

Bentley Community UKI Visualisation Hints and Tips November 2010

Luxology variables:

There are three, you only need to change one, but be aware of the temporary files location.

MS_LUXOLOGY - leave as delivered.

MS_LUXOLOGY_HISTORY – you can set this to a project or user specific folder at site or project level. It is best to avoid multiple users write their history files to the same location.

An increasing amount of valuable data is stored in the history files. The history files are more important than they sound. All of the HDR data including an increasingly wide range of render output types are stored in the BIMG files. You will save out to other image formats from these files, think of them like RAW format files on a digital SLR. They are potentially very valuable.

MS_LUXOLOGY_TMP – can be left set to it's default of the user's Temp folder.

MicroStation will build a list of your most recent save locations for history and saved images

Display Styles:

Left unaltered the Display Styles will be provided by a default dgnlib.
This is currently:

```
C:\Program Files\Bentley\MicroStation V8i (SELECTseries)\MicroStation\ustation.dgnlib
```

You can make your own styles in the active file but if you want to get consistent results create your display styles in a dgnlib in your site or project workspace.

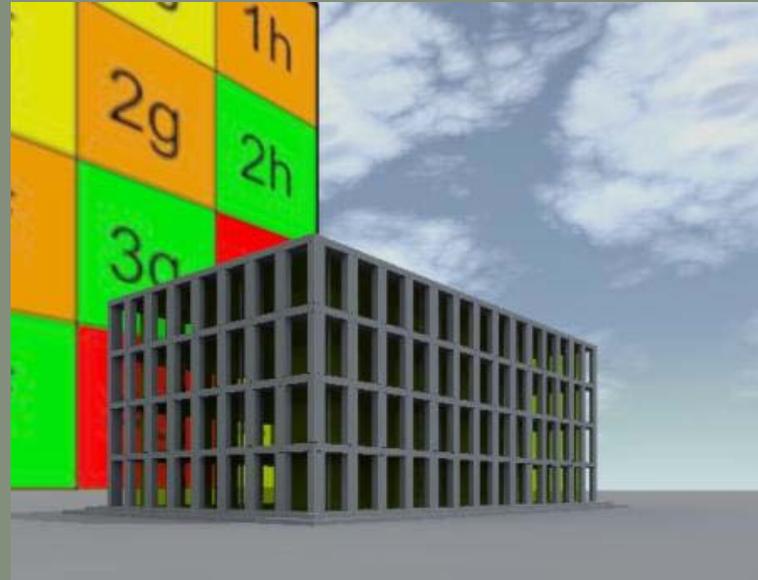
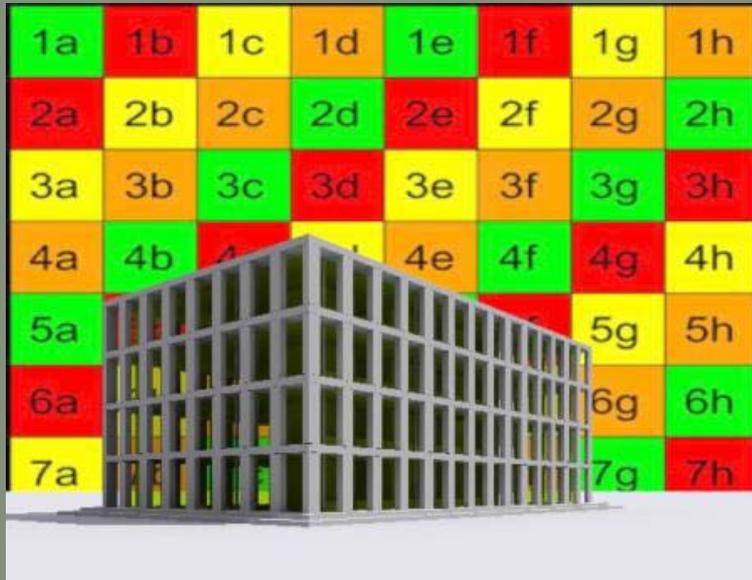
If you want to change the default styles for your site or project save styles in your dgnlib with the same name as the default styles, they will override the styles in ustation.dgnlib.

