

OPENSOURCE3D and OGREMAX

Tutorial Guide

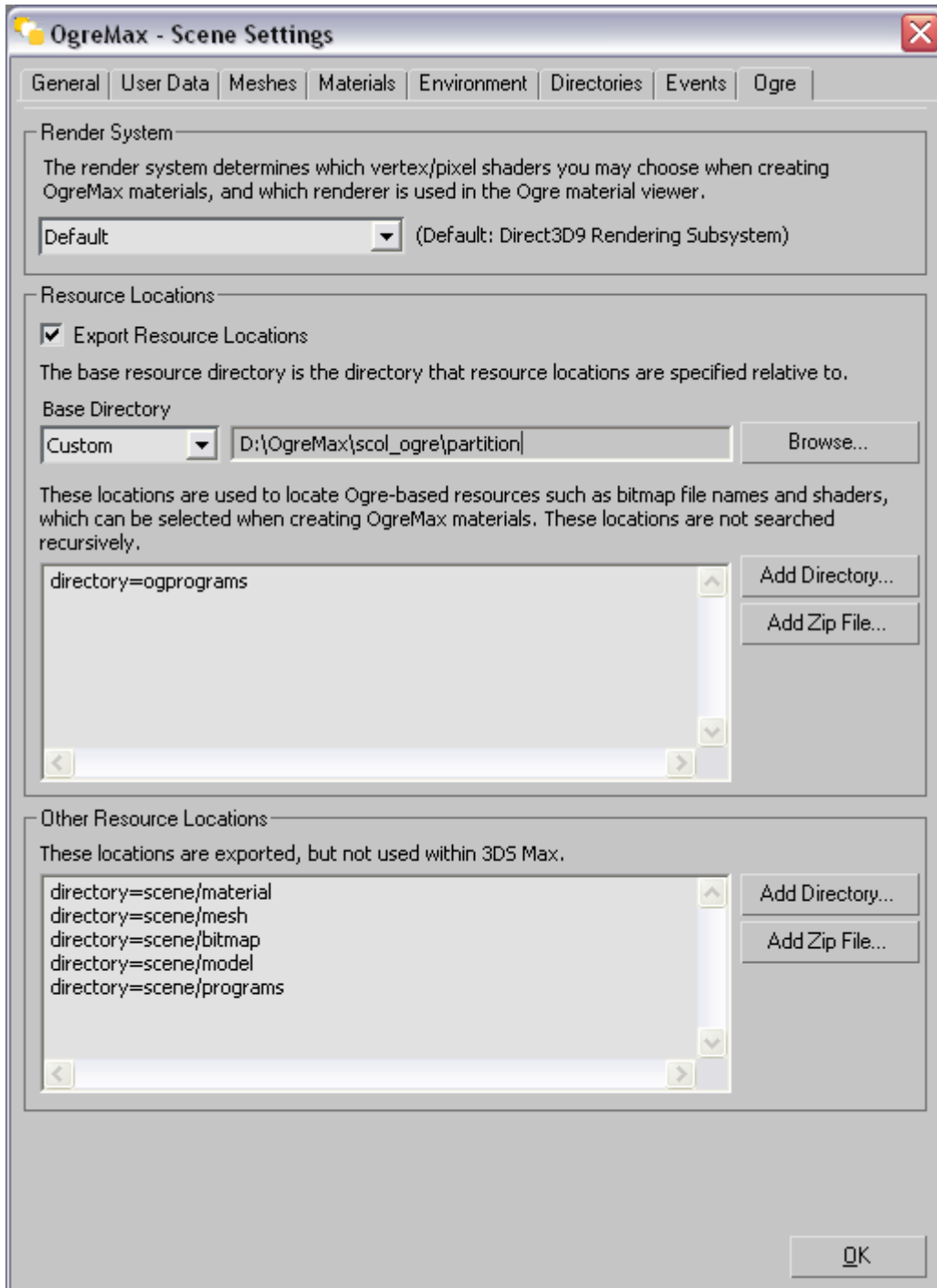


3D STUDIO MAX SETTINGS

First thing to do: Define OgreMax and Scol work files.

