ASTOUND | DESIGNER PRICING UTILITY

CUSTOM MAXSCRIPT | CONCEPT PRESENTATION | SEPTEMBER 23, 2013

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EXHIBITS EVENTS ENVIRONMENTS

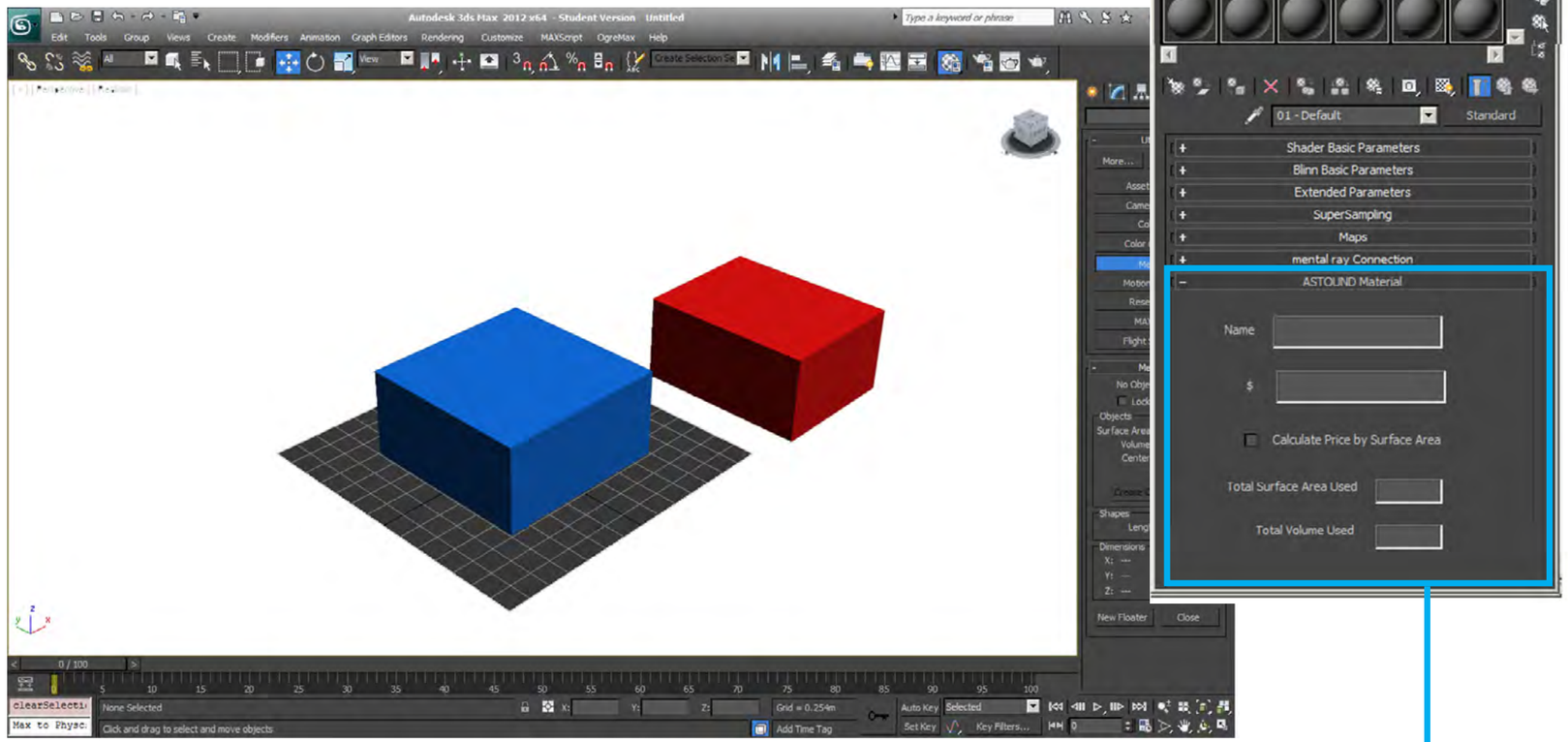
Overview of Concept

ASTOUND uses a digital library of materials in 3ds Max that exist in either Standard, Mental Ray or Vray shader formats. Currently the material library is not organized by name, price or type. The objective of this custom Maxscript is to develop a Rollout for the material Editor that allows ASTOUND Designers to input a Specific Name, a Unit Price, and to decide whether the material will be priced by Volume or by Surface Area by checking or unchecking a selection box.

