

Object Model Suite

This “suite” contains an addIn and an output plugin which will (hopefully) aid in sequencing 3d models using Vixen. Custom 3d models can be created and used with both the Plugin and the AddIn.

Installation:

In order to use the plugin and or the addIn, you need to follow these steps.

1. If you don't already have it, install the .Net 3.5 framework.
2. Install the SlimDx runtime included in the .zip file
3. Copy the “ObjectModel” folder into your Vixen folder.
4. Copy the contents of the ObjectSequencerAddIn folder to your Vixen\AddIns folder.
5. If you are using Vixen 2.1, copy the contents of ObjectPreviewPlugin\2.1 to your Vixen\Plugins\Output folder.
6. If you are using Vixen 2.5, copy the contents of ObjectPreviewPlugin\2.5 to your Vixen\Plugins\Output folder.

Basic Use:

AddIn:

Once installed, the Object Sequencer AddIn will be available from the Vixen Add-ins menu. Please note that a sequence must have audio assigned to use the AddIn.

When you first run the addin, if there are more than 1 models available, you will be prompted to select which model you would like to use. Simply select the model from the drop down list and select Ok.

You will then be prompted for the configuration settings of your model:

Setup Dialog

Profile Name: Default

Name	Model Min	Model Max	Vixen Min	Vixen Center	Vixen Max	Channel
Nod	-70	70	40	128	205	Channel 1
Rotate	-70	70	40	128	205	Channel 1
Tilt	-70	70	40	128	205	Channel 1
Jaw	0	40	128	128	205	Channel 1

Cancel Ok

Profile Name: The Object Sequencer is capable of handling multiple “profiles”. Suppose, for example, you have 3 skulls, each using a different set of channels and possibly different characteristics. You could create a profile for each of the skulls and sequence them individually. I’d suggest giving your profiles descriptive names so you can tell them apart.

Name Column: These are the control names available to the selected model. They are just suggestions for the names of the control so if you would like to rename them to something more meaningful to you, feel free.

Channel Column: This is where you set the desired control to your Vixen Channel.

Vixen Min/Center/Max, Model Min/Max: These are the values that correspond to your real life object and what values in Vixen correspond to those values. It’s probably easiest to explain it with an example:

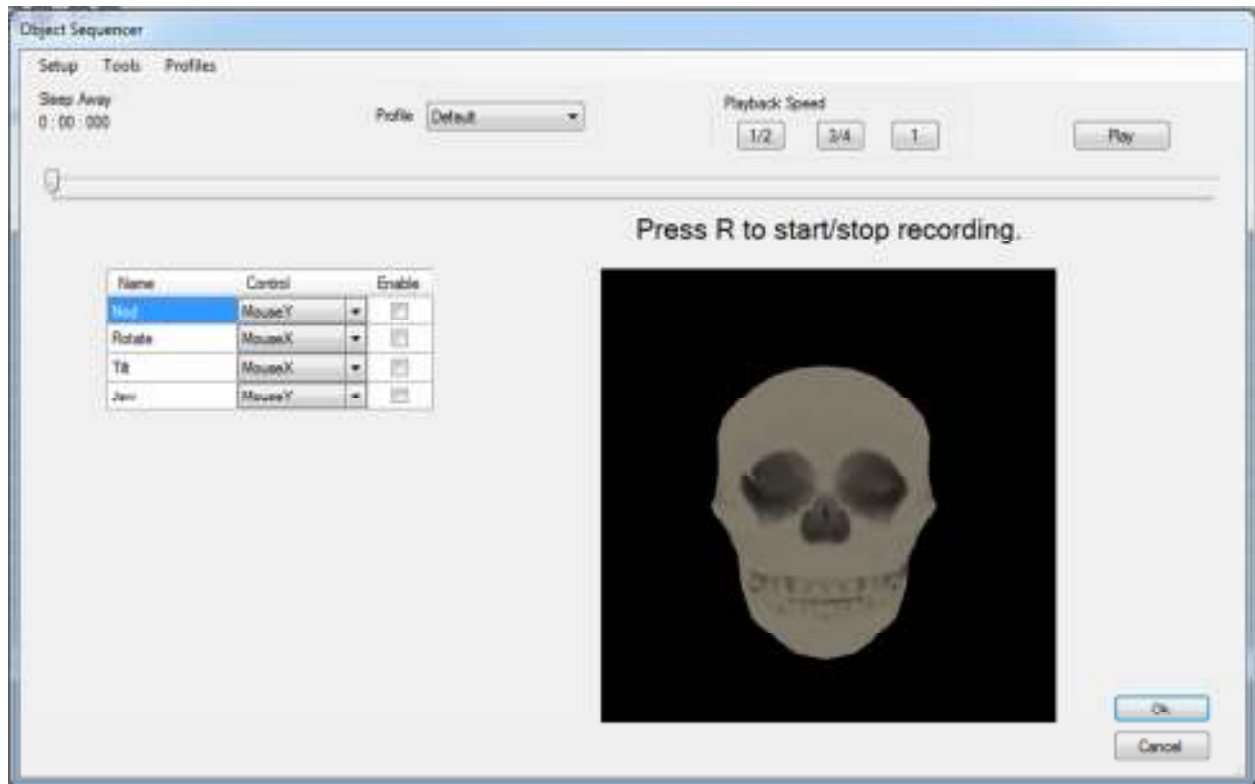
I have a 3 axis skull and I need to set the values for it. Let’s start with the rotation. My 3 axis skull rotates from center(looking straight forward) to the left about 65 degrees. Rotating left is in the negative direction I enter -65 for the Model Min. It moves to the right(the positive direction) about 65 degrees also, so I enter 65 in the Model Max. In other words, these are the minimum and maximums that my actual 3d skull can handle.

The next thing to consider is what Vixen values correspond to those Model values. This will take a bit of playing to get the values. For the sake of argument, let’s say that a Vixen value of 200 moves my model the -65 degrees. In this case I would enter 200 in the Vixen Min field(notice the Min is just a reference to the model min, it’s not necessarily a lower number than Vixen Max). Next, let’s say the my

model is centered when the Vixen value is 127. This means Vixen Center = 127. And that my skull rotates fully to the right when the Vixen value is 50. This would be the Vixen Max value.

You need to configure each control you your model. When you are finished, click Ok.

Next, you are greeted with the Object Sequencer AddIn:



The general principle here is that you can select which controls you want to use, start recording, and move the model however you would like the model to move. Here are a couple of points to get you going:

- To enable a control, click the enable checkbox next to the corresponding control.
- To change how the model will react to your movements, select the Control you'd like to use from the Control dropboxes.
 - For example. If I want the rotation of the head to move when you move the mouse left and right, make sure MouseX(the mouse's X axis) is selected.
- To move the enabled control using the mouse, click and hold the left mouse button to drag the model around.
 - If you would rather not have to hold the mouse button down, press e(enable) to enable the mouse movements and d(disable) to disable the mouse. The enable mode is disabled automatically if the left mouse button is pressed.
- Press r to start/stop recording.
- You can move the audio bar left and right to position yourself earlier or later in the song.

- The absolute 1st this you will probably want to do in a new sequence is to go to tools->Set all to Center. This will populate all of the channels with the Vixen Center value.
- Profiles: Adding/Changing profiles should be somewhat self explanatory. But...
 - Import/export – there are a few basic uses of this(as I see it):
 - Once your model settings have been configured you can export them so you can create other profiles that are similar or the same profile in other sequences.
 - Once your model settings have been configured you can export them so you can import them into the Output Plugin.
 - Backup
- Clicking Ok will process all your movements and post them in Vixen.
- If you prefer, you can use a joystick for your model movements. You will need to plug in the joystick before starting the addIn.

Object Preview

The Object Preview plugin starts off and is configured the same way the AddIn is configured. Please note that you can import your settings from the AddIn during the select Model dialog box.