

Unleashing MassFX: The Art of Destruction

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Laura Michelle music video "Chameleon"
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Class Summary

In this class, you learn to use MassFX in Autodesk® 3ds Max® for rigid body simulations in a destructive environment.

Discover techniques for breaking things dynamically while maintaining artistic control. Learn about joint setups and art direction techniques to get MassFX to do what you want it to do rather than just what physics wants to do.

There is nothing more satisfying than blowing stuff up in CG. Now, learn to do it better.



Key learning objectives

At the end of this class, you will be able to:

- Understand joints & their use in simulations
- Control MassFX dynamics efficiently
- Understand Solver settings
- Importance of Kinematic timing



General Practices

- Garbage In – Garbage Out
- Solver Settings
 - Jitters = low substeps
 - Multithreading or Hardware Acceleration (GPU) choose one NOT both
 - Lower Contact Distance = higher Solver Iterations
- Get it 90% of the way then BAKE
- Cleaning up baked keys can be faster than getting it 100% right
- Don't need to simulate everything at once. Simulate in sections if possible
- Geometry separations whenever possible. Avoid unwanted dynamic explosions



Objectives examples

- Joints – Flexible cone rig example
- Avoid unwanted explosions – Sleeping object example
- Kinematic control examples

Note: Solver setting adjustments will be made throughout all examples



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