Automatic computing coordinate UV unwrap for Autodesk® 3ds Max®

The easiest, finest and cheapest solution to the automatic UV creation is back and available for Autodesk 3ds Max
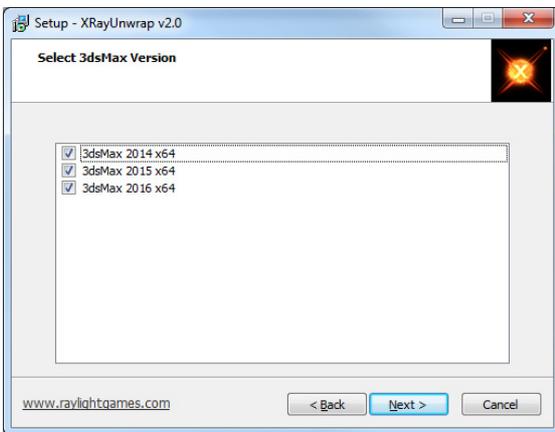
Xrayunwrap 2.0
for Autodesk® 3ds Max®

Installation instructions

Launch the Installer and accept the license agreement.

Choose the correct 3dsmax version. The installer auto-detects the version of 3dsmax on your PC.

NB: if you installed 3ds Max Design, please select the corresponding 3ds Max version (i.e. 3ds Max design 2014, please select 3ds Max 2014) and then manually insert the path where your software is installed.
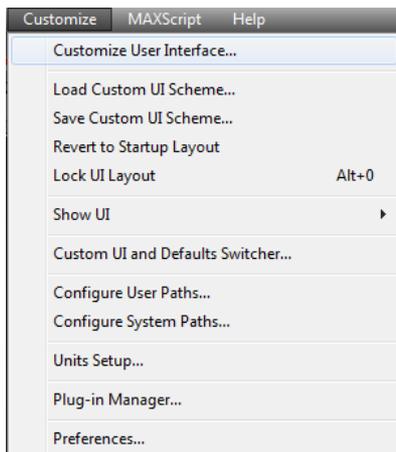
Choose the installation folder
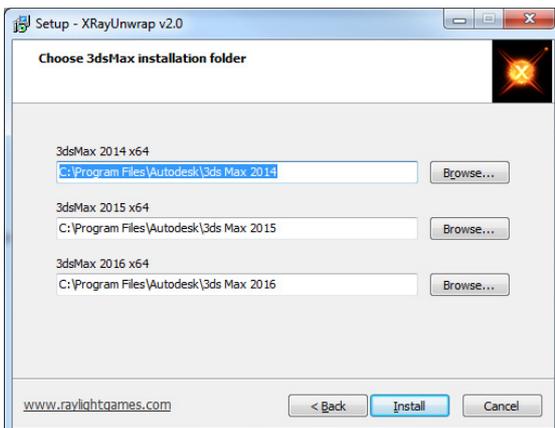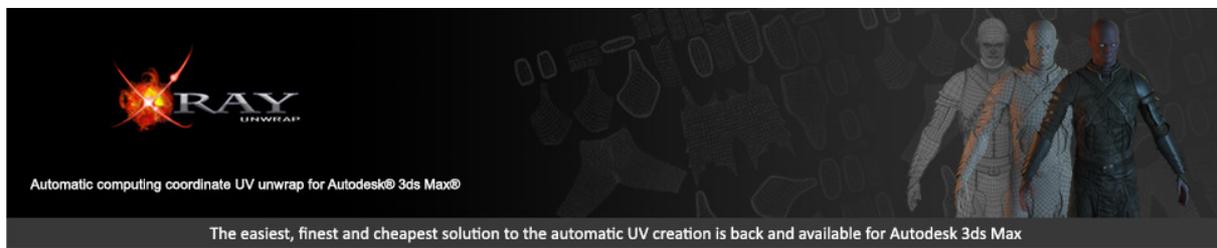
Launching from a toolbar

Once installation is completed launch 3dsmax.