So add your own styles to your dgnlib, e.g. Red fill on the cut

Add a material to the cut..... but how do I do that it's greyed out:

Testing Patterns:

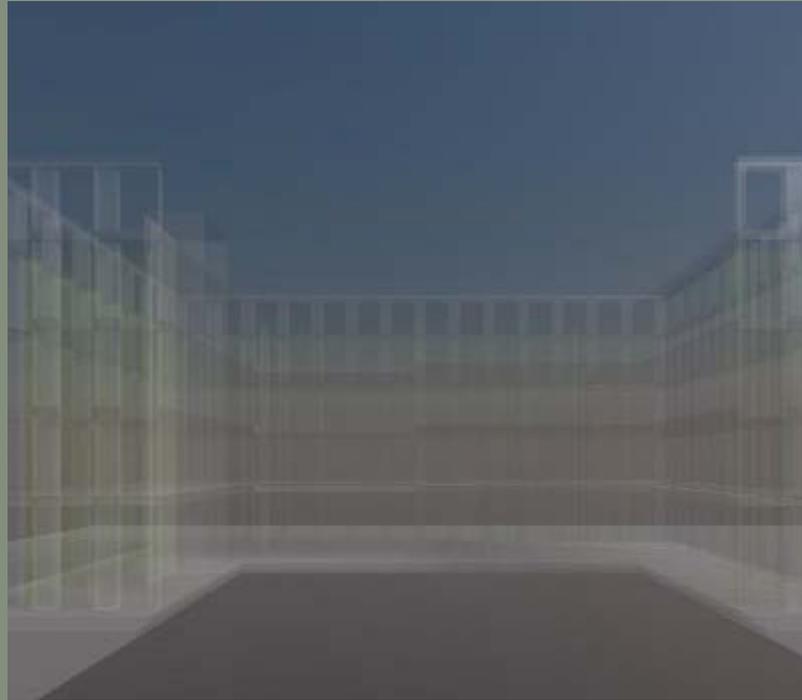
If patterns look odd, maybe are the wrong way up, one visually obvious way to test them is to use a test pattern



This one is downloadable from www.isisst.co.uk

Rendering and display styles:

Unless you want a ghostly image, make sure that you do not have an active display style that includes transparency.

