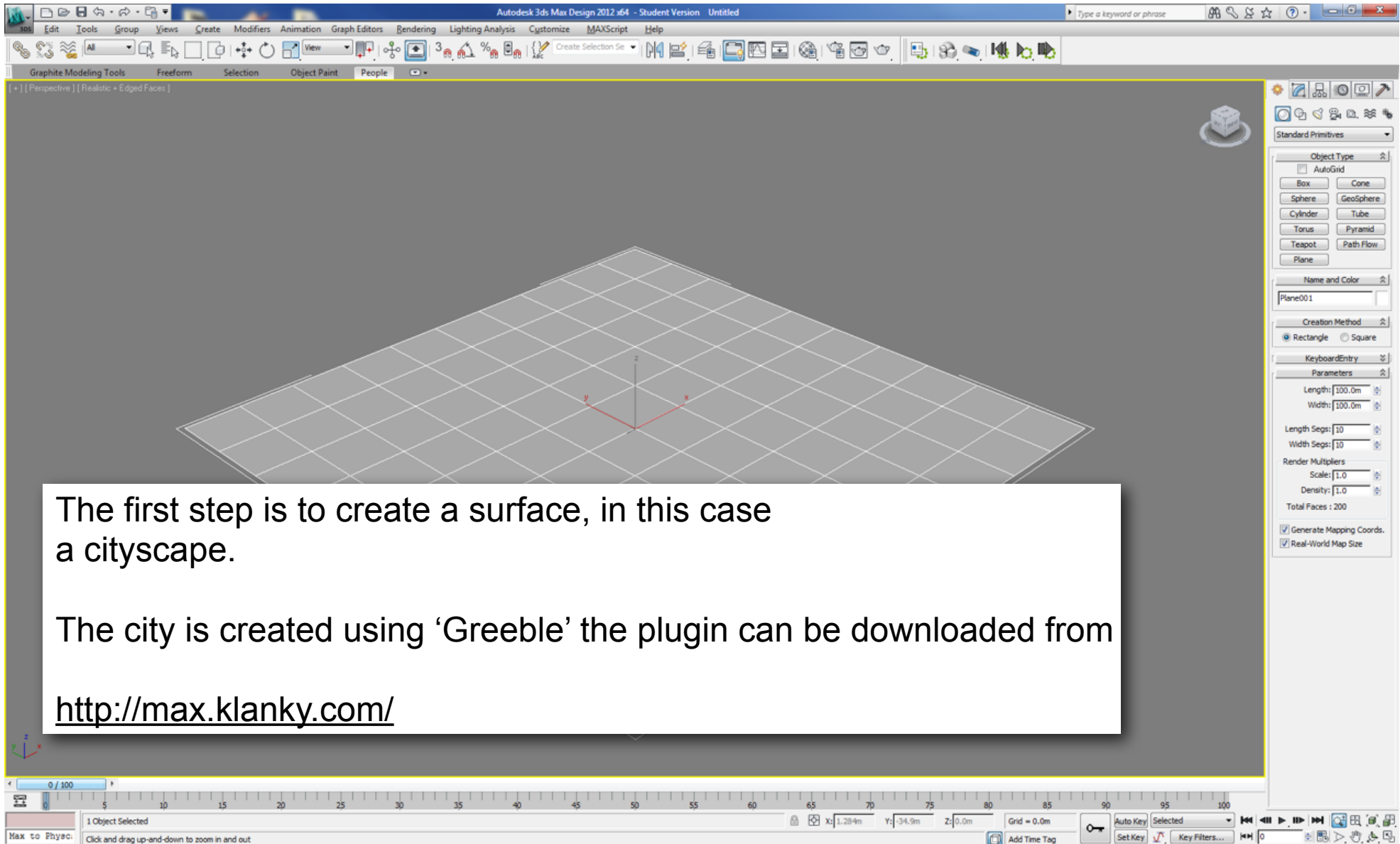


Digital Urban Tutorial: Getting Started with Simulations in 3D Max - Greeble and MassFX

