
Renderize Live Overview

The Renderize Live interface is designed to offer a comfortable, intuitive environment in which an operator can create **projects**. A project is a savable work session that contains all of the elements required to define and render scenes.

A scene, or **view**, is defined through the manipulation and combination of the various **resources** that make up a project.

Renderize Live Screen Display

Renderize Live appears as a series of windows on your color computer monitor. When you first launch the software, the main window, the Project Designer window, appears. All Renderize Live Resource Designer windows are accessed from this main window.

Your monitor may only display 256 colors at a time (8 bits). However, remember that Renderize Live renders color images in 24 bits, or 16.7 million colors. Therefore, what you see on the screen during rendering may only be a pale representation of the color depth of the final image that is rendered to disk.

Renderize Live Project Resources

Projects are made up of a variety of resources. Resource types include **views**, **objects**, **lights**, **materials** and **images**. It is through the manipulation of these resources, and their selective combination, that "scenes" are defined for rendering.

All of the resources available in Renderize Live at one time are displayed as "postage stamp" **icons** in **Resource Palettes** on the Project Designer window. Each of these resources is manipulated in a separate **Resource Designer** window: an Object Designer window is used to define and manipulate objects, a View Designer window is used to define views, and so on.

Resource Designer Windows

Renderize Live is comprised of six separate Resource Designer windows. The specific commands in each of these windows is described in the chapters that follow the Renderize Live tutorials. The use of these windows in general is described in a section below titled "Using and Controlling the Resource Designer Windows".

- The **Project Designer**, the "main" window of Renderize Live, is used to define the relationships and orientations of the different resources in order to combine them into a view and render that view.

- The **View Designer** is used to define views. Views are made up of object and light resources, as well as a camera definition and other effects. The rendering of views is the purpose of Renderize Live.
- The **Object Designer** is used to define the rendering properties of objects. An object is a group of polygon entities defined as a **wireframe** model using a modeling software package such as AutoCAD. An object is included into a view for rendering.
- The **Light Designer** is used to define light sources. Light sources are included into views to determine the lighting environment in which objects are rendered.
- The **Material Designer** is used to define material properties. Materials are assigned to objects, or parts of objects, defining the color or texture with which an object will be rendered.
- The **Image Designer** is used to manipulate images. Images may be created in imaging software packages outside of Renderize Live, then loaded into a project for use as part of a material definition, or as a background in a view.
- The **Animation Designer** is used to define camera animation paths and render them. An animation is a series of views that are "strung" together to define a motion path.

Mouse Conventions

The Renderize Live interface is designed for control using a mouse or similar pointing device. Moving the mouse causes an on-screen **pointer** to move accordingly. The location of this pointer determines which window or command is being used.

The **left** mouse button is the most commonly used button. It is used to drag and drop resource icons, highlight and select command options, enable buttons and type-ins, etc. In specific situations, the **right** mouse button has its own unique functionality. In very rare situations, a **middle** mouse button definition exists: if you are using a two-button mouse, you can emulate a center mouse button by holding down the Shift key on your keyboard and pressing the left mouse button. If you have a one-button mouse, use Shift + mouse button to emulate a center mouse button, and Ctrl + mouse button to emulate a right mouse button. Any discussion of Renderize Live control in this manual refers to the use of the left mouse button unless specifically stated otherwise.

In this manual, the term **drag** refers to the act of holding down the left mouse button while moving the mouse to change the location of the pointer on screen.

Dragging is used to move resources, turn dials and define rectangles in Viewports.

The term **drag and drop** refers to the act of picking up of a project resource or color and dropping it into a Drop-in Well for use. To drag a resource, point to that resource and hold down the left mouse button. Now with the left mouse button depressed, move the pointer to move the resource. When the resource is dragged to the desired new location, release the left mouse button to drop the resource at its new location.

The term **click** or **select** refers to the act of depressing the left mouse button and releasing it immediately. This is the method for enabling buttons or type-ins, or selecting points in a Viewport.

