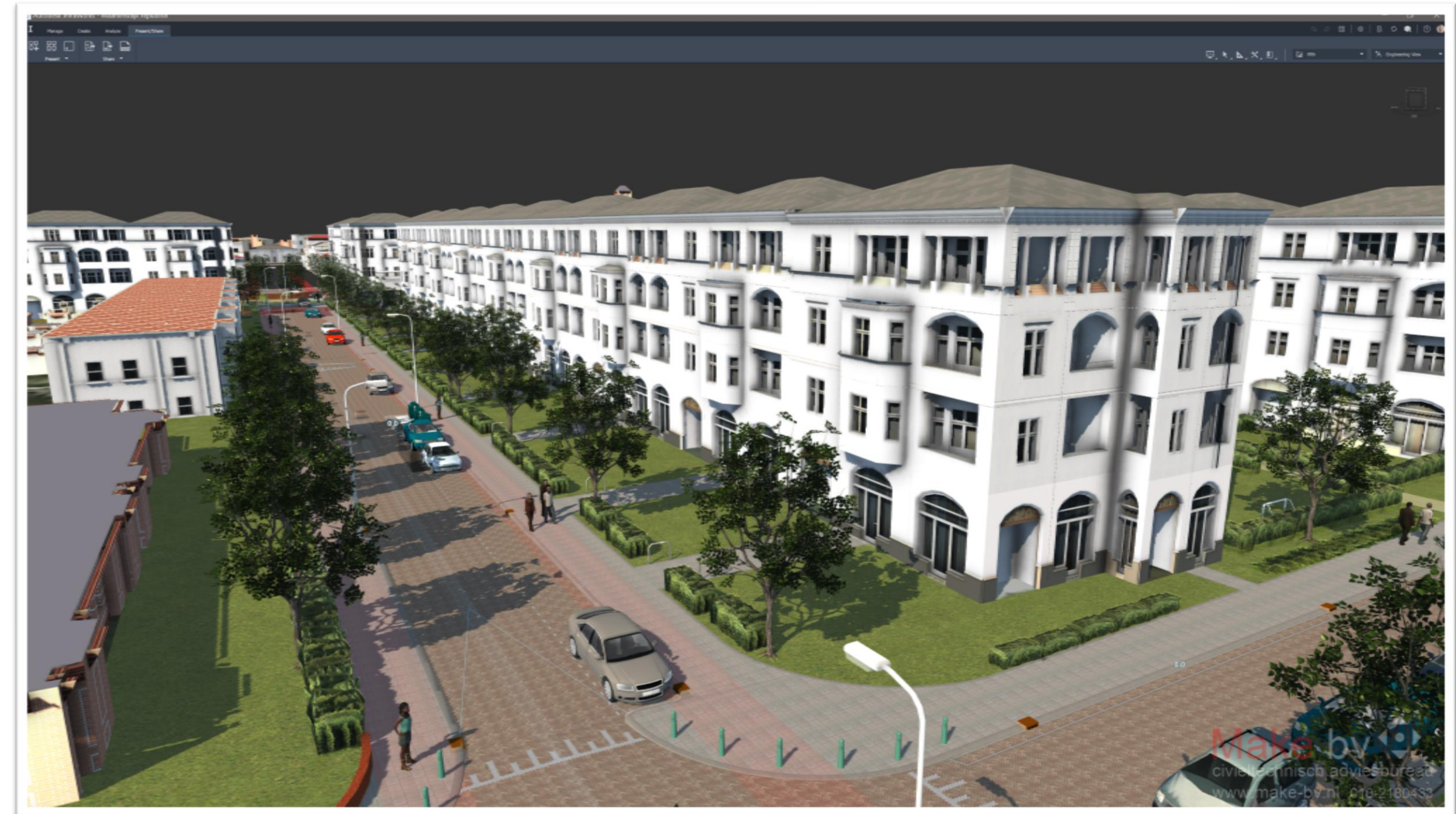
- Building Facade Detail



InfraWorks to 3ds Max



BUILDING FAÇADE
DEFAULT



BUILDING FAÇADE
HIGH

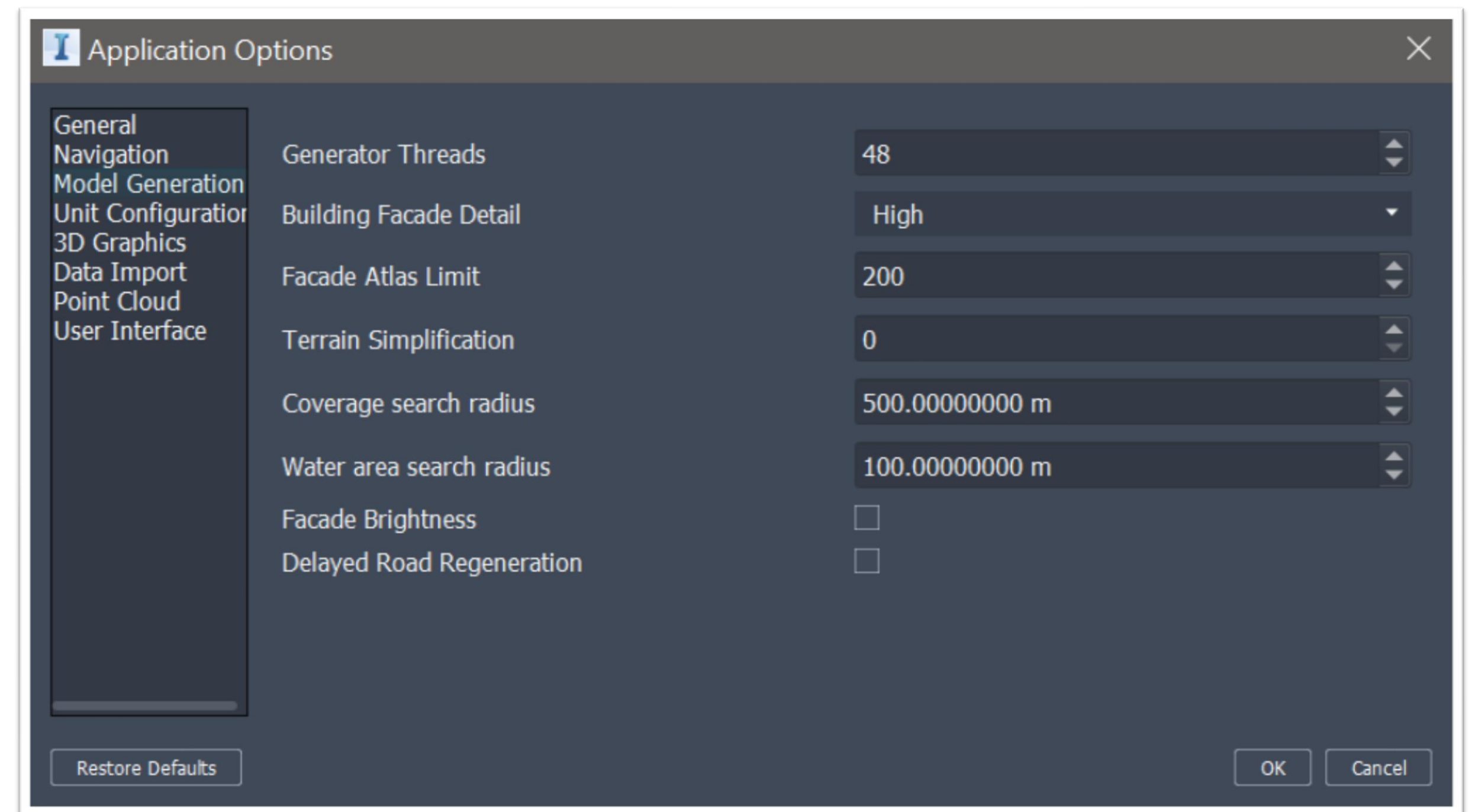
InfraWorks to 3ds Max

INFRAWORKS APPLICATION OPTIONS

- Building Facade Detail

EXPORT TO FBX

