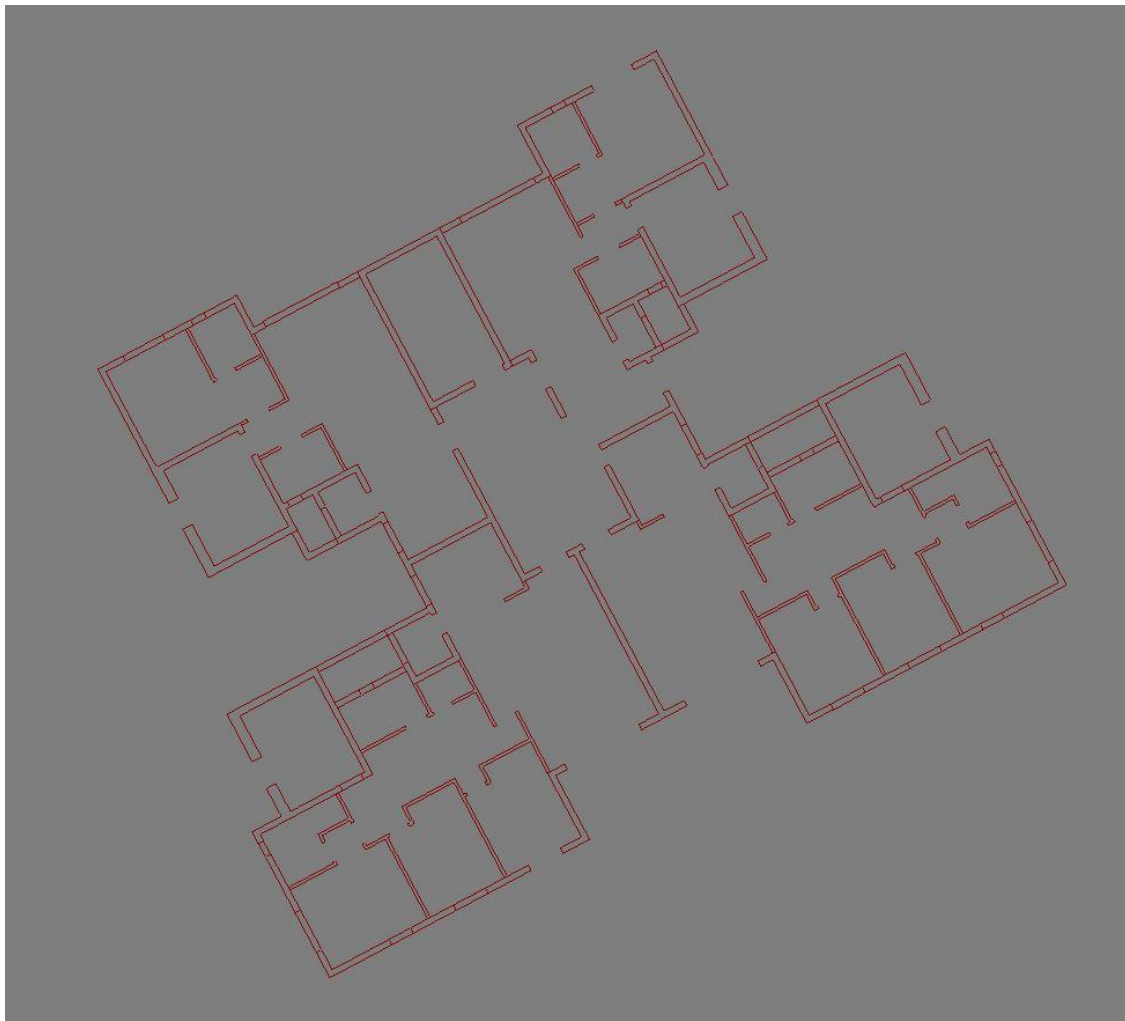


Script for 3ds max



In 3D visualisation, clients provide drawings they've created as an architectural plan in mind.

Their drawings have, among other things, imprecisions, unclosed shapes, duplicate or overlapping lines, etc...

Those doesn't matters to the architect. For that reason, in order to create a 3d model and produce images correctly we have to draw them from scratch, using the architect's drawing as a reference.

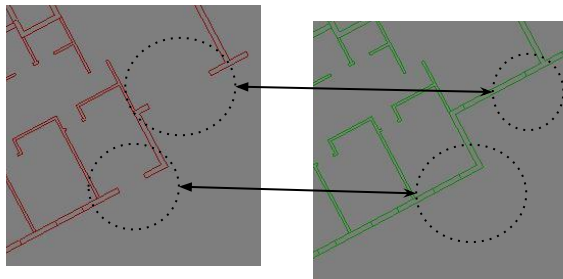
This script, generate correct shapes for walls, windows and doors openings, floors, and the whole floor contour, after correcting imprecisions.

The script is written in python 2.7 and the calculations are made without libraries.

