Getting Started

TUTORIAL

Cult3D Exporter for Autodesk® VIZ

Overview

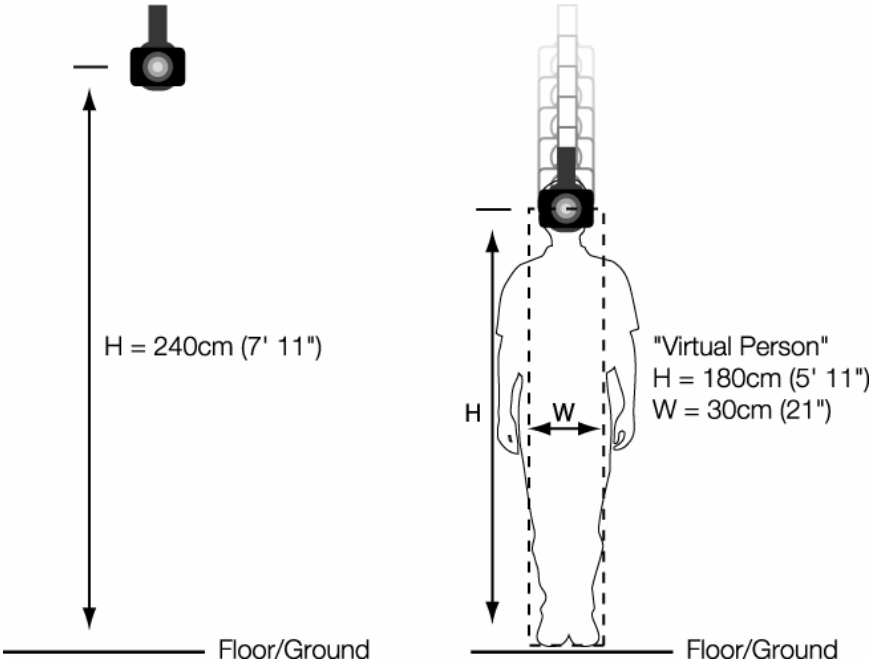
This tutorial will lead you, with very basic steps, through the transformation of your Autodesk VIZ scene into a ready to use Cult3D walkthrough environment. The Cult3D Exporter for Autodesk VIZ has been designed to provide good quality default functionality. Just select the camera you want to use during the walkthrough and press the Save button to start the export procedure. Two files will be created and the generated Cult3D object will automatically open in your favourite browser.

Check with the User Guide if you want to further customize the Cult3D object's behaviour, quality and performance. Cult3D Exporter for Autodesk VIZ enables you to change exporting parameters values.

Create Your Walkthrough Environment

1. Open the “cosmetics-store.max” file in the Tutorial folder. As suggested by the name, the loaded scene represents a cosmetic store. To make things easier for you a camera has already been placed, but, of course, you can always create a new camera in your preferred point of view.

2. Before exporting your scene from Autodesk VIZ, always check the following guidelines:
   - The camera direction must be parallel to the home grid. In other words, the camera’s vertical axis must be perpendicular to the home grid. regardless of the slope of the floor/ground beneath.
   - Place the camera where you want the virtual person to start the walkthrough.
   - The camera must be positioned above the floor/ground, at a height that is equal or higher than the value of the <Height> parameter in the person’s data control, found in the Advanced Settings tab. The default value for the <Height> parameter is 1.8 meters (5’ 11’’). Following this instruction will result in a consistent virtual person placement: there will be enough room for its initial standing position. It is wise, and actually recommended, to place the camera at a higher position than <Height>. The result in the exported Cult3D file will be that the virtual person drops down to the ground/floor when the walkthrough begins (see example in following figure). If the distance between the camera and the beneath floor/ground is inferior to the <Height> value, the result in the exported Cult3D file will be that the virtual person falls through the ground/floor, free falling out of the scene if no other floor is encountered.