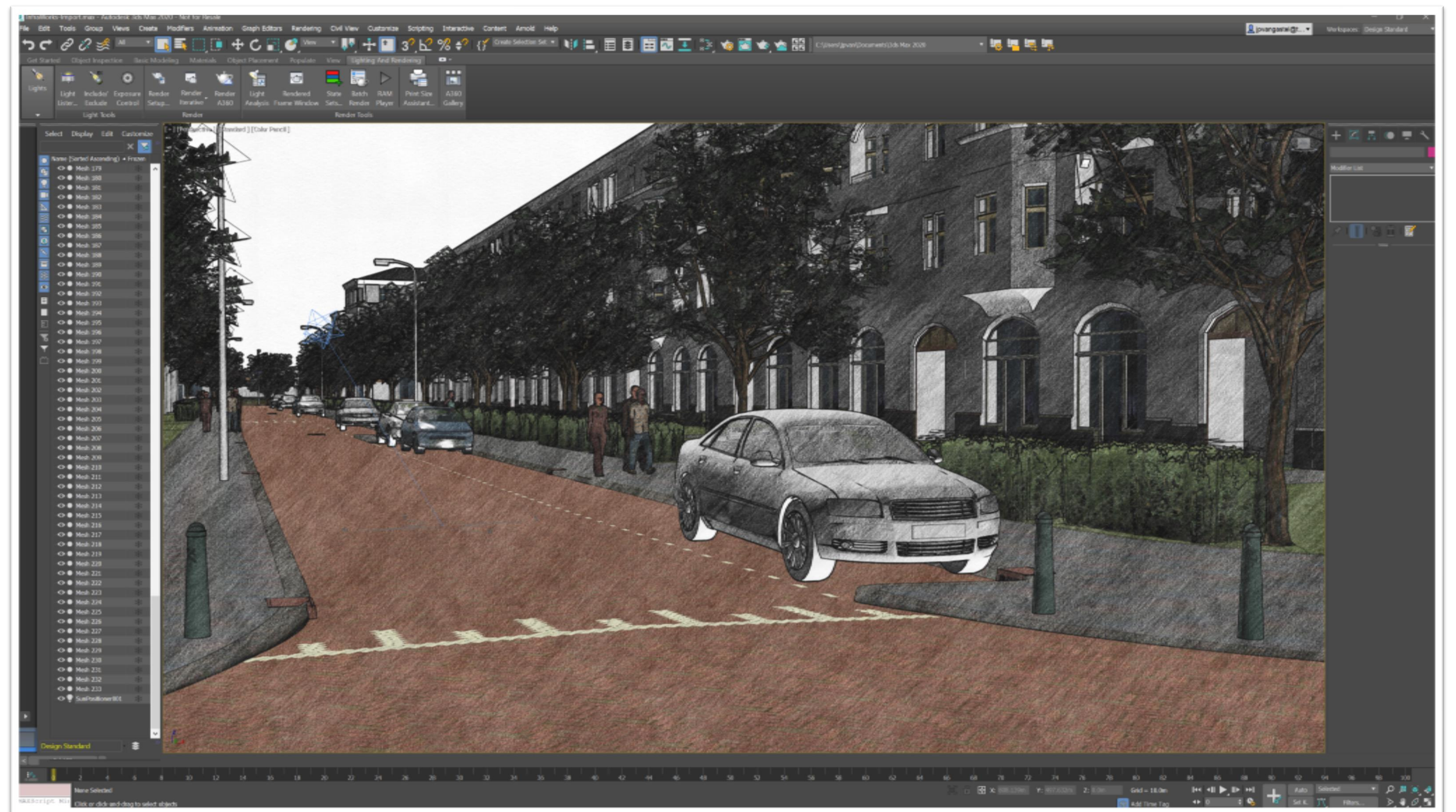
- Extent
- Options



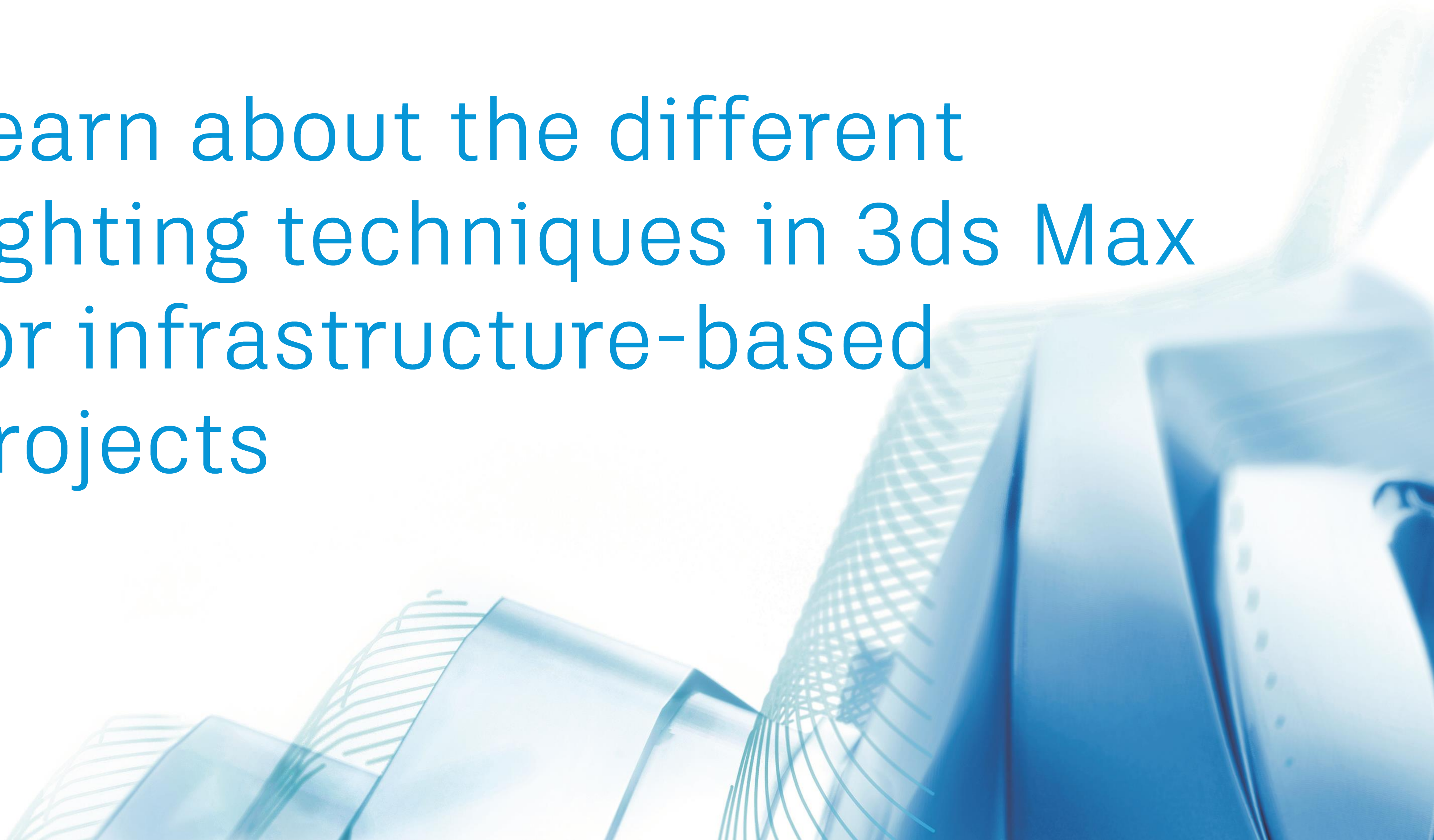
InfraWorks to 3ds Max

3DS MAX VIEWPORT LABELS

- Active view
- Quality
- Stylized views



Learn about the different
lighting techniques in 3ds Max
for infrastructure-based
projects



