

## **Tutorial: Populous Part1**

How to Get the Most from ArchVision's and House of Moves' 3.5D Populous Walking People in 3DS Max

### **What it's all about**

The 3.5D Populous Walking People Collections are an incredibly easy way to achieve an unprecedented level of realism within your 3D scenes. The walking people, created by ArchVision and House of Moves, are high quality CG characters, each with their own walking gait and look. Like all 3D RPCs from ArchVision, the Populous characters are viewable throughout their walking cycle from anywhere on the Z-axis. This means that your characters are camera independent, allowing for stunning 3D effects as your camera moves throughout the environment.

Populous characters are ideal for use as secondary and background characters in your scenes. And when combined with 2.5D and 3D RPC content, the effect is remarkable. But more than that, it is so incredibly easy to achieve. Using the RPC Plug-in, this content is a snap to place



within the scene. And the 3.5D content utilizes a built-in spline tool, making the setting of the walking path as easy as 1-2-3.

*Presently, 3.5D Walking People content is not supported in 3DS Viz 2.0, Lightwave, or Alias|Wavefront's Maya*

### **Placing People and Setting Paths.**

1. Downloading 3.5D walking people sample from ArchVision website

At ArchVision we believe that it is very important to allow our customers to ensure that our technology is for them before they make the purchase. That's why we make demo versions of

our plug-ins and content available for your evaluation. In the case of the new Populous 3.5D Walking People content, we think that the best way to convince you of its value is to let you give it a try. So we've posted "Penny" for you to download and evaluate.

Because the 3.5D content files are so large, we have made the Penny download a one-half resolution version of the regular content. Otherwise it would take an impractically long time to download. As it is, Penny is a large file, weighing in at 10.2 MB.

Downloading 3.5D Walking People sample from ArchVision website

- A. If you do not already own a 3.5D Populous RPC library, download the sample content from the ArchVision website by following this [link](#).
- B. Once the download is complete, Unzip the file to a local drive. For our demonstration, we'll unzip the file to c:\Penny\_Demo\.
- C. If you do not have the most recent version of the RPC Plug-in, download the most up to date version from [ArchVision's Website](#).
- D. Unzip the rpc.bmi and rpc.dlo into your 3DSMax\Plug-ins directory.
- E. Launch your 3DS product (3DS Max or 3DS Viz)

## 2. Setting Map Paths to the RPC Content

The number one technical question we receive concerns the setting of Map Paths. The RPC content, terrific though it is, can't do you any good if your software can't find it. So, to provide some direction about how to address this issue, we've put together a brief tutorial on identifying where the RPC content resides, and how to communicate that information to 3DS Max or 3DS Viz. If, after trying out these steps you are still having trouble, please call or email our tech support and we'll get you squared away. Setting Map Paths to the RPC content

- A. Map paths are specified directories that 3DS Max or 3DS Viz search when looking for required image files.
- B. In 3DS versions prior to 3.0 you configure the map paths under File:Configure Paths:Bitmaps:Add:C:\Penny\_Demo\
- C. In 3DS VIZ 3.x, map paths are configured under Tools:Configure Paths:Bitmaps:Add:C:\Penny\_Demo\
- D. In 3DS Max 3.x, the map paths are configured under Customize:Configure Paths:Bitmaps:Add:C:\Penny\_Demo\
- E. Close and Restart 3DS Max.

