

# Preparing your Inventor and Fusion 360 3D models for use in AR/VR/MR with 3ds Max

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Consultant







# About the speaker

## Brent Jackson

After several years working at Bridgestone as a Mechanical Engineer, Autodesk Vault Administrator, and Innovation Specialist, Brent was approached with an opportunity to start his own company, Polyscopic to consult to Microsoft's Mixed Reality department. He now spends his days working with Microsoft's designers, developers, program managers, and leadership team unblocking enterprise customers so they can succeed with integrating Mixed Reality products into their business workflows. Brent's experience in manufacturing, mechanical engineering, CAD, innovation, design, and Unity development has given him a unique ability to empathize with everyone in the industry 4.0 pipeline from first line workers to final decision makers. He is passionate about the future of work and striving to help make digital transformation easier for everyone.



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# Use Autodesk 3ds Max to prepare 3D content for Dynamics 365 mixed reality applications

10/21/2019 • 11 minutes to read •

When preparing CAD files for Dynamics 365 mixed reality applications, there are numerous performance and quality roadblocks that prevent a smooth transition from CAD to real-time. 3ds Max is a digital content creation suite that has a unique ability to bridge parametric models and real-time polygon modeling. This tutorial demonstrates how to use the 3ds Max conversion and optimization capabilities to prepare 3D CAD models for use in mixed reality.

Important

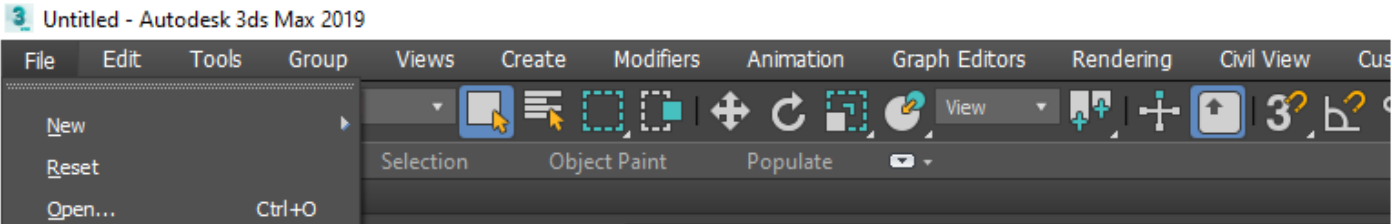
This document is created strictly for informative purposes to demonstrate how Autodesk 3ds Max works with Microsoft Dynamics 365 Mixed Reality at Work applications. Your use of third-party applications is subject to terms between you and the third party. The Microsoft Corporation is not affiliated with, is not a partner to, and does not endorse or sponsor Autodesk or any of Autodesk's products. There are several other content-creation applications that can be used to prepare your 3D models.

## What is Autodesk 3ds Max?

Autodesk 3ds Max is 3D modeling and rendering software for design visualization, games, and animations. [Read more about Autodesk 3ds Max.](#)

## Import a file into 3ds Max

- Open a new scene in 3ds Max, and then on the **File** menu, select **Import> Import** to import your 3D model.



Is this page helpful?

YesNo

In this article

What is Autodesk 3ds Max?

