



I M A G I N E CG

Architectural Visualization

# ImagineCGTools - v 2.7.2

## 1. Installation

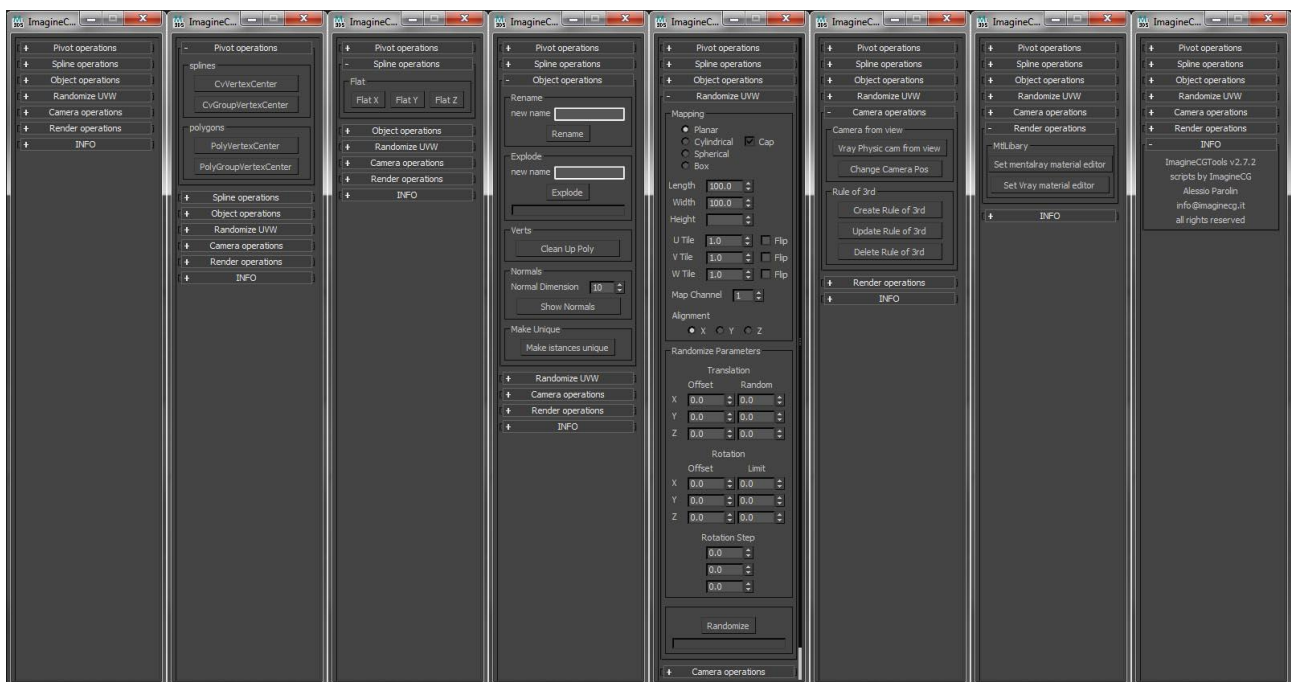
Extract ImagineCGTools folder in C:\\

Open 3DStudioMax and run “*ImagineCGTools.mcr*” script using *MAXScript* → *Run Script...* menu

Open *Costumize* → *Costumize User Interface* menu and assign a hotkey or a button to installed tools. Tools are stored in the *Category* menu under *ImagineCG Tools*

## 2. Appearance

Installed tools are divided by category.

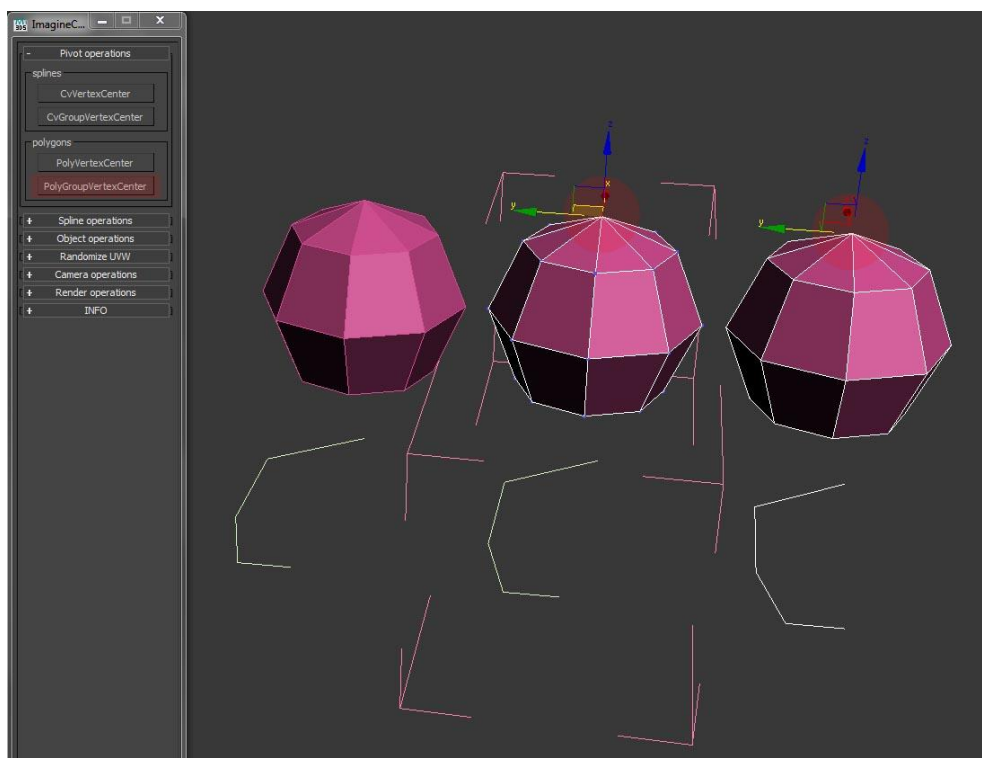
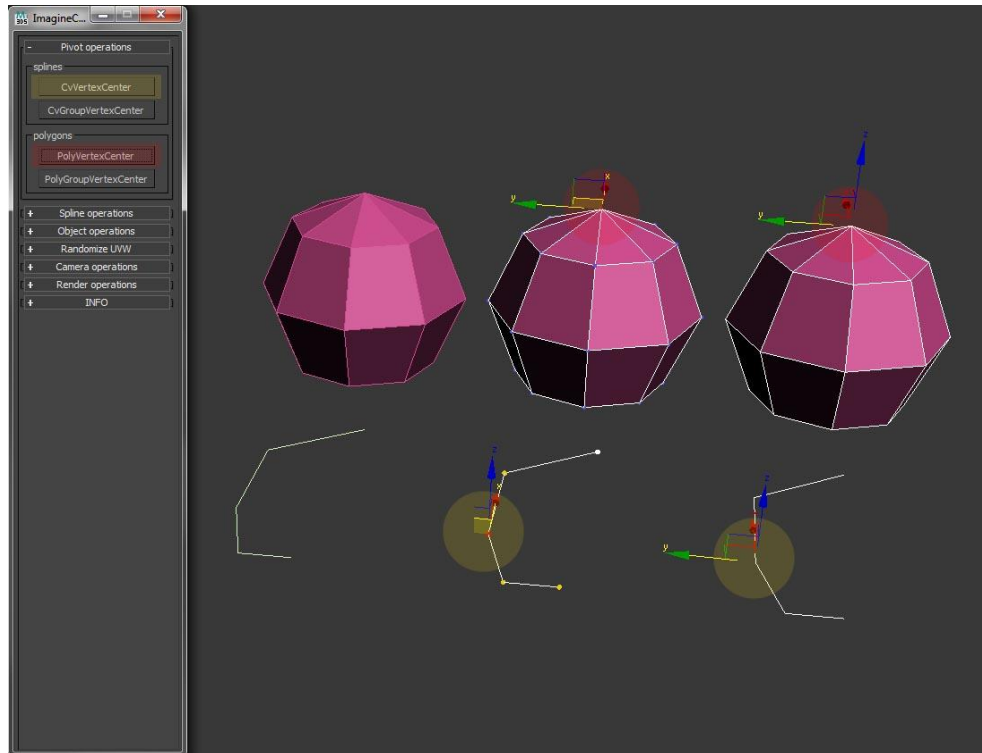