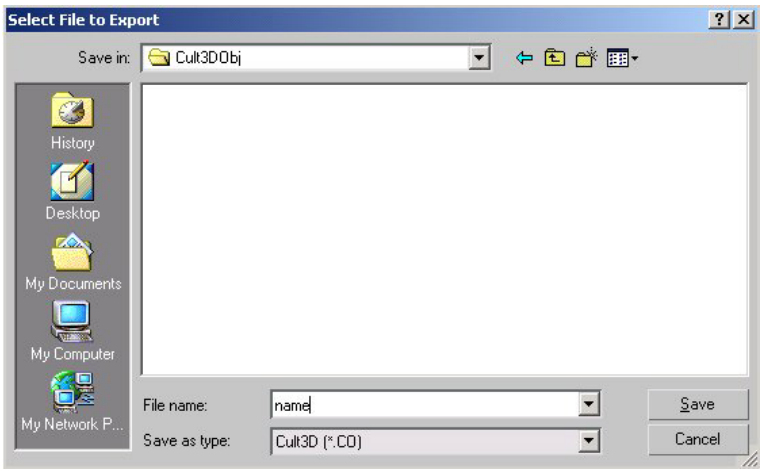


Camera in Autodesk VIZ. Result with default values set.

- Your architectural model must respect real scale dimensions. In this way, your virtual person will be proportionate. If, however, you want to maintain your model size, you must set proper dimensions for your virtual person in the exporter.
- Use Texture based lighting when possible.
  Texture based lighting is a technique whereby a scene's lighting and material information are rendered as textures, these textures are then applied to the scene's surfaces. The advantage of texture based lighting is that it allows for the use of rendered shadows and radiosity effects, without overburdening the end-user system.

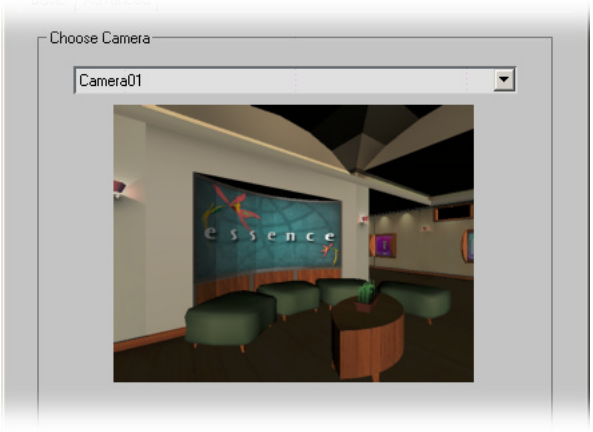
3. Now export your Autodesk VIZ scene into a Cult3D object. In Autodesk VIZ, the Cult3D Exporter is found under File/Export .

- Select Cult3D [*.CO] file in the Save As type list box.
- Type in a filename for the object you want to export.
- Click Save.



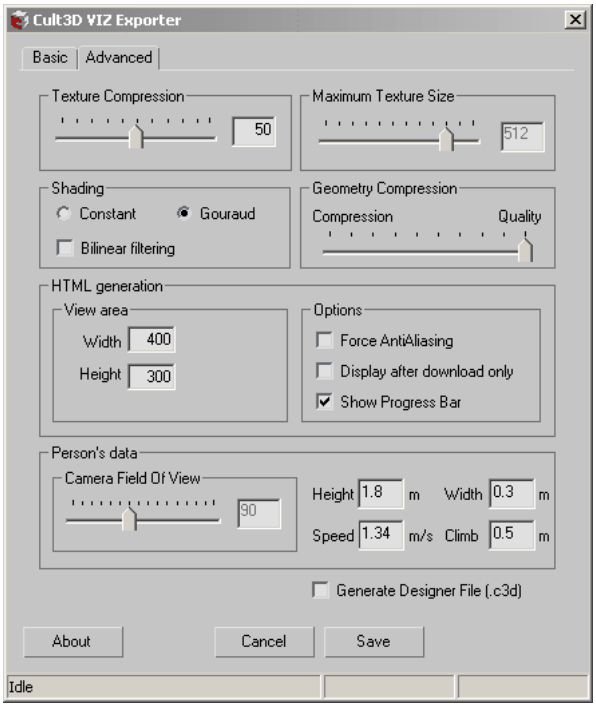
- If you are not registered, a License Agreement dialog box will appear. Once you complete the Registration procedure, this dialog will no longer appear. Once you choose the 'I Agree' button you will be able to export your model.
- The Cult3D Exporter for Autodesk VIZ interface, consisting of 2 tabs, is opened.

