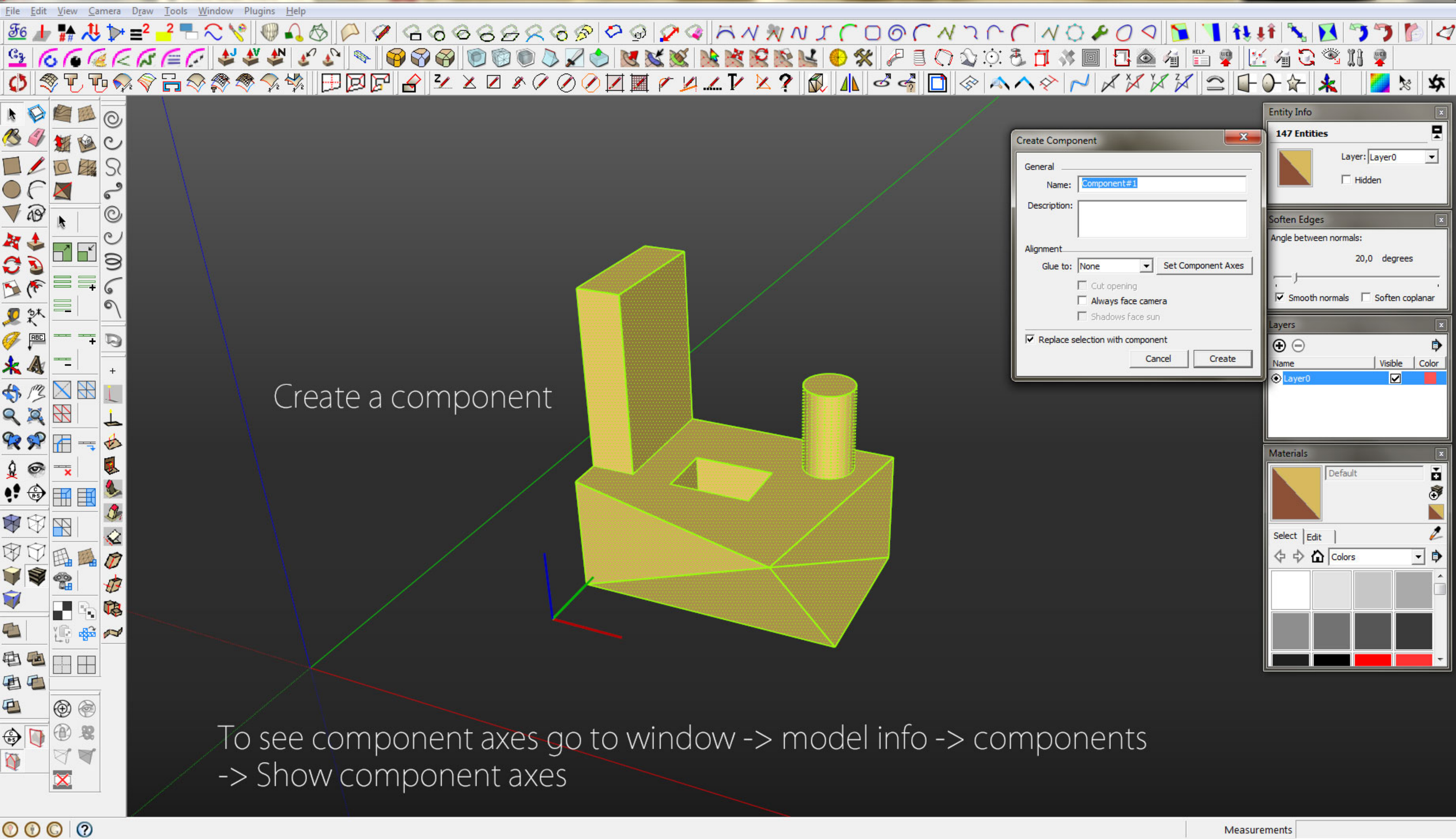


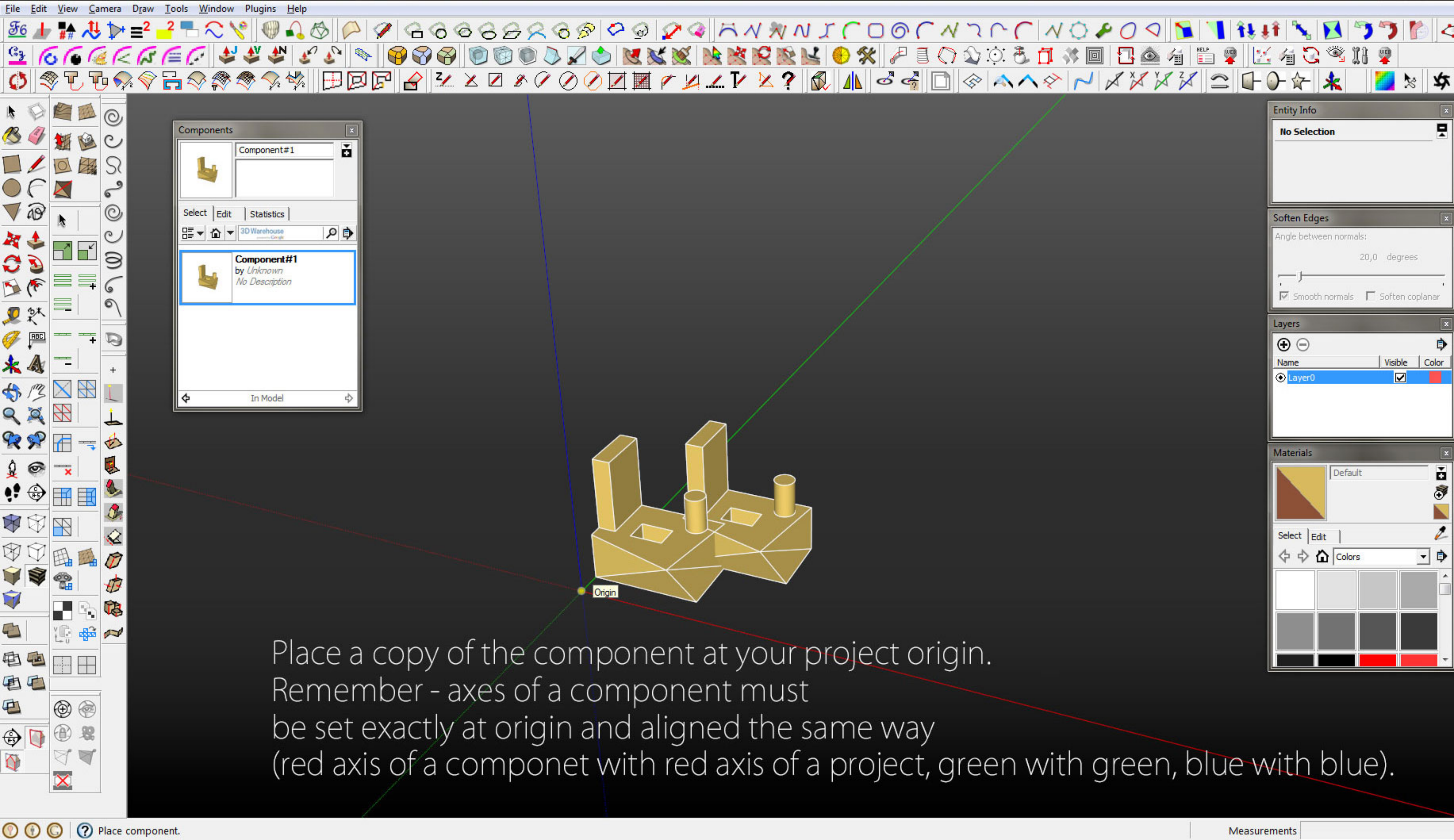
TUTORIAL

Sketchup nested components
and instancing in Octane.



Create a component

To see component axes go to window -> model info -> components
-> Show component axes



Components

Component#1

Select Edit Statistics

3D Warehouse

Component#1
by Unknown
No Description

In Model

Entity Info

No Selection

Softened Edges

Angle between normals:

20,0 degrees

☒ Smooth normals ☐ Soften coplanar

Layers

Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	

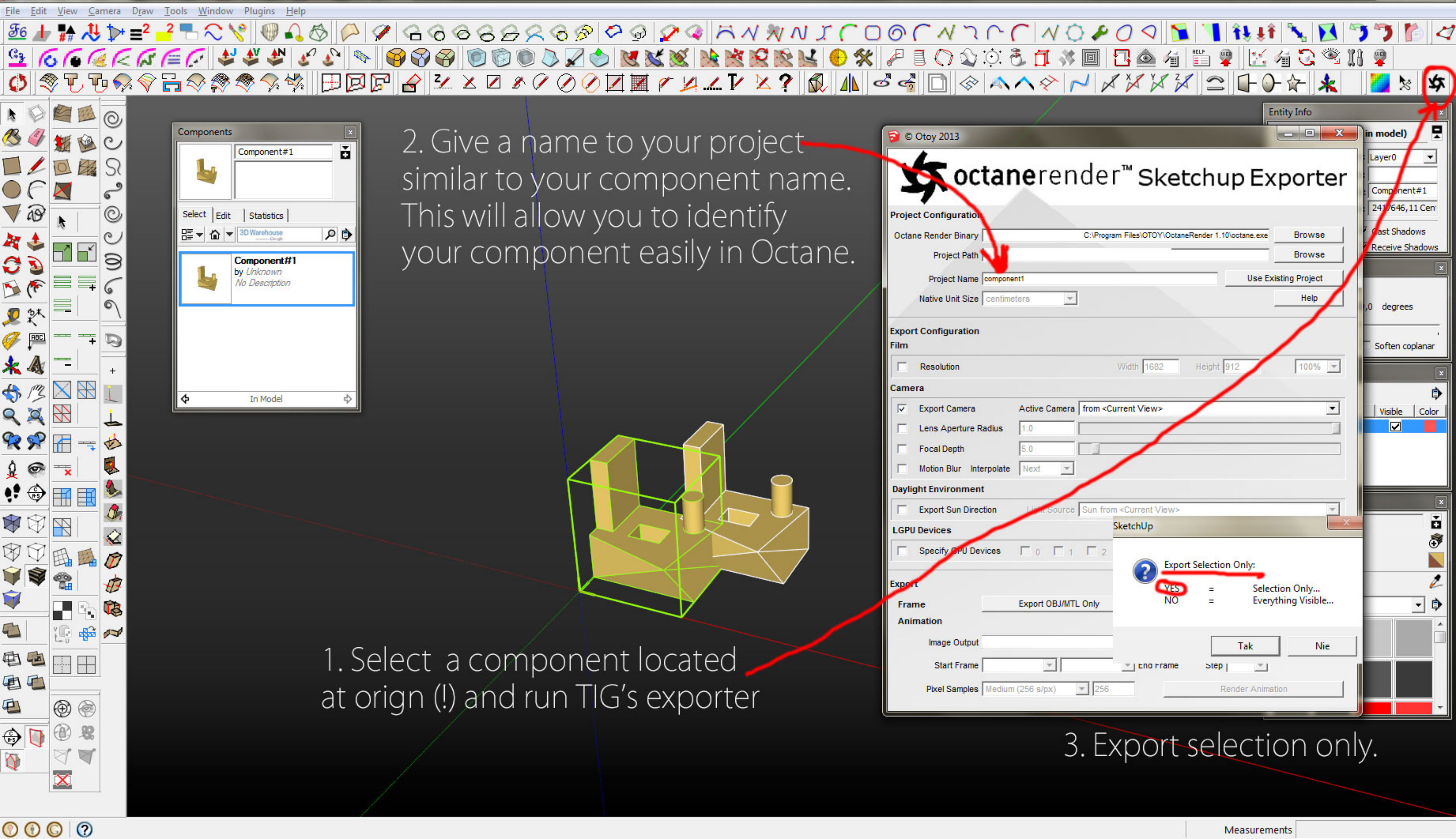
Materials

Default

Select Edit

Colors

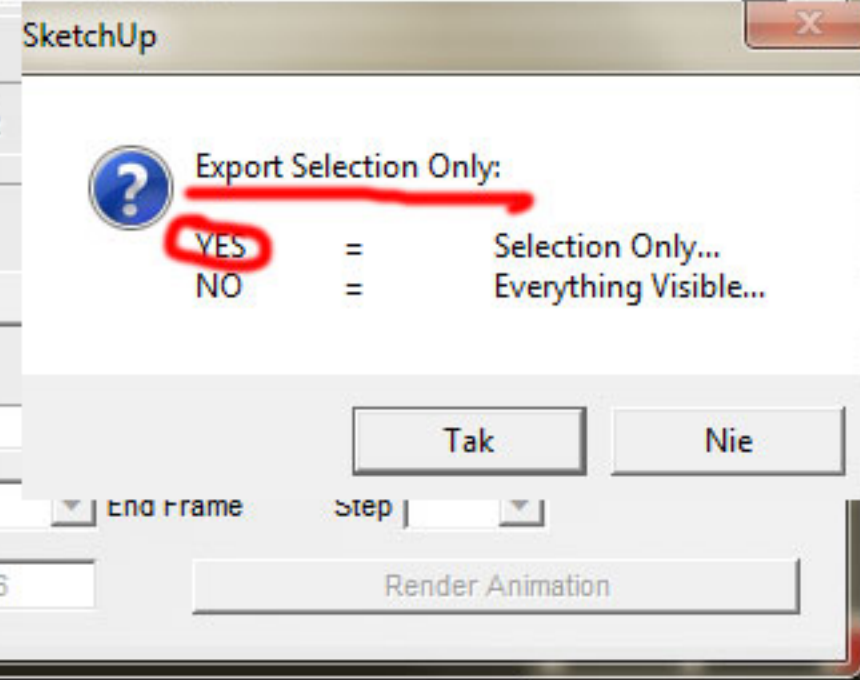
Place a copy of the component at your project origin.
Remember - axes of a component must
be set exactly at origin and aligned the same way
(red axis of a componet with red axis of a project, green with green, blue with blue).

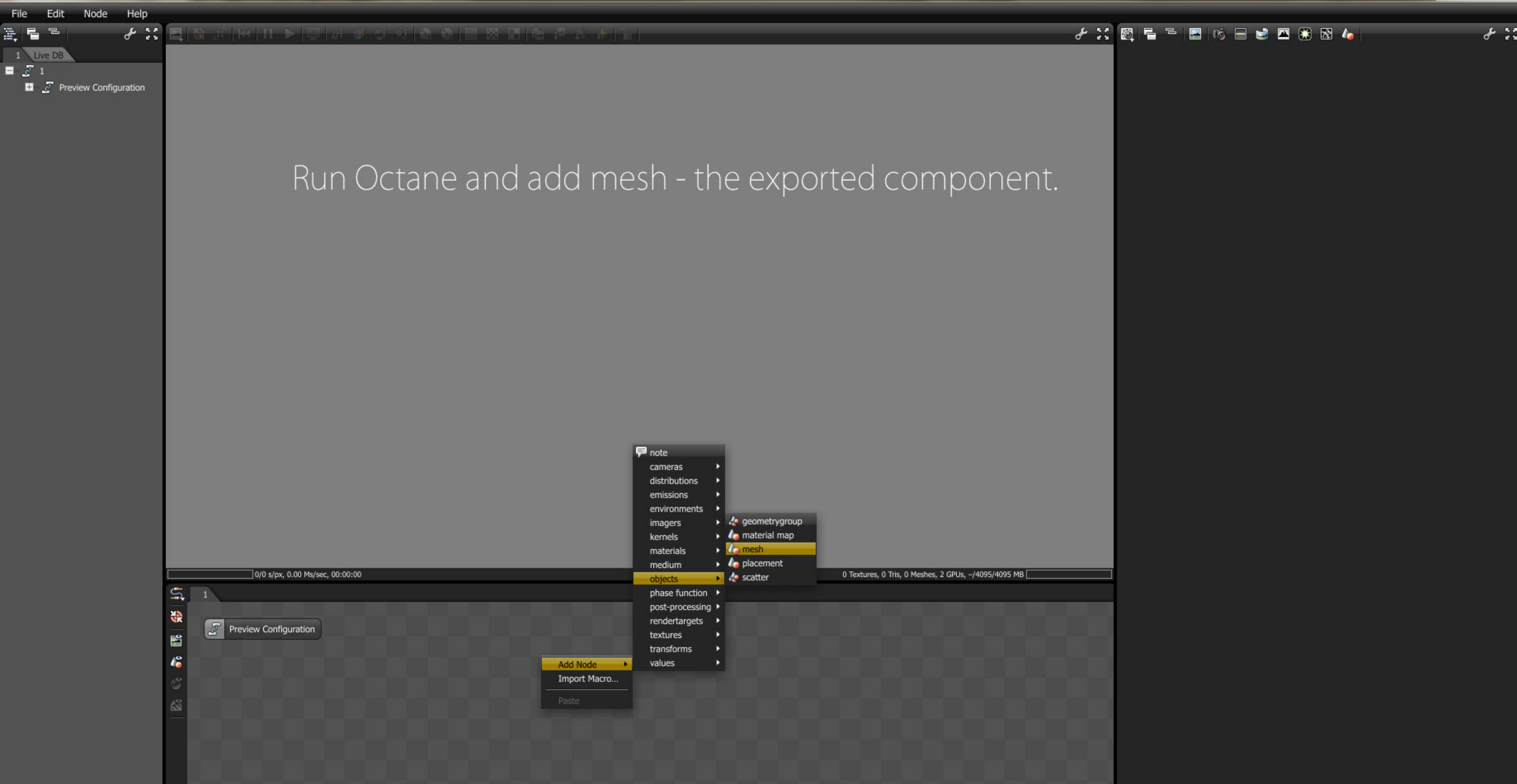


2. Give a name to your project similar to your component name. This will allow you to identify your component easily in Octane.