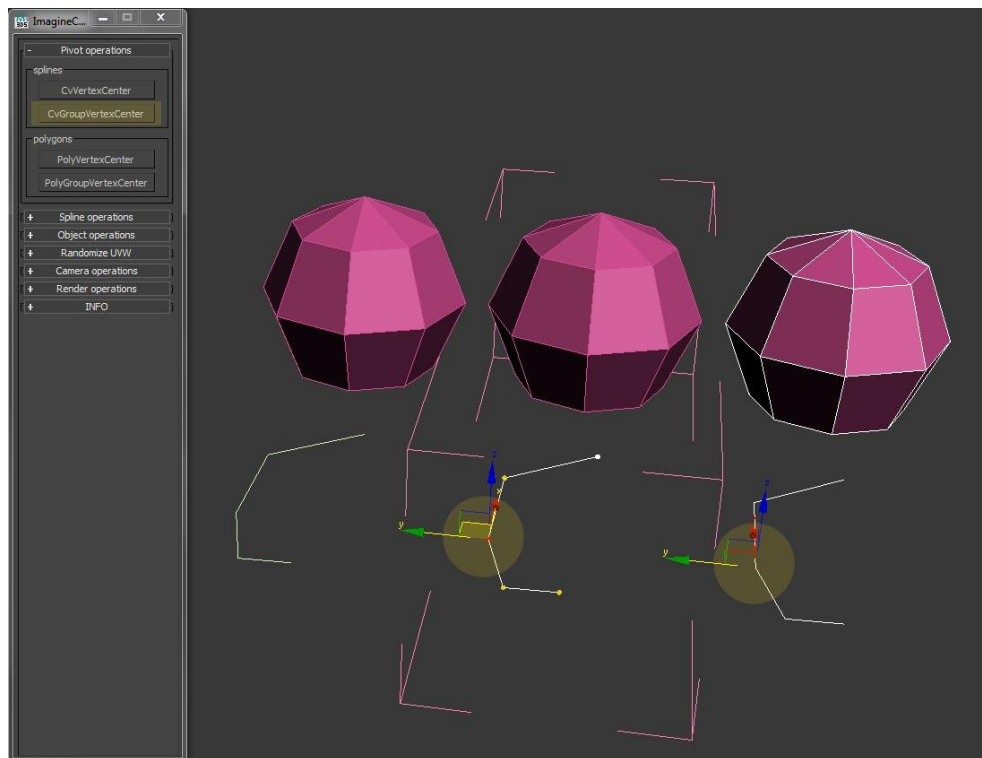
### 3. ImagineCGTools

#### 1. Pivot Operations

This tool centers an Editable Poly Pivot or a Spline Pivot on selected vertices center. A function has been implemented to center a Group Pivot on selected vertices center.

*Select vertices and push the button to center pivot*

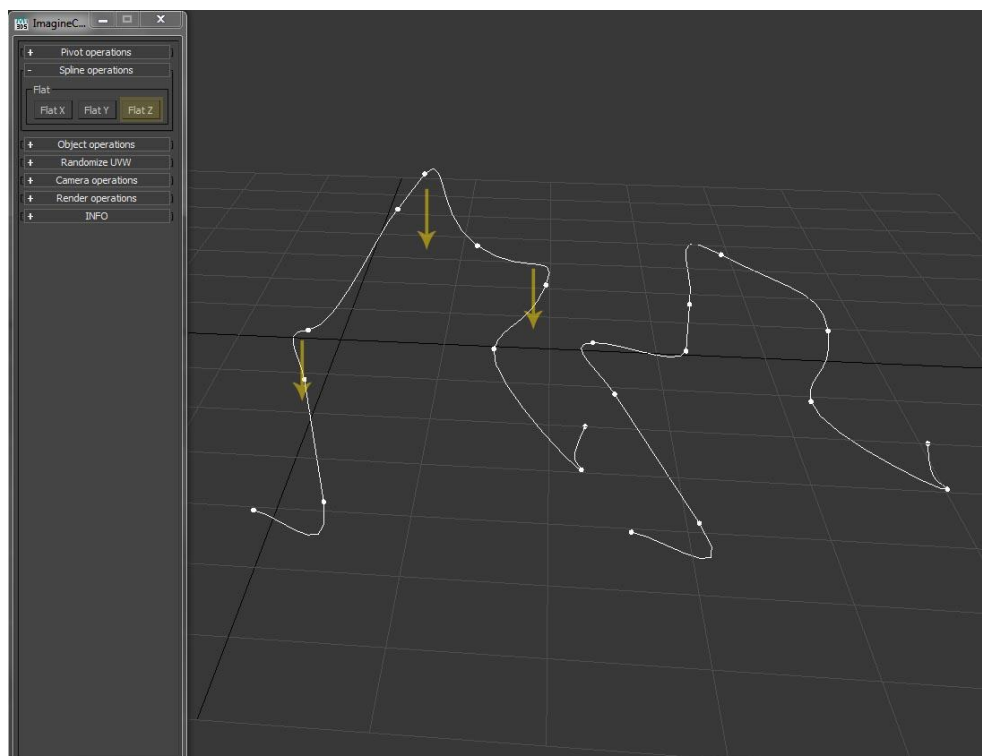




## 2. Spline Operations

This tool flatten a spline along x,y or z axis

*Select spline and push the x,y or x axes button*



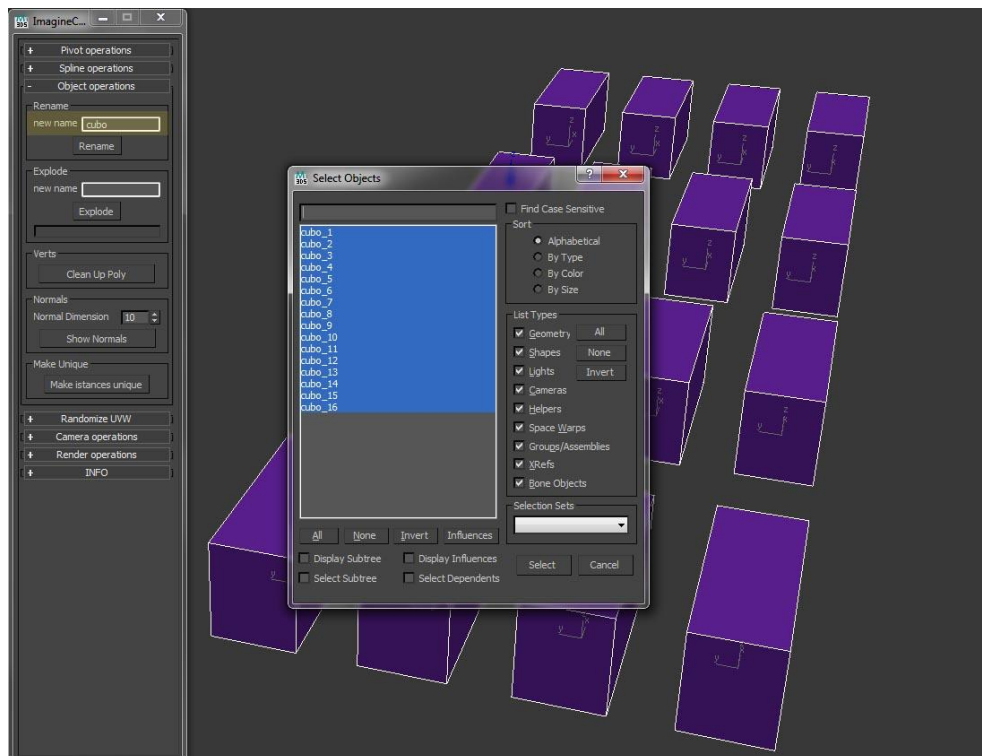
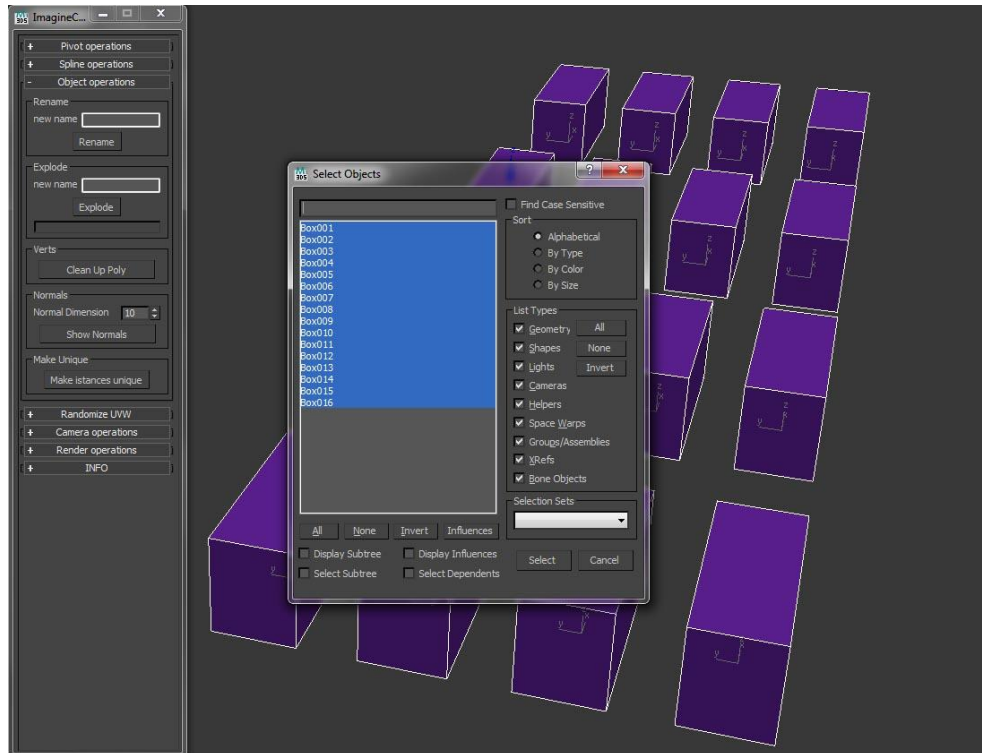
### 3. Object Operations

