

MAX 外掛下載網址

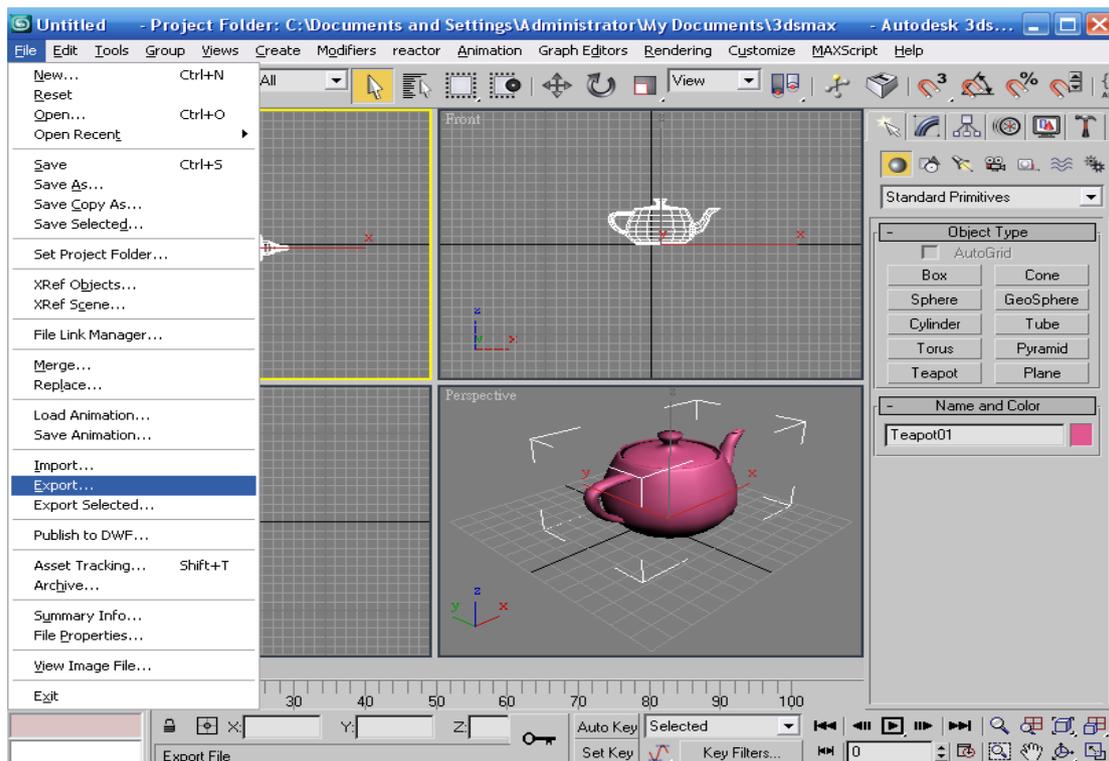
http://www.andytather.co.uk/Panda/directxmax_downloads.aspx



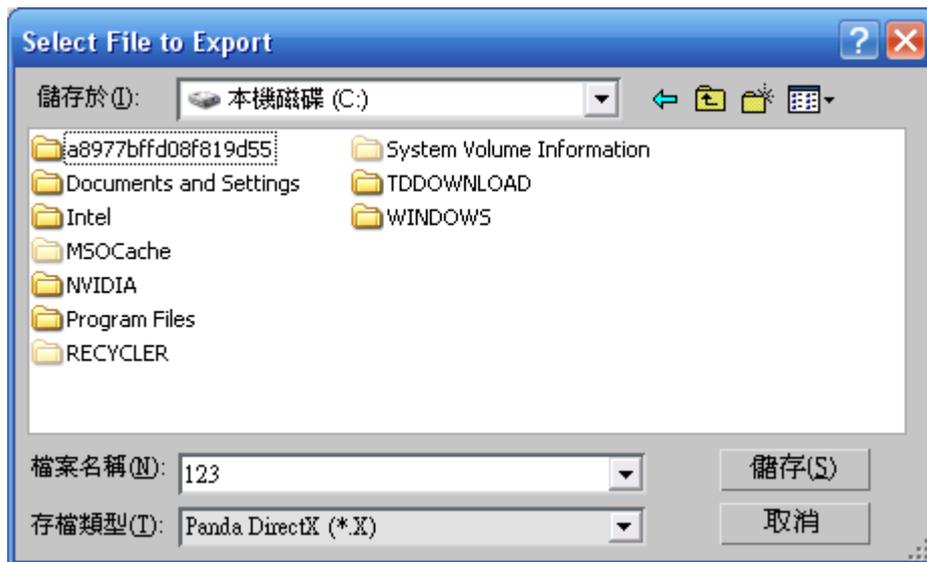
下載之後解壓縮至 C:\Program Files\Autodesk\3ds Max 9\plugins

