

SCRIPTS

MS.01 — Multi Color Schemes

Purpose

Switches to any of various numbered color schemes.

Files

- BS-MultiColorSchemes.mcr

Assumptions

- MultiMaterial IDs are defined.
- SceneStates are defined as 'LS.[*scheme as Mtl-ID*]'.
Note: The original text contains a typo 'Mtl-ID' which has been corrected to 'Mtl-ID'.
- Objects are selected, whose schemes are to be switched.

Notes

Since MS.01's original writing, 3dsMax has "hidden" easy showing of the Scene State Manager. It is buried in an [.ini] file that "remembers" where dialog boxes were last positioned.

For details, see:

[<P:_misc support\ - R&D\3dsMax scripts\MS.01 multi color schemes\Multi Color Scheme - how to get the Manage Scene States window to open correctly.docx>](#).

MS.02 — Color Adjustments

Purpose

Adjust map colors with sliders — superseded with built-in map "Color Correction" functionality.

Files

- BS-ColorAdjustments.mcr

Assumptions

- Object is selected, whose material's color is to be adjusted.

Notes

File is not annotated due to non-use — but file is to be kept for code referencing.

MS.03 — Scene Switcher

Purpose

Switch lighting and camera scenes, as defined with BS standards in in-scene: 'BSsceneSwitcherNote', camera names, and environment settings; then offers to submit to net-render.

Files

- BS-SceneSwitcher.mcr
- BS-SceneSwitcher.ms
- BS-SendToNetRender.ms

Assumptions

- Render output pixel dimensions and vRay settings are set.
- Cameras are selected:
 - None, all camera-scenes will be sent to net-render.
 - One, its scene setting will be set, but nothing sent to net-render.
 - More than one, each camera-scenes will be sent to net-render.
- Non-vRay cameras are selected:
 - User will be required to pick desired cameras.

Notes

BS-SendToNetRender.ms is a great reference point for other scripts in automating sending to net-render.

MS.04 — Multi Material Automater

Purpose

Facilitates stucco color adjustments according to BS standards.

Files

- BS-StuccoColorsAdjustmentAutomater.mcr

Assumptions

- The material to be manipulated came from the BS standard “- medit” library.
- The material to be manipulated is selected in the Material Editor slot.

MS.05 — Spline Divider

Notes

Abandoned – not started.

MS.06 — Layer Manager Folders

Notes

Abandoned – not started.

MS.07 — Material Editor

Notes

Abandoned – not started.

MS.08 — Irradiance Maps Off [On]

Purpose

For animation, turn off [on] the irradiance map option for V-RayMaterials, for all scene and slot materials.

Files

- BS-IrrMapOff.mcr
- BS-IrrMapOff.ms
- BS-IrrMapOn.mcr
- BS-IrrMapOn.ms

Assumptions

It is desired that ALL scene and slot materials have their Irradiance Map disabled.

Notes

The “On” script is not associated with a button, but is accessible from the same directory.

MS.09 — Instance Modifiers

Purpose

Create an object copy-clone, with the Modifiers instanced.

Files

- BS-InstanceModifiers.mcr

Assumptions

No further modifiers will be added to the “parent” that the new “orphan” should take-on.

Notes

The new “orphan” must oddly be drug away from “parent” even though it can’t be “seen.”

MS.10 — Proxies On [Off]

Purpose

Turn on [off] proxies, for relevant objects in selection.

Files

- BS-ProxiesOn.mcr
- BS-ProxiesOn.mcr

Assumptions

None.

Notes

The “off” version was handled separately later, but not given a separate project folder.

MS.11 — Walk Modifier Stack

Purpose

The “walkStack” script cycles through modifiers (or base-object).

The “walkSubObj” script cycles through modifier (or base-object) sub-object levels -- and back to the top (out of the sub-object levels).

Files

- ms.11_walkSubObj.mcr
- ms.11_walkStack.mcr

Assumptions

There are modifiers in the stack.

Notes

Tied to a keyboard shortcut, not a button.

MS.12 — Select What Camera Sees

Purpose

Snap-shot selection of what a camera sees – excluding wholly occluded objects.

Files

- BS-SelectWhatCamSees.mcr

Assumptions

Camera view is maximized, and all desired layers are on and thawed as needed.

Notes

See reference material in script's folder.

Abandoned – significant research and testing done. Tests proved performance of methodology was too inefficient to warrant use.

MS.13 — Prepare Animation Settings

Purpose

Prepare scene for animation by manipulating vRay settings.