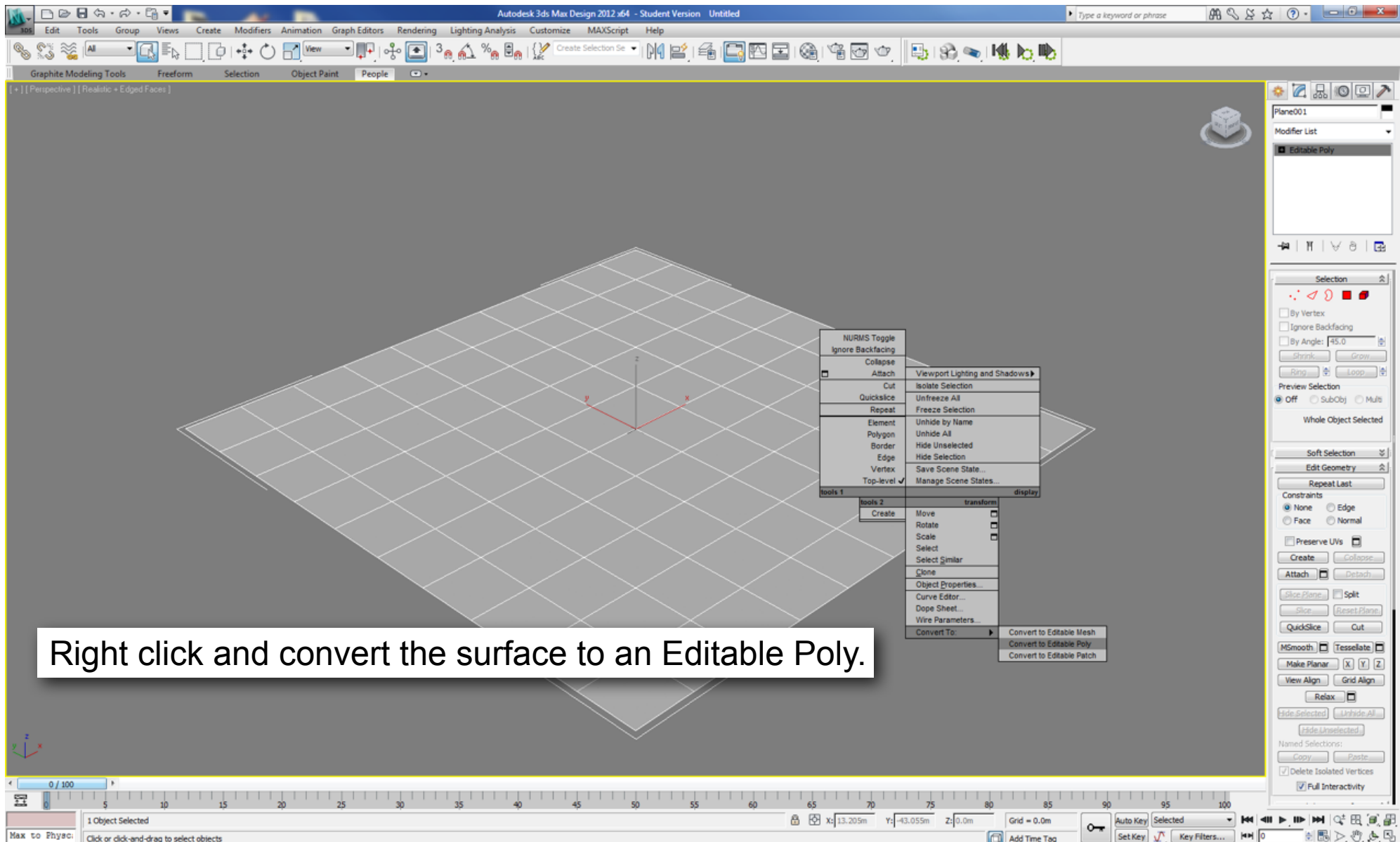


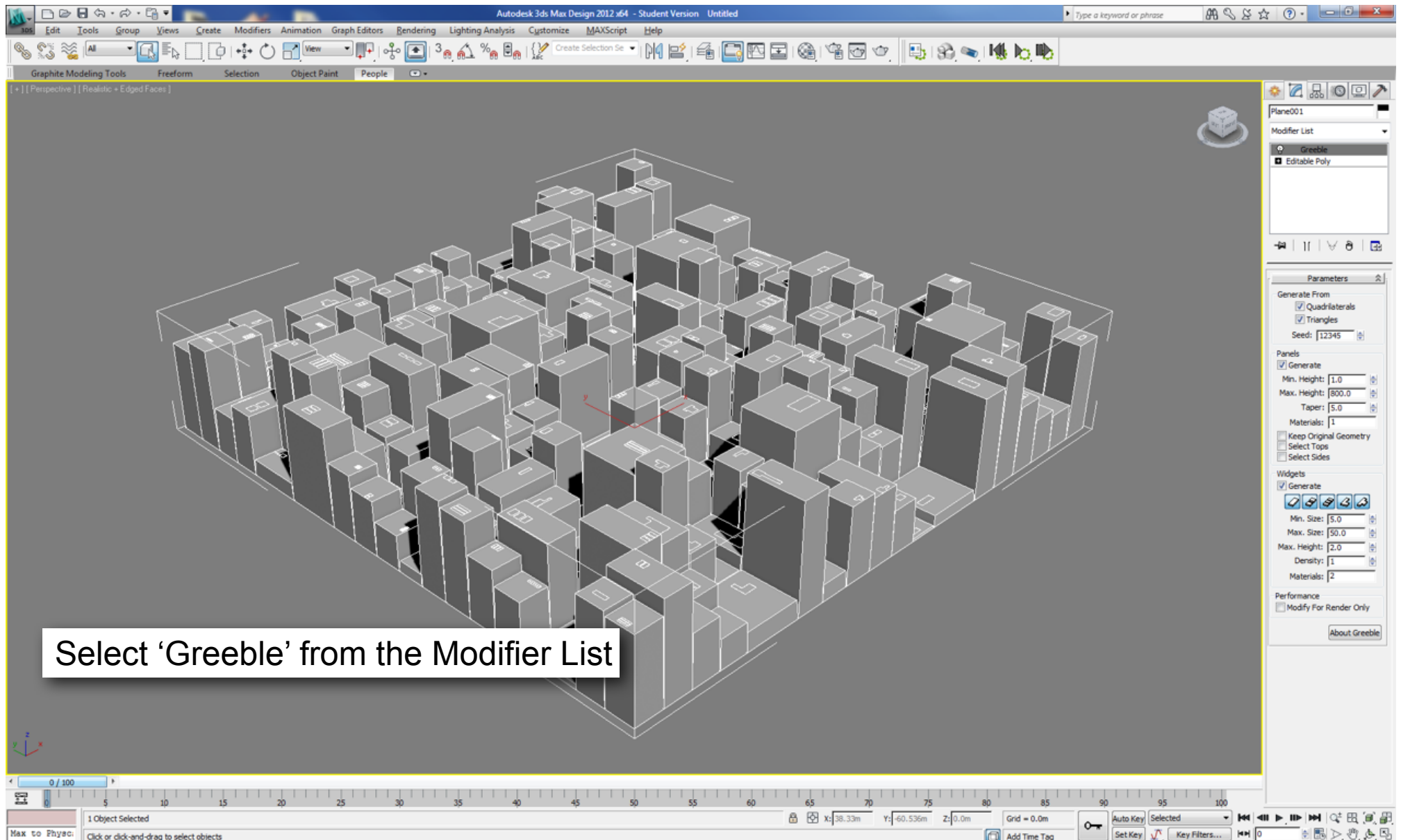
<http://www.digitalurban.org>