1. Select a component located at origin (!) and run TIG's exporter

3. Export selection only.



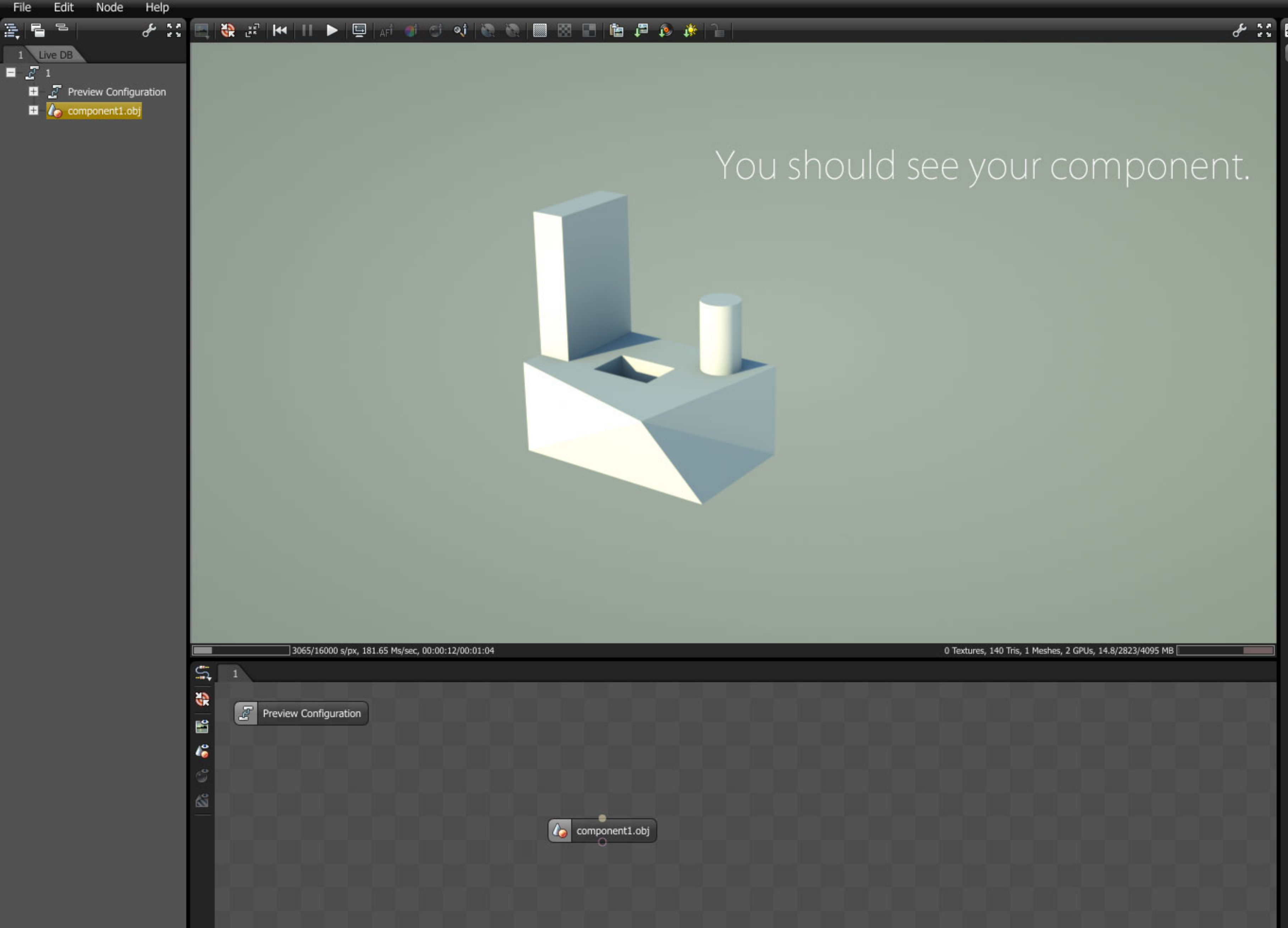


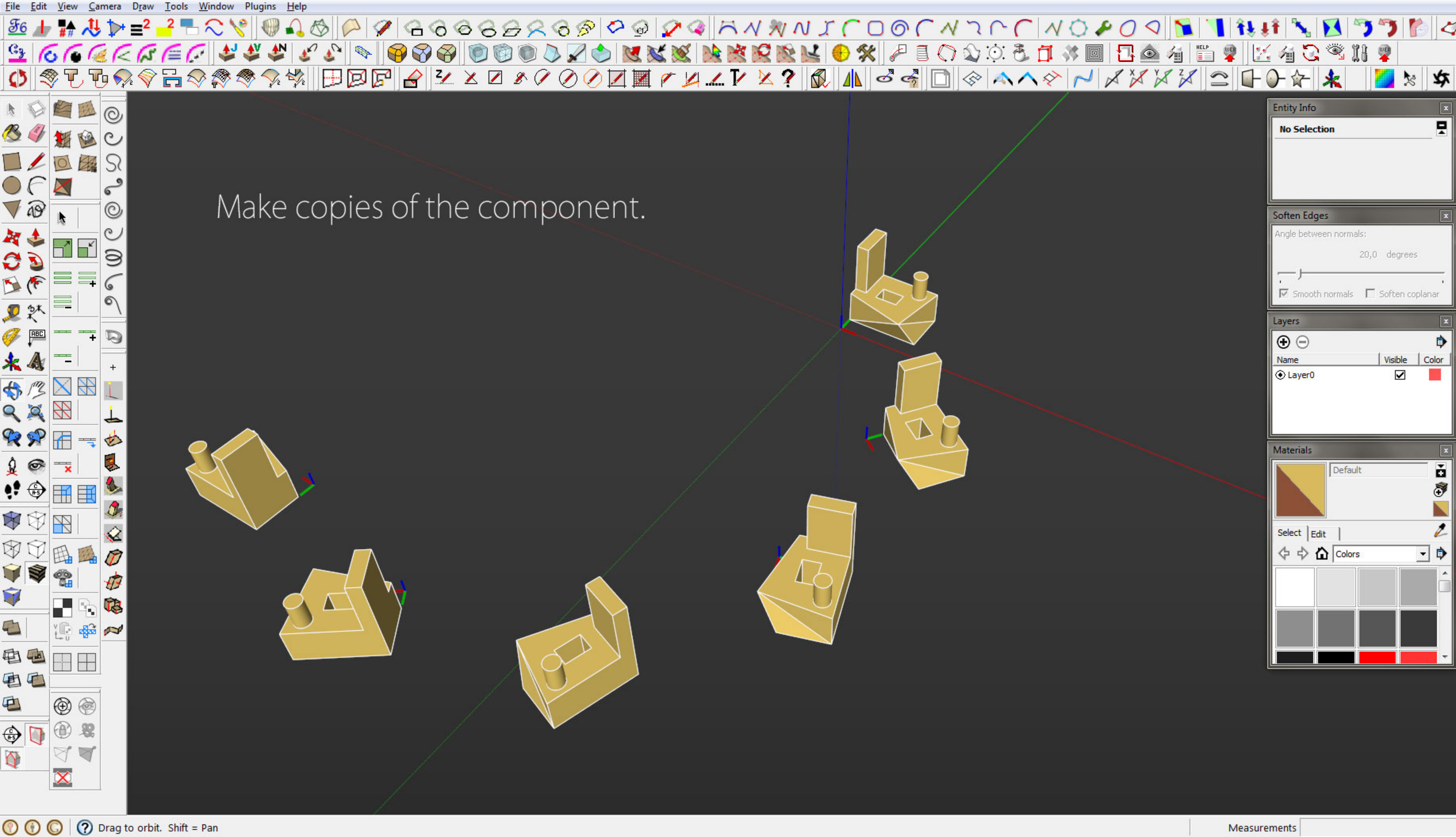
Run Octane and add mesh - the exported component.

- note
 - cameras
 - distributions
 - emissions
 - environments
 - imagers
 - kernels
 - materials
 - medium
 - objects
 - phase function
 - post-processing
 - rendertargets
 - textures
 - transforms
 - values
- geometrygroup
 - material map
 - mesh
 - placement
 - scatter

- Add Node
- Import Macro...
- Paste

0 Textures, 0 Tris, 0 Meshes, 2 GPUs, -/4095/4095 MB





Make copies of the component.

Entity Info

No Selection

Soften Edges

Angle between normals:

20,0 degrees

☒ Smooth normals ☐ Soften coplanar

Layers

Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	■

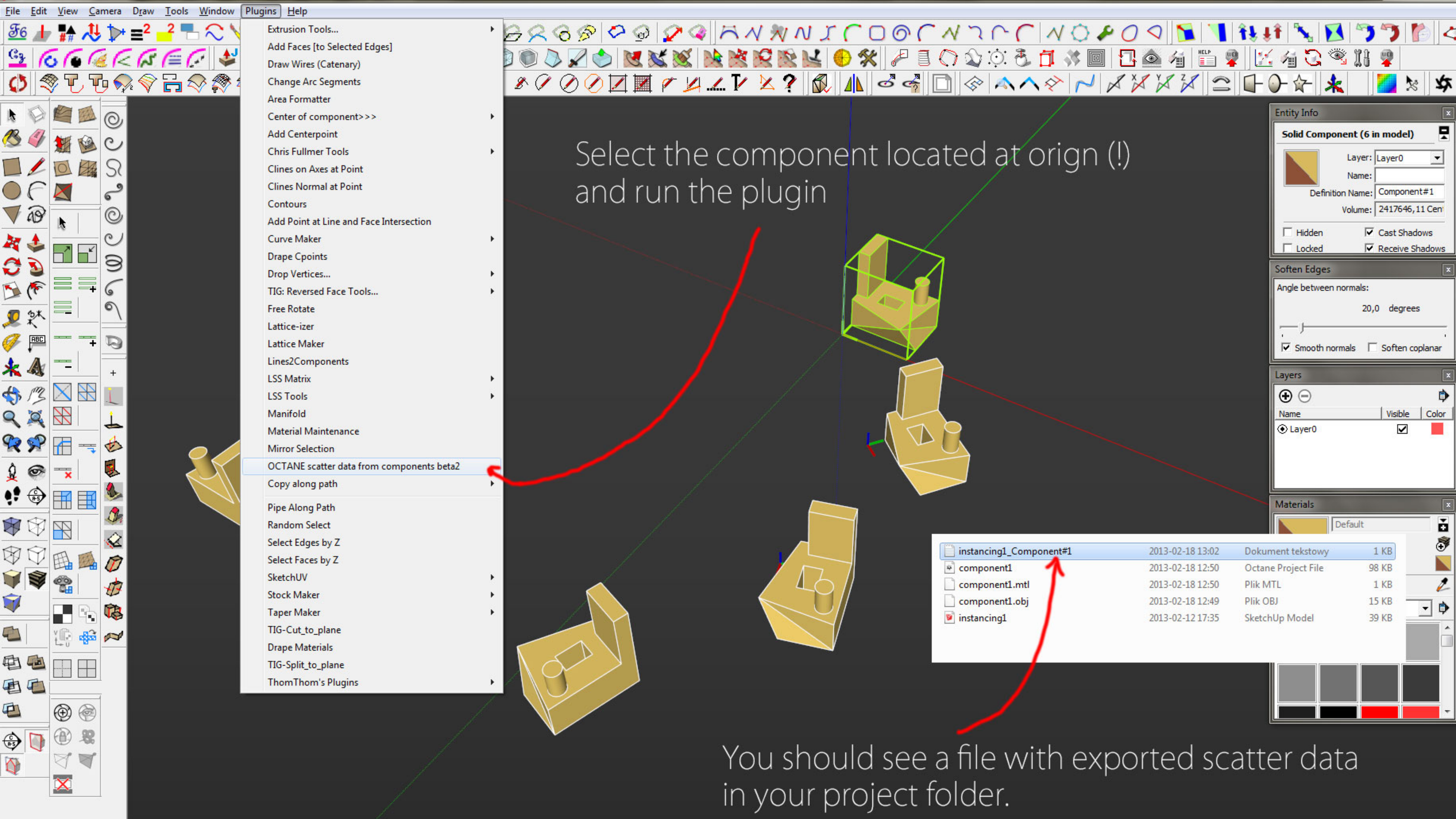
Materials

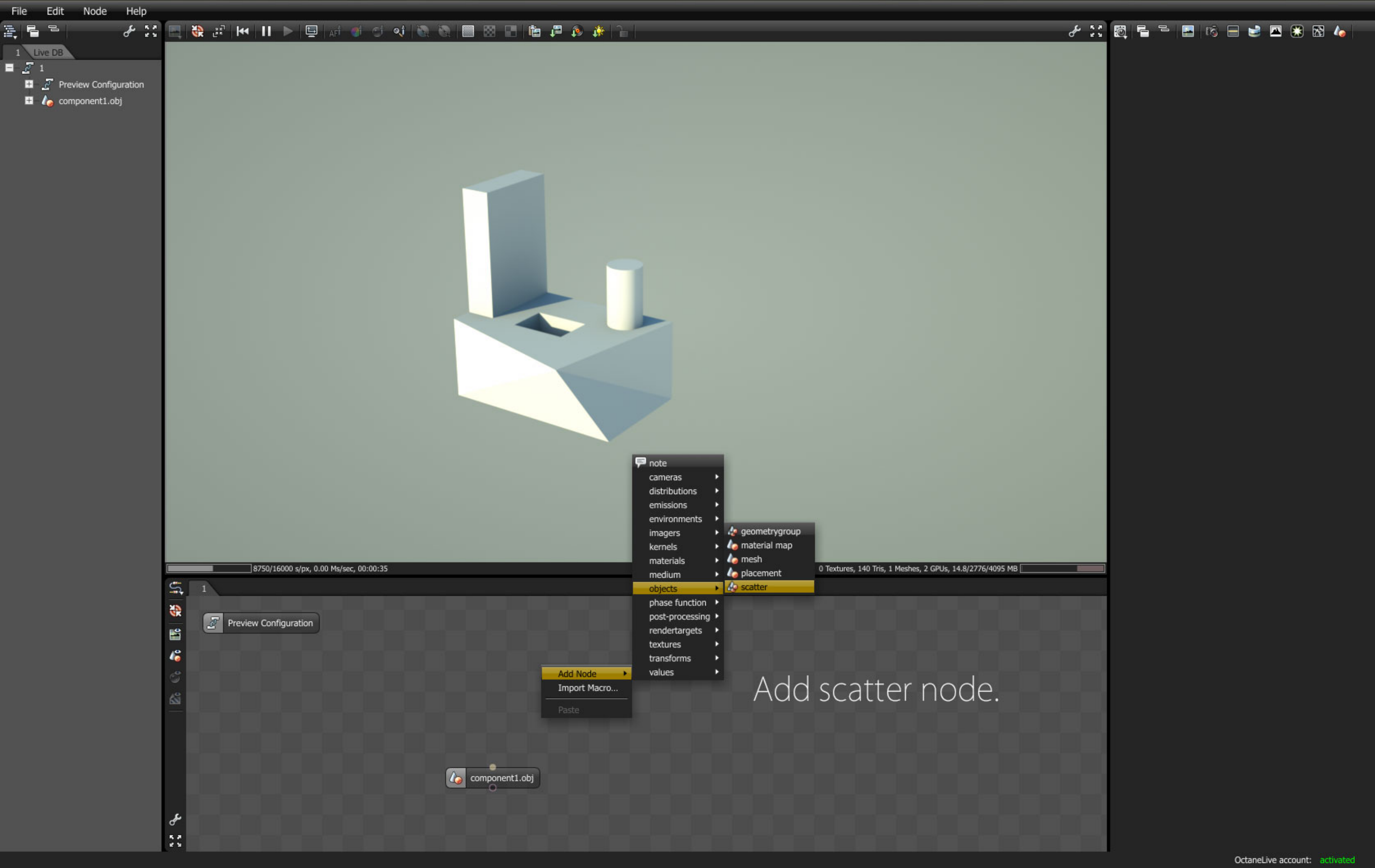
Default

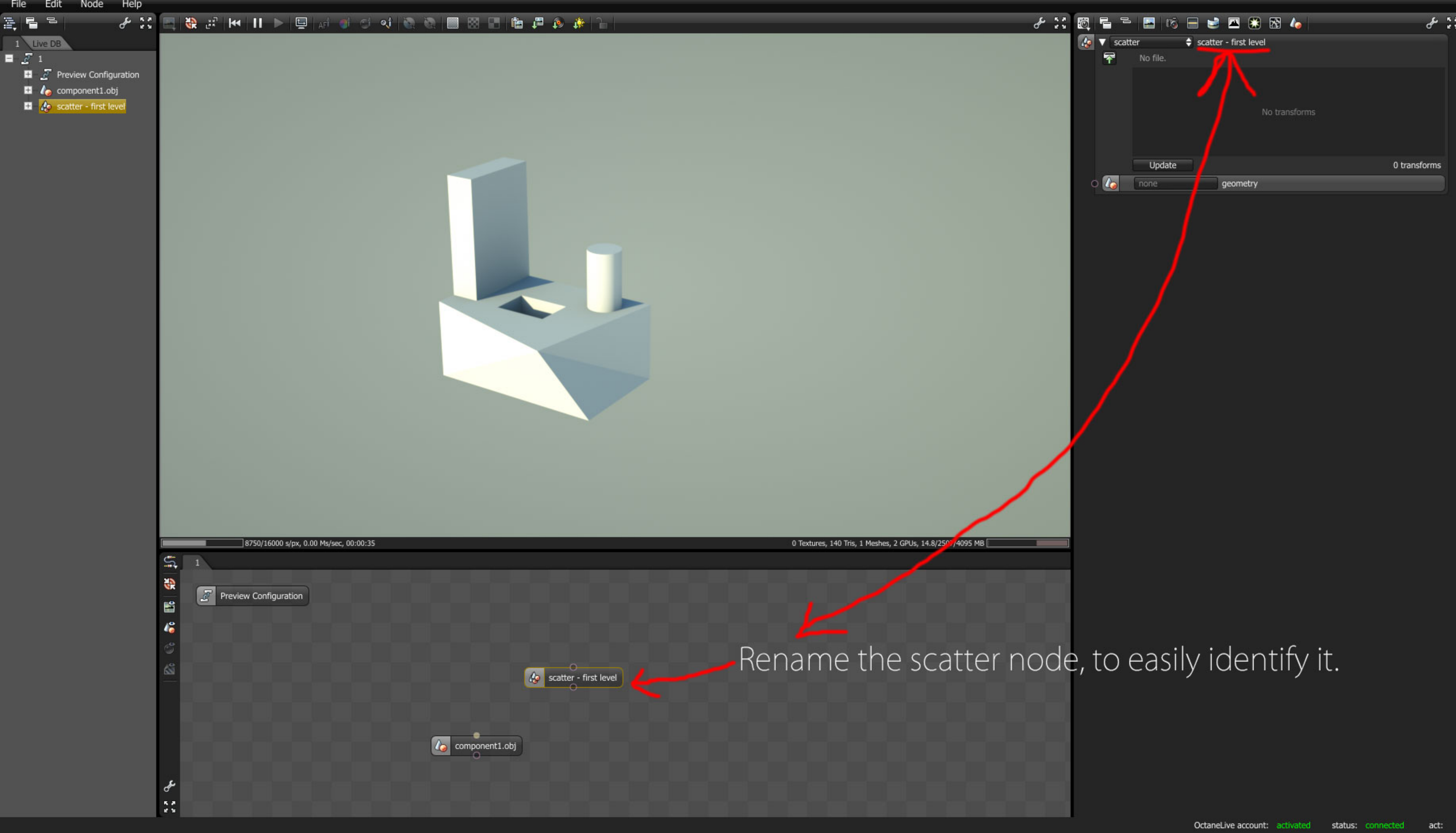
Select Edit

Colors

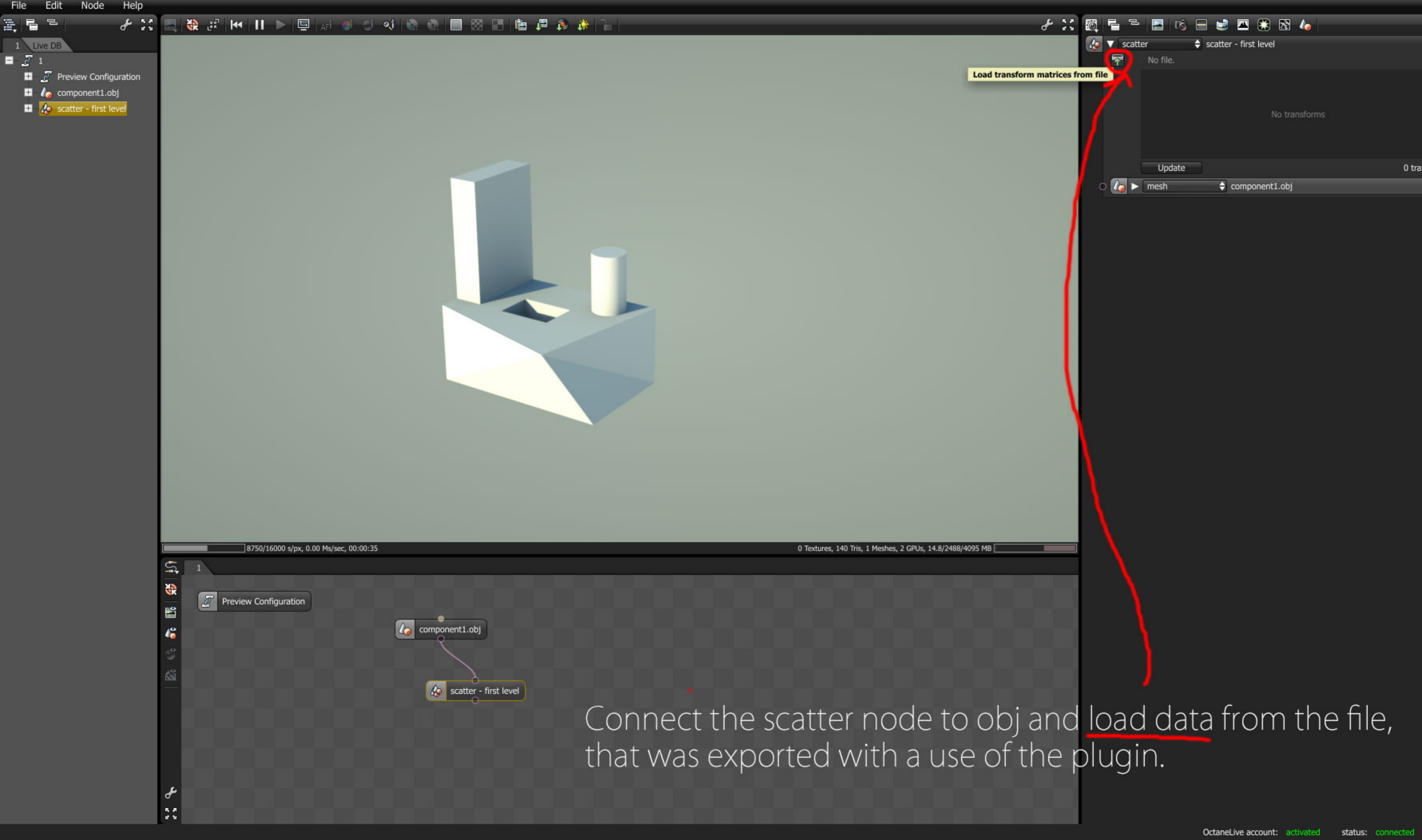
 	 	 	
 	 	 	