Interface Entities

Although each of the Resource Designer windows has a distinct and separate set of commands, the entities (buttons, type-ins, dials) in each window are operated in the same way.

Resource Icons

Each of the resources in a project is represented with a "postage stamp" icon: a visual representation of the resource. These resource icons are displayed in Resource Areas on the Project Designer. To manipulate a resource, cover that resource with the mouse pointer, then drag the resource icon out of its Resource Palette and drop it into the Drop-in Well that represents the action that you wish to execute. Different types of Drop-in Wells are described below.

Drop-in Wells

A Drop-in Well is a rectangular area in Renderize Live in which resource icons or color swatches are dropped. Color Wells and Texture Wells contain color or texture definitions that are being used for a given purpose. Command Wells are used to manipulate resources. The use of the different types of Drop-in Wells is described in the sections below titled "Using Command Wells", "Using Color Wells" and "Using Image Wells".

Viewports

A Viewport is an area where the work you are doing can be displayed visually. When a mouse pointer is placed over a Viewport, the mouse buttons may take on definitions specific to that Viewport.

There are Viewports in four areas of Renderize Live:

- The Viewport in the Project Designer is the "main" work area of Renderize Live. Views are displayed and can be organized spatially in the Viewport in a wireframe mode, then rendered into the Viewport to view a scene before rendering it to an image file on disk.
- The Viewport in the Material Designer is used to preview the current material when it is rendered onto a specific object.
- The Viewport in the Object Designer is used to preview the current object when rendered according to the settings in this window.
- The Viewport in the Image Designer is used to view images during manipulation.

The use of each of these Viewports is discussed in their respective chapters in the Reference Manual.

Menu Bar Pop-Down Menus

Pop-down menus are used to select a command option from a finite list. To open a pop-down menu, move the mouse pointer to cover the pop-down menu button, then press and hold the left mouse button. A list of command options now appears below the pop-down menu button and as you drag the pointer down the list, each of the commands is highlighted in turn. When the desired command is highlighted, release the mouse button to select that command.

Buttons

Buttons are used to enable command options and to execute commands. To operate a button, simply point to that button and click. If the button is a command option, it remains depressed until you click on it again, or click a different command option that is mutually exclusive of the current command option. If the button is a command execution, the button remains depressed until the command is completed, then automatically returns to its original state.

Dials

Dials present an intuitive way to enter numeric information. To use a dial, point to the dial and depress and hold the left mouse button. Now drag the pointer in a circular motion around the dial to "dial in" the desired value and release the mouse button to set that value.

When dragging the pointer to dial in a value, you can move the pointer farther away from the dial and drag in a circle of larger circumference. This way, the pointer must be moved a greater distance to dial in a value, making it easier to dial in a precise value.

Dials can be easily reset to their Renderize Live default values. To reset a dial, point to it and click the middle mouse button: that dial now returns to the system default value.

Note that any dial can be turned into a type-in, in case you wish to enter a precise value. To change a dial into a type-in, point to the dial name (which appears above the dial) and click the right mouse button: the dial disappears and is replaced by a type-in. Turn this type-in back into a dial by pointing to the type-in name and clicking the right mouse button again.

Type-ins

A type-in is a recessed area on a window where information can be entered from the keyboard. To activate a type-in, move the pointer to cover that type-in area and click the left mouse button: a vertical line appears as a cursor, indicating the position where typed characters will appear. After typing information into a type-in, press the **Enter** key on the keyboard to complete the action.



If a type-in already displays information, the position of the pointer when you click on the type-in determines where in the string of characters the cursor will appear. This way, existing information can be edited with ease.

To completely replace the information in a type-in, you can click and drag the left mouse button to highlight all of the characters in the type-in, then begin typing new information. The characters that were highlighted are replaced with the new input.

Note that any type-ins that appear with up and down arrows to either side of them are "spin boxes". This kind of type-in can be changed to a dial, if desired, by pointing to the type-in name and selecting the right mouse button.

