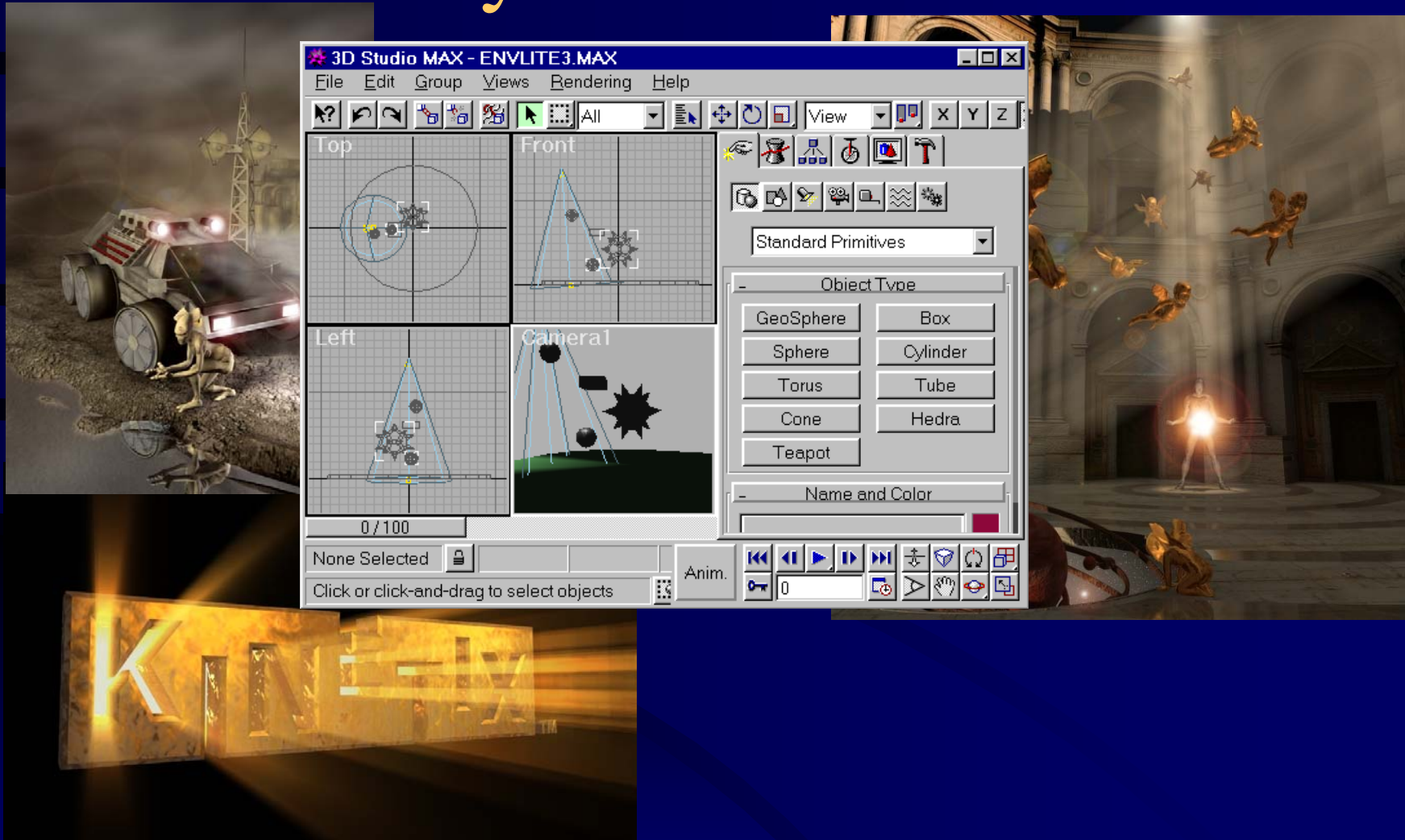


Instrumental Tools for 3D Studio MAX Plugins Development

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Why 3DS MAX ?



International Conference Graphicon 1999,
Moscow, Russia, <http://www.graphicon.ru/>

Achievements

- Plugins Development Library
- 3DS MAX Plugin Application Wizard
- Applications

Plugin Development Library

- Automatically generates standard functions and Descriptor Classes
- Unify development of plugins of different types
- Allows to use MFC in user interface development

Highlights

- Parameter blocks is fully encapsulated
- Message maps mechanism is implemented
- File operations, cloning, undo/redo operations is overlapped by serializing mechanism

[Plugin Development Library Help](#)

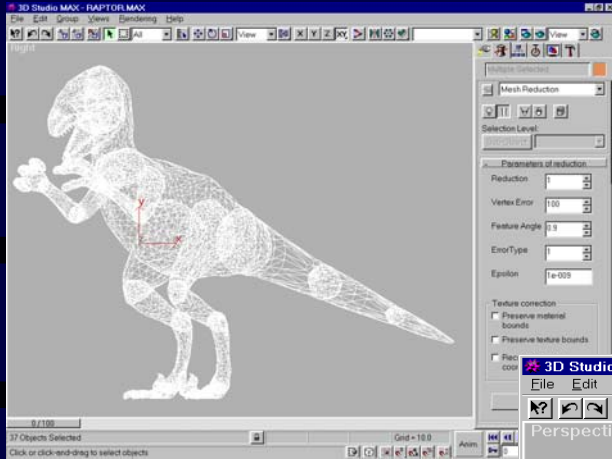
3DS MAX Plug-in AppWizard for MS Developer Studio



