

MAxTRIX

MaxScript Release 0.2 Source for 3ds max 4 (R3 Compatible) (06/01/2002)

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SHORT DESCRIPTION

MAxTRIX is a Bullet Time Effect script with the following options:

- Single-camera rendering, no multiple cameras necessary
 - Source Camera can be freely animated without any limitations.
 - Scene Time slow-down and speed-up controlled by a Bezier Float function curve in TrackView.
 - Optional clamping of negative values for single-direction time flow.
 - Options to preview in viewport only, save preview to disk, and render final animation
 - Saving to sequential image files
 - Both scene segment and user animation segment supported..
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INSTALLATION

- **MAxTRIX** is a R3-style MacroScript with a Floating Rollout.
 - [Download](#) and Unzip the distribution file to your \Scripts directory.
 - Start 3ds max, select MAXScript > Run Script and select the file
 - Right-click a toolbar, select Customize..., find Category "Bobo_s Tools" and drag&drop **MAxTRIX** to the toolbar.
 - Press the button to launch the script.
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FEATURES AND USAGE

Version 0.2 (01/06/2002)

- Added support for RPF/RLA channels generation
 - Added RPF and RLA as extension options - you can still type any supported extension manually even if it is not on the list of extensions in the File picker dialog...
 - Implemented Setup data storage in camera nodes - each camera remembers its own MAxTRIX settings.
(Cameras could be merged from scenes to bring in their MAxTRIX settings, too).
 - Sorry, no AVI/MOV support yet.
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Version 0.1.2 (04/25/2001)

- Instead of using a copy of the original camera, a new camera will be used. It will inherit all animatable properties of the source camera like FOV, Ranges etc. No support for MultiPass effects under max 4 though.

Version 0.1.1 (04/25/2001)

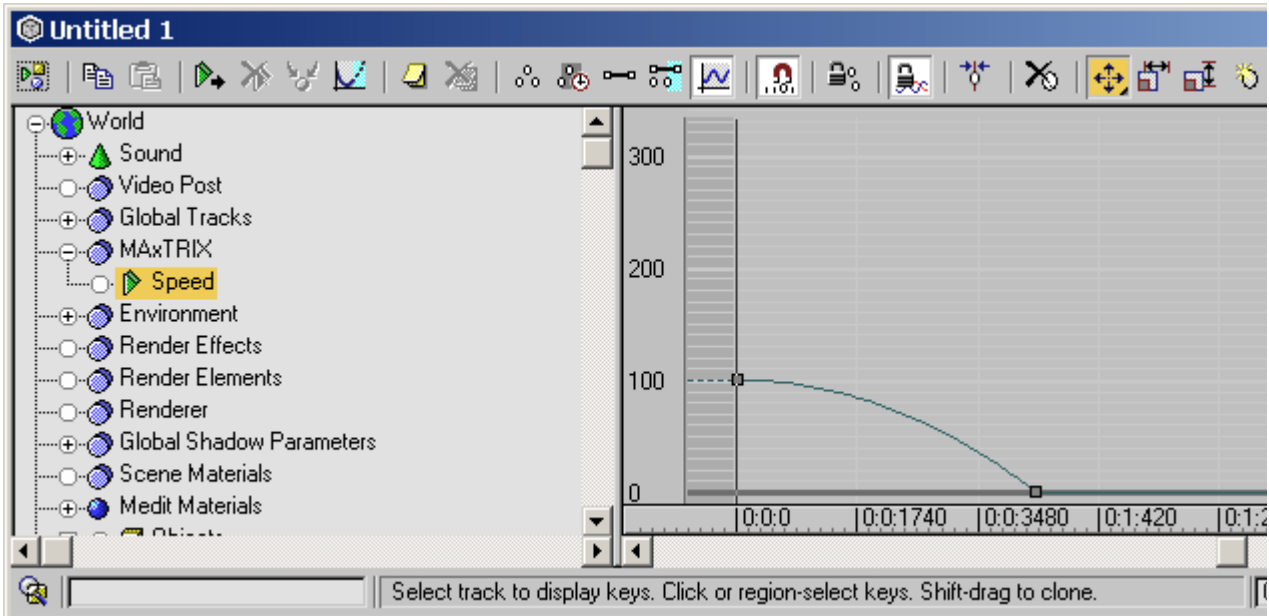
- Fixed a bug with using Target Cameras - caused by another bug fix for Free Cameras :o(