Go to OgreMax / Scene Settings and Ogre tab:

1. Set the file partition of your Scol voyager (should be in your file my documents / scol Voyager \ Partition_LocalUsr)
Base Directory: Custom and point the folder partition
2. Define the files containnig shaders: eg ogprograms (file located in the partition folder)



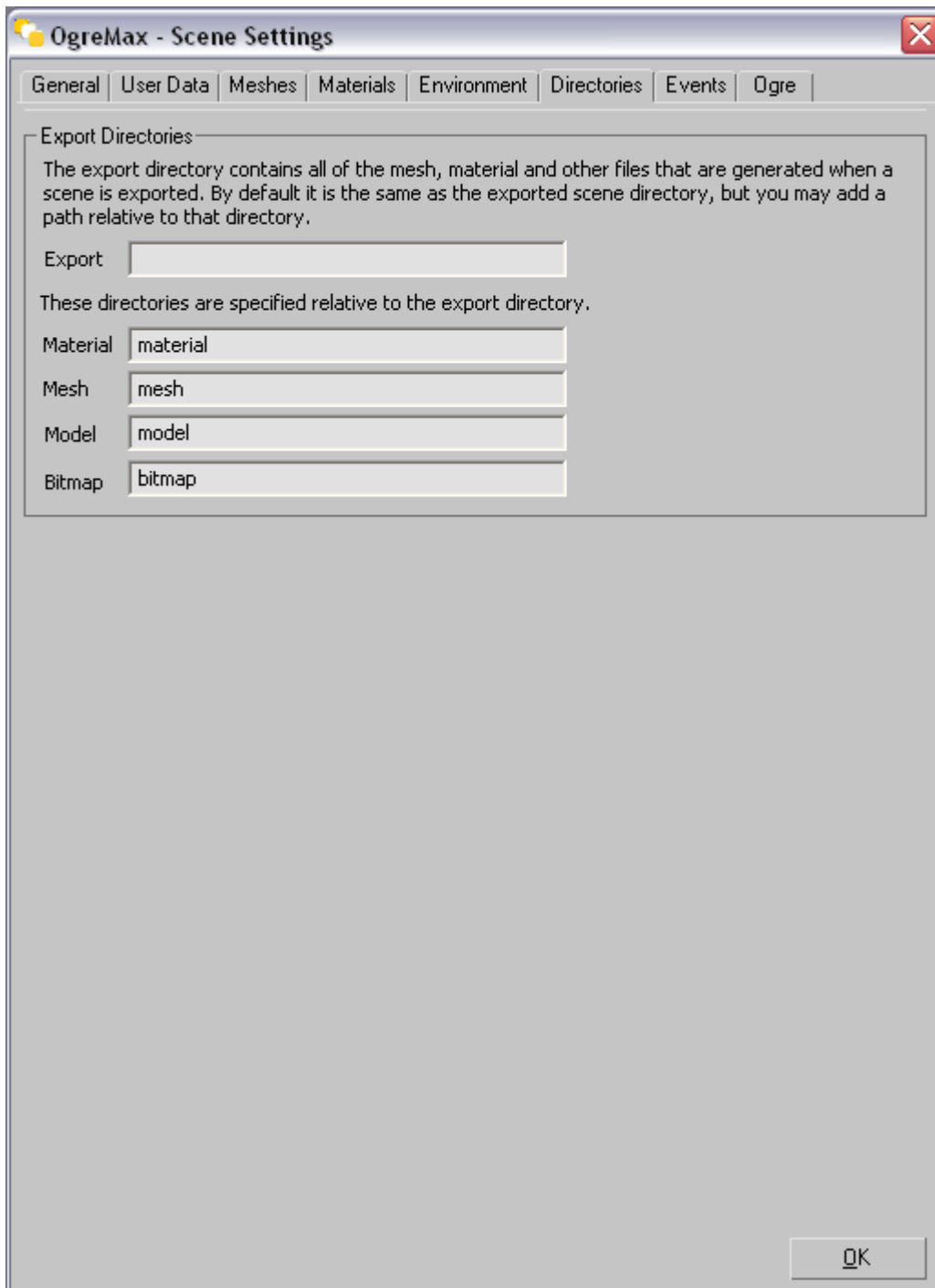
Finally, we have to define the work folder of our scene, so that our objects are stored by project, create a folder for each scene or exported items: such a "scene". Enter the paths in Other Resource Locations.

These parameters have to be set each time you open 3D Studio Max.

