



Autodesk® Suite to Autodesk® 3ds Max® Interoperability Roundtable

Steven Schain - Spectra3D Technologies - President

VI5189-R Autodesk design software provides great tools for building complex designs ranging from mechanical to civil, and Autodesk 3ds Max Design software is a great tool for generating visually stunning rendered animations. This roundtable session addresses topics related to the use of 3ds Max Design for rendering and animation of CAD models from other Autodesk design software. We discuss importing and linking models from software such as Autodesk® Revit® and Autodesk® Inventor® software, and the use of Civil View for visualizing Autodesk® AutoCAD® Civil 3D® geometry. We examine strategies for working efficiently within 3ds Max, the animation of specific moveable parts, and the tools that are available for editing keyframes and tweaking the overall look and timing of the animation. To wrap up the discussion, we will review the multiple rendering options that are available to users in 3ds Max Design and discuss which option can be best suited for a particular task.

Learning Objectives

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

- Import and link CAD data from within 3ds Max Design 2015.
- Understand the strategies for working efficiently between other Autodesk software and 3ds Max Design.
- Animate using keyframe animation, edit the keyframes to modify the animation.
- Render the animated sequence using the most appropriate rendering tools for your needs

About the Speaker

Steven attended R.I.T.'s film/animation in 1989 & A-B Tech's Entrepreneurship in 2011. Opened Spectralight Images in 1989 to deliver 3D training and animation. Moved to Orlando, FL in 1990. As VP of Computer Animators Plus (1995) began teaching 3D at Seminole State College. With a love of art, opened Gallery 611 in 1997, and formed the Orlando Visual Artists League in 2000, president until 2004. In 1998 he became an Autodesk® training specialist, and has contributed to Autodesk's certified training material for 9 releases of 3ds Max®. He was a co-developer of Autodesk's ACI Program, and Autodesk's 3ds Max® fundamental standards. Now he develops 3ds Max / Maya training courseware for CAD Learning's online training. Spectra3D Technologies provides 3ds Max, Maya & AutoCAD training. Steven teaches classes for end users, companies, Autodesk University, & others. Past trainees: Disney, Guess, US Army, and more. In 2014 Spectra3D Technologies expanded into 3D printer sales and support offering an array of 3D printers, design services and 3D printing training.

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Simple Ground Rules, Please think about these ground rules...

- Keep comments short (think Twitter)
- Give everyone a chance to speak
- Share your solutions (no complaints)
- Talk about what works for you
- No sales pitches please

Suite Interoperability

- Who uses a suite workflow?
- What software?
 - AutoCAD
 - Revit
 - Inventor
 - Civil 3D
 - Maya
 - Alias
 - Other...
- Project / File management and communication
 - Inter department communication
 - Configuration management tools
 - Directory and file naming conventions
- Linking / Importing geometry issues
 - AutoCAD / REVIT link
 - Inventor import
 - Body objects or meshes
 - Civil 3D
 - Civil View or AutoCAD Link
 - Other file formats
- Hierarchies and Animation methods
 - Hierarchy creation methods
 - Helpers or Direct linking
 - Animation methods
 - Use of IK
 - Keyframe vs. procedural animation

- Materials and mapping
 - Keep default, modify, or create new
 - Use of 3rd party texture libraries
 - Mapscalar WSM

- Rendering and output
 - Renderer of choice
 - Mental Ray
 - Iray
 - Vray
 - Other...
 - Rendering issues and success stories