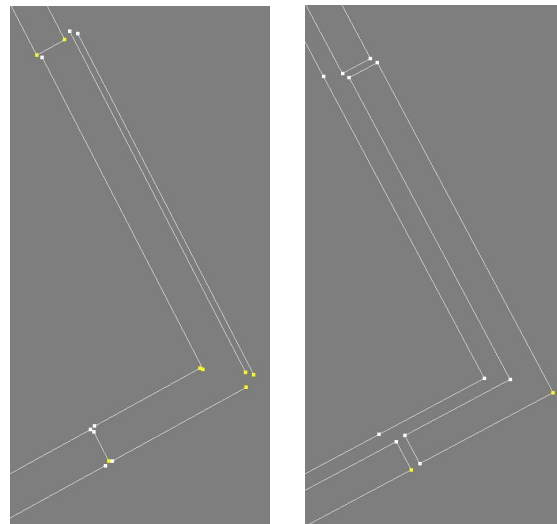
The drawing on the left took 2 seconds with a pentium i5 3570 3.4 ghz and 4 gb ram

Examples:

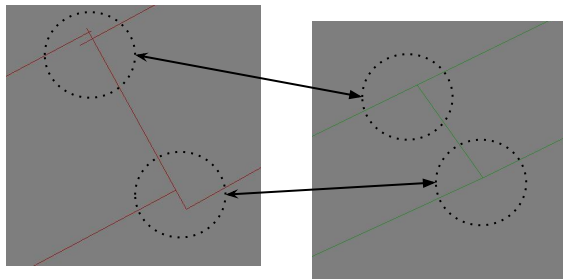
Openings have been closed
with new spline.



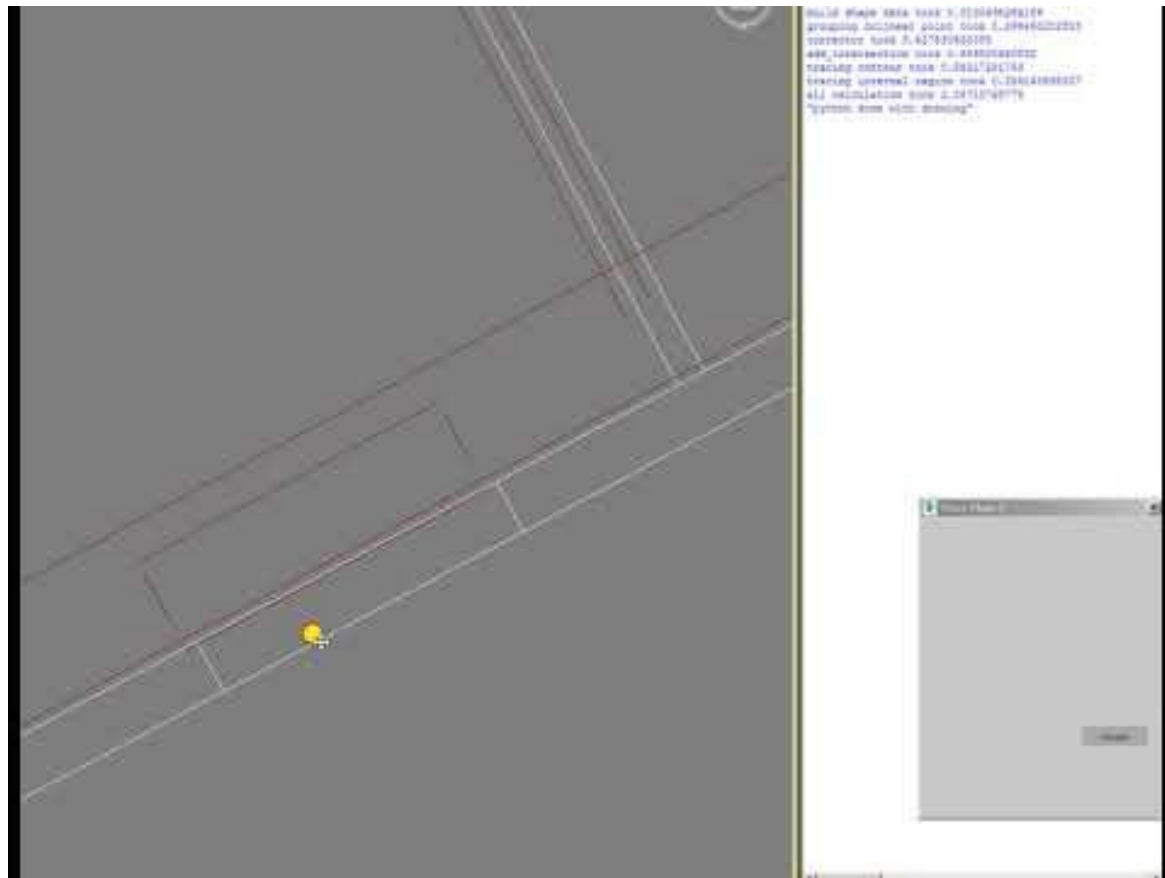
Related lines have been turned
into geometric regions.



Imprecisions have been
corrected.



Demo video



current limitation:

- result are z planar
- curved spline are not supported,
also you can apply a normalize spline modifier or divide the curves.
- window, door and other symbol must be hidden,
splines will be created for windows / doors by guessing walls openings.

some parameters should be tweaked, among other max_wall_width, max_bridge_size (max opening width),...

the idea is to take it further, with an ui that would allow to easily apply wall / window / door / floor preset

Floor Tracer is written for 3ds Max 2018

To launch the application:

Update path to reflect path to directory

3ds Max rollout \maxscript\floorTracer.ms