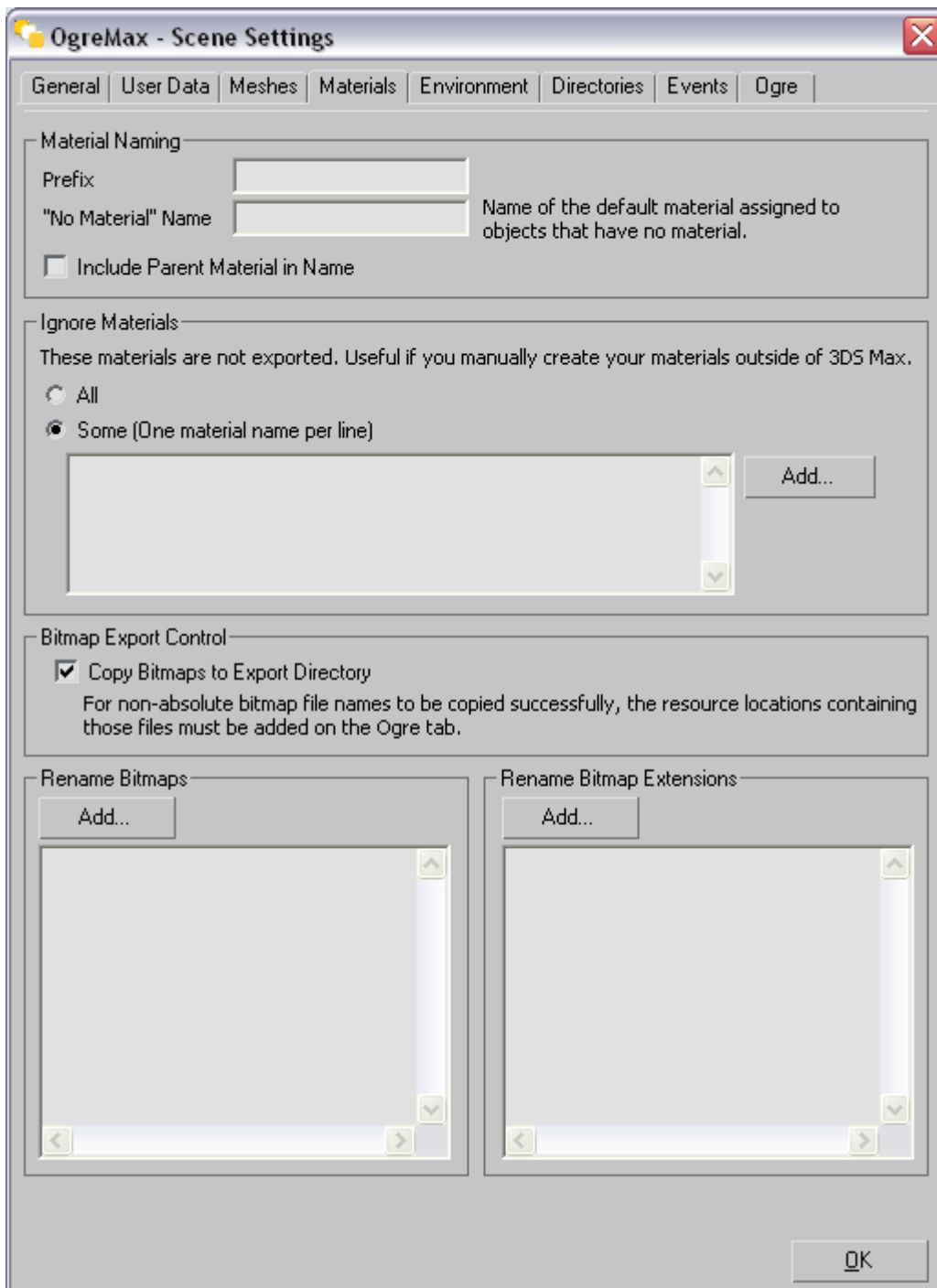
For each scene you must define the work folder where the 3D Studio Max data will be exported to (a folder for the objects, one for materials, one for the textures ...)

Go to the Directories tab

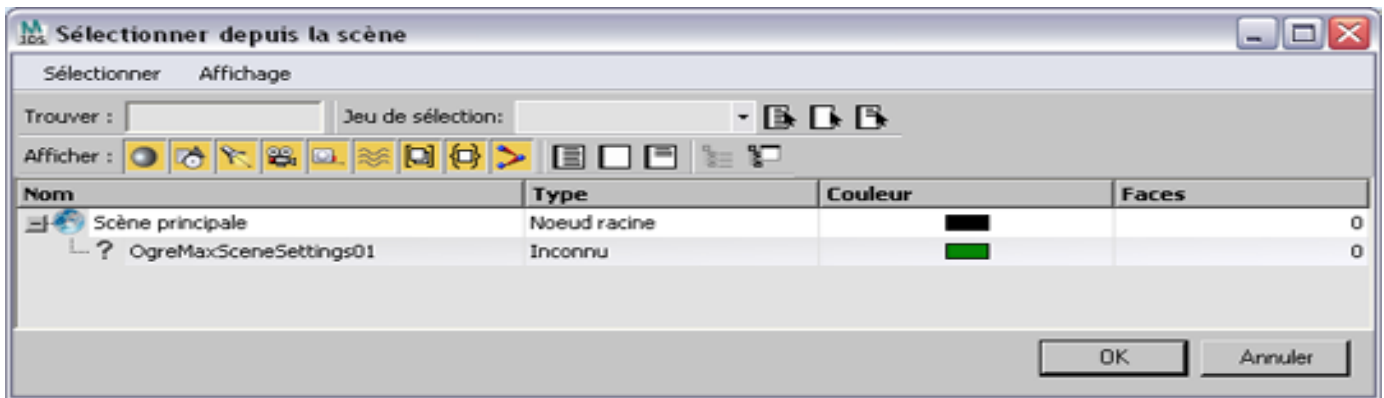
Set a folder name for each type of resource (the name must be the same as in the previous panel)



