

## **NVB Exporter for 3ds max**

Release Notes for version 2.0

The NVB Exporter Plug-in allows 3ds max users to export their scenes into the .nvb format, which is used by several NVIDIA developer tools. It handles geometry, material definition, animation, camera information, skinning data from Biped and Skin, and CgFX instantiated attributes.

Source code is included in this release.

We expect to release source code for this exporter shortly. Please stay tuned.

This plug-in 3ds max 6 only. Please continue to use the previous version with 3ds max version 5 and version 4. Please note that CgFX export capabilities are available through the Viewport Manager starting with version 3ds max 5.

### **Version 2.0**

- For 3dsmax 6.0 only
- Based on nv\_nvb 2.0 file format, enabling much faster load times
- Uses Discreet's IGame 1.1 library
- Simpler interface
- Source code included for:
  - 3ds max 6 NVB Exporter Plug-in
  - nv\_nvb.dll
  - nv\_math library.
- Supports:
  - Polygonal meshes
  - Mesh consolidation
  - Normals generation based in smoothing group
  - Stdmaterials and submaterials
  - Multi-texture coordinate sets
  - Tangent basis generation from surface parameterization
  - Supports the new DirectX9 Shader material in 3ds max 6 for storing .fx file references and tweakables
  - Camera, lights, Bones, Sampled Animation, ISkin,
  - Character Studio (Biped and Physique)

Please send questions, comments and other feedback to [sdkfeedback@nvidia.com](mailto:sdkfeedback@nvidia.com)