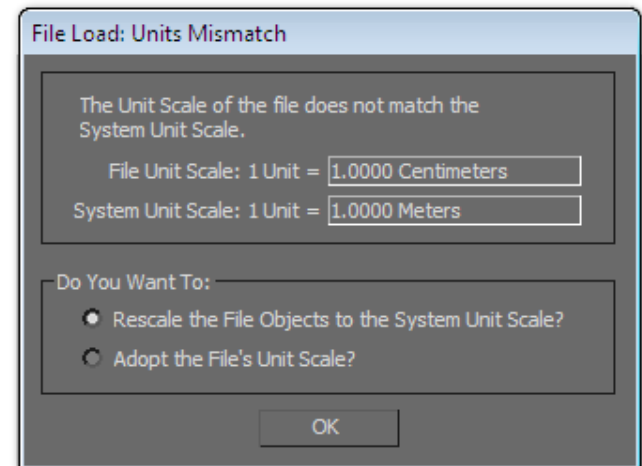
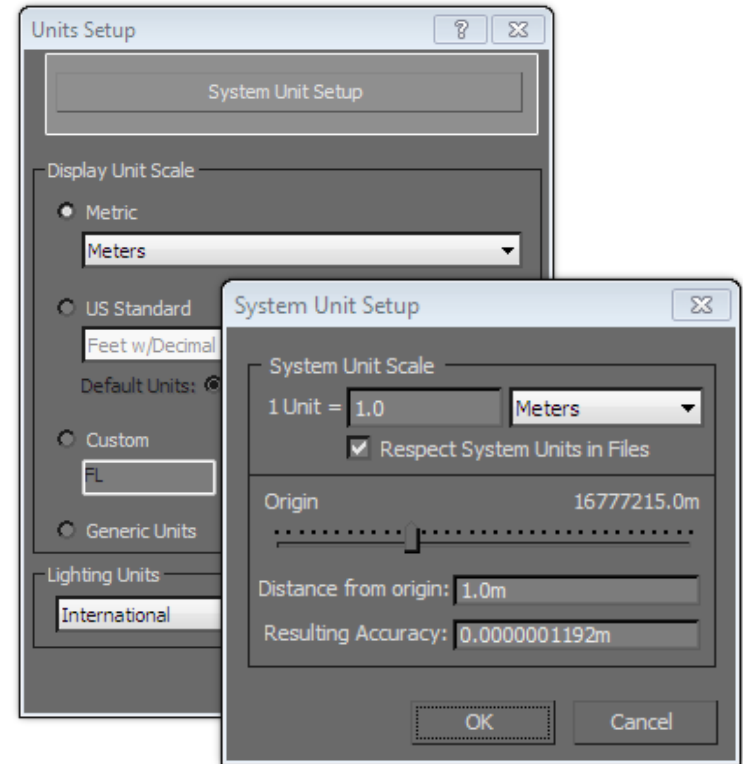
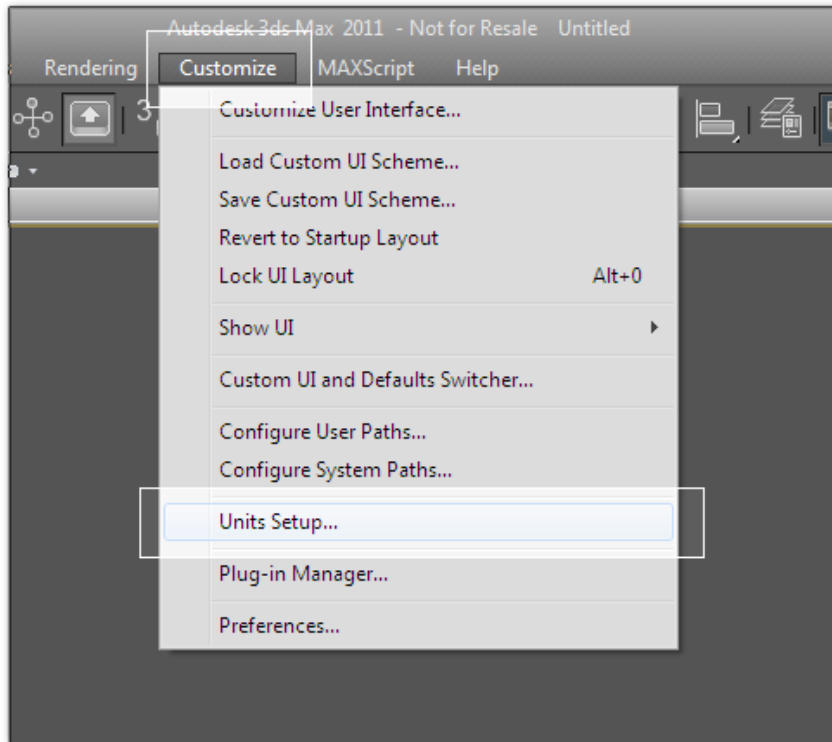


Setting up Units for Vizard Use

Vizard requires models to be at the scale of 1 unit = 1 meter. Most models in max do not start out at this scale. Follow these steps to prepare the file for use in Vizard:

1. Save file.
2. Set units to meters.
3. **Without** resaving, reopen file in the same Max Session
4. Select “Rescale the File Objects...” when the *Mismatch* warning comes up.
5. Re-save file.



Notes

- The telltale sign in Vizard of an out of scale model is having a very low head height and moving very slowly. (If you don't rescale a model made for 1 unit = 1 inch, Vizard thinks you are only a couple inches tall.
- System Unit Setup* doesn't actually rescale anything. Internally, all models are stored in generic units with no correlation to real world sizes. *System Unit Setup* controls how this is translated into real world units. An object 100 units high can be as 100 inches or 100 miles depending on the System Unit scale.
- Max's camera gets clipping problems when 1 unit = 1 meter. Type in values can also get rounding errors. Until you are ready to export, you should work at the scale 1 unit = 1 cm or 1 unit = 1 inch.
- The "official" way of rescaling a scene is to use the *Rescale World Units* utility. The main problem with this is it requires you to memorize or look up the correct multiplier to convert from one scale to another.