

Bringing Scalar Accuracy to 3D Studio Max

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ABSTRACT:

The goal of my program is to take data designed for Paraview and convert that into a working animation for 3D Studio Max. 3D Studio Max contains many features of a polished graphics program that Paraview could not offer. However, due to many constraints, 3D Studio Max cannot make scientifically accurate animations very easily so an attempt was made to bring the accuracy to 3D Studio Max.

The main focus of my project was using the internal Max programming called MaxScript that could automate the entire process. I designed a script that imported multiple data files and made each visible for a specified frame. This gave the appearance of an animation that was identical to the fully detail Paraview animation. Now, the program can be slightly altered to accept any data entries and convert them into animations for the Scientific Visualization Team at Aberdeen.

KEYWORDS: computer animation, paraview, visualization

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