This category groups multiple Editable Poly tools

#### - Rename

Rename one or more objects

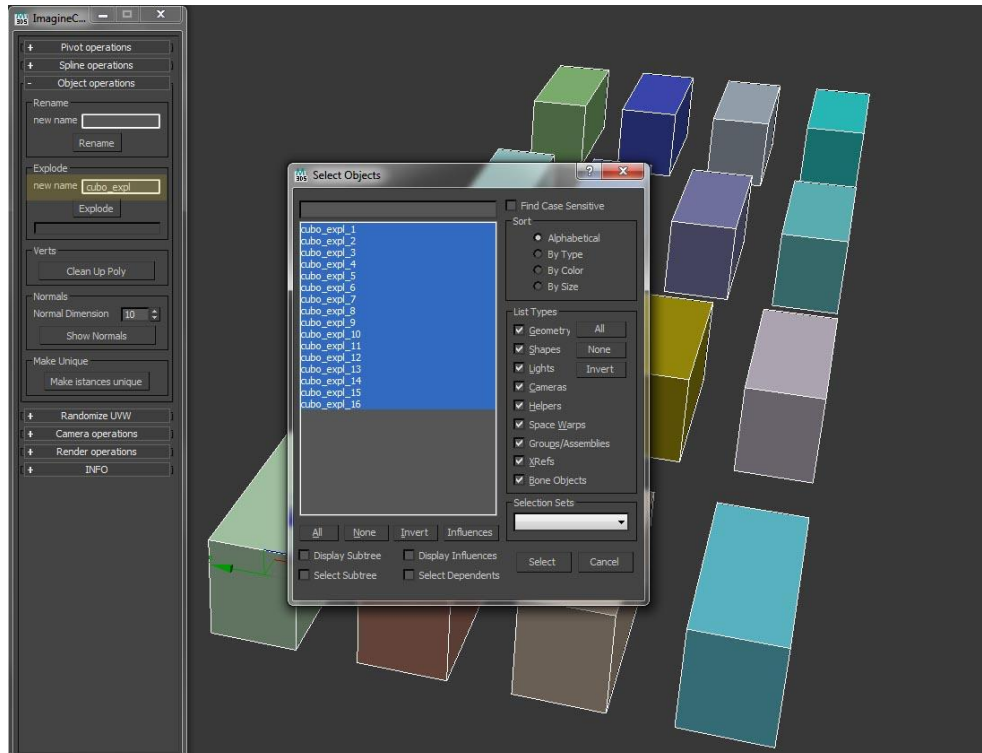
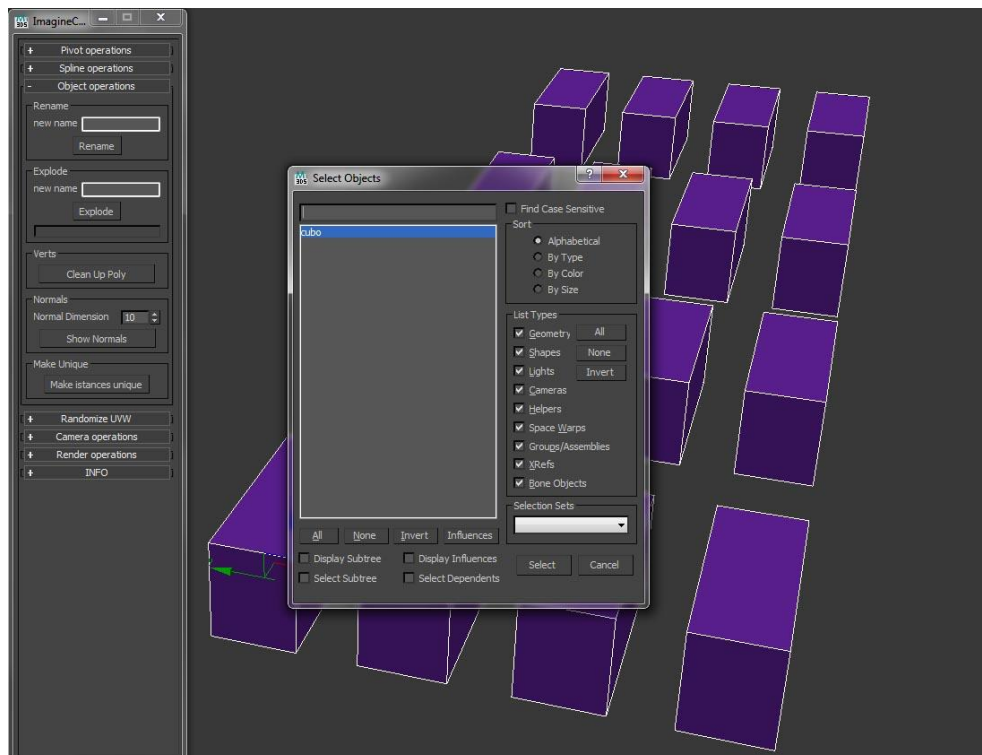
*Select objects, define a name and push the button*