The 3ds Max Sun Positioner

SUN POSITIONER

- Position the Sun in the scene
- Physical Sun & Sky Environment
- Golden hour

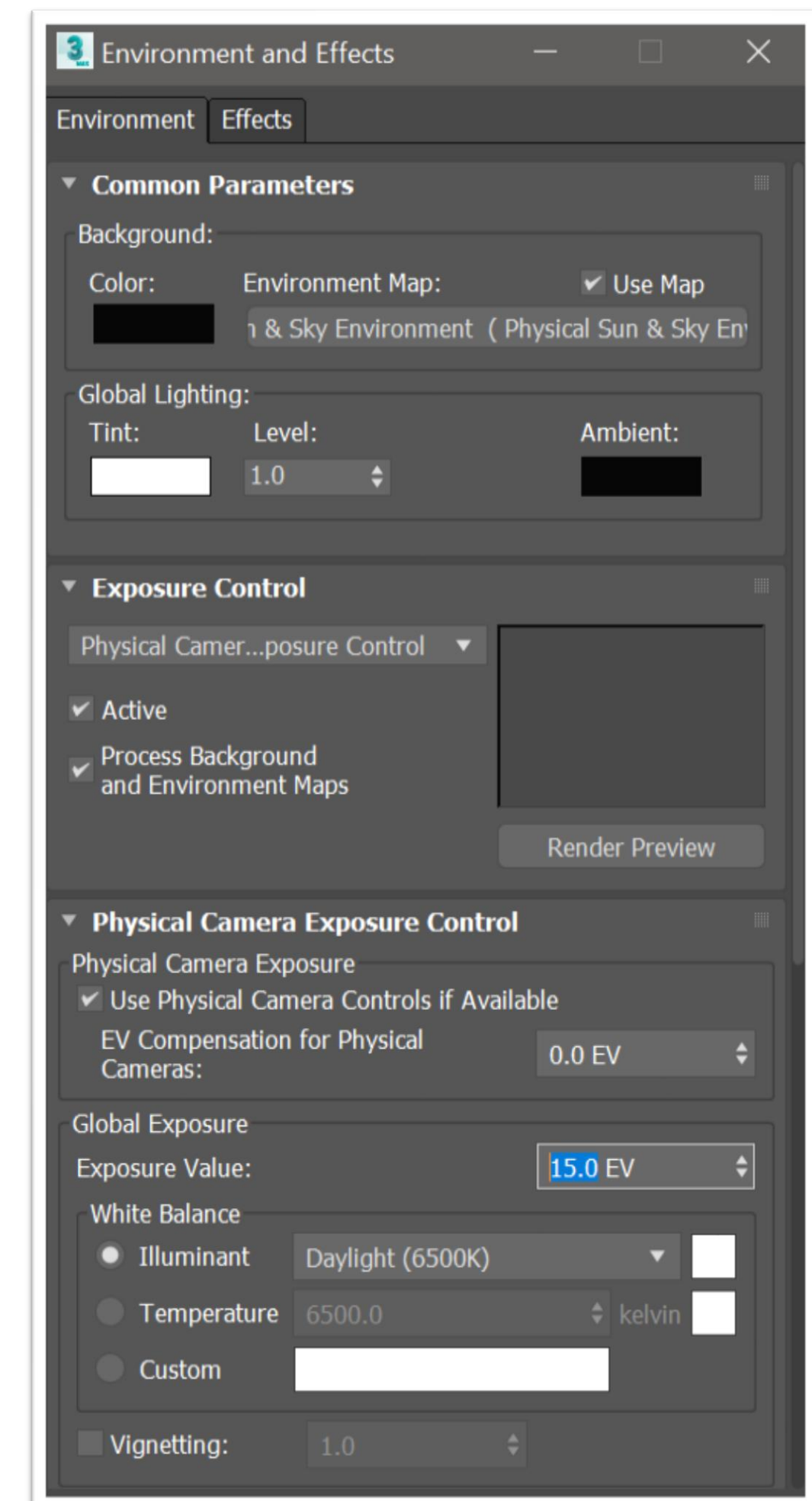
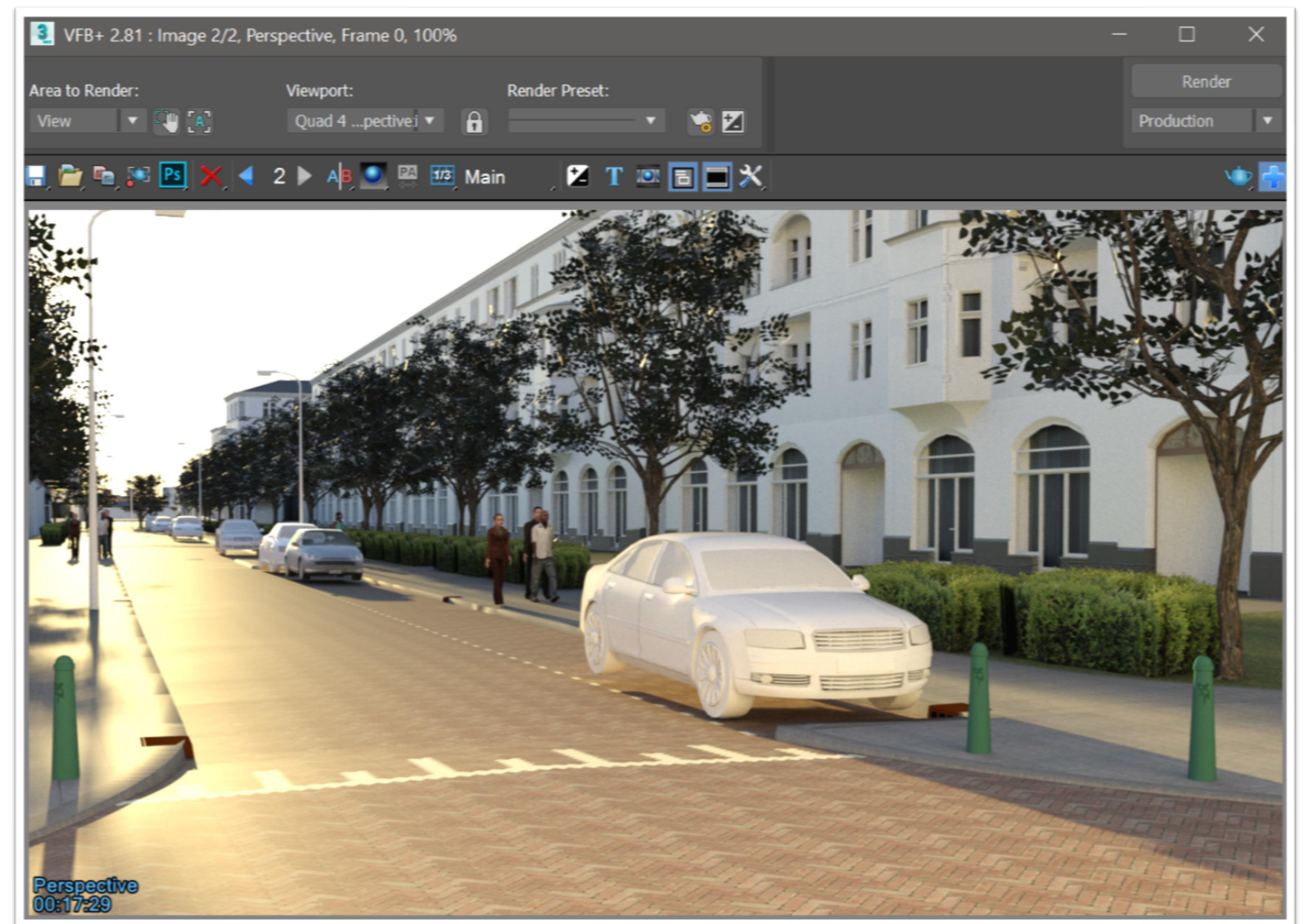


