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.

New						
Туре	12 Paint			÷		
Name	Untitled					
Format Options						
13 Custom				÷		
Output Size: 256 × 256 Depth: 8 Bit Frame Aspect Ratio: 1.000 Pixel Aspect Ratio: 1.000 Frame Rate: 29.97 frames per second						
VVidth 256 14 Height 256						
Pixel Aspect Ratio 1.00		Square		¢		
Frame Rate 29.97		29.97 fps		¢		
Fields	No Fields	Upper First	Lower First			
Duration 00;00;01;00		Bit Depth	8 bit	¢		
Background Color		Transparent				
15 OK Cancel						

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

Pick Color			
	Hue vs Saturatio	n ¢	
	RGB %	÷	
16	Red 50%		
	Green 50%		
	Blue 50%		
ок			Cancel

- 16) Set colour to Gray tone 50%. Press ok17) Press ok.



18) Draw some spots with Gray tones more then 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")

Select File to E	Export		? ×
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L			
Bestands <u>n</u> aam:	hope.ASE	-	<u>O</u> pslaan
Opslaan als	ASCII Scene Export (*.ASE)	•	Annuleren

ASCII Export X - Output Options -Object Types-OK. Mesh Definition 🔽 Geometric Cancel Materials Shapes Static Output ▼ Transform Animation Keys Cameras Frame #: 0 ÷ Animated Mesh Lights Precision-Animated Camera/Light Settings ✓ Helpers Decimals: 4 ÷ Inverse Kinematics Joints Mesh Options-Controller Output-Frames per Sample: Mesh Normals Use Keys Controllers: 5 ÷ Mapping Coordinates Force Sample Animated Objects: 5 ÷ Vertex Colors

Press ok.



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

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

Timeline Operators Audio Tracker Paint Controls Gaussian Blur Controls				
Favorites	^	Box Blur	Pan Blur	
3D Post Blur/Sharpen		Channel Blur	Roll Blur	
Capsule		Compound Blur	Sharpen	
Color Correction		Constant Time Gaussian Blur	Unconstrained Box Blur	
Distort Grain Management		Dolly Blur	Unconstrained Constant Time Ga	
Keying		Gaussian Blur	Unconstrained Gaussian Blur	
Mask		Motion Blur		
Add Favorite Remove				



Good luck.

Trueman. 20/05/2006