Files

- BS-PrepForAnim.mcr

Assumptions

[to be determined through further guidance]

Notes

Abandoned – started with vRay light settings, which is completed.

Needs further guidance to complete whole.

MS.14 — Save Render Elements

Purpose

Automate output of vRay Render Elements, based on File Output under Common in Render dialog.

Files

- BS-GetVRayRendElemPathAndName.mcr
- [*deprecated*] GetVRayRendElemPathAndName.ms

Assumptions

The desired output path (and related checkbox) has already be set under the Common tab in the Render dialog, such that it can be copied to the vRay render output file under Frame Buffer settings.

Notes

Often forgotten even though it has a button, but remains useful if remembered.

MS.15 — Toon Render

Purpose

Net-render edges with white (non-shaded) surfaces, and transparent background, for multiply-blend layering in Photoshop'd Water Color post-effects.

Files

- BS-ToonRender.mcr
- BS-ToonRender.ms

Assumptions

- Asks if is an Exterior scene: if not, asks what pixel width to set lines.

Notes

*Backburner Manager's IP Address must manually be updated at
m.connect #manual "192.168.0.32" port:3234*

MS.16 — MacroScript Buttons

Purpose

[NOT A SCRIPT]

Create buttons for BS scripts.

Notes

See buttons section above.

MS.17 — Proxies Off

Notes

See MS.10 Proxies On above.

MS.18 — Walk Sub-Objects

Notes

See MS.11 Walk Modifier Stack above.

MS.19 — Random Rotate and Scale

Purpose

Randomly rotate each selected object on its Z, then uniformly scale +/- 10% from pivot.

Files

- BS-RandRotateAndScale.mcr
- BS-RandRotScale.ms

Assumptions

Objects to be rotated and scaled, have their desired pivots set, and are already selected. No other objects are selected.

Notes

Group children will not be individually affected, the group "dummy" container will be.

MS.20 — VRay Frame

Purpose

Send vRay frame-buffer image to printer.

Files

- exposedVrayData_possibleAccessToInProgressRenderVrayFrameBuffer.txt

Assumptions

An image exists in the frame-buffer.

Notes

Abandoned due to complexity of access to print functionality, compared to the benefit of the feature.

MS.21 — Use Interp Off All Materials

Purpose

Turn of "Use Interpolation" for both refraction and reflection for all scene materials.

Files

- BS-UseInterpOffAllMtls.ms

Assumptions

All vRay materials are desired to have their refraction and reflection "use interpolation" turned off.

Notes

Not a button.

MS.22 — Instance Selected Objects

Purpose

Instance selected objects as new 'slaves' of a 'master' object.

Files

- BS-InstanceSelectedObjects.mcr
- BS-InstanceSelectedObjects.ms

Assumptions

Select 'slaves' first, then the 'master'.

Notes

This may take a while with large sets – in which case, it is recommended to run on smaller sets of objects.

MS.23 — Instance Same Material Names

Purpose

All materials of same name will be made instances.

Files

- BS-InstanceSameMtlName.mcr
- BS-InstSmMtlNm.ms

Assumptions

All scene materials are to be processed.

Notes

A .csv file will be output, in case of mid-script failure.

MS.24 — Viewport Maps Off / On

Purpose

Turn off/on the viewport display of textures, for all scene and slot materials.

Files

- BS-ViewMapOff.mcr
- BS-ViewMapOff.ms
- BS-ViewMapOn.mcr
- BS-ViewMapOn.ms

Assumptions

All materials are desired to have their maps' display in the view port be off/on.

Notes

There is no user-intent verification.

MS.25 — VRay Render Presets

Purpose

Sets basic VRay render settings for targeted output resolutions, but does not get, nor set, the resolution.

Files

- BS-vrRenderPresets_MASTER.ms
- BS-vrRenderPresets_1.ms
- BS-vrRenderPresets_2.ms
- BS-vrRenderPresets_3.ms
- BS-vrRenderPresets_4.ms
- BS-vrRenderPresets_5.ms
- BS-vrRenderPresets_5.ms

Assumptions

User is familiar with settings being changed, and the desired resolution is set, and is compatible with the chosen preset.

Notes

There are relevant .mcr files that relate to the .ms files. The MASTER is the same as each of the #'s except the #'s define the array-indexed setting to be used, at the bottom of the script file: doPreset #.

MS.26 — Set Distributed Render Group A

Purpose

Sets the vRay Distributed Render “group” to ODD machines.