開啟 3D' MAX9 拉出任一物件

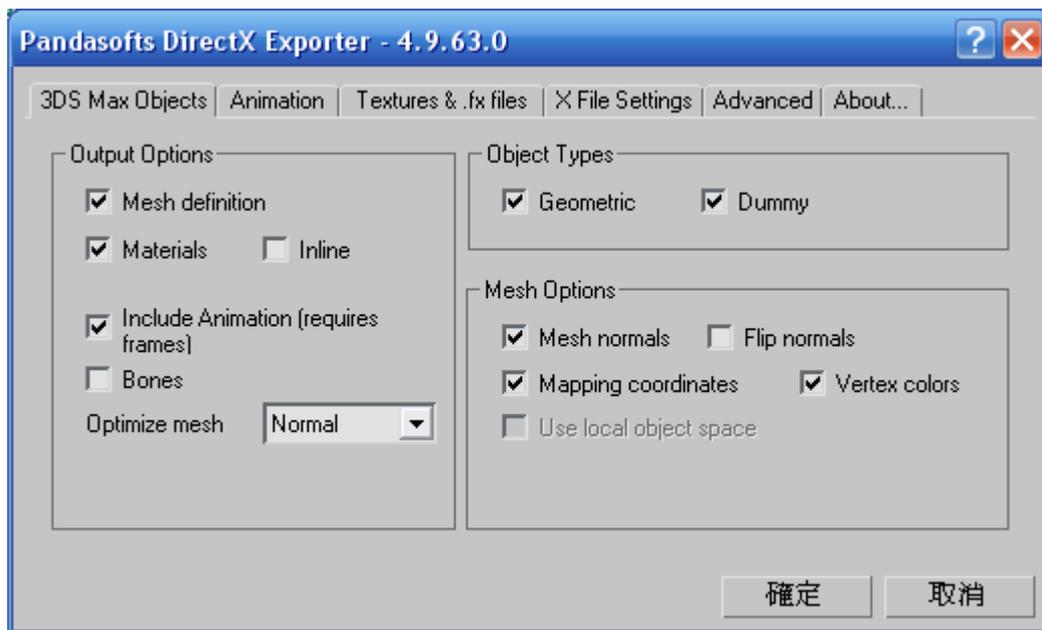
點選 File→Export 匯出物件



