

# Octane Sketchup Exporter

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## Installation

Extract the files from the **Octane\_1022kk.zip** file into the **../Sketchup../Plugins/** folder, keeping the sub-folder structure for several of the files – see below.

*You must 'extract' the files, keeping any sub-folders – so **do not** uncompress everything directly or open the archive, select and then drag+drop the files [unless you are sure what you are doing] - as doing it that way you could end up with files in the wrong relative relationships. On a PC you should use the 'extract' option in your zip application; on a Mac a double-click might not keep them in their sub-folders, so you should use right-click 'unarchiver' or 'stuffit\_expander'...*

If you are unclear about where your 'Plugins' folder might be then type [or copy+paste] this line into the *Window > Ruby Console*:

```
Sketchup.find_support_file("Plugins") + <enter>
```

Typically the PC path that is returned is:

```
C:/Program Files/Google/Google SketchUp 7/Plugins
```

Whilst typically the Mac path that is returned is:

```
Macintosh HD/Library/Application Support/Google Sketchup 7/SketchUp/Plugins
```

So there should be the following:

*In the folder ../Plugins/*

<b>Octane_loader.rb</b>	The file that loads the current script below.
<b>win32ole.so</b>	A file used by the PC version of the tool [since this does nothing on a Mac and could be discarded, on a Mac].
<b>README.txt</b>	This file can be discarded - it only explains the initial installation.

*And in the folder ../Plugins/Octane/*

<b>Octane_1022.rb</b>	The script that sets up the <b>Octane Render Sketchup Exporter</b> tool.
<b>OctaneDialog.html</b>	The file that is used to make the main web-dialog for that tool.
<b>OctaneDialogStrap.png</b>	The logo image used by the html file.
<b>OctaneDialogBack.png</b>	The background image used by the html file.
<b>OctaneToolbar16x16.png</b>	An image used for the <b>Octane Render</b> toolbar 'small' button.
<b>OctaneToolbar24x24.png</b>	An image used for the <b>Octane Render</b> toolbar 'large' button.
<b>OctaneHelp.pdf</b>	This Help file.

*And in the folder ../Plugins/Octane/OctaneFolderBrowser/*

<b>folder_browser.html</b>	A file used to make the special folder-browser dialog.
<b>folder_browser.js</b>	A file used with the special folder-browser dialog.
<b>folder_browser.css</b>	A file used with the special folder-browser dialog.
<b>folder.png</b>	The image used for the folder-icons in the special folder-browser dialog.
<b>folderup.png</b>	The image used for the folder-up-icon in the special folder-browser dialog.

*And in the folder ../Plugins/Octane/OctaneSlider/*

<b>slider.js</b>	A file that is used to make the main dialog's sliders.
<b>slider_Bar.png</b>	The image used for the slider's 'bar'.
<b>slider_Btn.png</b>	The image used for the slider's 'button'.

## Usage

After installation and the restart of Sketchup you should have an additional menu item to run the tool

