

RPC Creator Tutorial

This tutorial will give you an introduction to using the RPC Creator with Applications that support RPC Content. The RPC Creator will allow you to create your own 2D RPC Content

Getting Started: In order to create a 2D piece of content with the RPC Creator, you will need to have at least 3 files prepared. The first file is the color image of your content and the second is Mask of the image, which is an alpha channel version of the same image. Both of these files should be JPEG.

The third type of image you need is a preview image, which will appear in the RPC interface when you select the RPC. These preview images can be created in Adobe Photoshop and should be 124 x 98 pixels. The preview files need to be saved as RGB 24 bit Bitmap.

RPC Creator will only allow you to create 2D Content.

The resolution of the images is up to you. The optimum amount of resolution is going to vary depending on how you are going to use your RPC be it for a still or animation. You will want 1 pixel height of alpha channel on both the top and bottom of the images.

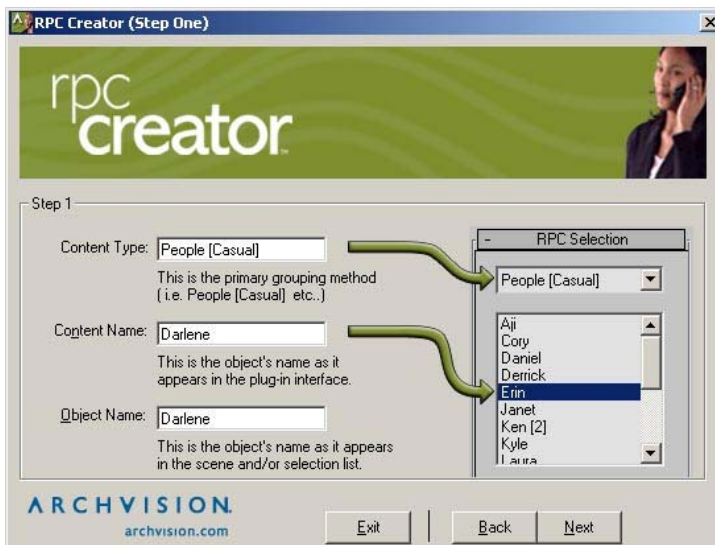
Authorization: To authorize the RPC Creator you need to go to the Authorization page on our web site. Scroll down mid-way on the page and click where it says: "Click Here To Authorize Your RPC Creator" on the blue bar, then enter your RPC Creator ID number. The ID number is displayed the when you start the Creator program after installation.

Our Authorization Center can be found with the following link: <http://www.archvision.com/AuthorizationCenter.cfm>

Opening RPC Creator: The first screen that appears when the RPC Creator opens provides options an option to import. This option provides users with the ability to edit their existing RPCs. This option will not work for RPC Content created by ArchVision. If you are creating a new RPC select Next to continue to step one of the RPC Creation process.

Step One: There are three fields in which to name your RPC content. Content Type allows you to select which library you would like your RPC placed. You are welcome to use one of the types already created by ArchVision such as People [Business Casual] or create your own.

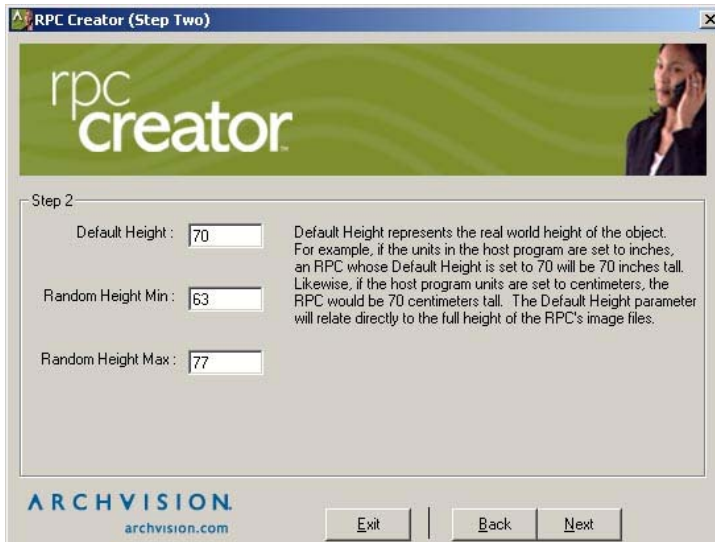
Content Name refers to the name of the RPC itself. We suggest keeping the Content Name and the Object Name identical for continuity and ease of finding the RPC in the scene.



