G2 Model Viewer

Installation and Usage Guide. 10st June 2015 by Jacob Marner

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# Introduction

The purpose of the G2 Model Viewer is to allow individual artists to be less reliant of full installations of the G2 toolset and Perforce to perform their work.

As an artist at an outsourcing studio the G2 Model Viewer will allow you to:

* Use the G2 3DSMax and Photoshop plugins, including assigning textures/materials
* Export models from 3DSMax for previewing purposes.
* View the exported model in a provided small scene as it will appear in the actual game.

# Installation

## Prerequisites

To use the G2 Model Viewer you need the following:

* Windows 7 64-bit. Windows 8 might work but is not supported.
* 3D Studio Max 2015 64-bit (only needed if you need to export models)
* Adobe Photoshop CS5 or CS6 (only needed if you need to export textures)

## Install latest graphic drivers

Please be sure to update to the latest graphics drivers from nVidia/ATI. The G2 Model Viewer might not work with drivers that are just a few months old.

## Install redistributable packages

Before installing please install these standard redistributables unless they are already installed on your machines. They can be found the same folder as this guide.

* vcredist\_x64\_2008.exe (Visual Studio C++ 2008 64-bit run redistributables)
* vcredist\_x64\_2010.exe (Visual Studio C++ 2010 64-bit run redistributables)
* vcredist\_x64\_2012.exe (Visual Studio C++ 2012 64-bit run redistributables)
* dotNetFx45\_Full\_setup.exe (.NET Framework 4.5 redistributables)
* dxwebsetup.exe (DirectX Runtime redistributables)

These are shared among many applications and should generally not be uninstalled when you are done using the G2 Model Viewer.

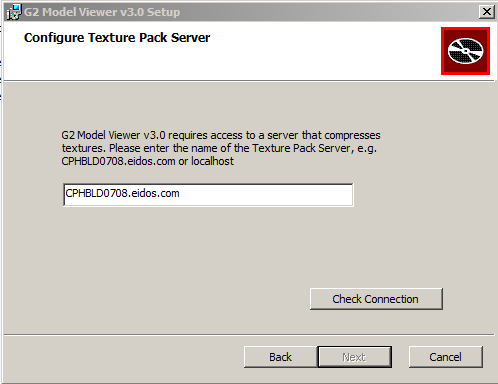
## Install Model viewer

Then install the actual G2 Model Viewer by running:

* G2ModelViewer.msi

**Important: If you do not have administrator rights on your machine the G2 Model Viewer should not be installed in the “C:\Program Files” folder. Please install it somewhere else, for instance “D:\Io-Interactive”.**

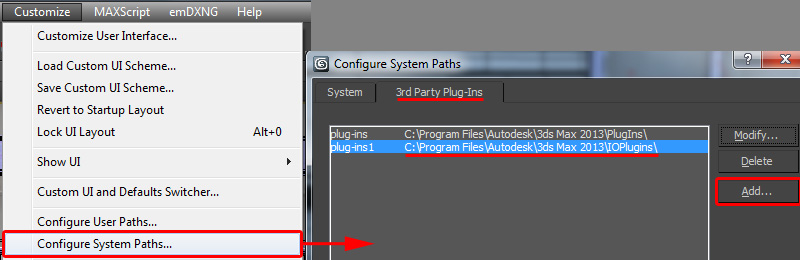
During the installation you will be asked to provide the name of the Texture Pack Server. If in doubt ask your IT-support what the name of the server is. When ready, hit the “Check Connection” button. Only if the server is found and it running are you allowed to proceed.

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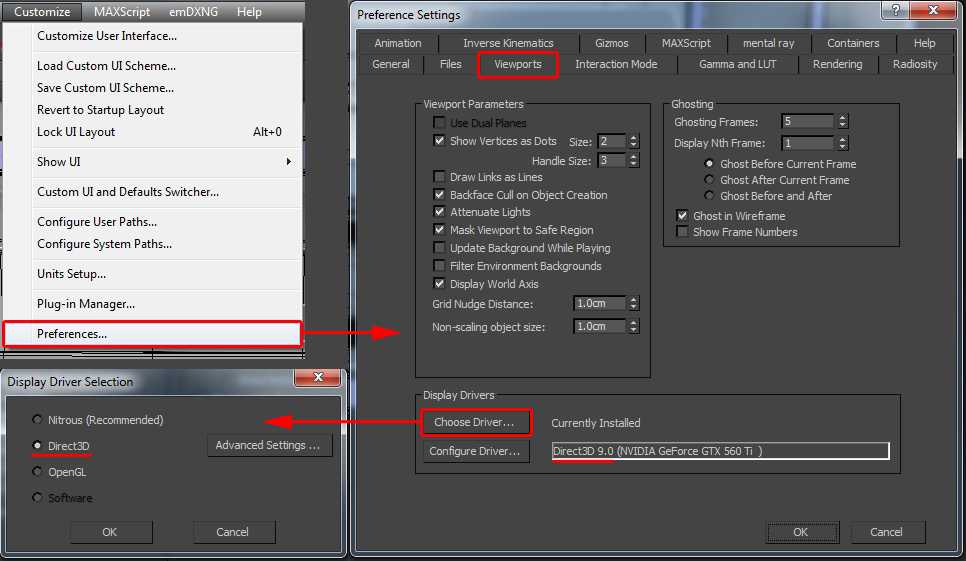
**Note to IT-administrators: You can change the default server by setting the corresponding property in msiexec. For instance: “msiexec /i G2ModelViewer.msi TEXTURE\_PACK\_SERVER\_NAME=myserver” will show “myserver” by default in the dialog above. This should simplify installation for your users.**

