

The level rebuilt in 3DS Max



A screengrab from a trailer showing the same layer in-game

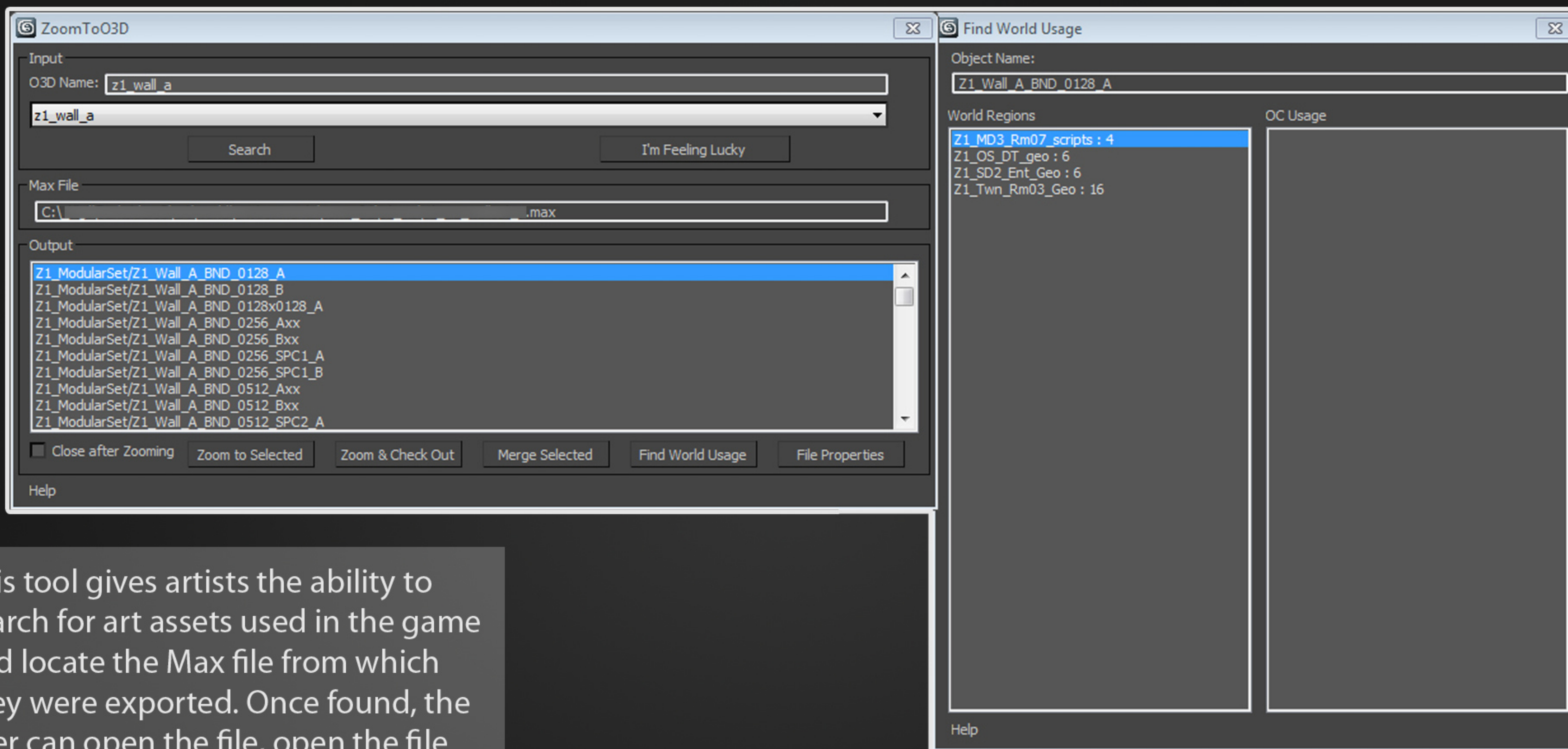


Assets pictured created by Vigil Games

Using known locations of art assets in source files, and where instances of those assets are placed in game levels, is able to re-construct those levels in world space in 3ds max.

Allows artists to prepare levels for mesh painting, and optimize level-specific geometry.





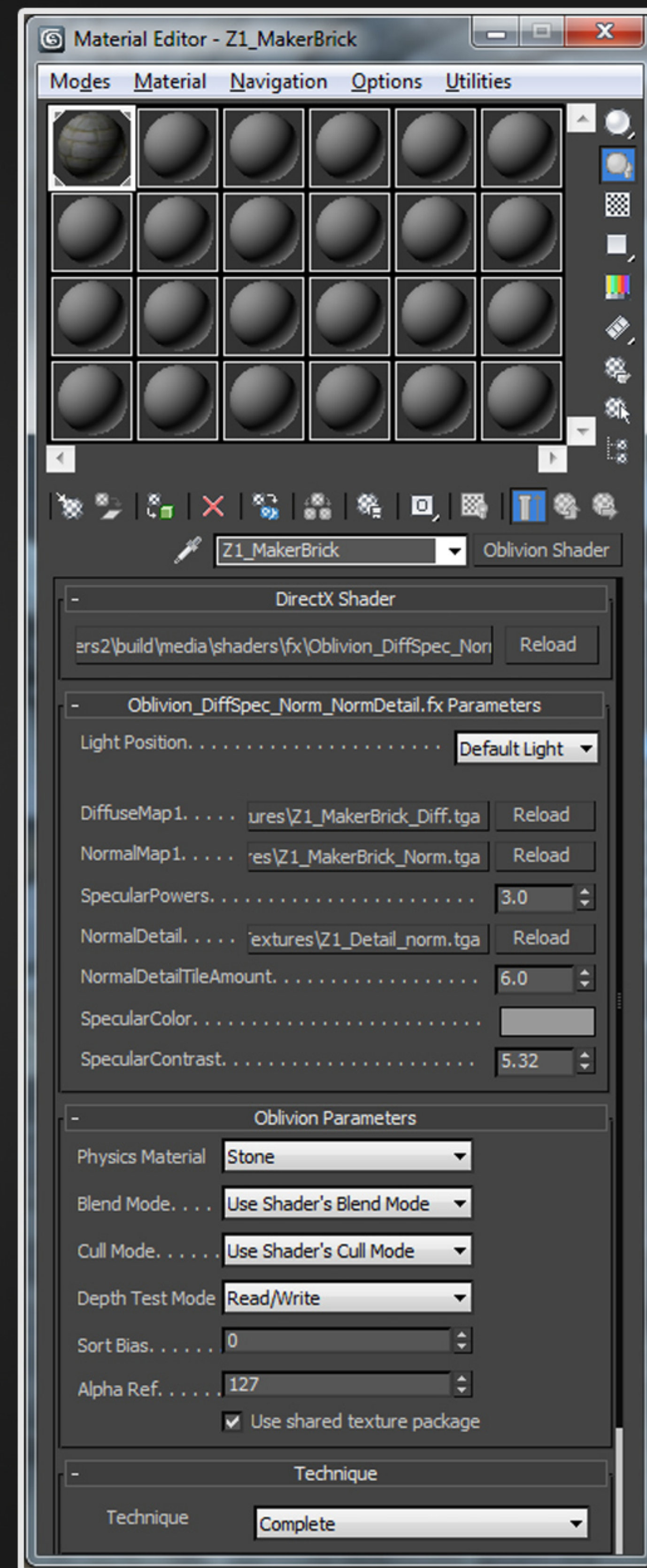
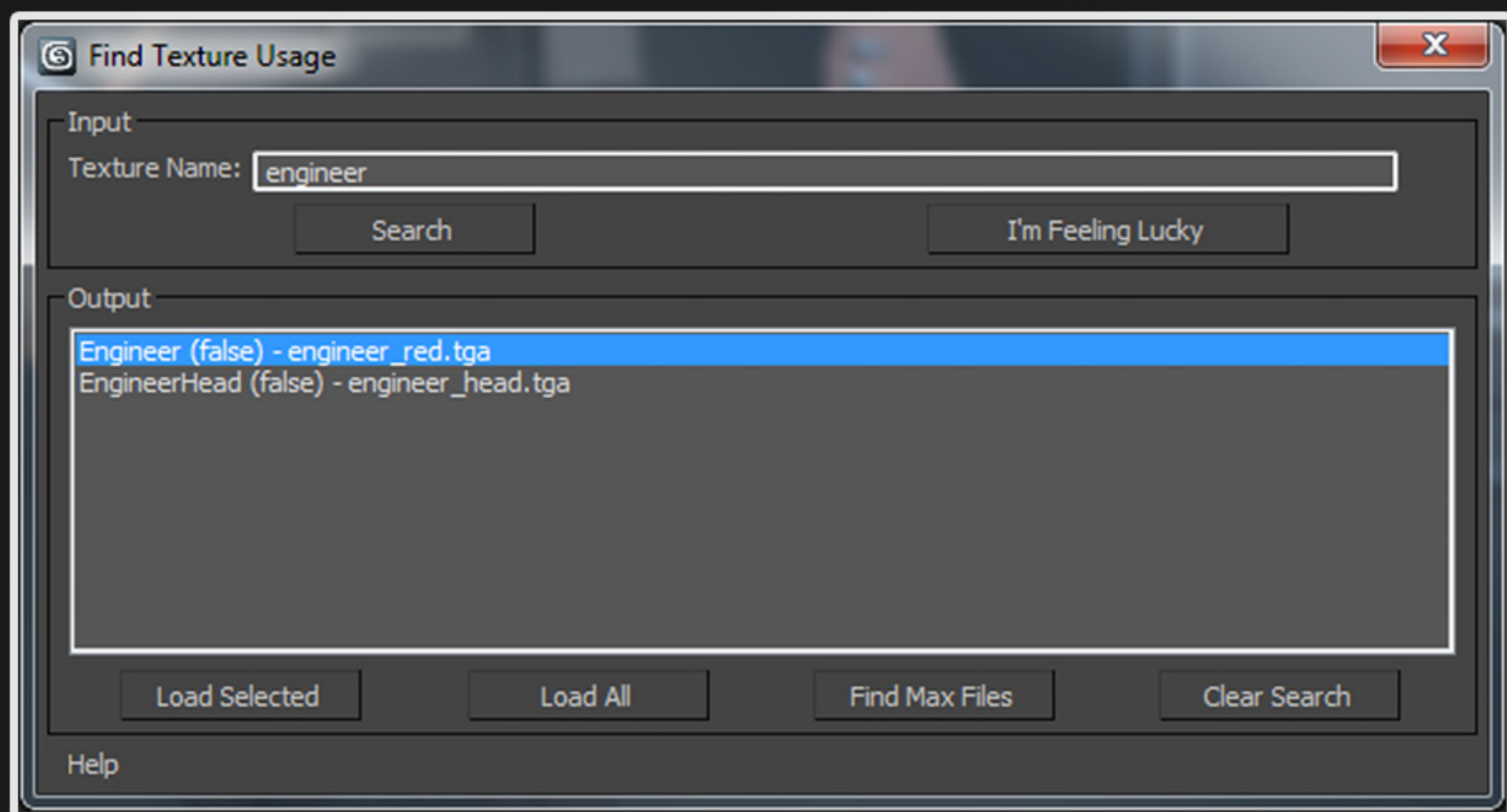
This tool gives artists the ability to search for art assets used in the game and locate the Max file from which they were exported. Once found, the user can open the file, open the file and check it out in Perforce, and find all the instances where the asset is placed in the game world.