Finally, go to the Materials tab and select Copy Bitmaps to export Directory. This will allow you to copy your textures in the export folder.



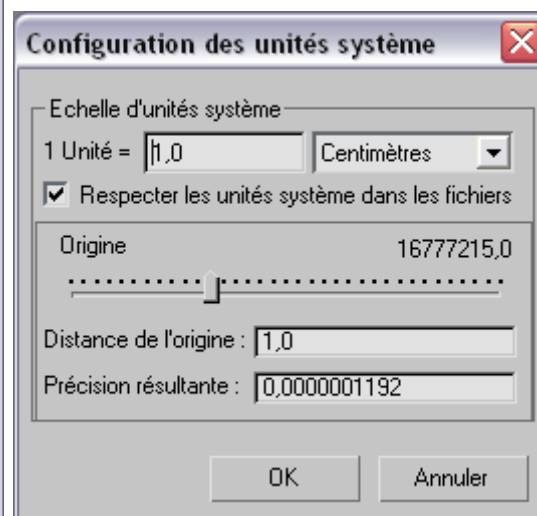
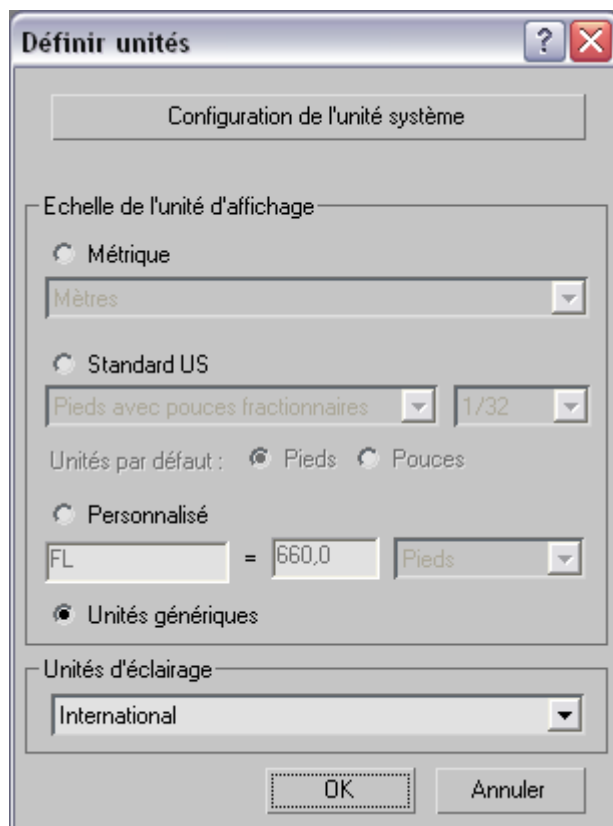
Beware, if you delete all the objects in your scene, an object OgreMaxSceneSettings has been created, it contains the Ogre parameters of your scene, if you delete it, you will have to redo all the settings.



Finally, to put your objects to scale, set the units:


In Customize / Set units check "Generic Units" and in the system unit setting, put 1 unit = 1.0 Centimeters

In this way, an object 100 * 100 * will be 100 centimeters 100* centimeters



RULES TO KNOW

Always keep in mind the following few points, so there's no surprises during an export.

- Always check that the paths are well defined in the OgreMax settings
- All objects in the scene must be named and must have a unique name
- All items must be retracted and reset (Utilities tab  and reset x-form)
- All materials shall be named: a name for the material, one for technic, one for each pass, one for each texture and all must be unique.
 - o Example for a sofa: mat_sofa1, technic1_sofa1, pass1_sofa1, diffuse1_sofa1 ...