Using Resource Icons

Resource icons are "postage stamp" images that represent each of the different Renderize Live project resources: views, objects, lights, materials and images. These resource icons are located in the Resource Manager to the left of the Project Designer viewport.

A different resource icon is created for each resource in a project. For example, a different icon exists for each object that you load into Renderize Live. Icons are grouped together in the Resource Manager according to resource type. When you press the  button on the Resource Manager, all the view icons are displayed in a scroller. When you press the , all of the object icons are displayed.

To manipulate a project resource, you simply drag the associated resource icon and drop it into one of three Command Wells. For example: If you wish to move a light, drag the appropriate light resource from the Resource Manager and drop it into the Move Well

In addition, you can manipulate resources using a pop-down menu that appears when you point to the desired resource and press the right mouse button.

Dropping Resources into the View Well

View, object, light and image resources can be dropped into the View Well. The View Well is the "gateway" to the Renderize Live Viewport.

When you drop a view resource into the View Well, you are making that view the "current" view. This is the view that is displayed in the viewport. If this is a new view, no objects currently exist in the view, so you won't see anything in the viewport.

When you drop an object resource into the View Well, you are adding that object to the current view (a view must exist in the viewport before you can add an object). The object may not appear in the viewport immediately. You may need to drop the object into the Move Well and center it in front of the camera in order to see it.

When you drop a light resource into the View Well, you are adding that light to the current view (a view must exist in the viewport before you can add an object). Lights don't appear

in the viewport in camera view: you need to change to an orthographic (side, top or front) view in order to see the position of the light in relation to the camera and objects.

When you drop an image resource into the View Well, you are adding that image as a background in the current view (a view must exist in the viewport before you can add an object).

Note that you can use the viewport in the same way as you use the View Well. For example, if you wish to add an object to the current view, you can drag the desired object resource and drop it directly into the viewport.

Dropping Resources into the Move Well

View, object, light and material resources can be dropped into the Move Well. The resource in the Move Well is the resource that is currently being manipulated in the viewport.

Drop a view, object or light resource into the Move Well to reposition a camera, object or light in 3D space. The resource that you drop into the Move Well must exist in the current view, or else it cannot be manipulated in the viewport. When you drop a view, object or light resource into the Move Well, a Move Toolbox is displayed, containing commands for the manipulation of the resource that was dropped into the Move Well. There is a different set of Move Toolbox commands for camera, object and light manipulation.

If an object currently exists in the Move Well, you can drop a material over that object to assign it to the object.

Dropping Resources into the Edit Well

Any resource type can be dropped into the Edit Well. When you drop a resource into the Edit Well it is loaded into a Resource Designer window which contains a set of options relevant to that resource. There is a different Resource Designer type for each of the resource types. Each of the Resource Designer windows is described in full in their own chapter.

Resource Icon Pop-Down Menus

In addition to dragging and dropping resource icons, you can manipulate them by selecting commands from a pop-down menu. When you point to a resource icon and press the right mouse button, a pop-down list of options appears. A different set of options appears for each resource type.

Following is a description of all the resource icon pop-down menu options:

- **EDIT** (all resource types): Edit a resource. This is the same as dropping the resource into the Edit Well.
- **COPY** (all resource types): Copy a resource. When you select this option you are prompted to enter a name for the new copy. This is the same as editing the resource and changing its name in the Resource Designer window.

