



LIGHTWAVE OCTANE EXPORTER

!Please make sure you read the official Octane manual on Plugin <-> Octane workflow before using this plugin.

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INSTALLATION

On Windows:

/LaunchOctane.lsc

/OctaneExporter.lsc

/OctaneExport.p

Copy these files into your Lightwave plugins folder and add them in Layout

On Mac:

/LaunchOctane.lsc

/OctaneExporter.lsc

Copy these files into your Lightwave plugins folder and add them in Layout

GETTING STARTED

Exporter can be accessed from Layout master plugins (ctrl q) "Octane Exporter"
Double click to bring up the interface. It's nonmodal so you can leave it open while working in your scene.

Octane uses a point of interest (POI) for its camera. You can either set a fixed range for this or select a Null from the POI dropdown menu.

- Only use 3 or 4 point polygons.
- Only UV mapping is supported when using image maps.
- Do not use subpatches.
- If you're not using UV coordinates, please uncheck this under "Lightwave Exporter Settings" to improve export speed.
- Do not use spaces in filepaths.
- Make sure your object is in meter scale.
- Have Auto Key enabled

OBJ EXPORTERS

Lightwave HC OBJ Exporter:

- + Fast
- + Mac
- Not 100% Octane friendly
- LW Hardcore only (build 2013 or later)
- A lot of tweaks to make it work for a whole scene...

Octane OBJ Export:

- Slow on complex geometry
- Windows only
- + Octane friendly

The settings under "Lightwave Exporter Settings" for writing UV and Normal is only for "Octane OBJ Export".

LIGHTWAVE UV'S

If you're having trouble getting UV's to work properly in Octane you can change how UV's values are taken.

This can be done under the "Lightwave Exporter Settings" tab. Per polygon is for discontinuous maps.

POINT NORMALS

The point normals written are pulled directly from the Lightwave SDK.

RENDERING ANIMATION

First we need to create our base .ocs

Export the scene with the regular "Render" button. Do all the changes you need inside Octane, save and exit when you're done.

Back in Layout set start and endframe. Set render output path, samples limit and press "Render Animation".