Import a file into 3ds Max

Optimize a 3D model

Work with curved surfaces

Set up materials

Add or modify existing materials

Bake textures

Apply the texture

Export the 3D model

View the 3D model in Dynamics 365 mixed reality applications

For more information

aka.ms//cad2mr



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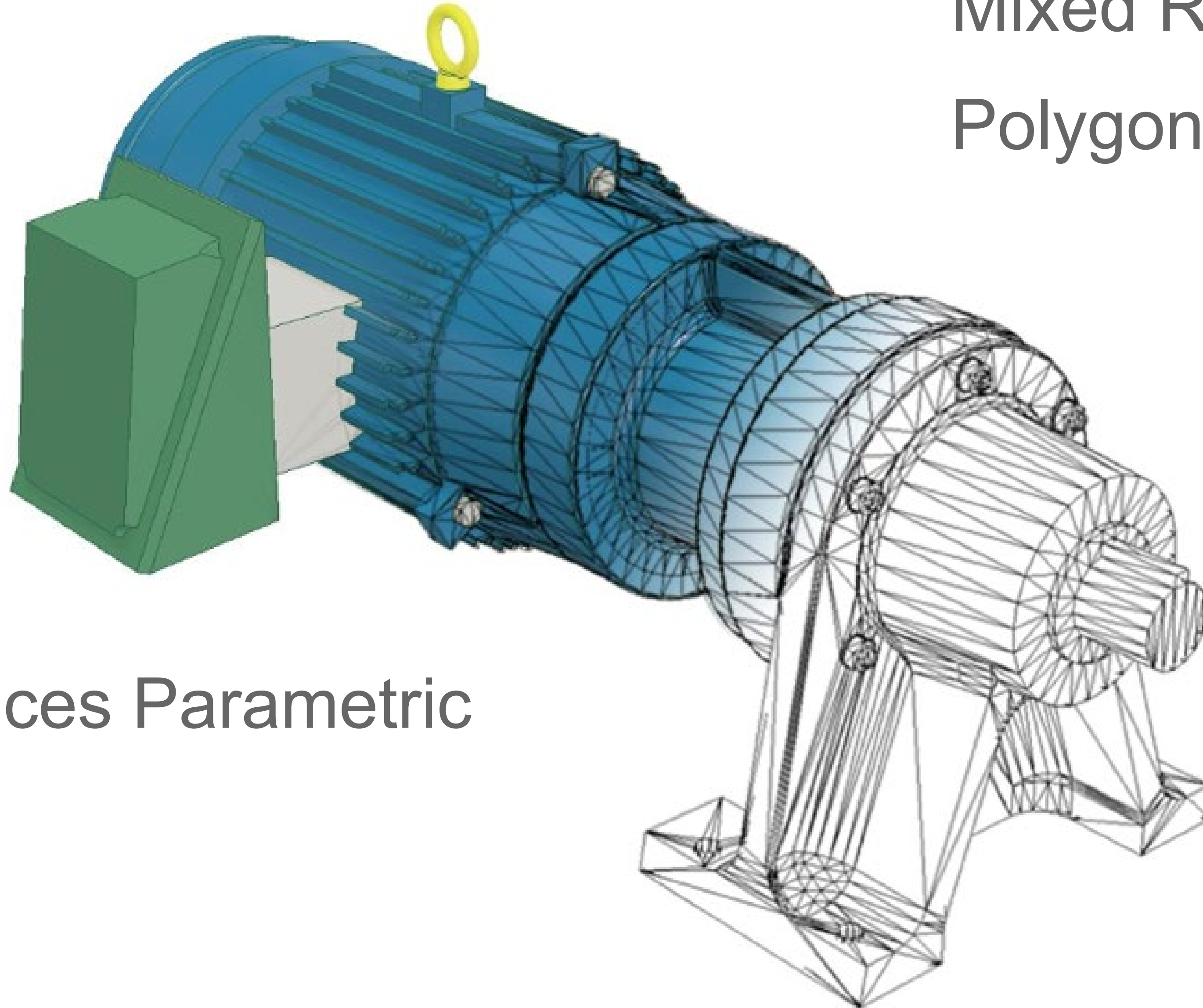