The artist no longer has to leave Max in order to obtain this information.





Find Texture Usage



Allows users to search for textures used by Vigil Materials in the current Max scene.

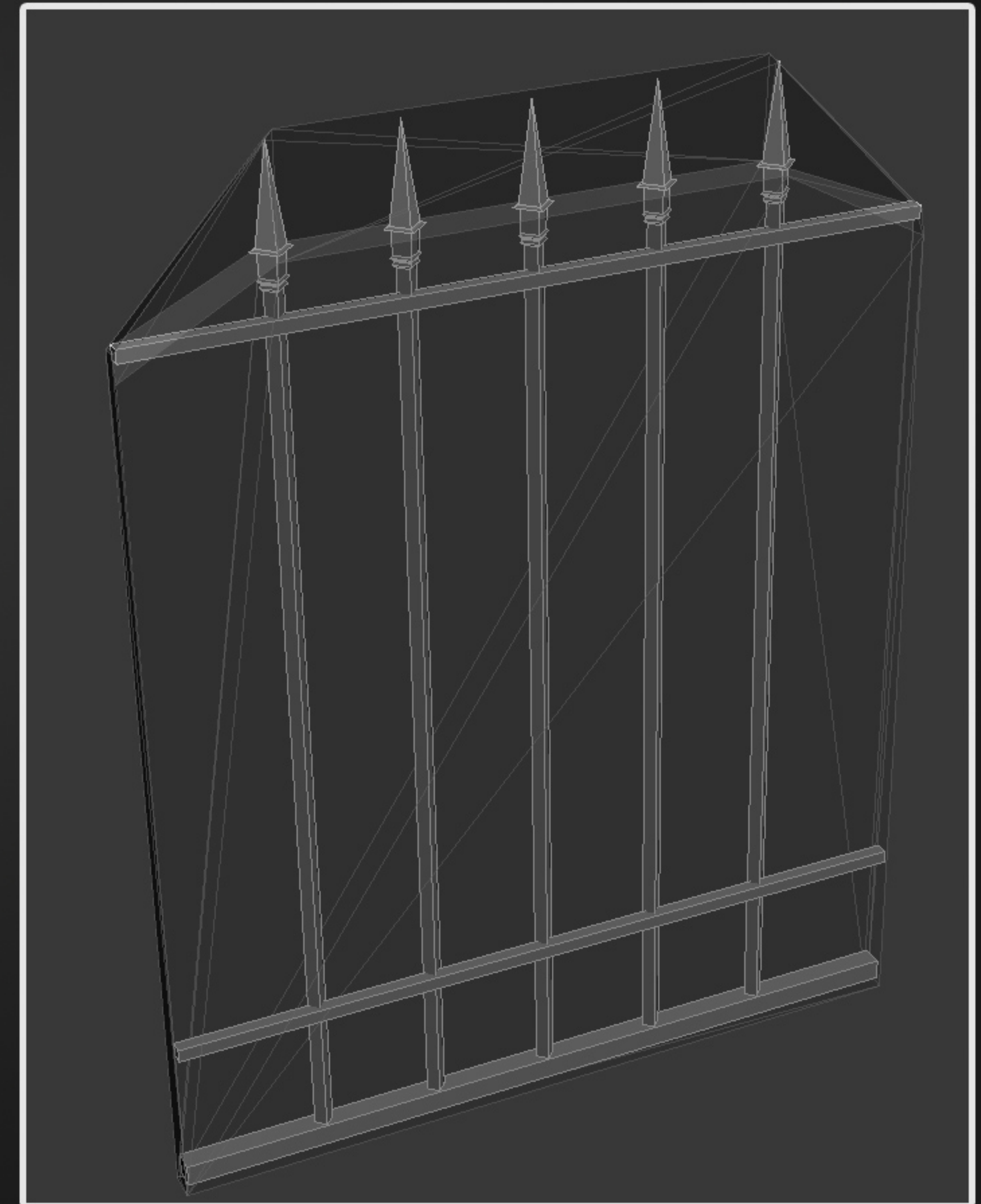
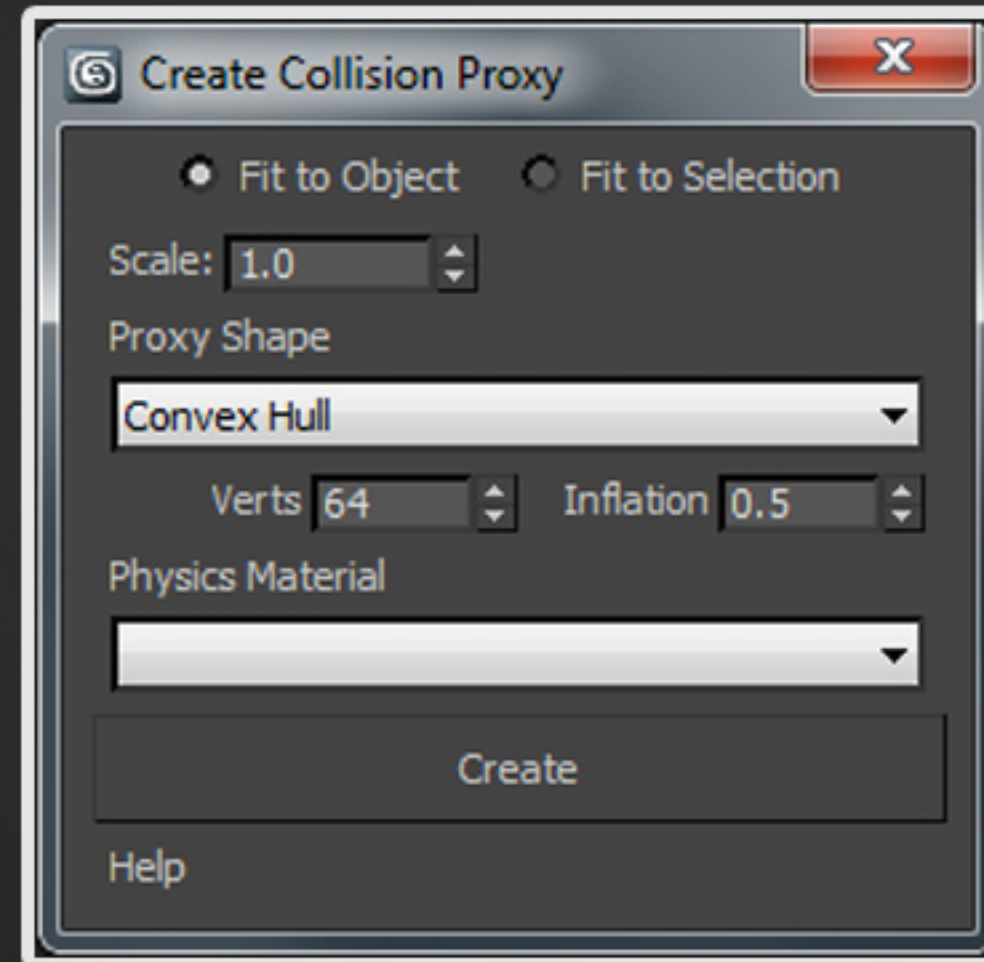
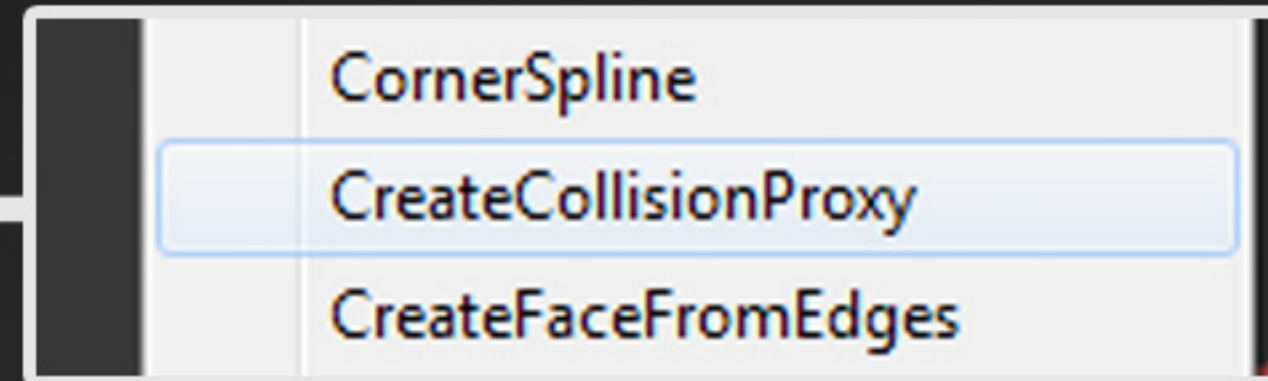
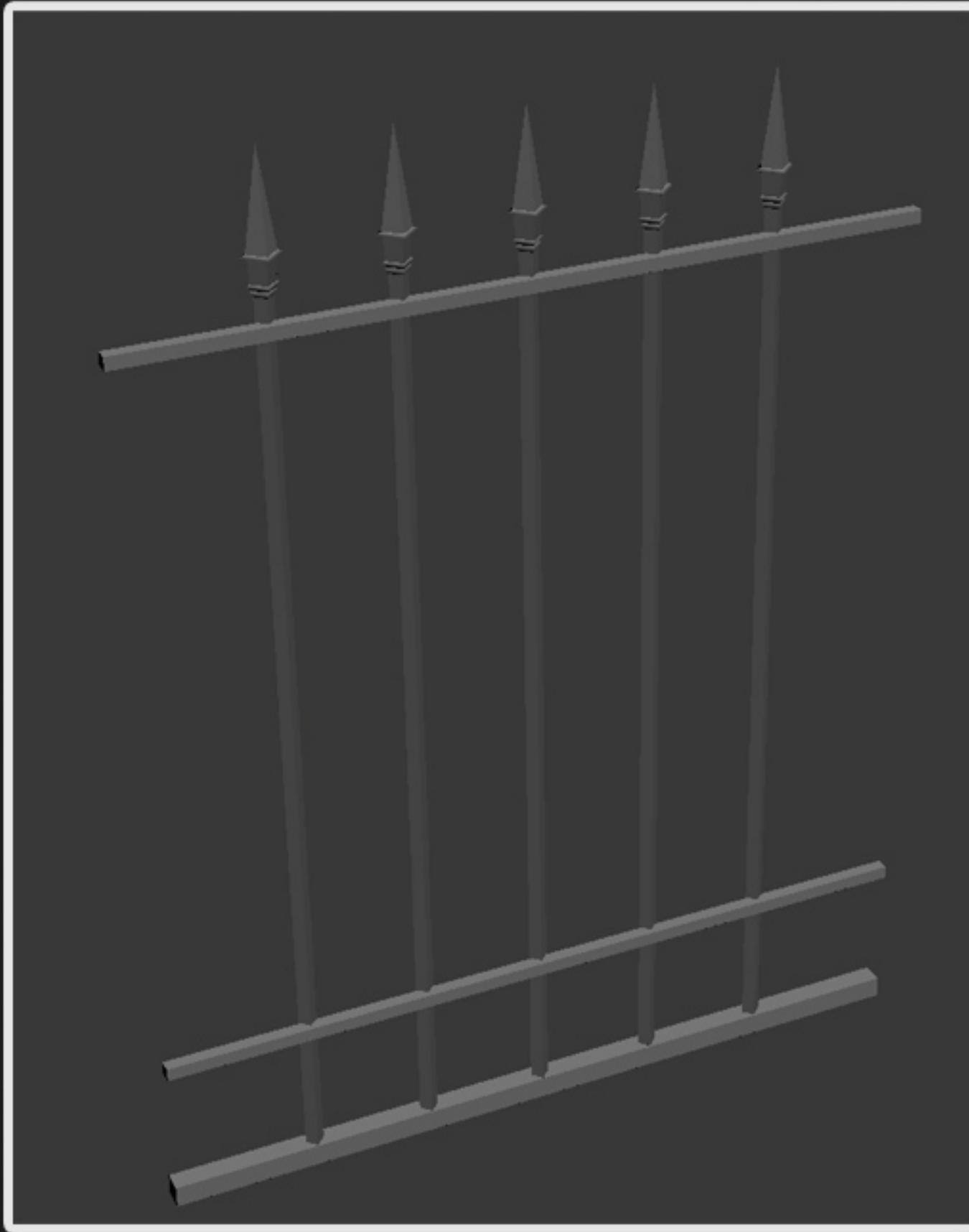
Users can filter through a scene with a high volume of materials with ease, minimizing time spent sifting through each material.

Allows user to load selected materials into the Material editor.



