



Today's developers rely on very complex art pipelines



Every studio must ensure their pipeline delivers timely content



Creating unique art tools is time consuming and prone to error



3ds Max provides a good foundation for tool creation



Build the pipeline in Max. It has robust tool development features





Max provides advanced tools to help you create advanced tools



You can work with MaxScript interactively or programmatically



The MaxScript Listener gives instant feedback





The MaxScript editor has powerful features, but feel free to use your own editor, too





The MaxScript debugger helps create bulletproof tools



MaxScript eases the creation of user interfaces





UI forms can be developed visually



Methods, events, and properties can be added to the form



You can interactively edit the form of an open script



Integrating and distributing your tools is easy



Macroscripts can live in Max's UI



Scripts can be added to the menu bar





If you want to protect your distributed tools you can do that too



MaxScript can expand Max to fit your pipeline needs





Scripted extensions to Max tools will improve your pipeline





Project specific geometry primitives can be added to Max



Engine data can be stored in new datatypes





Engine specific data can be stored on individual faces





Create pipeline specific modeling tools with MaxScript





Mouse Tools and Paint Tools enable your tools work in Max's viewports.





Interact with objects on the face and vertex level



Scripted tools provide your team with new ways to work





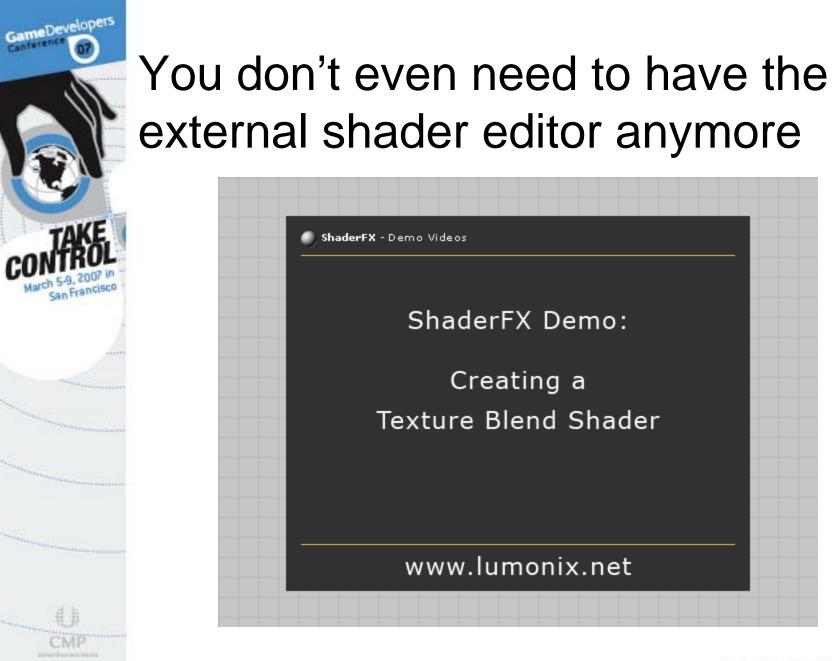
Scripted materials interact with your shaders



You can extend any Max base material



The DirectX material lets you see your shaders in Max





Common Windows interfaces help you build rich tools

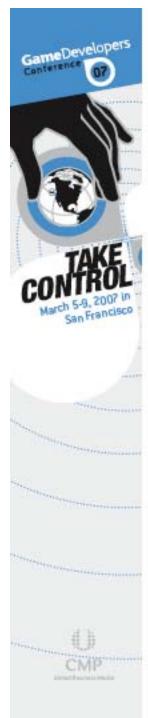




.NET 2.0



.NET control integration opens up the floodgates for rich UIs



Register MaxScript events in Windows SystemEvents



Using .NET will increase the performance of many tasks





MaxScript can communicate with your current pipeline



MaxScript can control, and be controlled by other programs





SafeArrayWrapper can interact directly with SQL databases





The Asset Tracking system communicates with source control



Will you be able to improve your pipeline by building on 3ds Max?



Constructing complex art pipelines is risky



Max is a strong foundation for pipeline development



Build more advanced tools with Max as your foundation





Credits

- Autodesk
- Volition
- <u>Light's Orionflame</u>
- Lumonix
- <u>Lots of Robots</u>
- EA/Mythic
 EA/Myt
- <u>http://techartblog.jeff-hanna.com</u>