Image Based Lighting

HDRI ENVIRONMENTS

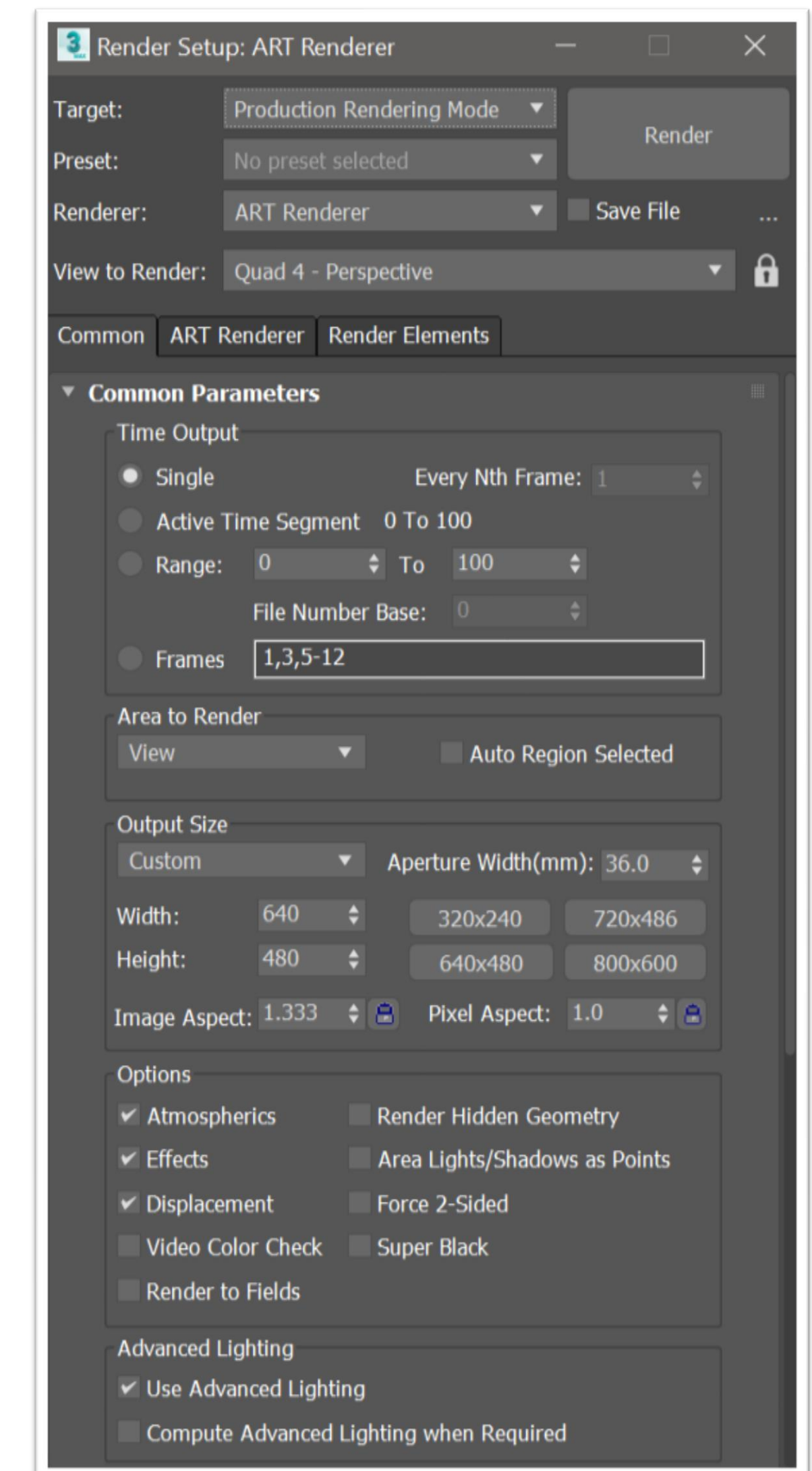
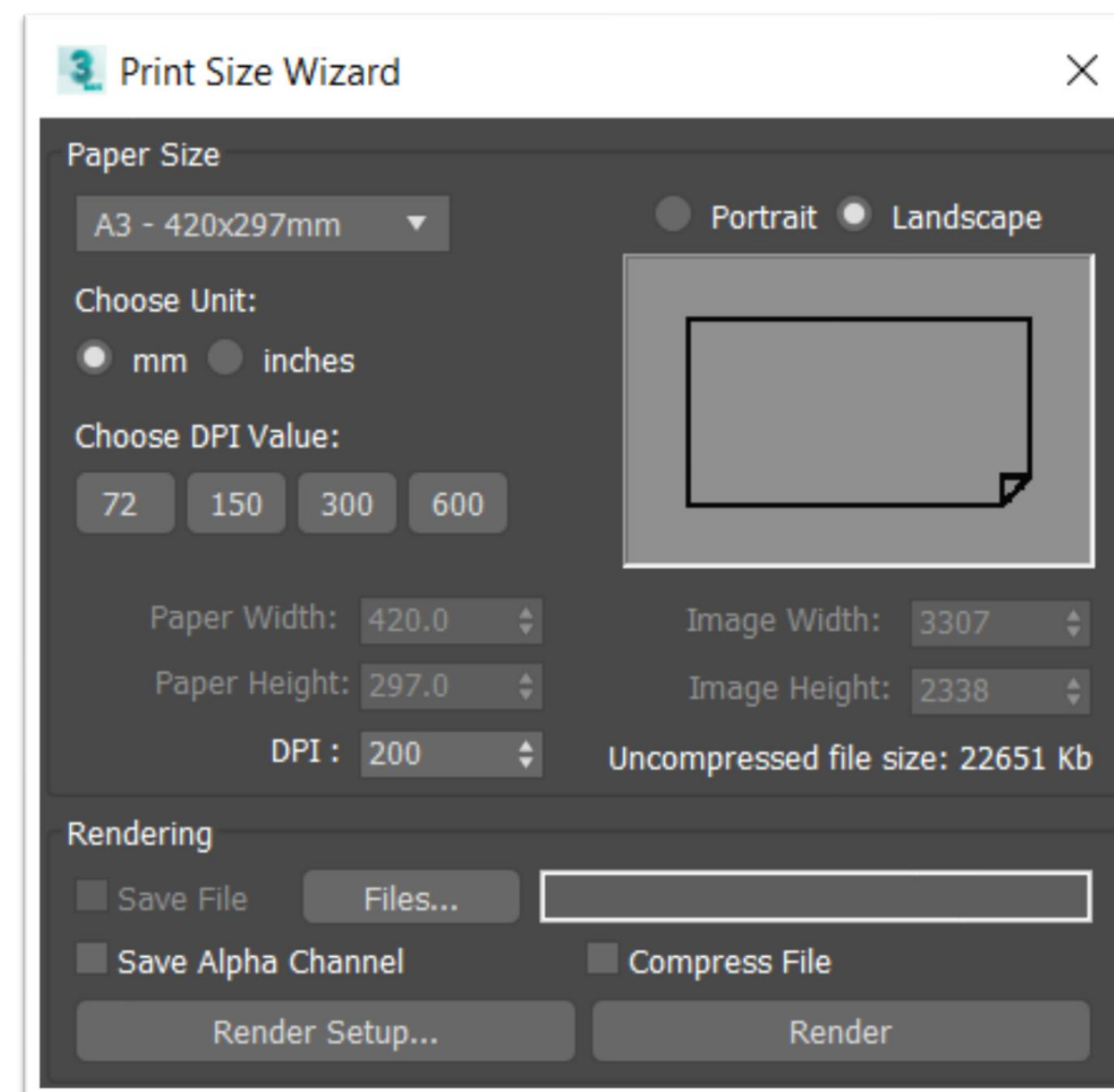
- HDRIHAVEN.com
- Exposure Control to match the HDRI



