

Introduction

Hello :)

My name is Andrei CORNEA and first of all I would like to inform you that this tutorial was made a very long time ago, back in 2009-2010 when everything started as a hobby and it was a hobby for a couple of years. Since then, many things changed, such as workflow, pipelines, texturing processes and so on but back in those days, everything was kind a harder to achieve a good result without tweaking dozens of times. Today, everything is easier with the new softwares and “automatic” textures. So, if you are following these tutorials, which i recommend, you will learn the fundamentals of 3d modeling, texturing and rendering and once you acquire these basics you will be capable to create what you want from scratch.

I also wanted to share and exchange knowledge because in this industry, everyone has its own workflow and every time you will learn something new from another person, doesn't matter if that person is experienced or not.

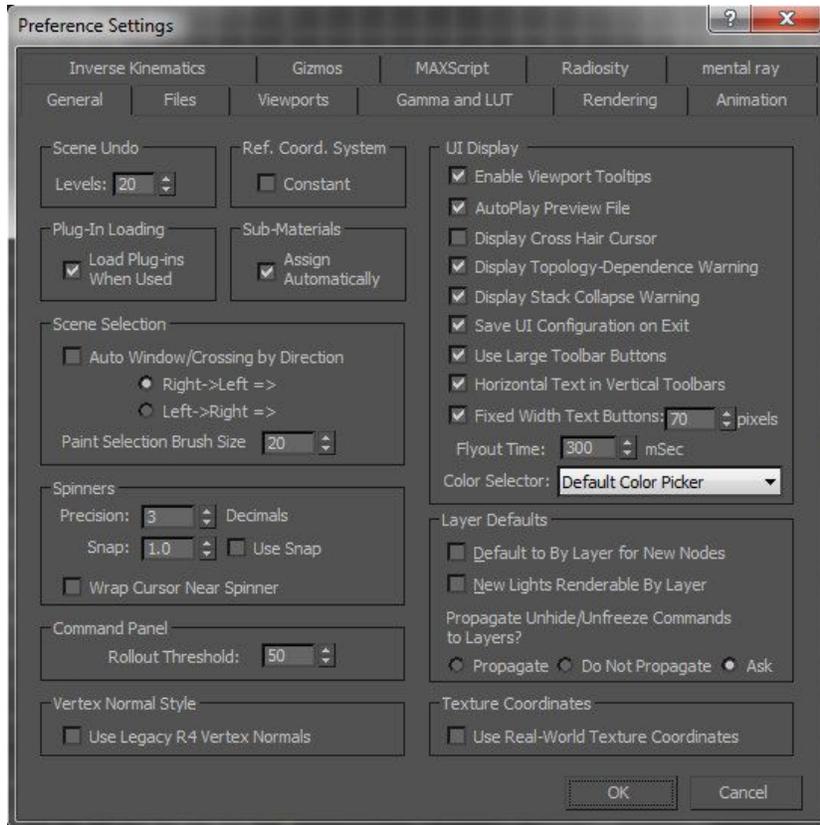
Notes :

- These tutorials were taken from tutorial-z.com which was my first website, registered in 2009. The domain is still active but it will redirect you to our small modeling studio website
- Some links from these tutorials may be broken or removed. Remember that these tutorials were created years ago and instead of just removing them, i decided to keep them on our new website (www.3dffs.com) so anyone can access them
- These tutorials were made for educational purpose and not for a financial income and it should stay like this. If you find these tutorials on another websites, please let us know
- You can find us and our work on our website : www.3dffs.com

