




Hydra Renderer

3ds max Plugin Manual
v1.7d



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
 - Supported materials: Standard
 - Supported Textures : 'Bitmap' and 'Normal Bump' with bitmaps
- Place lights
 - Any standard lights + 2 photometrics:
 - mr-area rectangle and mr-area sphere

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)!

Using plugin

- Open folder with your scene file
- Create empty text file “dummy.dae” in the same folder
- Run hydra_gui.exe
- File-> Open “dummy.dae” you just created
- Manually run “hydra_server.exe”
 - Do not press “Restart”

Scene Export Bugs

- We recommend to use meaningful material names
- If some export does not work properly, you can:
 - File->Edit Hydra Profile
 - Copy wrong material or light from 'hydra_profile_generated.xml' to 'hydra_profile.xml'
 - Edit it's xml-like description manually
 - Press Save button

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`
 - Copy '`hydra_profile_generated.xml`' to '`hydra_profile.xml`'
 - `vsgf` loader takes data from '`hydra_profile.xml`'
 - Now you can open `vsgf` file and render your scene without running 3ds max

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
 - So don't forget to copy all of the from 'hydra_profile_generated.xml'
- If a material or a light occurs twice in the hydra_profile.xml, the latest description will be used