3DS Max Scene Export Tool

3DS Max Scene Export Tool

Troy Buckley --- Document Ver: 1.0 Date: 5/24/22

Tool Function:

- This tool will select each main folder in the layer manager within 3DS Max, and export a datasmith file based on this selection. This includes a material library export since it will already have it's own layer for importing the materials into UE. This script will allow for a single Max file to be used to export each area including materials in one go.

Core Functionality:

- Select all objects on layer
- Nimble Setup: Define export file name
- Nimble Setup: Define export folder
- Export Datasmith file
- Repeat above steps for each root layer

Script Details:

- Select all the children within a root level folder from the layer manager
    - *See diagram below for example layer structure*
    - *NOTE: Select all objects and sub-layers within each main level layer.*
        - *E.g.: Select Bathroom Layer, R-Click, Select All Children*
- Export the selection out as a datasmith file
    - *See diagram below for the correct settings for exporting the datasmith files*
- Allow artist to choose the folder for the datasmith files to export.

Diagrams:

- Real project folder structure:
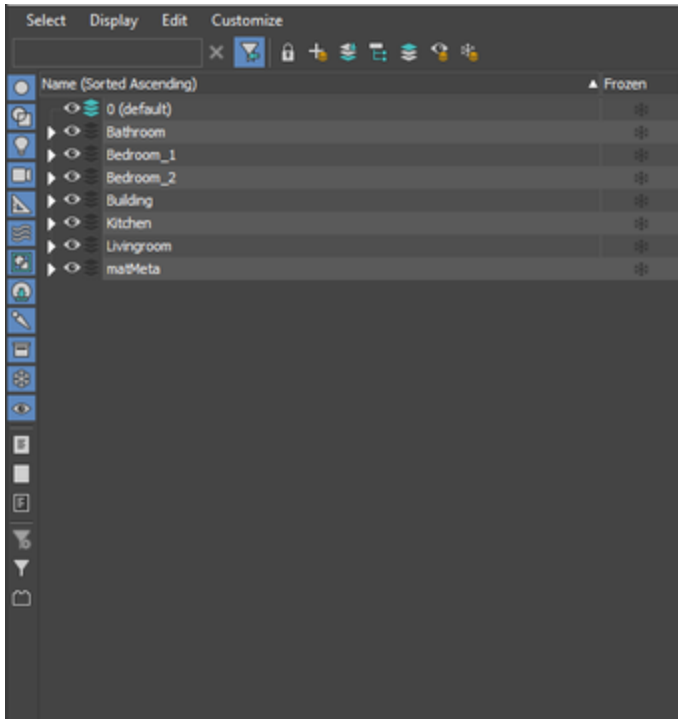
- Datasmith Export options:
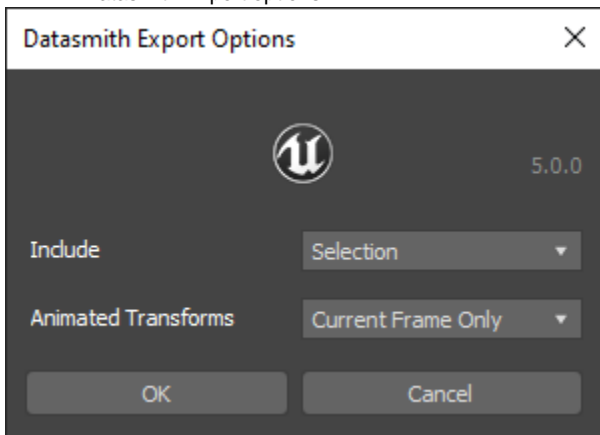
Future enhancements:

- With a proper directory structure in place, script will be able to determine the project the Max file is within, and then automatically setup the datasmith export file path.