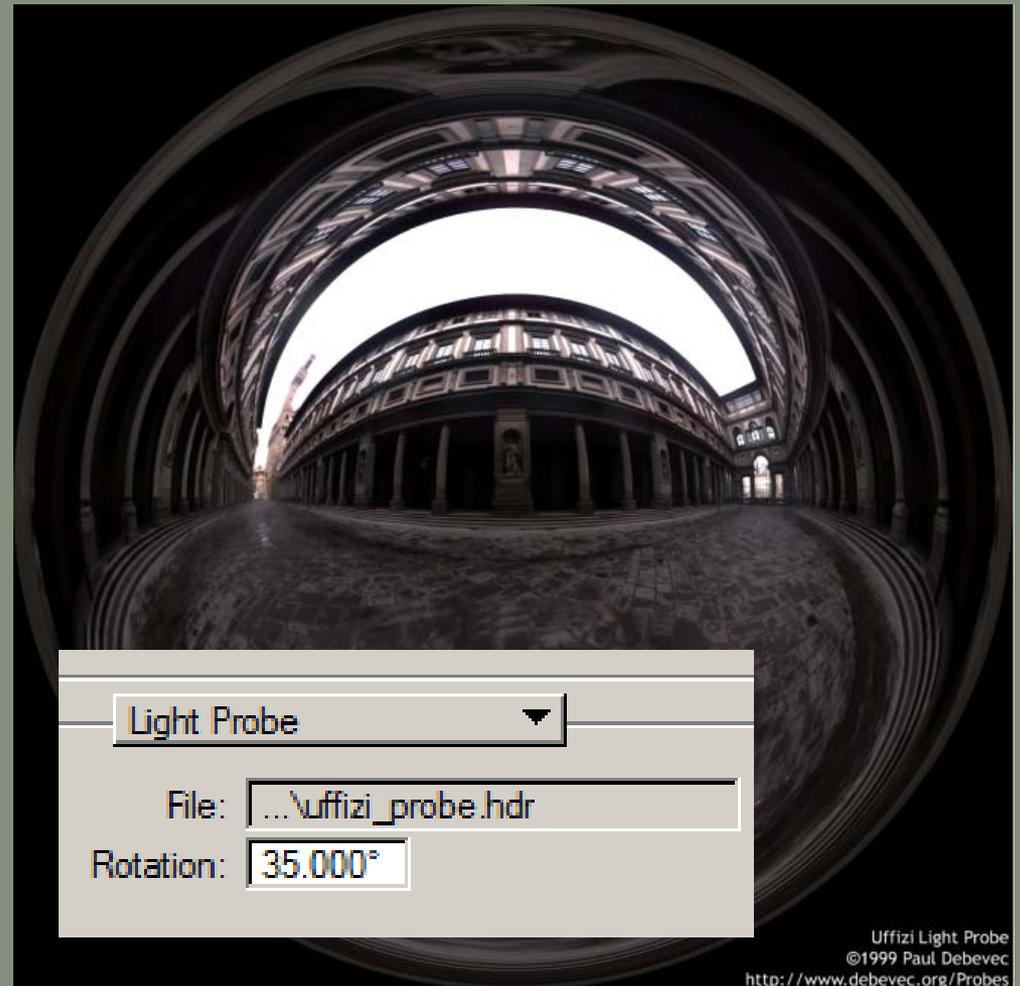


The non-transparent display styles will be overridden by Luxology's settings.

Light Probe direction:

Light probes can provide a really good soft but directional light.

You can set the rotation of the light probe image so the brightest light comes from the direction you need.



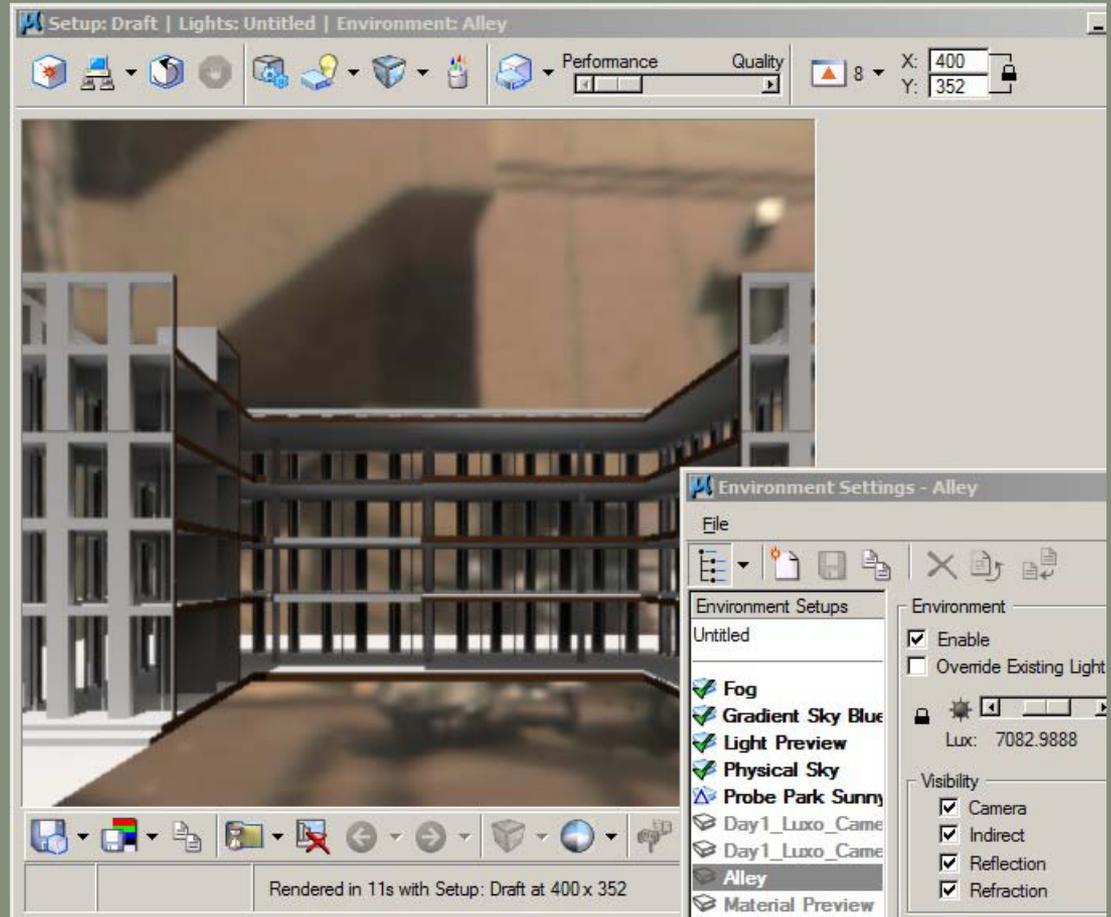
Uffizi Light Probe
©1999 Paul Debevec
<http://www.debevec.org/Probes>