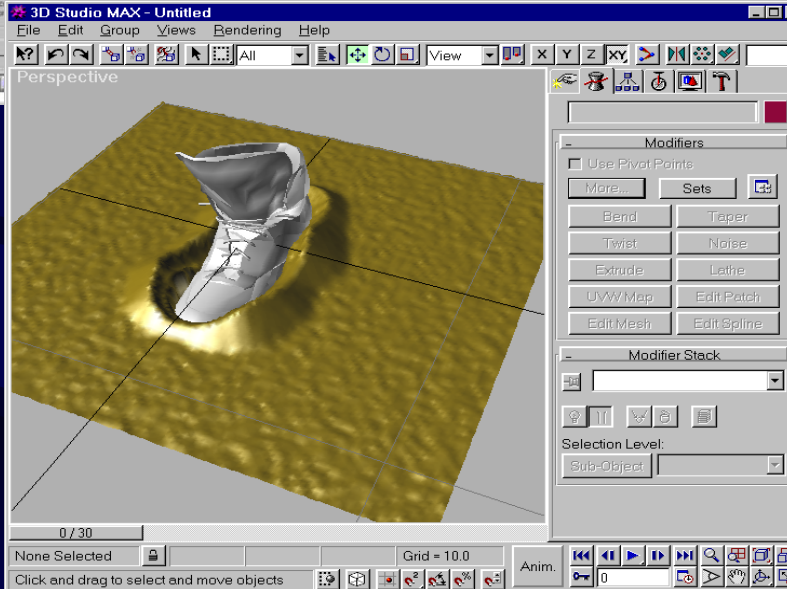
The AppWizard creates skeleton for 3DS MAX plugin module, which contain:

- standard set of functions for all types of plugin;
- implementation of main plugin class;
- classes for implementation UI (dialog boxes, panes, etc.)