Render Setup

ART RENDER ENGINE

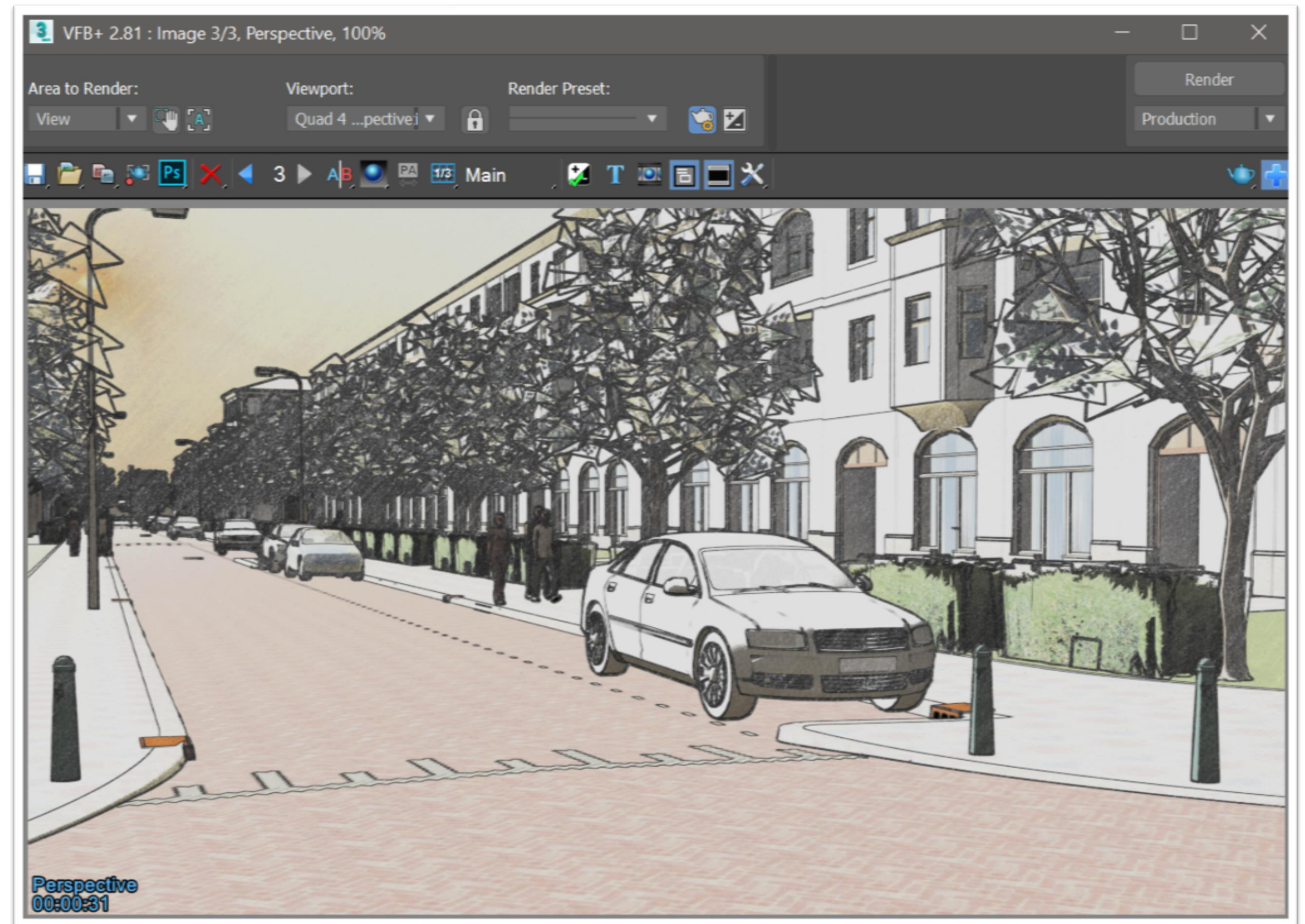
- Common Parameters
- Print Size Assistant
- Render Frame Window



