LARGE SCENE SUPPORT FOR

A TUTORIAL

Large Scene Support for Deep Paint 3D, version 2.0

What it is….

A new feature set that enables 3D artists to define selections or groups of materials and perform batch operations on them.

What it does….

This Tutorial will take you through the new Large Scene Support features: Material Groups and Batch Operations. It's designed for the user who is already familiar with Deep Paint 3D.

If you are not familiar with the Deep Paint interface, then begin by reading Chapter 1, Interface Overview in the Deep Paint 3D on-line help.

Conventions

- Menu and Sub-menu choices are separated by the greater than sign, as in the example, **View>Palettes**.
- Commands and selections are displayed in **bold** typeface.

Specific keystrokes are represented with in caps with angle brackets e.g. **<ESC>**.

Tutorial Roadmap – Features

This tutorial highlights the large scene support features of Deep paint 3D, version 2.0.

Material Groups
Batch Operations

Material Groups

Description: Working with large numbers of materials is now easier with the new Material Groups feature in 2.0. Groups can be easily defined and split even further into subgroups according to similarities in structure.

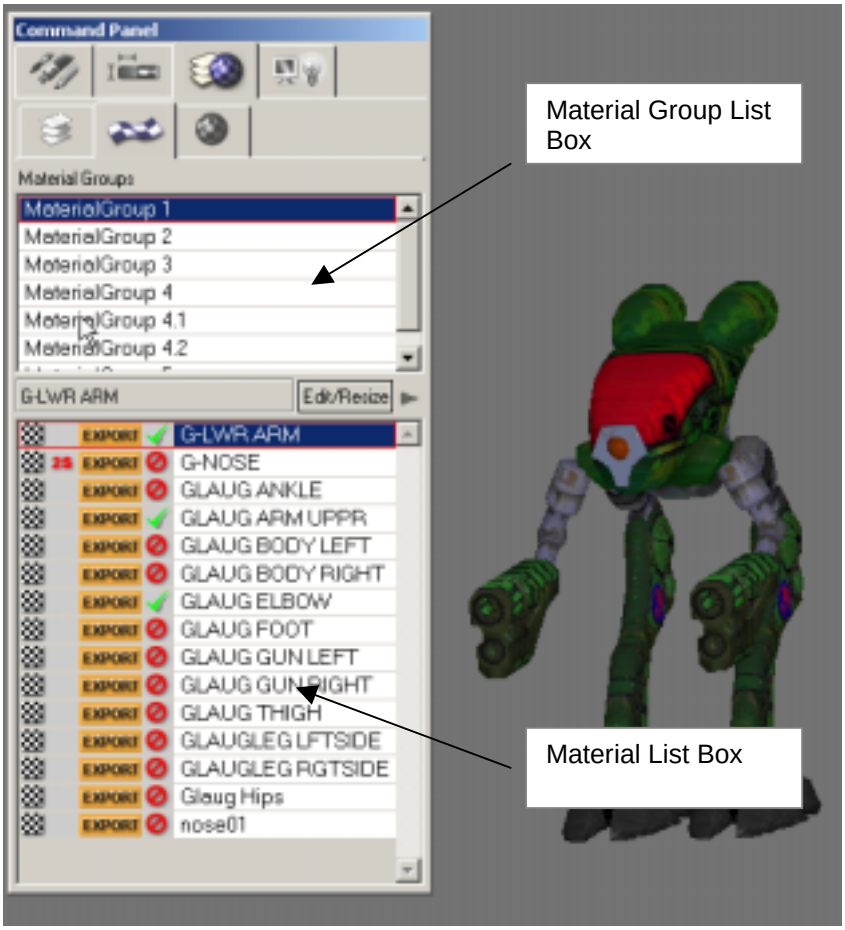
Features and Options

A new Material Group can be created by a **right-click** in the Material Group List Box, or by selecting **New Entry** from the Material Group pop-up menu discussed later.

The new group will contain the currently unlocked materials represented by the green tick in the Material List Box.

Clicking a Material Group entry will unlock the materials it contains and lock all others.

However, changes to the locking attributes of a material will not be automatically stored in the most recent Material Group.



Features and Options

The first four menu options are used to apply groups to the current selection. The current selection being considered as the currently unlocked materials.

The group applied is the group right-clicked on.

No groups are actually changed, just the current selection.

