Autodesk 3DS-Max VRML97/X3DV Plugin

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Typical VR Workflow

- CAD
- 3DS-Max
- X3D
- OpenCOVER

VRML Export Plugin

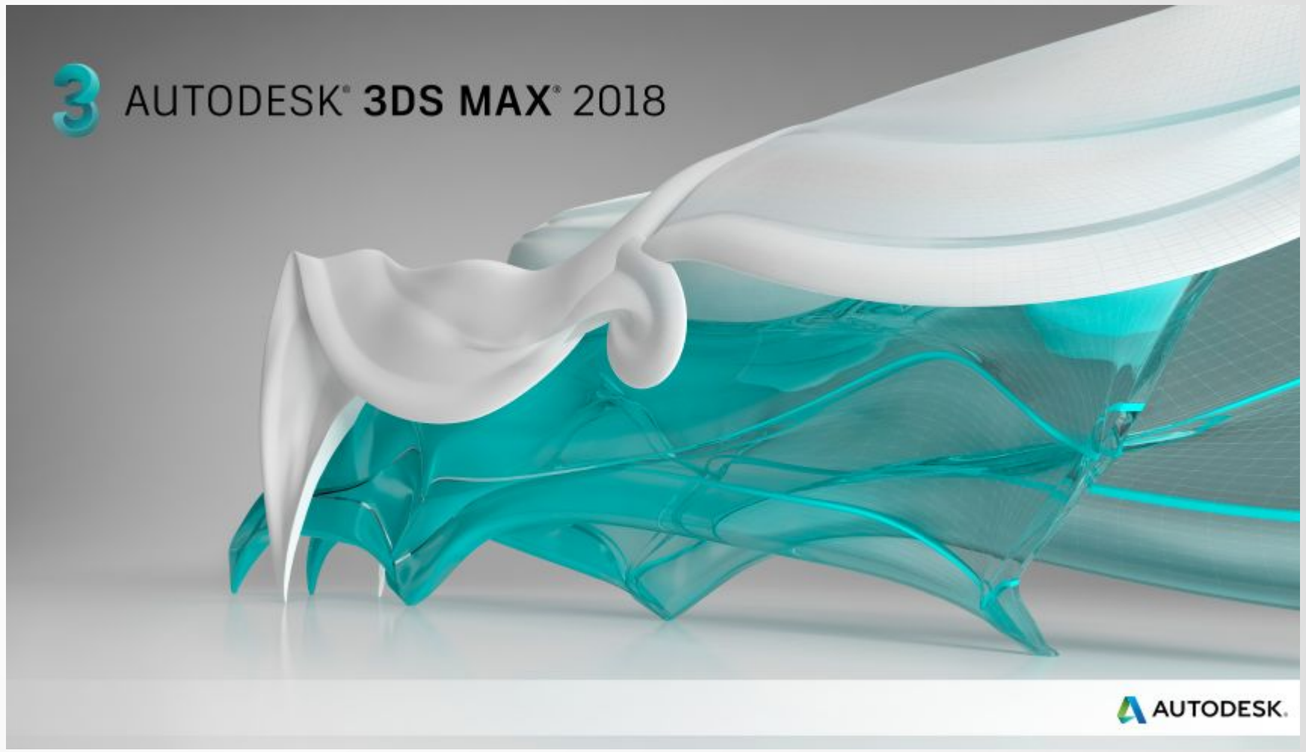
Source Code on GitHub

- https://github.com/hlrs-vis/covise

Binary Download

- https://www.hlrs.de/covise/support

