

3DSMax script for full parallax rendering

April 2019 Update

This procedure describes how to get images from a 3DSMax modelled scene, in order to build a 120° full parallax CHIMERA™ ; this procedure requires a 3DSMax script, available @ www.chimera.holography.com.

- load the object file within 3DSMax
- load the script : <script> <Run Script>
- fill the Camera for cylindrical hologram :
-

xyz offset : coordinates of the center of the hologram

scene scale : zoom in/out (to be set after all other dimensions)

holoplate width/height : dimensions of the images. Scene and objects have to stay within these dimensions to become part of the Chimera™.

Camera distance : distance between camera and Chimera™ plane

Fov camera : field of view, calculated from width and camera distance with a 10% margin

Rotation offset : 210° mandatory

Horizontal Parallax : 120° for a 120° full parallax CHIMERA™

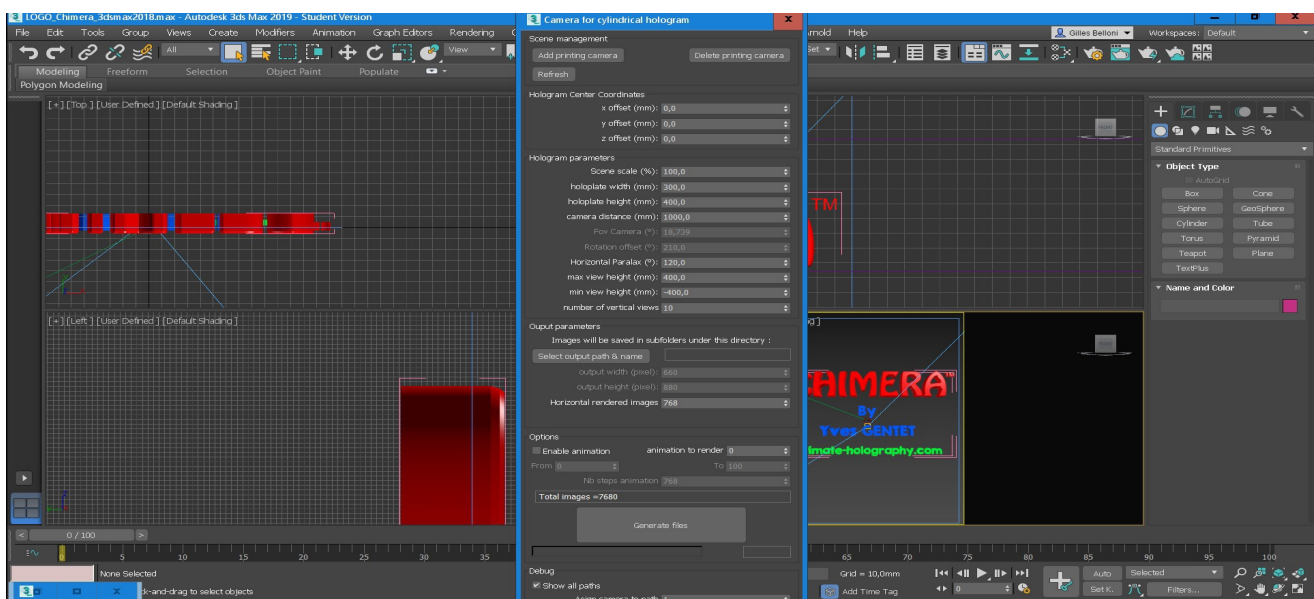
max/min view height : elevation (positive or negative) of the different vertical views of images ; for each elevation, images will be taken along a cylindrical arc. For example for number of vertical views = 10 and horizontal rendered images = 192, 1920 images will be taken with 192 taken from the 10 different elevations ; highest elevation is set by max view height, lowest elevation by min view height.

Number of vertical views : number of different elevations, spread on a regular basis between max and min view height

Select output path & name : name of the directory and files for the images produced by the script. Nota : dimensions are recalculated when Scene scale is set at a different from 100% value.

Output width and height : number of pixels (calculated based on 500 µm hogels)

- generate the images



Camera for cylindrical hologram

Scene management

Add printing camera Delete printing camera

Refresh

Hologram Center Coordinates

x offset (mm): 0,0

y offset (mm): 0,0

z offset (mm): 0,0

Hologram parameters

Scene scale (%): 100,0

holoplate width (mm): 300,0

holoplate height (mm): 400,0

camera distance (mm): 1000,0

Fov Camera (°): 18,739

Rotation offset (°): 210,0

Horizontal Paralax (°): 120,0

max view height (mm): 400,0

min view height (mm): -400,0

number of vertical views 10

Output parameters

Images will be saved in subfolders under this directory :

Select output path & name

output width (pixel): 660

output height (pixel): 880

Horizontal rendered images 768

Options

Enable animation animation to render 0

From 0 To 100

Nb steps animation 768

Total images =7680

Generate files

Debug

Show all paths