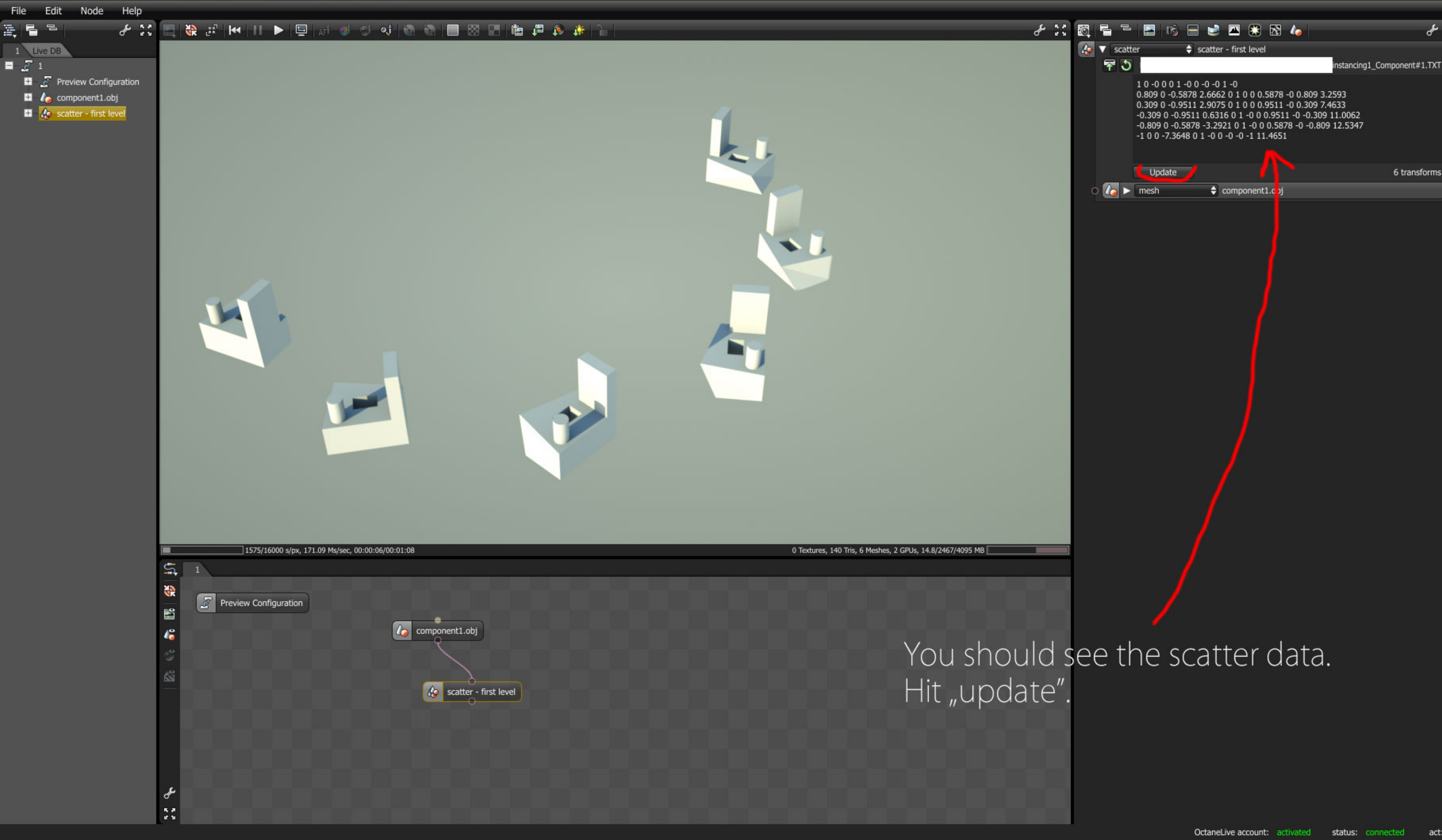


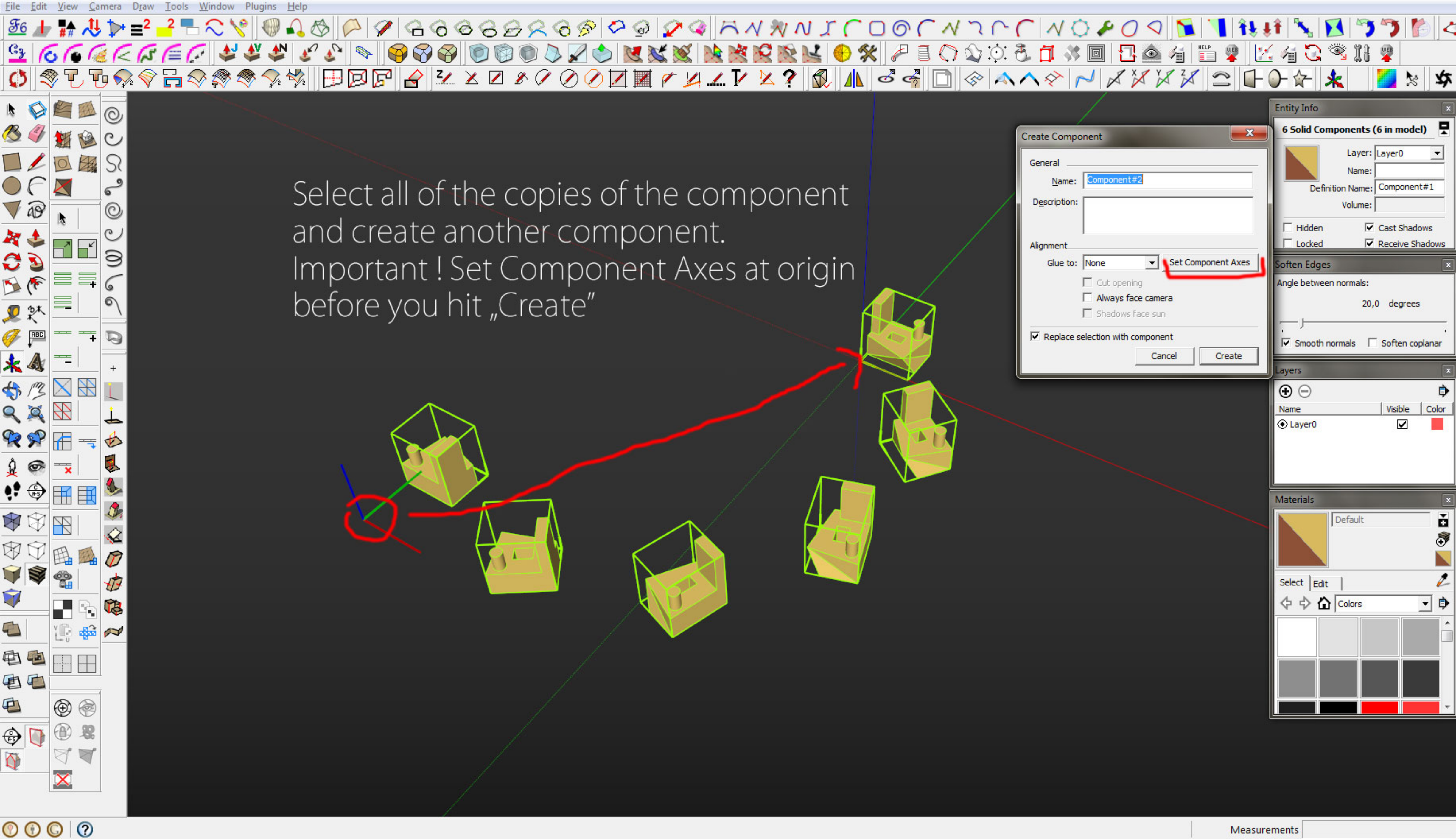


Rename the scatter node, to easily identify it.



Connect the scatter node to obj and load data from the file, that was exported with a use of the plugin.





Select all of the copies of the component
and create another component.
Important ! Set Component Axes at origin
before you hit „Create“

Create Component

General

Name:

Description:

Alignment

Glue to: **Set Component Axes**

☐ Cut opening

☐ Always face camera

☐ Shadows face sun

☒ Replace selection with component

Entity Info

6 Solid Components (6 in model)

Layer:

Name:

Definition Name:

Volume:

☐ Hidden ☒ Cast Shadows

☐ Locked ☒ Receive Shadows

Soften Edges

Angle between normals: degrees

☒ Smooth normals ☐ Soften coplanar

Layers

☒ ☐ ☐

Name Visible Color

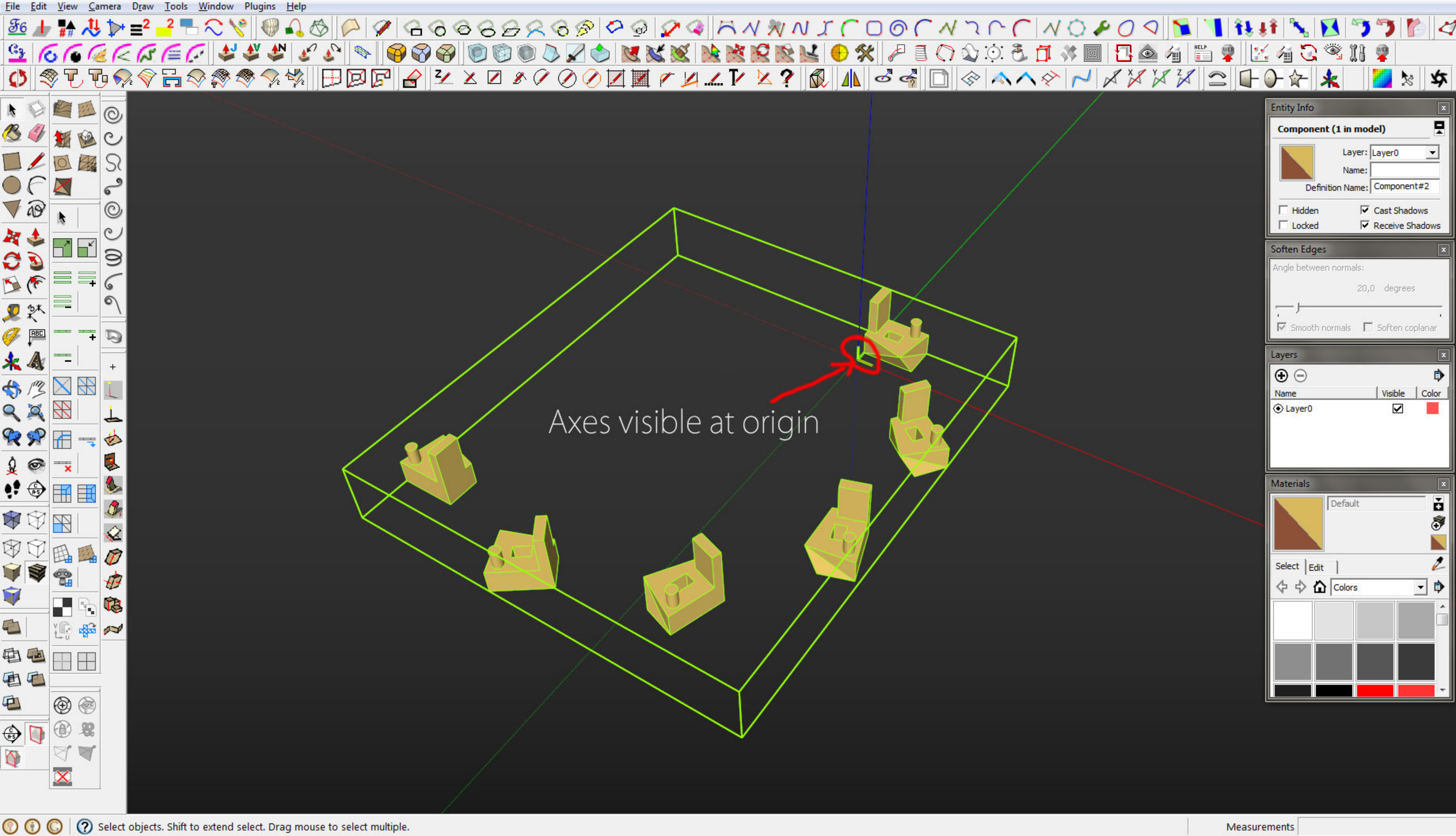
Layer0 ☒

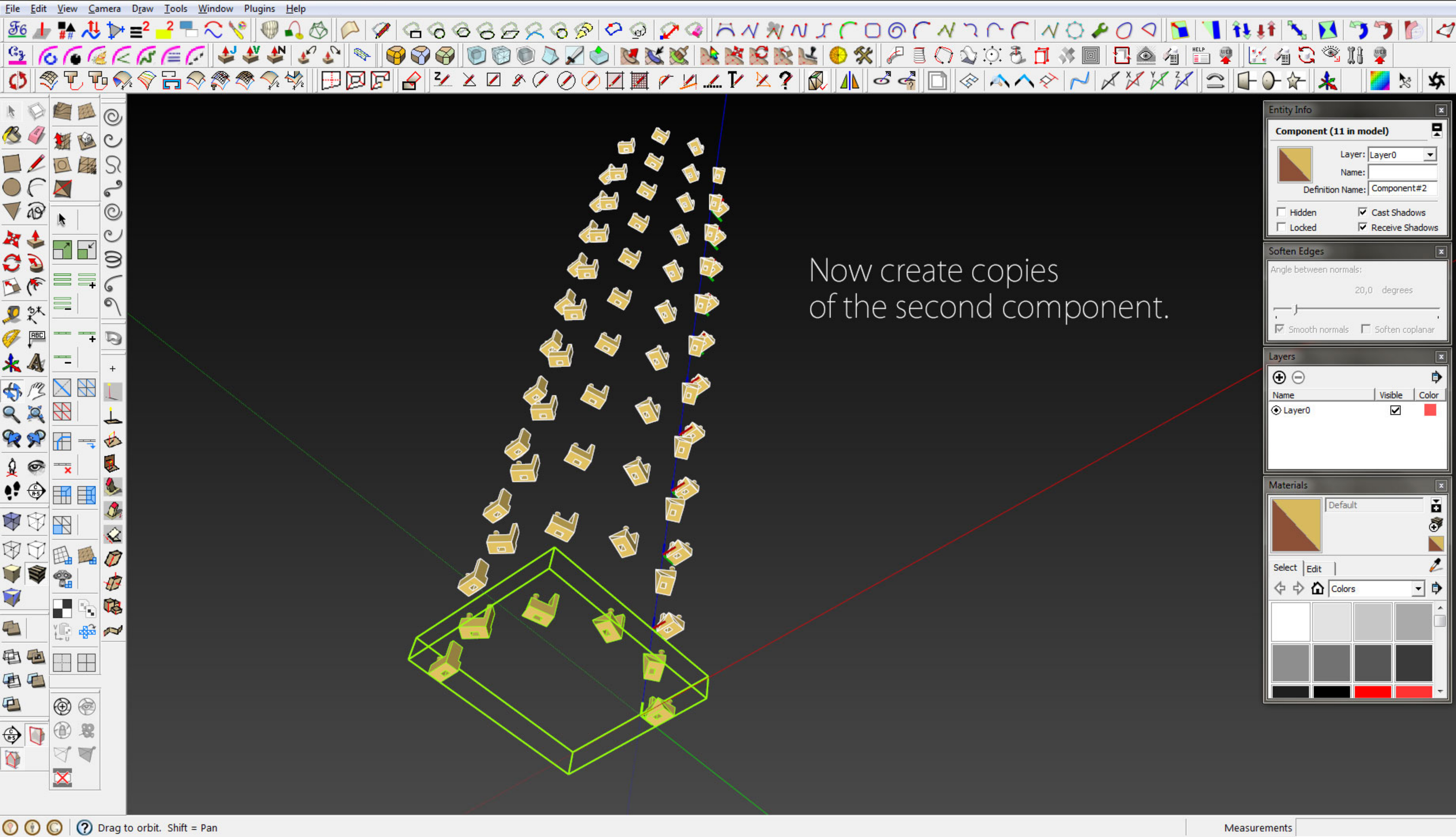
Materials

Default

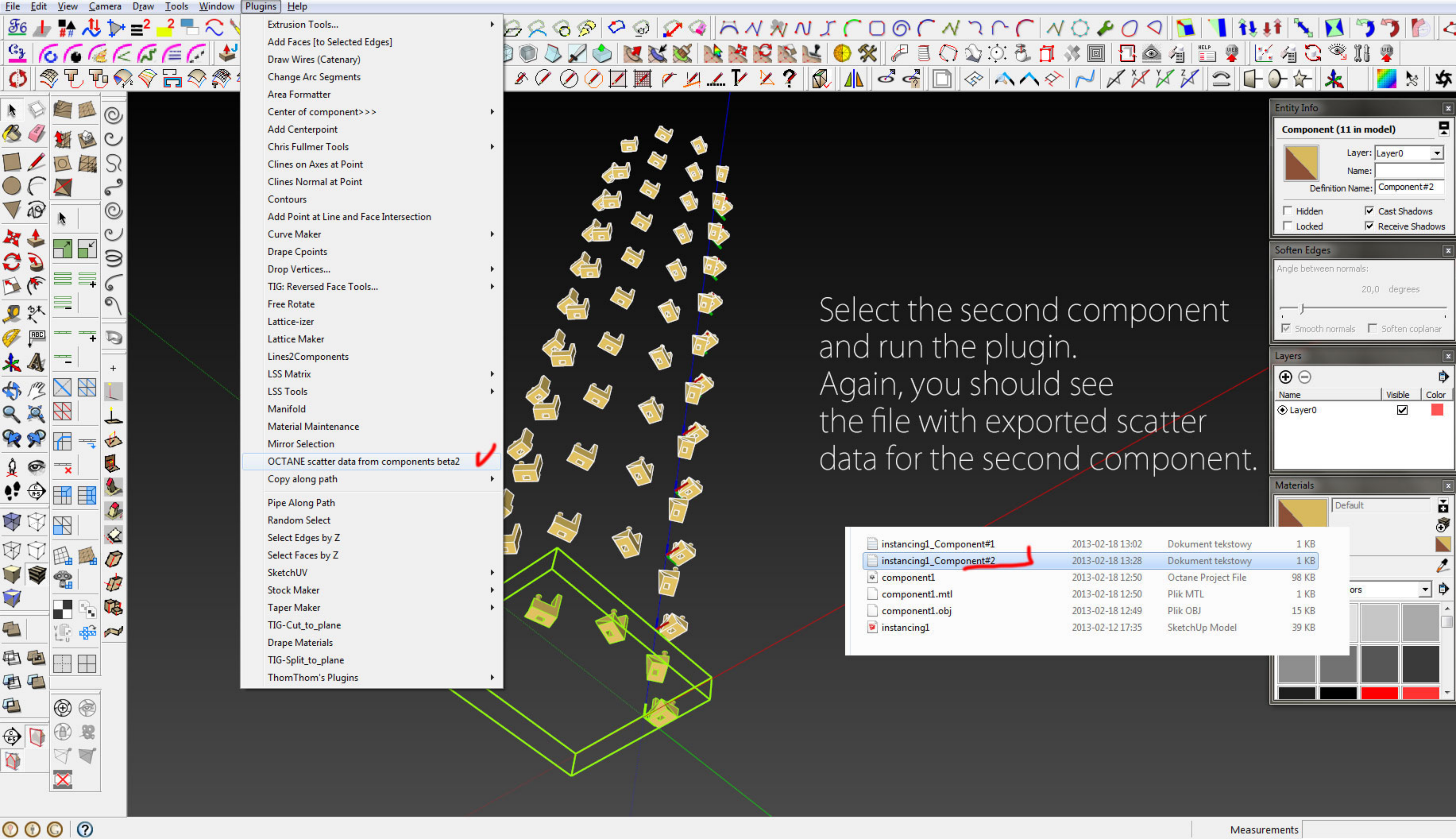
Select Edit

Colors





Now create copies
of the second component.



- Extrusion Tools...
- Add Faces [to Selected Edges]
- Draw Wires (Catenary)
- Change Arc Segments
- Area Formatter
- Center of component>>>
- Add Centerpoint
- Chris Fullmer Tools
- Clines on Axes at Point
- Clines Normal at Point
- Contours
- Add Point at Line and Face Intersection
- Curve Maker
- Drape Cpoints
- Drop Vertices...
- TIG: Reversed Face Tools...
- Free Rotate
- Lattice-izer
- Lattice Maker
- Lines2Components
- LSS Matrix
- LSS Tools
- Manifold
- Material Maintenance
- Mirror Selection
- OCTANE scatter data from components beta2 ✓
- Copy along path
- Pipe Along Path
- Random Select
- Select Edges by Z
- Select Faces by Z
- SketchUV
- Stock Maker
- Taper Maker
- TIG-Cut_to_plane
- Drape Materials
- TIG-Split_to_plane
- ThomThom's Plugins

Select the second component and run the plugin.
Again, you should see the file with exported scatter data for the second component.

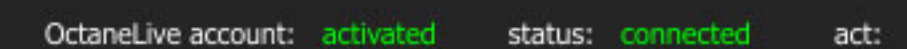
instancing1_Component#1	2013-02-18 13:02	Dokument tekstowy	1 KB
instancing1_Component#2	2013-02-18 13:28	Dokument tekstowy	1 KB
component1	2013-02-18 12:50	Octane Project File	98 KB
component1.mtl	2013-02-18 12:50	Plik MTL	1 KB
component1.obj	2013-02-18 12:49	Plik OBJ	15 KB
instancing1	2013-02-12 17:35	SketchUp Model	39 KB

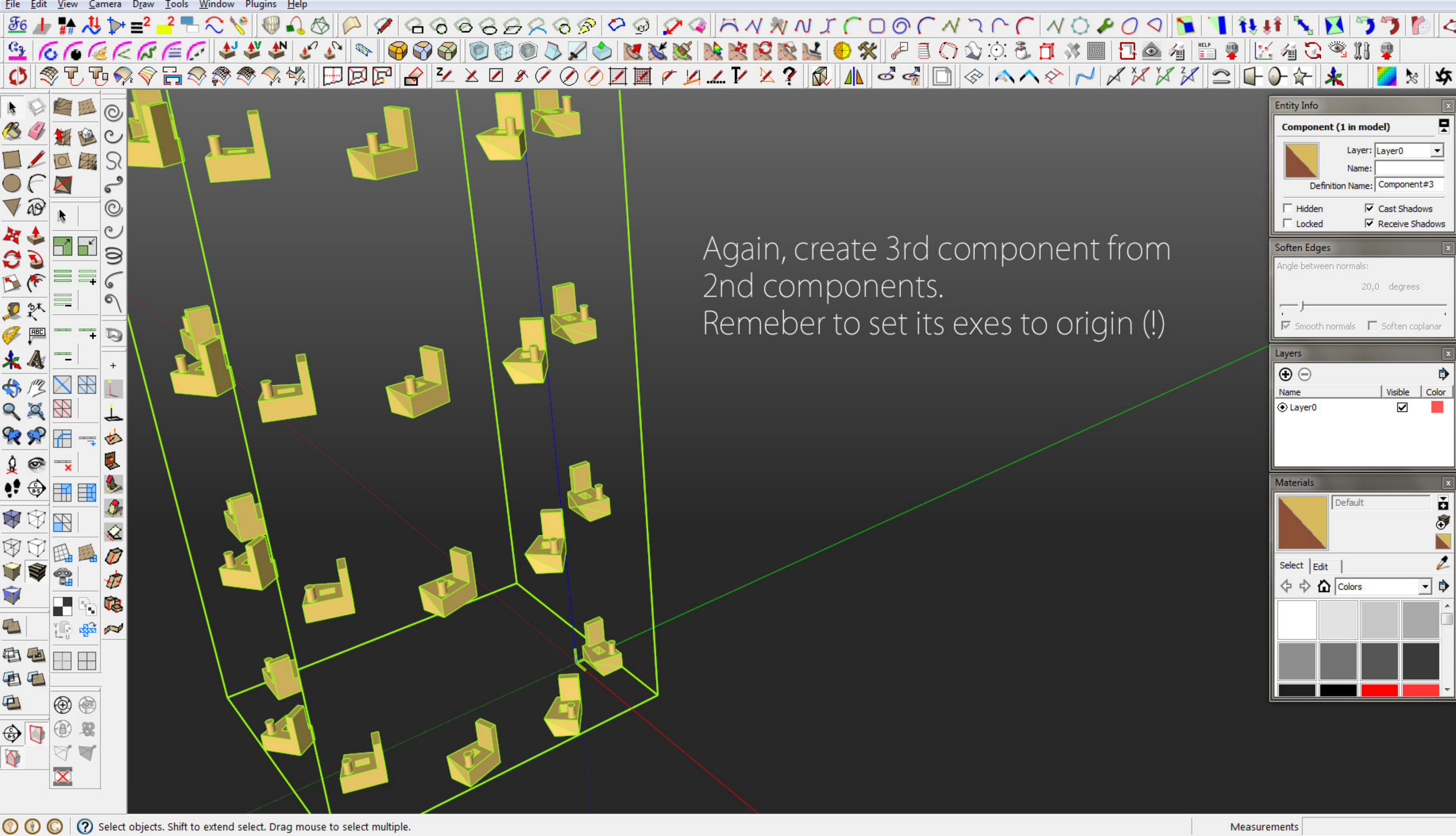
Entity Info
Component (11 in model)
Layer: Layer0
Name:
Definition Name: Component#2
☐ Hidden ☒ Cast Shadows
☐ Locked ☒ Receive Shadows

Soften Edges
Angle between normals:
20,0 degrees
☒ Smooth normals ☐ Soften coplanar

Layers
Name Visible Color
Layer0 ☒ ■

Materials
Default
ors





Again, create 3rd component from
2nd components.
Remeber to set its exes to origin (!)

Entity Info

Component (1 in model)

Layer: Layer0

Name:

Definition Name: Component#3

☐ Hidden ☒ Cast Shadows

☐ Locked ☒ Receive Shadows

Soften Edges

Angle between normals:

20,0 degrees

☒ Smooth normals ☐ Soften coplanar

Layers

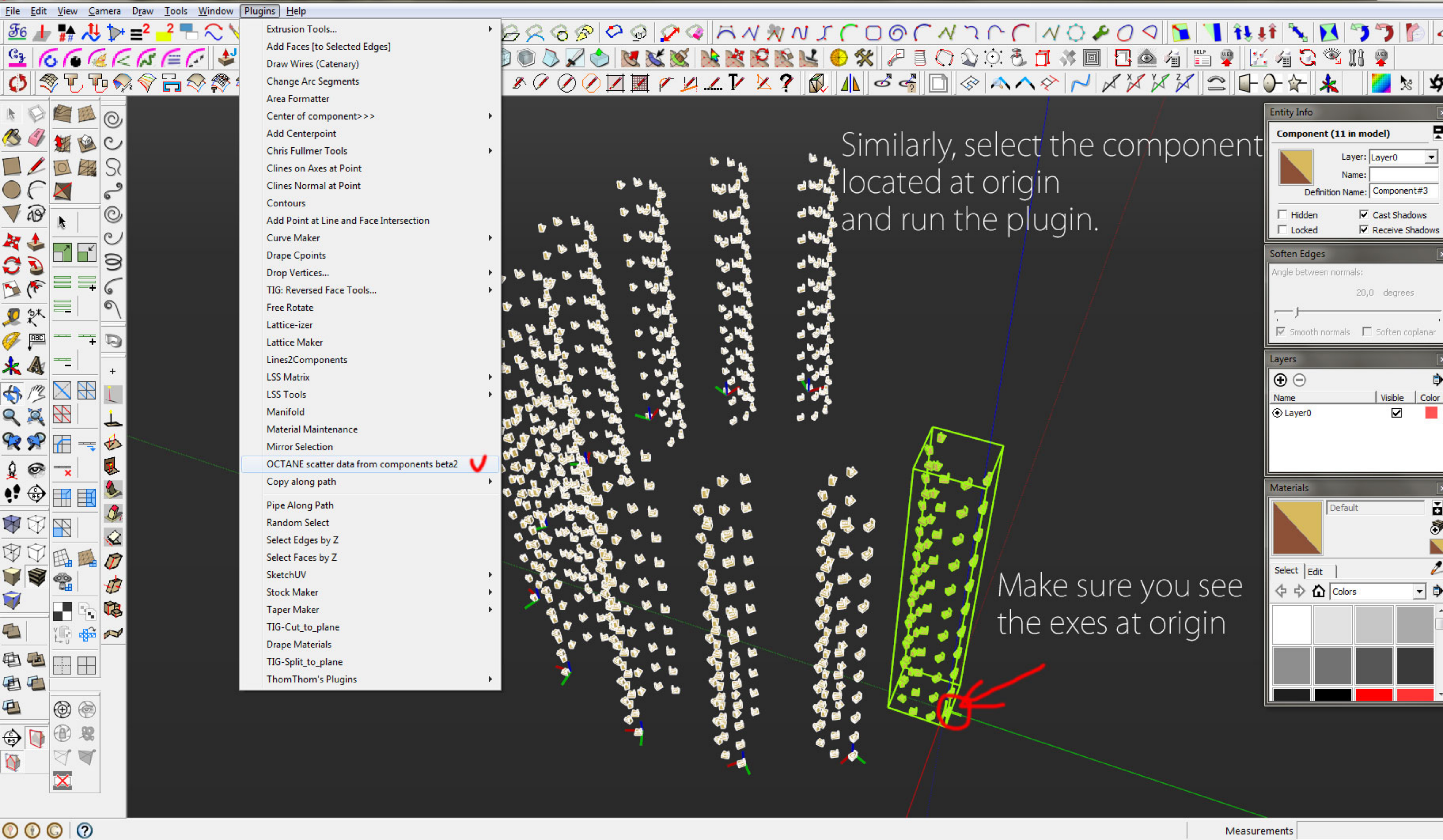
Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	Red