- **RENAME** (all resource types): Rename a resource. When you select this option you are prompted to enter a new name for this resource.
- **ON** (all resource types): Turn a resource on if it was previously turned off.
- **OFF** (all resource types): Turn a resource off. When a resource is turned off, it is not included when rendering in the viewport. Selectively turning resources off and on can significantly speed up the design process by reducing rendering times.
- **DELETE** (all resource types): Delete a resource. This removes a resource from the current project. Note that deleting object or image resources does not delete the associated object or image file from disk.
- **MOVE** (view, object or light resources): Move a resource in the viewport. This is the same as dropping the resource into the Move Well.
- **ASSIGN** (material resource only): Assign a material to the object that is in the Move Well. An object must be in the Move well for this command to work. This is the same as dropping a material over the object in the Move Well.
- **ACTIVATE** (view resource only): Make this the current view. This is the same as dropping the view resource into the View Well
- **ADD TO VIEW** (object and light resources): Add a resource to the current view. This is the same as dropping the resource into the View Well.
- **BACKGROUND** (image resource only): Add an image as the background in the current view. This is the same as dropping the image resource into the View Well.
- **MAKE PARENT** (object resource only): Make a parent "node" for this object. This is the first step toward creating relationships among objects by giving them a common parent.
- **ATTACH PARENT** (object resource only): Assign an object as a child of the object that is displayed in the Move. Use this command to give separate objects a common parent, or to create a hierarchical relationship among objects.
- **DETACH PARENT** (object resource only): Dissociate an object from the object that is displayed in the Move Well.
- **UNCLONE** (object resource only): Change an object clone to an object copy, thereby creating a separate object resource icon for that copy. If you have multiple clones of an object, you must drop the object into the Move Well and select on that icon in the Move Well until the desired clone is highlighted before using this command.

Using Drop-in Wells

There are three types of drop-in wells. Command Wells, Color Wells and Image Wells.

Using Command Wells


There are three Command Wells, all located on the Project Designer. Drag and drop a resource icon into a Command Well to manipulate that resource. The way a resource is manipulated depends on the Command Well into which the resource was dropped.

- The **View** Well combines resources together in a View.
- The **Move** Well activates a resource for spatial re-orientation within a View.
- The **Edit** Well opens up a Resource Designer window in which the definitions associated with a resource can be altered.

Each of these Command Wells is described in full in the Project Designer window chapter.

Using Color Wells

In any situation where a color must be defined (light colors, fog color, background color, a material's matte, shiny and reflect colors, etc.) a Color Well is used. All of these Color Wells are used in the same way. There are three methods that can be used to assign color to a Color Well.

The "hard" way is to click on the  button on the Command Bar of the Project Designer to display the Color Toolbox, select a color from one of the palettes, then drag the color from the Color Well on the Toolbox into the Color Well.

The "easy" way to change the color in a Color Well is to click on that Well with the left mouse button. This automatically opens up the color palette on the Project Designer, and dynamically links the color palettes to the Color Well. Now when you select a color from the palette, the change is reflected immediately in the Color Well.

The color in a Color Well can also be determined by directly setting an RGB or HSV value. To do so, hold down the **Alt key** on the keyboard and press the **left mouse button**: the Color Well is replaced with a set of type-ins and buttons. The buttons allow you to toggle between RGB and HSV as the color values to set; the type-ins reflect the button settings. An advantage to this method of defining a color is that with these type-ins, negative values can be entered. For example, a light can be defined with a negative intensity, resulting in the light casting a "dark" beam, or with an intensity greater than 1.0 to brighten a scene. Materials can be defined with negative color values for the Matte, Shiny or Reflect colors, to mute the brightness of that material or create other interesting effects.

Press the OK button to turn the type-ins back into a Color Well.

Using Image Wells

In any situation where an image can be used (textures in the Material Designer, backgrounds in the View Designer, select commands in the Image Designer), an Image Well is provided.

To place an image into an Image Well, drag that image from the Image Resource Palette on the Project Designer and drop it into the desired Image Well.

To Remove an image from an Image Well, point to that Image Well, then hold down the **Alt key** on the keyboard and press the **left mouse button**. The image is removed from the Well, but it continues to remain in the Image Resource Palette as a resource for the current project.

Using and Controlling the Resource Designer Windows

All work is done in Renderize Live using a group of Resource Designer windows. The Project Designer window, the "main" Renderize Live window, is used to organize resources together for rendering. In addition, there are five windows for the manipulation of each of the five resource types: Views, Objects, Lights, Materials and Images.