Housein Cornell

Content Evangelist @ Unity 3D

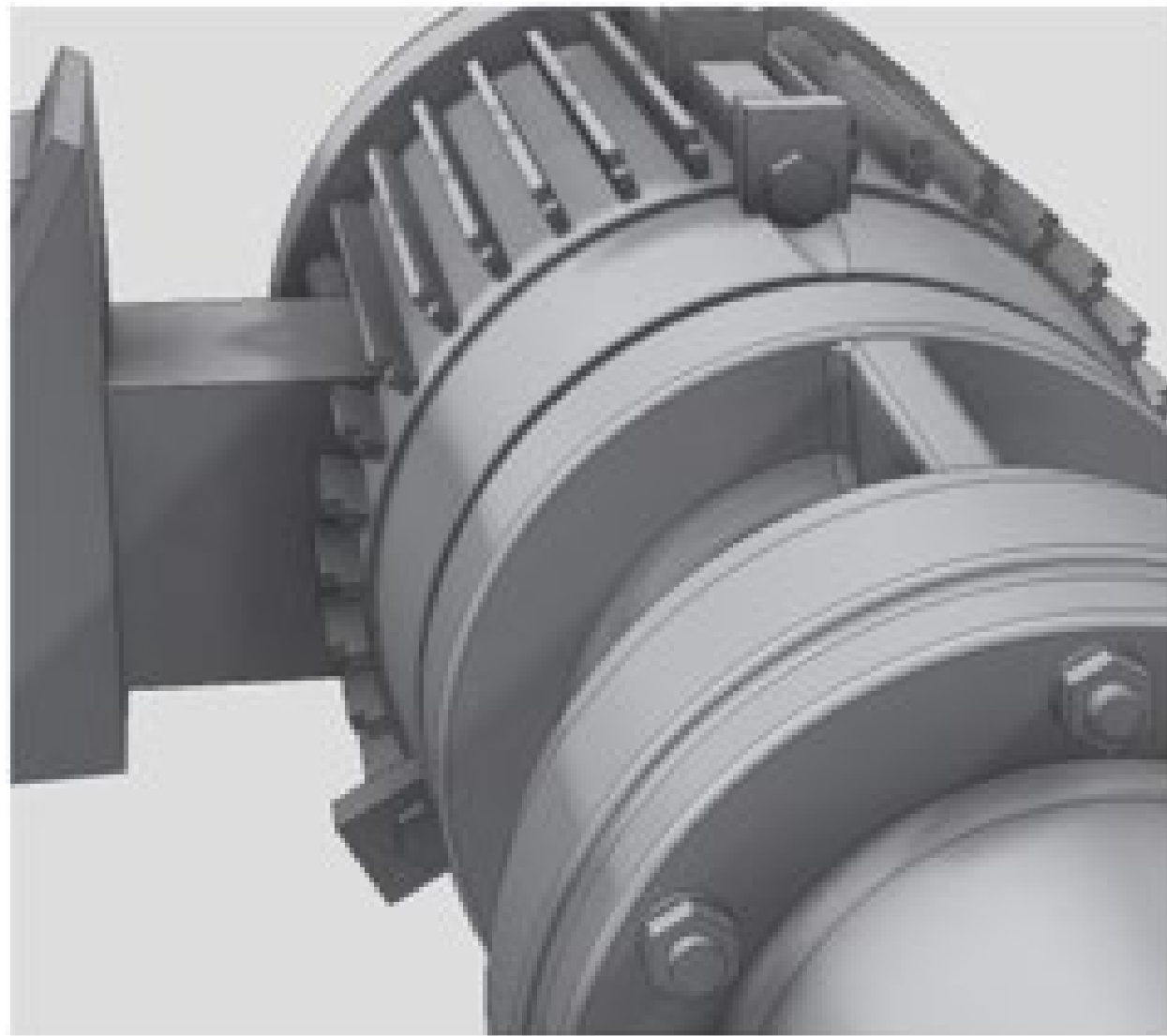
# Why are we doing this?