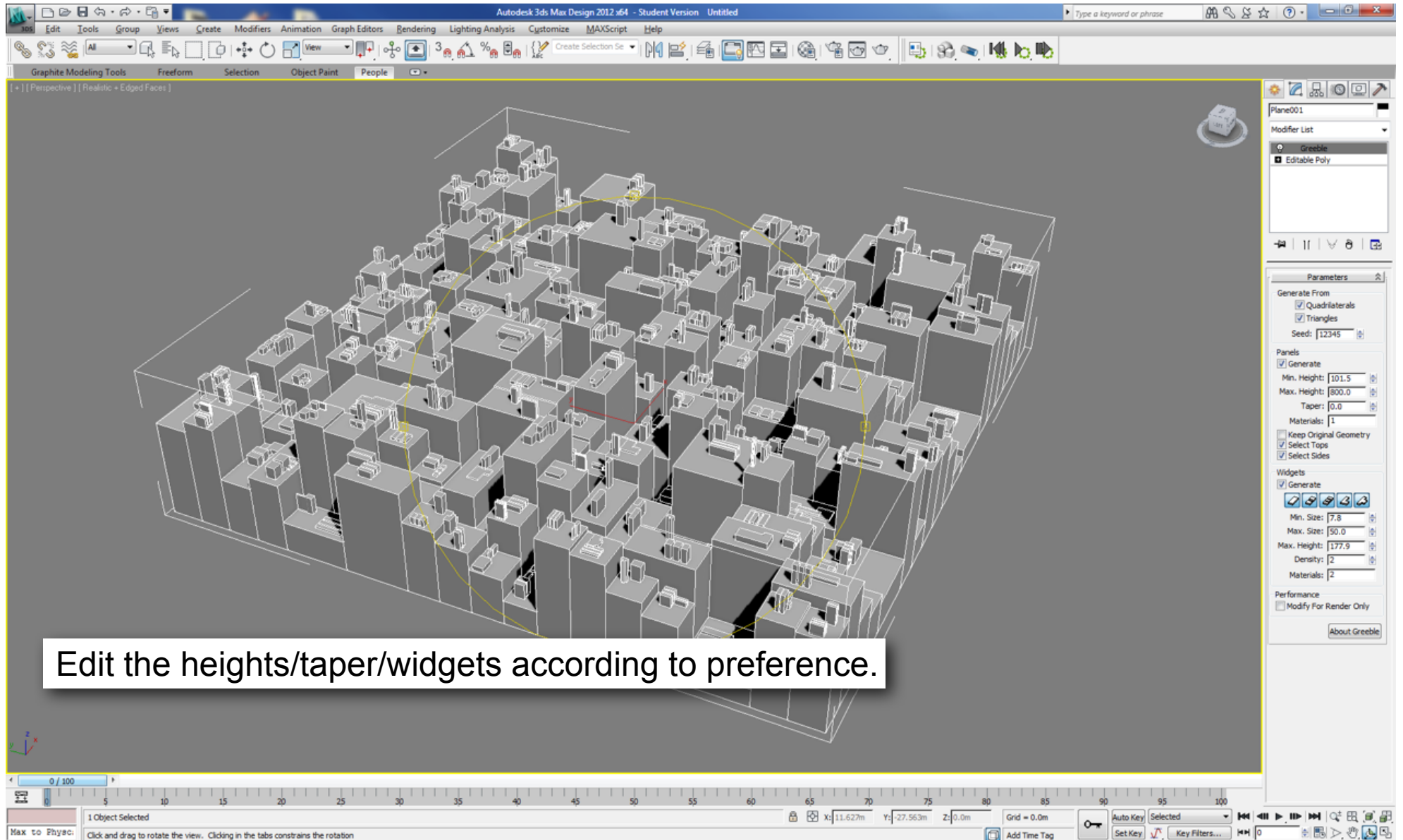


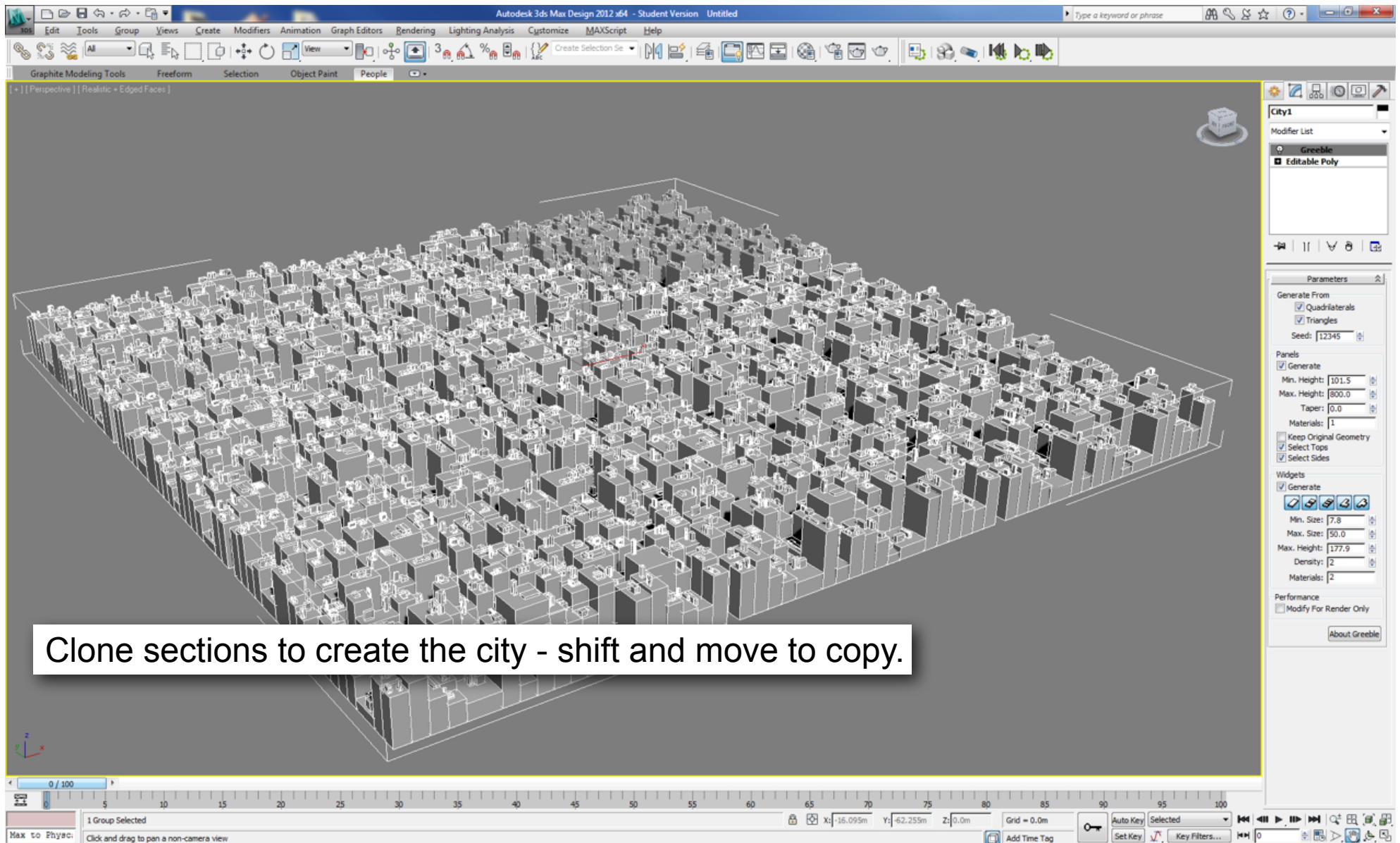
The first step is to create a surface, in this case a cityscape.

