

AV2856-R Autodesk® Suite to Autodesk® 3ds Max® Interoperability Roundtable

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Class summary

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.

Key learning objectives

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

- Import and link CAD data from within 3ds Max Design 2014.
- Explain the strategies for working efficiently between other Autodesk software and 3ds Max Design.
- Animate using keyframe animation, and edit the keyframes to modify the animation.
- Render the animated sequence using the most appropriate rendering tools for your needs.

About the Speaker



- **Trainer / Instructor**
 - Teaching 3ds since 3D Studio DOS Release 3.
 - Autodesk Certified Instructor since 1998.
 - Trainer – The 3D Professor (3ds Max / Maya / AutoCAD)
- **Author**
 - Autodesk Fundamentals Courseware
 - CAD Learning online 3ds Max / Maya courseware
 - Co-developer of Autodesk's 3ds Max Fundamentals Standards
 - Co-developer of Autodesk Certified Instructor Program
 - www.the3dprofessor.com

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

A 3D architectural rendering of a city skyline and waterfront development. The scene features a dense urban core with various skyscrapers and buildings in the background. In the foreground, a multi-lane highway bridge spans across a body of water. The bridge has a rainbow-colored light effect along its length. On the right side of the bridge, there is a landscaped area with green grass, trees, and a small blue pond. The overall scene is set during the day with a clear blue sky.

3ds Max Suite Interoperability

Quick Poll

- Who uses a suite workflow?
- What software?
 - AutoCAD
 - Revit
 - Inventor
 - Civil 3D
 - Maya
 - Alias
 - Other...

Suite Interoperability

- Project / File management and communication
 - Inter department communication
 - Configuration management tools
 - Directory and file naming conventions

Suite Interoperability

- Linking / Importing geometry issues
 - AutoCAD / REVIT link
 - Inventor import
 - Body objects or meshes
 - Civil 3D
 - Civil View or AutoCAD Link
 - Other file formats

Suite Interoperability

- Hierarchies and Animation methods
 - Hierarchy creation methods
 - Helpers or Direct linking
 - Animation methods
 - Use of IK
 - Keyframe vs. procedural animation

Suite Interoperability

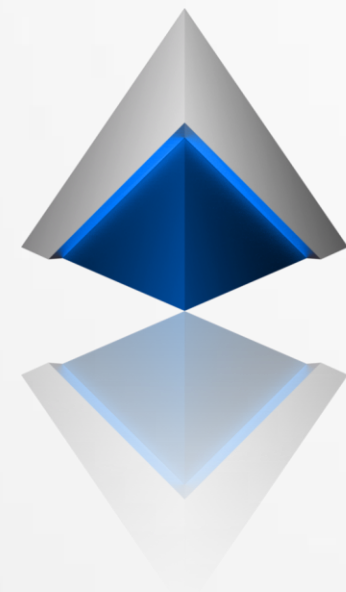
- Materials and mapping
 - Keep default, modify, or create new
 - Use of 3rd party texture libraries
 - Mapscalar WSM

Suite Interoperability

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

Thank You

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The 3D Professor
TRAINING

