

.USAGE

The general workflow:

PHILOSOPHY

The export script is only a small helper to get geometry and material tag / names over to Octane. As well as controlling Octane when rendering animations.

The thought is NOT that the script should be a material converter of any kind. But it will assist you to get the important settings, camera properties, geometry, UV-map, etc. over to Octane.

The philosophy is to configure as much as possible in the Octane stand alone realtime-render interface.

[Project Configuration]



Here you'll have to setup a few things, like where you've installed Octane, where you want the project to be saved [**Project Path**], the [**Project Name**] and the [**Native Unit Size**].

If you're using an existing project, then the only thing that will get changed when hitting the [**Render**] button is the geometry and the properties specified in the [**Export Configuration**] tab. This means that all you materials will be intake and untouched in to Octane project file, OCS.

[Export Configuration]



In this tab you'll specify all the properties that you want to export to Octane. Just enable or disable the options you want or don't want to export.

If you have the [**Fetch from Camera**] option enabled for:

[**Lens Aperture**] - Octane will get the [**Radius**] from the modo camera. ($Radius = (Focal-Length / F-Stop) / 2$)

[**Focal Depth**] - Octane will get the value from the Focus Distance in the modo camera

When specifying the GPU devices you need to separate each card with a [space]. So if you want to use 3 cards then you should enter, "0 1 2" and not "012".



Here you'll export your scene for rendering in Octane. For debugging purposes you have the option of only exporting a OBJ without launching Octane.

For Animation rendering you first need to do a single frame rendering and save the Octane project file, OCS file.

Things to keep in mind:

- Never use [space] in a file name or folder. (All search paths to textures should be free from [spaces])
- Never use [space] in a shader tree mask, polygon tag, item mask, etc
- Never use [space] in the names for the mesh items in the item list
- Never use non english characters like å, ä, ö
- If you're going to use image textures, ALL polygons in your scene needs to be in one UV map
- The texture must be set to use UV-map.
- It's only the materials that's setup using the material-polygon-tag that will carry over to octane

All sub-D polygons will get frozen as well as all geometry using deformers. If your scene takes long time to export, try to convert your sub-D polygons to regular polygons.

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.INSTALL

The script files should be placed in the Scripts folder, ie files of the type .py .pyc .lxm and/or .pl
 If there's a _modules folder, that entire folder also needs to be placed in the Scripts folder.
 The config and image files goes in the Configs folder, ie files of the type .cfg .png

These folders are located (by default):

OS X:

<user name>/Library/Application Support/Luxology/

Win XP:

C:\Documents and Settings\<user name>\Application Data\Luxology\

Win Vista:

C:\Users\<user name>\AppData\Roaming\Luxology\

Win 7:

C:\Users\<user name>\AppData\Roaming\Luxology\