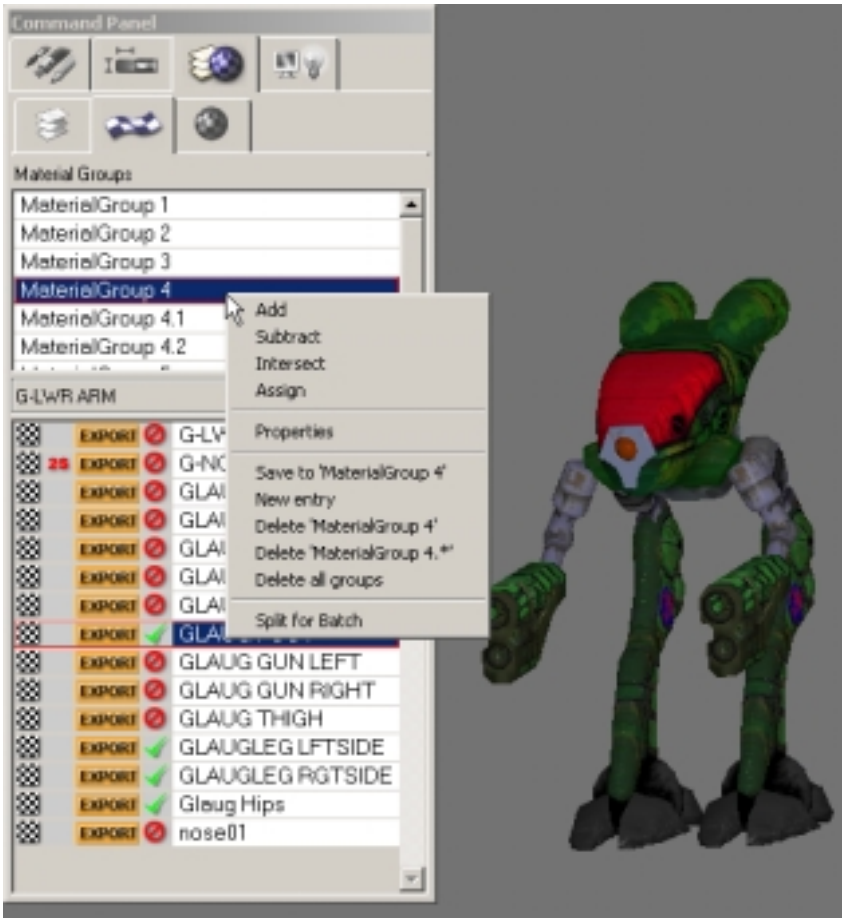
Add – the current selection becomes the sum of the current selection and the group applied.

Subtract – the current selection changes to include materials unique to the current selection.

Intersect – the current selection includes materials common to both the current selection and the group applied.

Assign – replaces the current group with the material group.

Save to - allows you to overwrite a new selection to a material Group.



Batch Operations

Description: Once materials are grouped, there are a variety of actions and operations that can be performed. Groups can be automatically split for Batch operation and additional checks can be enforced through Batch Mode and Strict.

Features and Options

Split for Batch creates sub-groups from the right-clicked group. Materials within each sub-group have the same structure and are thus suitable for applying batch operations.

Batch-enabled operations include:

Load/Save Projection Mask (from main menu)

