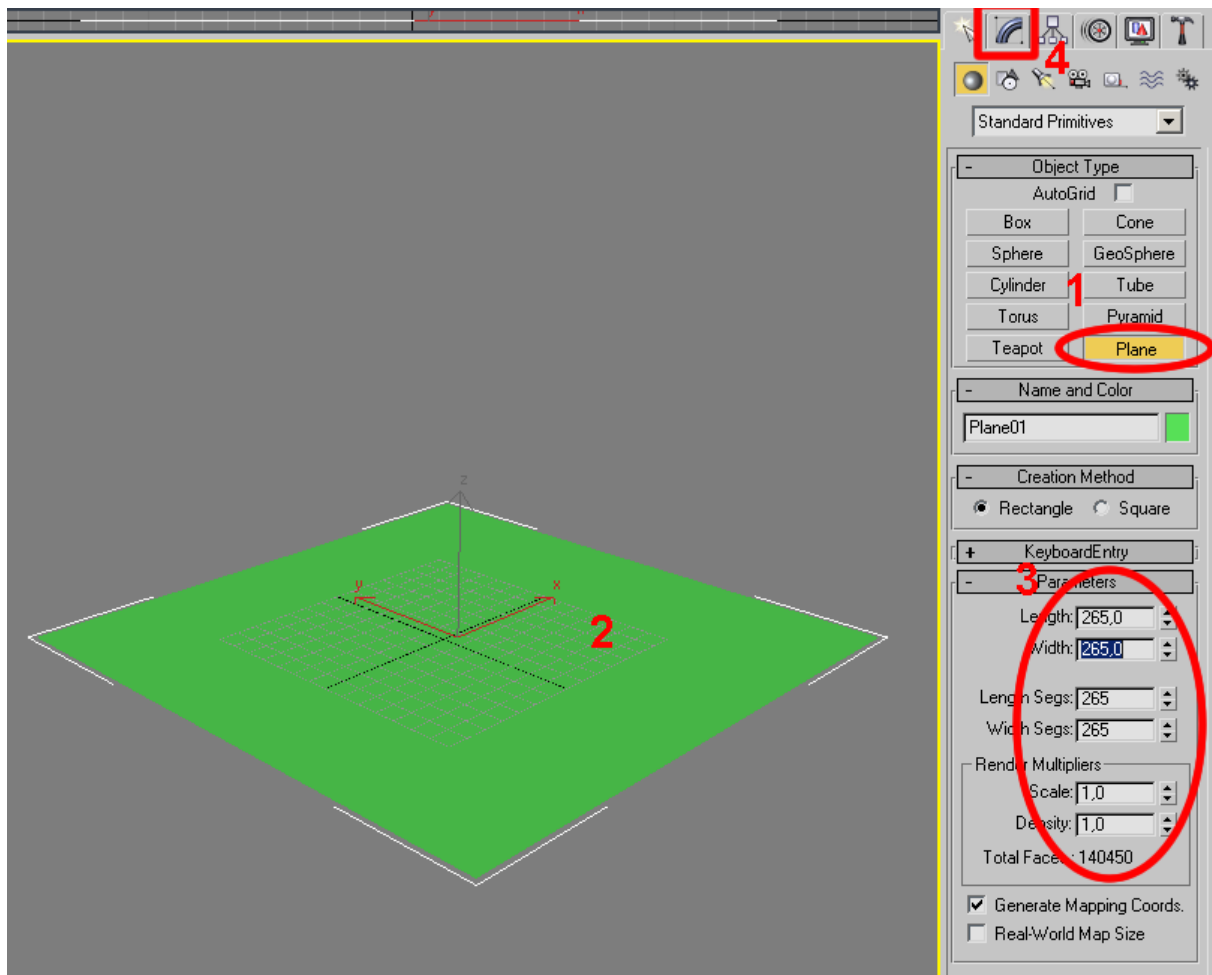


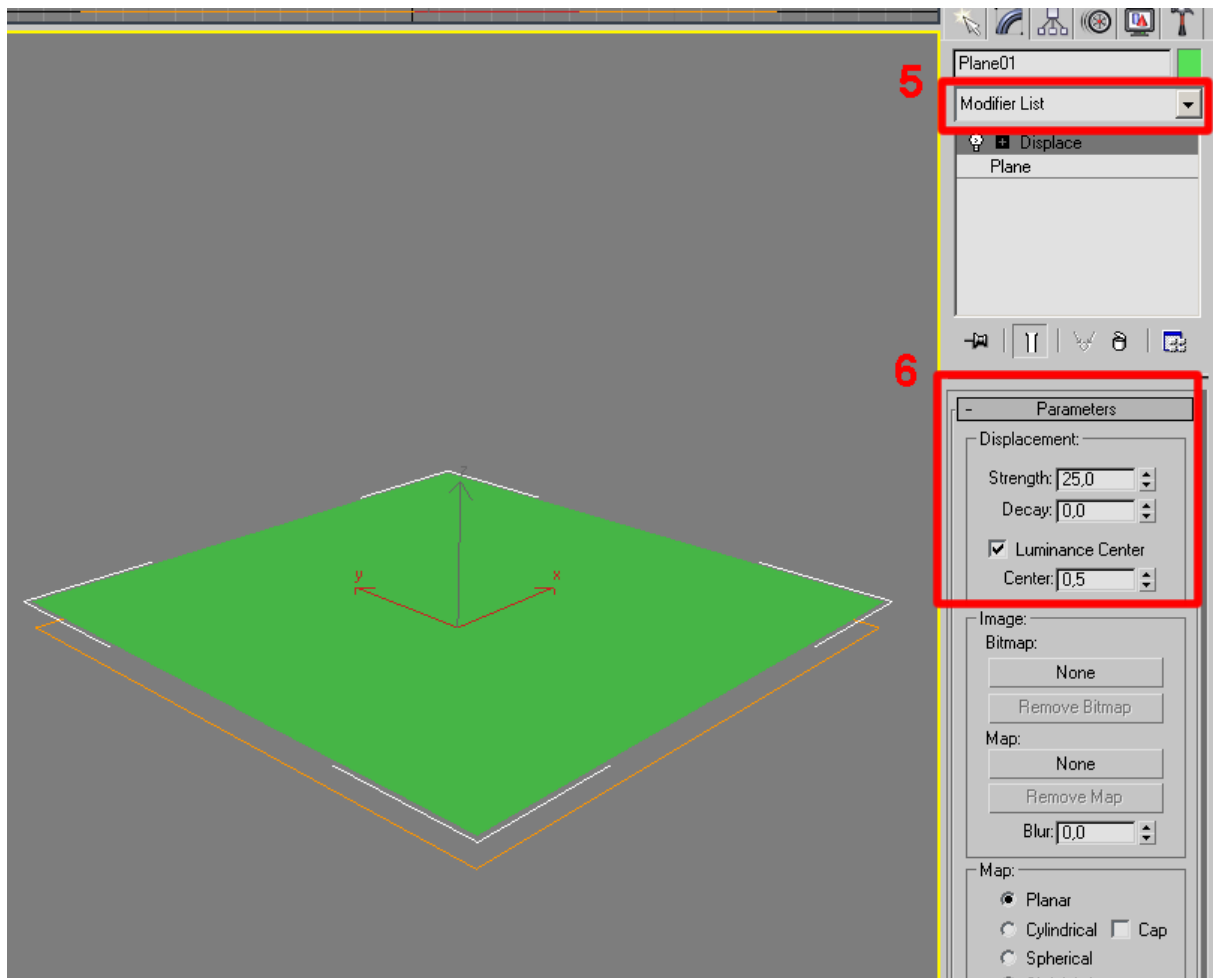
## ISLAND TUTORIAL FOR VISITOR2, 3DS MAX, COMBUSTION.

Install visitor 2, 3D Studio MAX 8, Combustion v4

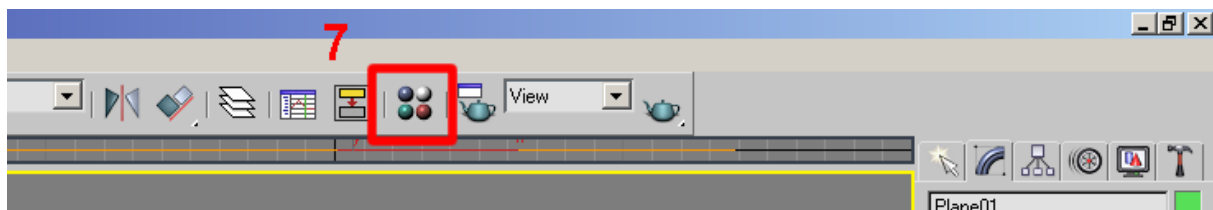
