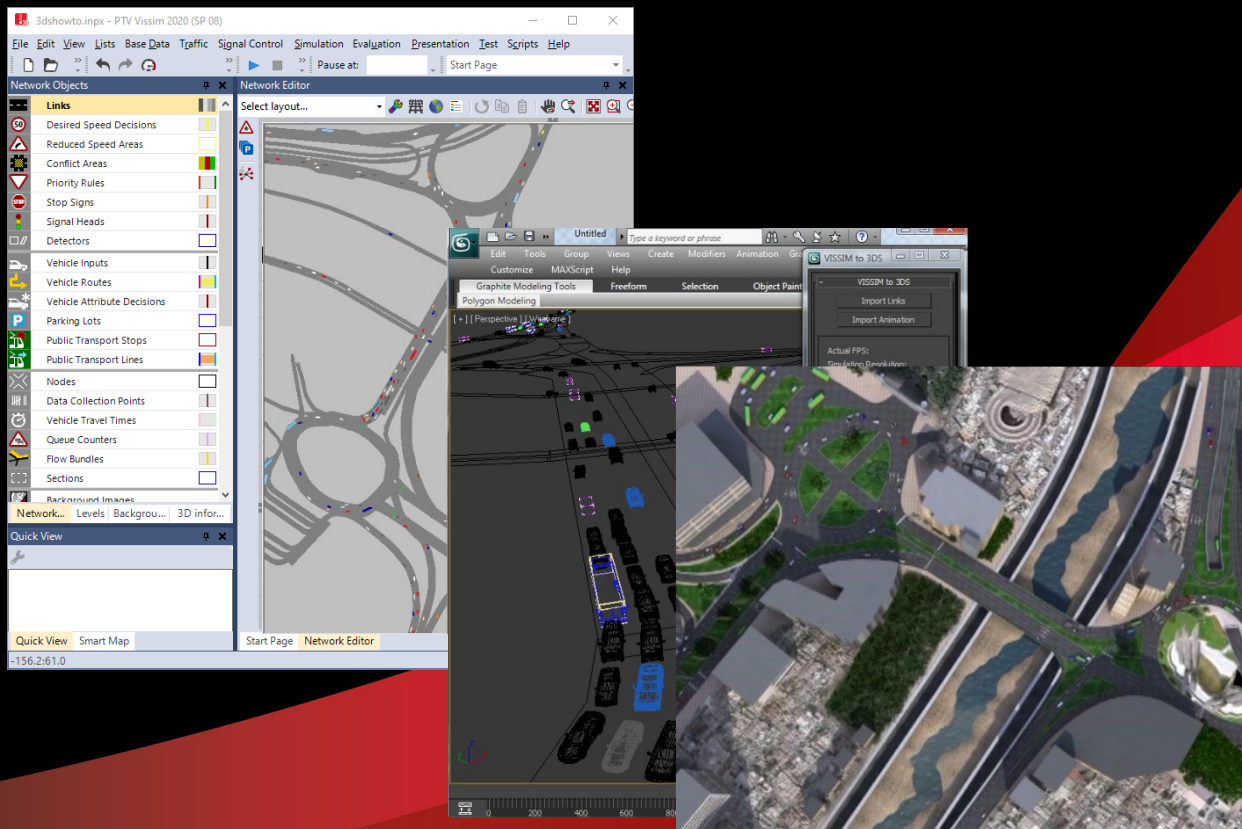


# PTV Vissim Importing Vissim Network and Animation to Autodesk® 3ds Max®



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## Importing Steps Overview

To import the Vissim network and animation to Autodesk® 3ds Max®, perform the following steps:

1. Preparing Autodesk® 3ds Max®
2. Exporting the network from Vissim
3. Importing the Vissim network to Autodesk® 3ds Max®
4. Exporting the Vissim animation
5. Importing the Vissim animation to Autodesk® 3ds Max® Working with VisVAP

### Preparation for the script

The Vissim3DS script needs special 3D models. Some example models are provided in the following directory:

<VISSIM INSTALLATION DIRECTORY>\API\3DSMAXEXPORT\MAXMODELS

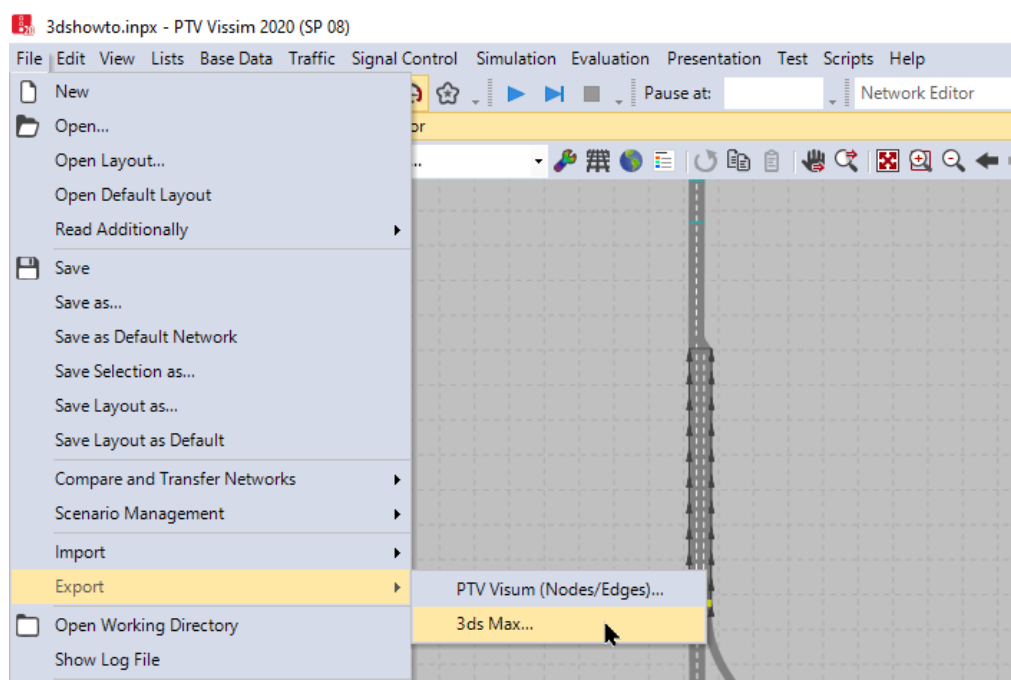
These models should be copied to the Autodesk® 3ds Max® project's directory SCENES.

For more information about preparing 3D models for the script, refer to the script's user guide.

### Exporting network from Vissim

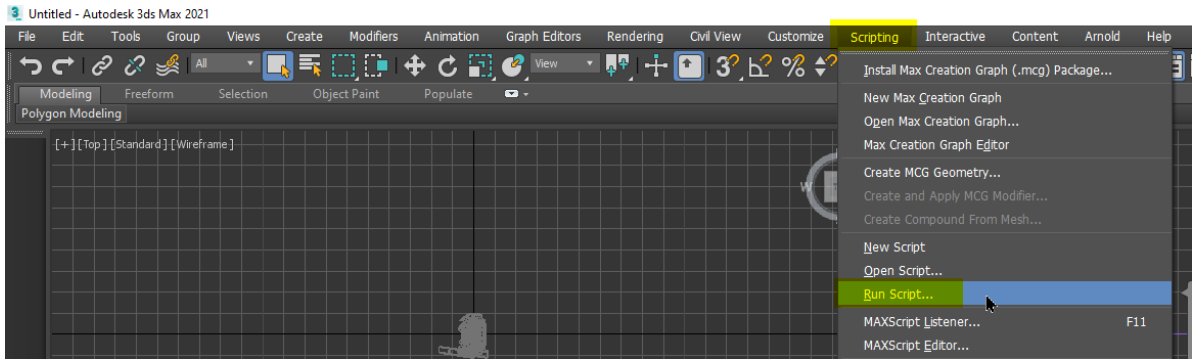
1. Open Vissim and load 3DSHOWTO.inp from the following directory:  
<VISSIM INSTALLATION DIRECTORY>\API\3DSMAXEXPORT\HOWTO
2. From the FILE/EXPORT menu choose 3DS MAX.
3. In the *Save File As* dialog enter a file name (for example *Network*) and save the file.

Vissim creates a text file which contains all links and pedestrian areas from the network. This file is imported to Autodesk® 3ds Max® using the Vissim3DS script.