存檔類型如圖示

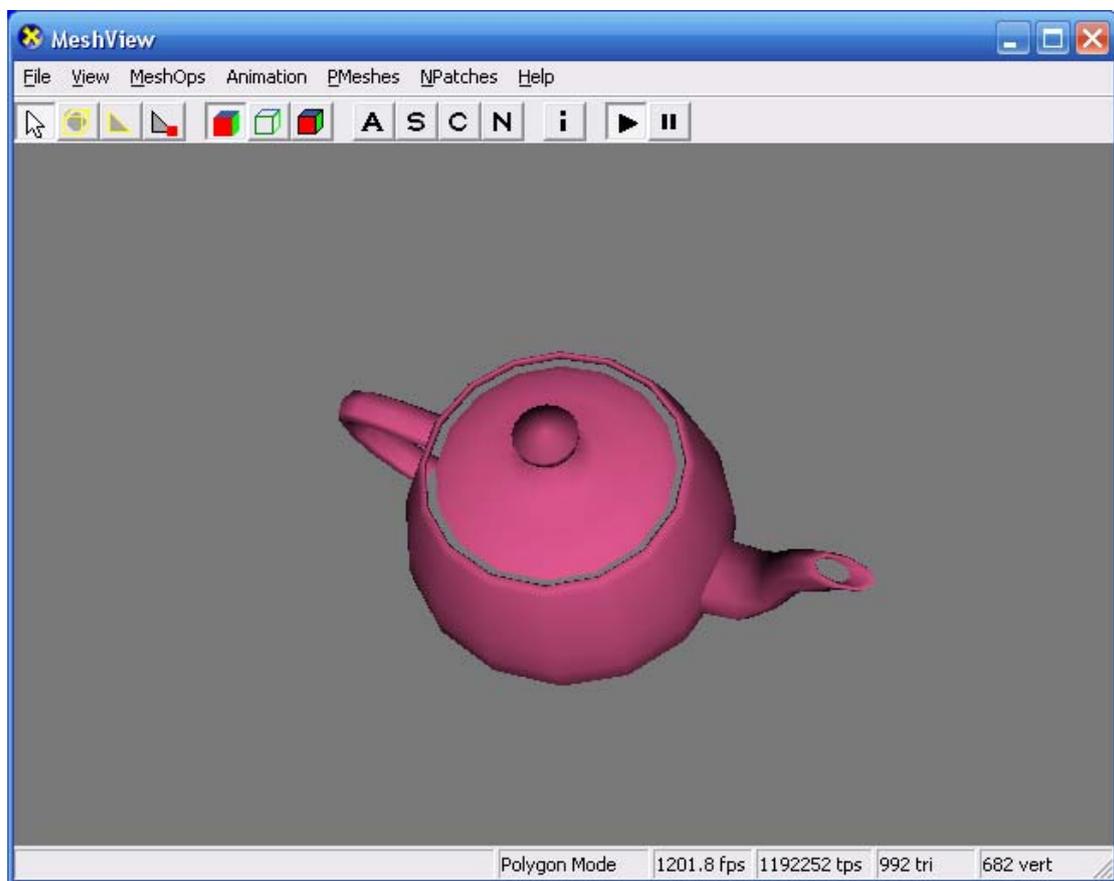
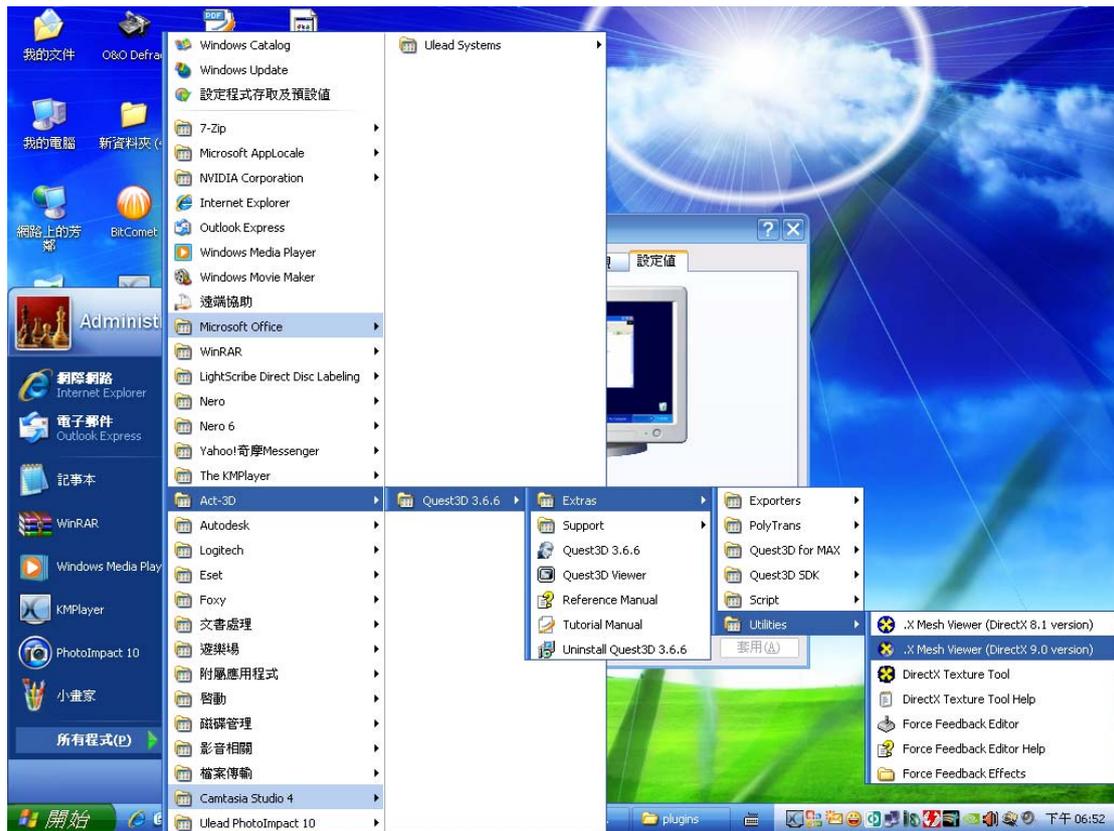