Start 3DS MAX 8



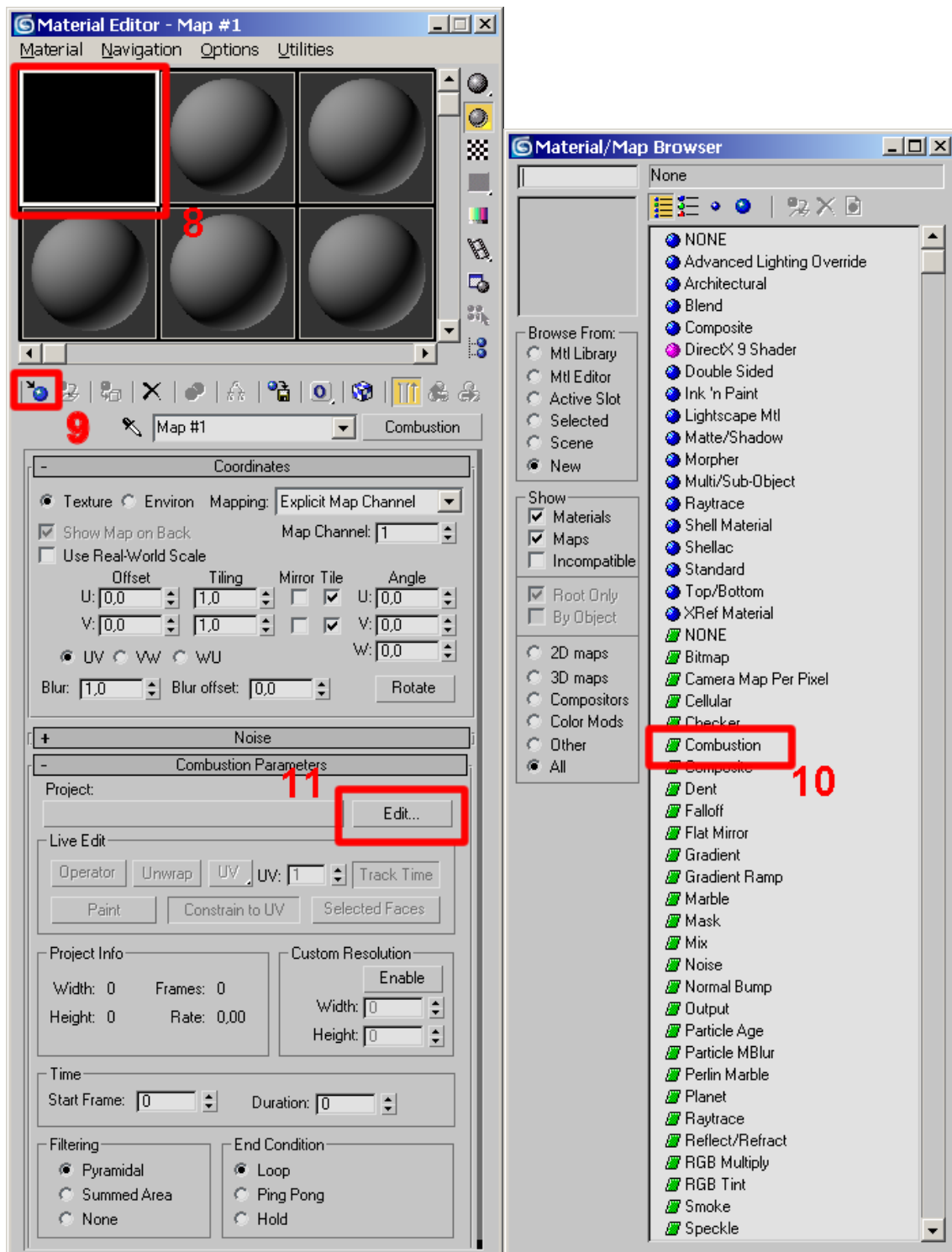
- 1) Press plane from “Object Type”.
- 2) Drag and draw a plane in the field.
- 3) Enter the parameters, like they said in the visitor2 tutorial from BIS.
- 4) Press Modify.