Render Setup

QUICKSILVER HARDWARE RENDERER

- Non-Photorealistic render styles



Render Setup

ARNOLD RENDER ENGINE

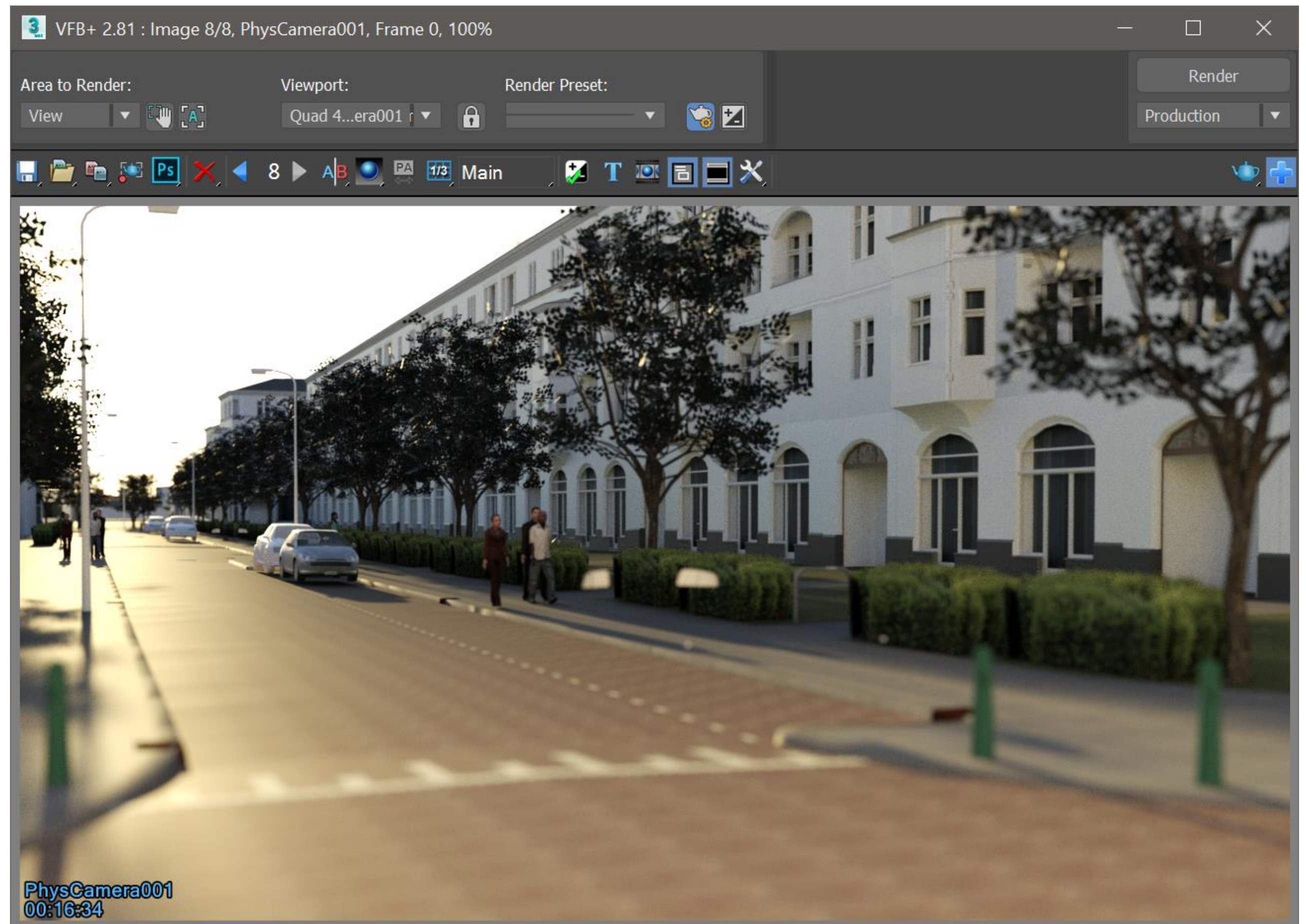
- Samples – Ray Depth
- Render Message Window
- ActiveShade mode in Floating viewport



Cameras

PHYSICAL CAMERA

- Create Camera from View
- Depth of Field
- Exposure control in Camera properties

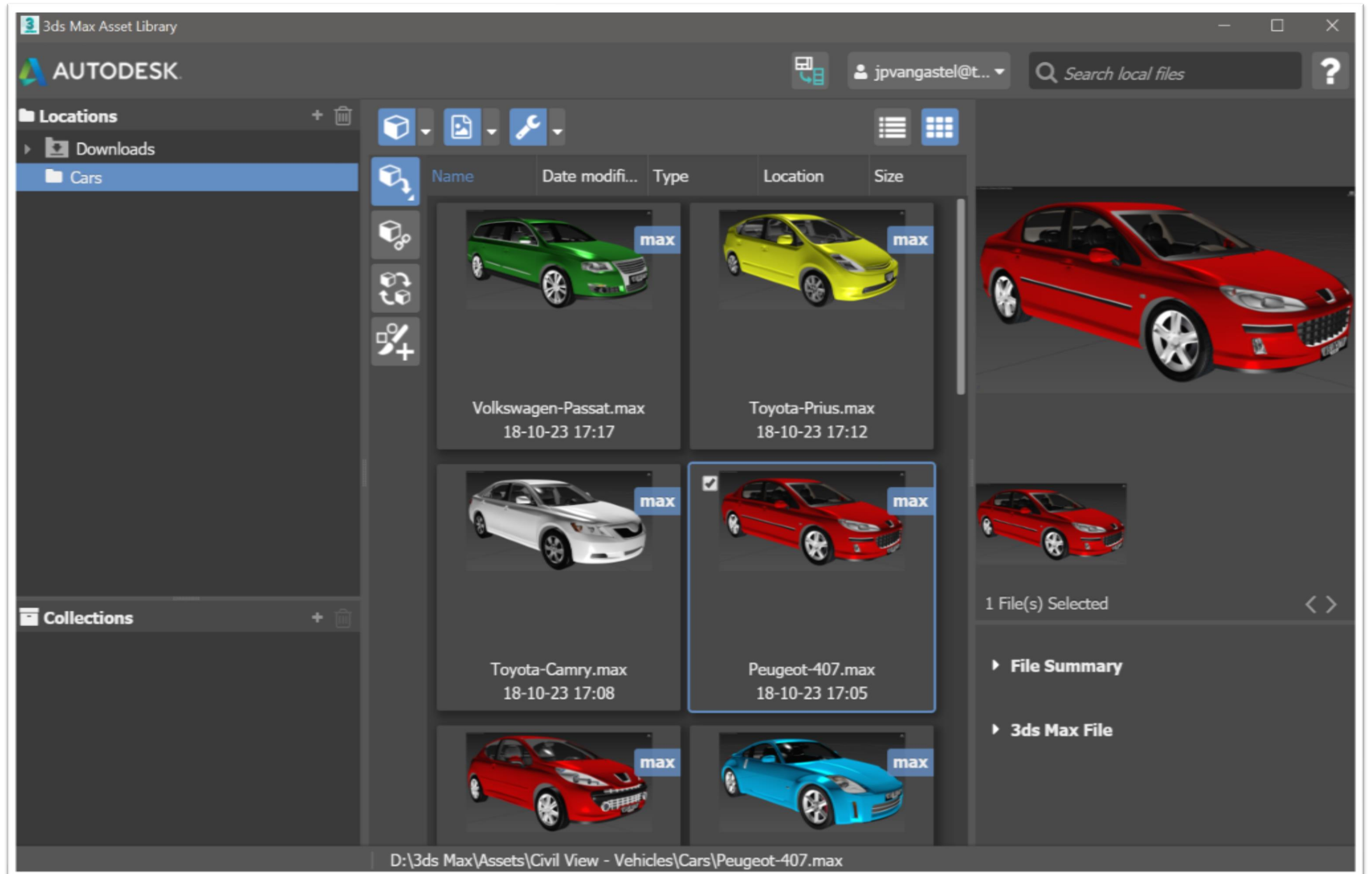


Learn how to set dress your
InfraWorks project with 3D cars
and 3D vegetation by utilizing
the 3ds Max Asset Library

