



YULIO

# USING YULIO WITH 3DS MAX



3DS MAX®

USER GUIDE

# USING YULIO WITH 3DS MAX

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If you currently use 3DS Max to generate 3D renders, you can use it to create monoscopic or stereoscopic cubemaps to author your Yulio Virtual Reality projects. Monoscopic scenes take less time to render, and may be of high enough quality in scenes without close up objects. This will save you rendering time.

To follow this method, you will need:

- Yulio supports 3DS Max 2015, 2016, 2017 and 2018.
- V-Ray for 3DS Max - version 3.20.02 or higher

## IN THIS SECTION

- Downloading and Installing the 3DS Max Plugin
- Configuring plugin
- Authoring your scene
- Configuring and rendering



3DS MAX®

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## DOWNLOAD THE YULIO 3DS MAX PLUGIN

Download and install the Yulio 3DS Max plugin from our CAD plugins page

<http://yulio.com/plugin/download/>

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## CONFIGURE YULIO FOR 3DS MAX BUTTON IN UTILITIES MENU

- In the Utilities menu, find the **Configure Button Sets** icon.
- The Configure Button Sets dialog will open. On the right, choose which button you'd like to set and then find **Yulio for 3DS Max** in the list on the left side.
- Double click Yulio for 3DS Max and select **OK**.
- You can use this button to launch the Yulio plugin.



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## AUTHOR YOUR SCENE IN 3DS MAX

- Author and prepare your scene for rendering. Double check your camera positioning and lighting to make sure that your scene is optimized for virtual reality.
- You will need to select a render engine in your 3DS Max render setup and Yulio will use your selection - Default Scanline Renderer, Mental Ray, VRay.

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## RENDER CONFIGURATION

- Open the Render Setup dialog in 3DS Max and ensure that the desired renderer is set. The plugin will use that renderer set to create the cubemaps..

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## BEGIN RENDERING WITH YULIO FOR 3DS MAX PLUGIN

- Select the newly configured **Yulio for 3DS Max** button in the Utilities menu.
- Yulio for 3DS Max will expand within the panel.
- Click **Generate** to start the rendering process and follow these steps:
  - Select folder to save cubemaps once complete
  - Select scenes to render
- Wait for processing to be complete.

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## RENDERING IS COMPLETE!

- You'll be notified once the processing is complete. You can then find the cubemap .jpg(s) in the folder location you selected previously. There will be one cubemap for each scene you selected.
- Prepare to Upload:
  - Upload your cubemaps to Yulio.com by going to the Projects page and then click on the + Create Project button.
  - Create a new VR project with your cubemaps, or drag and drop them into an existing VR project.