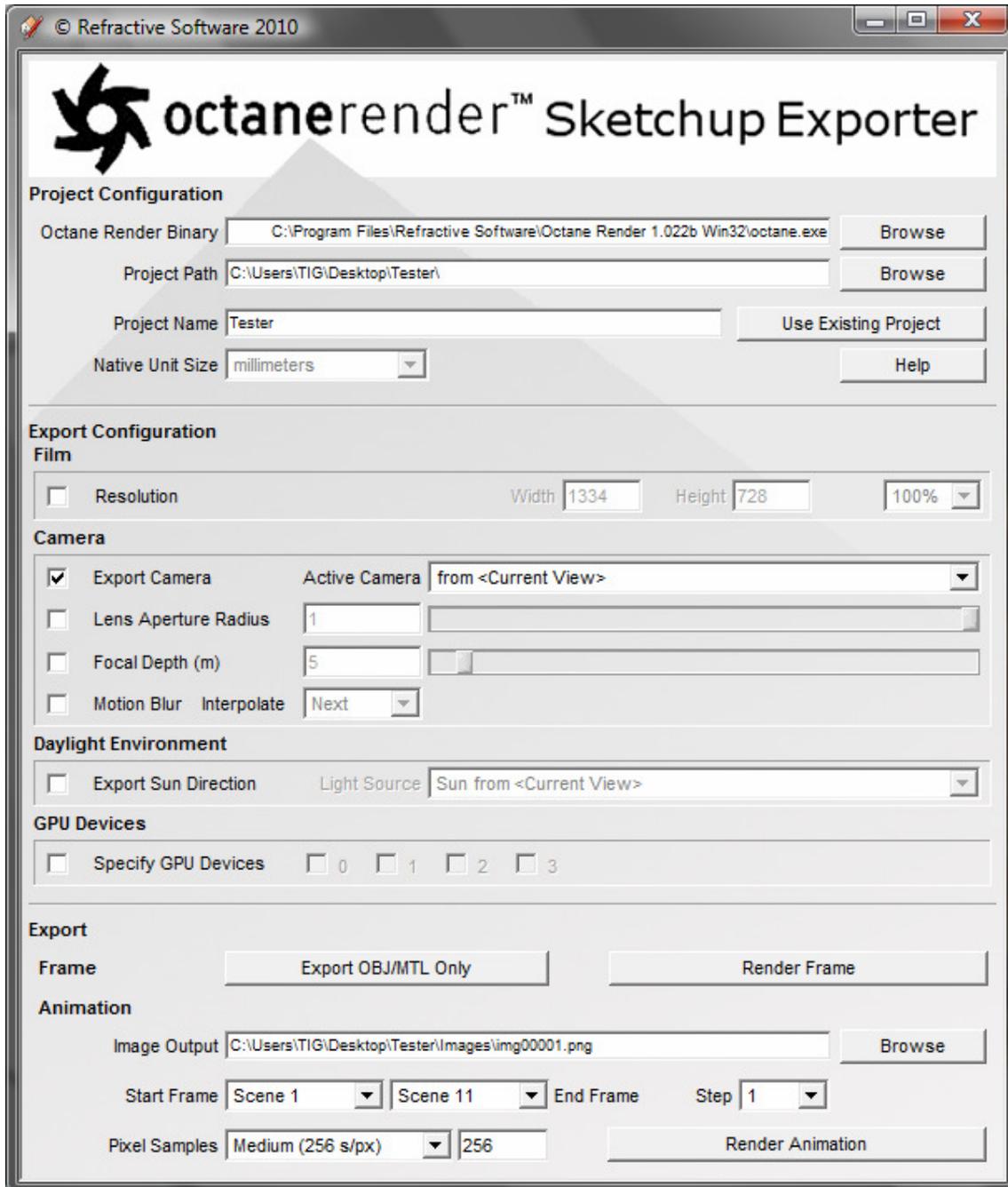
### File > Octane Render...

There is also an **Octane Render** toolbar – by default it is not active – you can activate it from the matching *View > Toolbars* menu item [or Mac equivalent]. Clicking its button is the same as picking the main menu item.

There is also a 'right-click' context-menu - **Octane Render...** – it also works the same as the main menu item.

Alternatively you can also type *octane* into the Ruby Console...

## The Dialog



[showing default settings].

The first section is "**Project Configuration**".

On the first run you will be pressed to choose an **Octane Render Binary** file – the application that the tool will use to process the render. It will be remembered with Sketchup for any future sessions.

On a PC it should be the **octane.exe**, on a Mac it should be the **octane.app**.

Should the specified Octane binary file become unavailable between sessions you will be prompted to select an alternative.

After the set up you can change to another Octane application by clicking the *Browse* button.

The **Project Path** initially defaults to the current model's folder – you can change this by clicking the *Browse* button at any time.

A special folder-browser will open – highlight the desired folder and press OK: the current folder is displayed along the top of the dialog, to navigate up double-click the topmost folder-up icon [../], to navigate down into a folder double-click its icon.

If you save the model when you close it, then this path is remembered with the model.

The **Project Name** initially defaults to the model's name, with any spaces replaced with an underscore: *my\_model.skp* gives *my\_model* for the Octane *my\_model.ocs* file], you can type in another name if required; if the .ocs file doesn't exist then it will be made if you run the rendering parts of the tool. Alternatively, you can click on *Use Existing Project* button to find an existing .ocs file... then *both* the **Project Path** and the **Project Name** will be changed to suit that selection. Note that a previously made .ocs will be 'relinked' and will not update existing materials' textures etc – so with major changes it is best to start a new .ocs or rename the old one.

The dialog also shows the model's units settings – **Native Unit Size** – this is non-editable and is for information only [and to keep consistency with other exporters' UIs] - all dimensions used *within* the tool are automatically set to the units required by **Octane** – i.e. 'meters'.

To the right of this is a **Help** button that opens this file [**OctaneHelp.pdf**] - if it is found in the ../Plugins/Octane/ folder.