Version 0.1 (04/25/2001)



- **IMPORTANT:** Make sure your scene time display is set to FRAME:TICKS or MM:SS:TICKS in the Time Config. Dialog. Not showing ticks will not allow **MAxTRIX** to sub-sample animations correctly and you might get ugly results with flipping from frame to frame.
- Start **MAxTRIX**.
- If the scene has no Cameras, the "KUNG-FU" button will be disabled.
- If there are multiple cameras, all will appear in the drop-down list.

- Select the camera from the list, or press the [>] button to pick the desired camera in the scene - it will become selected in the list.
- Press [S] to select the camera from the list in the scene.
- The Camera can be either Free or Target, and it can be freely animated. (Position, Rotation, FOV, anything)



- In TrackView, a new Node called MAXTRIX will be created. It will have a single Bezier Float controller with two keys at first and last frame with values of 100.0
- The values of this track will be used to speed-up or slow-down the scene time relatively to the camera time.
- A value of 100 means 100% - no changes to the scene speed will be made.
- Values below 100% will slow down the scene time.
- Values above 100% will speed up the scene time.
- **NOTE** that these values will be used as **RELATIVE** increments: The Camera will perform the same animation as when rendering normally. The scene will advance on the same frame with the amount specified by the function curve. For example, if there are two keys, one set to 0.0 and the second set to 100.0, the scene will not advance at all on frame 0, then will speed up in a linear fashion until it reaches full speed on the last frame. This is different from the way Ease curves work in MAX. A value of 1.0 in Ease curvers means that at that point, both the regular time and the eased time are aligned. In the case of MAXTRIX, it means that the object's time speed is equal to the camera's time speed, but both will not necessarily share the same time depending on the past frames. In a way, MAXTRIX time is History-Dependent! (wow is this complicated! :o)
- The "Timing" group of controls lets you specify the number of frames to be rendered.
- By default, the Scene Segment will be used, with every frame rendered.
- Optionally, the User Range can be set within the current animation segment with optional Nth frame option.
- If you change the scene range, you will have to restart the utility for the new settings to take effect.
- The "Options" group contains some rendering controls.
- The **[Clamp < 0]** button limits the Function Curve to positive or zero values only. When checked (default), it will prevent the scene time from reversing its flow. When unchecked, negative values will be allowed and the scene animations could be run backwards where

needed.

- The drop-down list lets you set the type of output:
 - **Preview In Viewport Only** runs the animation in the currently active viewport. No saving to disk will be performed.
 - **Save Viewport Preview** lets you do the same but store the preview to disk for later scrubbing (for example in the RAM Player).
 - **Render Final Animation** lets you render and save the results to single frames to disk. It uses the current renderer's size settings.
 - The "Output" group of controls lets you specify the path, base file name and type of the resulting animation. Currently, only single-frame formats are supported.
 - You can press the **[Set Output Location]** button to open a Save File dialog. You can specify the path and name there.
 - The Save File dialog will not present all image types supported by MAX. You may write any supported extension (RLA, RPF etc.) in the extension text field manually.
 - To create an animation out of the single frames, please use Video Post and an IFL file, or a NLE package.
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EXAMPLES (AVI, DIVX, ca. 300K / example)

- [Full Stop](#) - in this example, the scene speed drops from 100% to 0% on a single frame, the camera rotates around the frozen objects and then scene time starts running again.
 - [Falloff](#) - same scene, but this example is based on the curve shown in the trackview screenshot above.
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TO DO (FUTURE FEATURES)

- AVI and MOV output support.
 - Automatic IFL generation.
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DOWNLOAD MAxTRIX

[Version 0.2 MacroScript Source](#)