The Camera tickbox:

In Luxology's Environment settings > Visibility there is a tickbox called Camera.

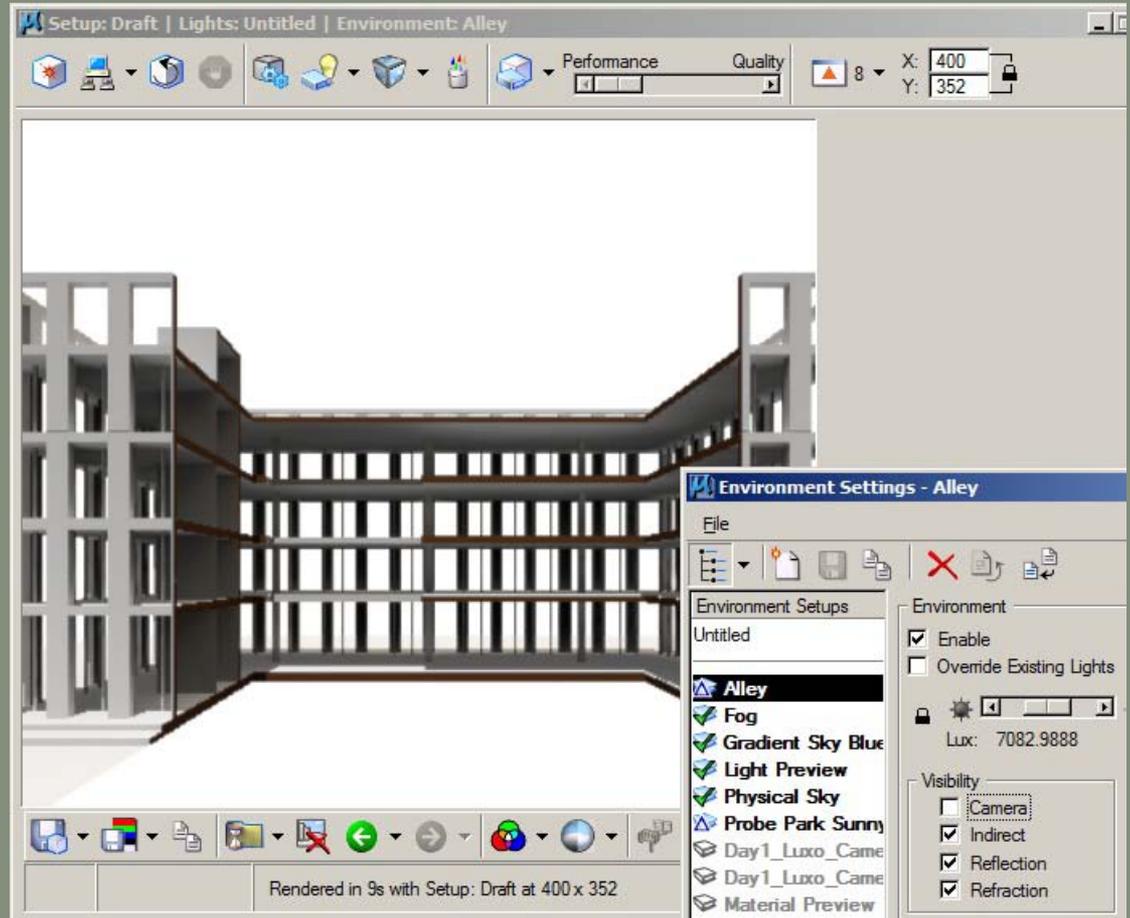
This means visible to the Camera. Whilst a strictly logical statement it may not be obvious first time that this means the background.