Vehicles and Vegetation

ASSET LIBRARY

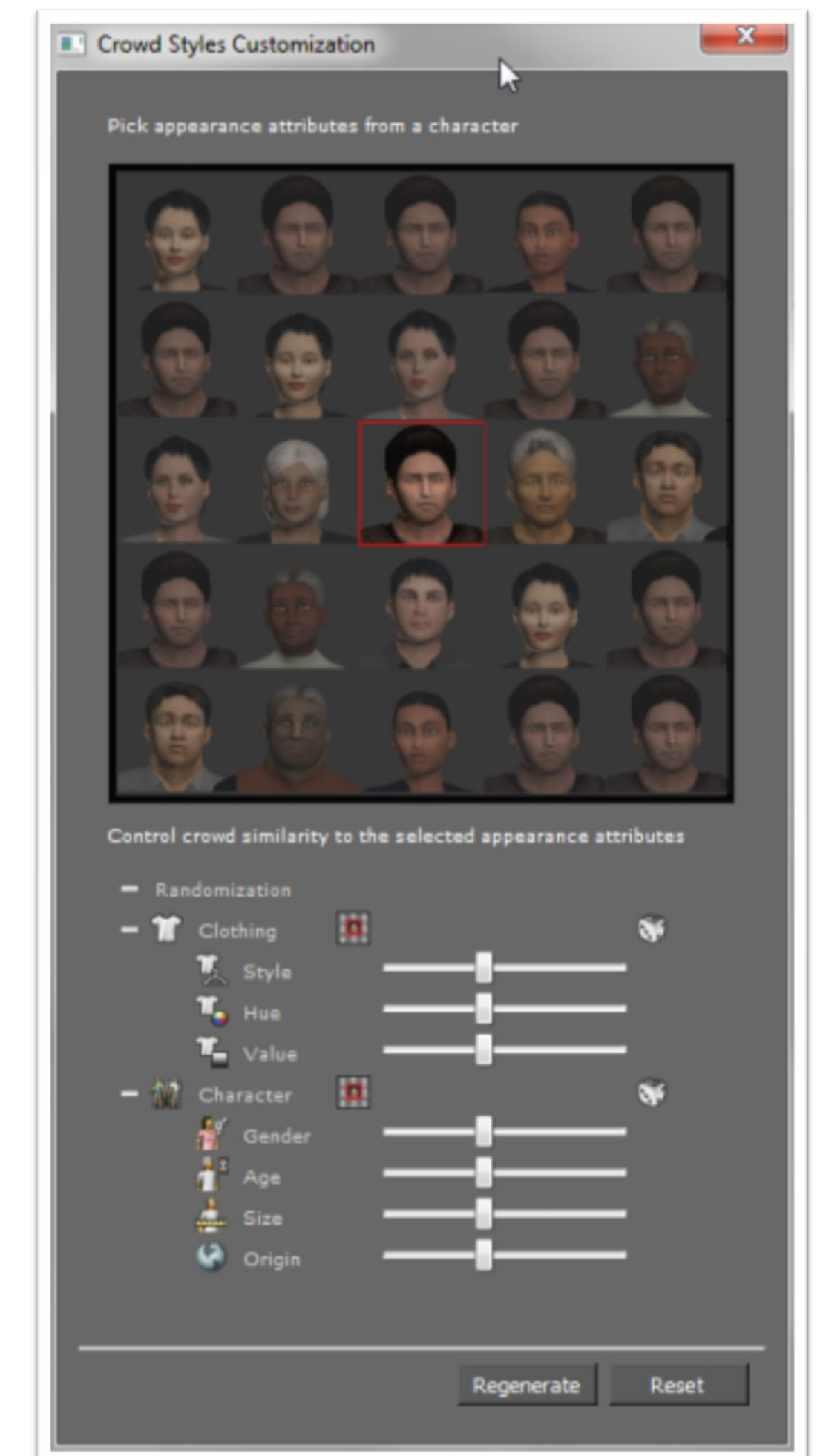
- Not installed by default
- Path Mapping Assets
- Select and Place Tool