The second section - "**Export Configuration**" - lets you choose what settings to use with the export [if any].

## Film

<b>Resolution</b>	Initially disabled, if enabled you can change the following
<b>Width</b>	The image width, defaults to the screen width
<b>Height</b>	The image height, defaults to the screen height
<b>Percentage</b>	The standards are <i>100%, 75%, 50%</i> and <i>25%</i> which are applied to the current width and height settings The other drop-down's option is <i>Reset</i> with reverts to the model's screen width and height
<b>Camera</b>	
<b>Export Camera</b>	Initially enabled, you can change the following settings
<b>Active Camera</b>	This defaults to <i>from &lt;Current View&gt;</i> Other options in the drop-down are <i>from &lt;Current Scene&gt;</i> and then any available ' <i>Camera</i> ' from the ' <i>Scenes</i> ', listed in their order. Note that if this option is enabled <i>and Render Animation</i> is invoked then this selected Camera is ignored and each animation frame's Scene's Camera is used instead
<b>Lens Aperture Radius</b>	Initially disabled, default=1, you can type in any value between 0 and 1 – e.g. 0.25, or use the slider to change the value. When typing a value the slider will update to the new value when you press enter or the text input box loses focus

<b>Focal Depth (m)</b>	Initially disabled, default=5, you can type in any value > 0, or use the slider for values up to 100, if a value > 100 is desired then type in that value – the slider will stop at the maximum extent (100). When typing a value the slider will update to the new value when you press enter or the text input box loses focus
<b>Motion Blur</b>	Initially disabled, default= <i>Next</i> , choose <i>Next/Previous</i> – to blur between scenes in animations If the <b>Active Camera</b> = <i>from &lt;Current View&gt;</i> then <b>Motion Blur</b> is inoperable in the <b>Render Frame</b> mode as it has no 'next/previous' scene If there is no ' <i>next</i> ' scene then the first scene is used, if there is no ' <i>previous</i> ' scene then the last scene is used Note that if this option is enabled <i>and Render Animation</i> is invoked then the camera for the Scene next or previous to the animation frame's Scene will be used in each frame, if it is available
<b>Daylight Environment</b>	
<b>Export Sun Direction</b>	Initially disabled, you can choose the following setting
<b>Light Source</b>	This defaults to <i>Sun from &lt;Current View&gt;</i> Other options in the drop-down are <i>Sun from &lt;Current Scene&gt;</i> and then any available ' <i>Sun</i> ' from the ' <i>Scenes</i> ', listed in their order. Note that if this option is enabled <i>and Render Animation</i> is invoked then in each animation frame that Scene's Sun will be used instead
<b>GPU Devices</b>	
<b>Specify GPU Devices</b>	Initially disabled, you can choose the following settings Default is 0 – choose from 0, 1, 2, 3 as the GPU[s] to use: <i>NOTE: it currently can cause Octane to hang on startup if enabled AND any number is checked 0-3 at all.***</i> <i>Temporary Solution: try it, and if it hangs next time <u>don't</u> try to specify the GPU using these settings...</i>

The third section - "**Export**" - lets you choose the type of render - *either*

#### Frame

##### Export OBJ/MTL Only

Click this button to export the current model as OBJ/MTL to the path defined earlier [and if appropriate, any Textures are put into a sub-folder with the same name + *\_Textures*, which is made if it doesn't exist]. The OBJ file is set to **Octane's** required units 'meters', has triangulated faces etc... All Geometry, Groups, Components and Images [that are not 'hidden' or on non-visible layers] are exported, as separate triangulated faces, with their materials or textures. Note that UV-mapping of textures [position/scale/rotate/etc] within the SKP is supported, but if you have 'skewed' a texture that cannot be transferred into the OBJ/MTL format – so in that rare case, before running this tool, in the SKP right-click the affected face and select 'Make Unique Material' – a new 'cloned' textured-material will be made with the image having a built-in distortion to suit [unfortunately this is not (yet) available as an automated method through the current SUp API, but perhaps it could be added to this tool after an appropriate update].

##### Render Frame

Click this button to export the OBJ/MTL as above, and then automatically open **Octane**. A new OCS is made if it doesn't exist. A minimized cmd window called *Render Cmd* opens to activate the OCS; it remains open whilst the OCS itself is open – on a PC this cmd window can be closed at any time, and it will close with the OCS anyway. **Octane** starts to render the OCS using the various export settings you have selected – the s/px is automatically set to the standard maximum [16000] which you are unlikely to want to exceed; note that you can pause or stop the rendering at any stage and/or change other settings in the OCS manually.