Turn this on to see the environment in the background or off when, as in this case the background is unsuitable.



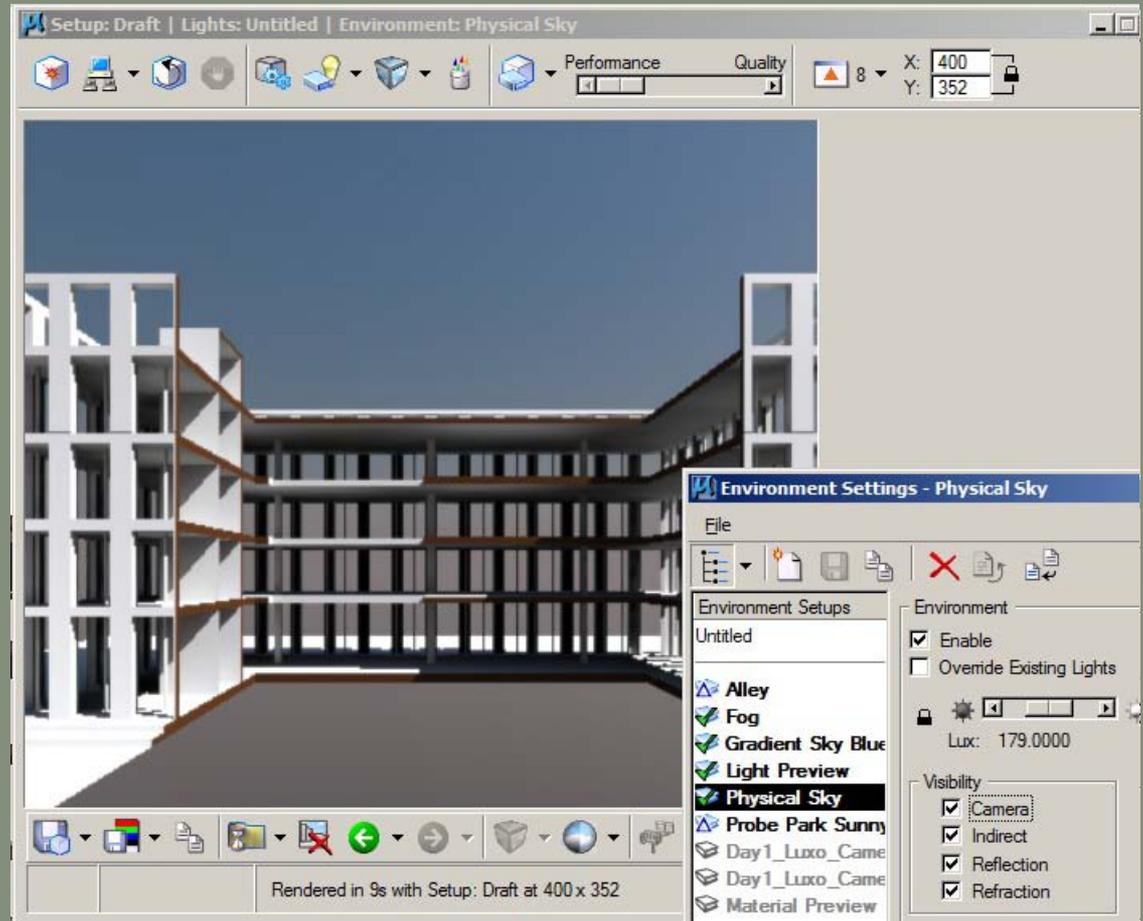
The Camera tickbox:

Turned off to show a blank background.



