




# Hydra Renderer

3ds max Plugin Manual  
v1.7b



# Installation

- Copy “HydraPlugin.dlr” to
  - "C:\Program Files\Autodesk\3ds Max 2013\plugins“
- Create Folder
  - “C:/[Hydra]/pluginFiles/”

# Using plugin

- Run 3ds Max and open your scene
- Assign materials to objects
  - We recommend to use meaningful material names
  - Only diffuse property will be exported correctly
  - Other you probably have to fix manually in “hydra\_profile.xml”
    - File->Edit Hydra Profile

# Using plugin

- Rendering->Render Setup->Common
  - Scroll down to “Assign Renderer”
- Unlock Production and Material Editor lock
- Change Production Renderer to “Hydra Render mk2”
- Press “Render” button
  - You’ll see red image, that is fine (but not the end yet)!
- Change Production Renderer back to some-thing else (for example default scanline).

# Using plugin

- Open folder with your scene file
- Put all images to this folder
  - You may fix texture paths later, the default exporter assume all textures are placed in the same folder
- Create empty text file “dummy.dae” in the same folder
- Copy hydra\_profile.xml from C:/[Hydra]/pluginFiles/” to the same folder

# Using plugin

- Run hydra\_gui.exe
- File-> Open “dummy.dae” you just created
- File->Edit Hydra Profile
  - You may edit materials and add lights to “<library\_lights>” xml node
  - for v1.7b don't use lights exported by the plugin in “<library\_lights>”, they will not work correctly
- Manually run “hydra\_server.exe”
  - Do not press “Restart”

# Scene Export

- Control->Engine
  - Set to exporter
  - Run `hydra_server.exe`
- This allows you to get geometry to a very simple hydra native format (`.vsgf`)
- If `hydra_server.exe` crashed, don't panic. Exporter already did it's work
- The resulting file is placed in the same folder where `hydra_server.exe` is located and called `z_export.vsgf`

# VSGF format

- Very Simple Geometry Format -> VSGF
- Unlike when using 3ds max plugin and hydra\_server, you have to describe all materials and lights in hydra\_profile.xml
- You can take descriptions from the
  - C:/[Hydra]/pluginFiles/hydra\_profile.xml
- If a material or a light occurs twice in the hydra\_profile.xml, the latest description will be used