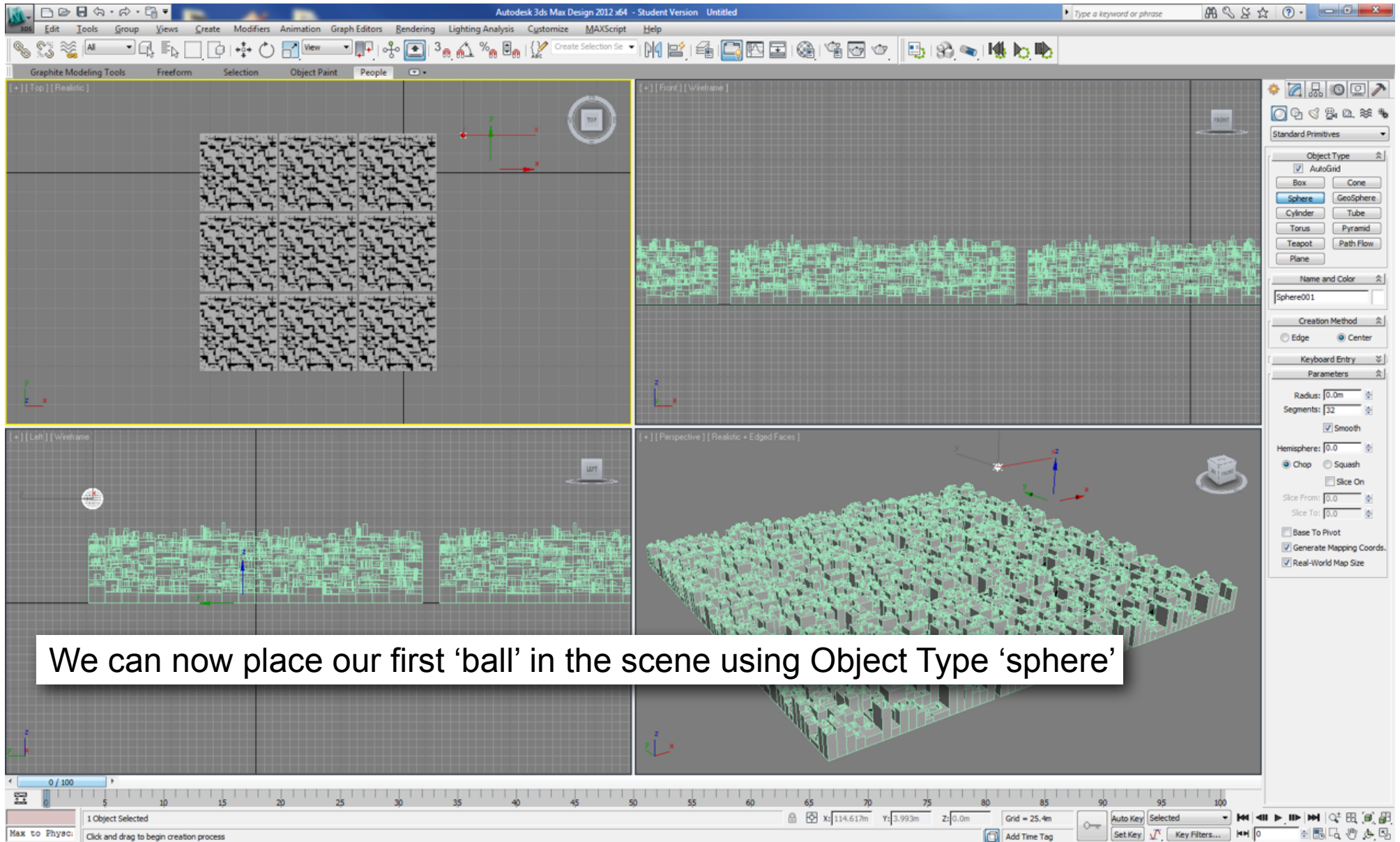
The city is created using 'Greeble' the plugin can be downloaded from <http://max.klanky.com/>

