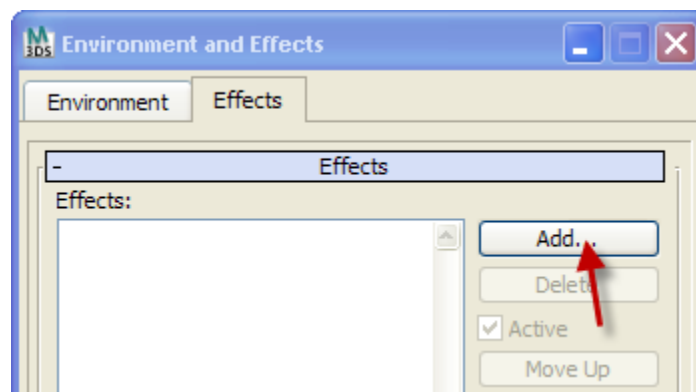


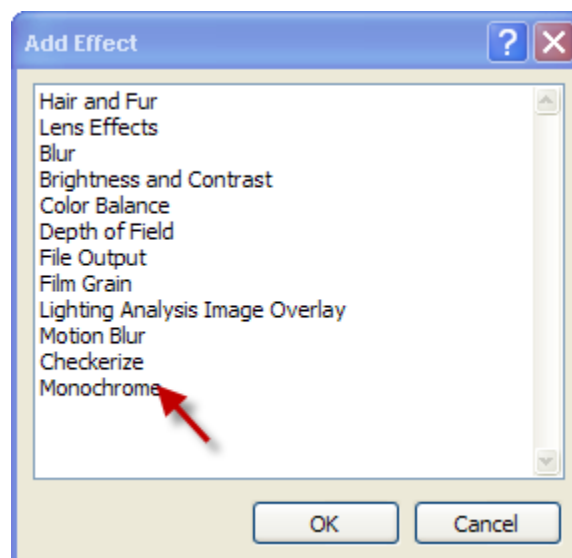
Creating Artistic Renderings in Autodesk 3ds Max Design

Tutorial 1: Creating Monochrome Renderings.

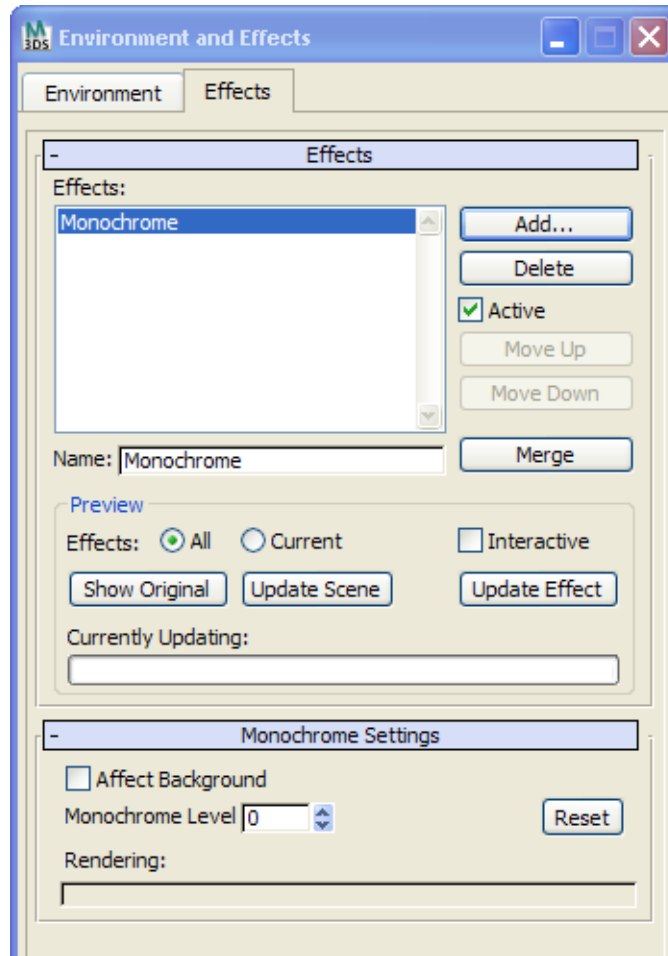
1. Insert the companion DVD in your DVD reader.
2. Navigate to..\Samples\Scripts\PluginScripts\RenderEffect-Monochrome.ms
3. Copy the desired files to the “plugins” folder of your 3ds max design install. If you accepted the default, it will be C:\Program Files\Autodesk\3ds Max Design 2010\plugins. If you didn't, I hope you remember where you installed it.
4. Start 3ds Max Design
5. From the Rendering pulldown menu, select “Effects...”.
6. In the Environment and Effects dialog box, verify you are in the Effects panel. Pick the Add... button.



7. The Monochrome effect should now appear in the list. (Note: I also copied the Checkerize effect into mine).



8. After selecting the effect, it should now appear in the effects list.



Settings in the Monochrome Effect are minimal and pretty straight forward. Adjust to get the desired results. To see the affects of your adjustments, use the Update Effect button.

9. Render as usual. Don't forget that Rendering Effects appear after all other rendering processes are complete.

To use the monochrome image as a background.

1. Verify that steps 1-3 above have been completed
2. Hide all objects in the scene that you wish to render "in color".
3. Repeat steps 5-9 above to create the background image.
4. Hide all of the monochrome objects and unhide all of the color objects. Selection Sets make this easy.
5. Create an Environment/Background Switcher (mi) by following the procedure described in the Autodesk 3ds Max Design Help. The background image will be used as an Environment/Background Camera Map (mi).
6. Be sure to remove or uncheck the Monochrome Effect in the Environment and Effects dialog box.
7. Render as usual.