## - Explode

Explodes object's elements using a quick recursive algorithm

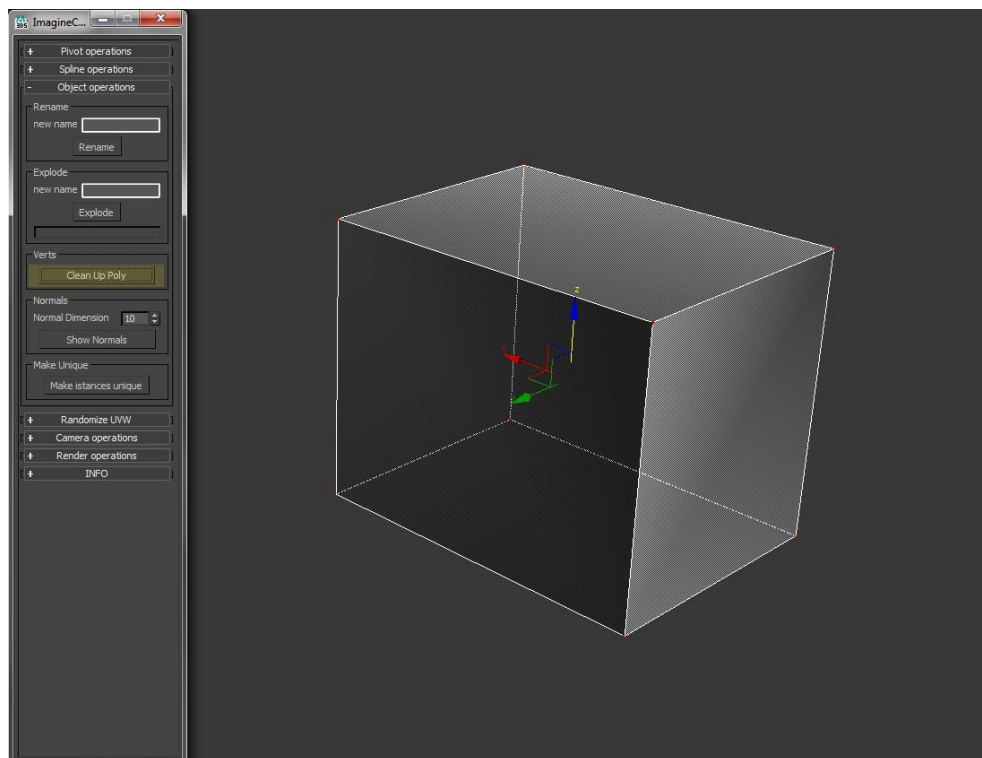
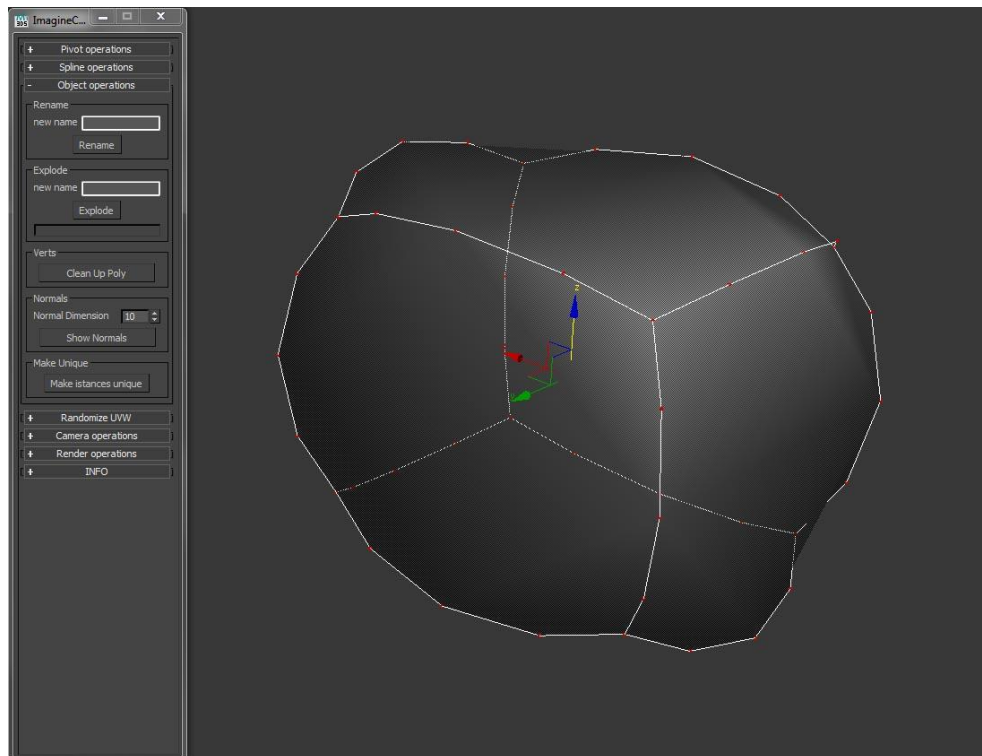
*Select objects, define a name and push the button*



### - Clean Up Poly

Removes all vertices connected by one or two edges. Very useful for boolean or imported geometry.

*Select object and push the button*

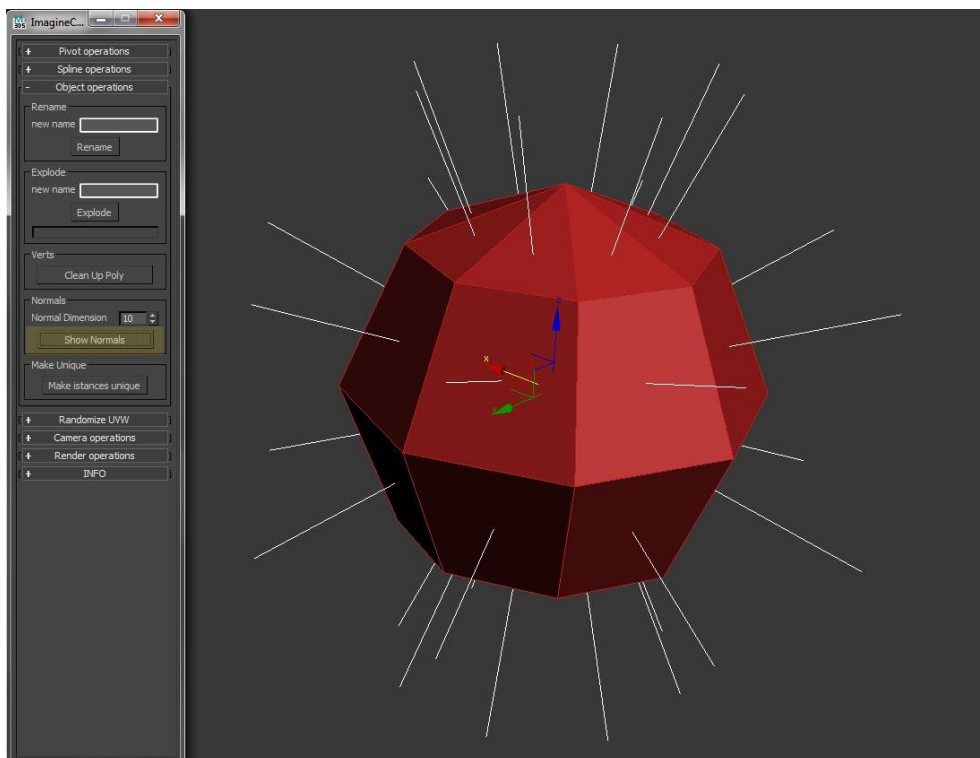
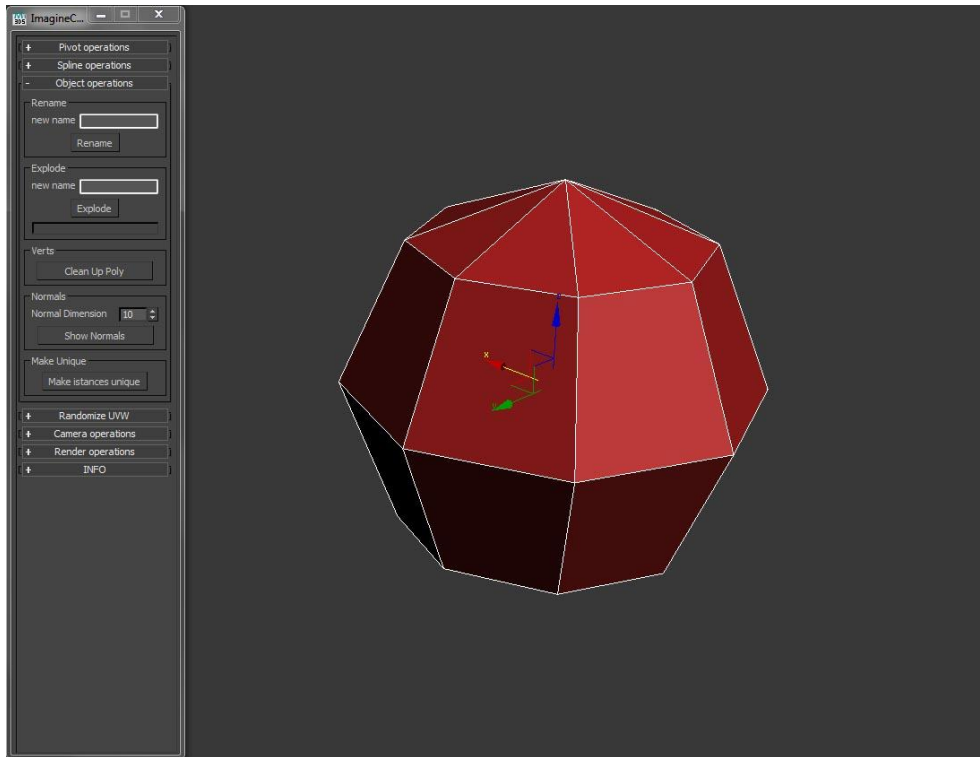




## - Normals

Create a spline group that shows normals direction. Implemented in the last max versions with a modifier.