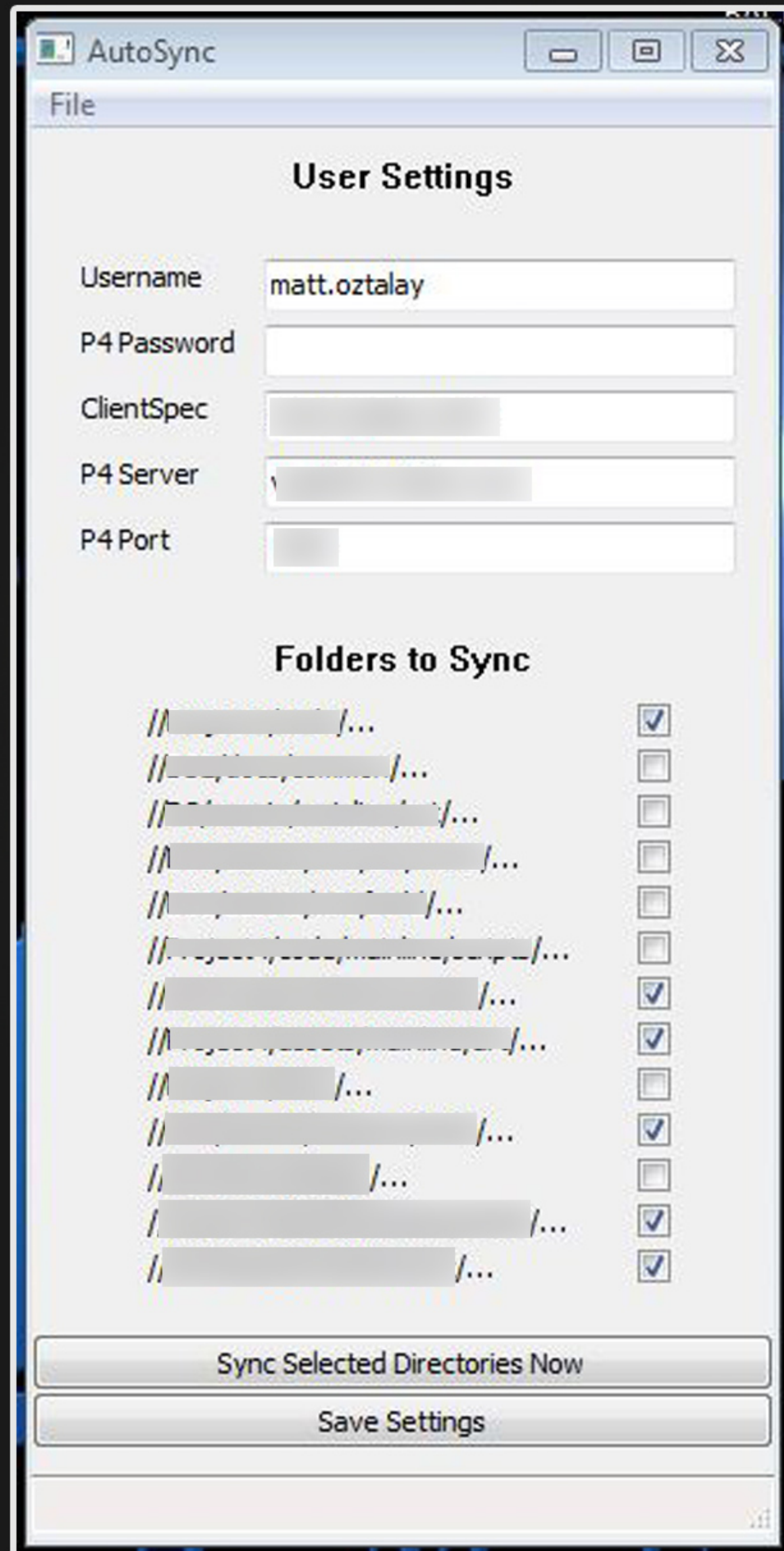


Create Collision Proxy



Provides users with an interface for rapidly generating primitive or convex hull collision proxies for each object in a selection, or an entire selection of objects.





Creates a Windows Scheduled Task to automatically sync to user-defined Perforce depots at a set time, every day.

Saves time by syncing before user arrives at the office, and can even function without the user being logged into Windows.

Developed using Python and wxPython



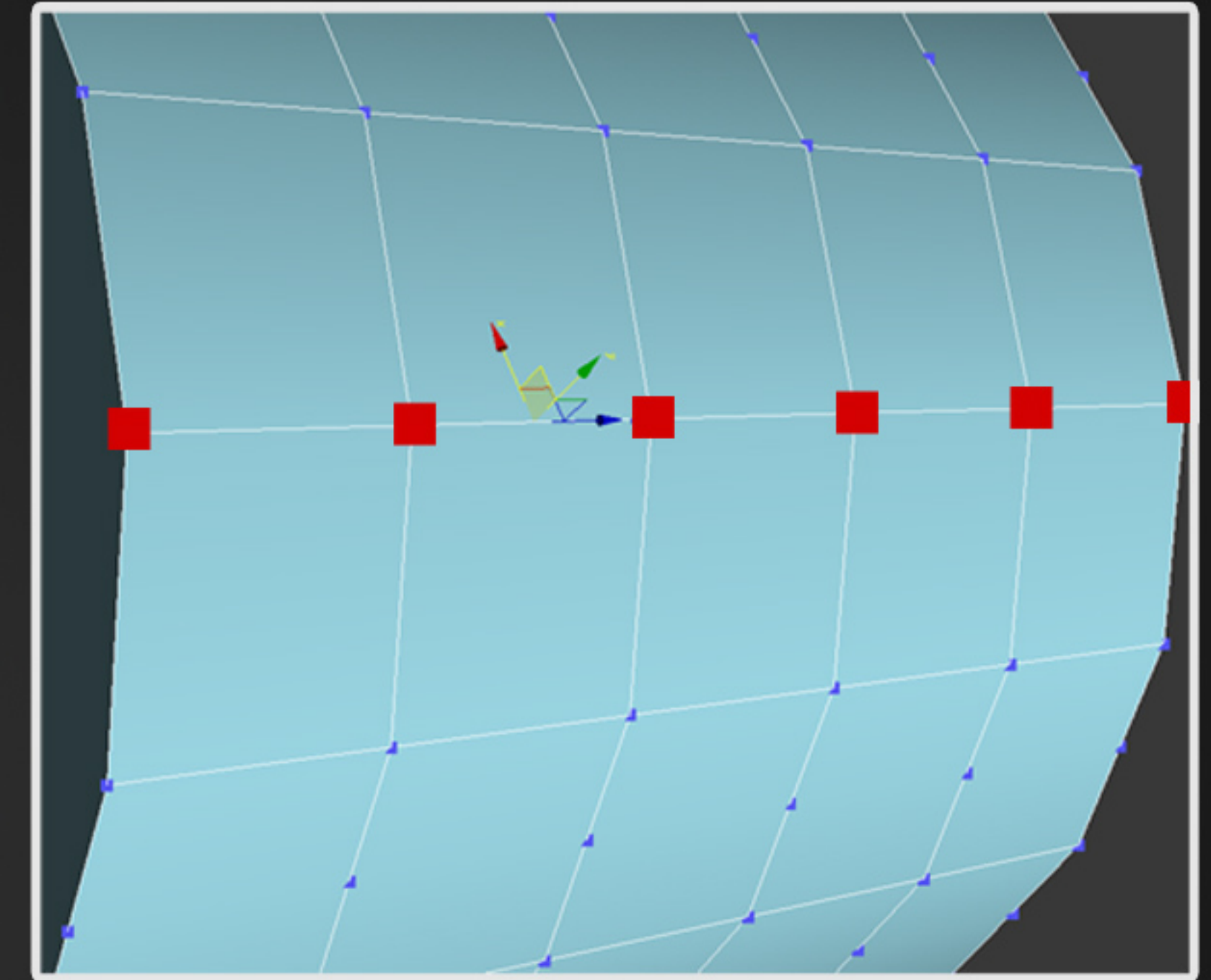
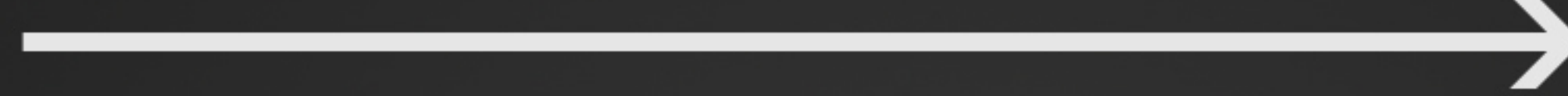
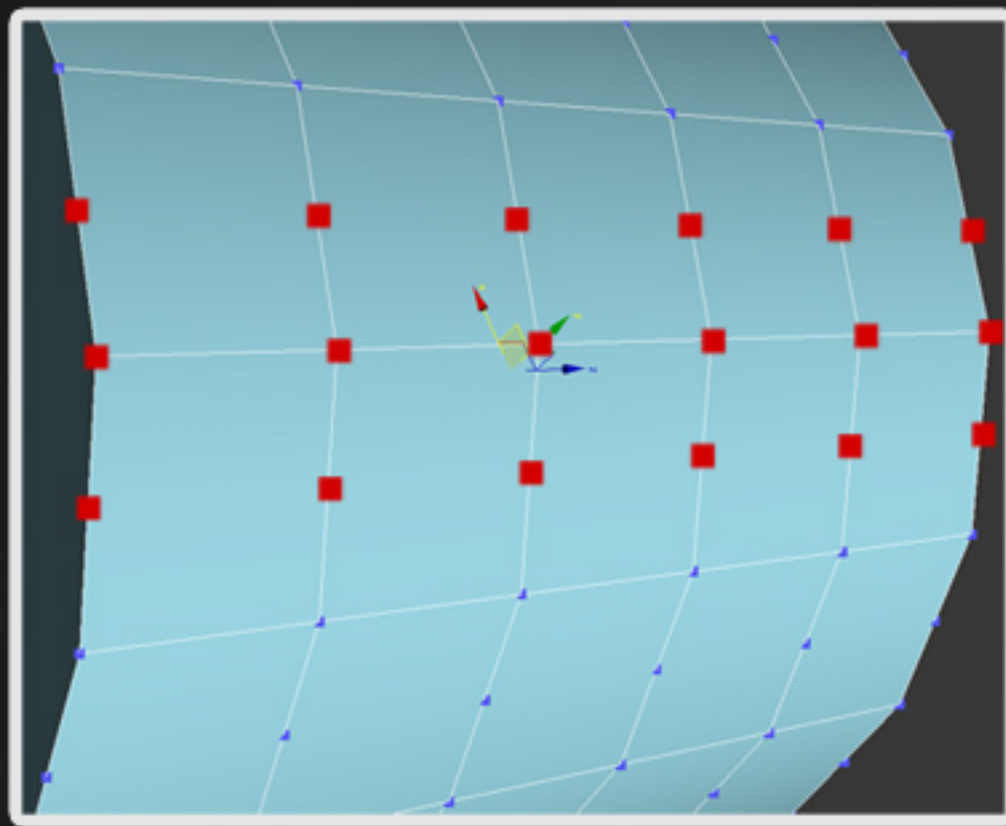