Mixed Reality uses  
Polygonal 3D models

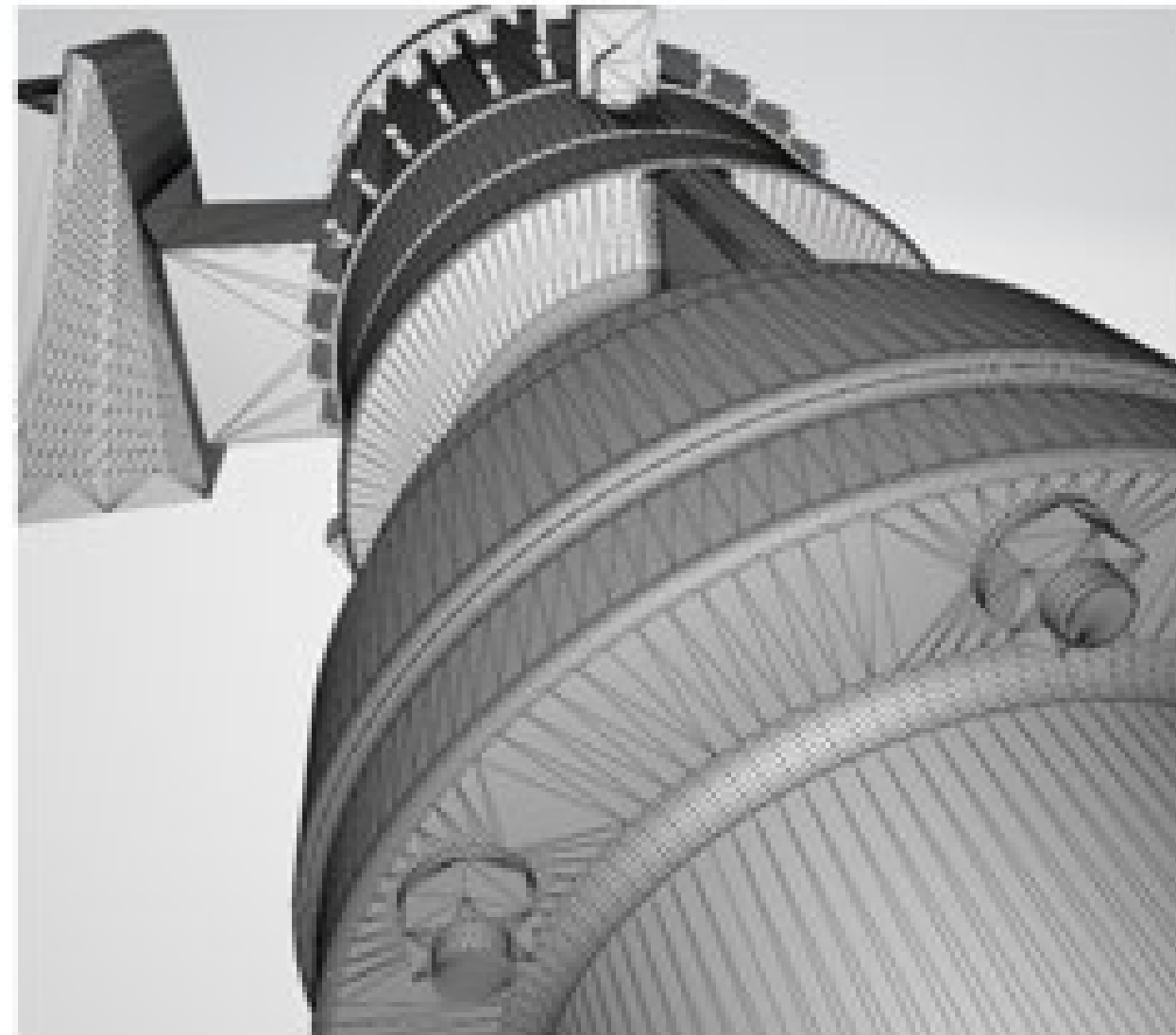