*or*

## Animation

### Image Output

This defaults to the **Project Path** set above, with *img00001.png* – you can enter an alternative, or click the *Browse* button and a special folder-browser will open – highlight the desired folder and press OK: the current folder is displayed along the top of the dialog, to navigate up double-click the topmost folder-up icon [../], to navigate down into a folder double-click its icon. Again it will default to *img00001.png* which you can adjust as desired. You can type in any image name here, after the folder separator (\ or /), but remember that it must have a 'numerical' ending so it can be incremented (like *anim9009.png*) and it must also have a **.png** suffix. The output images in the animation sequence will all be saved into the *Image Output* folder; their names will increment based on the image-name format – e.g. *img00001.png, img00002.png, img00003.png etc*

### Start/End Frames

These are listed in pull-downs from all of the available Scenes [Cameras], but only those Scenes marked in the Sketchup 'Scene Manager' to be 'included in animation' – i.e. without enclosing (...) in their tab label...

### Start Frame

Defaults to the first Scene, it can be any of the available Scenes except the last one.

### End Frame

Defaults to the Scene after the Start Frame's Scene [typically the second Scene], it can be any Scene later than the Start Frame's Scene.

### Step

Defaults to '1', the available Steps are listed in a pull-down determined from the Start/End Frames selected.

### Pixel Samples

Defaults to *Medium (256 s/px)*, choose from various setting, or type in a Custom value in the box to the right – it must be at  $\geq 1$ ; *but 8 is small* – use these low settings for quick testing of animation frame-sets !

### Render Animation

Click this button to start the rendering of the frame-set specified.

Note that the selected Scenes' Cameras, Motion-Blur and Light-Source are used if the respective **Export Configuration** options are 'checked' - their **Frame Render** specific Scene/Light-Source settings are ignored for this animation.

Other 'checked' configurations will also be used, e.g. *'Focal Depth'*.

This button's title changes to say *'Rendering Animation, Please Wait...'*, and it is then disabled during the rendering loop.

A minimized cmd window called *Animation Cmd* opens in the Taskbar/Dock area and opens that the OCS – once for each frame in the animation – it remains open whilst **Octane** is processing the animation sequence. To abort the rendering iteration part way through you can close this *'cmd'* window early [the Command-line prompt also tells you this]: The oCS will complete the current frame's render and stop without processing further frames in the set. On completion of the set of the animation's frames' images [or its early cancellation], the dialog's button becomes re-enabled and its title reverts to *'Render Animation'* and it can be used again...

\*\*\*See 'Known Issues' below...

## Version:

1022.

a 20100611 First beta release.

b 20100613 Second beta release. Camera location swap y/z fixed.

Sun location swap y/z fixed.

Animations start-frame/end-frame/step from pull-down lists of available Scenes [i.e. without those 'excluded from animation' in the Scene Manager].

c 20100614 Help button added to open OctaneHelp.pdf in Octane folder.

Animation Start/End/Step pull-downs linked and animation cmd methods fixed. 'Step' not implemented yet [always = 1].

All settings now remembered with Model.

d 20100614 Step now implemented in animation.

e 20100615 UI messages improved. Animation typo error corrected.

f 20100615 Naming of exported texture files now always mimics SUP's tw output.

g 20100616 Mac feedback addressed, somewhat.

h 20100616 Mac execution of command addressed with initial #!/bin/sh ?

i 20100618 Mac commands corrected. Other minor UI changes for all.

j 20100618 Mac command line escaping \"...\" finally sorted – partially.

k 20100621 Mac command execution fixed. Mac multi-app \_anim \" fixed to ";  
\_anim has own obj/mtl BUT now uses SAME ocs file.

l 20100629 Mac command execution still buggy - further fixes tried [bash].

Link/Re-link of anim files resolved.

m 20100701 Mac executable path fixed.

n 20100702 file:/// used for Mac executable.

o 20100702 Further tweaks to Mac version for auto-execution of .commands.

p 20100706 Adjustments to Help file path for Mac. Install README added to zip.  
Menu name changed to 'Octane Render'. New ocs creation merged into first render. New 'folder\_browser' added. Image\_output path now correctly remembered with model.

q 20100709 General tidy up. MTL/Texture image-names now 'tied' to avoid SUP  
'locale' glitches, where Material Image's name can differ completely from the texturewriter's given name!

r 20100709 Folder Browser fail on non-existent folder fixed and other tidying.