Under the "Customize" menu, select "Customize User Interface".
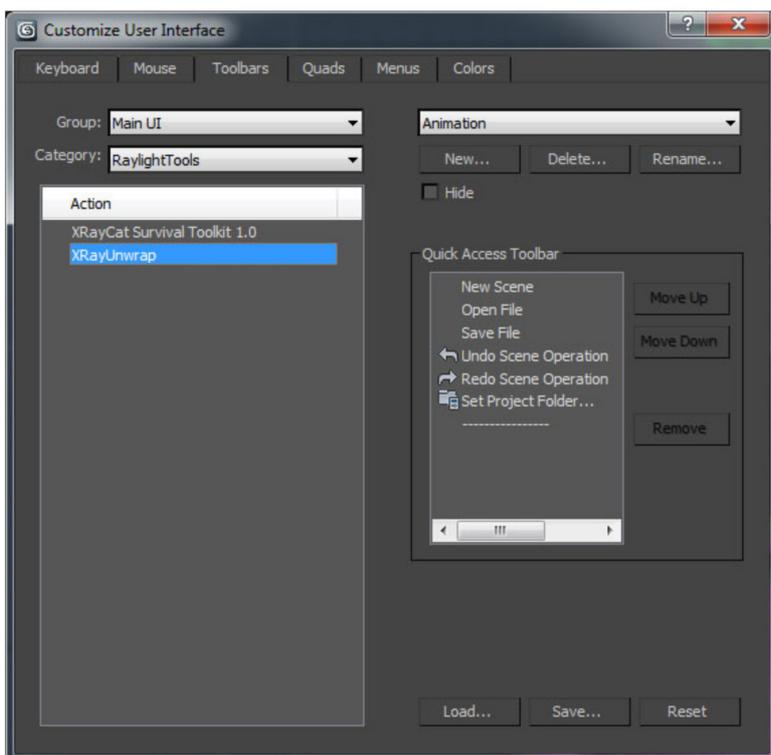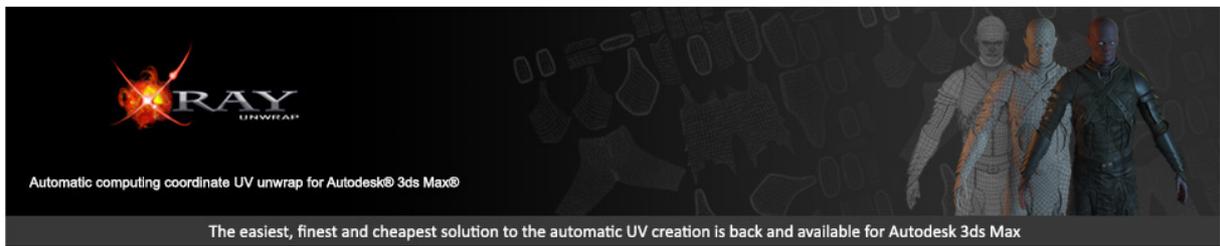

Select the "Toolbars" tab.

You can find "RaylightTools" into category section, containing the "XrayUnwrap" macro script.

Drag and drop the script on the toolbar.

Xrayunwrap button is now created and can be launched by clicking on it.

Activation

The first time you launch XRayUnwrap 2.0, a form will pop up for product activation:

In the "Product Key" section, you must insert your product key (your Paypal purchase e-mail), then click on the "Activate" button to submit your activation data.
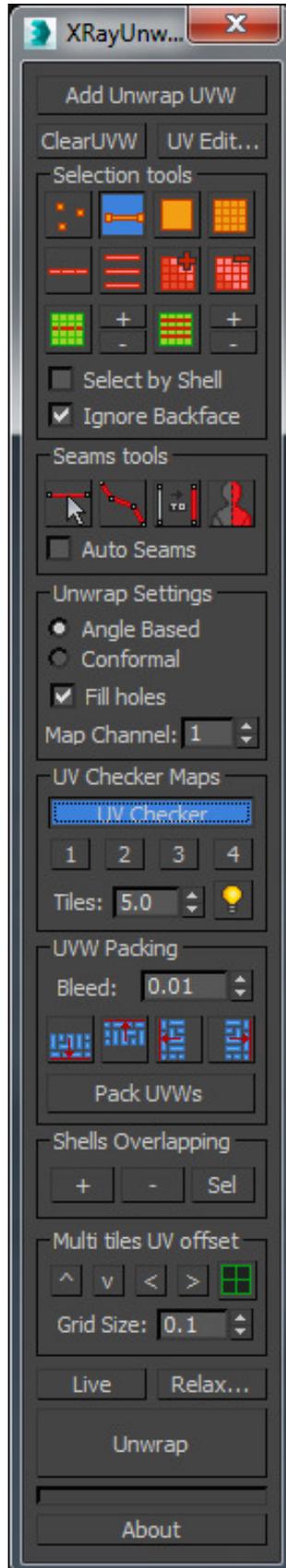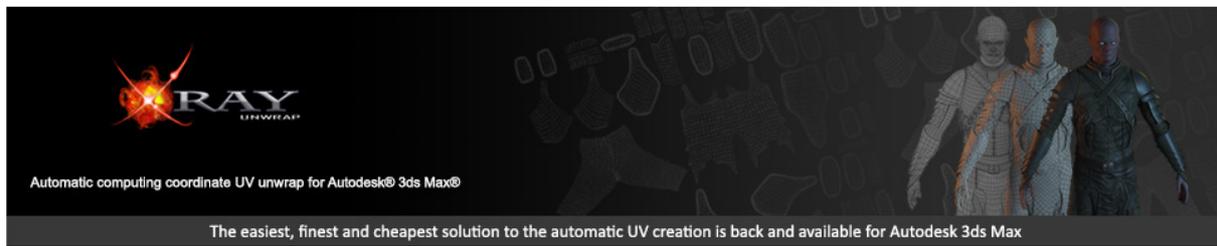
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User Interface

Add Unwrap UVW	Add Unwrap UVW modifier to selections
ClearUVW	Delete and reset UVW

Selection tools

Sub-object selection: vertex,   edge,   poly,   element

Selection by: loop,   ring,   grow,   shrink

Selection by: loop,   ring in the shell with   progressive edge selectors.

Select by Shell	if checked, selecting a vertex, edge, polygon, automatically selects their related shell.
Ignore Backface	When on, prevents the selection of sub-objects not visible in the viewport.

Seams tools

Includes: single sel.,   point to point sel.,   seams by selected edges.

Shell re-symmetry,

Reflects or flips either 1 side of a island to the other side or average both sides so that they are in any case identical. You can select a group of faces or an edge loop which will be the symmetry axis, then the tools will automatically show the optimal result.

