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

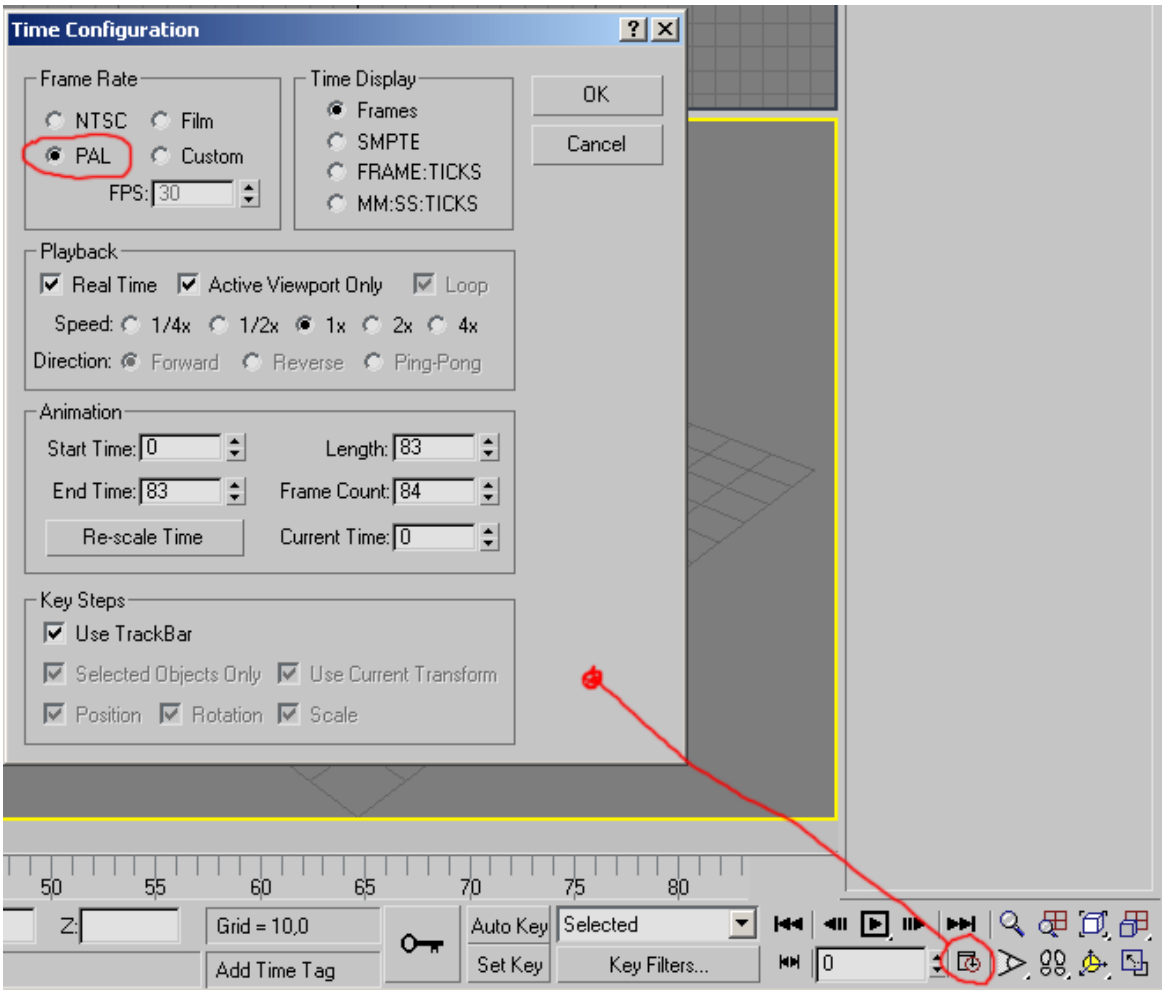
Open Boujou 3, Click the Wizard button, and walk through the steps