Based on API Sample



Functionality

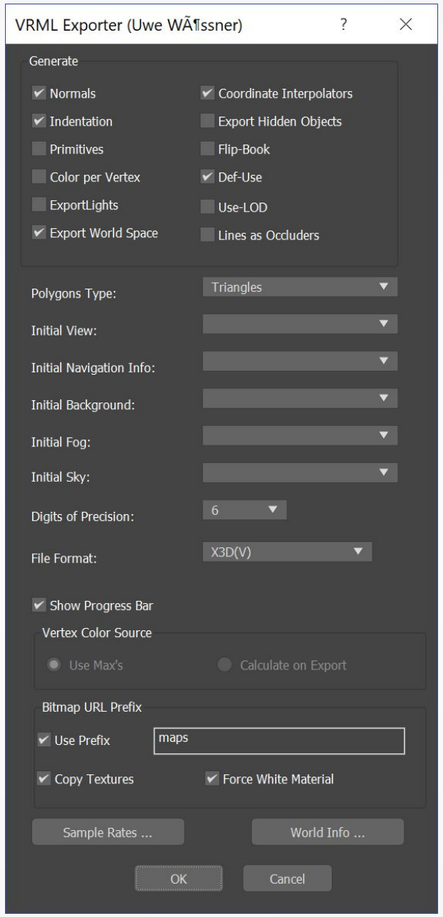
Four file formats

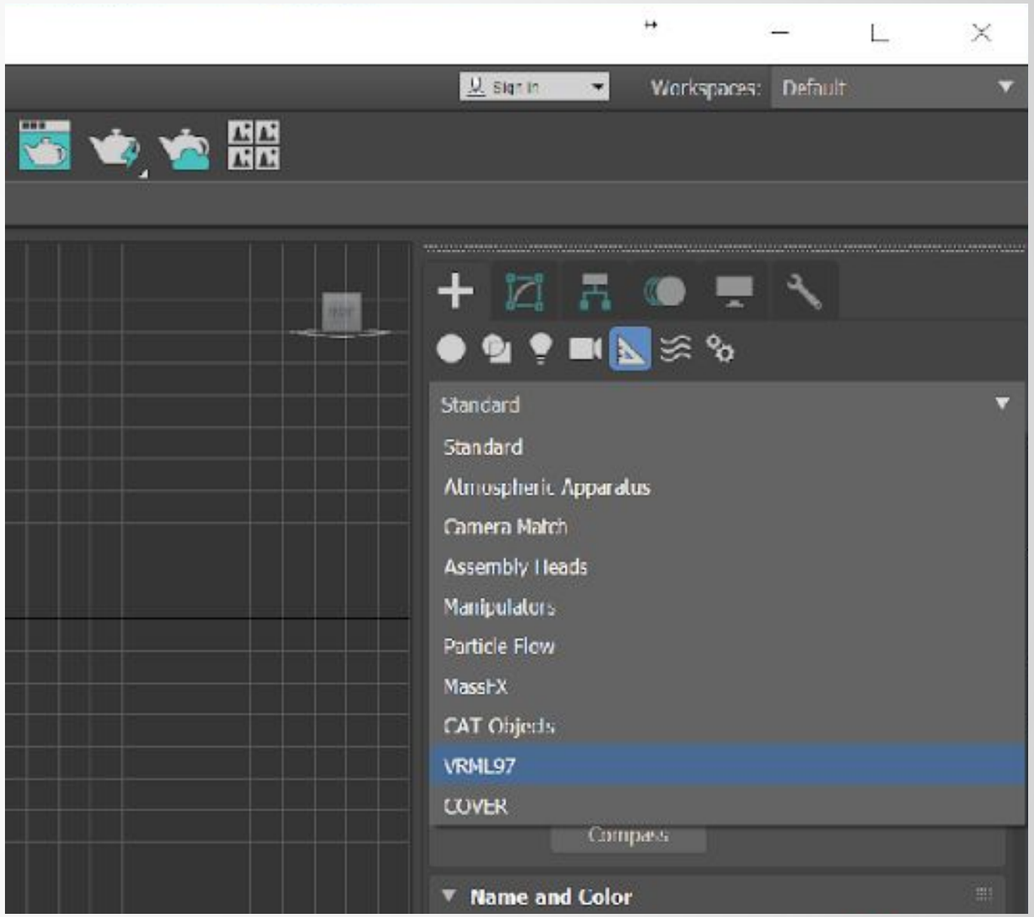
- Inventor(VRML1.0)
- VRML97
- VRML97 with OpenCOVER extensions
- X3D

Many Bug Fixes

- Export selected
- Animations
- Instances
- Shell Materials
- Per Face Materials

Improved Speed (X50)