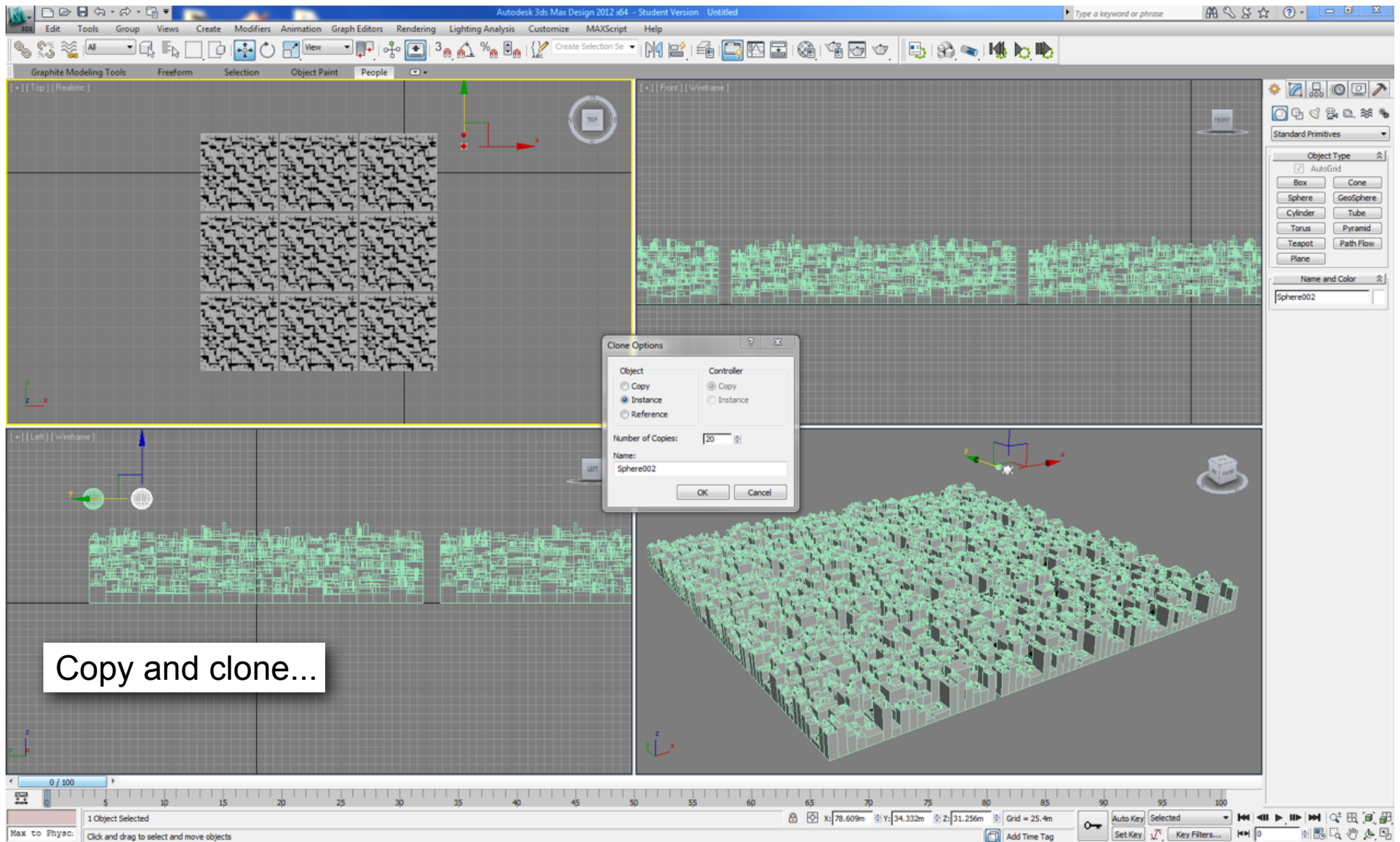


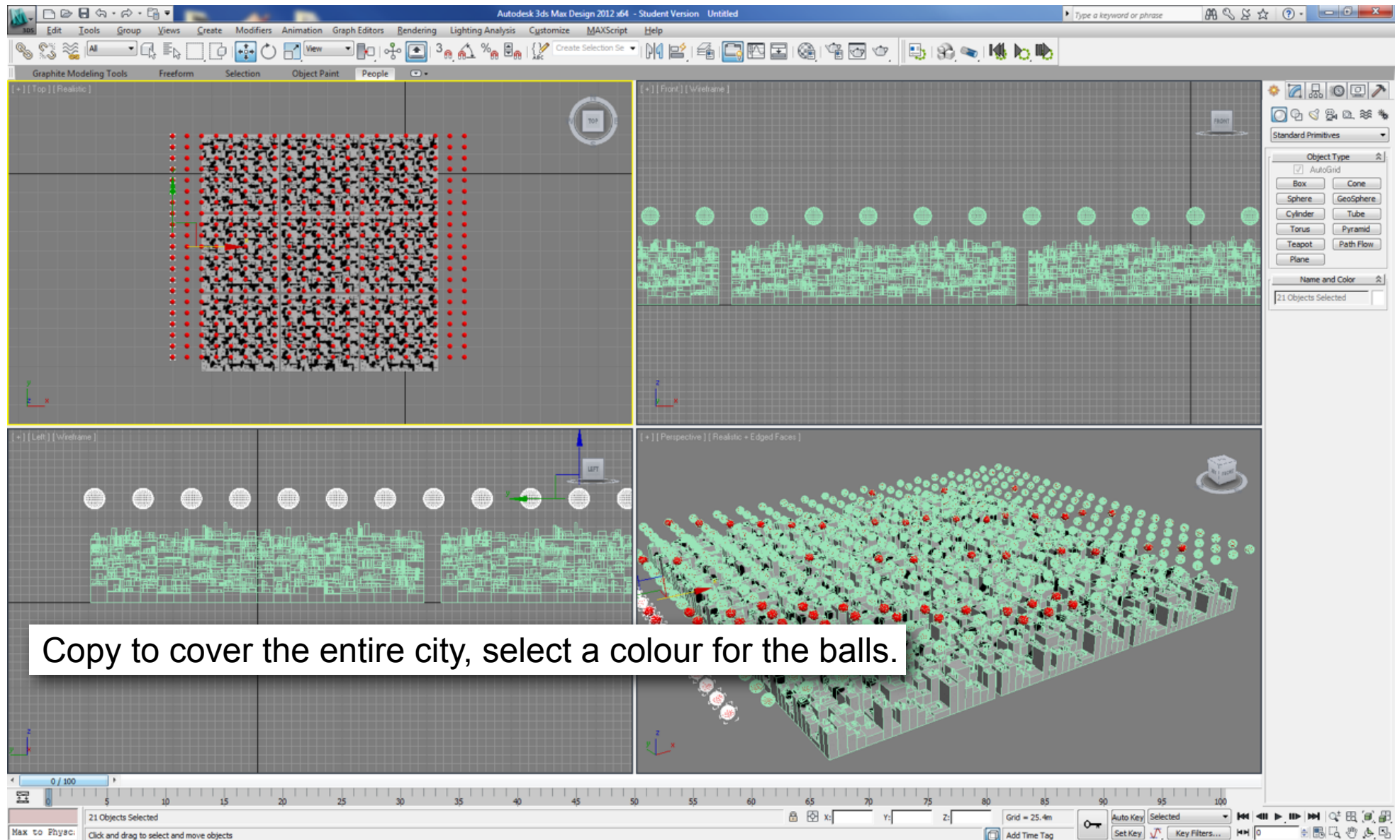


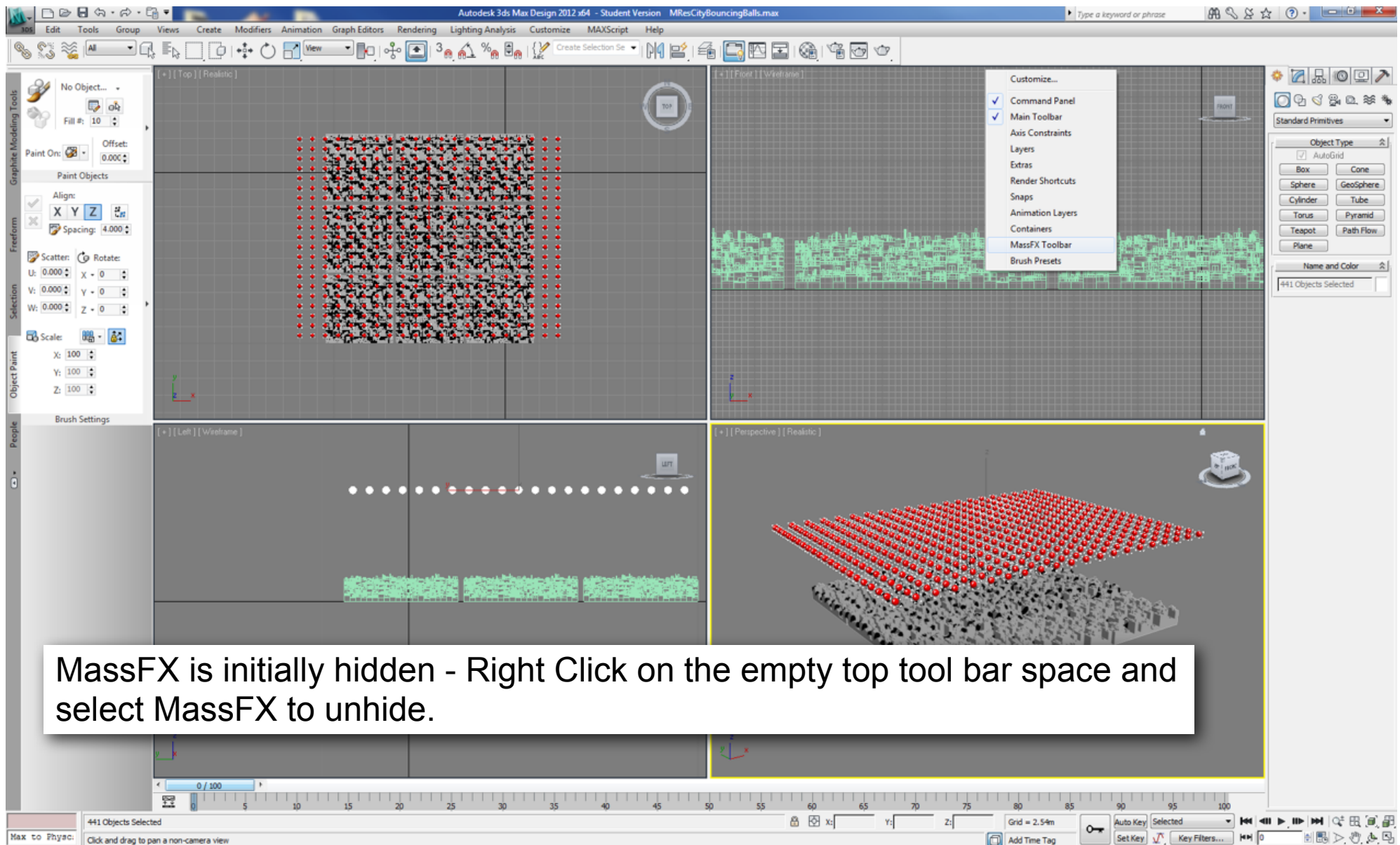