Hide Layer/Channel

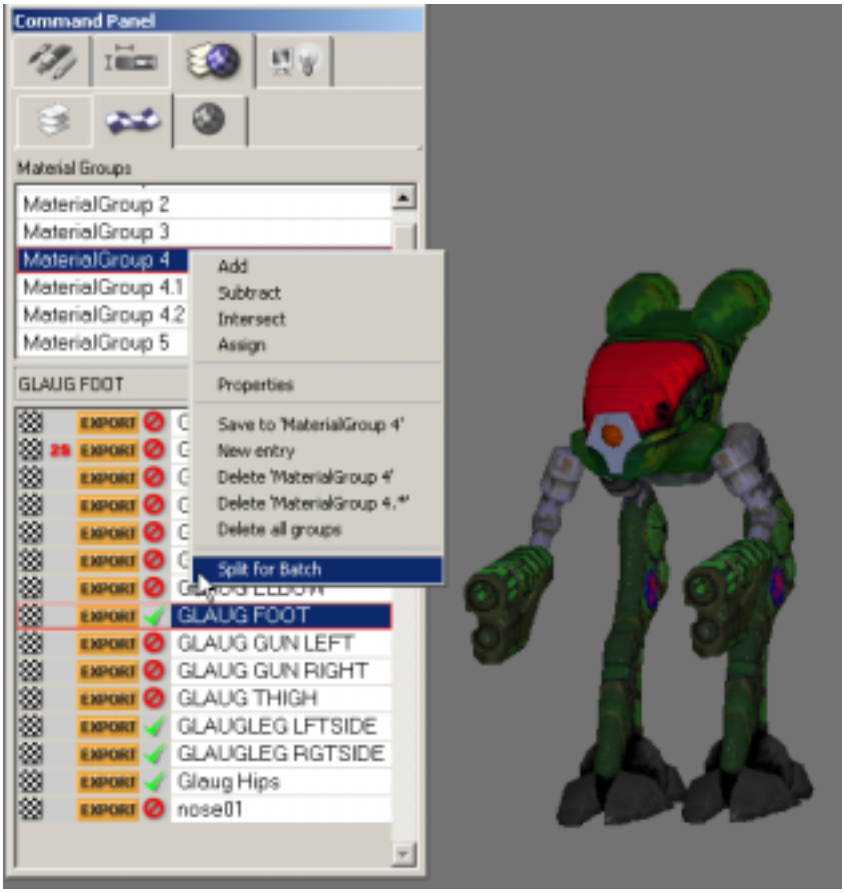
Insert New Channel

Add/Delete a Layer

Flatten Material

Material Properties

Hue/Saturation and Brightness/Contrast filters

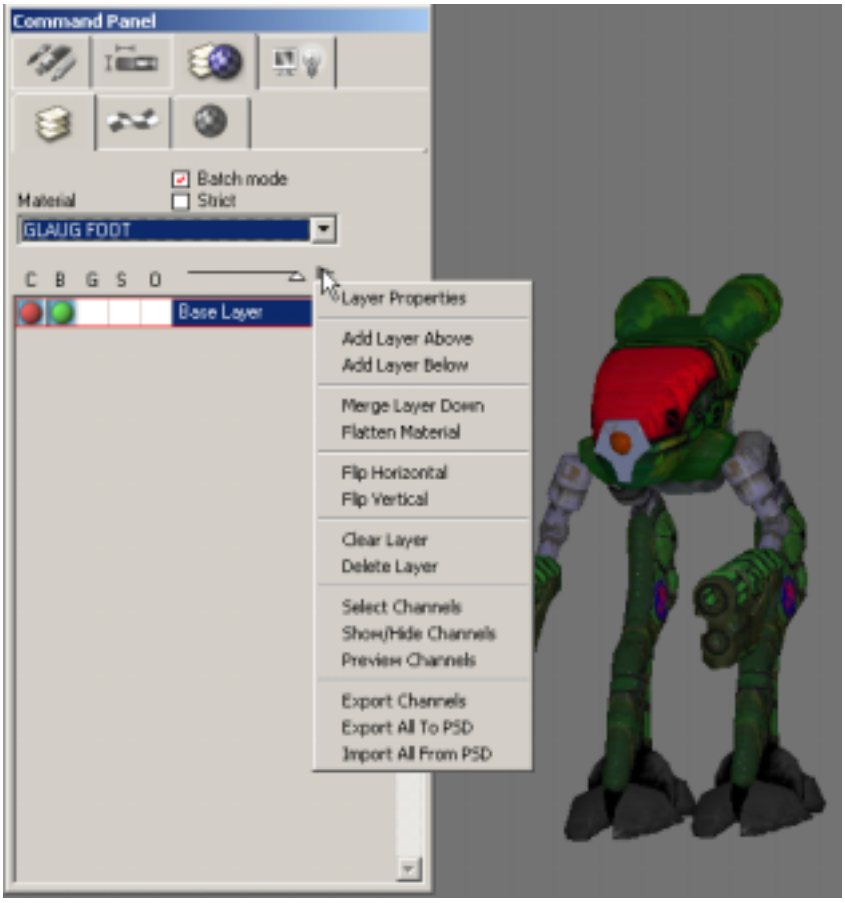


Features and Options

When **Batch Mode** is selected, operations that otherwise would apply to the current materials are applied to all unlocked materials that match the current material.

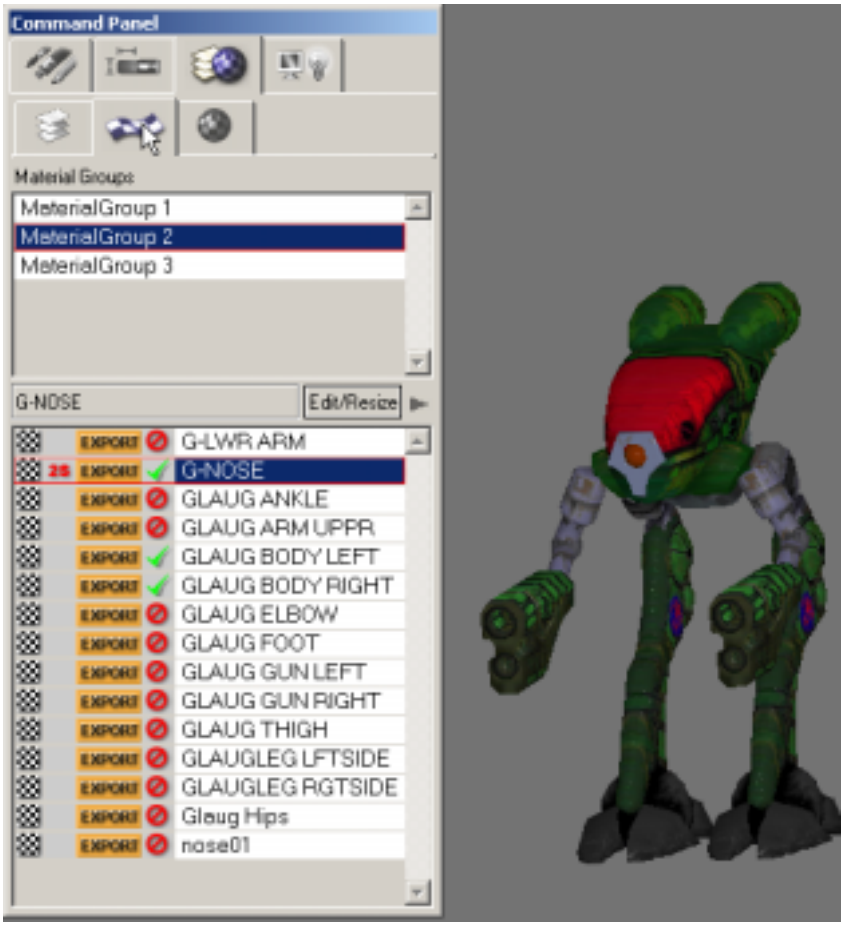
To match the current material, they must have the same layers and channels. This rule is enforced so that different operations do not apply to different groups in unexpected ways.