The ASTOUND Materials Rollout

The ASTOUND Materials Rollout will fit at the bottom of all Shader Rollouts underneath “mental ray connection.” The ASTOUND Materials Rollout should be accessible to designers using both Mental Ray, Vray, and Standard Materials.

The Rollout should appear as depicted below:



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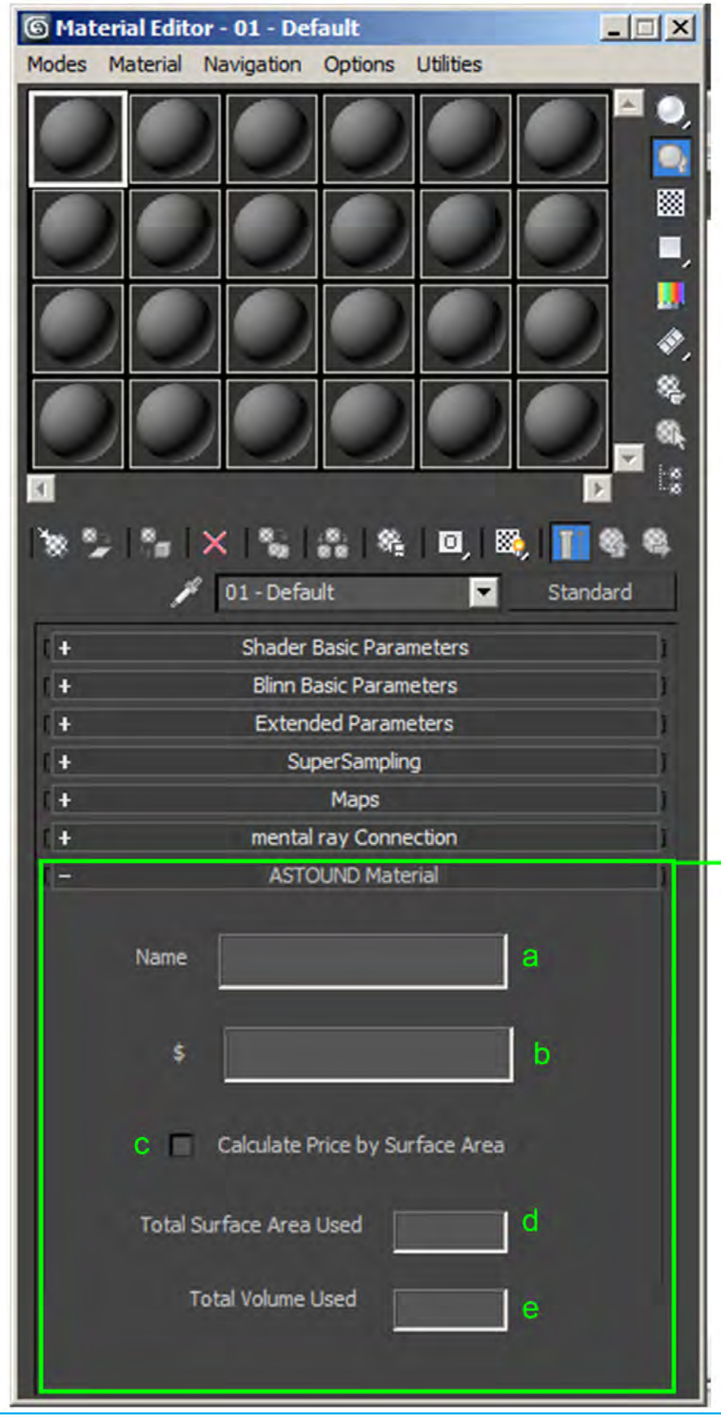

COMPONENT # 1
ASTOUND Materials Rollout (referred to as the AMR)

The Designer Pricing Utility has 3 components:

1) The AMR,
2) The Design Pricing Utility Table,
3) The Design Tier Slider.

When a Designer first creates a material, he must enter a unique name, a unit price, and indicate whether the material is 2D (like a carpet) or 3D (like millwork) by checking the “Calculate Price by Surface Area” check-box.

The defaul setting enters 0 in the surface area box and enters the sum total of the volums of all objects to which this material is applied in the Total Volume box.

These figures will be used in Component #2, the Design Pricing Utility Table described in the next slide.