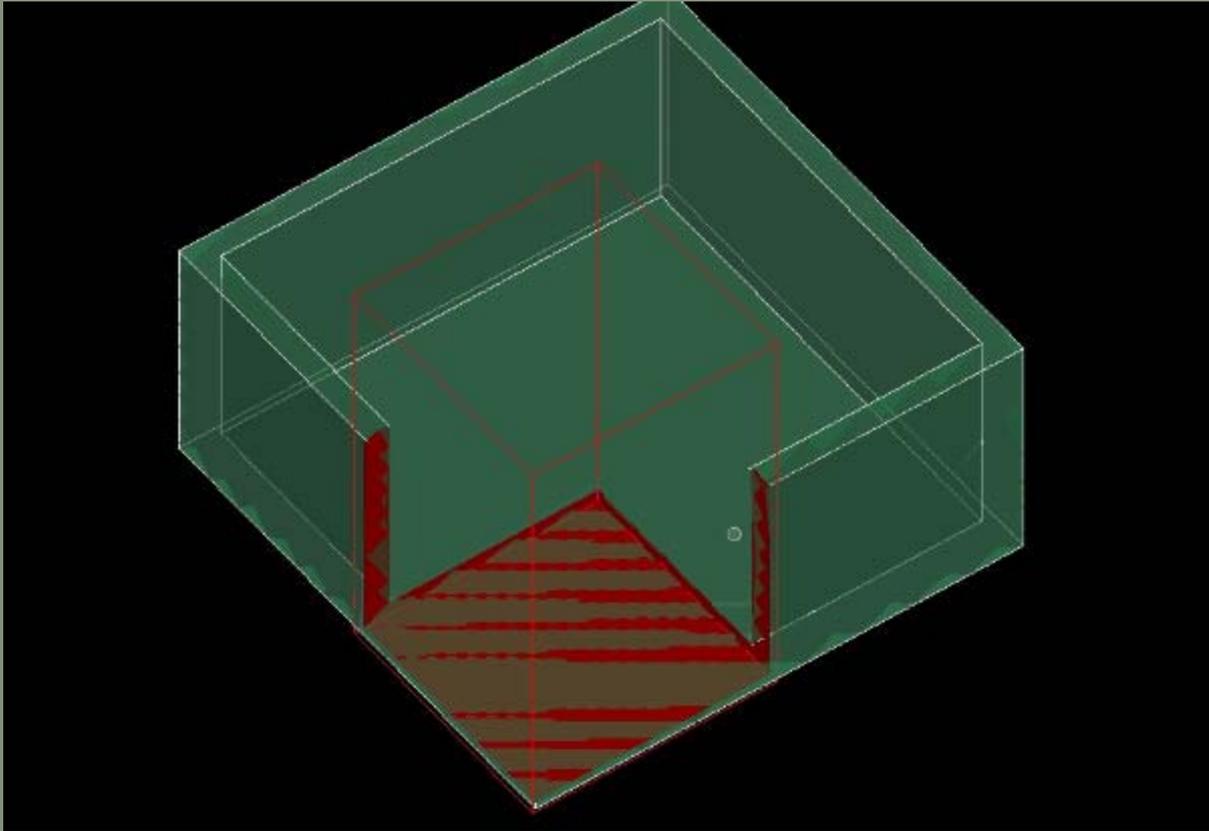
The Camera tickbox:

Here the Physical Sky Environment has been used, a good choice for sketch or development models.