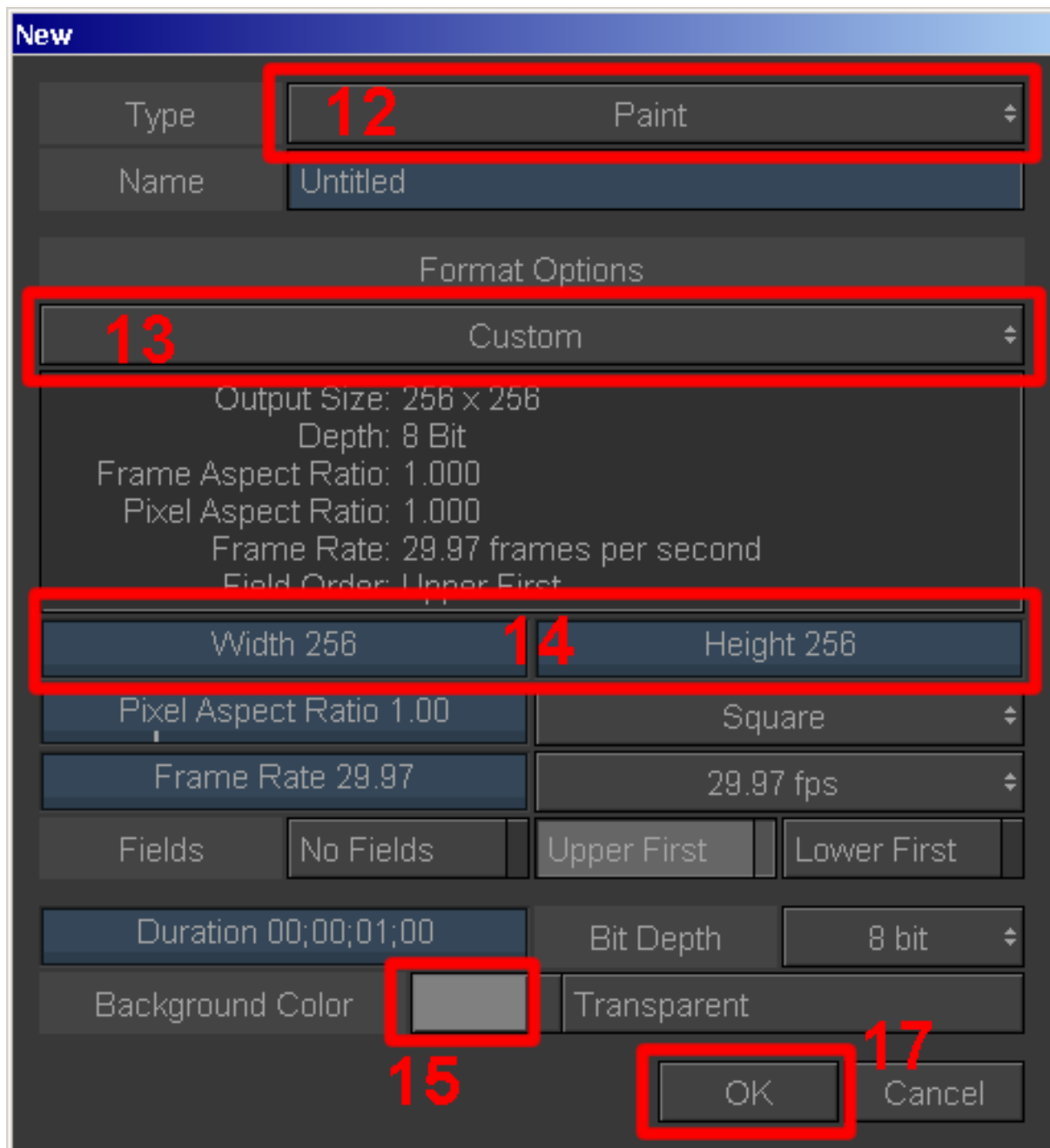
- 5) Select “displace” from modifier list.
- 6) Enter the numbers and press luminance centre on.  
(centre 0,5 means that Gray tone 50% has no placement effect)