Strict Mode enforces additional rules. For example, opacities must match for all materials. This is to avoid the situation where a few patches out of a few hundred have slightly different colors that may only appear in a final render.

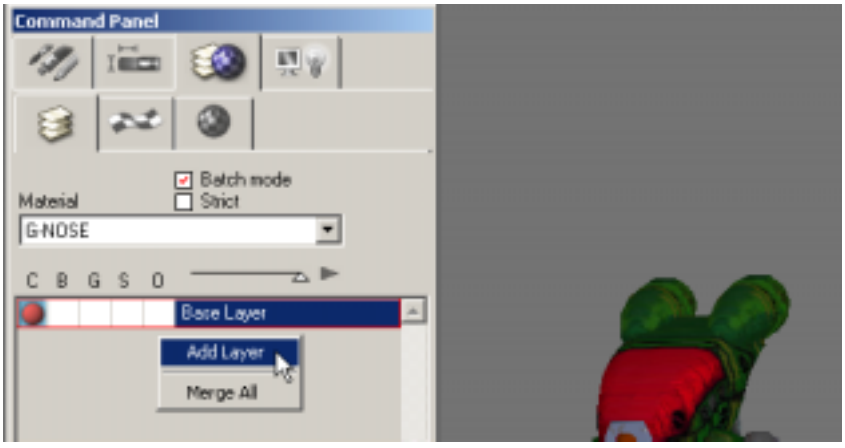


Features and Options

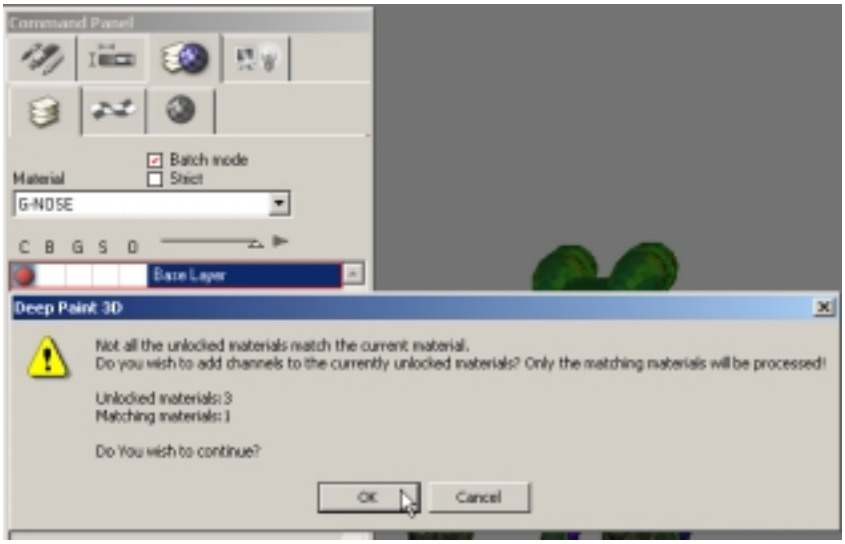
Here's an example of a batch operation on a Material Group (2) that contains dissimilar materials. Glaug Body Left and Right have two channels while G-Nose, has one channel.



With **Batch Mode** ticked, a layer is added to G-Nose.



A warning message is displayed. Information is provided that the material group contains three unlocked materials, but only one matching material (out of three), in this case G-Nose.



We encourage you to experiment with these new features. If you have any questions, contact Customer Support at http://www.righthemisphere.com/support.htm