3D Characters

POPULATE

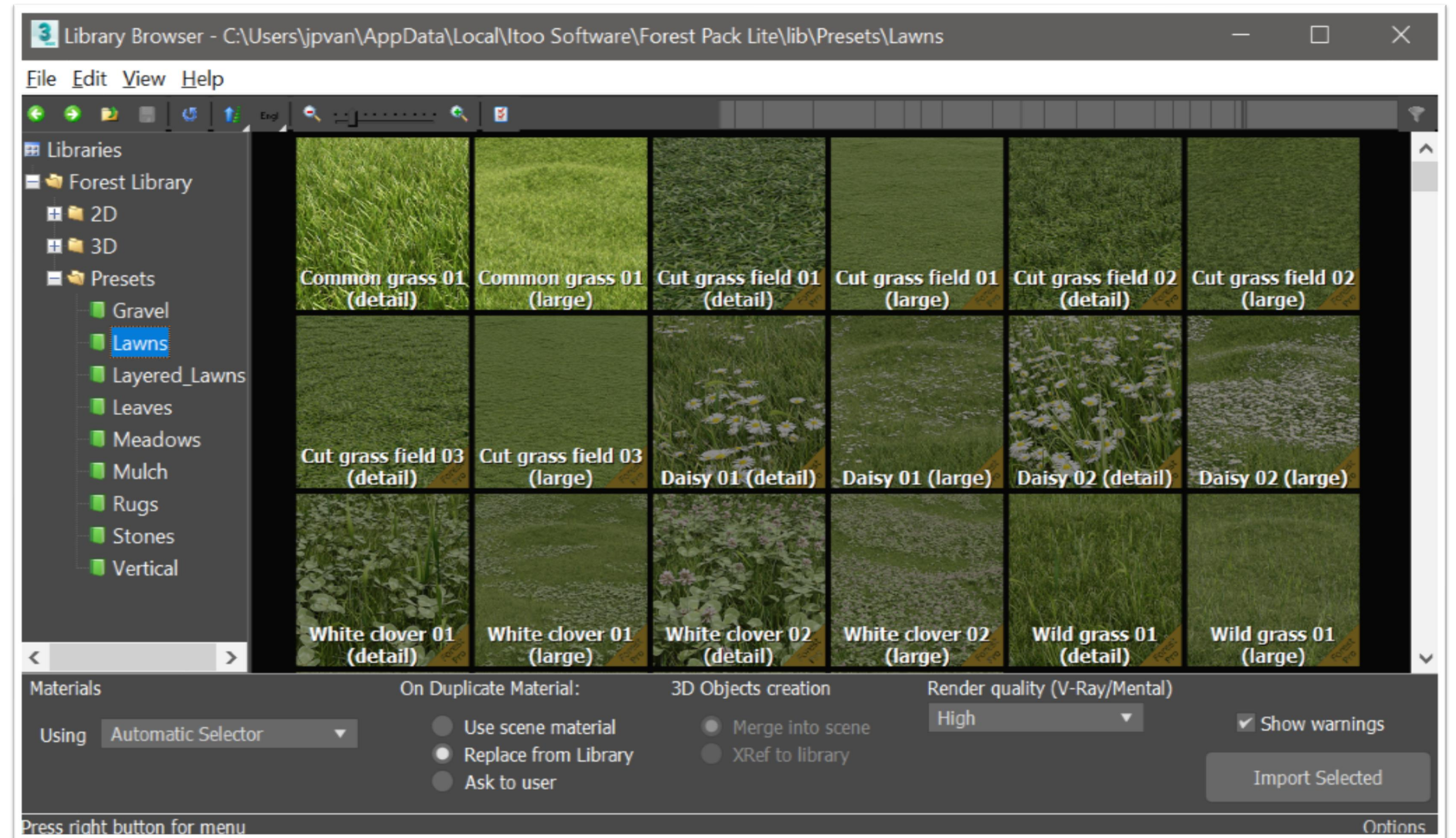
- Flow
- Idle Area



3D Grass

FOREST PACK

- Lite / Pro version
- Many available presets
- Ease to use



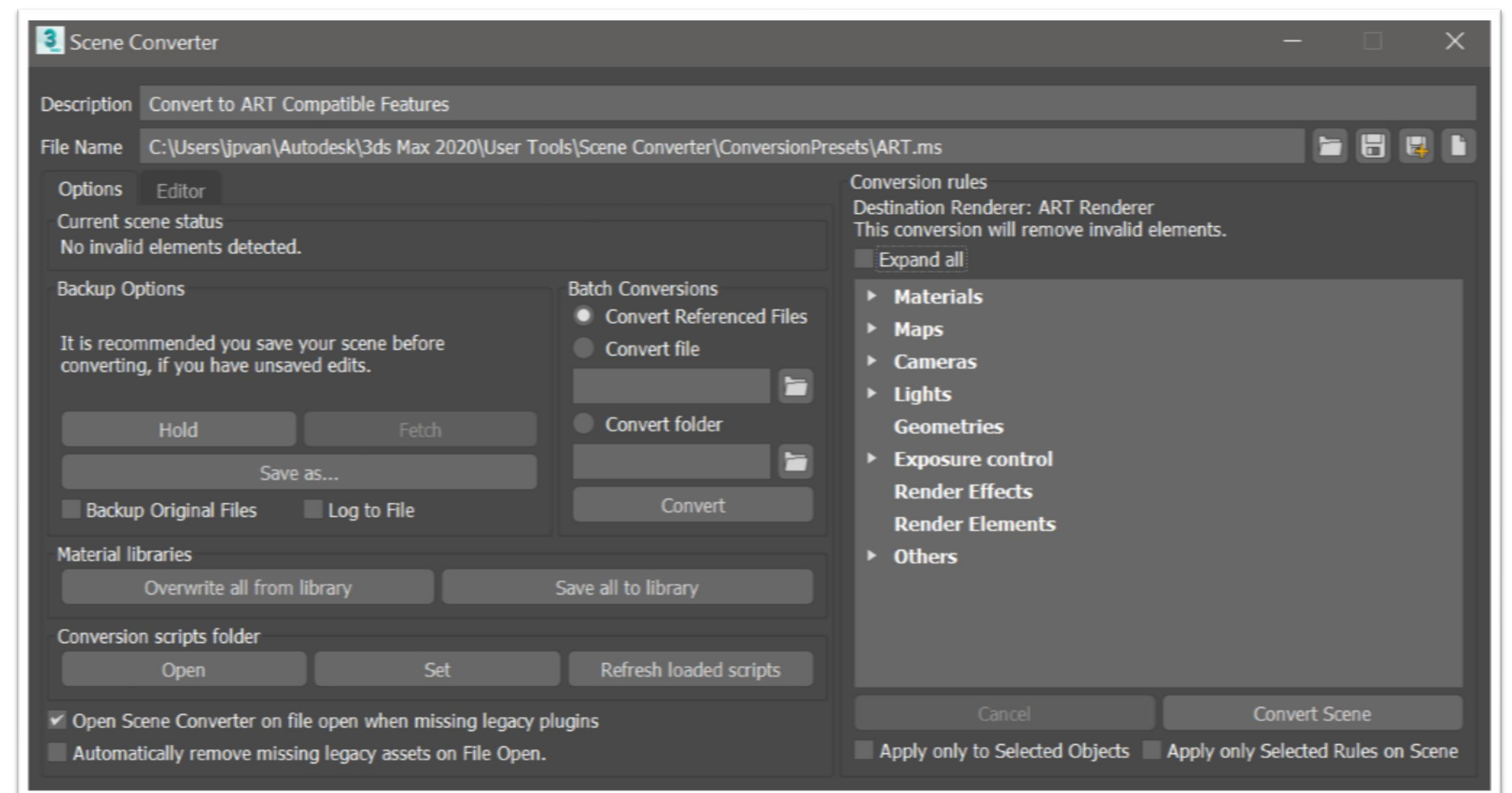
Learn how to build the best
materials, realistic and non-
photorealistic



Scene Converter

3DS MAX SCENE CONVERTER

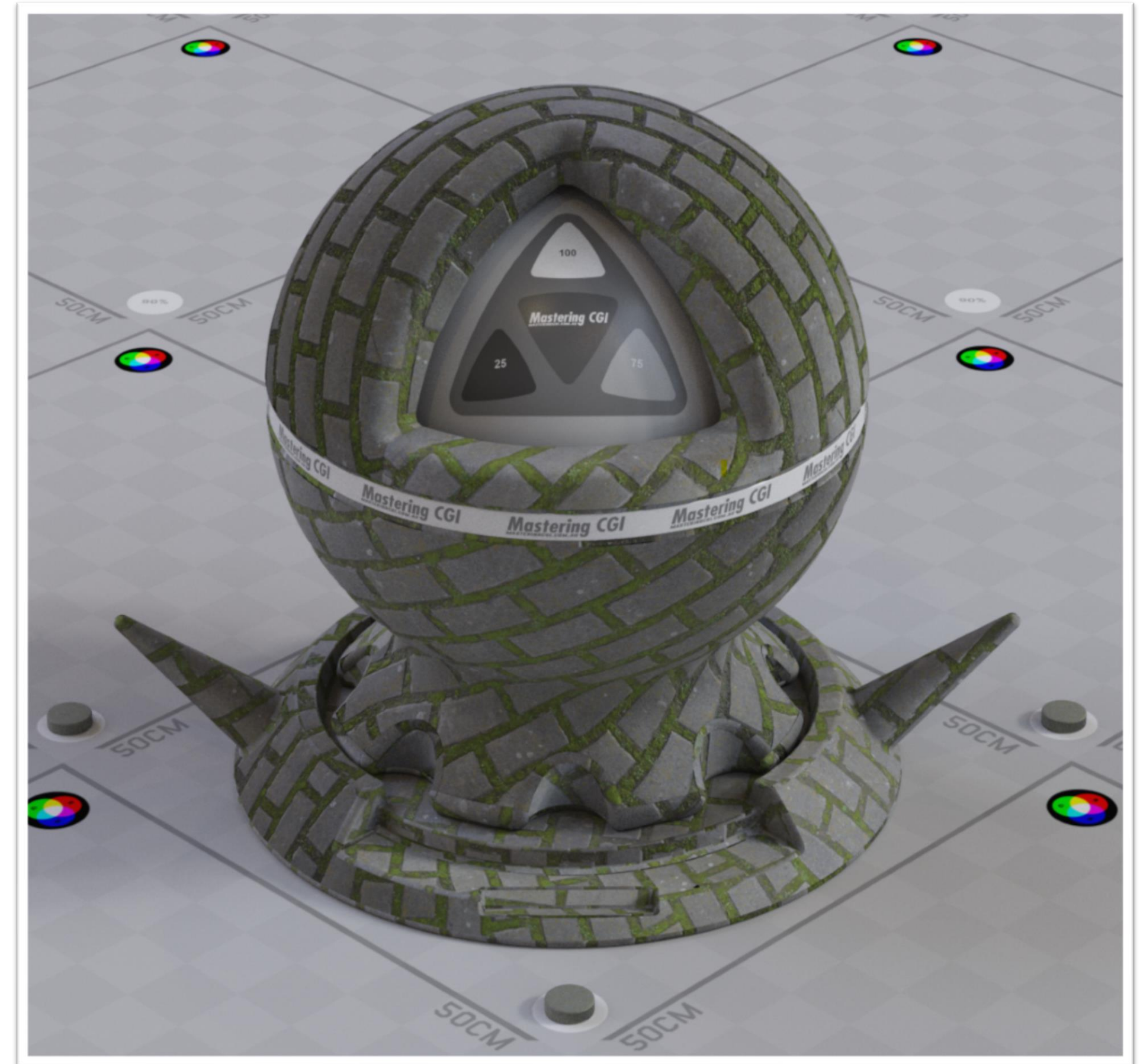
- Standard to Physical Materials
- Autodesk materials to Physical Materials
- V-Ray / Corona to Physical Materials



3ds Max Materials

MATERIALS

- Slate Material Editor
- Physical Material parameters
- [PBR Textures](#)



Questions?





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