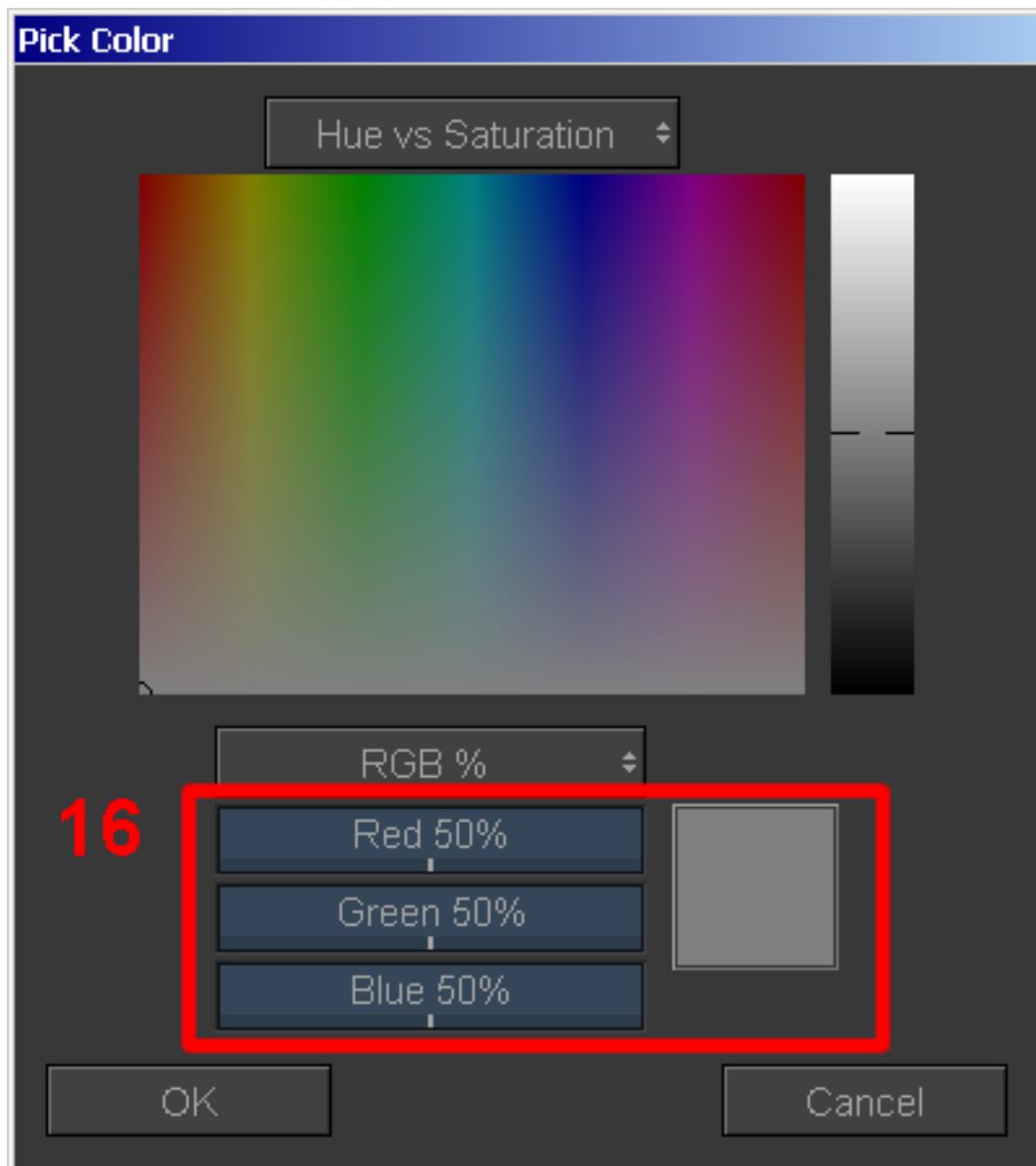
- 7) Press to open Material editor.



