
3DS MAX Render2Texture

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Spirit of Flame
3D RealTime Graphics Programming Study

Kas

(Lightmap)

- (Lightmap) ?
 - ShadowMap ?
- -
 - (radiosity)
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- - (Albedo)



3DS Max

- **Rendering To Texture ?**

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- **3DS Rendering To Texture**

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- 3DS Max 가

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SDK

UV가

UVW

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1. (,)

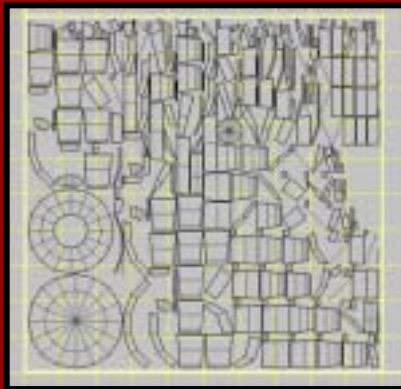
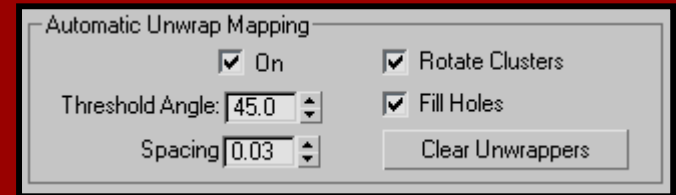
- 2.

- 3.

4. Bake

(1)

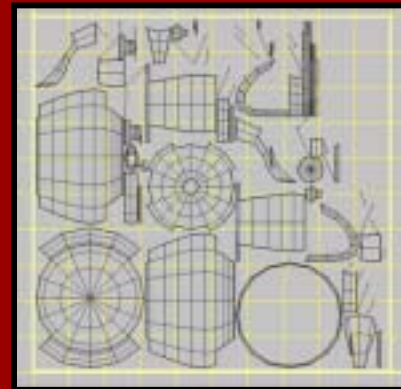
- **Automatic Unwrap Mapping**
 - UV (Flattening)
- **Threshold Angles**
 - (, Cluster)



15'



45'

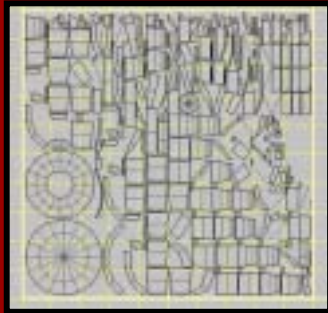


60'

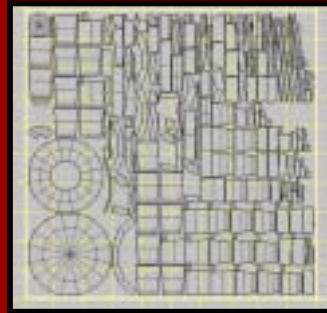
(2)

• Rotate Clusters

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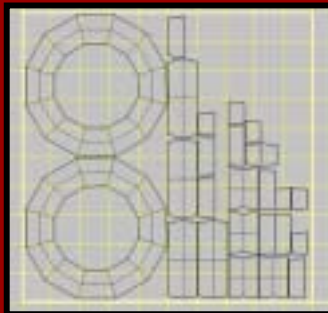
off



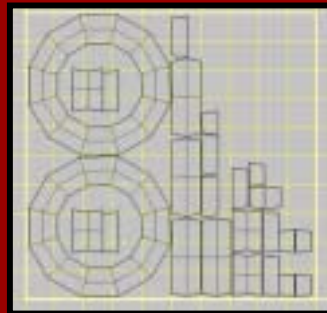
on

• Fill Holes

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off



on

(3)