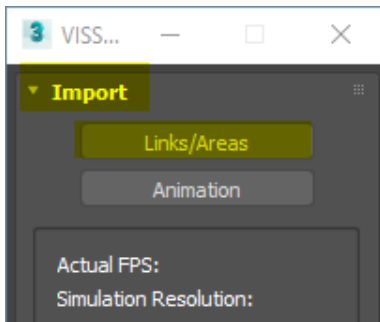


## Importing Vissim network to Autodesk® 3ds Max®

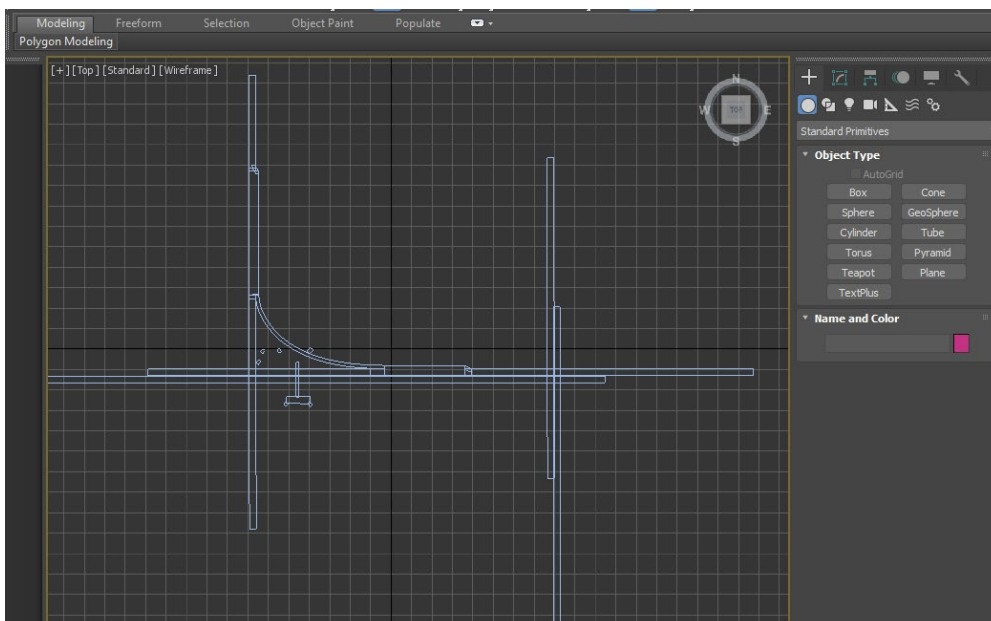
1. Start Autodesk® 3ds Max®.
2. From the MAXSCRIPT menu choose RUN SCRIPT.
3. From the directory <Vissim installation directory>\API\3dsMaxExport\Scripts select VISSIMTO3DS.MS



4. On the **Vissim to 3DS** panel click IMPORT LINKS.
5. Choose the exported file from Vissim.

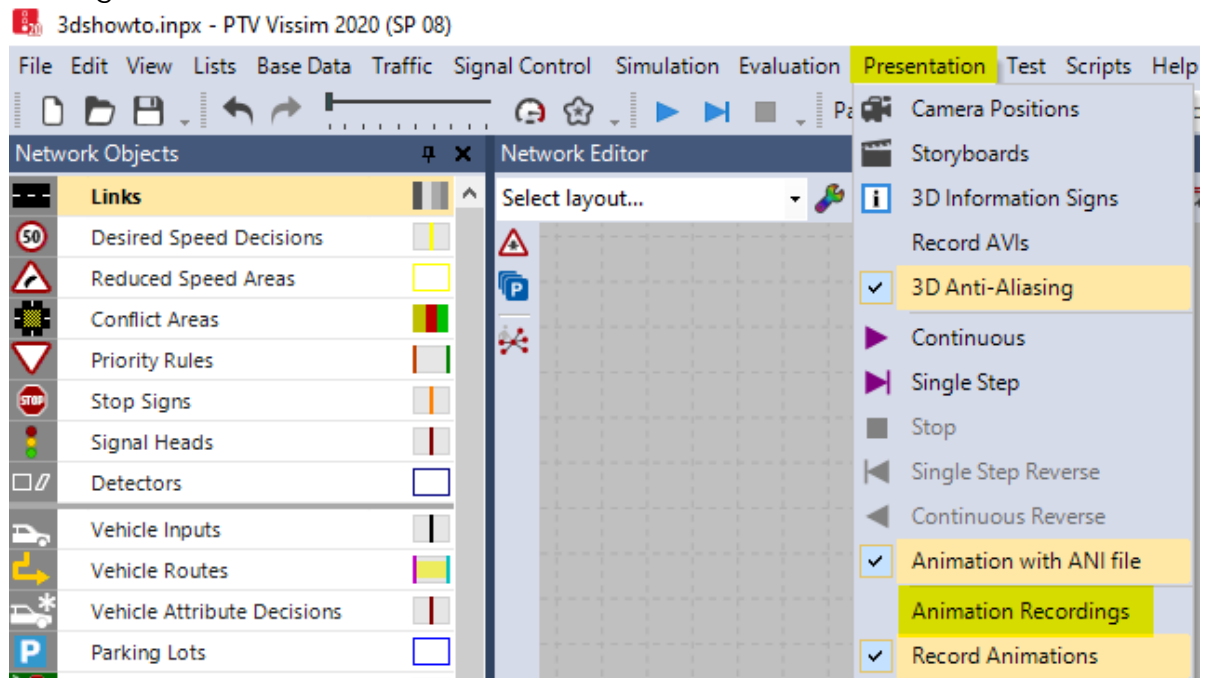


The imported network looks like this:



## Exporting the Vissim Animation

To export a part of the Vissim simulation to Autodesk® 3ds Max®, set the animation parameters in Vissim to define the time intervals and optionally sections to export, start recording the animations and start the simulation:



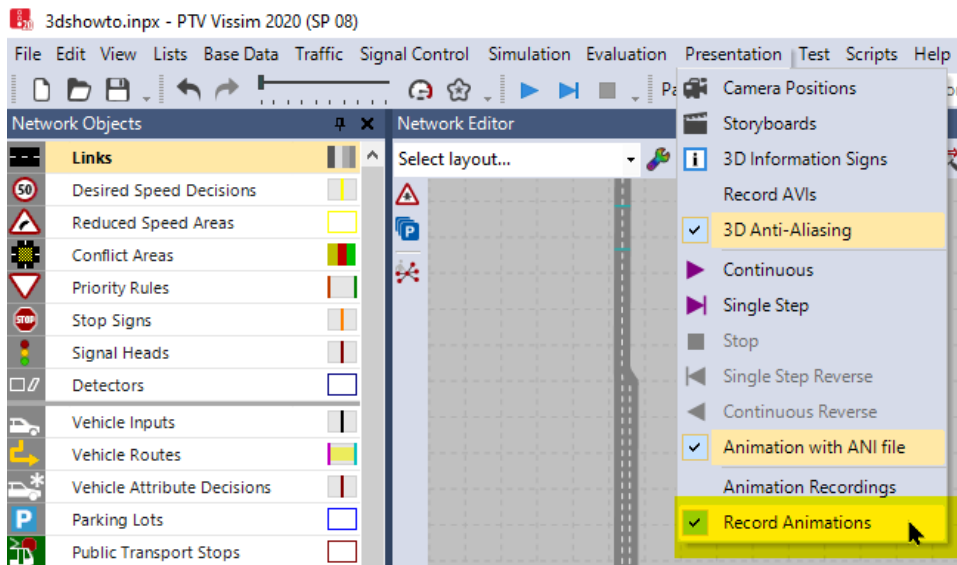
Set the animation parameters:

1. From the PRESENTATION menu open the list **Animation Recordings**.
2. Set the recordings start and end time.
3. For the attribute **Section**, define what part(s) of the network should be recorded. This is optional, so if no section is defined, the whole network is recorded.

For more information please refer to the Vissim user manual.

Animation Recordings									
Count	No	Name	RecAnim	Filename	Type	Start	End	Sections	
1	1		<input checked="" type="checkbox"/>	3dshowto	For Export (*.ani.txt)	0,0	MAX		

4. Turn on **Record Animations**.
5. Start the simulation in Vissim.



The simulation can be stopped after the animation recording is finished.

Vissim saves all vehicle and pedestrian trajectories to an ANI.TXT file. This is a text file and can be edited using a text editor. Refer to the AniTxtFileFormat document for more information about this file format.

### Importing Vissim animation to Autodesk® 3ds Max®

1. Start Autodesk® 3ds Max®.
2. Choose **Run Script** from the SCRIPTING menu.
3. From the directory <Vissim installation directory>\API\3dsMaxExport\Scripts select **VissimTo3DS.ms**
4. Click **Import Animation** on the VISSIM TO 3DS panel.
5. Choose the exported ANI.TXT file from Vissim.

There are many options that can be set. Please refer to the Vissim 3DS MAX user guide for more detailed information.

If the script is not able to find a 3D model, a dialog will pop up so that the missing 3D model can be located. In the example below, the script can't find the 3D model for PED - MAN BIZ 04.

If this dialog is cancelled when searching for a vehicle model then a box is used in its place. If it is cancelled when searching for a pedestrian model then the script tries to load a model called DEFAULTSKELETON.MAX. If the DEFAULTSKELETON.MAX cannot be found then a cylinder is used in its place.

The import can be cancelled by pressing **ESC** any time.

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