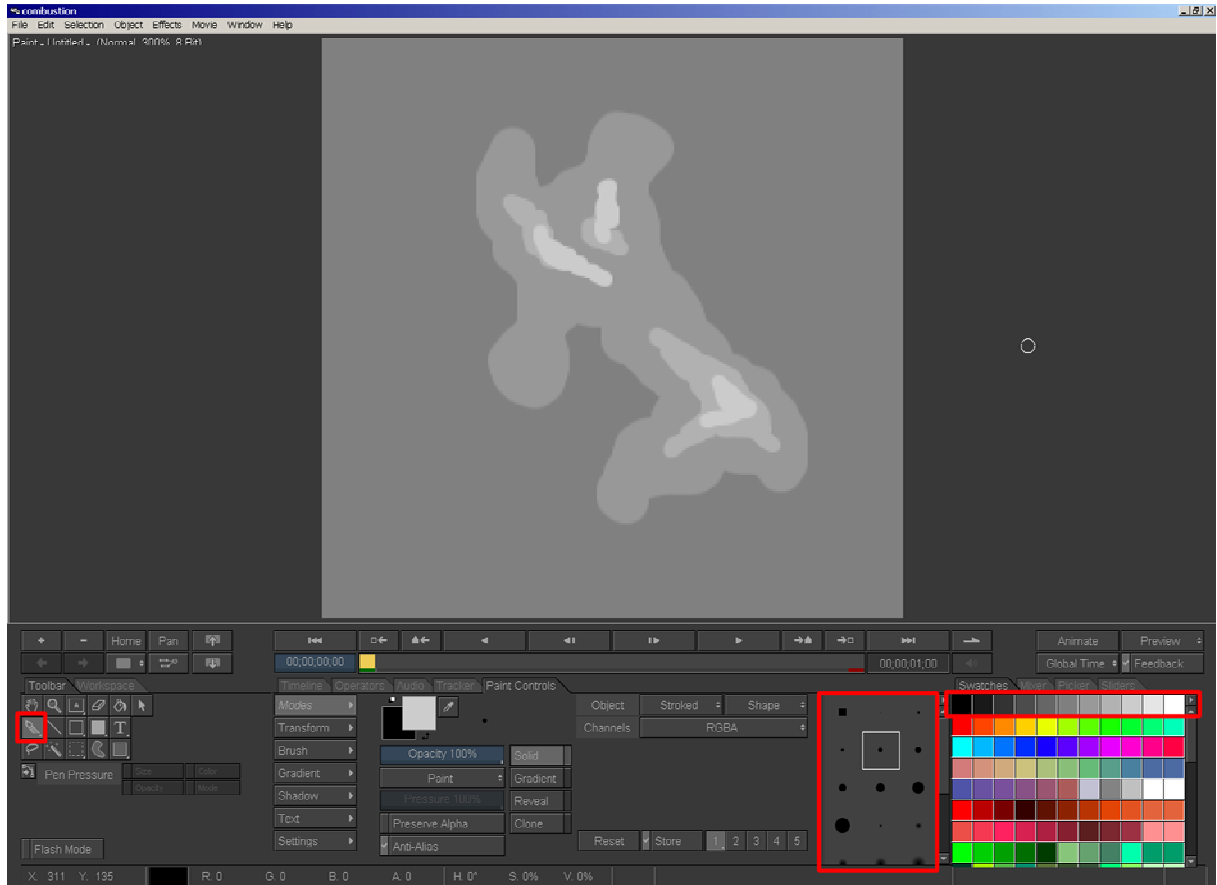
- 8) Select open slot for you creation.
- 9) Press to open Material/Map Browser.
- 10) Double click on “combustion” (open slot in Material editor turns black). Close Material/Map browser.
- 11) Press edit to start combustion program.



- 12) Select "Paint"
- 13) Select "Custom"
- 14) Set width and height 256 (click and slight horizontal)
- 15) Press colour to open colour menu.

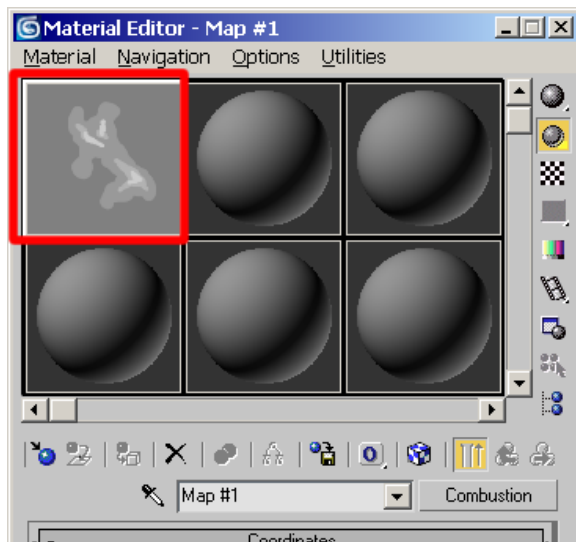


- 16) Set colour to Gray tone 50%. Press ok
- 17) Press ok.

