

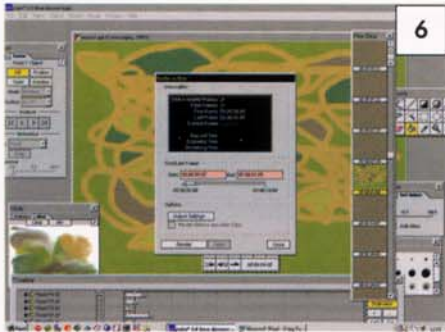
DECORATING

names – click on these and open up a world of transforms such as XY co-ordinates, opacity and the like – assign them to your vectors if you like. (Foregoing for the moment the cornucopia of Photoshop style plug-ins such as blur and lens-flare available from the effects menu!) (see picture 5).

● Once you've got your animation pretty much where you think you want it to be, you'll want to see how it looks. From the Windows/Palette drop down select 'show filmstrip'. This opens ... well, a filmstrip, of your animation.

Or rather it would do, if you could see more than one frame. If you select a frame – that frame appears in your filmstrip – the rest are worryingly blank.

Anyone who's played with video animation packages will be all too aware of the Preview file. The quickest way to fill up your filmstrip and see your marvellous animation is to 'Render to RAM'. Select 'File/Render to RAM' from the drop down menu, and depending on the amount of RAM your system has you'll be able to preview your animation. For most MAX mon-



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ster PCs this shouldn't present much of a problem! (see picture 6).

So render as much/little as you want, and you'll see that once you've rendered or 'pre-views' your animation, your Filmstrip will fill up with lots of little pictures of your efforts. Close the RAM render window and it all returns



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to where you were. So you can re-edit and re-render any changes (see picture 7).

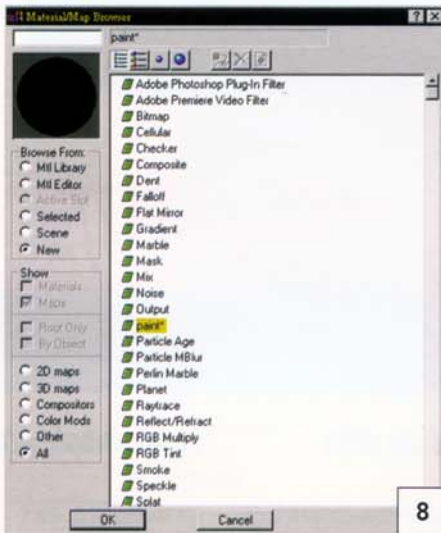
● Save your paint* project and you should be ready to throw your animated texture into 3D Studio MAX!

● Create a model in MAX – I've created a quad patch, added quad patches and then played with the unwelded outer vertices to produce a sort of blob shape.

Make sure you've copied the paint*/MAX R2 plug-ins across from the Kinetix/plugin folder in the paint* directory, so that the two programs will recognise each other.

Got your model? Open the Material Editor and the Map roll-out. Select the Diffuse button (for the sake of it – you can use any), and you should get your Map Browser helper.

Make sure the 'new' button is selected and you should see a paint* option in the list of plug-ins (see picture 8).



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Select paint and then in the dialogue select 'project' (which should be blank), browse through to wherever you saved your paint* project (an .ipp file). Select this and your texture should appear in the Material Editor.

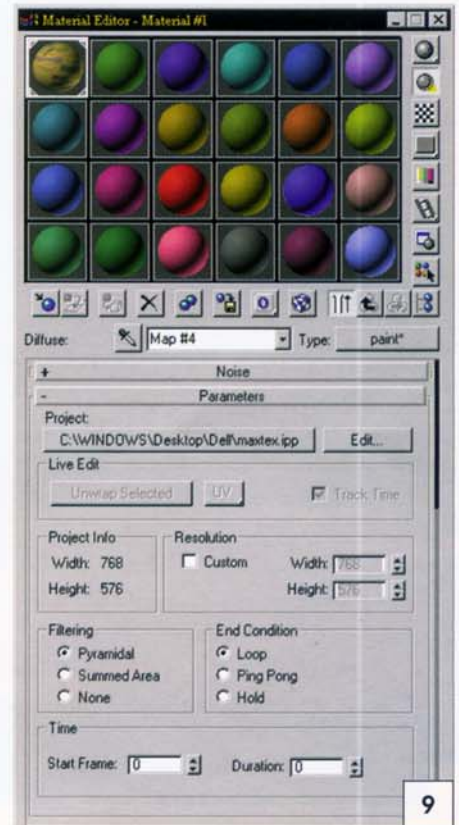
(Note: you can edit your texture map from MAX – it opens paint* so you can edit on the fly).

Apply your paint* texture/map to your model (see picture 9). I used a UVW Planar map to throw the texture across the whole model, but again, experiment as much as you want. It's as simple as that! One imported animated mapped texture (see picture 10).

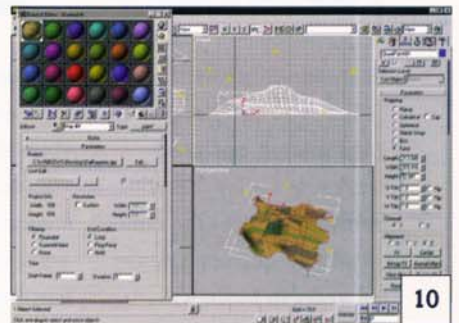
● Render now and your paint* animations will be applied to your MAX model.

paint* and its companion program effect* open up a wealth of post-production, video and effects options to the MAX user. paint* offers a production quality that many animators would find useful in adding visual depth to their ani-

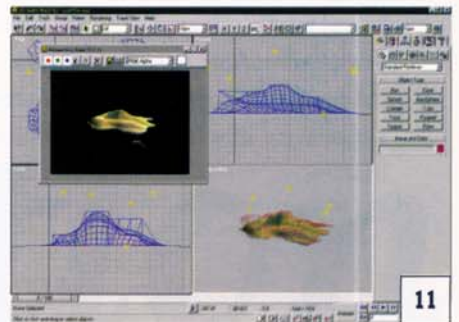
mations. With its integration to the MAX program it promises to become a very useful addition to the MAX users' arsenal (see picture 11).



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