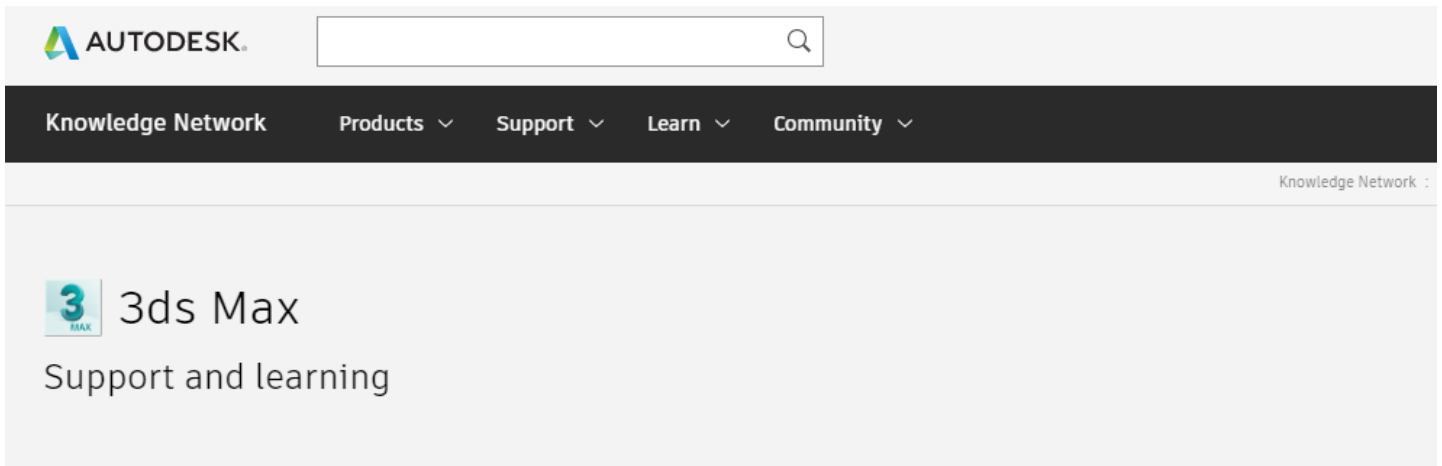


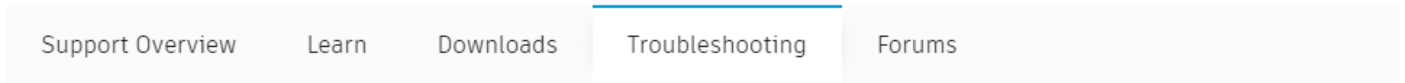
3DS Max Basics—Material Editor Update

As of 3ds Max 2021, the Standard (Legacy) material type has been replaced with the Physical Material type as the default. The render engine has also been changed from Scanline to Arnold. By default, Standard (Legacy) materials and their maps are converted to Physical materials upon scene or object export, and the original Map value settings may not be identical to the converted ones. The notes below are from the Autodesk website (2 pages):

<https://knowledge.autodesk.com/support/3ds-max/troubleshooting/caas/sfdcarticles/sfdcarticles/Standard-Legacy-Material-Displacement-values-not-saved-when-exporting-to-FBX-in-3ds-Max.html>



The screenshot shows the Autodesk Knowledge Network interface. At the top left is the Autodesk logo. A search bar is located to the right of the logo. Below the search bar is a navigation bar with the following items: Knowledge Network, Products (with a dropdown arrow), Support (with a dropdown arrow), Learn (with a dropdown arrow), and Community (with a dropdown arrow). On the right side of the navigation bar, it says "Knowledge Network :". Below the navigation bar, there is a section for "3ds Max" with a sub-header "Support and learning".



The screenshot shows a row of navigation tabs: Support Overview, Learn, Downloads, Troubleshooting (which is currently selected and highlighted with a blue underline), and Forums.

Standard (Legacy) Material Displacement values not saved when exporting to .FBX in 3ds Max

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Issue:

When exporting objects to .FBX format with Standard (Legacy) Materials applied, Displacement map values are not retained upon re-importing the .FBX objects into 3ds Max.

Upon import, the values are re-set, and the Displacement map has been "wrapped" into a Vector Map container loaded into a Physical Material, not a Standard (Legacy) material.

Causes:

As of 3ds Max 2021, the Standard (Legacy) material type has been replaced with the Physical Material type as the default. The render engine has also been changed from Scanline to Arnold.

By default, Standard (Legacy) materials and their maps are converted to Physical materials upon scene or object export, and the original Map value settings may not be identical to the converted ones.

Solution:

To force 3ds Max to retain Standard (Legacy) materials upon object export, do the following:

1. In a new 3ds Max session, go to the Command Panel > Create > Geometry, and create a simple object in the scene (it can be a Box, Sphere, Teapot, etc.)
2. Open the Material Editor (either Compact or Slate) and apply a Physical Material to the object. (**Note:** although this material is not supported for FBX export, applying it will add specific parameters to the 3dsmax.ini file, as described in Step 8. Without this step, the parameters will not appear in the 3dsmax.ini file.)
3. Now, go to File > Export and export the object to .FBX format.
4. When done, close 3ds Max.
5. Make sure hidden files and folders are visible in Windows (see How to turn on hidden files and folders on Windows).
6. In Windows Explorer, navigate to the 3ds Max user preferences folder (usually, C:\users\\AppData\Local\Autodesk\3dsmax\\ENU.)
7. Open the 3dsmax.ini file in a text editor, such as Notepad.
8. Do a search for the following text:

```
[ExportPhysicalMaterial]
PhysicalMtlAsPhong=0
PhysicalMtlAsLambert=0
```

6. Replace the **0** in the first entry to **1**, so the text reads **PhysicalMtlAsPhong=1**.
7. Resave the 3dsmax.ini file, then restart 3ds Max and do a test export of the scene with the default .FBX export settings again.
8. Upon re-import, the .FBX file should retain the Standard (Legacy) material settings.

Note: to examine various .FBX settings that may be saved in the file, from the .FBX menu, export the file as ASCII instead of Binary. The ASCII .FBX file can then be opened in a text editor and the contents studied.