Error with MTL/image naming in some locales addressed.

YUI slider js details revised.

s 20100710 All MTL's 'Ks' values zeroed.

t 20100713 Slider js is now fully integrated into dialog.

u 20100715 JS errors with some browsers circumvented.

Dialog deactivates on Cancel [X].

Camera.up vector normalization glitch fixed.

v 20100716 JS errors with some browsers/OS circumvented - 'populate' moved  
from 'body' in .html into <body> header with onLoad="".

w 20100716 The <body onLoad=""> solution that works for PCs is abandoned.

The .html's 'populate' script code moved from the <head> area to just after the </body> tag, for cross-platform compatibility.

x 20100716 Newly made OCS will now 'link' [-l], without a 'relink' [-r].

Maximum-sample value [-s 4096] removed for single-frame render option.

The .html's 'populate' script code now moved to just before the </body> tag for cross-platform compatibility.

Folder-browser code revisited for cross-platform compatibility.

y 20100719 Folder-browser 'populate' code updated for Mac compatibility.

Ongoing problems with 'populate' running at right time across PC & Mac platforms resolved. Sun-vector normalization addressed.

Glitch with lens/focal values from sliders 'to\_strings' corrected.

The 'Default\_Material' now uses the current RGB values for MTL file.

New tooltips, 'Context-menu' item and 'Toolbar' added.

Dialog background 'rays' added.

z 20100719 In an attempt to get all WIN [PC] and Mac versions compatible

the .html etc has been split into versions for each OS.

- aa 20100721 Further revisions to the html MAC version to get the dialog to do its 'populate' at the correct time. CSS for MAC fonts improved. Dialog fonts etc adjusted to be more cross-platform friendly. In addition to Groups & Component-Instances 'Images' are now exported.
- bb 20100722 The 'cmd' windows now start minimized in the Taskbar/Dock, and are titled 'Render Cmd' or 'Animation Cmd'. More MAC adjustments to resolve 'populate' problems. This is an intermediate step with 'annoying messages' for MAC users to assess how the dialog is loading...
- cc 20100724 MAC messages removed and more adjustments to MAC 'populate' code to try and resolve MAC dialog problems.
- dd 20100725 PC and MAC 'populate' ruby and html code now fully 'booleaned' to avoid MAC glitches.
- ee 20100726 Coding and HTML further adjusted for MAC compatibility.
- ff 20100727 More coding and HTML adjustments for MAC compatibility.
- gg 20100728 Populate method again revised to attempt MAC compatibility.
- hh 20100728 Checkboxes streamlined, plus 'gpu' combos [Octane can still freeze!].
- ii 20100728 Some 'populate' methods reverted/duplicated to attempt MAC compatibility.
- jj 20100729 More radical changes to checkbox code to attempt MAC compatibility.
- kk 20100729 Even more radical changes to checkbox code to attempt MAC compatibility.

## Known Issues:\*\*\*

Selecting more GPUs that you have on your system can cause Octane to hang on startup. Avoid using this option if it causes you problems... RS to advise further...

The 'octane.cmd' and 'octane\_anim.cmd' files [suffixed '.command' on Mac] are not currently auto-deleted from the Project's Folder after execution - this is for debugging purposes, so that these files can be opened to view/change the contents/actions and retest externally. Do not double-click them unless you want them to run!

The non-transfer of any new materials' transparency on a re-linked render/\_anim etc needs to be advised on further by RS. It seems preset in Octane and unrelated to the exporter's files themselves [obj/mtl] which do contain the new materials with all of their values correctly set. Clearly you don't want to overwrite any values of materials that were previously loaded, and which you might have subsequently changed in Octane itself: but on a re-link surely any newly added materials Octane finds should be used with their initial setting taken from the mtl-file- and not 'defaulted' as seems to occur now??

Currently using the GPU settings can sometimes cause Octane to 'freeze' on startup if enabled AND any number is checked 0-3 at all, or you specify more GPUs than you have. Temporary Solution: try it, and if it hangs next time don't try to specify the GPU using these settings - perhaps some CUDA settings ? RS to comment...

This tool is now working OK for the PC and the Mac - but some issues with the Mac dialog are still being addressed.

If you have an early version OS on your PC - e.g. XP - please upgrade your Internet-Explorer to at least v7 - v8 recommended - earlier versions of IE can create java-script issues when run with Sketchup's API based web-dialogs...

*Feedback welcome...*

TIG