

## CREATING 3D FILES FOR QUANTUM4D

This one pager gives instructions on how to create .3Ds and/or .obj files for Quantum4D using 3D Studio Max.

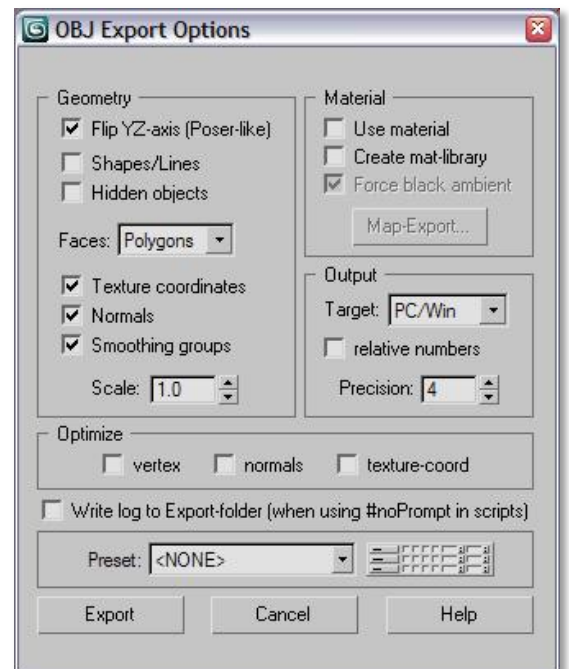
### Overview

For 3DS MAX export, we recommend versions MAX 9 and newer, because these export OBJ files include smoothing groups that are compatible with Quantum 4D. Older versions will not display correctly.

Quantum 4D will import 3DS files; however we advise using OBJ file format because it will convert scale accurately.

### 3D Studio Max

1. Before your export, be sure that your geometry is made up of proper triangles and quad polygons, and that the face normals are pointed in the correct direction.
2. With your model open in 3DS MAX (using generic units as the world unit), scale your objects (using uniform scale) so that they now fit within a 2 x 2 unit square, centered on the 0,0,0 axis, and be sure that it is oriented towards the FRONT viewport and that you are working in the FRONT viewport.
3. Now select your objects and go to UTILITIES tab, and click “Reset XForm”, then click the “Reset Selected” button which appears. Now right-click on your selected objects in the viewport and choose “convert to Editable Mesh” from the popup menu.
4. Whether your scene is only one object, or several objects, select all your objects and click the HIERARCHY tab on the interface, then click the AFFECT PIVOT ONLY button. The button will now be blue, and you can go to the bottom of the interface framing and type in 0,0,0 for the XYZ coordinates respectively. Be sure that the mode of the type-in is set to “Absolute Mode Transfer Type-In”.
5. All your objects should now have their local pivot points centered to the world, and you can re-click the “Affect Pivot Only” button to de-activate this mode.
6. Now proceed to export using File>Export, then choose OBJ, and be sure that “Flip YZ-axis” is checked, as well as “Normals” and “Smoothing groups”. Scale 1.0 should work fine, as well as Faces set to “Polygons”. All the other options are not necessary.



### Quantum4D

Choose “Import” from the Data main menu item and then select the file you created from the above process. The model should now be available to map in Quantum4D.