Today's developers rely on very complex art pipelines

Every studio must ensure their pipeline delivers timely content

Creating unique art tools is time consuming and prone to error

3ds Max provides a good foundation for tool creation

Build the pipeline in Max. It has robust tool development features

Max provides advanced tools to help you create advanced tools

You can work with MaxScript interactively or programmatically

The MaxScript Listener gives instant feedback

The MaxScript editor has powerful features, but feel free to use your own editor, too

The MaxScript debugger
helps create bulletproof tools

MaxScript eases the creation of user interfaces

UI forms can be developed visually

Methods, events, and properties can be added to the form

You can interactively edit the form of an open script

Integrating and distributing your tools is easy

Macroscripts can live in Max's UI

Scripts can be added to the menu bar

If you want to protect your distributed tools you can do that too

MaxScript can expand Max to fit your pipeline needs

Scripted extensions to Max tools will improve your pipeline

Project specific geometry primitives can be added to Max

Engine data can be stored in new datatypes

Engine specific data can be stored on individual faces

Create pipeline specific modeling tools with MaxScript

Mouse Tools and Paint Tools enable your tools work in Max's viewports.

Interact with objects on the face and vertex level

Scripted tools provide your team with new ways to work

Scripted materials interact with your shaders

You can extend any Max base material

The DirectX material lets you see your shaders in Max

You don't even need to have the external shader editor anymore

Common Windows interfaces help you build rich tools

.NET 2.0

.NET control integration opens up the floodgates for rich UIs

Register MaxScript events in Windows SystemEvents

Using .NET will increase the performance of many tasks

MaxScript can communicate with your current pipeline

MaxScript can control, and be controlled by other programs

SafeArrayWrapper can interact directly with SQL databases

The Asset Tracking system communicates with source control

Will you be able to improve your pipeline by building on 3ds Max?

Constructing complex art pipelines is risky

Max is a strong foundation for pipeline development

Build more advanced tools with Max as your foundation

Credits

- [Autodesk](#)
- [Volition](#)
- [Light's Orionflame](#)
- [Lumonix](#)
- [Lots of Robots](#)
- [EA/Mythic](#)
- http://techartblog.jeff-hanna.com