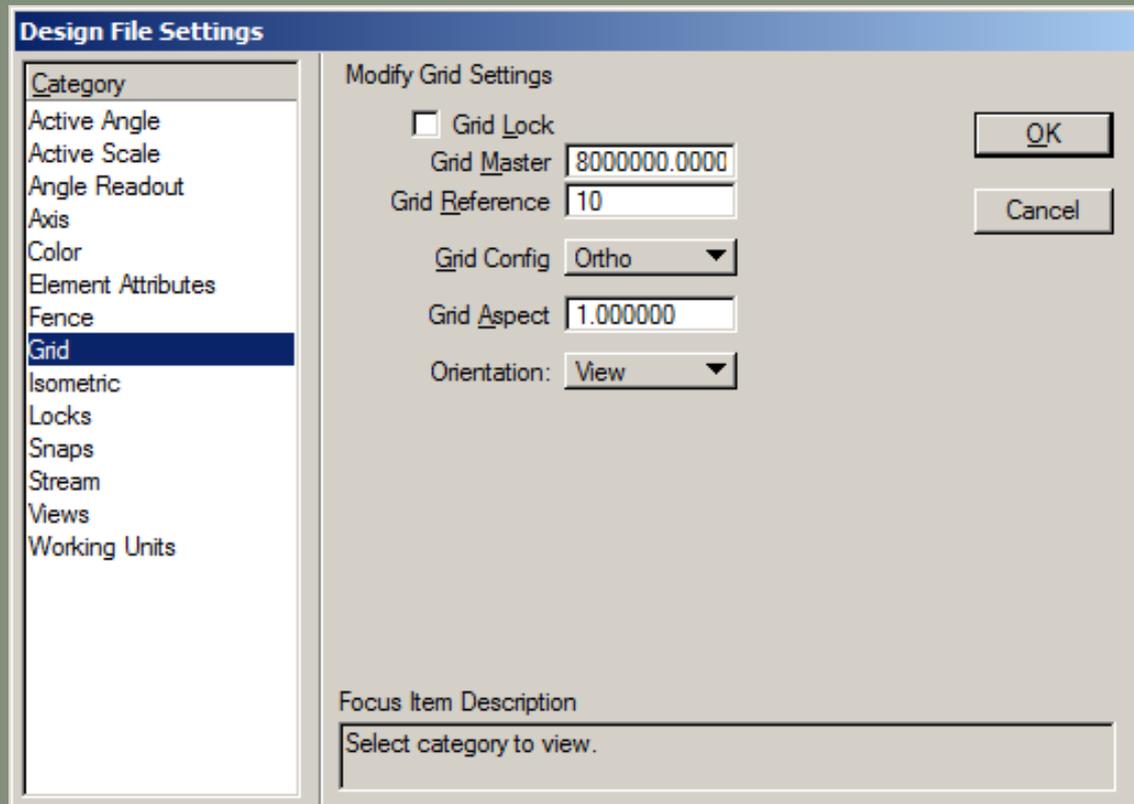
Really weird case with jaggies:

Some simple geometry was displayed with awful jaggies, file specific on any machine.



Really weird case with jaggies:

Turned out to be the Grid setting, set to 8 million!

