

## 3d Max Manual

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### **Unity - Manual: Using FBX files in other applications**

Max Kill Speed: Particles travelling above this speed after a collision will be removed from the system. Radius Scale: Setting for 2D or 3D. Collision Quality: Use the drop-down to set the quality of particle collisions. This affects how many particles can pass through a collider.

### **Kstudio - 3ds Max Plugins & Scripts**

In addition to these generation guidelines about exporting from 3d modeling applications, the following sections contain more specific information for these 3d modeling applications: Autodesk® Maya® Autodesk® 3ds Max® NewTek LightWave; Note: As of Unity 2019.3, Unity no longer provides built-in support for Cinema4D files.

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