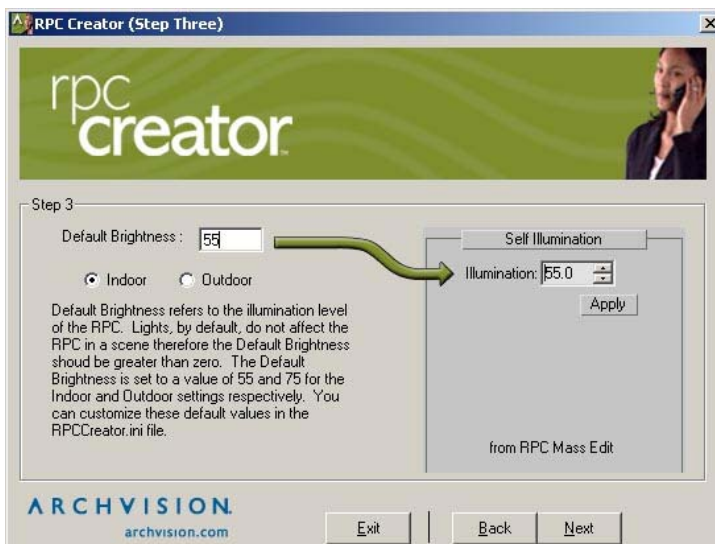
Step Two: Setting the Height of the RPC object is important, although you may leave the width blank. Whatever Height you choose for the RPC will default to the units selected in Max/Viz by the user. Also keep in mind that the Height refers to the

overall image height and not just the subject. For this reason you may choose to crop your JPEG images so they do not contain dead space which would increase your file size.

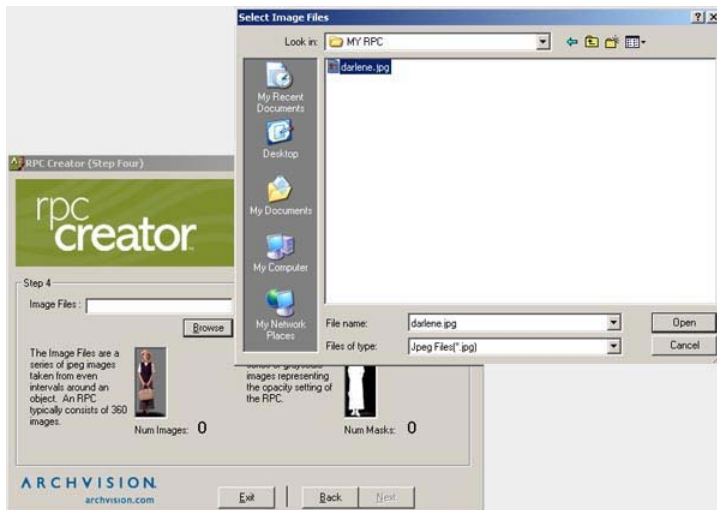
Random Height Min and Random Height Max allow you to set Height dimensions for Randomize Height settings in RPC Mass Edit.



Step Three: Default Brightness refers to the self-illumination settings of the RPCs. We suggest that you use a setting of 55 for a person (Indoor) and a setting of 75 for a tree (Outdoor).



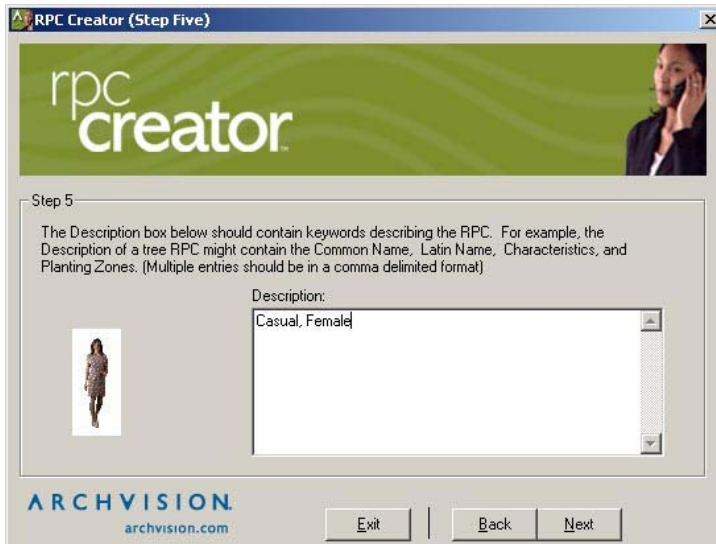
Step Four: Open your Image File by clicking the Browse button and then selecting the image. Once the file has been selected a preview of the RPC will be displayed.



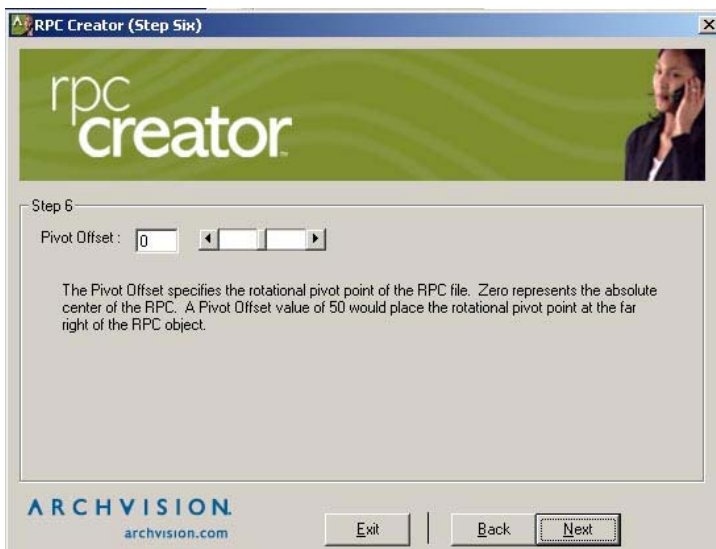
Next load the Mask Files in the same manner.