- Selected Object Setting

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- Edge Padding

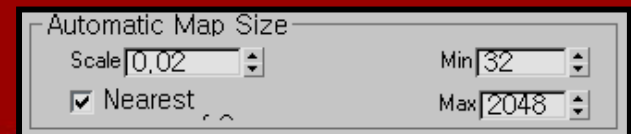
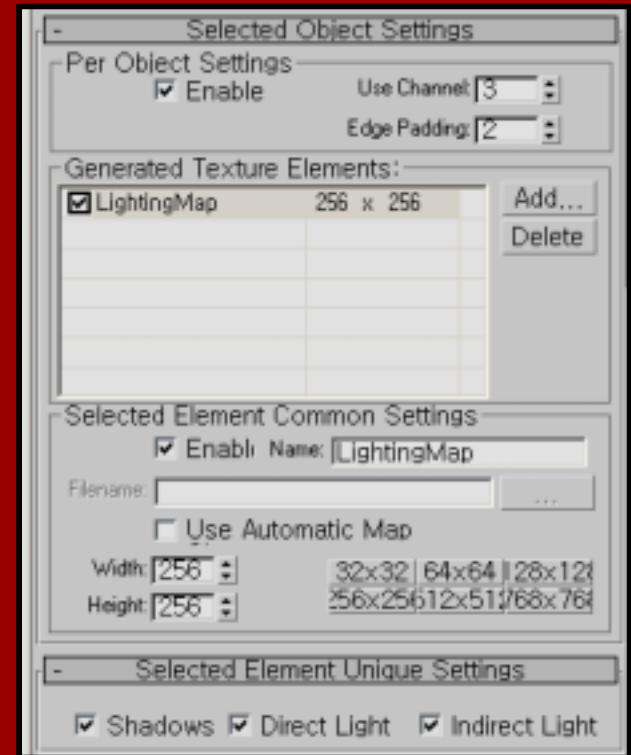
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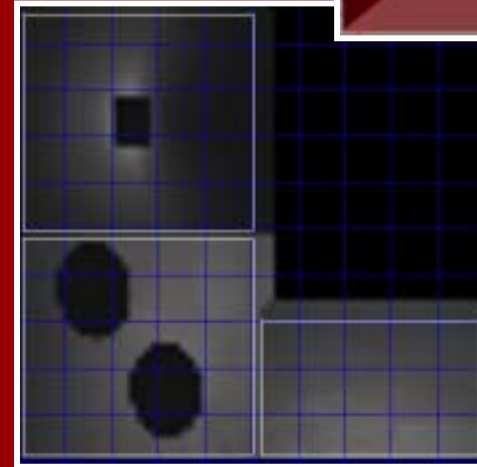
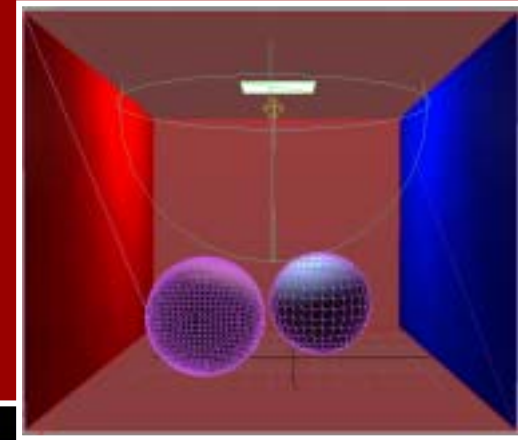
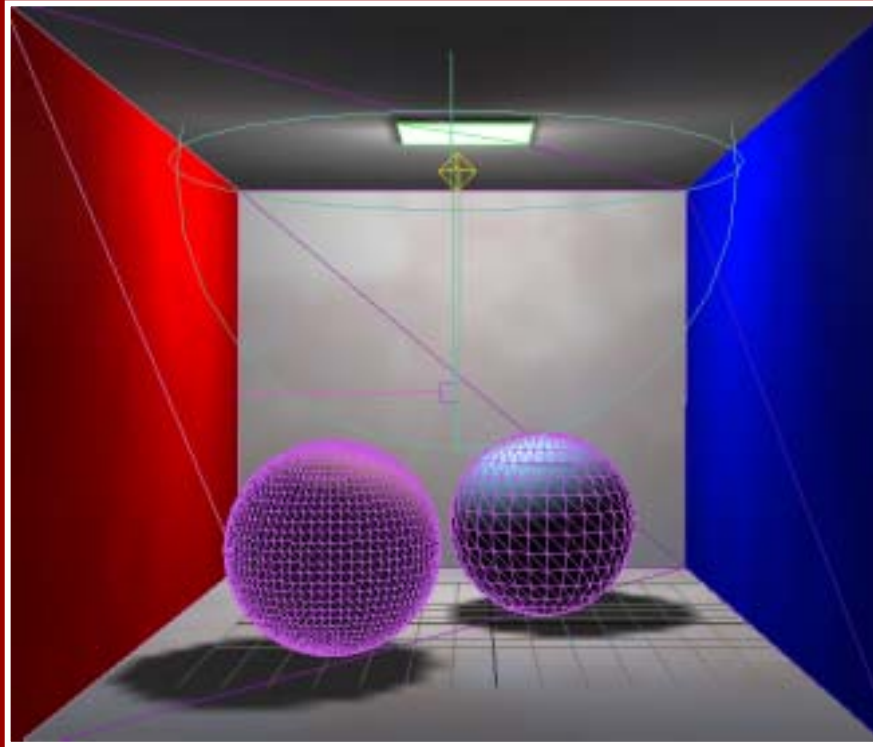
- Use Automatic Map

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- Automatic Map Size

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- **repacking**

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- **inhouse tool** /

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inhouse tool

Importer

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On / Off