

Porta View

User's Guide

Porta View?

Porta View is a utility that allows 3D Artists to show off their work without worrying about what software their audience has installed, or whether or not all the texture files are accounted for, or if someone else might decide to use that model in their own project without bothering to ask.

Porta View exports straight from 3DS Max to an executable viewer file. In the viewer, a person can see the model rendered in real time, switch the textures on and off, and view the wireframe as well as the shaded mesh. The executable file includes not only the viewer, but also all mesh and texture data, so that one file is all you need to hand out.

To Export

You will need:

- ◆ 3DS Max Version 9.0 or better
- ◆ PVExport.dle

The .dle file goes into your 3DS Max Plugins folder.

To export to Porta View, fire up max, open your model then go to File->Export. Chose "Porta View Executable" and pick your destination. The dialog that appears lets you provide information about yourself to anyone viewing the model. Fill in as few or as many fields as you like. Click OK and you're done.

To view

You will need:

- ◆ Windows XP Service Pack 2 or Windows Vista
- ◆ Your Porta View executable

Double click on the .exe. That's it.

What is Saved Inside the Executable?

Glad you asked. Here is a list:

Mesh Data:

- ◆ Vertex positions and face indices.
- ◆ UV coordinates (map channel 1).

Textures:

The following bitmap textures are exported:

- ◆ Diffuse map
- ◆ Normal map
- ◆ Specular level map
- ◆ Specular colour map
- ◆ Opacity map

The supported file formats for textures are: .bmp, .dds, .dib, .hdr, .jpg, .pfm, .png, .ppm, and .tga.

Note that currently these textures are only exported from a standard material.

Other Data:

Initial viewer camera angle

This is taken from the active viewport. It is strongly recommended that this be an actual camera view. The exporter will try to cope with other view types, but no guarantees are made. In the viewer, the camera will rotate around the target, so it's best to set this near the centre of your model.

Background colour

This is taken from the render background – the background colour set in the environment settings.

Wire colour

The wireframe colour of the mesh.

All that stuff about yourself that you filled out when you exported.

Note that if you export a whole scene, it will be exported as if it were a single mesh – meaning that only one wire colour and set of textures will be exported.

Current Limitations

Currently the following things are not supported by Porta View, but look out for them in future versions:

- ◆ Multi Sub materials
- ◆ Animated meshes
- ◆ Smoothing groups (currently the whole mesh is smoothed)
- ◆ Multiple map channels
- ◆ Camera animations

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