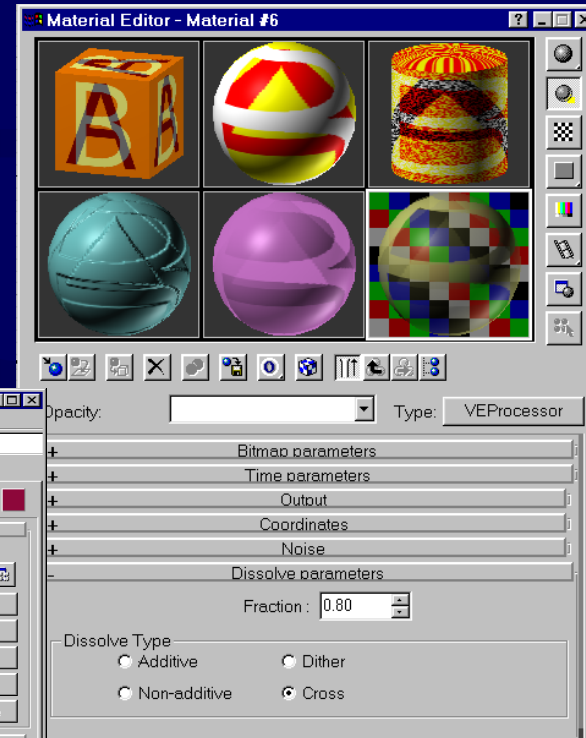
Applications



Mesh Decimation
plugin



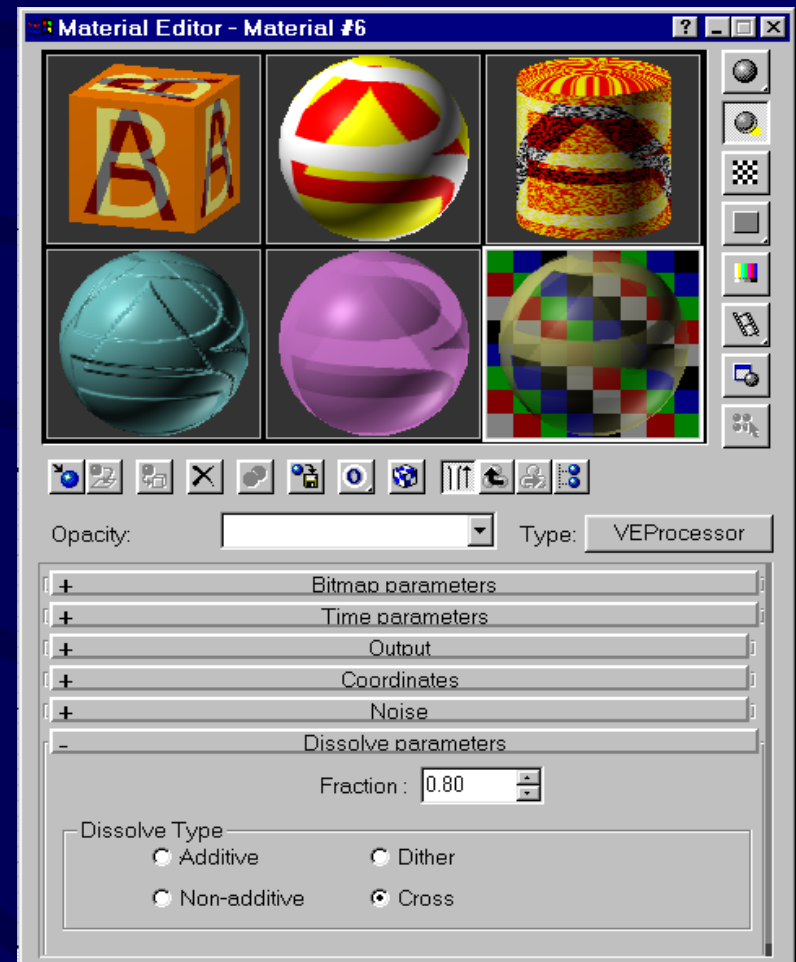
Ground Modelling plugin



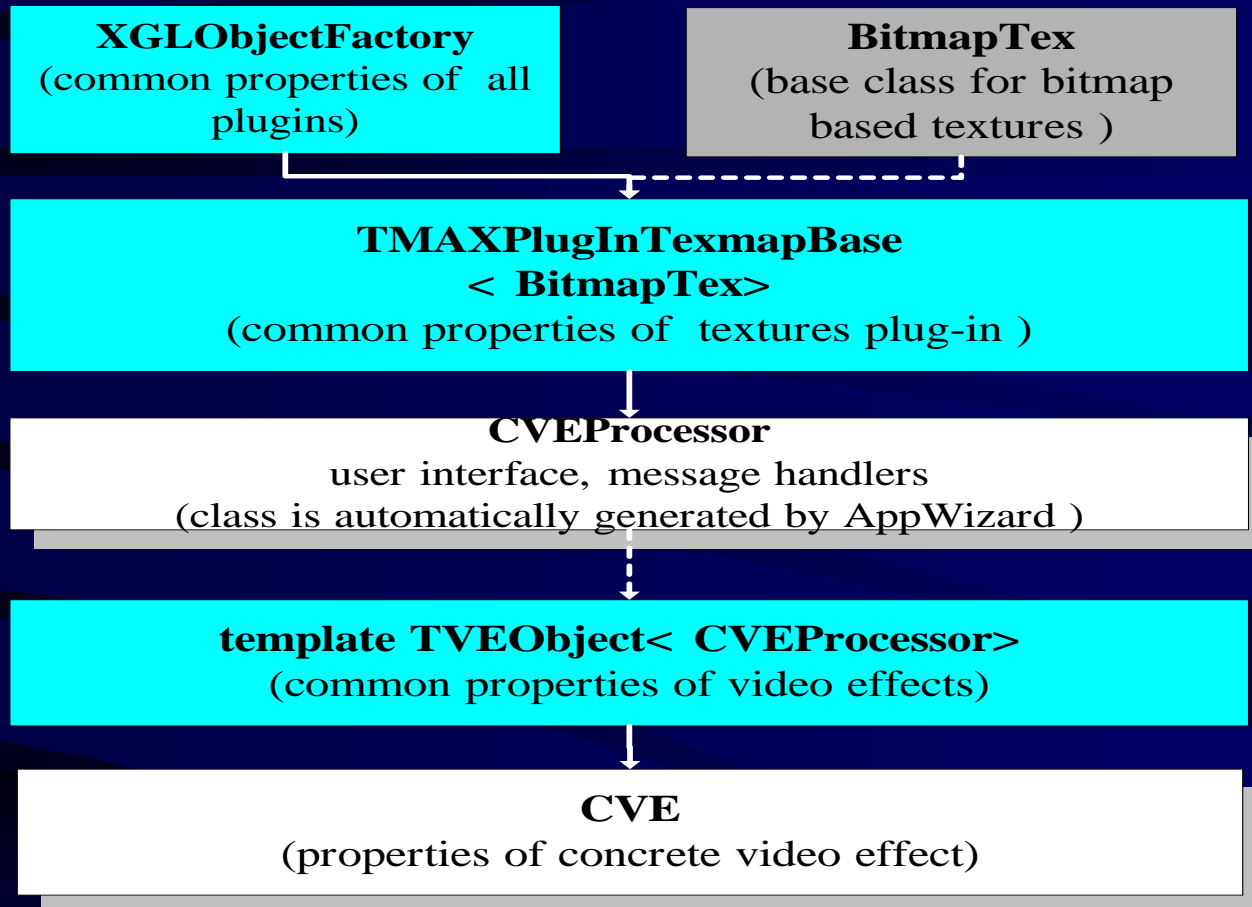
2D Video Effects
plugin

2D effects plugin

- 2D procedural animated texture is created
- IPL/VEL library is used for frame transitions
- easy to add new effects



2D effects plugin inside



-  **3DS MAX SDK classes**
-  **Plugin Development Library classes**
-  **Classes created by plugin developer**