不須更改 請按確定

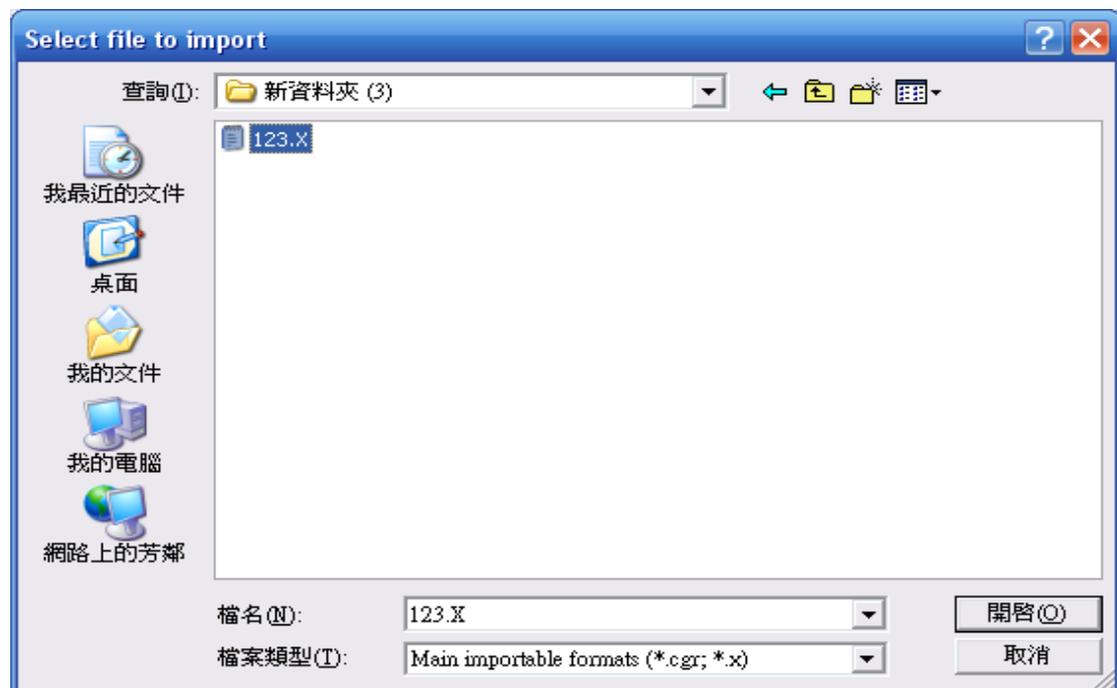
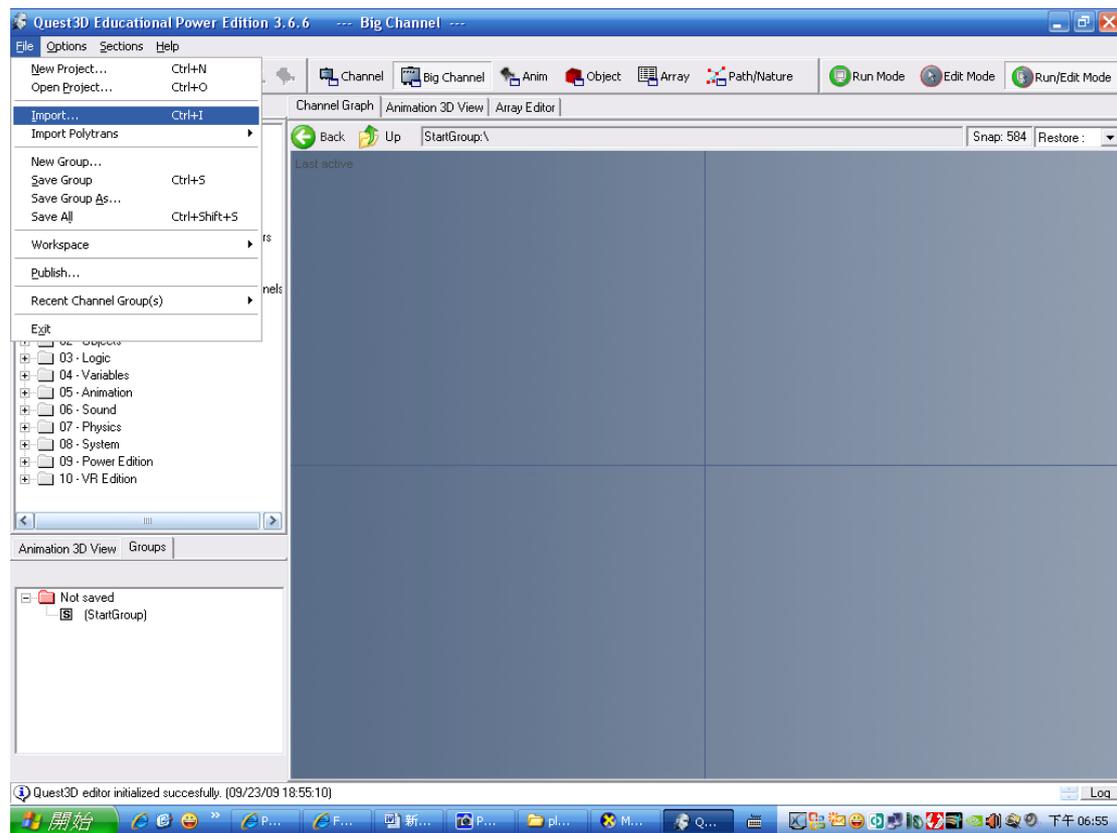


