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Scene Info

About

Scene Info gives the user direct access to object information that might not otherwise be easily available into one convenient area. Info includes Polygon Count, Triangle Count, Object Type (Classification), Animation Detection, Material ID Count, UV Channel Count, and Volume Dimensions of the object.

Name	Type	Poly Co...	Tri Count	Animation	Mat IDs	UV IDs	Scale: X	Scale: Y	Scale: Z
Box001	Geometry	6	12		6	1	4.386cm	4.386cm	4.0cm
Box002	Geometry	4	8		3	1	4.0cm	6.612cm	4.181cm
Box001	Geometry	6	12		6	1	69.222cm	13.844cm	10.0cm
Bone002	Bone_B...						15.72cm	29.75cm	10.0cm
Bone003	Bone_B...						11.878cm	11.878cm	10.0cm
bonegeo	Bone_Box						158.65...	19.121cm	17.313cm
Box003	Geometry	4	8		3	1	4.0cm	6.612cm	4.181cm
Box004	Geometry	4	8		3	1	4.0cm	6.612cm	4.181cm
Box005	Geometry	6	12		6	1	4.0cm	4.0cm	4.0cm

System Scale: 1 Unit = 1.0 centimeters

Update Scene

1. Name of Object

Listed Name of the Object in scene.

2. Type of Object

Scene objects are sorted into four categories: Geometry, Bones, Helpers, and Other. Objects defined as “Other” generally include objects such as Lights, Cameras, Particles, etc.

3. Polygon Count

Number of faces in the mesh. N/A refers to objects being declared as Geometry but is not converted to an editable poly or mesh.

4. Triangle Count

Number of triangles in the mesh. N/A refers to objects being declared as Geometry but is not converted to an editable poly or mesh.

5. Animation

Checks for animation on the object. If animation keyframes are found, “Yes” will

be displayed to indicate the object holds animation data. If no data found it will remain blank.

6. Mat IDs

Number of materials or material channels found on a mesh

7. UV IDs

Number of UV Channels found on a mesh.

8. Scale X, Y, Z

Volume dimensions of the object.

9. Unit Scale (Display)

Dropdown list of display units. Selecting an unit in the list will change the scale display for items listed in the Scale X, Y, Z columns and in scene. Changing the Unit Scale will not change the System Scale.

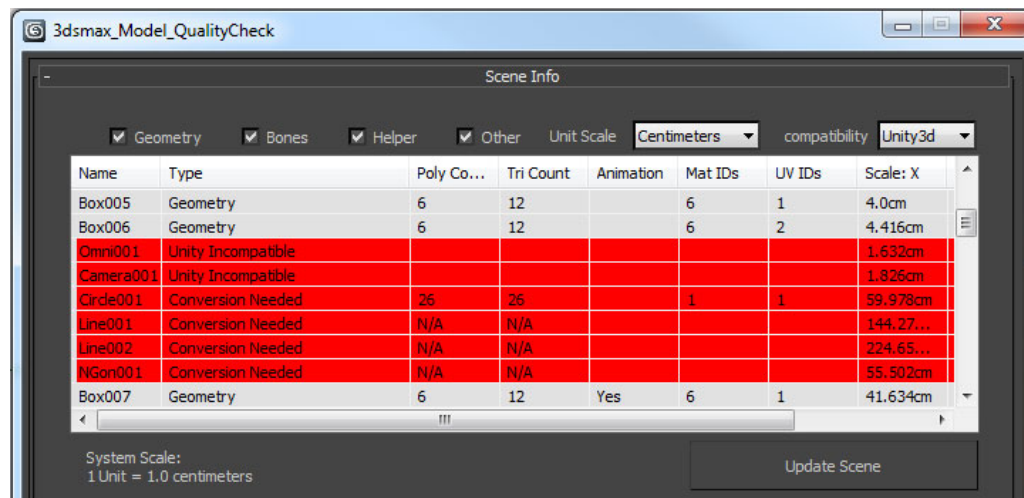
10. System Scale

Shows what max perceives one unit to actually equal. This will have effect on dynamics and internal mathematical conversion when exporting from scene and importing into other software and/or engines.

To change the system scale go to Customize > unit Setup > System Units Setup

11. Compatibility (Beta)

Checks compatibility of objects to other software. Any error found after mode change will flag the row red in the list and indicate the cause of the issue.



The screenshot shows a window titled "3dsmax_Model_QualityCheck" with a "Scene Info" tab. The window contains a table with the following columns: Name, Type, Poly Co..., Tri Count, Animation, Mat IDs, UV IDs, and Scale: X. The table is filtered to show objects with compatibility issues, highlighted in red. The "Unit Scale" is set to "Centimeters" and "compatibility" is set to "Unity3d".