CAD produces Parametric  
3D models

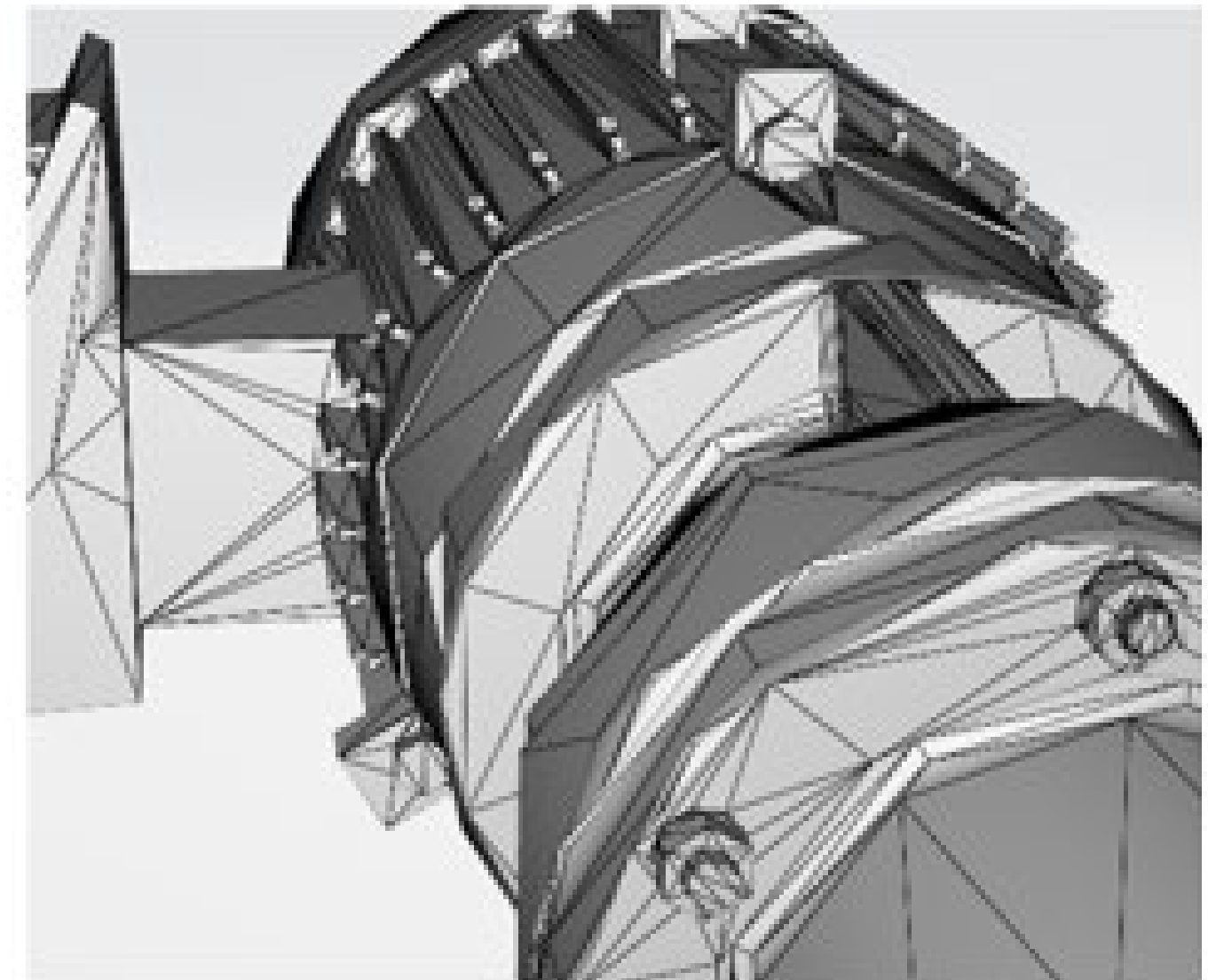
# Why must we optimize?