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

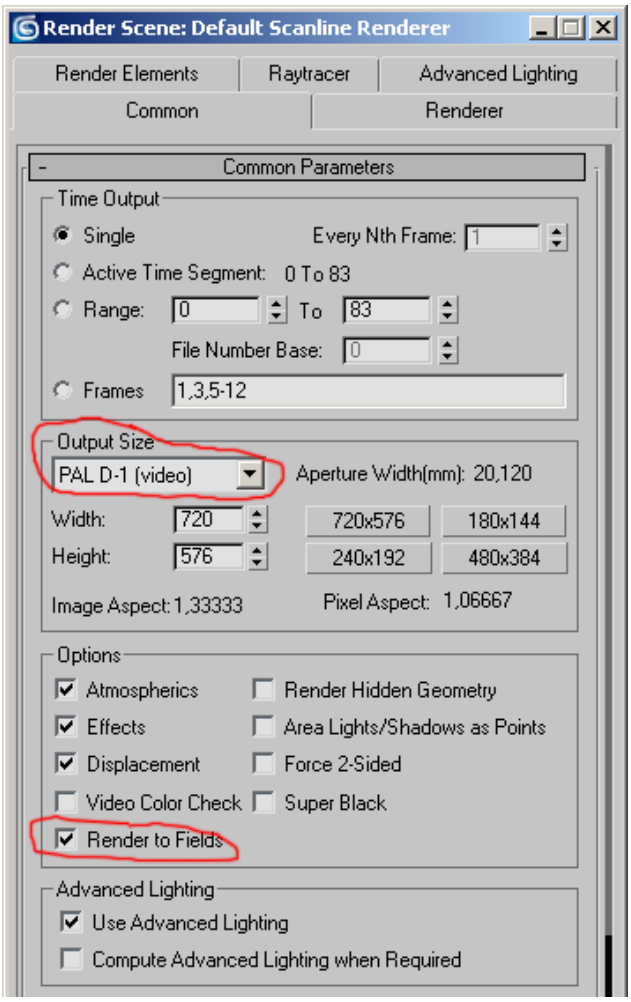
At the last dialog, "Export Camera", set *scale* to **10**, this way the exported boujou scene will appear in a normal size in 3d studio max.

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.



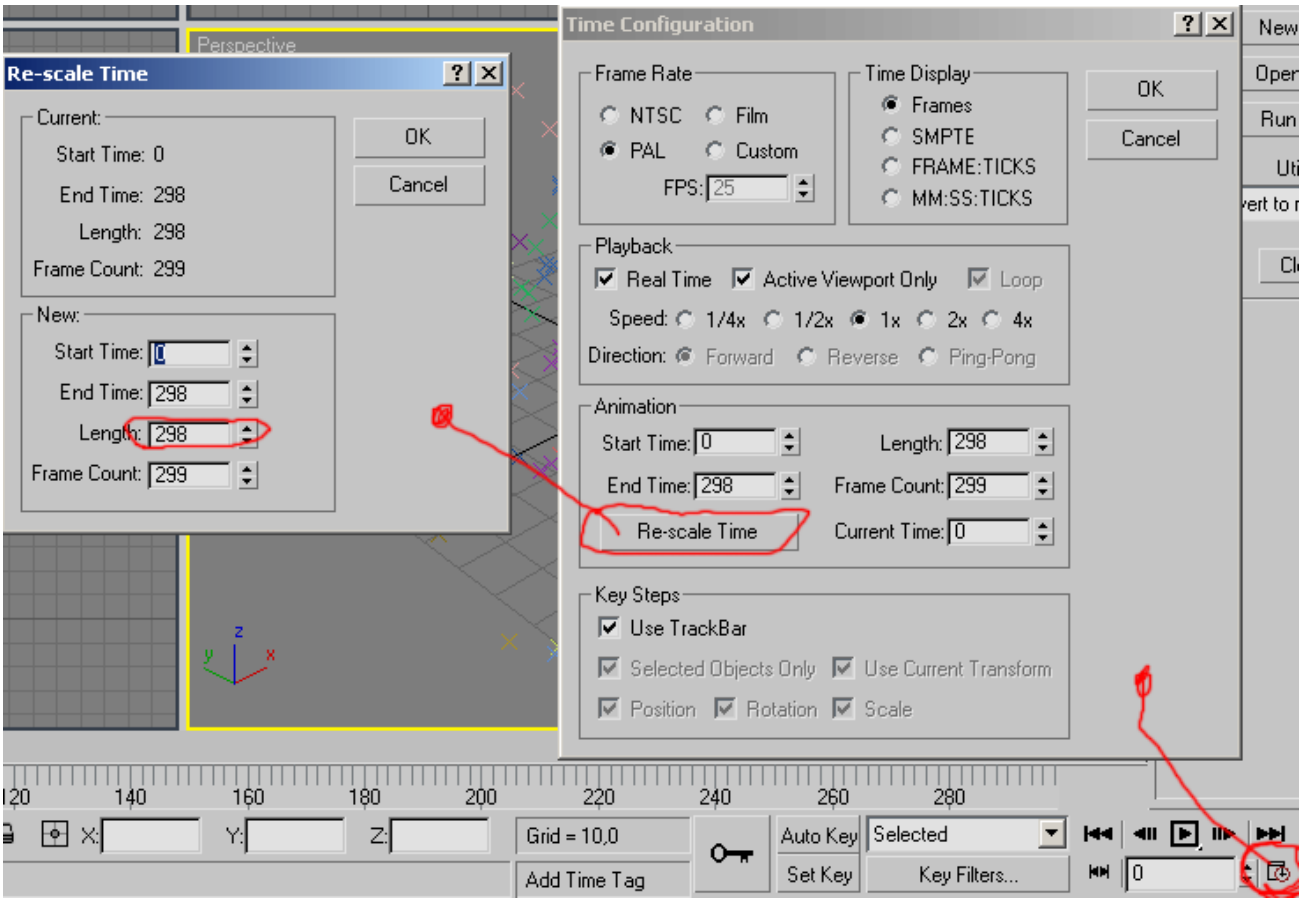
Now go to the Render dialog(F10), and choose "PAL D-1 (video)" at the Output Size. Check the "*Render to Fields*" box. This means the video will be exported "Interlaced"..