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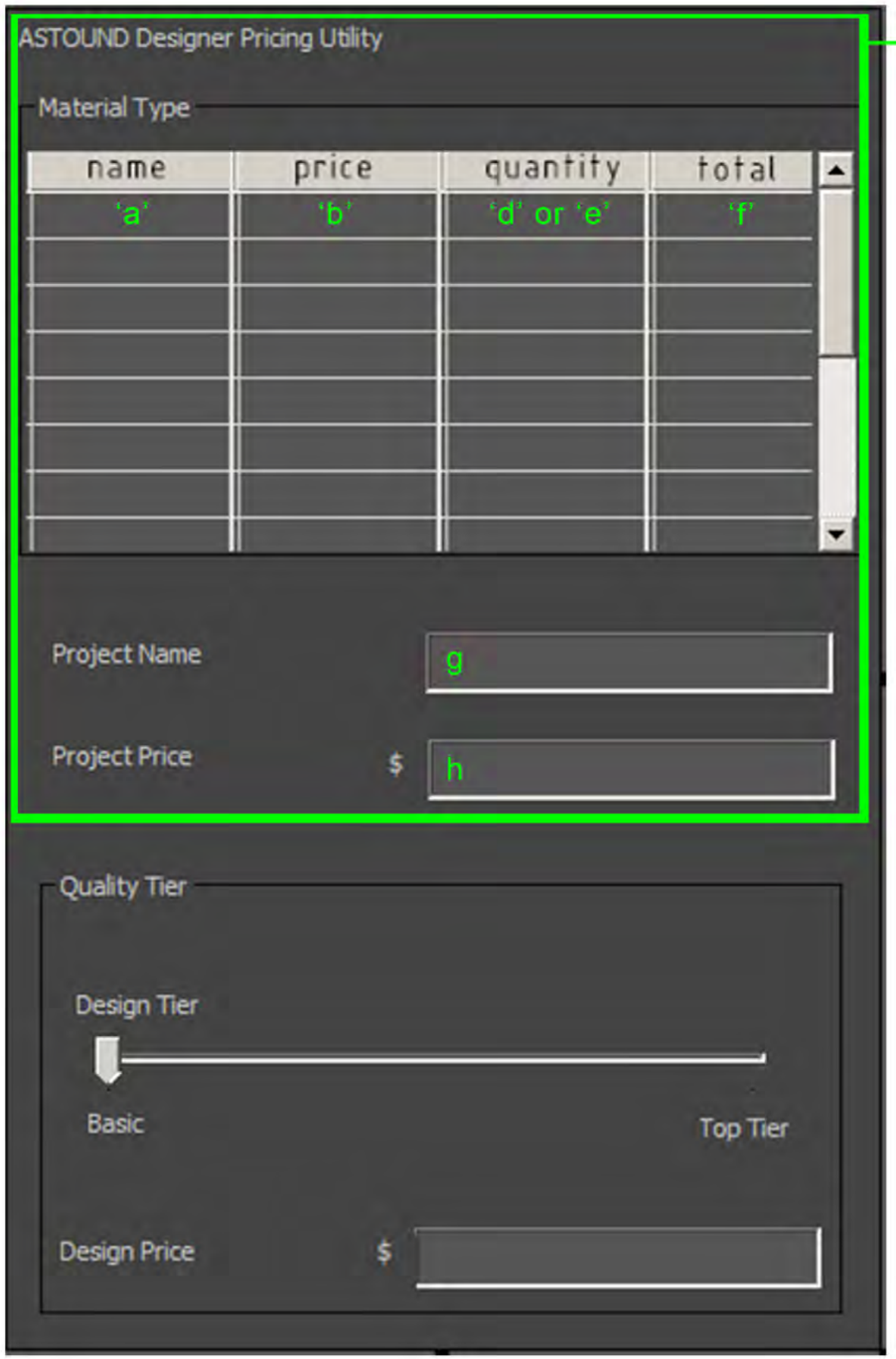

COMPONENT # 2
Design Pricing Utility Table (referred to as the DPU Table)

The Design Pricing Utility is a table intended to consolidate information from the AMR and present it in an organized manner as well as perform basic calculations in order to provide a project price.

Name: this cell will have the name of the material from Compo**n**ent #1

Price: this cell will have the unit price of the material (in format 0.50 or 1.65, etc) from Component #1

Quantity: this cell consists of the sum of D and E from Component one. By default D is set to 0 and E is the total sum of the volumes of all objects in the scene to which given material is applied. When the "Calculate Price by Surface Area" box is checked, then the value of E is set to 0 and the value of D is the total surface area of all objects in the scene to which given material is applied.

Total (f): this cell is the line total. *Price * Quantity.*

g) The Designer can enter an optional name for the project, asset, or module.

h) this is the sum of all the line totals in the "Totals" column.