*Select object, define normal lenght and push the botton*

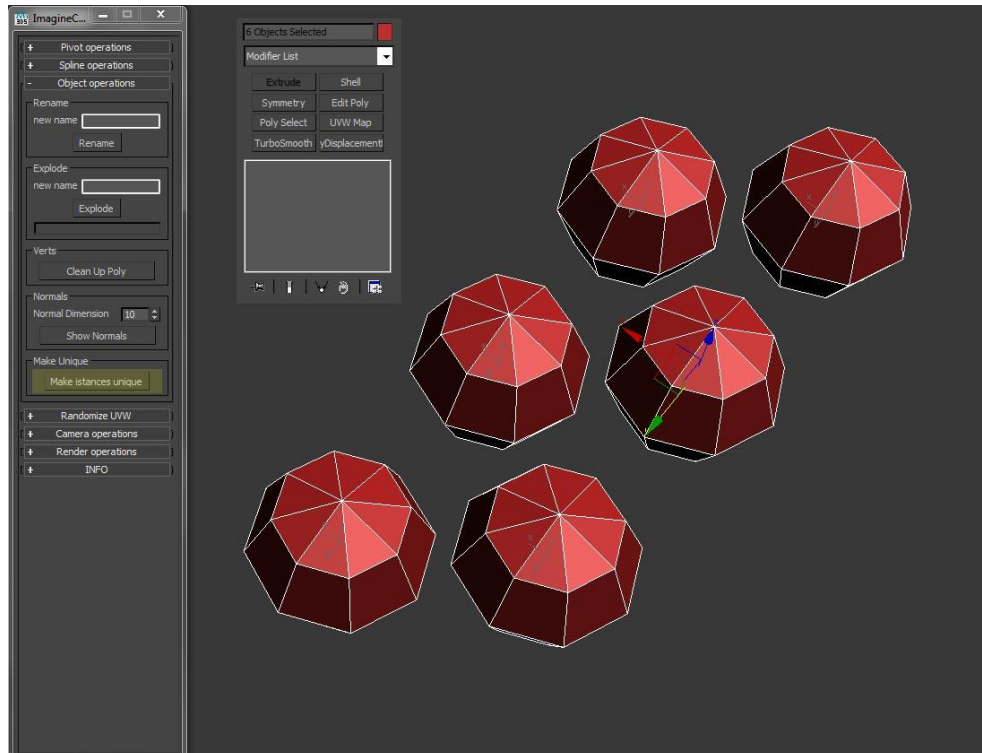
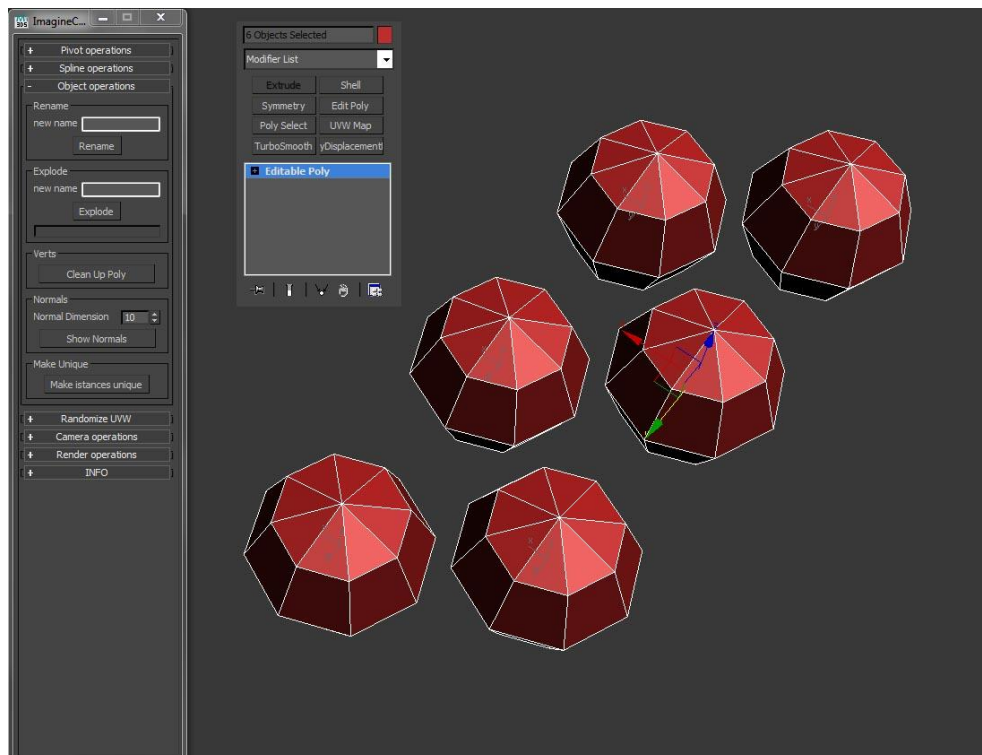




