Smart Camera View v3.93 upto 3dsMax 2024

2025-02-10 16:45:47　　label 我要反馈　　下载页面

去下载

标签

Other　　平面设计

Smart Camera View v3.93 upto 3dsMax 2024: A tool that converts camera types from one to one type. It currently includes Corona Camera, Vray Physical Camera, Fstorm Camera, 3dsMax Standard Camera, and 3dsMax Physical Camera.

Be aware that it won't be able to work if you do not install the appropriate renderer for that Camera inside 3dsMax. The program doesn't require a license; therefore, you can install a test version of the software if you need to convert it into your renderer.

How to switch between different rendering engines without manually adjusting camera settings?

You can use "Smart Camera View".

Where can I download the product?

After subscription, You can download it for free from here.

HOW TO INSTALL

- Drop the installer files (MZP) into the viewport. Click the Install button.
- The Camera Converter button is in the Customize User Interface > Toolbar D95 DESIGN.

HOW TO UNINSTALL

- Drop the installer files (MZP) into the viewport and select the Uninstall button.
- You can decide to delete or save the settings of your script for future use.

SET SHORTCUT

- From the menu: Customize > Personalize User Interface Keyboard.
- Find the category D95 Design > Tooltips: Camera Converter for the main interface.

New Changes:

- Change the operating mechanism of the Automatic Vertical Tilt button. From now on, it will work like the "Target" button and be renamed Toggle Automatic Vertical Tilt. It still only supports Corona, Vray, and Physical Camera.
- Speed up the first start-up a bit.
- Fixed some misspelled and missing tooltips.

What is Smart Camera View?

These tools are designed to facilitate the conversion of camera types within Autodesk 3ds Max, specifically supporting various camera types associated with different rendering engines such as Corona Camera, Vray Physical Camera, Fstorm Camera, 3dsMax Standard Camera, and 3dsMax Physical Camera.

Here are some key points:

Functionality: These tools appear to offer a conversion mechanism for different camera types, making it easier for users to switch between various rendering engines without manually adjusting camera settings.

Renderer Dependencies: It's important to note that the tools rely on the appropriate renderer being installed in 3ds Max. This means that if you want to convert a camera to a specific renderer type, you need to have that renderer installed in your 3ds Max environment.

inve
产品数量
已有 42647个

grou
付费会员
已有 1676位

anal
价值评估
商业价值约 ￥6635.87万元

dow
下载数量
已下载 222908次