Step Five: Description allows you to enter in information about the RPC as a meta tag. You have the option of leaving the field blank.



Step Six: Pivot Offset allows you to adjust the center of the RPC. This allows you to compensate for the fact that often times the center of the image is not the center of the subject. This figure can be found by opening the file in Adobe Photoshop or similar program and determining what percentage of shift in pixel is needed to the right of left of center to find the center of the subject. Normally this figure does not need to be adjusted for trees.



Step Seven: As discussed in Getting Started, a Preview File can be used for the RPC. Located it on your machine by clicking the Browse button and then selecting the appropriate bitmap file or use the default. If you choose to create your own make sure that it is no larger than 124 x 98 pixels.

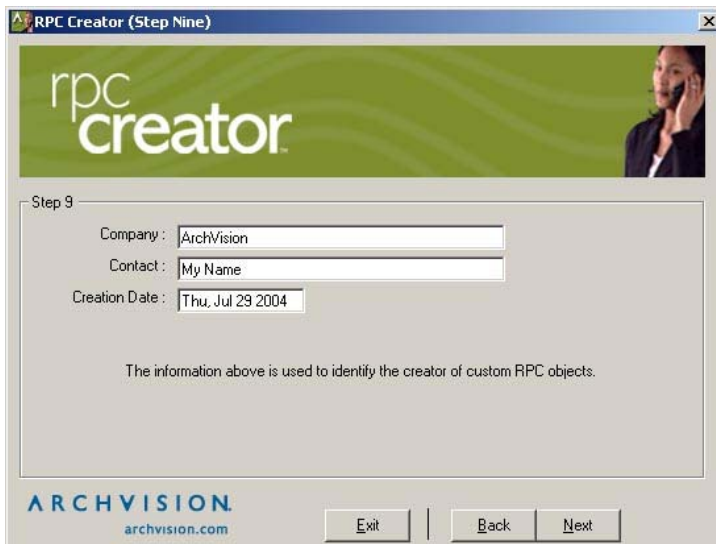


Step Eight: Creating the Icon allows you to select either the default Icon, which appears as a gray box in 3d Studio or you may use a Custom Icon. RPC Icon Exporter can help you with the Custom Icon creation process and is available for free download from our web site.

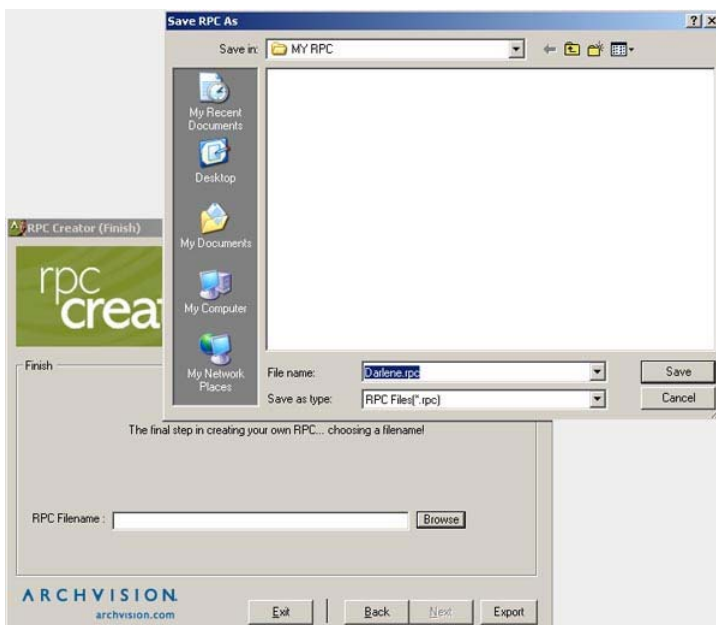
<http://www.archvision.com/RPCCreator.cfm>



Step Nine: The fields provided on this screen allow you to enter in specific information about the creator of the RPC content. You may choose to leave this area blank.



Step Ten: Set the RPC filename by clicking on the Browse button and locating the directory where you would like to save your file. Then type the RPC name into the File Name field and select to Save. Next click the Export button to complete the file saving process.



The program will ask if you would like to create another RPC. If you select Yes the program will begin at Step One and all the information that you have already will be displayed so that you may make adjustments or begin a new RPC. If you would like you may also choose to Import a previously created RPC to make edits. Just be sure that when you save the new version of your RPC that you give it a new name (such as Darlene2) or else you will receive an error. This is because the file that you are trying to save is currently open and not able to be edited.

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