



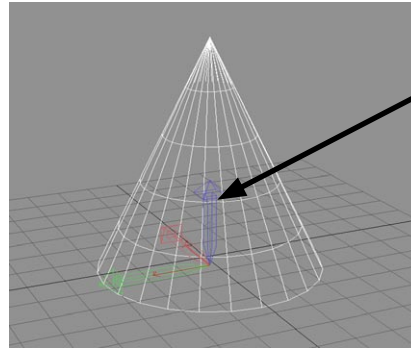
GOING from RHINO to STUDIO MAX  
**Importing Geometry**

app: Rhino and Studio MAX  
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# 1 What Up

All geometry from Rhino will import with a single focal point, as opposed to every object having their own individual focal point. If your object(s) will never move, this is no big deal.

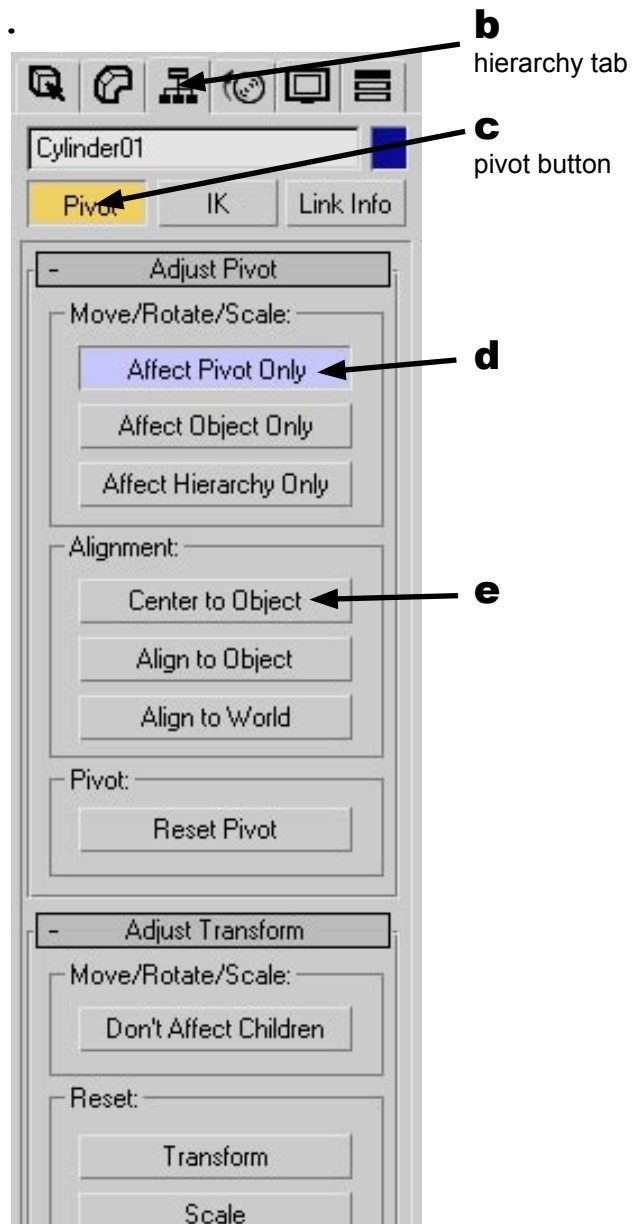
But, if there is any animation -- especially articulated with sub-components like arms, levers, buttons -- then you will need to re-assign all the focal points.



focal point activated

# 2 The fix .....

- a** Select all geometry simply with CTRL-A.
- b** Go to hierarchy tab.
- c** Select pivot button.
- d** Under **Adjust Pivot** section, click **Affect Pivot Only** button.
- e** Under **Alignment** section, click **Center to Object** button.
- f** Click away from all geometry to complete command.



# 3 Furthermore

Do not group items together for the purposes of animation. If you do, all animation will be lost if the objects are ever ungrouped.

Instead, use the **select and link** button to "connect items via "parent-child" association.