Name	Type	Poly Co...	Tri Count	Animation	Mat IDs	UV IDs	Scale: X
Box005	Geometry	6	12		6	1	4.0cm
Box006	Geometry	6	12		6	2	4.416cm
Omini001	Unity Incompatible						1.632cm
Camera001	Unity Incompatible						1.826cm
Circle001	Conversion Needed	26	26		1	1	59.978cm
Line001	Conversion Needed	N/A	N/A				144.27...
Line002	Conversion Needed	N/A	N/A				224.65...
NGon001	Conversion Needed	N/A	N/A				55.502cm
Box007	Geometry	6	12	Yes	6	1	41.634cm

System Scale:
1 Unit = 1.0 centimeters

Update Scene

12. Update Scene Button

Refresh the Scene Info List when updates in the scene have been made.

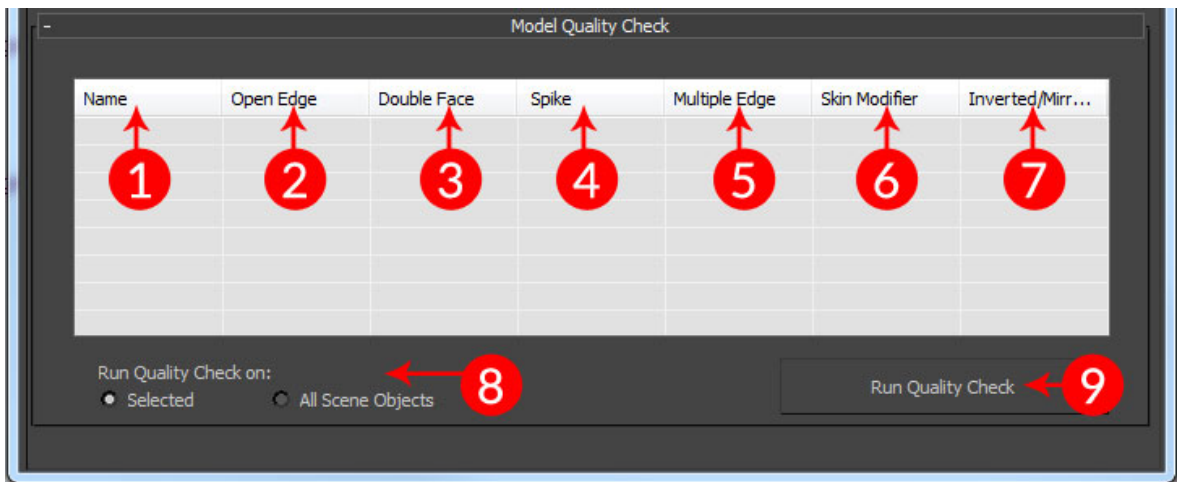
13. Sorting

Turn on/of what you want to view in the Scene Info List.

Model Quality Check

About

The Model Quality check was designed to batch check the integrity of a mesh or meshes found in a scene or selection. It runs a STL Check in addition to checking for transform matrix errors as well as skin modifier errors based on compatibility mode. When an error is found the row will be flagged red and the error logged under the listed column. If no error(s) is found the listed boxes will remain blank.



1. Name

Listed Name of the Object in scene.

2. Open Edge

Checks for open edges (holes).

3. Double Face

Checks for faces that share the same 3D space.

4. Spike

Checks for spikes, which are isolated faces that share only one edge with the object.

5. Multiple Edge

Checks for faces that share more than one edge.

6. Skin Modifier

When the compatibility mode has been changed, the model quality check will test the mesh for any skin modifiers and, if found, check if compatible with the selected mode.

Name	Open E...	Double...	Spike	Multipl...	Skin Modifier	Inverted/Mirror Faces
Box001						
Box002	Detected	Detected	Detected	Detected		
Box003	Detected	Detected	Detected	Detected	Incompatible/ Conversion Needed	
Box004	Detected	Detected	Detected	Detected		
Box005						Detected invert
Box006	Detected					Detected invert

7. Inverted/Mirror Faces

Checks for flipped faces and other unusualities in the transform matrix of the mesh(es).

8. Run Quality Check on:

Choose between running quality check on selection or all meshes in the scene.

9. Run Quality Check Button

Run/rerun the quality check.

Known Issues

Version 1.0

- Occasional disappearing headers. Hovering mouse cursor over headers will make them reappear.
- The more objects in scene may cause the script to run slow when processing the needed data.