Materials

Default

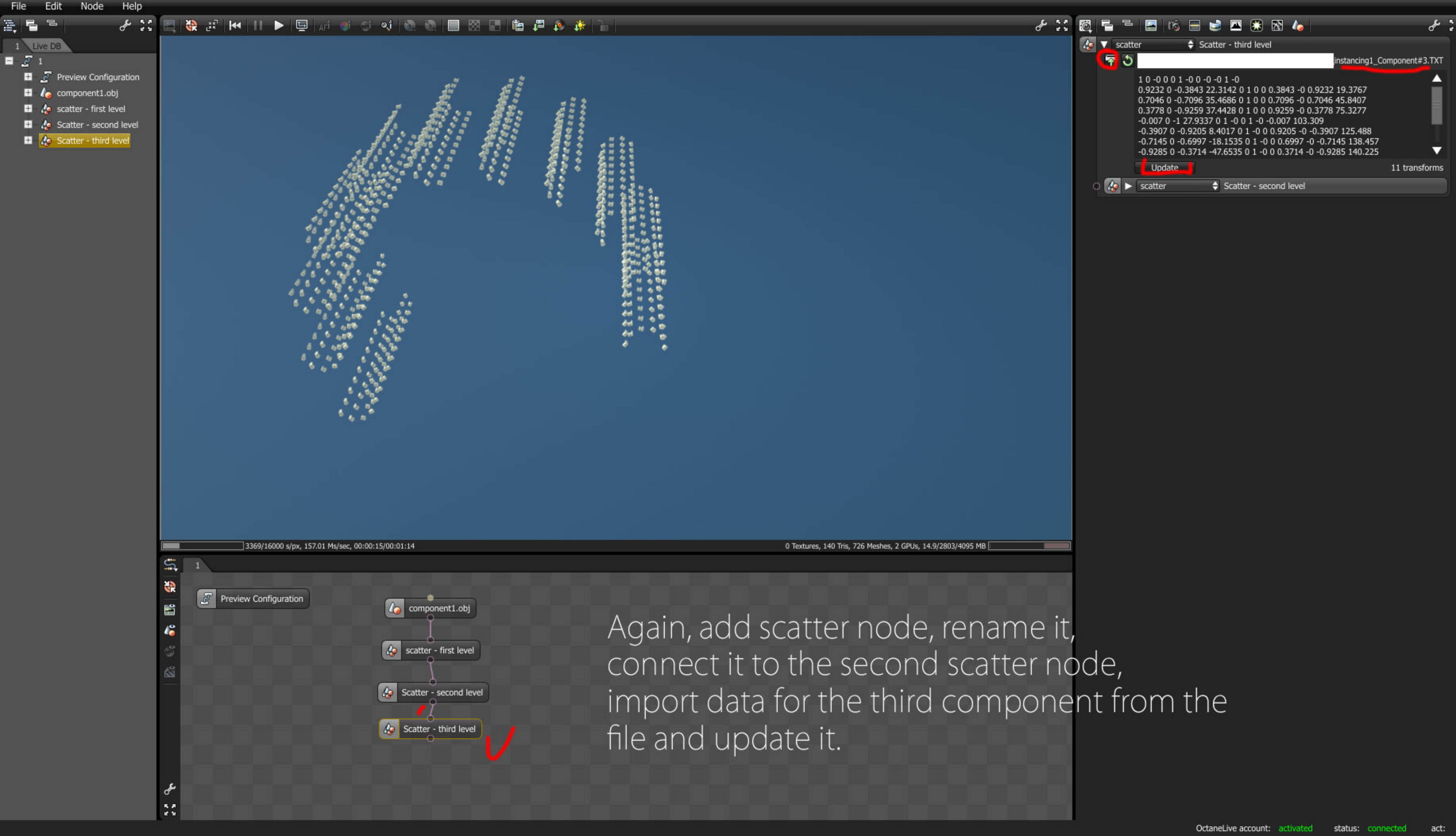
Select Edit

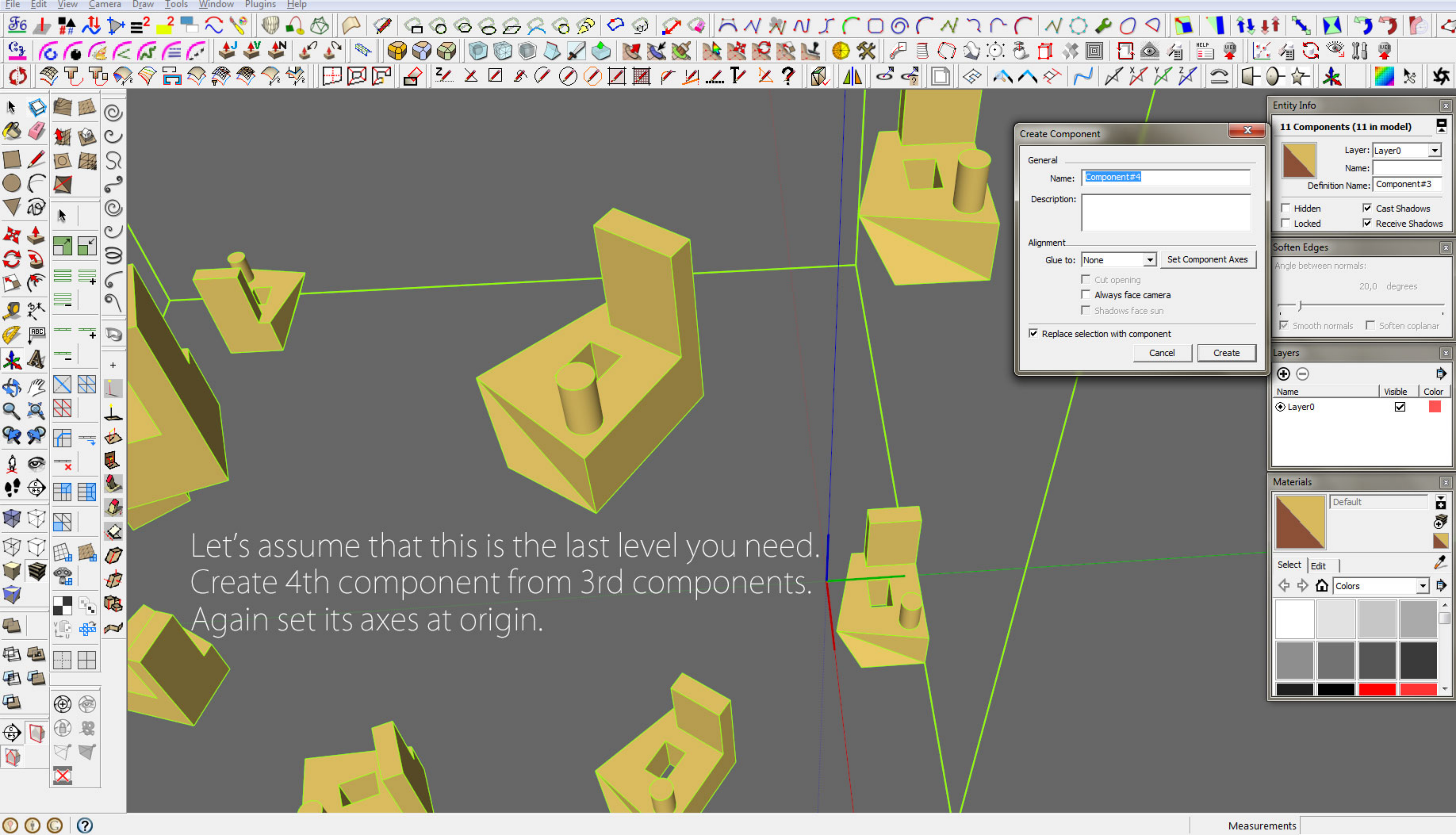
Colors



Similarly, select the component located at origin and run the plugin.

Make sure you see the exes at origin





Let's assume that this is the last level you need.
Create 4th component from 3rd components.
Again set its axes at origin.

Create Component

General

Name: Component#4

Description:

Alignment

Glue to: None Set Component Axes

☐ Cut opening

☐ Always face camera

☐ Shadows face sun

☒ Replace selection with component

Cancel Create

Entity Info

11 Components (11 in model)

Layer: Layer0

Name:

Definition Name: Component#3

☐ Hidden ☒ Cast Shadows

☐ Locked ☒ Receive Shadows

Soften Edges

Angle between normals:

20,0 degrees

☒ Smooth normals ☐ Soften coplanar

Layers

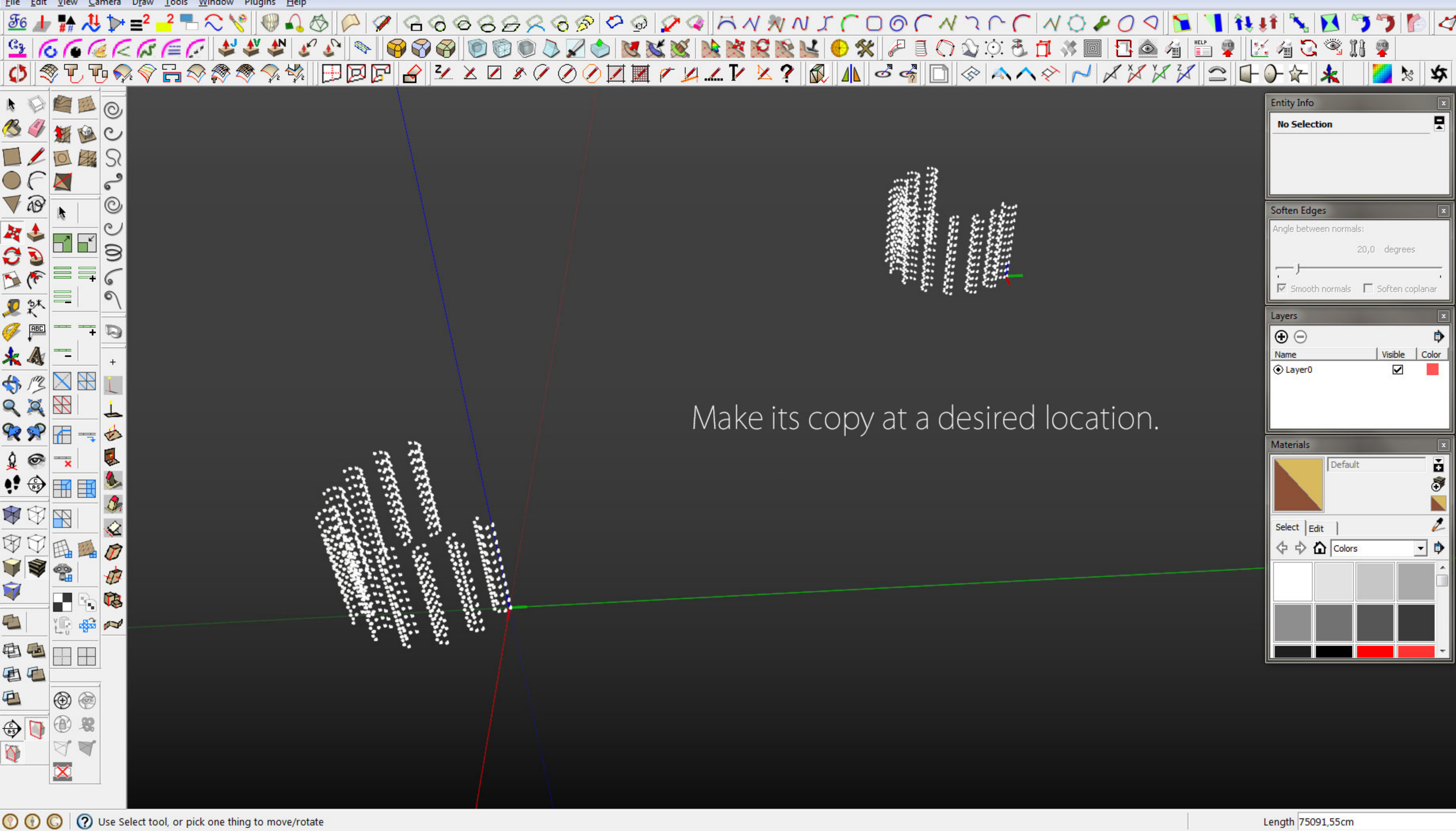
Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	Red

Materials

Default

Select Edit

Colors



Make its copy at a desired location.

Entity Info

No Selection

Soften Edges

Angle between normals:

20,0 degrees

☒ Smooth normals ☐ Soften coplanar

Layers

Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	■

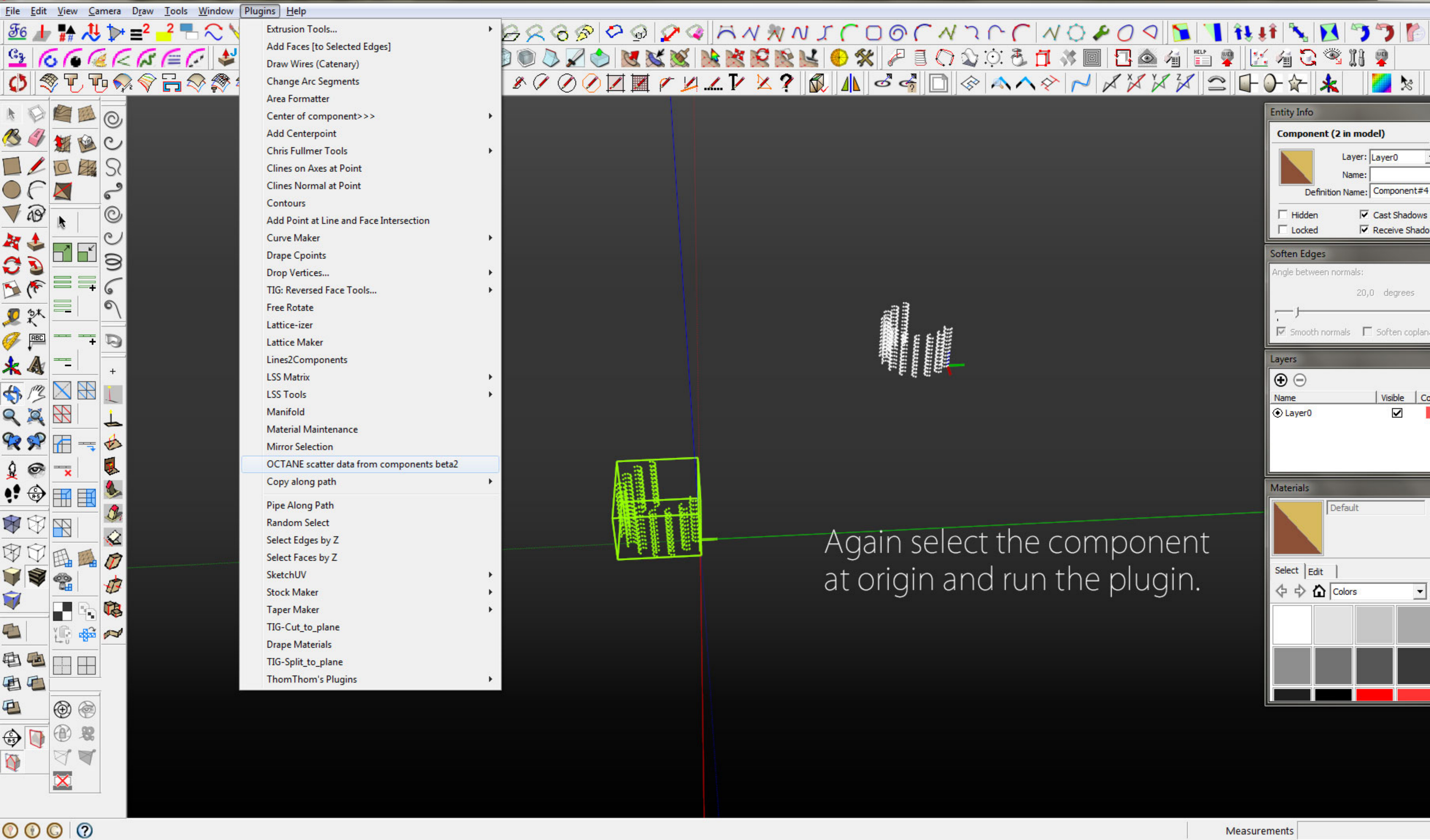
Materials

Default

Select Edit

Colors

■	■	■	■
■	■	■	■



- Extrusion Tools...
- Add Faces [to Selected Edges]
- Draw Wires (Catenary)
- Change Arc Segments
- Area Formatter
- Center of component>>>
- Add Centerpoint
- Chris Fullmer Tools
- Clines on Axes at Point
- Clines Normal at Point
- Contours
- Add Point at Line and Face Intersection
- Curve Maker
- Drape Cpoints
- Drop Vertices...
- TIG: Reversed Face Tools...
- Free Rotate
- Lattice-izer
- Lattice Maker
- Lines2Components
- LSS Matrix
- LSS Tools
- Manifold
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- Select Faces by Z
- SketchUV
- Stock Maker
- Taper Maker
- TIG-Cut_to_plane
- Drape Materials
- TIG-Split_to_plane
- ThomThom's Plugins

Again select the component at origin and run the plugin.

Entity Info

Component (2 in model)

Layer: Layer0

Name:

Definition Name: Component#4

☐ Hidden ☒ Cast Shadows

☐ Locked ☒ Receive Shadows

Soften Edges

Angle between normals:

20,0 degrees

☒ Smooth normals ☐ Soften coplanar

Layers

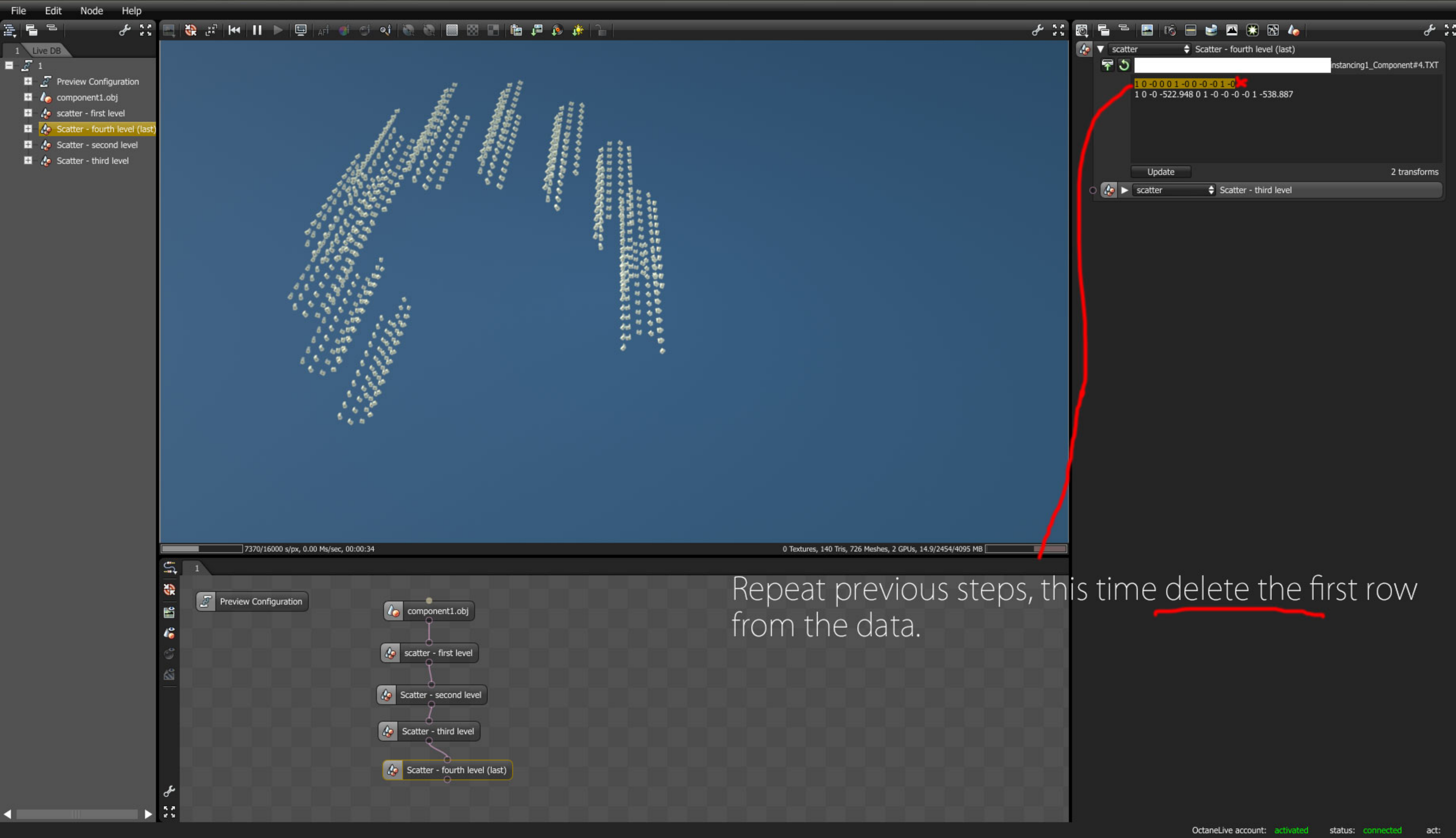
Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	

Materials

Default

Select Edit

Colors



Repeat previous steps, this time delete the first row from the data.

THAT'S IT.

TIG - thank you again for your help and the fantastic plugin.

smicha