## Setup 3D Studio Max

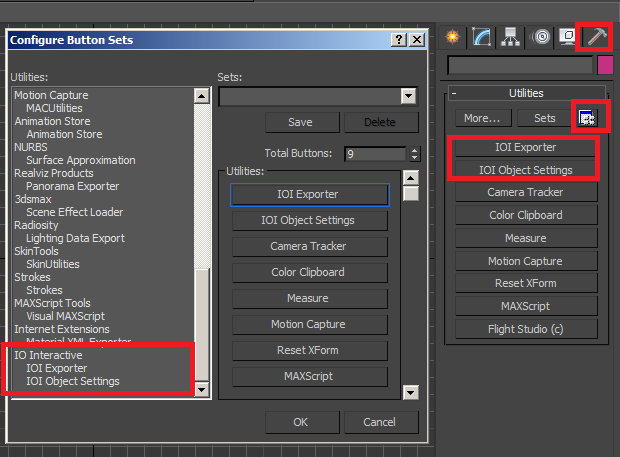
In 3DS Studio Max 2015 64-bit add an IOPlugins/ folder to the list of plugin folders:

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Next change the rendering driver from Nitrous to Direct3D:

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Next make the plugins accessible on the utility panel:

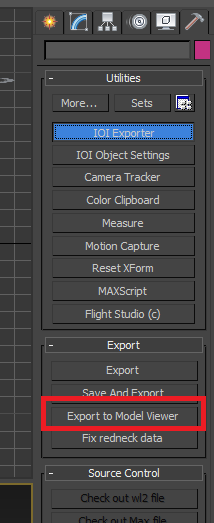


# Usage

This guide will not explain how to use the G2 3D Studio Max plugins in general but will only cover how perform and export to the G2 Model Viewer and then view that model in the model viewer.

## Exporting a model to the G2 Model Viewer

1. Create a Model according to guidelines provided Io Interactive art team.
2. Select exactly on attach root (for prims) or group root (for linked prims) in the main view port.
3. Save the Max scene in a subfolder to where the G2 Model Viewer was installed, called “Construction”.
4. Click the “Export to Model Viewer” button on the “IOI Exporter” plugin panel.



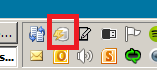
If the export completes without errors the model can now be viewed in the Model Viewer.

## Viewing the exported model in G2 Model Viewer

Click the “G2 Model Viewer” icon on the desktop.

**Note: If you get a crash on start please double check you have the latest graphic drivers installed.**

The first time startup will take a few minutes since it is packing resources. That the packing process is running can be seen by observing the lighting icon on the resource sever in the tray. To see more details you can click the icon to bring up the Resource Server Window.



After a while the G2 Model Viewer window will show.

Here you can use the mouse and keyboard to fly around in the scene to view the model:

* Use mouse to turn camera
* W: Forward
* S: Back
* A: Strafe left
* D: Strafe right
* Space + E: Pan Up
* Space + Q: Pan Down
* Shift: Move faster
* L: Toggles camera flashlight On/Off (Default Off) (When the flashlight is turned on the Sun is turned off)
* R: Toggles rotation of object On/Off (Default Off)
* Ctrl + WD: Change camera roll
* Ctrl + X: Reset camera roll
* Ctrl + WS: Change camera FOV
* Ctrl + Z: Reset camera FOV
* Space + WASD: Move camera along floor/ground
* C: Show albedo buffer
* V: Show reflection buffer
* B: Show roughness buffer
* N: Show normal buffer
* M: Show buffer thumbs

If you re-export the model from Max it will automatically by updated in the model viewer. You do not have to shut down the G2 Model Viewer after each export.

## Shutting down G2

To stop using the G2 Model Viewer please click the “Kill G2 Processes” icon on the desk top. This will stop of G2 related processes.

## Uninstallation

To uninstall the G2 Model Viewer you should first stop all the processes related to the G2 Model Viewer by clicking the icon “KillG2Processes” on the desktop.

Next go “Programs and Features” in the Control Panel and select G2 Model Viewer to uninstall it.