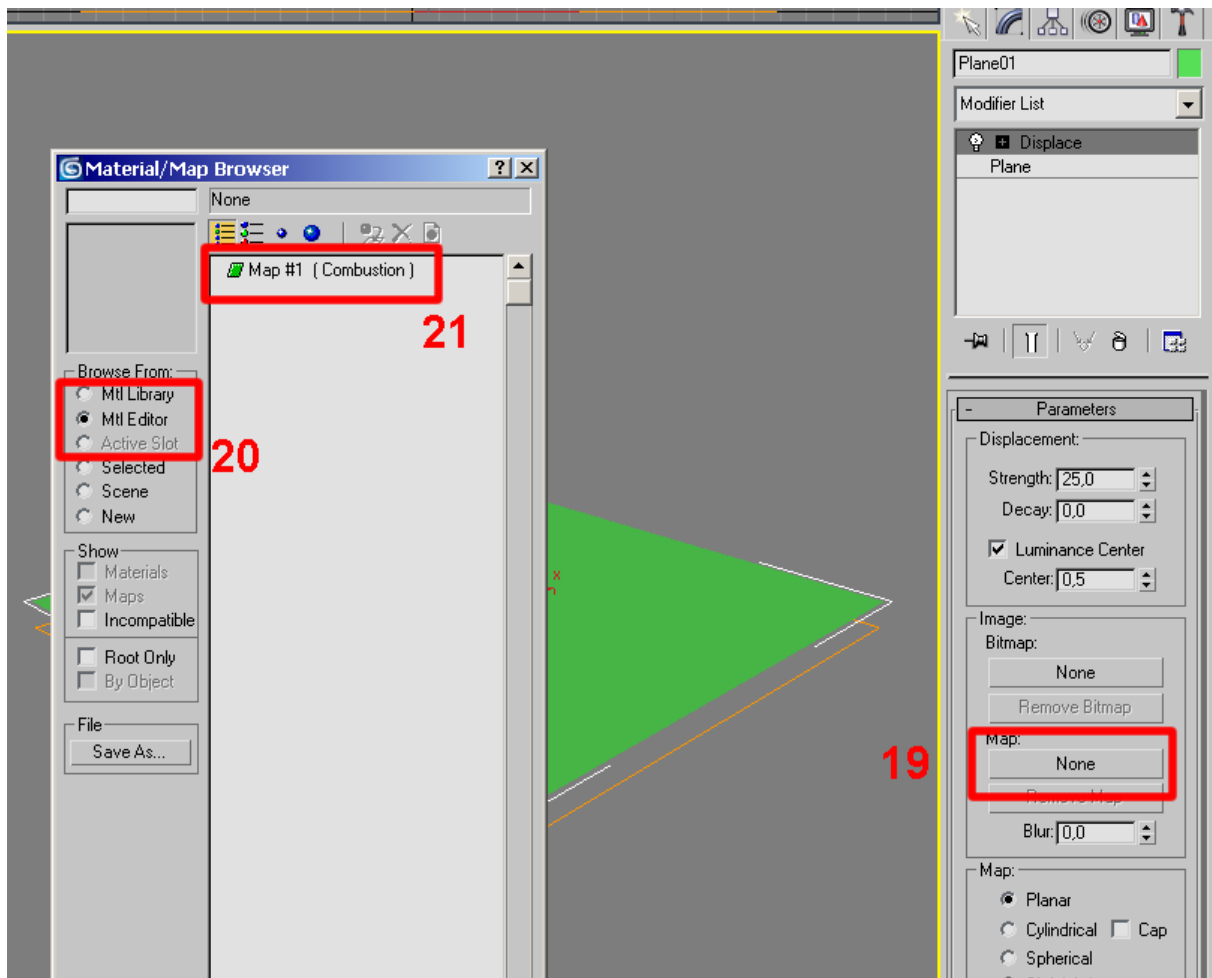


18) Draw some spots with Gray tones more than 50%.

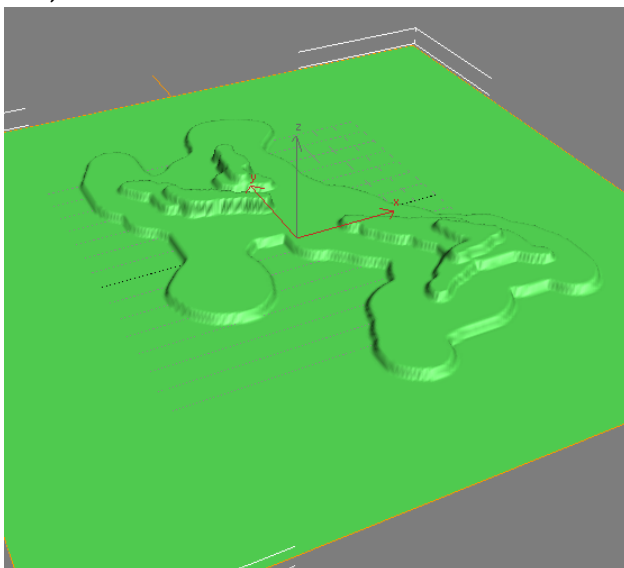
After you done return to 3D Studio MAX 8.



Your Combustion model appears in the spot.

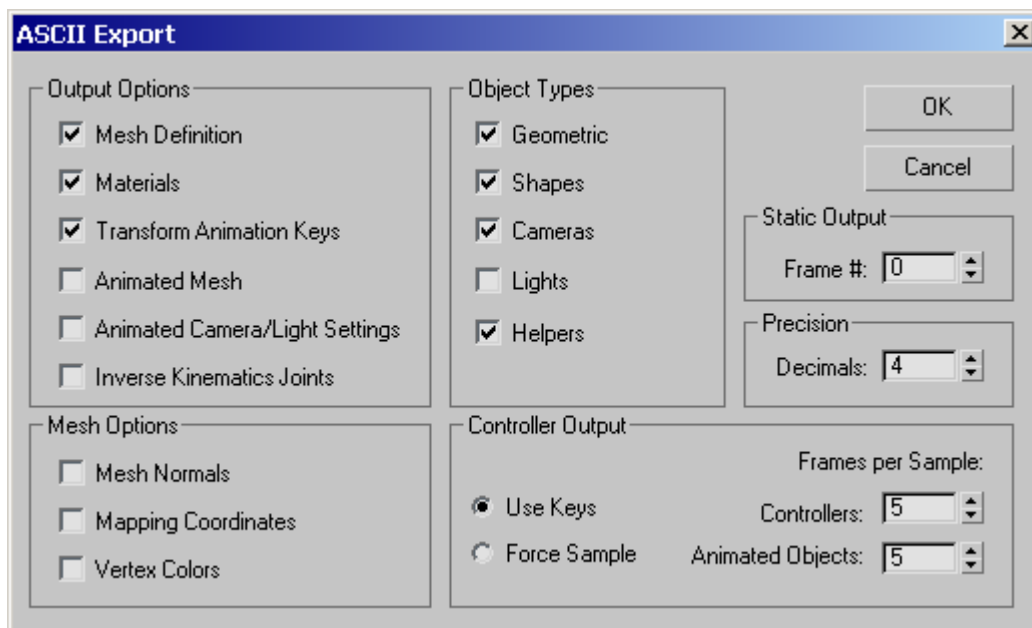
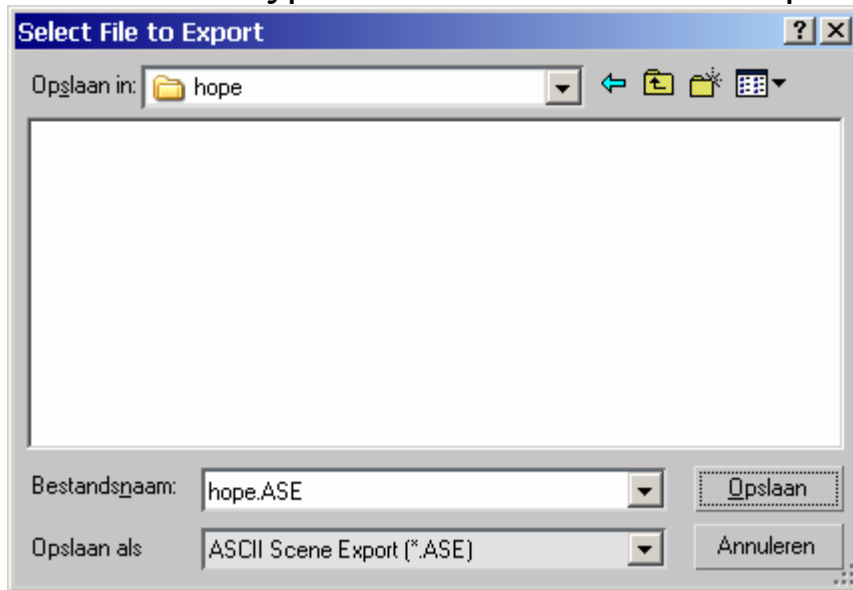