**CAD**

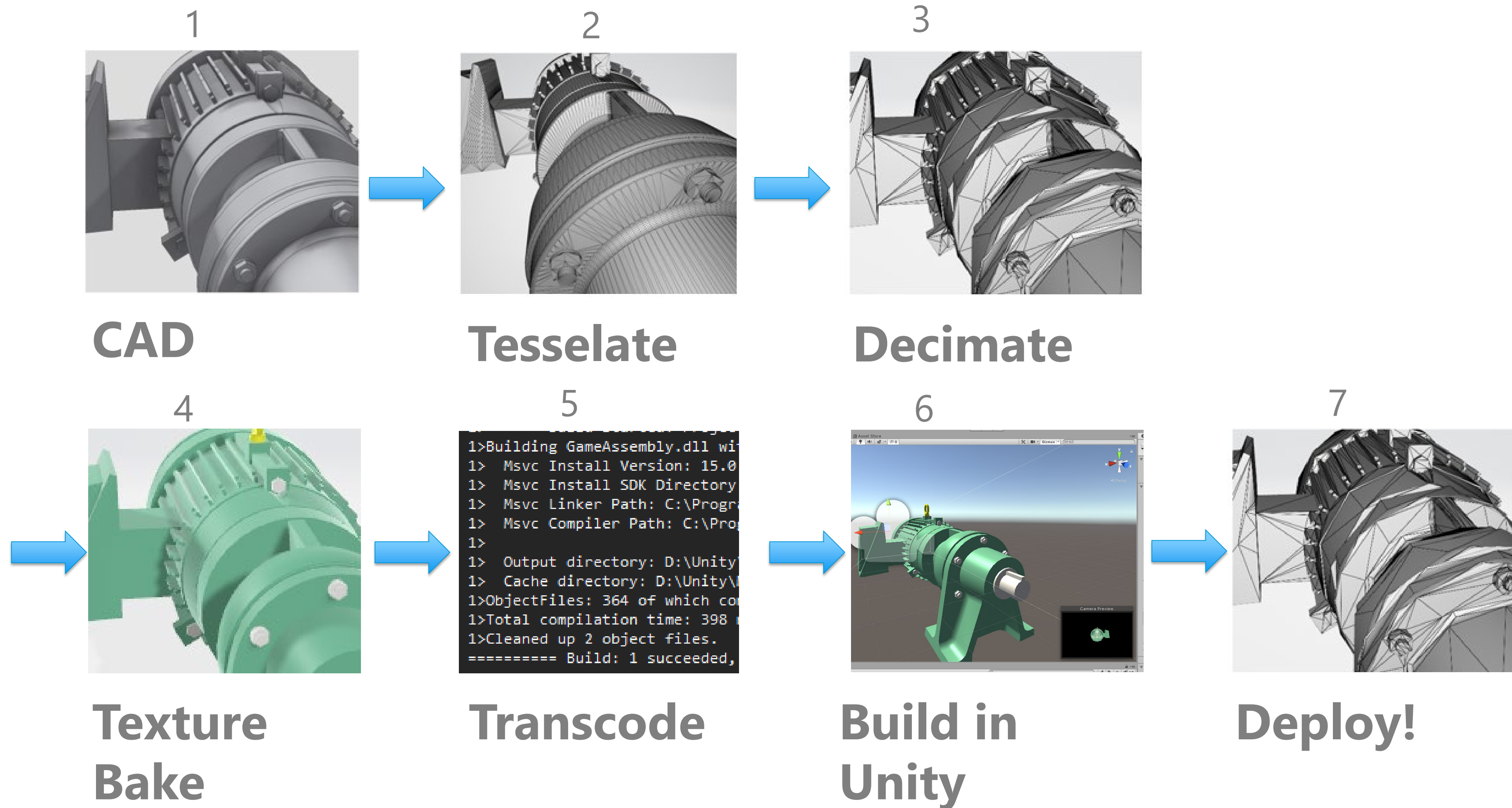


**Polygon**



**Optimized Polygon**

# Sounds complicated, how do we do it?



# Import your 3D model



## Inventor

All Good! You can use Native Inventor files with this tutorial. If your 3D model is extremely complex, there are some steps you can take with the Shrinkwrap tool in Inventor to do some pre-optimization. Reach out to us for more info on these workflows.



## Fusion 360

To use your Fusion 360 files with this workflow, export as an Inventor .ipt file to your desktop. By going to File → Export and selecting .Once you have this file continue onward as if you are using a native Inventor file.



# What you need

- A 3D model
- Autodesk 3ds Max
- Unity
- Mixed Reality Toolkit
- Visual Studio 2019
- A mixed Reality Device

**Demo time!**

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