



DriverMaster 1.4 for 3ds Max

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DriverMaster 1.4 for 3ds Max: DriverMaster is an all-in-one car rigging script for 3ds Max, offering a comprehensive solution for animating 4-wheeled vehicles. This tool simplifies the rigging process by combining features like automatic wheel rotation, dynamic suspension, and precise ground contact into a single, user-friendly interface.

With a floater dialog featuring pick buttons for wheels, chassis, and brakes, DriverMaster ensures a quick and effortless rig creation process. Whether animating manually or using a scene curve, the script facilitates easy motion animation. Notably, it ensures that wheels adhere to the ground, even on uneven terrains.

How to use Bake animation to support keys and PointCache?

You can use "DriverMaster".

Where can I download the product?

After subscription, You can download it for free from here.

Efficient Setup:

- Streamlined floater dialog with pick buttons for wheels, chassis, and brakes.
- Quick rig creation with just a few clicks.

Dynamic Suspension:

- Supports uneven ground surfaces for realistic animations.
- Align the chassis with the wheels for improved accuracy.

Automatic Wheel Animation:

- Wheel rotation system based on traveled distance.
- Auto steering for wheels.
- Wheels stick to the ground for seamless contact.

Versatile Animation Control:

- Manual suspension system.
- Chassis reaction to acceleration and turns.
- Wheels spin override for burnout animations and sliding.

Additional Features:

- Speedometer with both km/h and mph readings.
- Viewport speedometer.
- Supports multiple ground objects.
- Body spring dynamics for added realism.
- Manual adjustment of wheels offset.

Animation Options:

- Bake animation feature with support for keys and PointCache.

DriverMaster offers a comprehensive solution for animators working with 3ds Max, providing a user-friendly toolset for



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creating realistic car animations with ease.

What is DriverMaster?

a specialized script designed to streamline the process of rigging and animating 4-wheeled vehicles in 3ds Max. The combination of features such as automatic wheel rotation, dynamic suspension, and precise ground contact suggests that it aims to simplify complex tasks associated with creating realistic vehicle animations.

For users interested in vehicle animation and rigging within 3ds Max, DriverMaster could be a valuable tool to enhance efficiency and achieve more realistic results.



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