




Hydra Renderer

3ds max Plugin Manual
v1.8a



Installation

- Copy “HydraPlugin_mk3.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: Standart
 - 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”
- Change Production Renderer to “Hydra Render mk3”
- Press “Render” button
- Manually run “hydra.exe”

Using plugin (extern gui)

- 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
- Open your scene in Max
- Check ‘use external gui checkbox’ in render presets
- Press ‘Render’
- Manually run “hydra.exe” or press ‘restart’
 - Next see manual for stand-alone version

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
 - This will work when use external gui of course

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, you have to describe all materials and lights in `hydra_profile_generated.xml`
- If a material or a light occurs twice in the '.xml' file, the latest description will be used