- 19) Press “None” under map to open the Material/Map Browser again.
- 20) Select Mtl Editor, your current creation appears.
- 21) Double click on the combustion instance in the list.



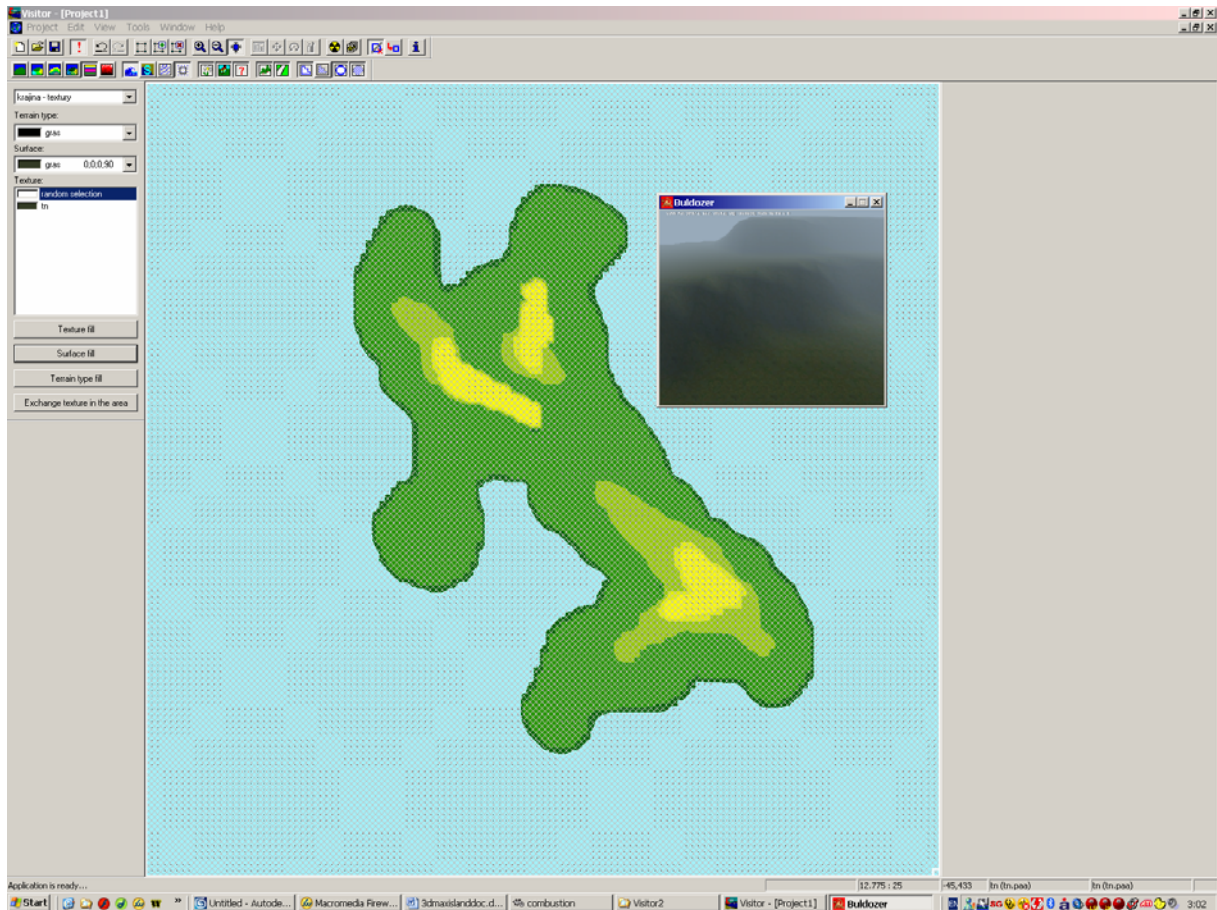
Close the Material/Map browser again.

