



AvizStudioTools A2DImage v1.21 for 3ds Max 2018-2024

2025-02-10 16:57:26 label 我要反馈 下载页面



AvizStudioTools A2DImage v1.21 for 3ds Max: A2DImage is a scripted 3ds Max plugin to allow you to add simple 2D images using alpha channels into the 3ds Max 3D scene. The script determines the size of the image from the last part of the file's name and, upon rendering, automatically creates shadows according to the alpha channel in the picture. This script allows you to render quick previews and final images with accurate shadows using one render without having to composite all the elements in the future.

How to install it on 3ds Max 7 through 2017:

- Download, extract, and install the version you want to install.
- Restart 3ds, Max.
- Create a new UI Button and a Shortcut to launch the application.

UI Buttons and Shortcuts:

- From the 3ds Max menu, Select Customize, and customize the user interface... In the Toolbar or Keyboard tabs, choose the Main UI Group and category: AvizStudioTools. From the following list, assign a key to A2DImage actions in the Keyboard tab, or from the Toolbar tab, drag and drop A2DImage actions onto the toolbar to make a UI button for your plugin.

Advanced Parameters:

- Scale Images - Multiply the width and height of the object using this number.
- Don't render Preview Do not render the preview image on the parameters tab.
- The Force height to Force height to the Def. Height and then overwrite the height of the file's name.
- Def. Height - Set default height. The script will take this number if the file name does not include height.
- The Force RGB Level-Mul to RGB Level to be output from the map of diffuse textures to RGB Level and forced to convert V-Ray Light Material V-Ray Mul.
- RGB Level - RGB Level value.
- V-Ray Multi the Multiplier of V-Ray (This value is not used if the objects don't utilize V-Ray Material)
- Material Type Select the material type of the object. Standard Material is the best choice; however, If you are having issues with the transparency of your object, test Raytrace Material or the V-Ray Materials.
- Remove Bitmaps Filtering Filtering in the bitmap textures of materials to zero and blur rate to 0.01. (New Version 1.02)
- reuse of scene materials -Objects that share the same image in a bitmap will use identical materials. (New Version 1.02)
- Rotate to Camera Rotate the object in the viewpoint in the viewport. If "Rotate All To Camera" is chosen, this option is grayed out. (New Version 1.02)
- Rotate All to Camera All objects in the A2DImage within the view will be rotated until the point of view on the screen. (New with version 1.02)
- Shadows Parameters
- On/Off - Turn on/off Planes or Shell Shadow.
- Vertical Set the number of vertical planes in Planes Shadow. (Pro version only)
- Horizontal - Set the number of horizontal planes in Planes Shadow. (Pro version only)
- Rotate Plans to the TargetRotate planes until the desired goal.
- "Pick target ..." button Click. Look at the target to determine its orientation Planes Shadow (usually the primary light source).
- Height Res. - Set the height's resolution in the Shell Shadow. (Pro version only)
- Width Res. - Set the width's resolution to create a Shell Shadow. (Pro version only)
- Depth - Set the depth local to the Shell Shadow.



去下载

标签

Other 平面设计

- Max Depth - Set the depth that is global for the Shell Shadow.
- Smooth - Smooth the Shell Shadow. Set to zero to disable.
- Pro Parameters (Pro and Subscription versions only)
- Color MultiplySet the color on/off multiply. Choose the RGB value using the color picker located on the right.
- Viewport Preview - Turn on or off the viewport preview. Select the hue of the material by using the color picker to the right.
- Search Material in the event of missing Bitmaps of the Search Material for the location of the 2D image if it's not there.
- Speedy Shadow Cache Cache all prebuilt shadows. Accelerate scene preparation for large scenes.
- Quick Shadow Calculation The image is reduced in size to calculate shadows.
- Calc. Size: Sets the size in pixels of the image used to calculate rapid shadow calculation.
- Pro Tools (Pro and Subscription versions only)
- [A2Dimage ToolBox Button Modify the parameters of different objects (selected) simultaneously. Prebuild Shadows.
- Export images to folder] button to export diffuse texture of the selected or all A2Dimage objects to folders in .tiff files.
You can add height after the file's name and then resize the image.
- [Randomize] Button to randomly alters Height and Width—the Scale, RGB level, and the parameters of the chosen or all A2Dimage objects.
- [Camera overwrite] ButtonOverwrite view of the Camera of all A2Dimage objects that use a scene camera or recorded camera locations.
- Relinking A2Dimages buttonRelink the bitmaps using the A2Dimage object. Three choices: from scene materials, just missing from the folder, and the entire folder.
- Tips & Shortcuts
- Height - To ensure the proper height for all your files, rename the file by adding the appropriate height at the end of the file's name. For instance, if the file's title is "Tree_01.tga," - the script will adjust its height for A2Dimage objects to 1.0. If you add "_H300" at the end of the file's names, such as "Tree_01_H300.tga," - the script will increase that height to 300.0 units.
- Material - Script can be utilized with any renderer that supports Standard or Raytrace 3DS Max Materials. You can convert the material manually and modify the default generated material to fit your needs when the object is created. Ensure it is compatible with the renderer you use.
- Shadows - You can select between two types of shadows: Planes Shadow (recommended by experts for use on trees) and Shell Shadow (recommended to humans).



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次