## - Make Unique

Deletes every kind of instance

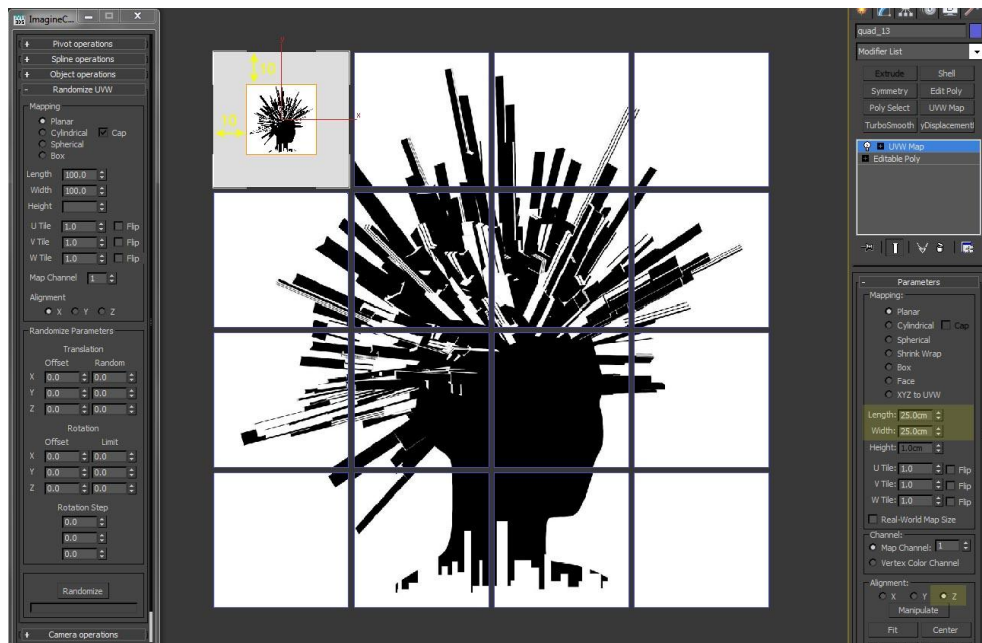
*Select objects and push the button*



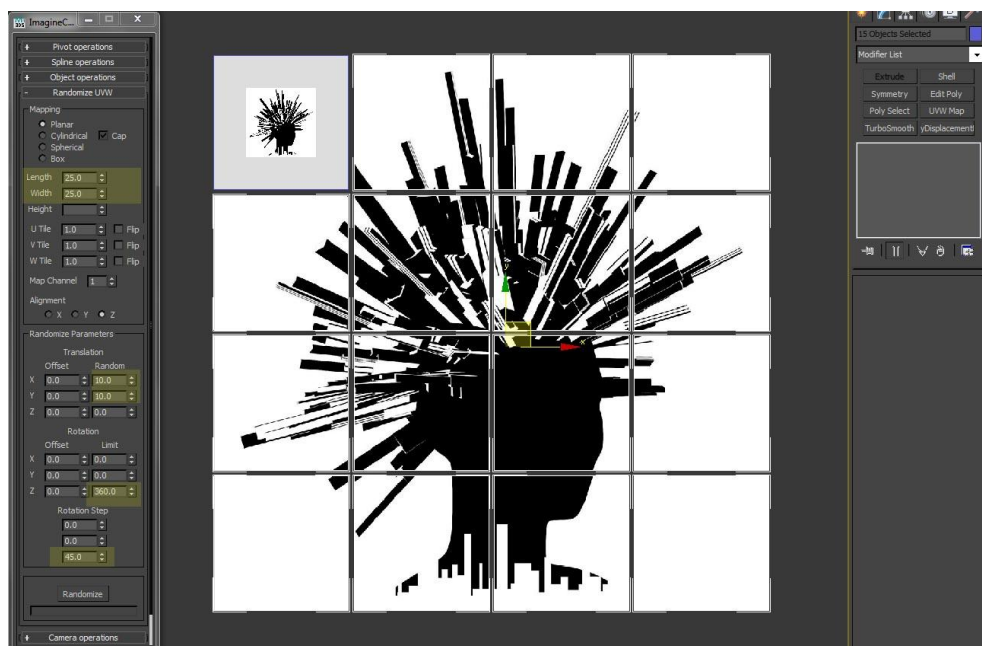
#### 4. Randomize UVW

A very useful tool for randomize a UVW map on surfaces

*Define UVW map to randomize*



*copy UVW parameters and setting up randomization parameters*



## **Randomization Parameters**

### **Translation**

*Offset* → define a standard translation

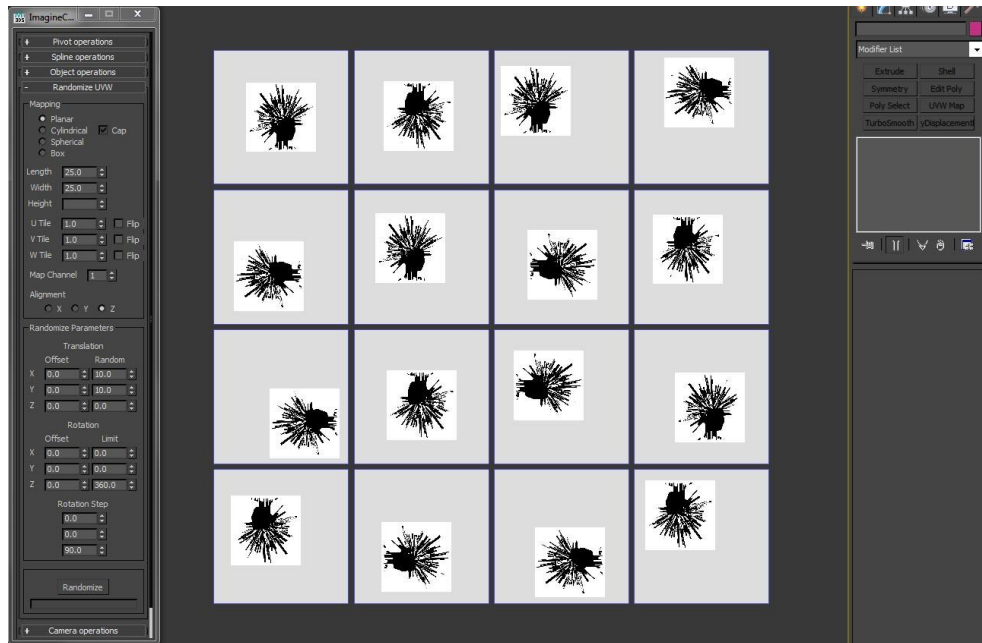
*Random* → define a translation randomized on inserted parameters

### **Rotation**

*Offset* → define a standard rotation

*Limit* → define a randomized rotation with a maximum limit

*Rotation Step* → define a fixed angle rotation

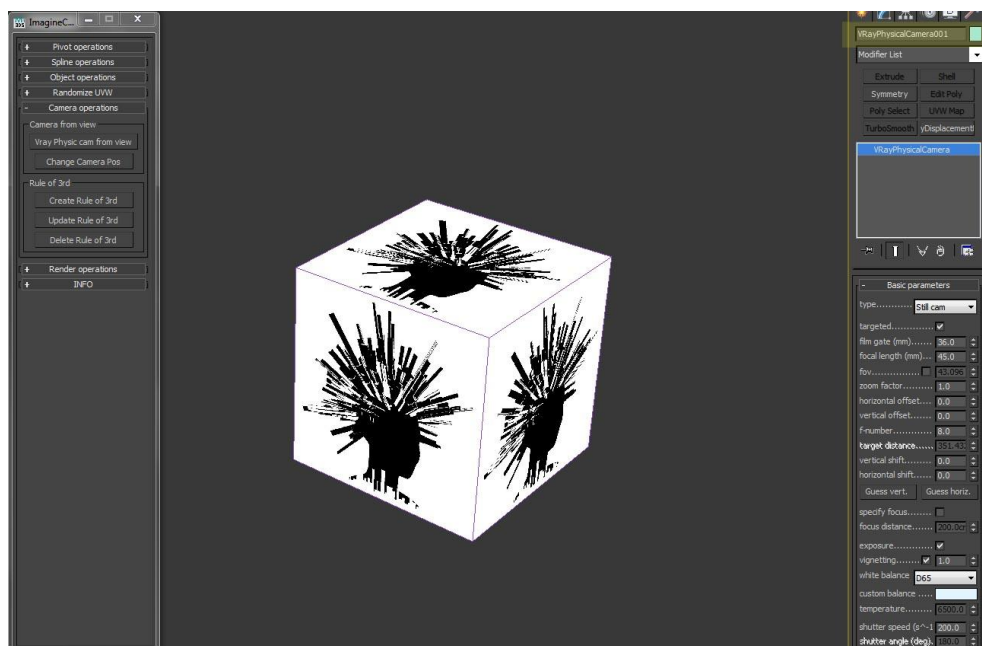
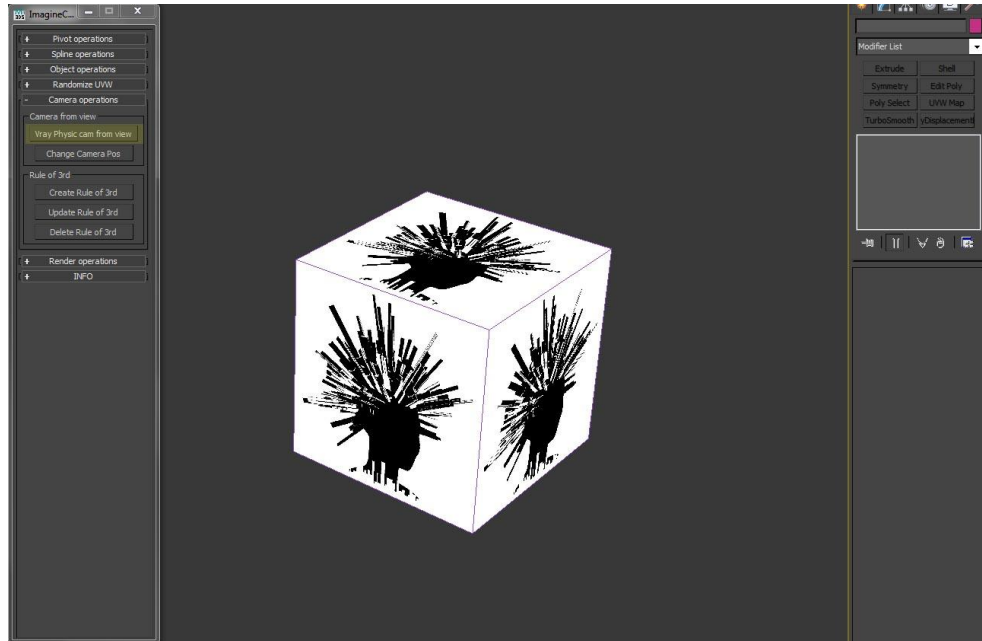