輸出後成為.X 檔案

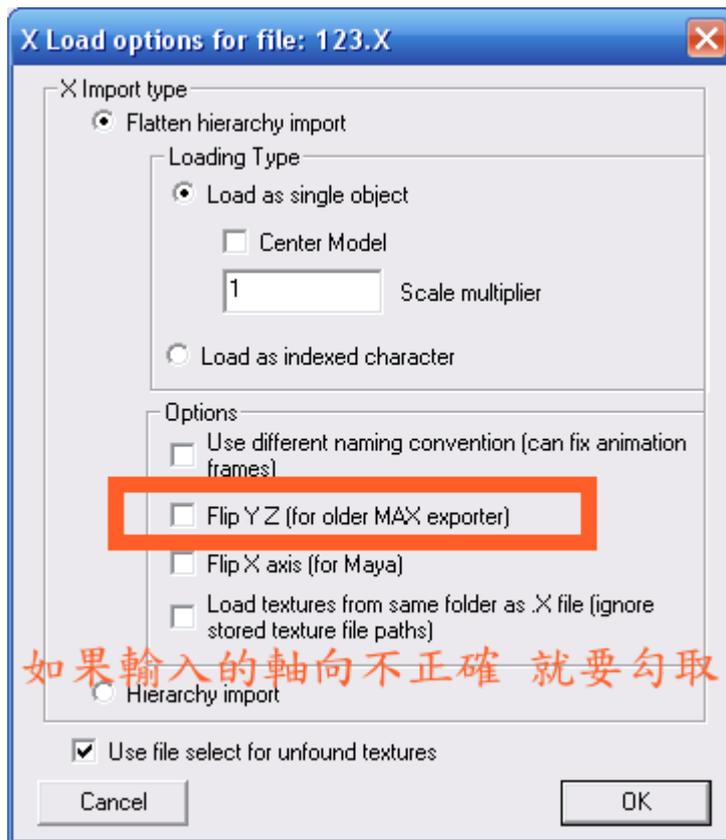
到下图档案测试输出后的.X 档 有無正確



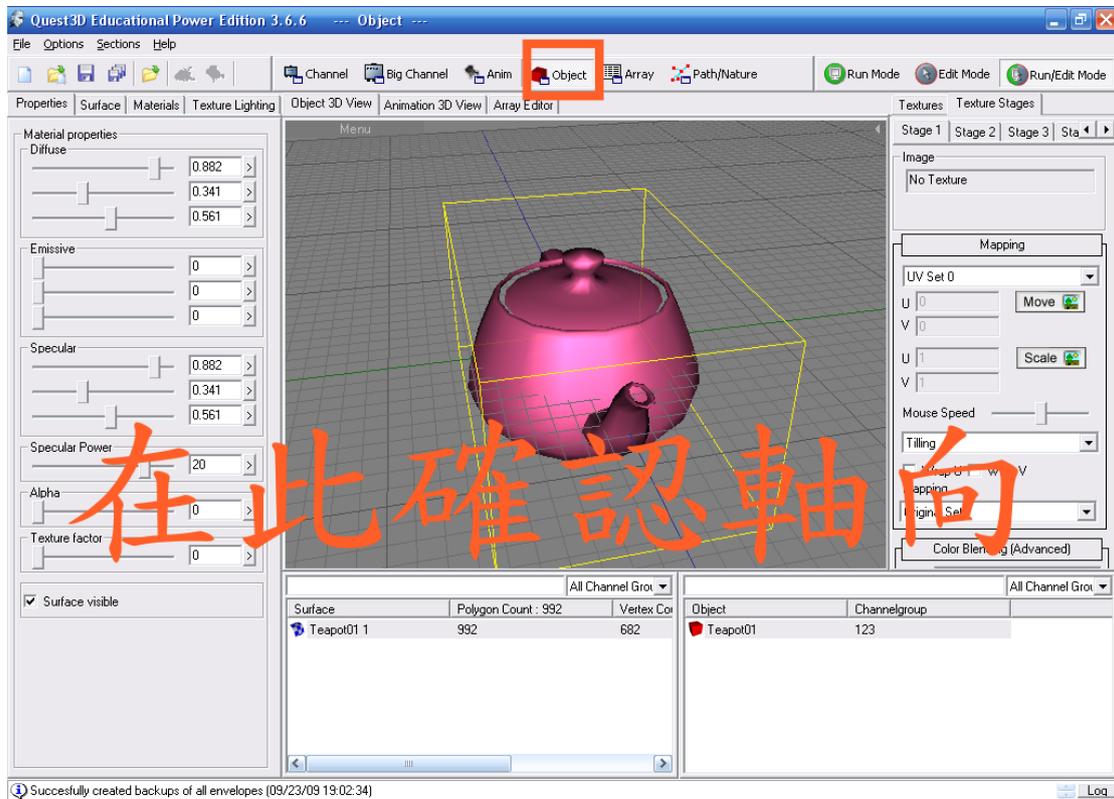
之後開啟 Q3D 點選 File→Import...點選.X 檔案



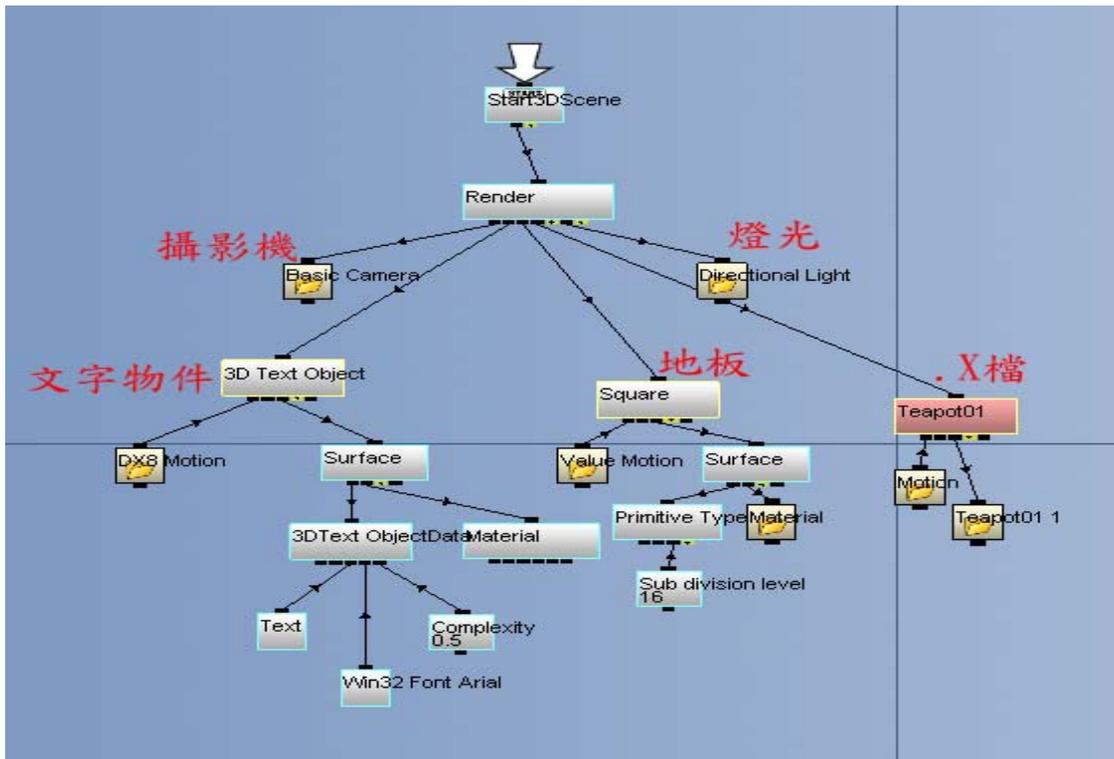
點選 OK...