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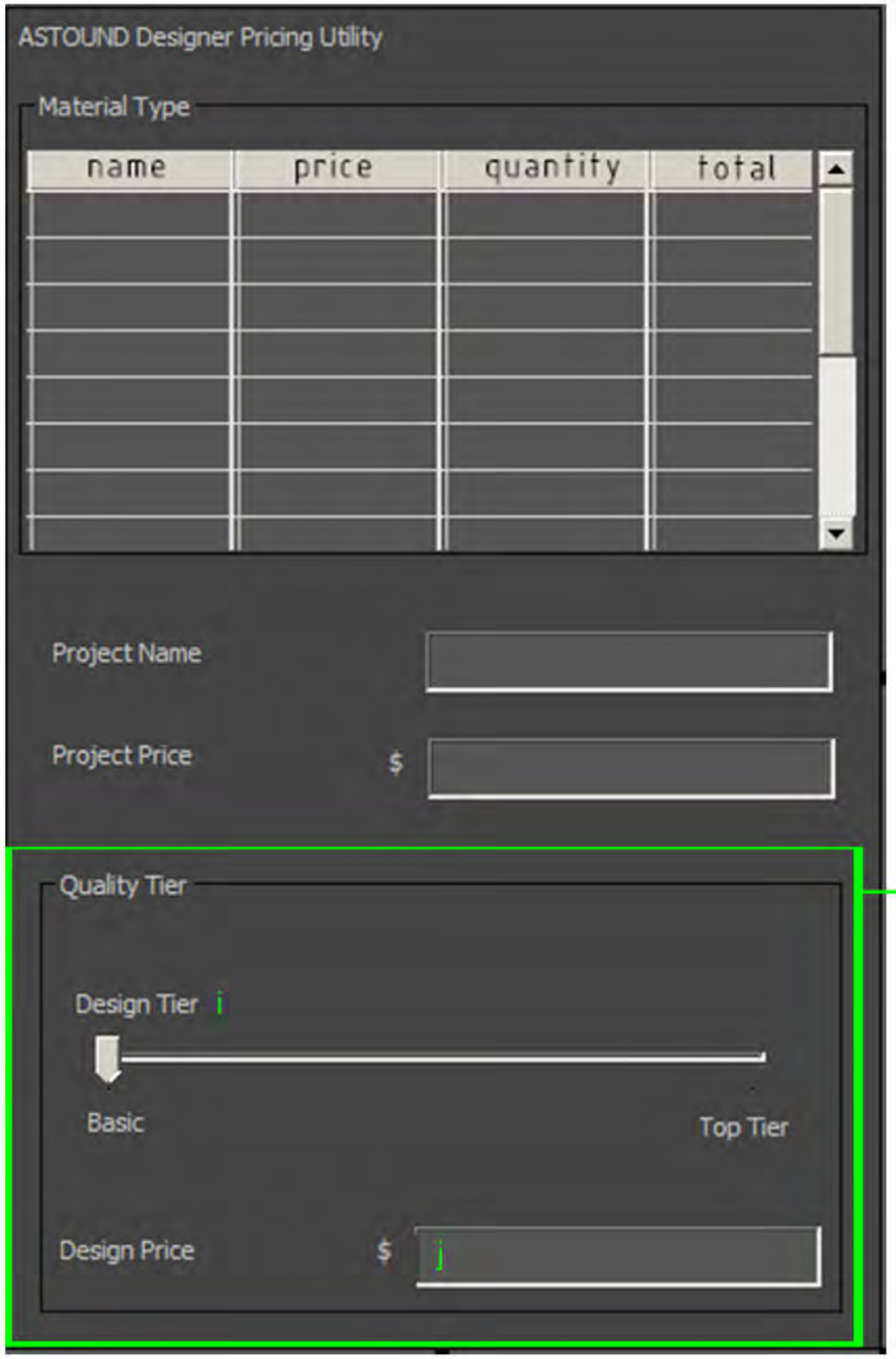

COMPONENT # 3
Design Tier Slider

The Design Tier Slider provides a number between 1.0 and 5.0 by which the project price can be multiplied. The Design Price at the bottom is the project price multiplied by the unit indicated by the Design Tier Slider.

The Tier of the design can be raised or lowered by sliding the slider to the right or the left respectively. The Basic setting is 1.0 and the Top Tier Setting is 5.0

The Slider should have a minimum of 10 intervals between Basic and Top Tier that can instantly change the figure in the Design Price price box.

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THANK YOU

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