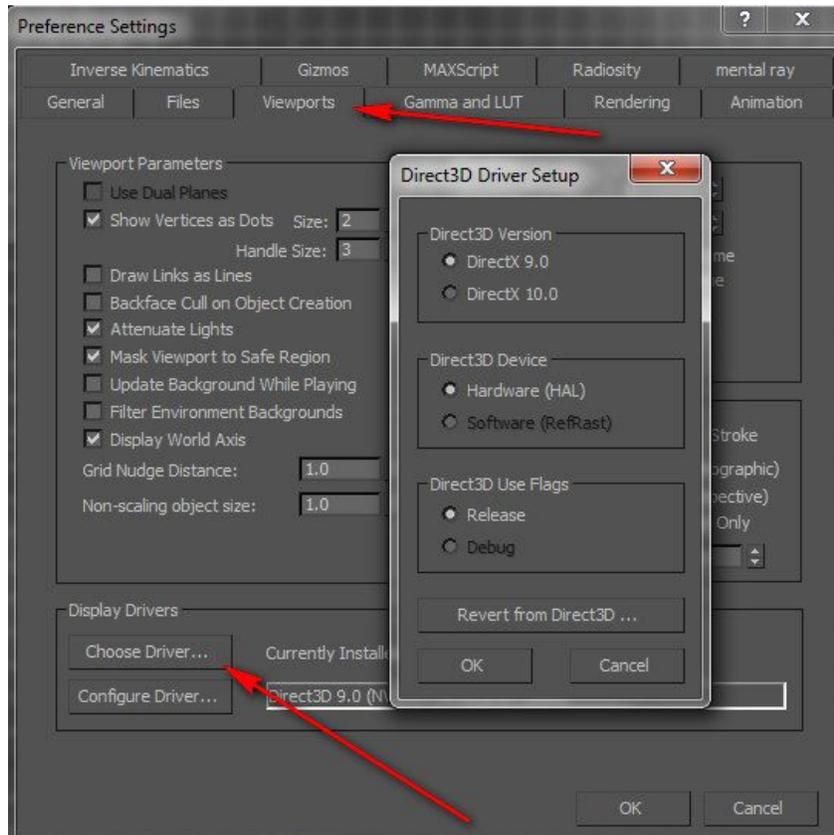
So, an user from our forum requested this tutorial and since there aren't such tutorials on our website, why not, I decided to make it.

In this article I will show you 2 ways to raise the quality of your blueprints in 3ds max

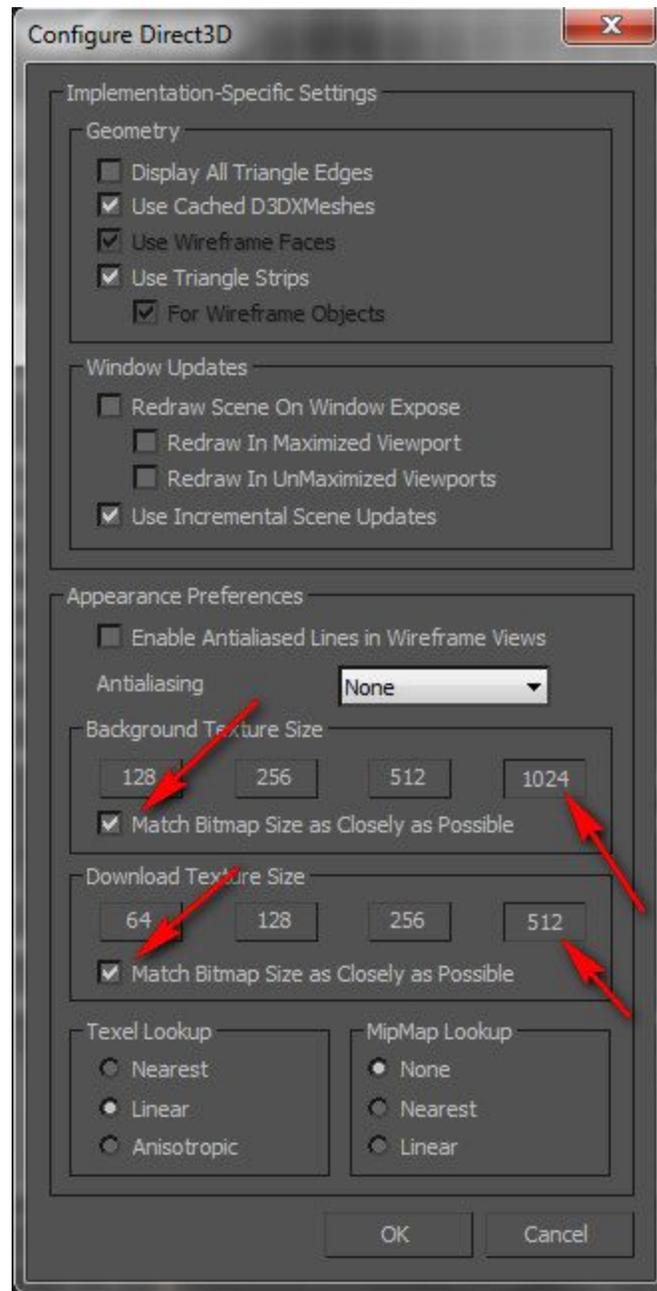
I will start with the first one. First step is to open your scene and go to “Customize” then choose “Preferences”. A window like below should appear :



Now, in the viewport tab, press on the “Choose Driver” button and be sure that you have these settings. If you have dx10 I would recommend to use dx9. For 3DS Max its better. If you will use dx10 you will see some strange triangles on the mesh.