## 5. Camera Operations

### - VrayPhysicCamera from view

Create a VrayPhysicCamera from persp view

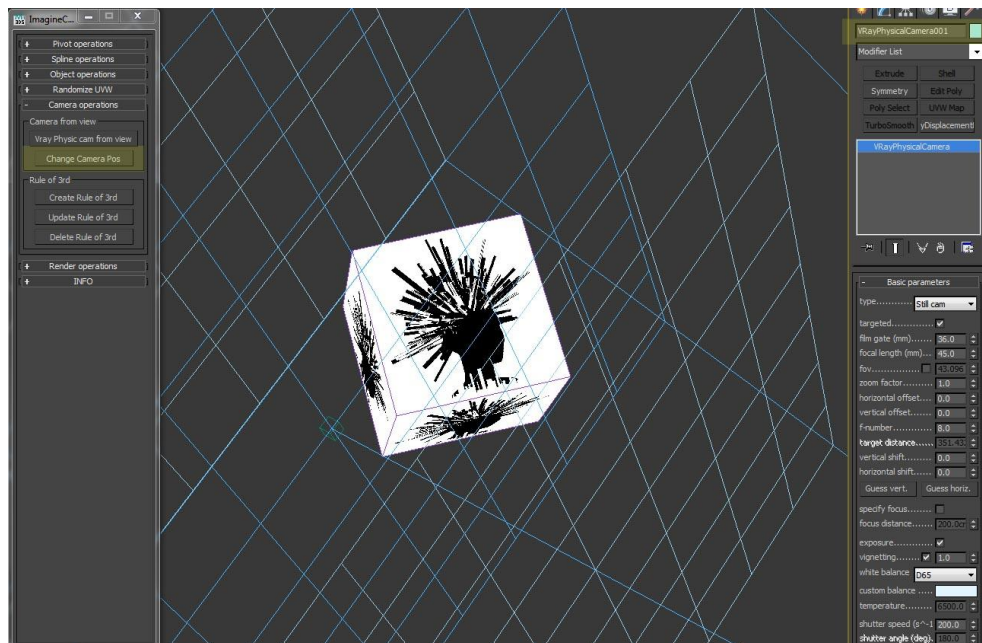
*Push te botton*



## - Change camera pos

Change a VrayPhysicCamera position from original pos to persp view

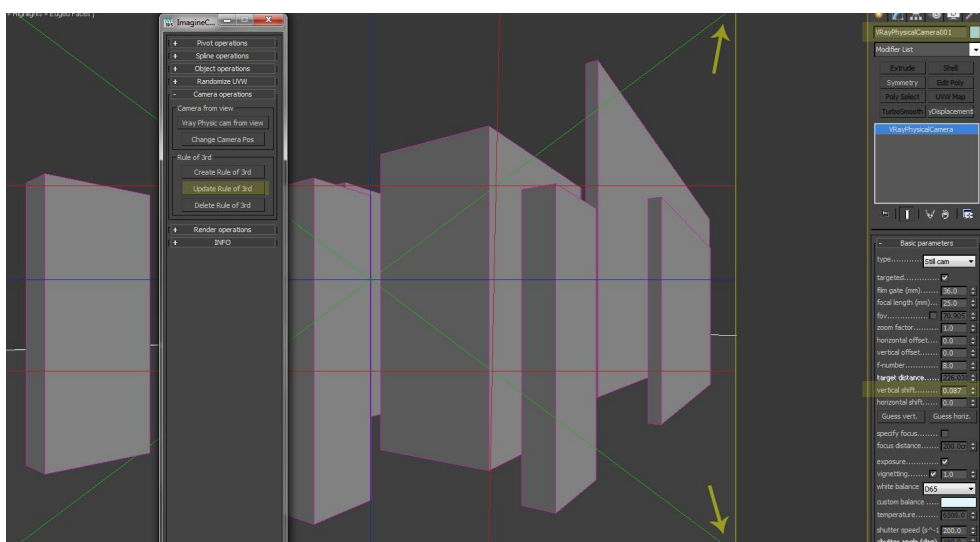
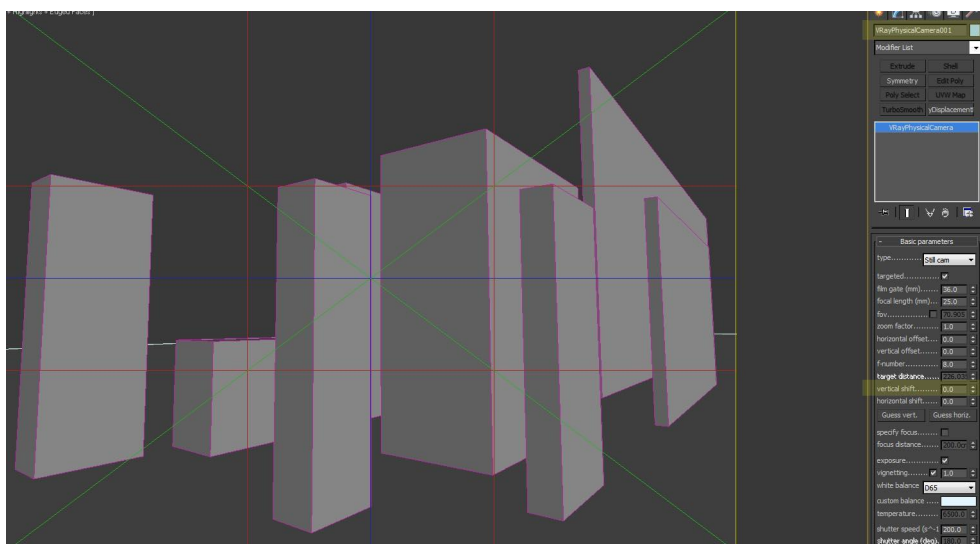
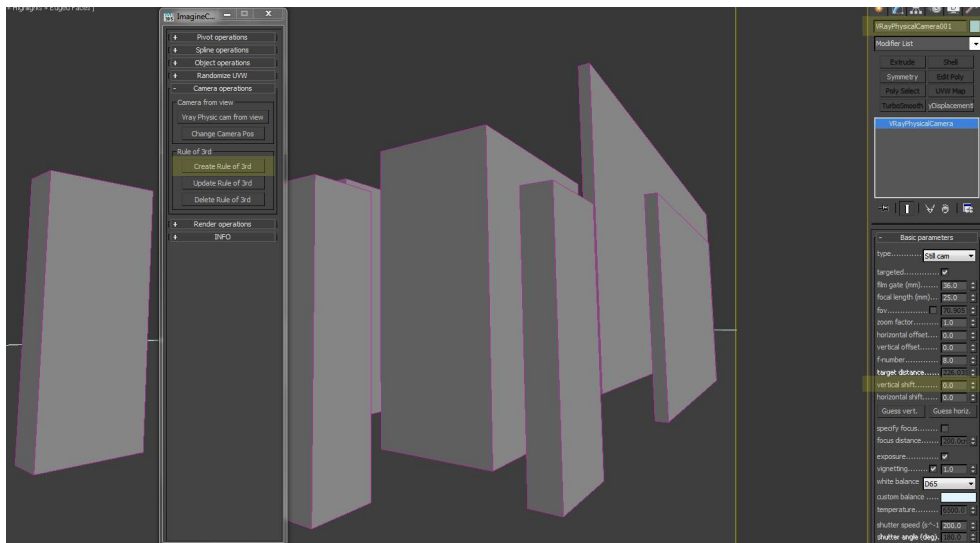
*Select camera, define a new view and push the button*



