Tutorial: Export data from Boujou 3 to 3D Studio MAX

Open Boujou 3, Click the Wizard button, and walk through the steps

• Choose at the "Setting Interlace Type" dialog for "Yes, use all fields, lower field first".

At the last dialog, "Export Camera", set *scale* to **10**, this way the exported boujou scene will appear in a normal size in 3d studio max.

3D Studio Max

Now 3dsmax has to be configured to work with a PAL file. At the bottom right of your screen, click the "Time Configuration" button, and set the Frame Rate to PAL.

Time Configuration	?×
Frame Rate NTSC C Film PAL C Custom FPS: 30 C MM:SS:TICKS	OK Cancel
Playback Image: Real Time Image: Active Viewport Only Speed: ○ 1/4x ○ Speed: ○ 1/4x ○ Direction: Image: Orgonal of the point o	
Animation Start Time: 0 End Time: 83 Re-scale Time Current Time: 0 Current Ti	
Key Steps ✓ Use TrackBar ✓ Selected Objects Only ✓ Position ✓ Rotation ✓ Scale	
50 55 60 65 70	75 80
Z: Grid = 10,0 Auto Add Time Tag Set	o Key Selected

Now go to the Render dialog(F10), and choose "PAL D-1 (video)" at the Output Size. Check the "*Render to Fields*" box. This means the video will be exported "Interlaced"...

🜀 Render Scene: Default Scanline Renderer 📃 🔲 🗙			
Render Elements Raytracer Advanced Lighting			
Common Renderer			
Common Parameters			
Time Output			
Single Every Nth Frame: 1			
C Active Time Segment: 0 To 83			
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File Number Base: 0			
© Frames [1,3,5-12			
C Output Size			
PAL D-1 (video) Aperture Width(mm): 20,120			
Width: 720 \$ 720x576 180x144			
Height: 576 240x192 480x384			
Image Aspect: 1,33333 Pixel Aspect: 1,06667			
_ Options			
Atmospherics 🗖 Render Hidden Geometry			
🔽 Effects 👘 Area Lights/Shadows as Points			
✓ Displacement ✓ Force 2-Sided			
🔽 Video Color Check 🔲 Super Black			
Render to Fields			
CAdvanced Lighting			
Use Advanced Lighting			
Compute Advanced Lighting when Required			

3dsmax is now ready to load the tracking data from Boujou. Go to the *Utilities* tab --> *MAXScript* --> *Run Script*, and "Run" the *.ms file you just exported from Boujou.

Right now the timeline in 3Dstudiomax contains 2 times as much frames as the original video. This is because each frame is build out of 2 fields. The even and odd fields. This needs to be rescaled, wich goes as follows:

At the bottom right of your screen, click again the "Time Configuration" button. Click "Re-scale Time", and reduce the "Length" by 2. In my case the video is 298 frames long, so i'll change it to "<u>149</u>", and click OK.

Perspective		Time Configuration		<u>?</u> ×	New
Re-scale Time Current: Start Time: 0 End Time: 298 Length: 298 Frame Count: 299 New: Start Time: 198 End Time: 298 Length: 298 Frame Count: 299 Frame Count: 299	OK Cancel	Frame Rate ○ NTSC ○ Film ● PAL ○ Custon FPS: 25 Playback ▼ Real Time ▼ Act Speed: ○ 1/4x ○ Direction: ● Forward Animation Start Time: 0 End Time: 298 ■ Re-scale Time Key Steps ▼ Use TrackBar ▼ Selected Objects 0 ▼ Position ▼ Rotat	Time Display Frames SMPTE FRAME:TICKS MM:SS:TICKS ive Viewport Only IV Loop 1/2x ● 1x ● 2x ● 4x Reverse ● Ping-Pong Length: 298 ↓ Frame Count: 299 ↓ Current Time: 0 ↓ Number Of the second secon	OK Cancel	Oper Run Uti /ert to r
I,20 1,40 1,50 € • ×: Y:	180 200 Z: Grid Add	220 240 d = 10,0 d Time Tag	250 280 Juto Key Selected 💌 Set Key Key Filters		

Now it's time to load the video. Click the Perspective viewport, and press "C". Now you activated the camera view.

To set your source video as background, go to "Views" --> "Viewport Background". Click the "Files" button, select your video, and copy the following settings:

Viewport Background	<u>?</u> ×
Background Source	
Files Devices	Use Environment Background
Current: C:\tracktest_150frame	es.avi
Animation Synchronization	
Use Frame 🚺 🛨 To	149 🔹 Step 1
Start at 🛛 🗧	Sync Start to Frame 🛛 🗧
Start Processing	End Processing
Blank Before Start	Blank After End
C Hold Before Start	C Hold After End
	C Loop After End
Aspect Ratio	Display Background
Match Viewport	Lock Zoom/Pan
C Match Bitmap	Animate Background
Match Bendering Output	Apply Source and Display to
	C All Views @ Active Only
Viewport: Camera_1	OK Cancel

Graph Editors Rendering Customiz	e <u>M</u> AXScript <u>H</u> elp		
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Now choose "Rendering" --> "Environment", and select the video as the "Environment Map":

If you would add some "Geometry" now, and render a testvideo, the 3d test objects would shake a little. This is because 3D studio max renders the video from **frame 1**, while Boujou starts the camera from **frame 0**. Here is the solution:

- Select Camera_1
- Select all keyframes in the Timeline
- Move al frames 1 frame to the right:

<	0 / 149	>		
 +		70000000000000000000000000000000000000		ΠP
		1 Camera Selected	≙	E
		(Moving key(s) from 12 to 13 (1)		

Now you should be able to export a succesful test video!

Comments or suggestion? --> pimroes (at) Gmail _dot_ com