Subject: 3ds max and gmax question
Posted by Anonymous on Sat, 15 Feb 2003 22:53:00 GMT
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I hope this isn't too confusing. I took this from the gmax help file from Discreet. 3ds max 4(first X) gmax(second X)   Modeling Primitive Objects x x (except Pyramid) Extended Primitives x   Patch Modeling x x Surface Tools x x Spline Tools x x (except Section) Editable Mesh x x Editable Poly x x Editable Spline x x Lattice Deformations (FFDs) x x NURBS Modeling x   Loft Objects x x Boolean Objects x x ShapeMerge Objects x x Morph Objects x x Connect Objects x x Conform Objects x   Scatter Objects x   Terrain Objects x   Mesher Objects x   Animation   Track View x x Track Bar x x Time Slider x x Animate Button x x VCR Playback Controls x x Function Curve Editing x x Constraints x x Interactive IK x x Applied IK x x HI IK Solver x   HD IK Solver x   IK Limb Solver x x Dynamics x   Particles x   Space Warps x   Schematic View x   User Interface   Customizable UI x x MAXScript Recordable Tools   x x Tab Panel x x (off by default) Viewport Backgrounds x x (no animated backgrounds) Keyboard Shortcuts x x Materials   Texture Mapping x x Self-illumination Mapping x x Opacity Mapping x x Bump Mapping x x Multi/sub-object Materials x x Glossiness Mapping x x Shaders x x Reflection Mapping x   Raytrace Materials x x Displacement Mapping x   Drag and Drop Textures x x Material Libraries x x Effects Production   Environment Mapping x   Atmospherics x   Particles x   Rendering and Compositing   Render to Still Image x   Render to Animation x   Video Post x   Lights and Cameras   Omni Lights x x Spotlights x x Shadow Casting x x Direct Lights x x Target Cameras x x Free Cameras x x Camera Rendering   Save .max Files x   Save .gmax Files   x Selection Modifiers x x Patch/Spline Editing Modifiers x x Mesh Editing Modifiers x x Animation Modifiers x x UV Coordinates x x (no Camera map) Subdivision Surfaces x x (MeshSmooth only) Free-Form Deformers x x Parametric Deformers x x (not all included) Surface x x (material only) NURBS Editing x   Systems   Bones x x Ring Array x x Sunlight x   Utilities   Asset Browser x x File Finder x x Resource Collector x x Assign Vertex Colors x x UVW Remove x x Map Path Editor x x Reset Transform x x Follow/Bank x x Polygon Counter x x MAXScript x x Visual MAXScript x x Camera Tracker x   Camera Match x   Motion Capture x   Rescale World Units x   Collapse x   Other Utilities x [February 15, 2003, 23:00: Message edited by: jordybear]