3DSMax script for full parallax rendering

This procedure describes how to get images from a 3DSMax modelled scene, in order to build a 120° full parallax CHIMERA™; this procedure requires a 3DSMax script, available @ www.chimera.holography.com.

- load the object file within 3DSMax
- load the script: `<script>` `<Run Script>`
- fill the Camera for cylindrical hologram:
  - `xyz offest`: coordinates of the center of the hologram
  - `scene scale`: zoom in/out (to be set after all other dimensions)
  - `holoplate width/height`: dimensions of the images. Scene and objects have to stay within these dimensions to become part of the Chimera™.
  - `Camera distance`: distance between camera and Chimera™ plane
  - `Fov camera`: field of view, calculated from width and camera distance with a 10% margin
  - `Rotation offset`: 210° mandatory
  - `Horizontal Parallax`: 120° for a 120° full parallax CHIMERA™
  - `max/min view height`: elevation (positive or negative) of the different vertical views of images; for each elevation, images will be taken along a cylindrical arc. For example for number of vertical views = 10 and horizontal rendered images = 192, 1920 images will be taken with 192 taken from the 10 different elevations; highest elevation is set by max view height, lowest elevation by min view height.
  - `Number of vertical views`: number of different elevations, spread on a regular basis between max and min view height
  - `Select output path & name`: name of the directory and files for the images produced by the script.
    - `Nota`: dimensions are recalculated when Scene scale is set at a different from 100% value.
    - `Output width and height`: number of pixels (calculated based on 500 µm hogels)
- generate the images