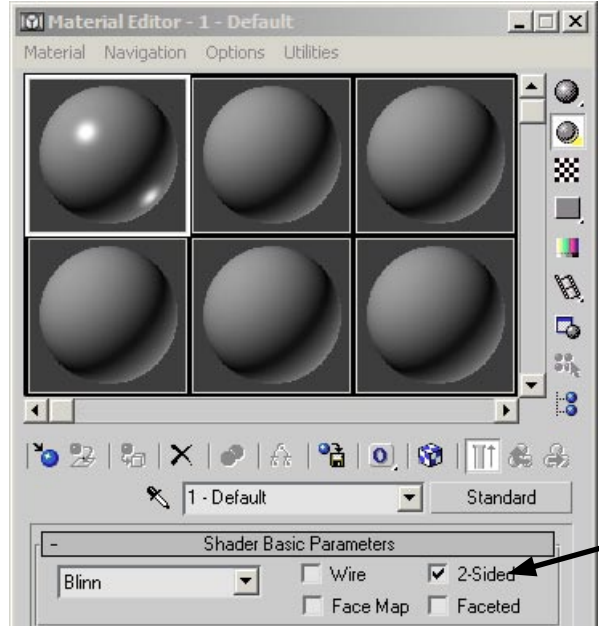




## 4 Its backwards!

If you did a lot of trimming in Rhino, then your imported surfaces may look funny in MAX -- this "inside out" look is caused by surface normals pointing the wrong way.

- a** Quick fix: select **2-Sided**
- b** If you have no maps (diffuse, bump, etc) you can stop right here or eat a sandwich. Simply adjust the color, specular level and glossiness as you see fit.

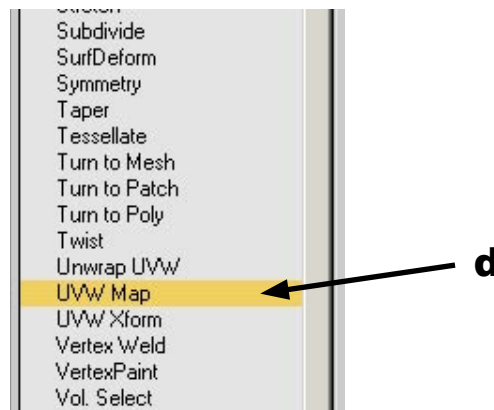
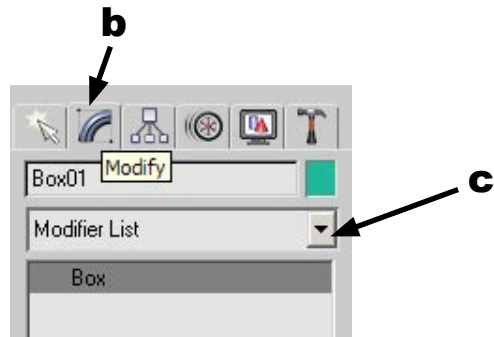


## 5 The maps are nutty!

Trimmed surfaces can have problems with the texture mapping coordinates as well. We will apply a modifier to "re-set" the coordinates (called UVW) -- and allow you adjust their position as well as repeat, tiling, etc. as needed.

- a** Select the object in your scene
- b** Go to the modifier tab
- c** Click on the pull-down arrow and scroll down
- d** Select 'UVW Map'

Any maps (diffuse, bump) applied will now be positioned correctly. If you need further tweaking of the way the UVW coordinates are arranged, then go to **section 6** on the next page.

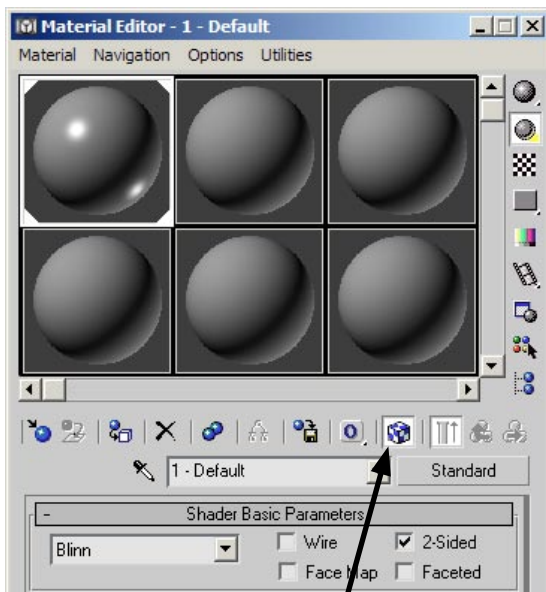




## 6 Tweak the mapping with UVW

The mapping type can always be seen with an orange 'gizmo.' Look in your scene for feedback when things don't make sense.

- a** The first place to adjust is the **alignment** section. Switch between x, y, or z to see if it helps.
- b** If your object is weird-shaped, you may need to change the mapping type from the default **planar** to one of the other types.
- c** Want to see the actual maps on the surface as you tweak? Of course you do. Go to the **material editor** and check the **show map in viewport** button.



**c** show map in viewport button.

- d** Further tweaking is all trial and error, so be daring and go nuts! Experimentation is the best way to learn 3D skills, no kidding.