22) With the plane selected, go to File > Export Selected.  
Select file type ASE. Press save (Dutch “opslaan”)



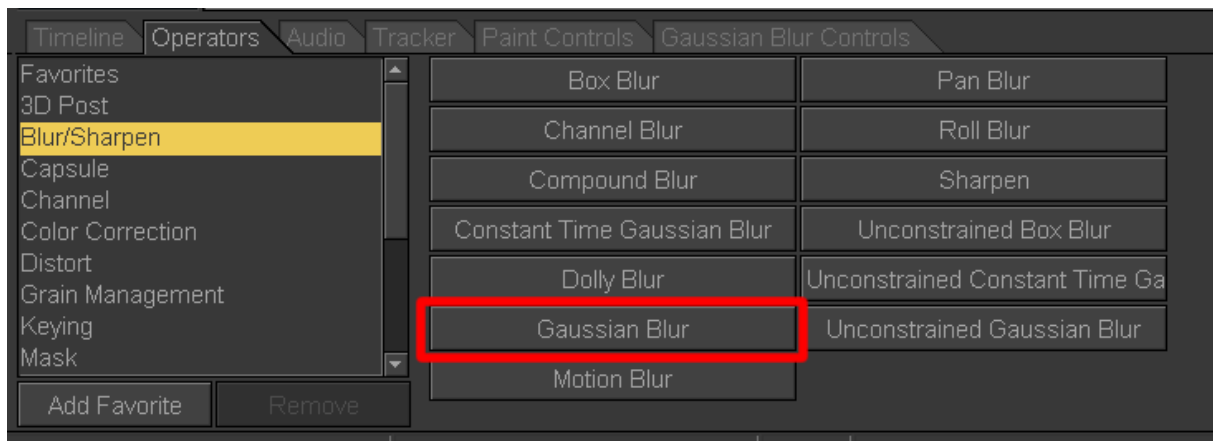
Press ok.

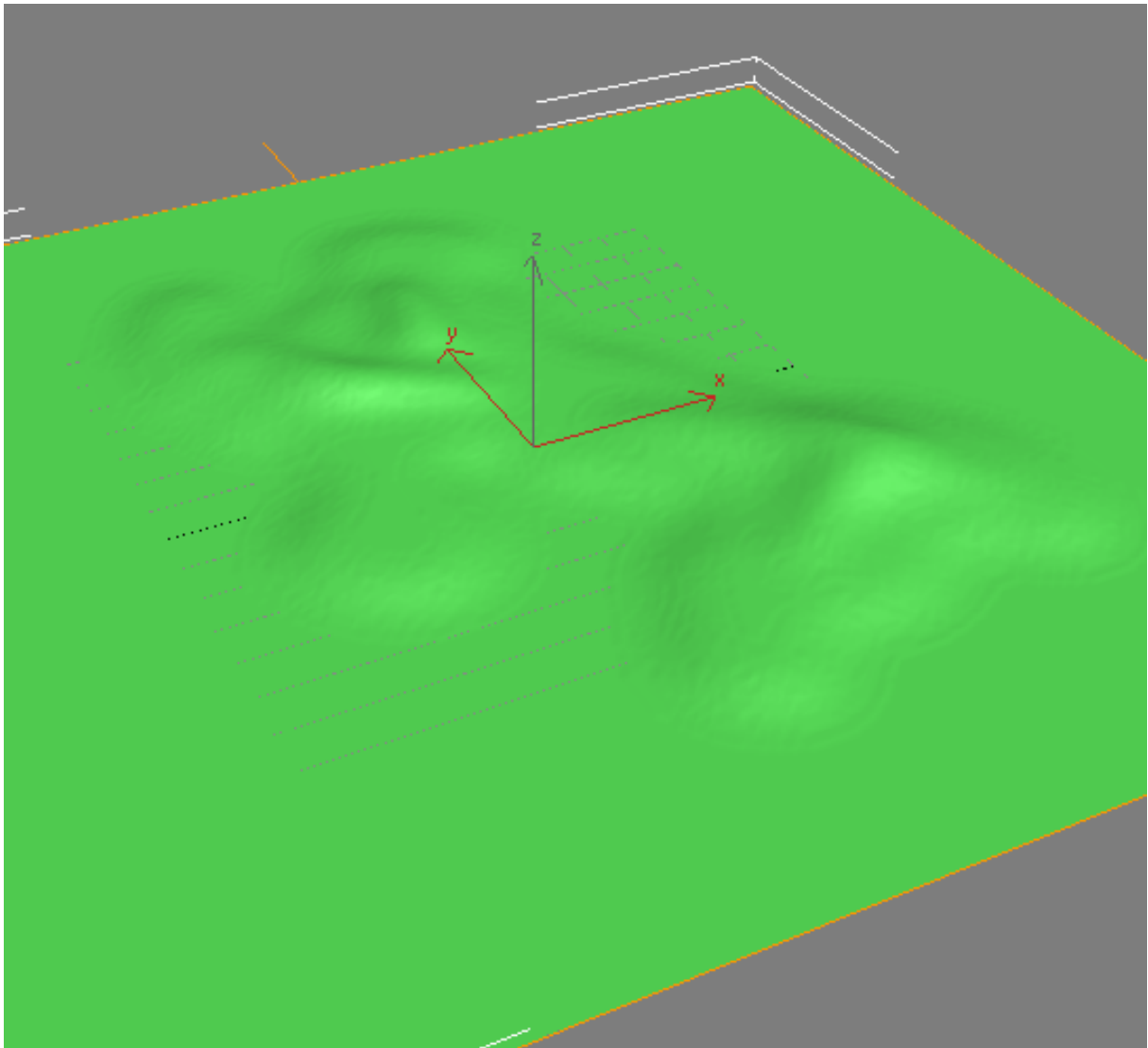




You can use the Gaussian Blur to smooth up your shape, for better flowing levels.

In combustion: Operators > Blur/Sharpen > Gaussian Blur.





Good luck.

Trueman. 20/05/2006