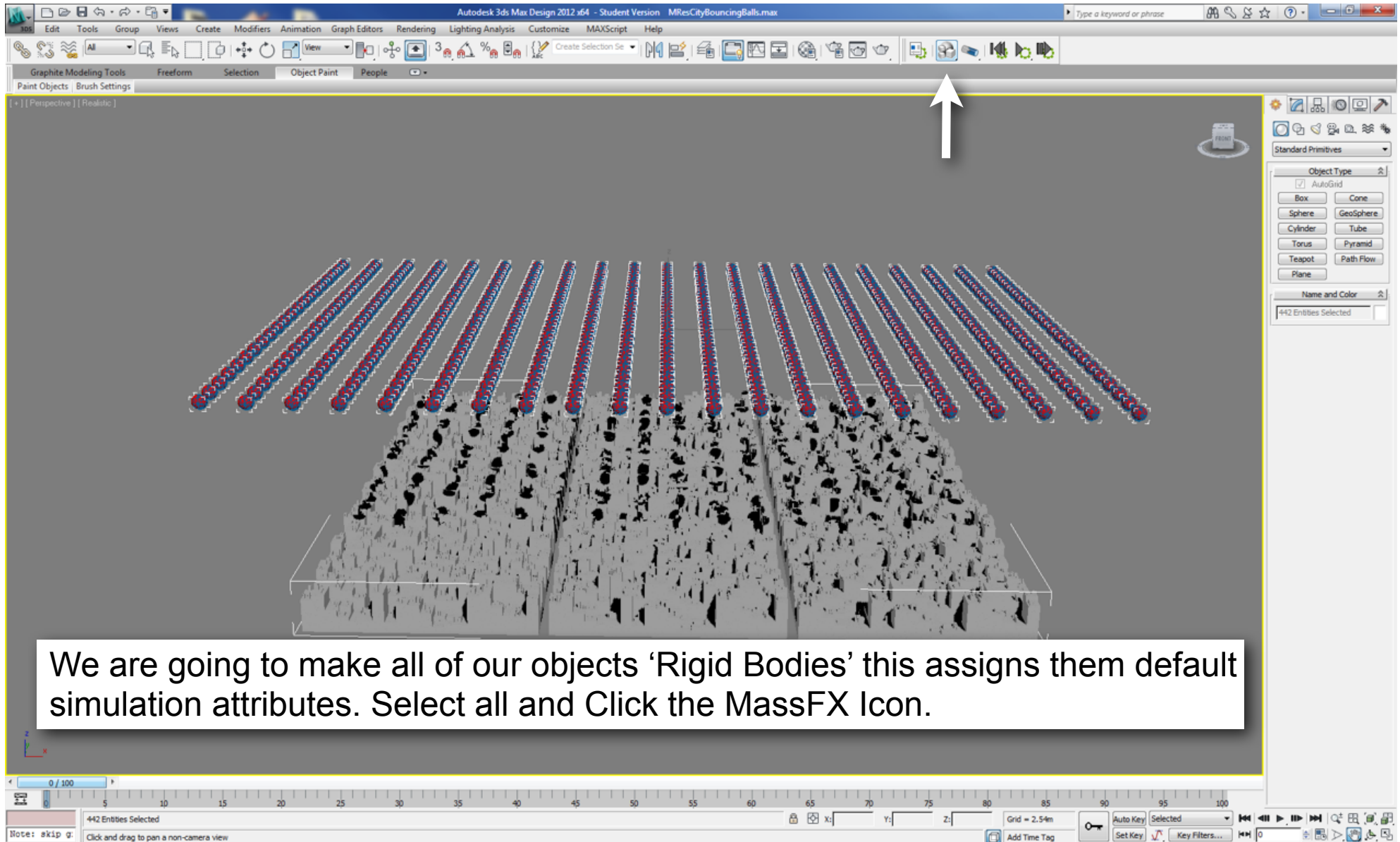




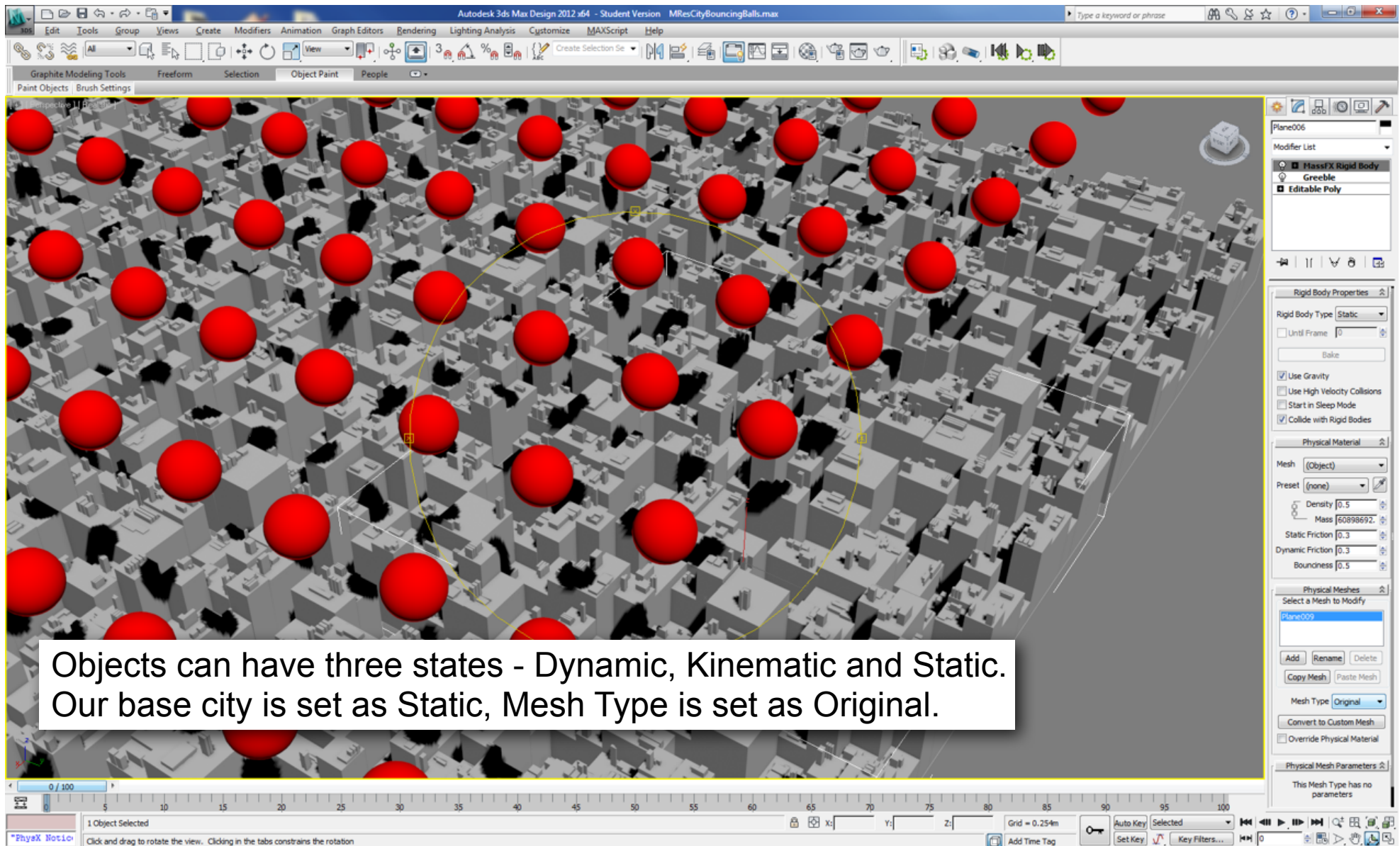




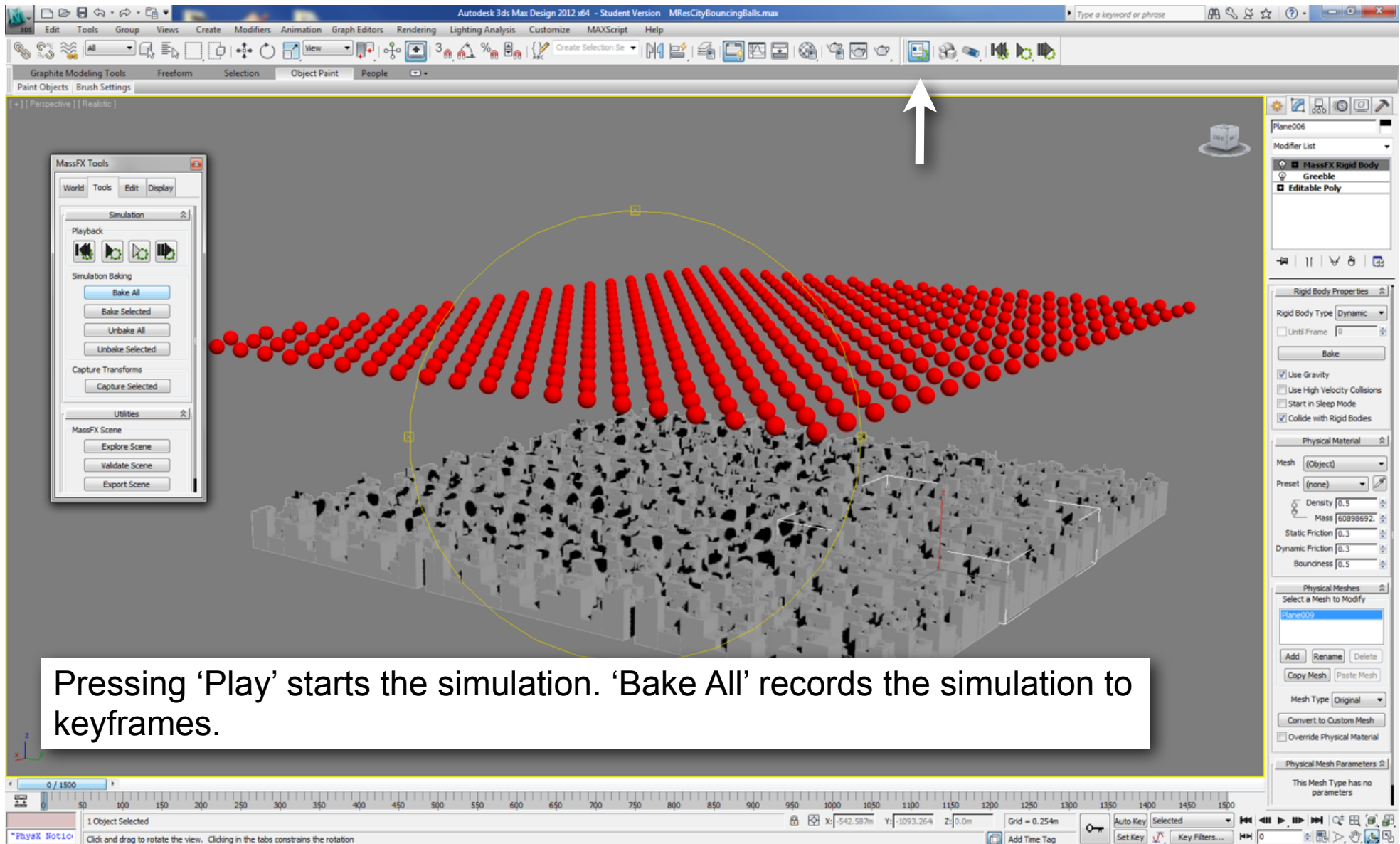
MassFX is initially hidden - Right Click on the empty top tool bar space and select MassFX to unhide.



