





-- Read Before Use --

1. For 3ds max 2011 or higher version only!(3ds max 2013-2014 recommended)
2. All models are created in Octane 1.18 . Any version lower than 1.18 may/may not cause issue.
3. Extremely materials optimized for Octane render(GPU) with lower texture count(1 or 2 image map per model) and lower Vram.(Octane can only read 144 diffuse texture)
4. For Architecture Viz/Animation only (High poly exterior ready for close look) ! Poor detail for the interior (Low poly , without texture , simple material setup)
5. Ready for Daytime and Night time situation. (By default they are all OFF for day light)

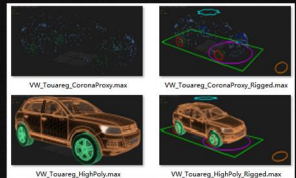
Contains 3 different lights(black-body) setup :

1. Light Red : tail lights and High-mount stop lights
2. Light Warm: LED turn Light(can be animated)
3. Light Cold: headlight with 6500K temp
4. All light materials are optimized for render speed.(For night view render, you can change the Power vaule=50-100 to turn on the lights.



6. Each car contains 4 different 3ds max files :

1. High Poly (original mesh)
2. High Poly Rigged (original mesh for animation)
3. Corona Proxy (converted into proxy files)
4. Corona Proxy Rigged (proxy for animation)
5. You need to install Corona Render first(Free)
6. I highly recommend using Corona Proxy file to improve 3ds max viewport performance.
7. All models are made in 3ds max 2013-14! If you open max file in lower version , an error pop up window will show! But it will not affect any render result , please ignore that!
8. If your own scene still reach 144 textures limit. You can ignore all textures directly coming from cars(All cars sharing the same license-plate texture image)
9. Carpaint material library attached(*.mat) You can easily changing carpaint color by applying a new carpaint material to ID=1(ID tag = carpaint)
10. For rigged car animation example , please refer to the video tuts on kshane.com!(no extra plugins needed)



Sample Animation(Click Me)



Video tutorials (Click Me)



01_VW_Touareg

Faces:948936
Texture:1
Vram:136MB



02_Volvo

Faces:493160
Texture:1
Vram:100MB



03_BMW_Z4

Faces:1589664
Texture:1
Vram:208MB

kshane.com



04_Buick_REGAL

Faces:244775
Texture:1
Vram:85MB

kshane.com



05_Benz_GLK320

Faces:389133
Texture:1
Vram:132MB

kshane.com



06_Mitsubishi_RVR

Faces:356364
Texture:1
Vram:98MB



kshane.com

07_Audi_A5

Faces:292030

Texture:1

Vram:93MB



kshane.com

08_Benz_CLS63

Faces:301223

Texture:1

Vram:95MB



kshane.com

09_Bentley

Faces:750701

Texture:1

Vram:128MB



Faces:271849
Texture:1
Vram:94MB

10_VW_GTI



Faces:291714
Texture:1
Vram:89MB

11_Benz_SLS



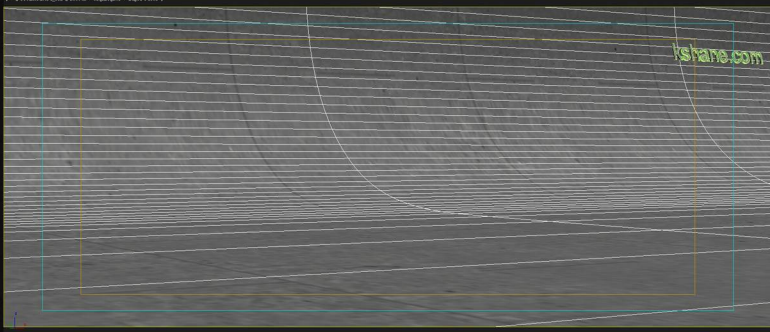
Faces:135787
Texture:1
Vram:68MB

12_Cadillac_CTS



Render time : 30s-2m @ 1200x500 gtx680M-4G

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Sample Scene