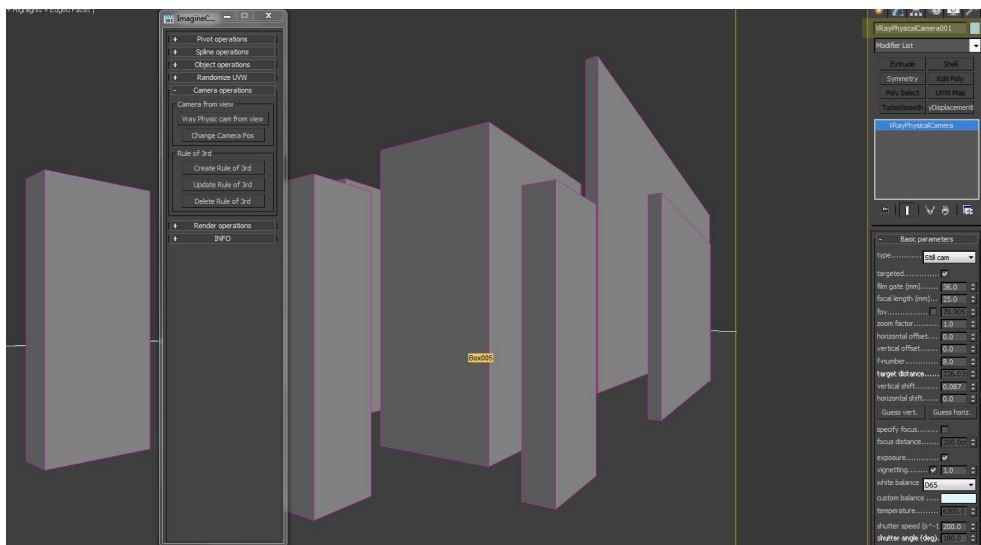
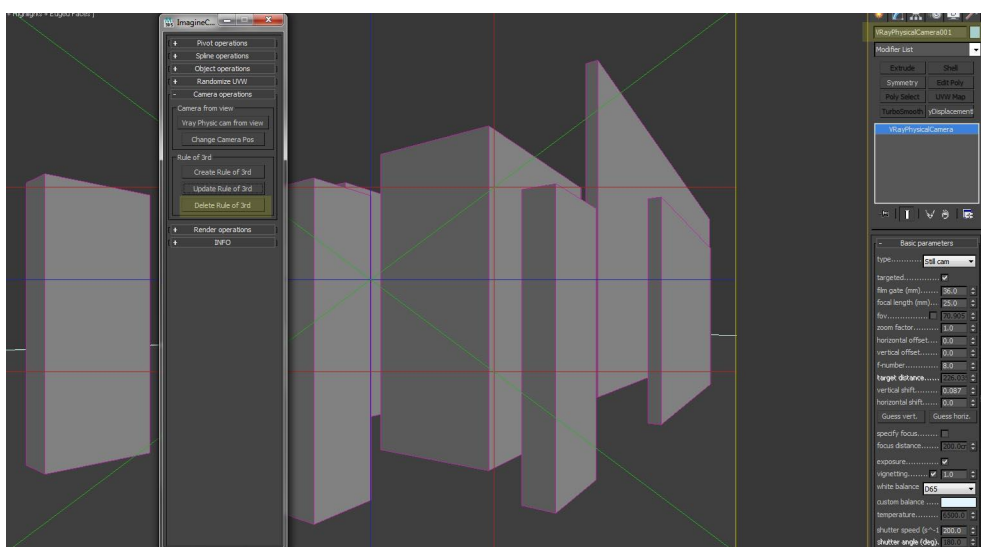
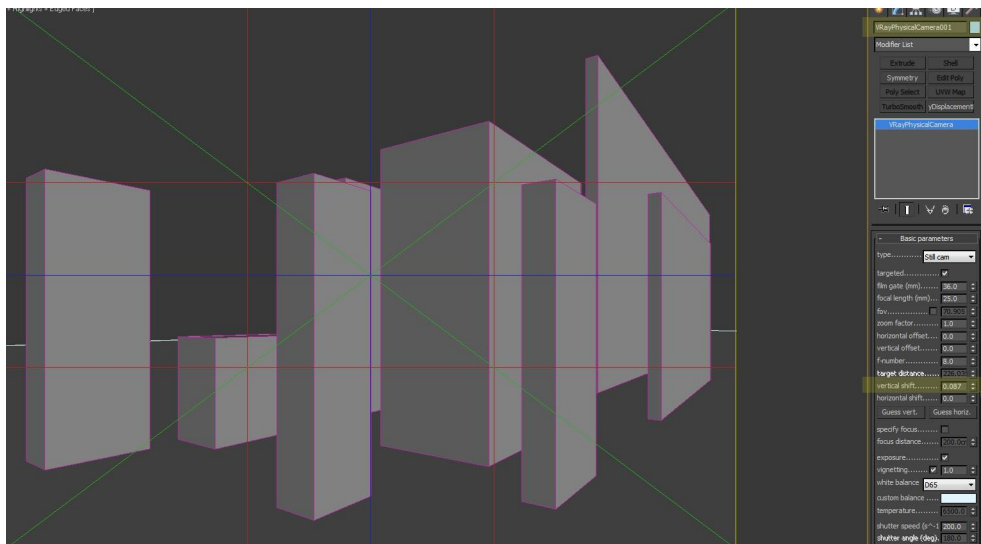
## - Rule of 3rd

Create, Update (when vertical shift changed) and delete rule of 3<sup>rd</sup> on a VrayPhysicalCamera.

*Select camera and push the relative button*







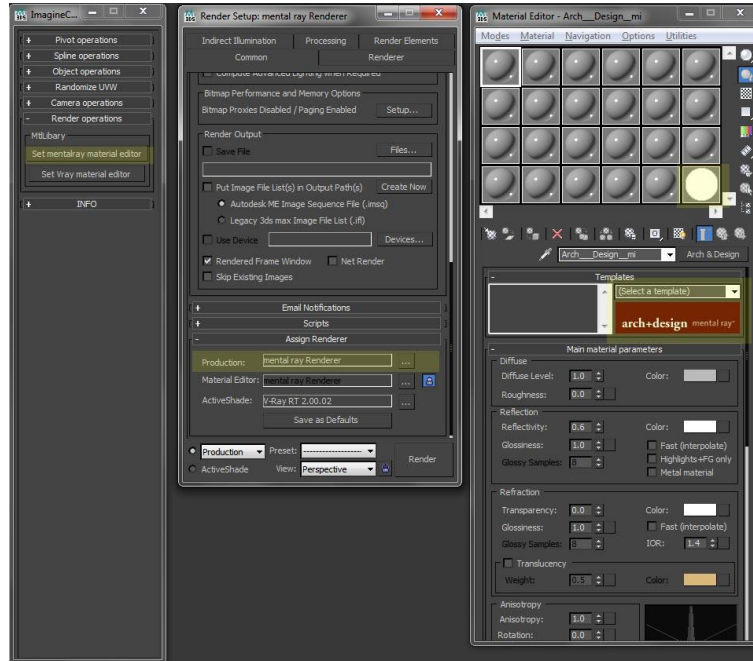


## 6. Render Operations

### - Set MentalRay Material Editor

Set material editor with 23 ArchAndDesign materials and one AO material

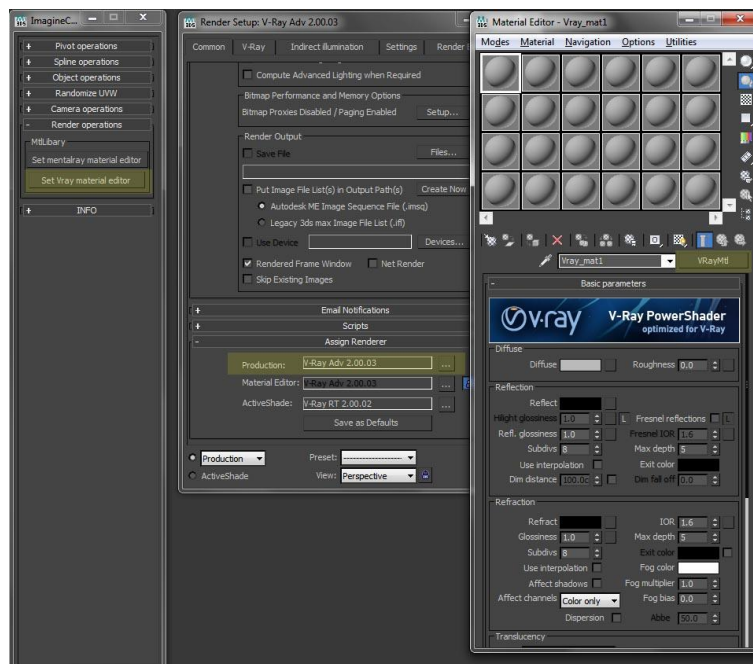
*Push the button*



### - Set V-Ray Material Editor

Set material editor with 24 V-Ray materials.

*Push the button*



info:

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