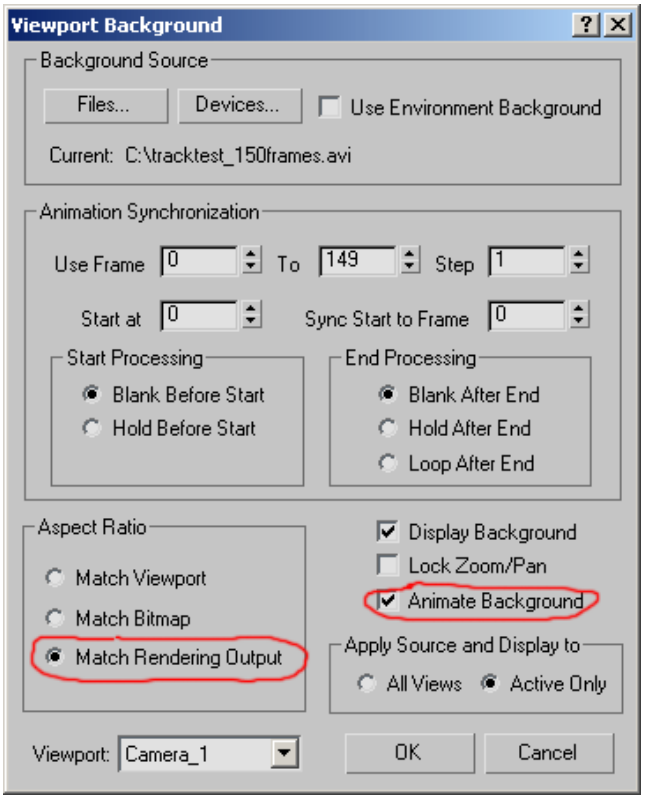
3dsmax is now ready to load the tracking data from Boujou.
Go to the *Utilities* tab --> *MAXScript* --> *Run Script*, and "Run" the *.ms file you just exported from Boujou.

