

Click on your door and it animates – creating a very cool game such as immersive interaction is that easy. You can use Proximity Sensor to do the same thing – as the name suggests it creates a 'hot box', an invisible area that once you enter it can kick off animations or interactions (picture 6).

You can set the animations to loop if you so wished. If, say, we built a model of an ornament that we wanted to spin – all you have to do is change one word in the VRML code. This is where life can get a bit scary but knowing the code syntax of VRML – at a very basic level – will help you create better worlds. The .wrl file can

be opened in any text editor, such as Windows 95's WordPad. Now you start to see how much work Max has done on your behalf. Using Find, search in the file for the name of your animated ornament – such as 'ornament'. The code should read DEF 'your ornament' change the value of the TimeSensor from FALSE to TRUE – this makes the animation loop. Easy!

So we've got spinning and we've got looping but another great addition to any Max animation is a soundtrack. You can add .wav files to your world using the AudioClip and Sound helper. Create an audioclip icon and under URL for the

helper put in a relative path to your sound file. The Sound helper creates a directional output for the file and, for some strange reason, works best if you point the arrow in the exact opposite direction to the one you want your sound to go in. Select Pick AudioClip and select the AudioClip icon you created (picture 7). One of the neatest tricks with sound in VRML is the spatialisation of audio. Make sure Spatialise is selected and use the spinners to set the fall-off for the sound. This takes a bit of getting right and depends on how much of a fade you require in your world. The nearer you move towards the source of your

# NEW VERSION!! NEW TOOLS!!

## 3D MODELS FROM PHOTOS

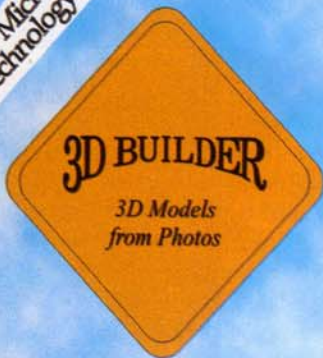
Obtain accurate 3D measurements, Texture mapping directly from your photos. Semi-automatic point matching. Interactive 3D preview window shows wireframes, textured, or shaded 3D model. Exports DXF, IGES, 3D Studio, Inventor, STL, VRML(1 & 2) Wavefront file. Gad style tools for curves, circles, extrusion.

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Microsoft,  
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Ford, Disney,  
JPL, IBM,  
Intel, Roich,  
and many  
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3D Construction Company  
122 Creative Station, Elizabethton, TN. 37643 USA  
1-423-543-8917 FAX 1-423-543-4011  
Email: [threedc@usit.net](mailto:threedc@usit.net)  
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## 3D Builder Pro V3.0