Multiple windows can be opened at one time within Renderize Live: the window that is currently active is the one where the mouse pointer is located.

Opening a Resource Designer Window

To open a Resource Designer window, drag a resource icon from one of the Resource Areas on the Project Designer, and drop it into the Edit Well. The Resource Designer window for that particular resource type is opened and its settings reflect the properties of the resource that was dropped into the Edit Well. You can click on the resource icon with the right mouse button to display a menu of options for that resource and select the Edit option to load it into the appropriate Resource Designer for editing.

Alternatively, a Resource Designer window can be opened by selection from the **Edit** pop-down menu in the Project Designer. If you are loading the resource that was most recently loaded into the Resource Designer window, this method is a much faster way of opening the window.

Defining Properties for a New or Existing Resource

Before any properties can be defined for a resource, that resource must be loaded into its Resource Designer window. If the Resource Designer window was opened by dragging and dropping the resource into the Edit Well of the Project Designer (or by selecting the edit option for a resource), then that resource is loaded into the Resource Designer window and displayed in the Current Resource Well. If the Resource Designer window was opened using the Windows pop-down menu in the Project Designer, then there may be no resource loaded into that window.

To **load** a resource into its Resource Designer window when the window is already opened, you can use the two methods described above for opening a Resource Designer window. Or you can drag the resource icon from the Resource Palette of the Project Designer and drop it into the Current Resource Well of the open Resource Designer window. Finally, you can pop-down on the resource name in the Resource Designer window, and choose the desired resource from the pop-down list that appears.

To **edit** an existing resource, load that resource into its Resource Designer window, change the resource properties as desired, and save the resource. To **create** a new resource, load an existing resource into the Resource Designer window, change the resource properties as desired, then change the name of the resource and save it. A new resource is created under the new name, and displayed in the appropriate Resource Palette on the Project Designer, along with the original resource that was used.

To **copy** a resource, drop that resource into the Edit Well to open up that resource's Resource Designer window, then change the name for this resource and press the Save button: the original resource continues to exist, and a new resource is created under the new name.

For view, light and material resources, new resources are always created from existing resources. If no resources have been defined, begin by loading the "default" resource icon into its Resource Designer window. As soon as the "default" resource is loaded, its name is changed; this is because the "default" resource cannot be altered. Instead, use this "default" resource as the starting point for defining new resources.

Current Resource Well

This Well, located at the upper-left of each Resource Designer window, contains the "postage stamp" icon for the resource whose properties are currently being defined. A resource can be placed into this Well by dragging the desired resource icon from the appropriate Resource Palette of the Project Designer and dropping it into this Well, or into the Edit Well of the Project Designer.

Pointing to and clicking on this Well undoes all unsaved changes and returns all settings to the state at which they were last saved, just as if the Revert button was pressed.

Resource Name Type-in

Located directly below the Current Resource Well, this type-in area contains the name of the current resource. To create new resources, change the name that appears here before saving the resource.

You can also load different resources into a Resource Designer window by selecting on the button beside this type-in to display a pop-down list of all the resources of that type which currently exist in the project.

The Save Button

Saves the currently defined properties under the name that appears in the Resource Name type-in. If the resource name already exists, you will be asked if you wish to replace the existing resource with the new, updated properties (if you don't want to be asked for confirmation, this and other confirmation messages can be disabled under the Preferences command on the Project Designer). If the resource name does not already exist, a new resource is created with the currently defined properties, and a new resource icon bearing this name appears in the appropriate Resource Palette of the Project Designer.

The Undo Button

Undo the most recently changed property in this window. As long as a particular resource is loaded into its designer window, you can press Undo to toggle between the last two saved definitions for that resource. As soon as you load a new material into the designer

window, or if you press the Revert button, the undo information is cleared and there is nothing to undo until you save the resource.

The Revert Button

Undo all unsaved changes and return all settings to the state at which they existed at the time the current resource was last saved.

The Message Area

Renderize Live displays status and command response messages on a grey line near the top of the window.