Files

- BS-SetDRgroupA.mcr

Assumptions

“Server” nodes (non-workstation nodes) are named S##, and workstation nodes are named W##. User has write-access to the 3dsMax plugcfg folder. Run (getDir #plugcfg) in the MaxScript Listener to get the plugcfg folder path.

Notes

Actual setting, in order to work with net-render submitted jobs, per vRay functionality, is defined in the vray_dr.cfg file, under the 3dsMax plugcfg folder.

MS.27 — Set Distributed Render Group B

Notes

See MS.26 above.

MS.28 — Clear 3ds Max Memory

Purpose

Various simplistic memory clean-up functions.

Files

- BS-ClearMem.mcr
- BS-ClearMem.ms

Assumptions

None.

Notes

See .ms for source references.

MS.29 — Set Distributed Render Slaves

Notes

See MS.26 above.

MS.30 — Prepare New File For Multi Color Schemes

Purpose

This was an attempt to automate a new Color Scheme file from an existing, in order to reduce the time in file prep for color and geometry changes, as well as maintain the rendering, lighting, and layer settings.

Files

- ms30_prepForMultiColorSchemes.ms
 - *P:_misc support\ - R&D\3dsMax scripts\MS.30 prep New File for Multi Color Schemes\MS.30 scripts*

Assumptions

A Multi Color scheme project has base geometry and site geometry prepared; as well as: rendering, lighting, and layer settings prepared to the point that a new Color Scheme is ready to be started.

Notes

3dsMax had changes (after the initiating of this script) to the Manage Scene States functionality that interfered with our Multi Color Schemes script – to the point that this script was abandoned.

MS.31 — Proxy Repath

Purpose

Re-path Proxies, based on the “bad” path, conforming to targeted path.

Files

- BS-RepathProxies.ms

Assumptions

Only “08_GROUPS” “SITE groups” are targeted at this time.

Notes

Not associated with a button.

Can be augmented for other scenarios.

MS.32 — Isolate Zero-Vert Objects

Purpose

“Empty” objects cause rendering and modeling problems. This script finds them and enters “isolate selection” mode, in order for users to determine appropriate action.

Files

- BS-IsoEmptyObjs.ms

Assumptions

Some otherwise confounding problem exists in rendering or modeling.

Notes

Not associated with a button.

MS.33 — V-Ray Xref Repath

Notes

See MS.31 above – was intended for Xref functionality, similar to proxy re-pathing. Abandoned for other priorities.

MS.34 — Auto Low-Poly Bake

Purpose

Take existing high-poly Studio standard models, and from them, auto-generate low-poly geometry – baking lighting and color information into diffuse maps, and normal information into bump-normal maps. The resultant model should be mostly ready for importing into Unity3D. Artist attention required.

Files

- **BS-AutoBakeInAutoSets.mcr**
- BS-CollectSetsAndBake.ms
- BS-GetObjSetBasedOnVertsRatio.ms
- BS-BakeSets.ms
- BS-HP2LP_forBake.ms

Assumptions

There are no “empty” meshes, and the scene is prepared as it intends to be taken into Unity3D.

Notes

While highly automated, this is still a relatively hands-on script.

MS.35 — Reflect Color Only

Purpose

Set all V-Ray materials in scene to 'reflection affects'='Color Only'

Files

- BS-RefIChColorOnly.mcr
- BS-RefIChColorOnly.ms

Assumptions

None.

Notes

This can be augmented (as it is currently written) to set all V-Ray materials to the other options.

MS.36 — Batch Prepare New Library Collection

Purpose

Starting from compressed source folders, extract contents, then ask user where various folders are located, and process them for Studio standard library items with proper layers, view-focus, and proxy processing.

Files

- BS-BatchPrepColl.ms
- BS-DecompressFileAndGetDecompressedDirectoryName.ms
- ExtractFiles__PassIn_SourceDirAndFileNameAndDestDir.bat
- ExtractFiles__PassIn_SourceDirAndFileName.bat
- bitmapCollector.ms
 - *This one is a "built-in" file.*

Assumptions

The needed files are all in a .zip file.

Notes

This is a complex series of scripts, including DOS .bat scripts that use 7zip.

MS.37 — Rename Renders

Purpose

Conforms V-Ray output renders, with studio standards.

Files

- ms37_renameRenders.ms

Assumptions

May be used on its own, but intended to be called by other scripts.

Notes

Not associated with a button.

MS.## — A S D F

Purpose

Asdf

Files

- asdf

Assumptions

asdf

Notes

Asdf