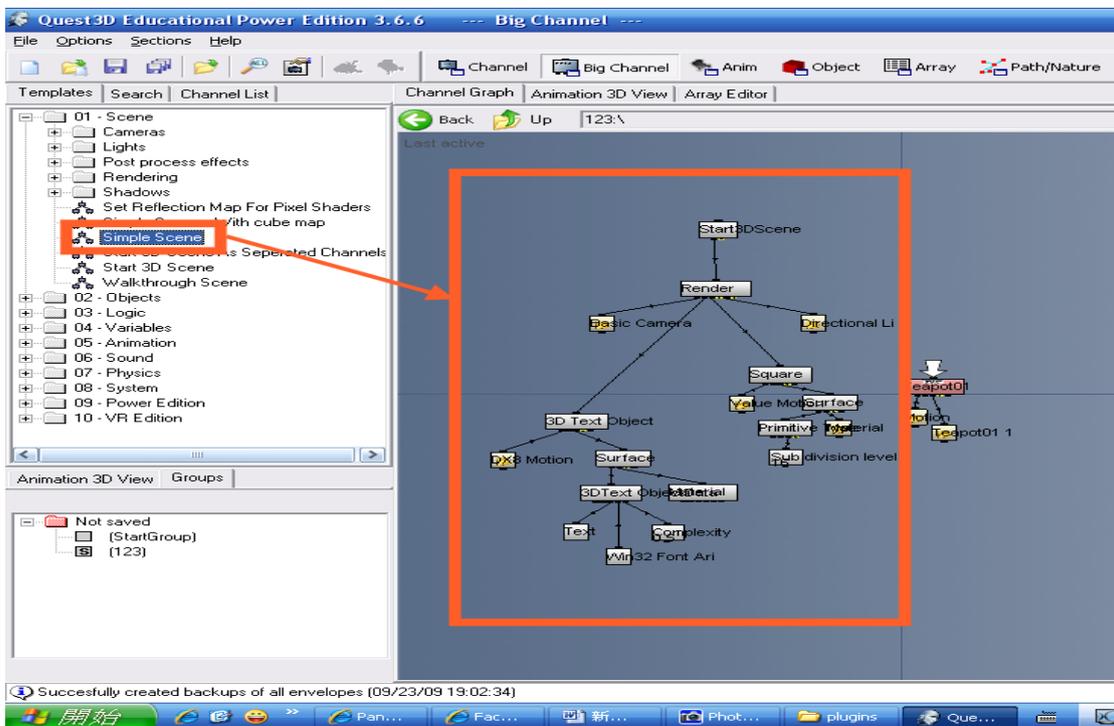
如果輸入的軸向不正確 就要勾取



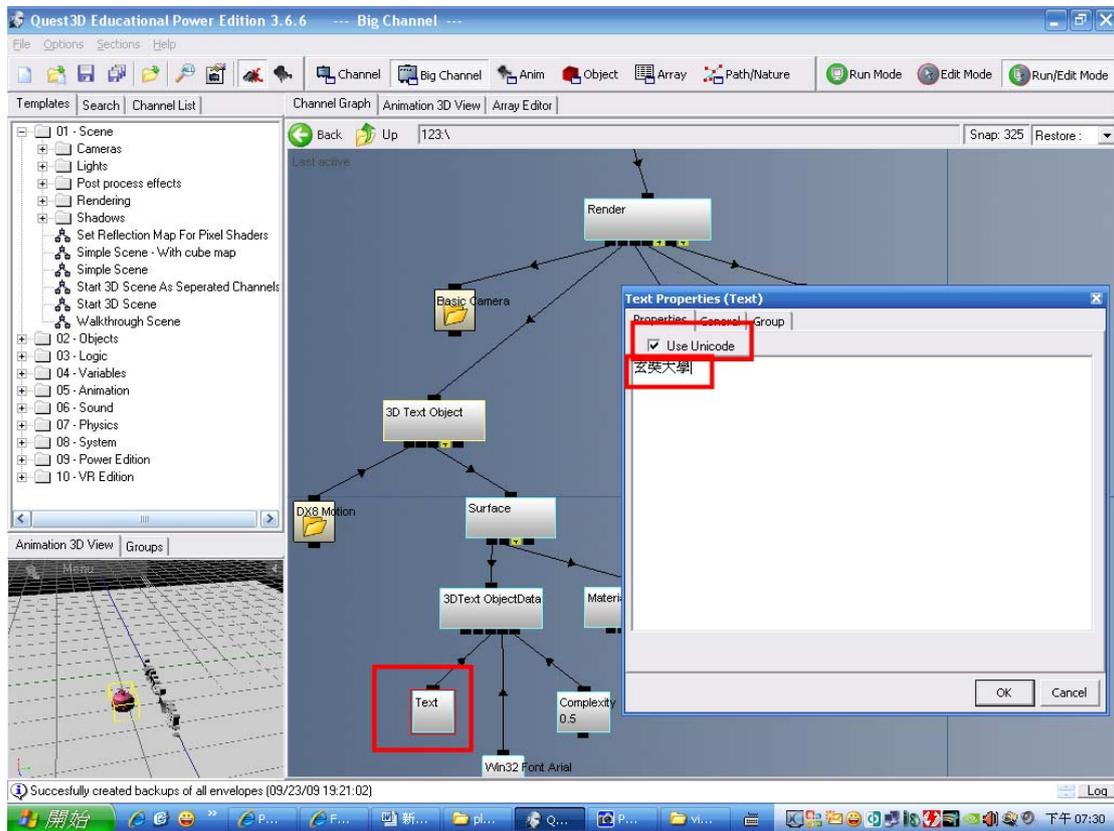
在此確認軸向



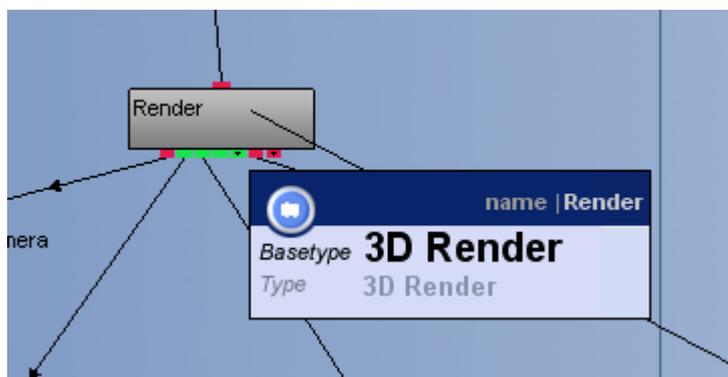
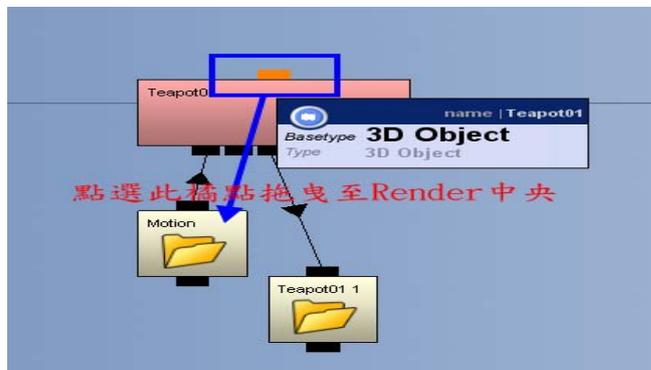
確認無誤後 回到 Big Channel 點選
01.Scene→Simple Scene 拉到視窗內 如圖