Modeling Utilities



Remove Mid-Edge Verts

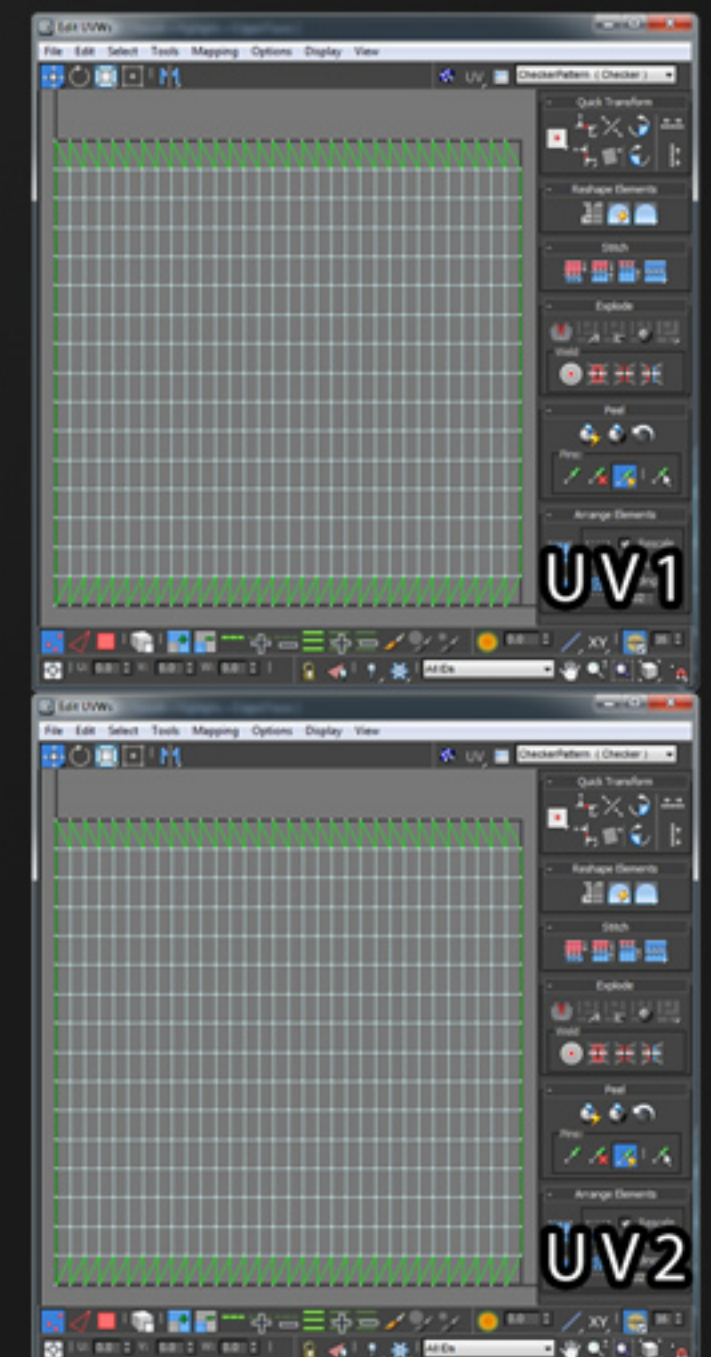
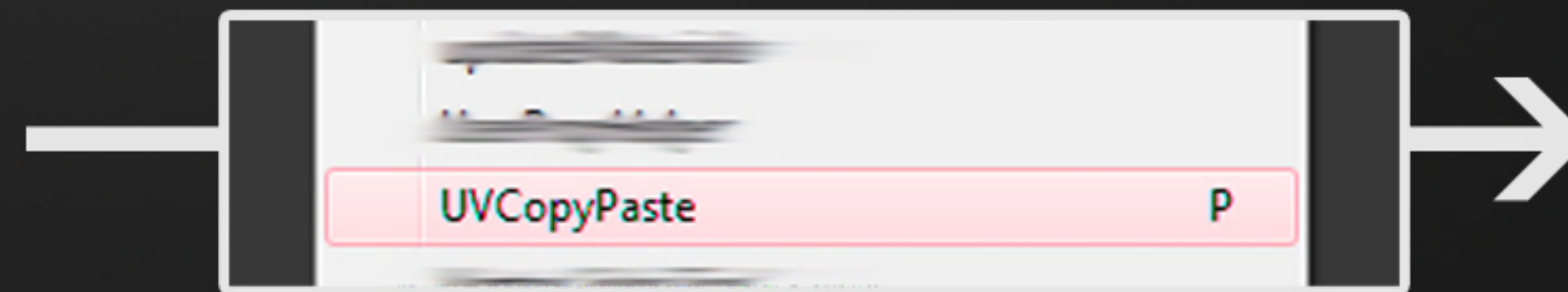
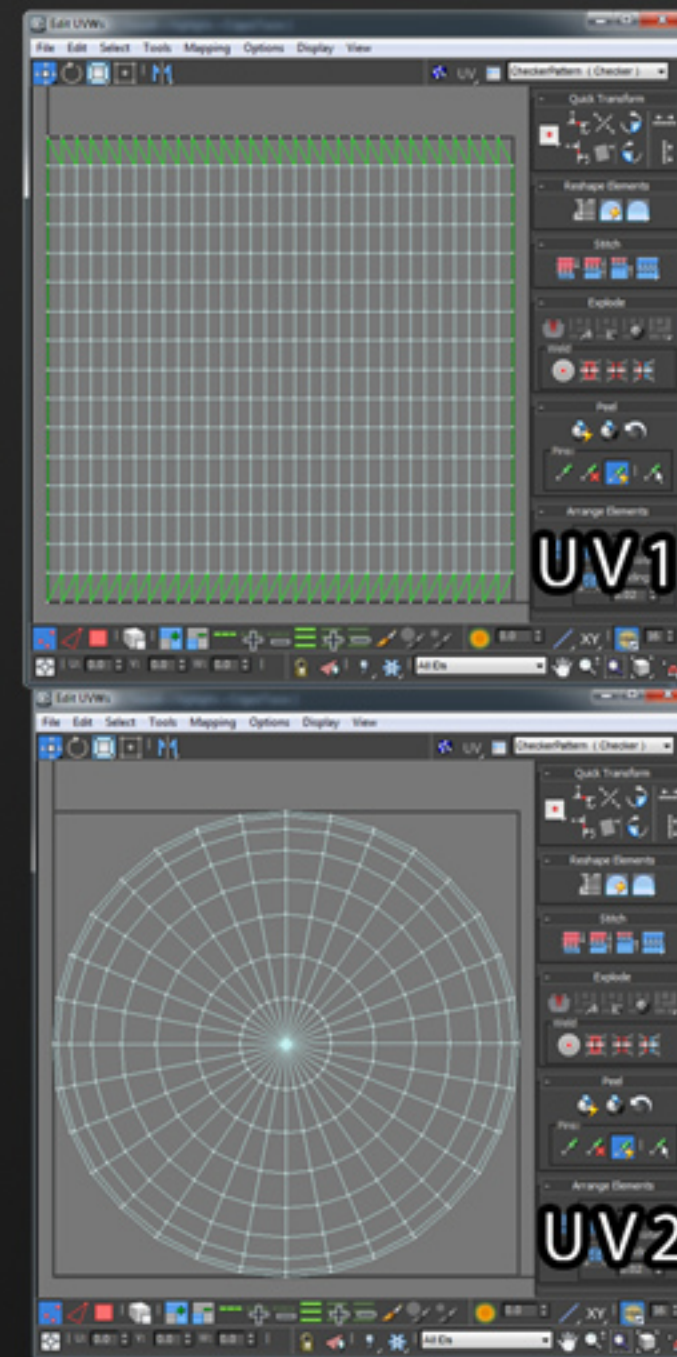
Deletes the verts in selection that only have two edge connections. Expedites cleanup time after a Procutter operation, and gives users a quick way to correct the use of an incorrect edge-deletion method.