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:

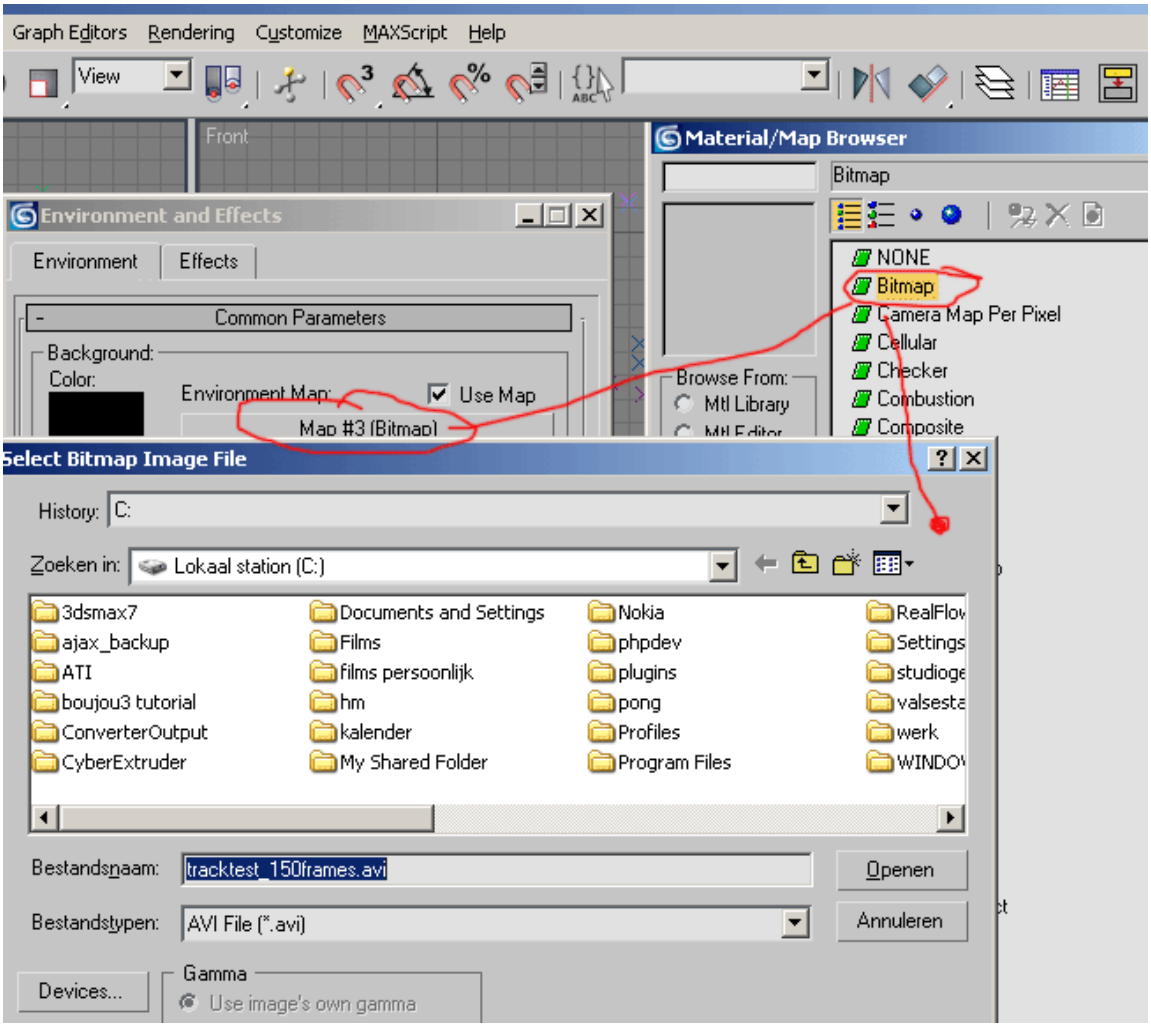
At the bottom right of your screen, click again the "Time Configuration" button. Click "Re-scale Time", and reduce the "Length" by 2. In my case the video is 298 frames long, so i'll change it to "149", and click OK.



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:

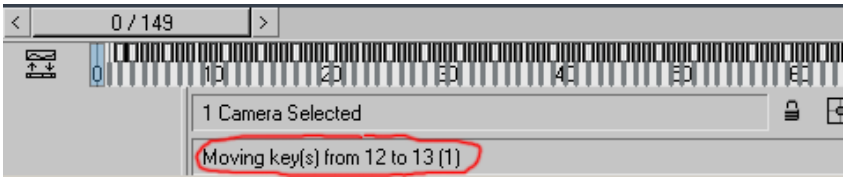


Now choose "Rendering" --> "Environment", and select the video as the "Environment Map":



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:



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

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