Bringing a Window to the Front

When multiple windows are opened in Renderize Live, these windows will probably overlap. To bring a Resource Designer window to the front, simply position the pointer in that window and select it. The window will then be brought to the front.

Note that the Project Designer window, the "main" Renderize Live window, cannot be placed in front of any of the Renderize Live Resource Designer windows. If you wish to leave your Resource Designer windows open and still have an unobstructed view of the Project Designer window, you can move the Resource Designer windows so that they are partially off-screen, freeing up your screen space for the Project Designer.

Moving a Window

To reposition a window, click and hold down on the title bar at the very top of the window; now as you move the mouse the window moves accordingly. Release the mouse button to let go of the window when it is properly positioned.

Resizing a Window

With the exception of the Project Designer, the "main" Renderize Live window, Resource Designer window sizes are fixed in Renderize Live and cannot be changed.

Minimizing a Window

To minimize a window, simply click on the Minimize button on the upper-right corner of that window. The window is minimized to an icon and can be re-opened by double-clicking on that icon.

If you minimize the main Project Designer window, all Resource Designer windows are closed as well, and a Renderize Live icon appears in your workspace. Double-click on this icon to re-open Renderize Live as it existed at the time it was closed to an icon.

Closing a Window

To close a Resource Designer window, point to and double-click on the System Menu Box on the upper-left corner of the window. The window is closed, but it continues to contain the information that existed at the time it was closed.

Note: Closing the main Project Designer window exits Renderize Live, discarding all changes that have been made since the last time you saved your work.

If after closing a Resource Designer window you wish to re-open it and work on the resource that was current at the time the window was closed, the fastest way to do so is to open it from the Edit pop-down menu on the Project Designer. This way, the window is opened immediately: if the window is opened by dropping the resource into the Edit Well of the Project Designer, the properties must be re-initialized, which increases the time needed to open the window.

Renderize Live File Organization

As mentioned in the installation section in the previous chapter, the default installation process creates an **EYES** directory below the \VREAL directory. In addition several directories are created below **EYES** and system files are stored in these directories.

The Renderize Live directories and files are organized as follows:

- The directory **EYES** contains the EYES.EXE executable program.
- The directory **EYES\CONFIG** contains Renderize Live interface and configuration files, all required for the operation of the program. The help file is also stored in this directory.
- The directory **EYES\TUTOR** contains pre-defined projects for use with the Renderize Live tutorials
- The directory **EYES\PLAYBACK** contains the Visual Player and Autodesk Animation Player utilities to play back animation sequences.

Renderize Live Project File Types

Renderize Live makes use of a variety of different "resources" in the definition of a scene for rendering. Some of these resources are generated internally in Renderize Live and other resources, notably wireframe models and images are created in other software programs and loaded into Renderize Live from disk files.

Model Files

Wireframe model file formats supported by Renderize Live include AI, DXF, GED, OBJ, SHP and STL.

- **AI** is the Adobe Illustrator drawing file format. This 2D drawing file contains the "shapes" that make up a drawing, and these shapes can be extruded and offset at the time they are imported, or they can be loaded as a bitmap image.
- **DXF** is a relatively standardized wireframe model file format. Renderize Live supports 3D DXF files from AutoCAD releases 10 and higher. In addition, DXF files from other modeling software packages may be compatible with Renderize Live, depending on that product's degree of adherence to the DXF standard.
- **GED** is the Renderize Live wireframe model file format. When a wireframe model is loaded into a project and that project is saved, the wireframe model is saved as a GED file that is assigned to the current project.
- **OBJ** is the Wavefront wireframe model file format.
- **SHP** is the Visual Model file format.
- **STL** is supported by ProEngineer.

Image Files

Image file formats that can be loaded and saved by Renderize Live include BMP, GIF, JPG, RAS, RAW, RGB, TGA and TIF files. These file types are discussed in the Image Designer chapter.

Project Files

A "project" in Renderize Live is a combination of resources used to define and render views. Resources include views, objects, lights, materials and images.