UV Copy Paste

Copies an object's UVs from UV Channel 1 to UV Channel 2.

This script minimizes the number of steps an artist must perform to achieve the same result; allows rapid iteration when creating new assets whose material requires two separate UV channels.



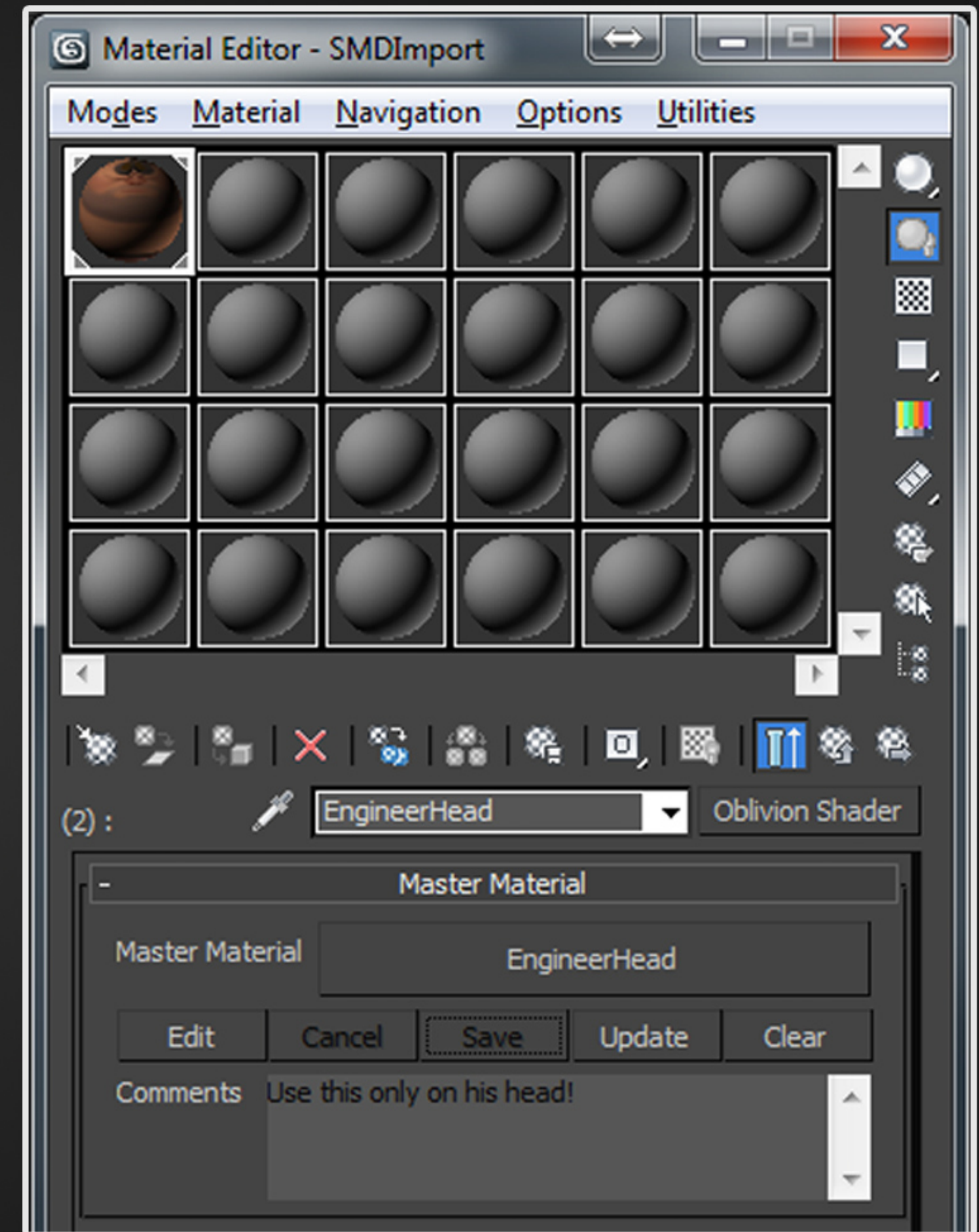


3ds Max Material Mastering

Users can create new Master Materials, which are stored by the name of the material, to ensure materials are updated between 3ds Max scenes, even if the Master Material setting is not set.

