

TIBURON GX MODEL EXPORTER

Minimum Requirements:

- Direct X 9
- 3DMAX 6

Features:

- Allows bone exporting straight from 3DMAX without the use of Character Studio
- Allows exporting in Ticks or Keyframes

Conditions required from model in 3DMAX for a successful export:

- There are no special preparations or restrictions when exporting an object to an .X file.
- Multiple objects can be exported into the same file.

Exporting animations:

- The system must use bones.
- Any secondary objects that are not part of the skin modifier must be linked to a corresponding bone. Object to object linking is not available at this time.
- The "animations" option must be selected for the animations to be exported.

Directions for generating a model or animation in Max:

Under the "file" option choose "Export.." In the "Save as type" option at the bottom of the box select the "TiburonGX (*.X)" format. Choose the destination for the file to be saved.

TGXExport options:



Scene:

- Initial frame — This option should be checked for exporting a single initial frame.
- Animation — This option should be checked when exporting an animation. If not selected, the animation will export as a single frame.

Frame Rate:

- Key Frames — File will save the key frames of the animation and allow the viewer to interpolate the increments (ticks) between each key frame.
- Ticks — File will save the ticks of the animation. Ticks are measured at 160 ticks per key frame. File size will be larger.

Coordinate System:

- Select the coordinate system that you used to create the still or animation. Each system uses a different orientation. If viewed using incompatible systems the still or animation may appear mirrored, inverted, or distorted in some form.

Texture paths:

- Include Full File Path — This option should be selected for every scene and animation when intended to be viewed on the computer that the exported asset was created. If the exported asset is to be viewed on another computer, deselect this option but remember to supply all texture files associated with the asset.

Show in Viewer:

- Select this option if you desire to have your exported asset automatically viewable in a selected viewer. You must specify the path to the desired viewer. If this option is not selected the asset will still be exported but you must load the viewer outside of 3DSMAX® to view your exported asset.