When you write a project to disk, several files are created. The main file, with an **EYE** filename extension, contains a listing of all of the resources in the project: view, light and material definitions are saved in this file. In addition, this file contains references (directory path and filename) to each of the object and image resources in the project: these object and image resources continue to be stored in independent files. The EYE file is a simple ASCII file, and can be loaded and edited using an editor. However, you do it at your own risk.

Finally, a subdirectory is created under the directory containing the EYE file. All of the object resources in the current project are saved into this subdirectory under the **GED** file format. In this way, an object can be loaded into multiple projects, and the properties defined for the object in one project do not affect the properties of the same object in a different project. The name under which the object is saved as part of a project is the same as the object's original name, except that the project-related object is stored in the subdirectory of that project name.

For example, assume we have created a project that includes an image called "picture.tga" and objects called "model1.ai" and "model2.ged". When we save this project in the EYES directory under the name "test", the following files are created:

EYES\test.eye
EYES\TEST\model1.ged
EYES\TEST\model2.ged

Note that no image file name is created. Instead, the EYE file contains a reference to the image "picture.tga". This reference includes not only the name of the image, but also the directory path under which the image is saved.

Because each project is actually made up of multiple files, be sure to use the Export Project command when moving projects to other locations. Otherwise you might forget a file, or place the files in directories where they can't be found by the EYE file.

Customizing Renderize Live

Renderize Live can be customized in a number of ways. You can change the interface to take advantage of a 3-button mouse. You can break the Project Designer window up into multiple floating windows. You can set up default image file and viewport display settings.

Renderize is customized using the Preferences window. To open the Preferences window, select Options, Preferences on the Menu Bar. These preferences are saved in a file called EYES.CFG, which is stored in the EYES\CONFIG directory. All of the configuration options are described in full in the Project Designer chapter of this manual.

Using Renderize Live with Other Visual Reality Applications

Renderize Live is designed to work closely with the other applications that make up Visual Reality. Data from Visual Model, Visual Image, Visual Font and Visual Catalog can be loaded into Renderize Live, either through compatible file formats or by dropping resources among the applications

Renderize Live and Visual Catalog

Visual Catalog, like Renderize Live, loads EYE files and displays all of the resources (views, objects., materials, and images) as postage stamp icons. Any one of these resource types can be dragged from Visual Catalog and dropped over the Renderize Live interface to load that resource. The transfer of resources between Visual Catalog and Renderize Live is detailed in the Visual Catalog Utility chapter.

Renderize Live and Visual Image

Image icons in Renderize Live can be dragged and dropped directly over the Visual Image interface to load that resource into Visual Image. Similarly, the "current" image in Visual Image (the image whose postage stamp icon is displayed in the Current Image Well on the visual Image interface) can be dropped into Renderize Live: simply drag the postage stamp icon from the Current Image Well in Visual Image and drop it over the Renderize Live interface.

The position where you drop the image in the Renderize Live interface is important. You can drop an image over the Edit Well in Renderize Live to load that image directly into the Image Designer window. If a view exists in the Renderize Live viewport, you can drop an image directly in the viewport to add it as a background image in the current view. Otherwise, the image is added as a resource in Renderize Live, but not assigned to any specific use.

Renderize Live and Visual Model

Object icons in Renderize Live can be dropped directly over the Visual Model interface to load that object into Visual Model. However, note that any information existing in Visual Model is discarded when you drag and drop a new object.

Models created in Visual Model can be loaded into Renderize Live directly through the Windows Clipboard. To transfer a model through the Windows Clipboard, first select the desired geometry in Visual Model. Then select the Edit, Copy to Renderize command on the Visual Model Menu Bar load the geometry as an object in Renderize Live.

Renderize Live and Visual Font

Geometry from Visual Font can be loaded directly into Renderize Live by selecting the Edit, Copy to Renderize command on the Visual Font Menu Bar. Data in Renderize Live cannot be copied back into Visual Font.

Notes