點選 Text 修改文字 記得要勾選 Use Unicode 按 OK



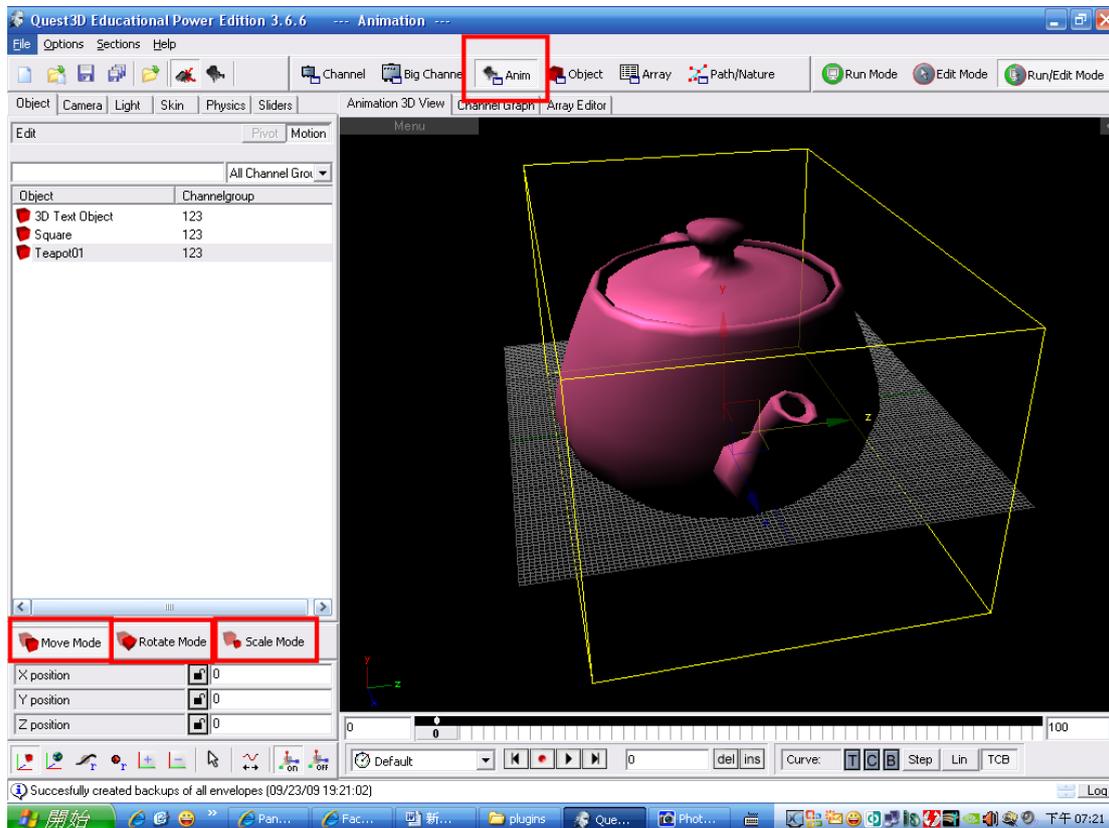
之後點選 Import 的物件拉至 R ender 作連結

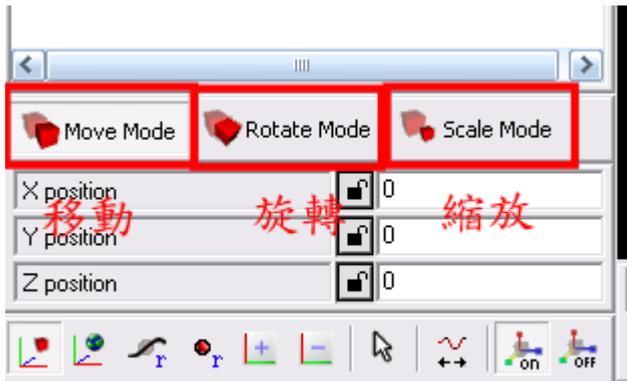


連結完成之後 點選 Start3DScene 右鍵

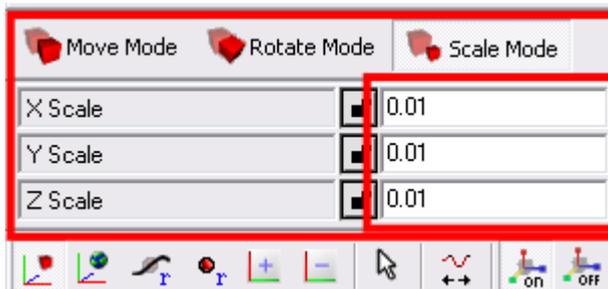
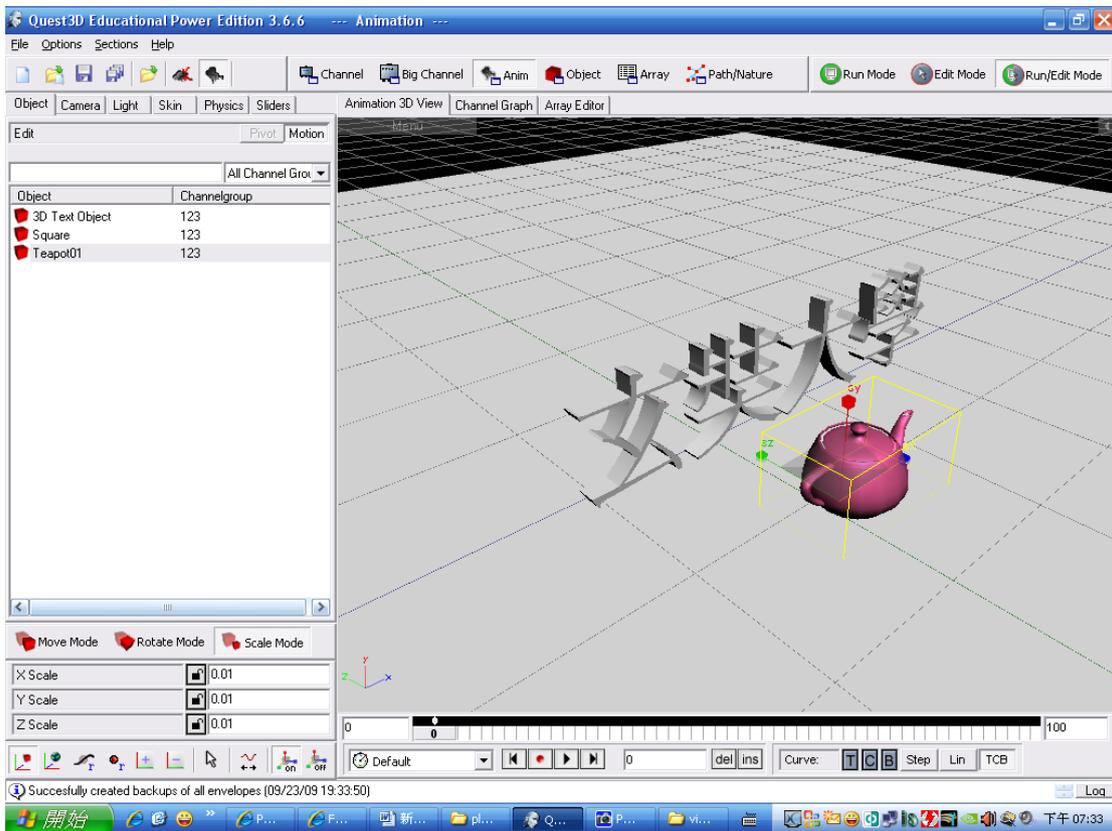