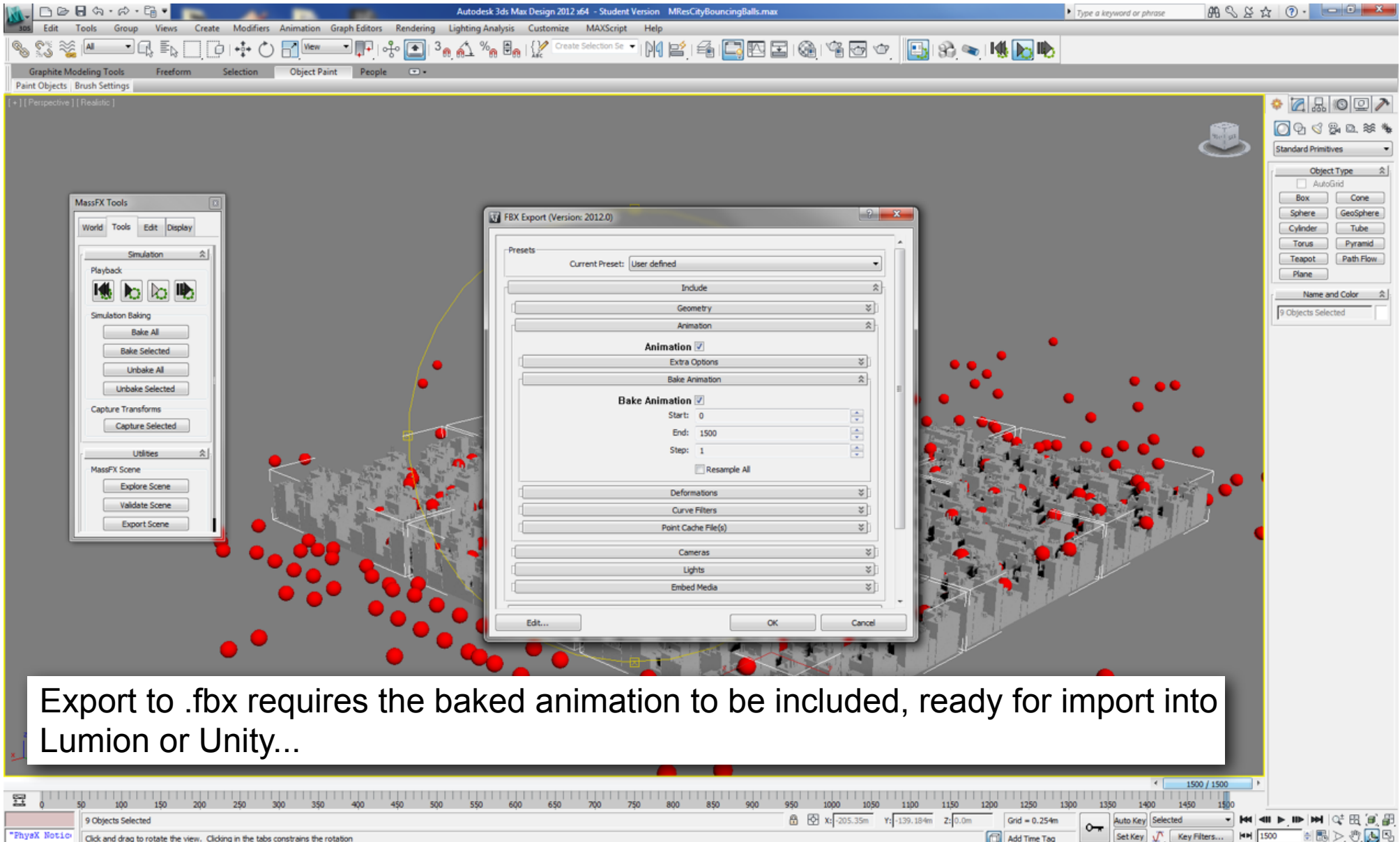
We are going to make all of our objects 'Rigid Bodies' this assigns them default simulation attributes. Select all and Click the MassFX Icon.



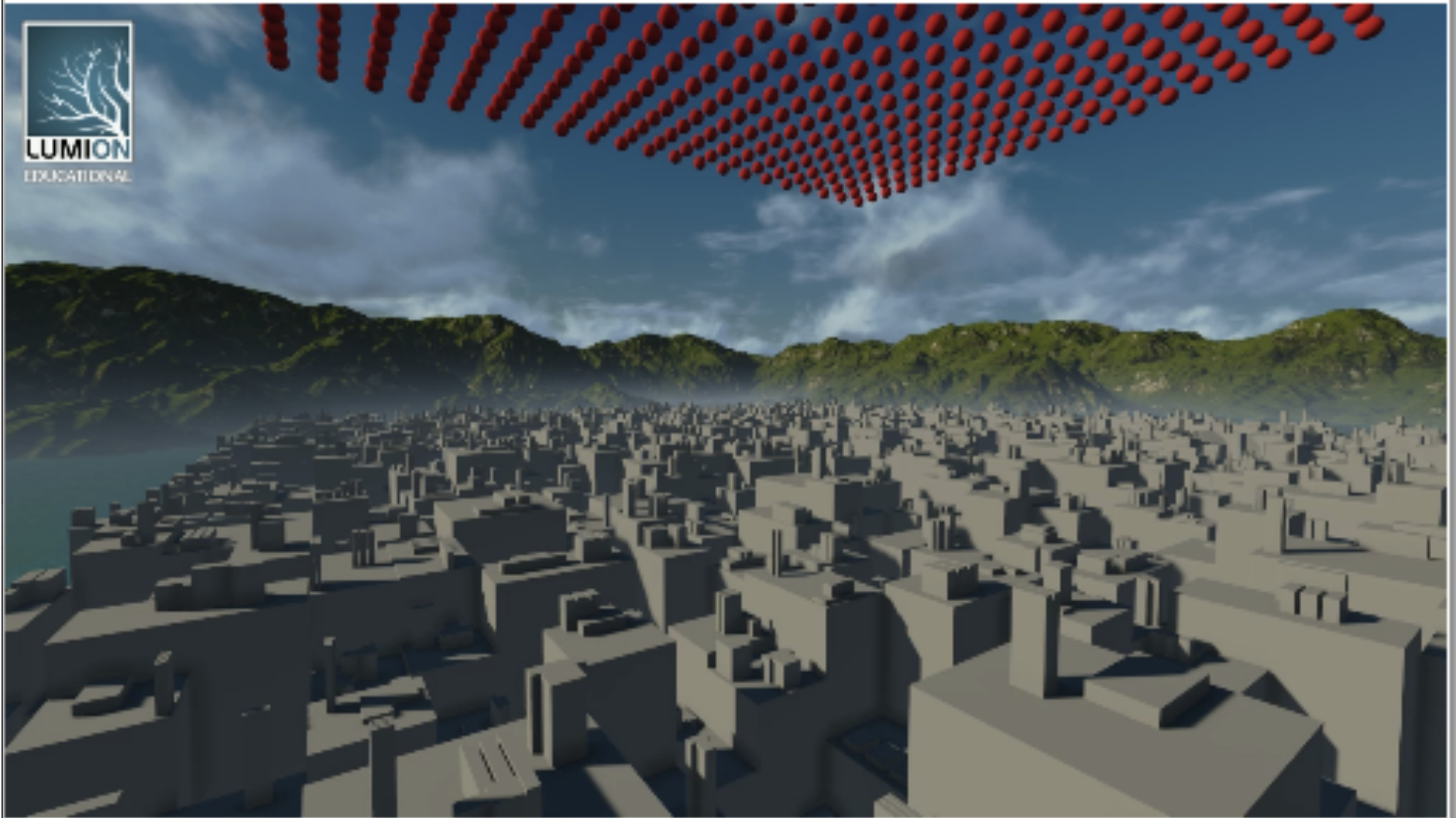
Objects can have three states - Dynamic, Kinematic and Static. Our base city is set as Static, Mesh Type is set as Original.



Pressing 'Play' starts the simulation. 'Bake All' records the simulation to keyframes.



Export to .fbx requires the baked animation to be included, ready for import into Lumion or Unity...



The model can be imported in Lumion complete with the baked animation...