NB: The 4 demonstration scenes have been done with the default 3DSMax fbx exporter. Unfortunately, it doesn’t export vertex colors. To take advantage of vertex colors, you will need to export them from the original .max file contained in the [..]/ZippedOriginalMaxFiles directory.

**Boat Studio:**

The studio is at the bow of a boat. Sea in the background.

Showed in Scn\_Showcase\_BoatStudio

**Forest Studio:**

The studio is set in a green forest.

Showed in Scn\_Showcase\_ForestStudio

**Palm Studio:**

The studio is located somewhere exotic with palms and a pool.

Showed in Scn\_Showcase\_PalmStudio

**Sea(side) Studio:**

The studio is located oceanfront.

Showed in Scn\_Showcase\_SeaStudio

**Nomenclature and directories**

[..]/Scripts contains:

* **C# script**, maxCamera, allowing a 3DS Max like interface/camera (used in all scenes)

**Wheel:** Zoom back and forth

**Middle button + Mouse move:** Pan

**Alt + Middle button + Mouse move:** Rotate view

[..]/ZippedOriginalMaxFiles contains 4 .zip files, 1 for each .max original file.

As explained above, the default 3DSMax fbx exporter doesn’t export vertex colors. So you would need those .max files to be able to show the vertex color in your game or application.

[..]/3DMeshes contains all fbx files, all materials and all corresponding textures.