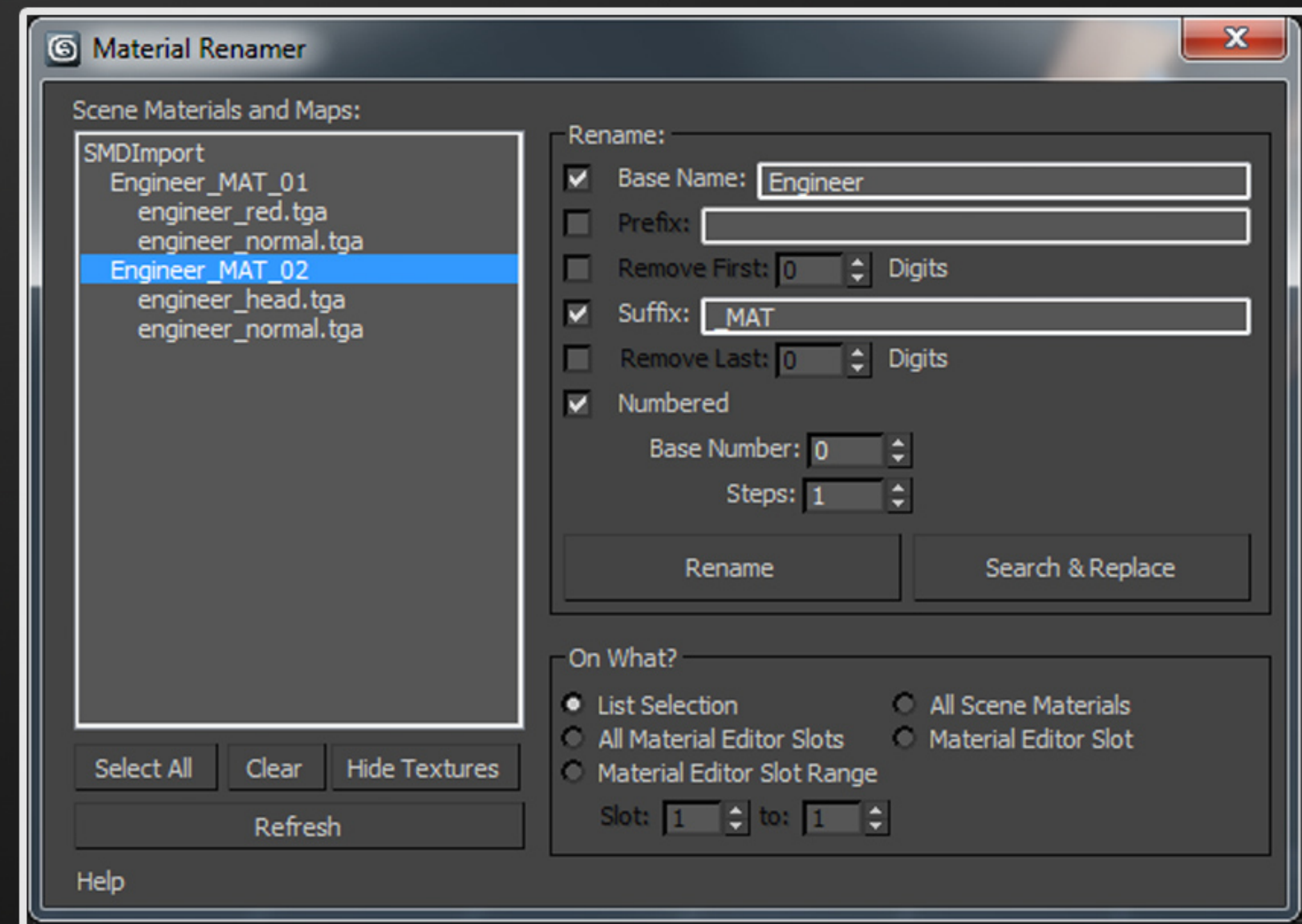
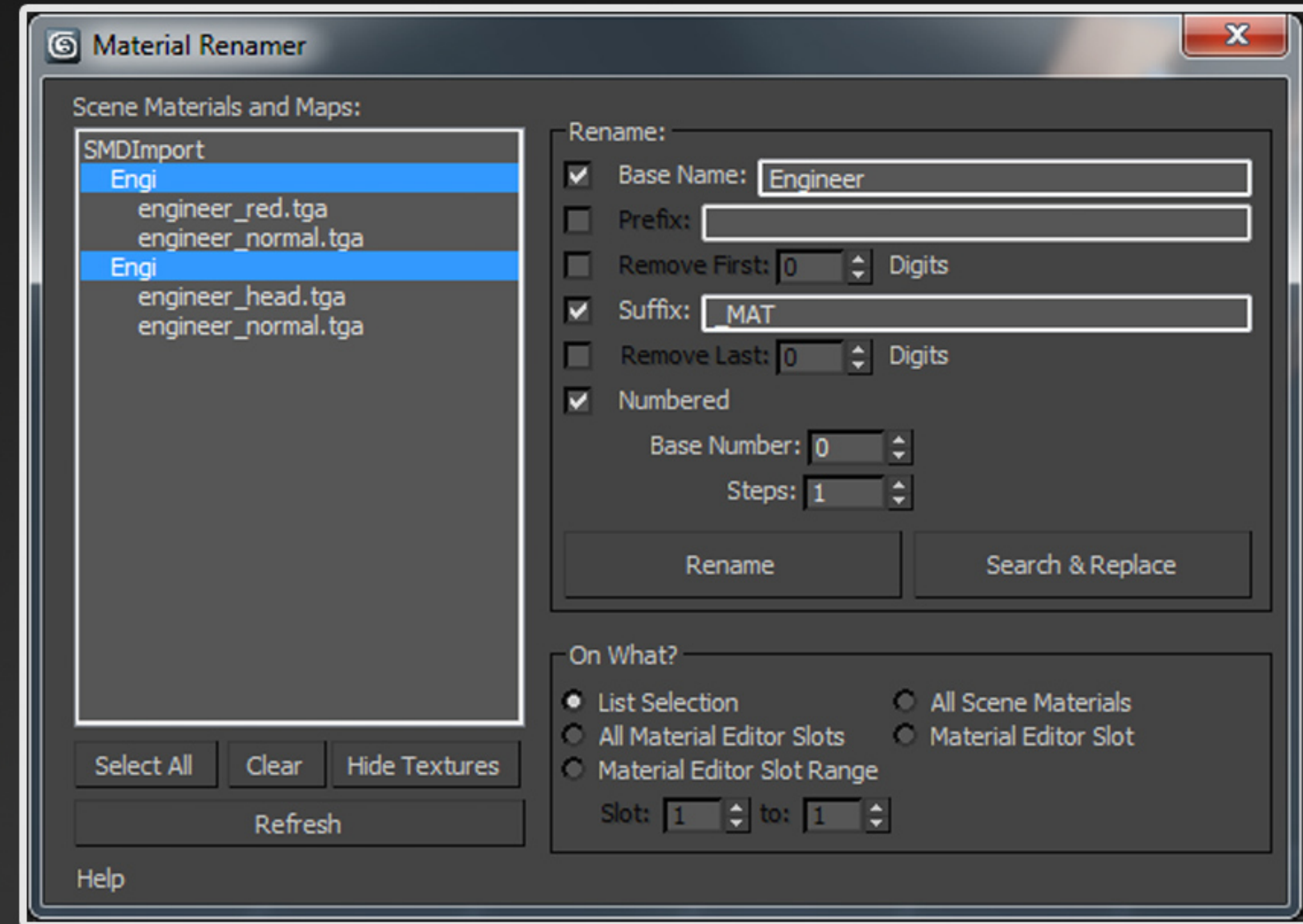
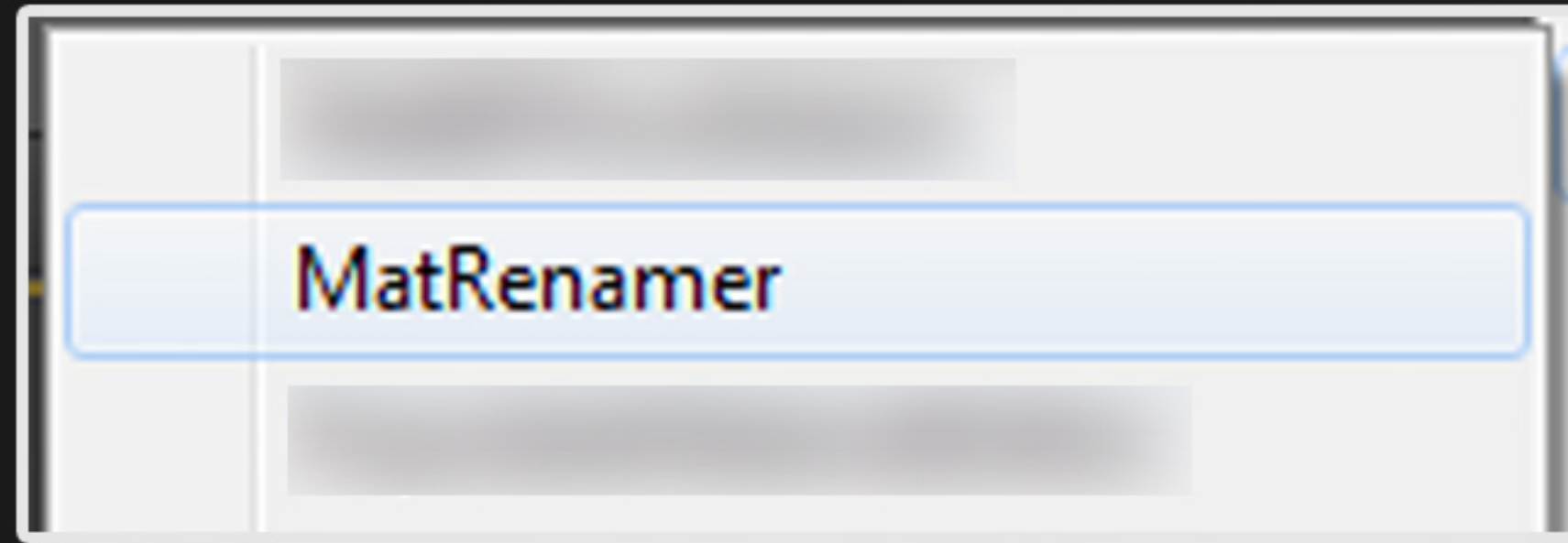
Additionally stores a comment on the material to allow users to share usage notes about materials.