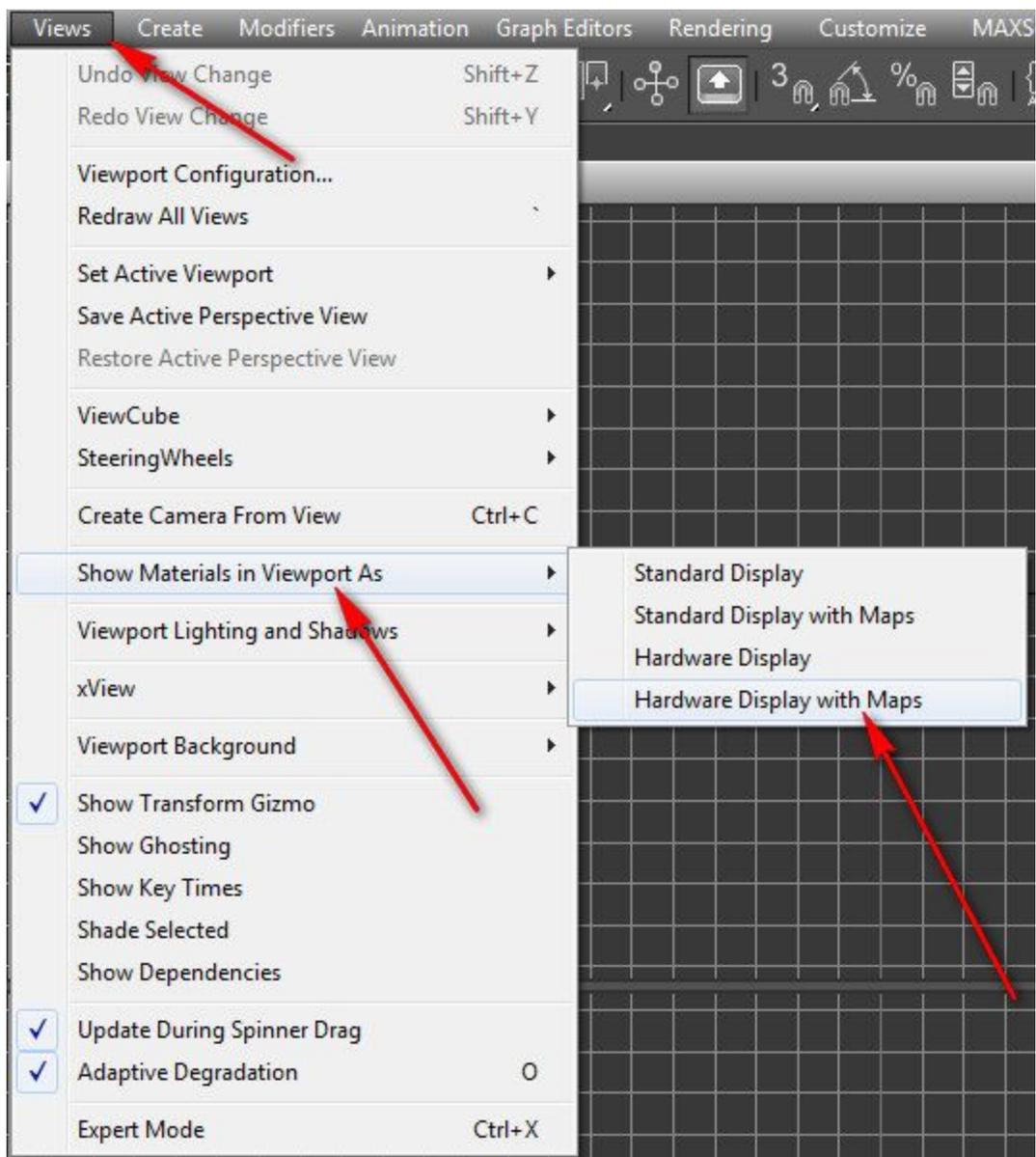


Then click on the “ok” button. You will receive a message that you need to restart 3ds max. Now press on the “configure driver” button and put these values :



If you will have some higher values , put them but don't forget to check the little boxes. Then save your scene and restart 3DS Max and voila, the blueprint have a better quality.

The second way is faster . You need to place your blueprints in your scene then go to Views > Show Materials in Viewport As > Hardware Display with Maps



And the blueprints should change instantly without restarting 3DS Max. I hope that this tutorial helped you and if you have any questions or problems please ask on the forum. Don't forget to press the like button and leave a comment.