之後切換至 Anim 視窗 用滑鼠滾輪將畫面放大之後
會發現 Import 的物件非常大 所以點選物件之後
使用左下角的工具 Scale Mode 將 X Y Z 改成 0.01

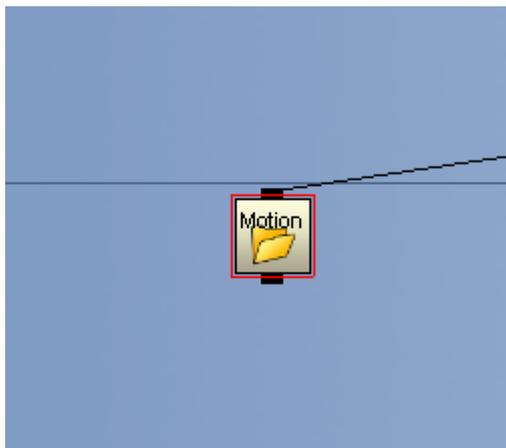




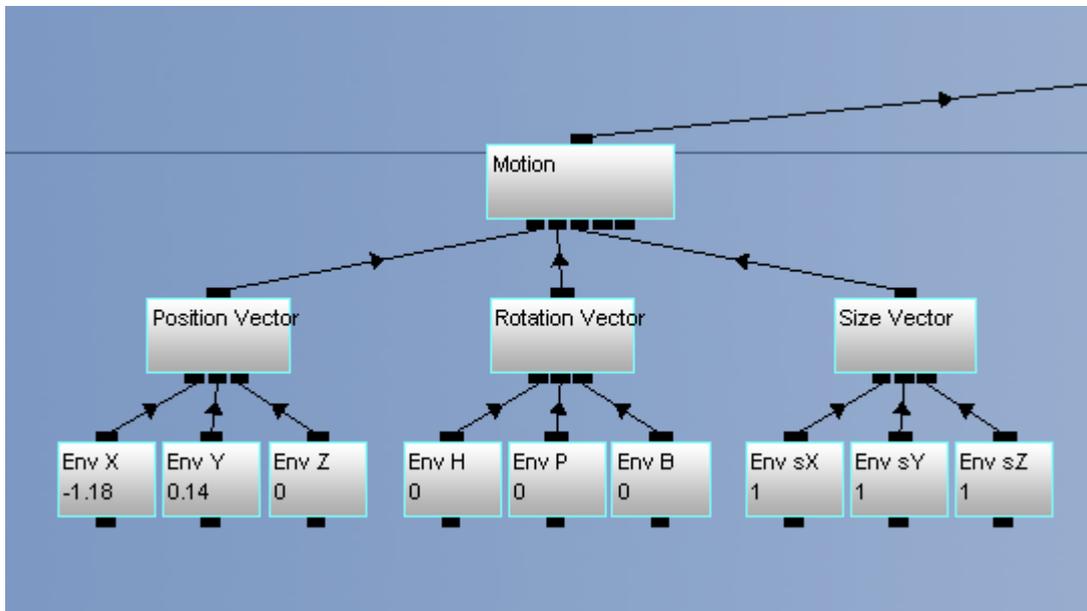
Successfully created backups of all envelopes (09/23/09 19:27)



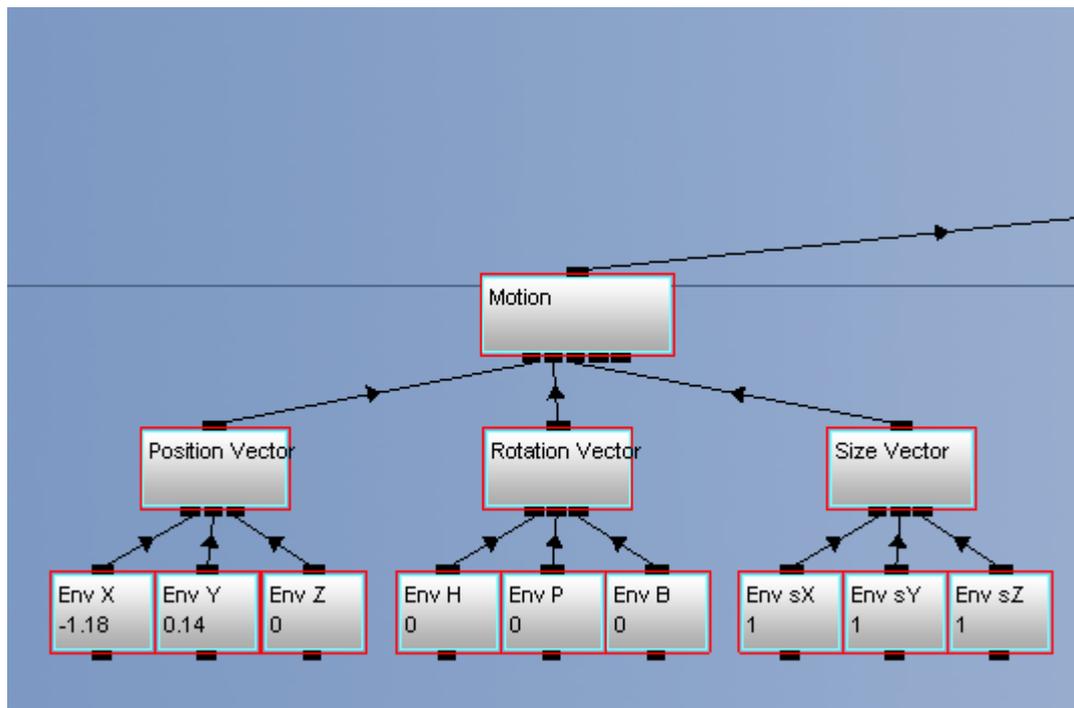
點選此物件後按 S p a c e (空白鍵)



下圖就是展開資料夾後的樣子



按下 Shift + 左鍵點選 Motion
在按下 Space (空白鍵)



下圖就是縮起成資料夾的樣子