An extension of Vigil Games' in-house scripted material plugin which ensures materials are consistent between different 3ds Max scenes.





MatRenamer



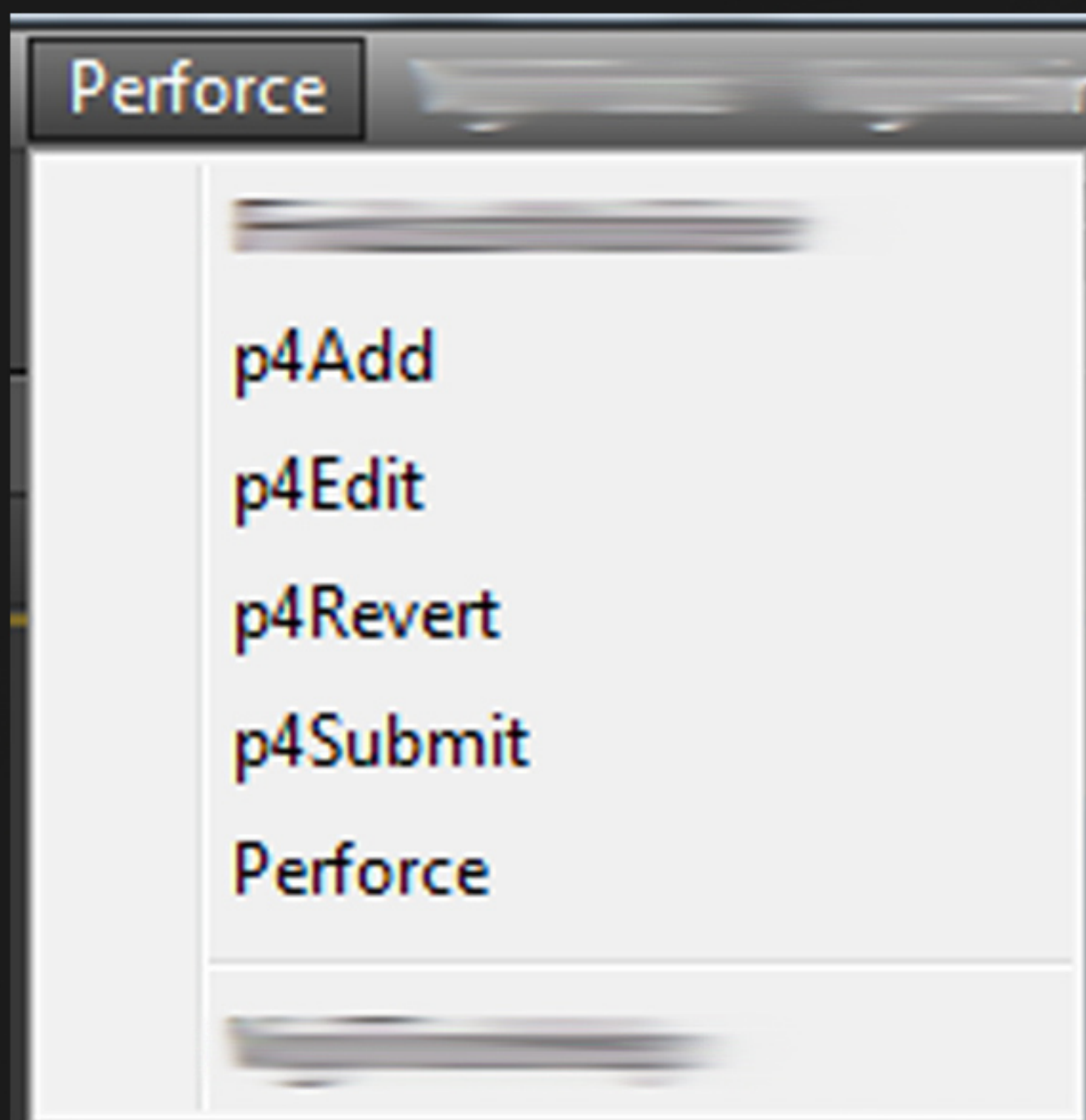
An interface to give users the ability to rapidly rename materials in the current 3ds Max scene.