NB: this tool need to be used on symmetric ojects or UV shells

Auto Seams	Adds automatic seams for any edge tool of selection with one click

Unwrap settings

|	
Angle Based / Conformal	the two processes used for the automated unwrapping. The process needs to be selected according to the structure of the meshes. Generally Angle Based works better with Soft Surfaces, while Conformal works better with Hard Surfaces.
Fill holes	Prevents from internal overlaps.
Map Channel: 1	Sets the identification number of the texture coordinates controlled by the current UV unwrap modifier.
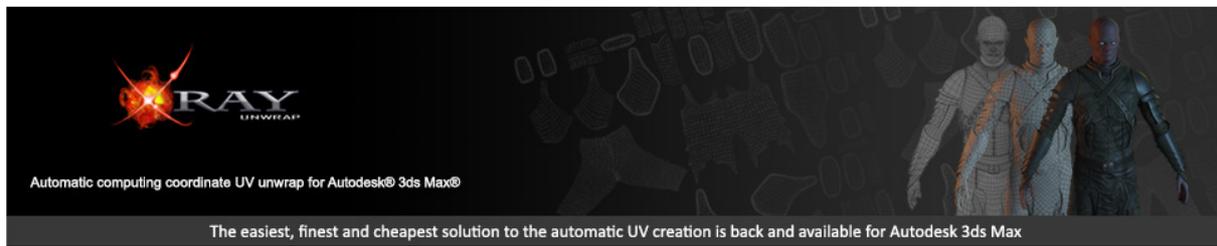
UV Checker Maps
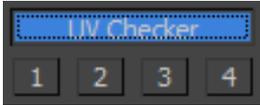
Activate/deactivate the use of different complex checker maps. Supports 4 different types
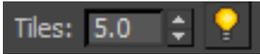
Set the checker maps tiling.
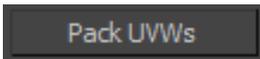Switch on/off checker maps self-illumination.

UV Packing

Sets the space between shells to better optimize the Packing process. Bleed can be used also with the Live option on, to check the best result real-time.
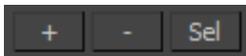
shells sorting/align. Sort/align top/down/left/right the selected UV shells.

allows to arrange isles to maximize the number of pixels per polygon on a texture. This tool is very useful to arrange isles of different models on a single texture.

Shells Overlapping

Overlaps in the same position of the map, islands with the same shape. After UV shells to overlap has been selected, press [+] to create a group.

Then anytime you click [Pack UVWs] Xrayunwrap will overlap the UV shells in the group so that they share the same portion of UV space.
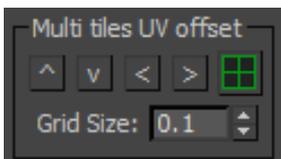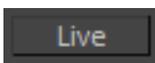
Ungroup the selected UV shells.

Select all the Uv shells in the group of the current selected UV shell.

Multi tiles UV offset

It allows to manage UVW coordinates for the current selection. Very good for UDIM management. Cursor buttons shift the UV shell position, according to the Grid Size value.
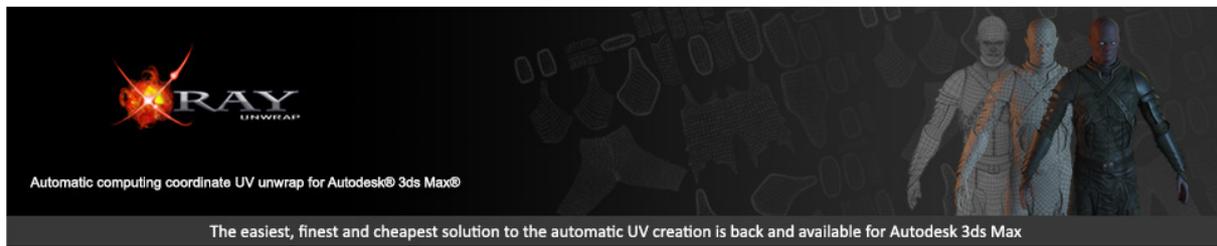
Live unwrap command. Allows to check results of the unwrap realtime, while tracing the seams. This algorithm computes the cut over the mesh allowing to check if the unwrap opens in the right way.

Opens the non-modal Relax Tool dialog (standard 3ds Max)
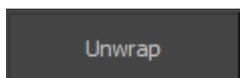
Unwrapping command

Xrayunwrap 2.0 supports the following Autodesk ® 3ds Max ® versions for windows:

• 3ds Max2009 x86/x64
• 3ds Max2010 x86/x64
• 3ds Max2011 x86/x64
• 3ds Max2012 x86/x64
• 3ds Max2013 x86/x64
• 3ds Max2014-2015-2016 x64

Xrayunwrap 2.0
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