4a. Select the desired camera for your walkthrough with the combo box in **Choose Camera**. The snapshot, displayed below the combo box, will show the chosen camera's view.

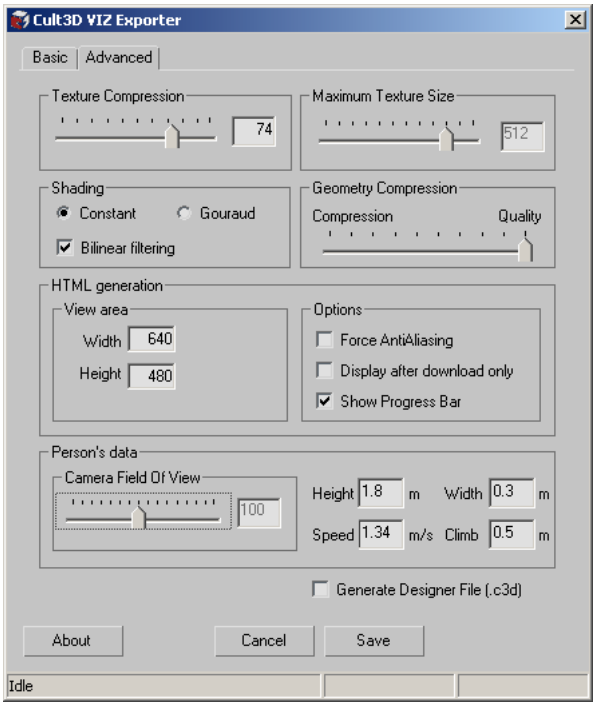


If you are not interested in customizing the resulting Cult3D object, skip 4b and go directly to step 5, continue otherwise (especially if you are using Texture based lighting).

4b. Select the Advanced tab in order to refine the export parameters.



Set the Texture Compression parameter to 74. This setting provides a good balance between file size and texture quality.
Because you are using texture based lighting, check the constant shading radio button.
By setting the Bilinear Filtering check box you will allow your Cult3D object's texture to look better on close ups (with no decrease in performance on machines equipped with Cult3D compatible graphics cards).
If you want to see more of your scene in the Cult3D view, set the Camera Field of View svalue to 100.



5. Click **Save**. Model and interaction data are saved into the CO file, the corresponding basic embedding HTML file is created and the browser is launched when the exporter has closed.

6. You are now ready for the walkthrough experience. To navigate use the following keys.

Walk Forward	Arrow Up	w, W
Walk Backward	Arrow Down	s, S
Step Left	a, A	
Step Right	d, D	
Turn Left	Arrow Left	
Turn Right	Arrow Right	
Look Up	Page Up	
Look Down	Page Down	
Kneel	c, C	
Fast	z, Z	
Slow	x, X	
Reset	r, R	

In any moment, even during free falling caused by stepping out of the floor or through a hole, the walkthrough can be reset by pressing the Reset key, which will instantaneusly reposition the virtual person to the initial position.

Please Note:
The disappearance of a scene from view may be caused by free falling. Use the Reset key to instantly place the virtual person back to its starting position in the walkthrough.

By pressing the right mouse button, you enter the MouseLook mode. In this case, walkthrough is controlled by all of the above keys and the mouse movement.

MouseLook	Right Mouse Button
Turn Left	Move Mouse at the left
Turn Right	Move Mouse at the right
Look Up	Move Mouse up
Look Down	Move Mouse down