Users are presented with a hierarchy view of Multi/Sub > Material > Texture in order to better visualize the relationship of scene materials.





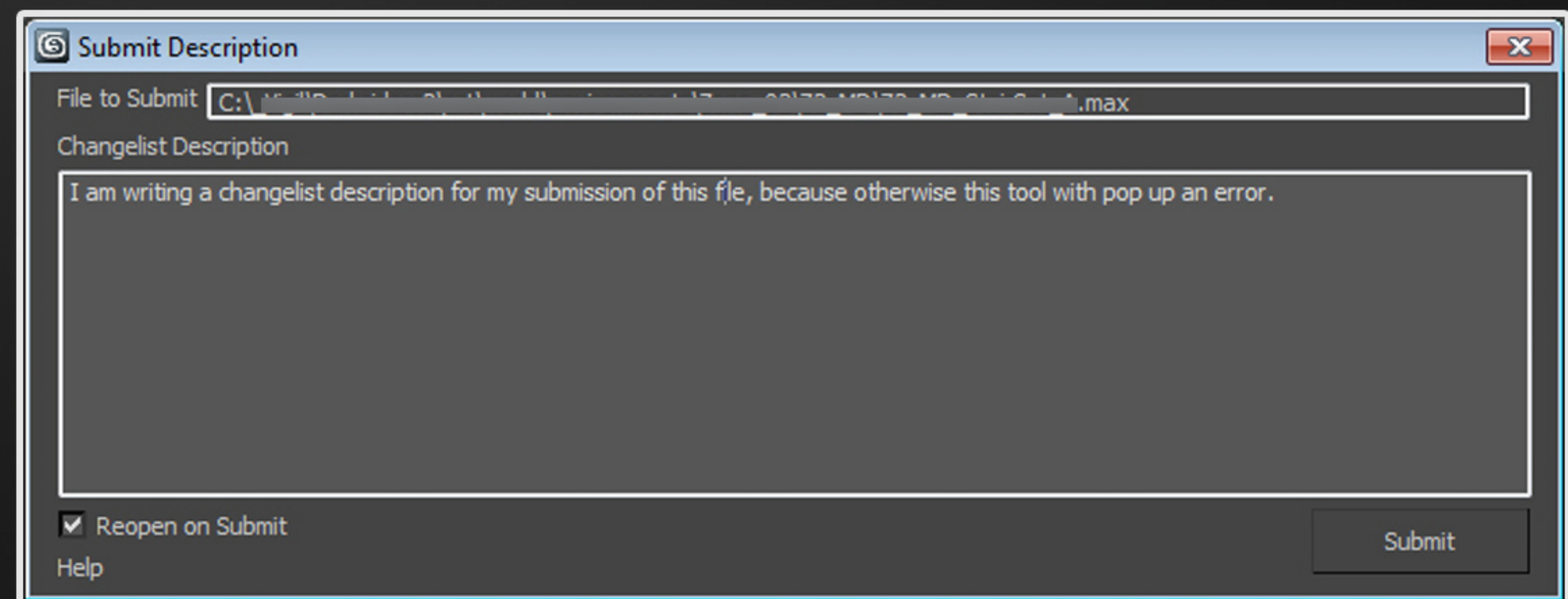
3ds Max Perforce Integration



- p4Add - add the currently-open file to Perforce, if it isn't already added.
- p4Edit - check out the currently-open file. User is warned in the file is already checked out.
- p4Revert - revert the changes to the currently-open file, sync to the latest revision in Perforce, and re-open the file.
- p4Submit - If the currently-open file is checked out, submit the changes to the currently-open file with a user-provided changelist description.

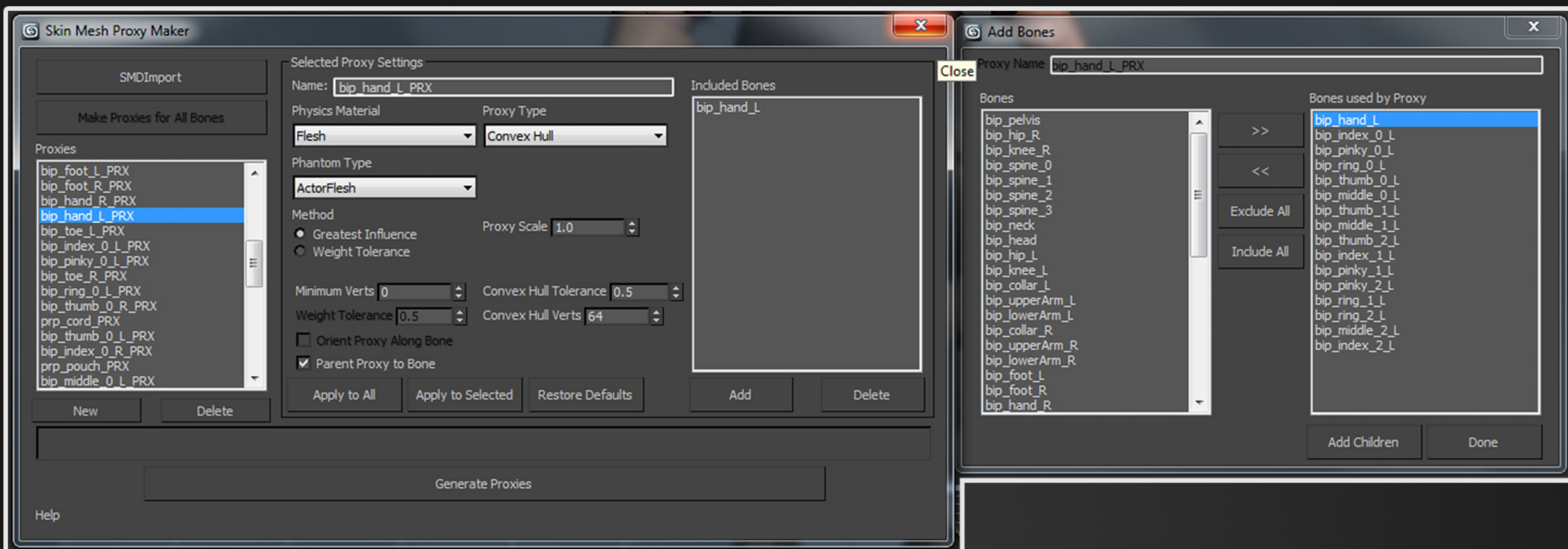
Allows users to perform common Perforce actions on the currently-open 3ds Max scene.

Additionally, every time a user opens a file, the local copy of that file is compared with it's head revision in Perforce. The user is prompted if the two don't match.





SkinMeshProxyMaker



An interface to give users the ability to generate convex hull proxy meshes for a skinned character based on vertex weights. Useful for quickly generating cheap hitboxes and movement phantoms for complex characters. Character model, rig, and textures by Valve Software.

