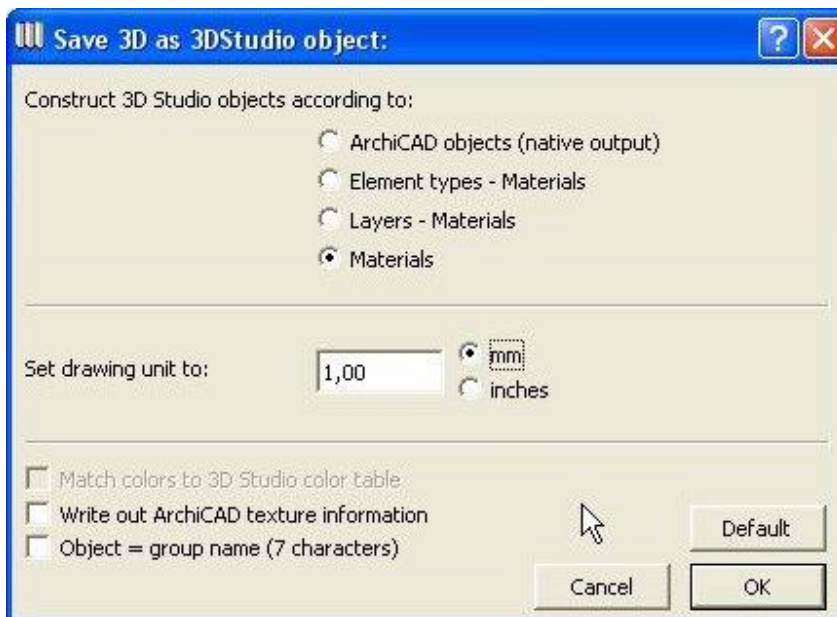


myVR Knowledge Base Article #003

How to achieve the best results when exporting from Graphisoft ArchiCAD to Autodesk 3D Studio Max for publishing to myVR for interactive 3D streaming.

ArchiCAD is capable of exporting directly to the .3ds format (old 3d Studio format), however there are a few limitations and settings that are very important to be aware of in order to achieve an optimal result for publishing to the myVR interactive streaming solution.



Screenshot of recommended setting for 3ds export from ArchiCAD:

Limitations:
The 3ds file format is rather old and is limited to a maximum of 65000 vertices or faces per unique object. This is usually not a problem, but make sure you're aware of this limitation.

Important settings:

To achieve a good result, when exporting, you should use settings that limit the number of unique objects to a more reasonable number. With a reasonable number we typically mean something in the order of 100-3000. The reason for this is that an extremely large number (say for instance 30000) of separate objects does not perform very well for real time rendering. Please note that it does not help to group objects together as this only creates more objects e.g. the original objects + the group object.

To limit the number of objects, you can use the option to create 3ds objects by materials. This means that you have to apply materials to your model in a way that results in a reasonable number of objects in 3d studio. Creating objects by materials also makes it very easy to adjust the materials in 3d studio after importing the model. Finally, please make sure that the drawing unit is set to the correct model unit scale