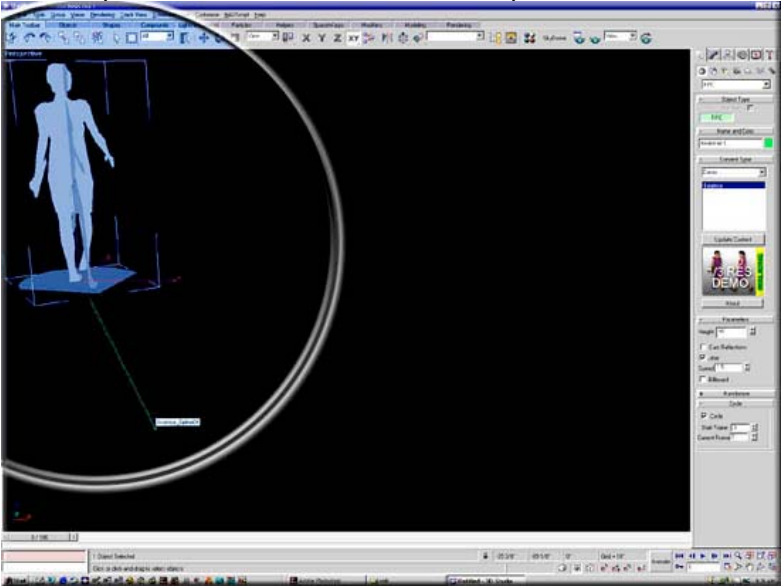
### Step 1: Selecting the RPC content you want

- A Under the Creation Menu Rollout select "RPC"
- B Under Content Type: Select Demo (or, if you've purchased an 3.5D RPC collection, select the collection from which you'd like to select
- C Select the demo content by clicking on the character's name. We are using Beatrice. If you just downloaded the demo, Penny (our free sample half-resolution character) should be picked or the character of your choice if you already have a complete 3.5D library.

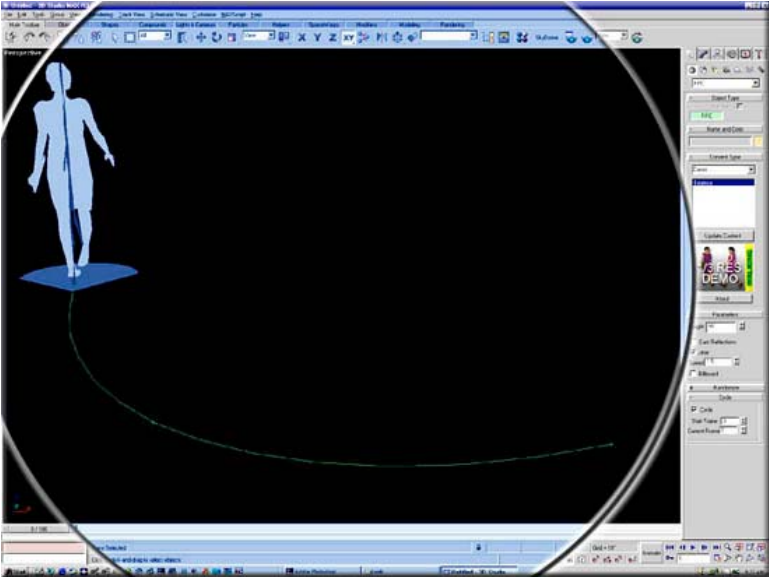
- D Place the RPC by clicking and holding the left mouse button down in the perspective viewport. Click at the point you'd like to insert the RPC into the scene. While continuing to hold your mouse button down, move your mouse to the left and then to the right. Beatrice rotates in the direction of your mouse. Release the mouse button to continue.

**Step 2: Setting the character's walking path**

- A You will now notice that a line appears starting at the front point of the Beatrice icon in the viewport. This is Beatrice's motion spline.



- B Draw the spline out away from Beatrice in the direction you'd like her to walk. Click the left mouse button each time you'd like to adjust the direction of travel. The spline will curve to intersect the points you have placed. If you're unhappy with the motion path you can edit the spline (instructions below). When you're finished setting the motion path, right click your mouse button to stop setting new spline points.



- C Move your time slider to see the Beatrice icon slide along its motion path. You may find that you need to extend the spline to cover the distance required for the number of frames you will animate. Instructions for editing the spline are below.

**Step 3: Render your character's walking path**

- A Go ahead and render your work!

For additional information about using the Walking People RPC Library, please read **Tutorial: Populous Part2**