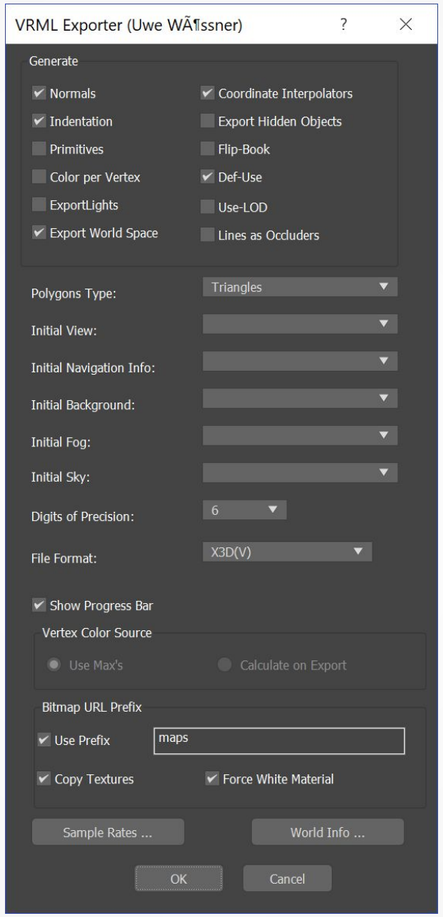


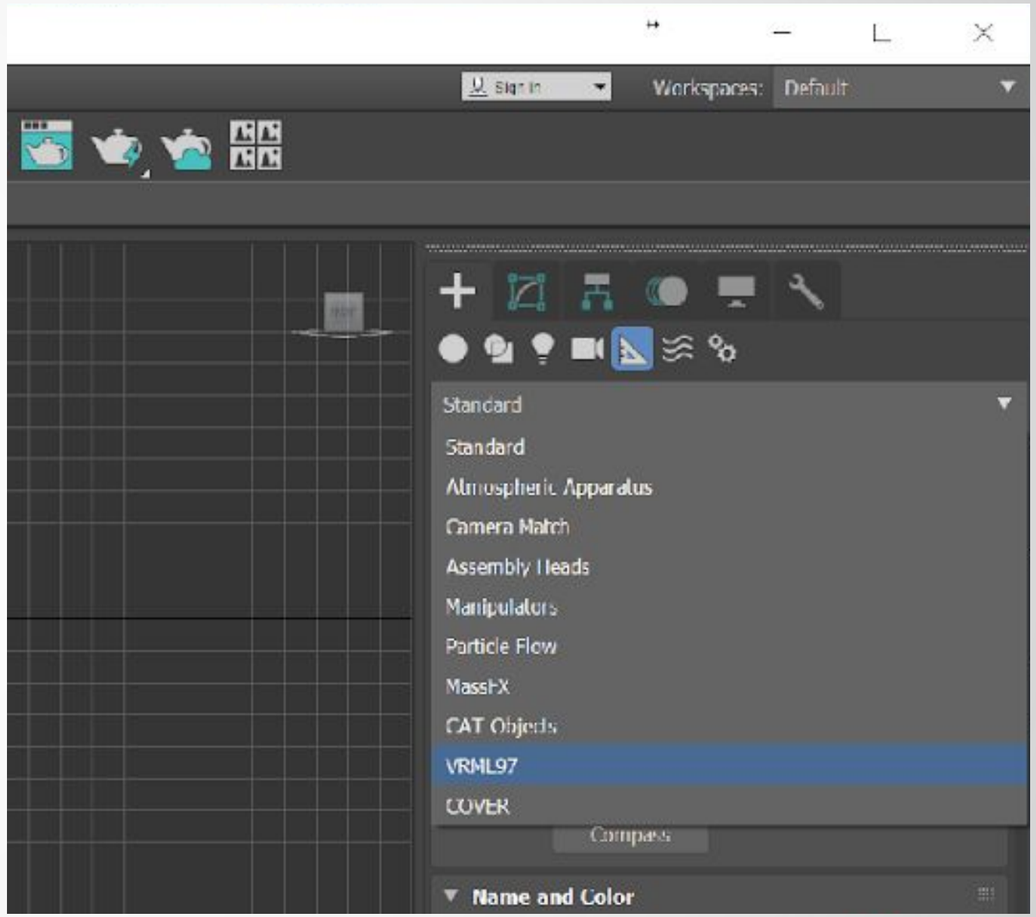


Functionality

New Features

- Support instances of geometry
- Material instances
- More Precision on export
- Export white material for textured geometry
- Copy texture files to destination folder





New or extended Helpers

- Working LODs
- Switch
- OnOff
- Proximity Sensor (Trigger on exit)
- Script
- Fog
- TimeSensor (Realtime)

Compiling from source

Prerequisites

- CMake 3.9
- 3DS-Max API
- Cal3D
- VisualStudio 2017 Community Edition

Clone COVISE source from https://github.com/hlrs-vis/covise.git

Exporter source is located in covise/src/tools/vrmlexp

Create a build directory

Grant write access to …/Autodesk/3ds Max 2018/stdplugs

Set 3DSMAXINSTALLDIR environment variable to your Max installation directory

Run cmake-gui for CMakeLists.txt in covise/src/tools/vrmlexp

set 3DSMAX_INCLUDE_DIR if not found automatically

set CAL3D_INCLUDE_DIR if not found automatically

Create a project file and compile it.

If 3DS-Max is not running it is automatically installed in stdplugs

Install binaries

Prerequisites

- Visual Studio 2017 runtime libraries

Download binaries from https://fs.hlrs.de/projects/covise/support/download/

Copy vrmlexp.dle to …/Autodesk/3ds Max 2018/stdplugs

Copy cal3d.dll to …/Autodesk/3ds Max 2018

Replace the original vrmlexp.dle, do not rename it.

Demo