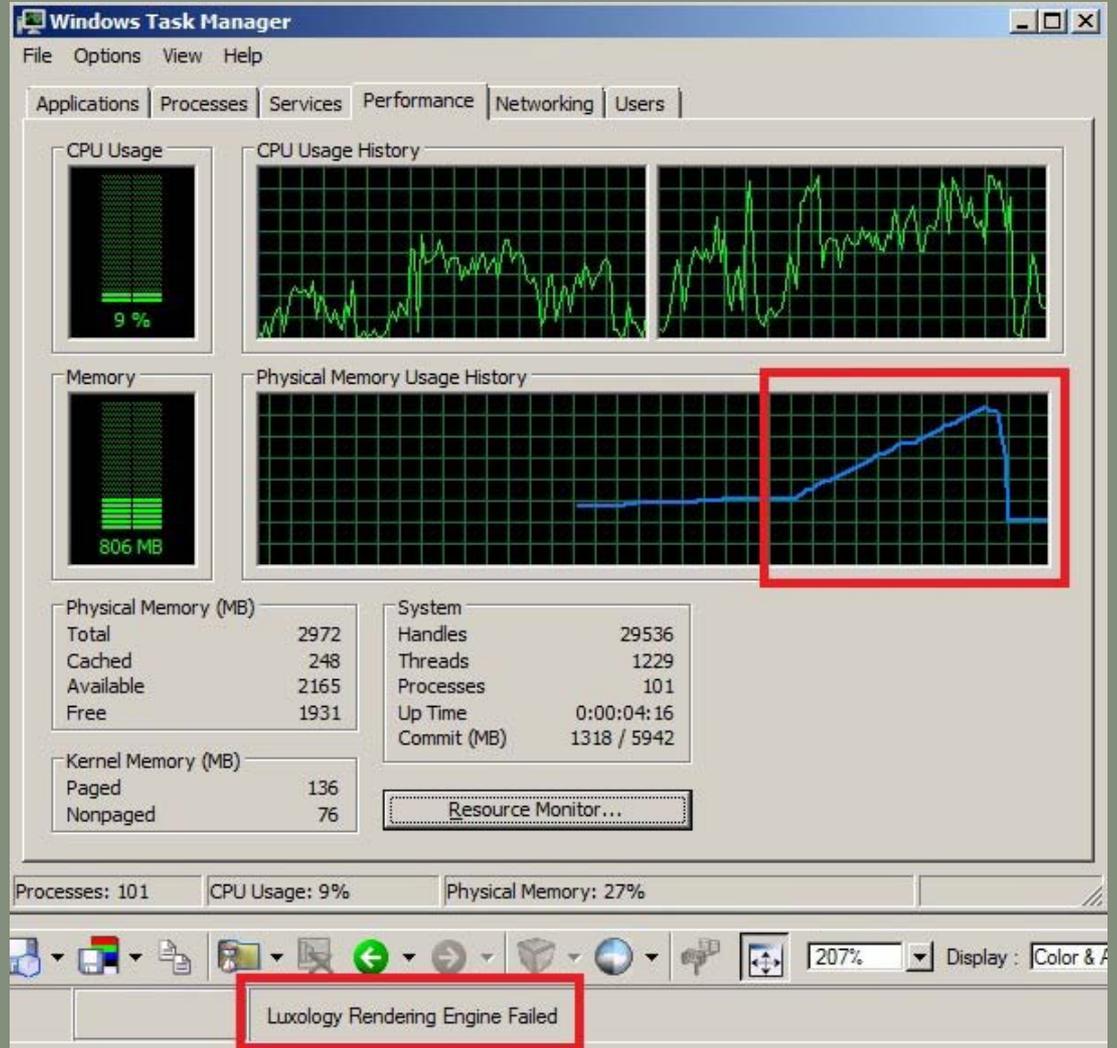


Luxology Rendering Engine Failed:

This rather mysterious message could be explained if you are rendering complex fur.

If you see this open Task Manger, re-render and see if you run out of RAM.

To resolve, either reduce the complexity of the fur or get your credit card out and upgrade to 64bit computing!



Luxology materials:

If you are a SELECT subscriber you can download materials from Luxology's assets site. You need to create a login to the luxology site, then when asked pick the MicroStation user option and enter your Bentley licensing Site ID

<http://www.luxology.com/asset/>



The screenshot shows the Luxology website interface. At the top is the Luxology logo. Below it is a navigation menu with links for PRODUCTS, GALLERY, NEWS/REVIEWS, COMMUNITY, SUPPORT, and a SHARE button. The main content area is titled 'Material' and features a preview of a material named 'PLANT_ONE'. The preview shows a circular, dense clump of green and yellow plants on a grey and white checkered floor. To the right of the preview is a description of the material.

Luxology

PRODUCTS GALLERY NEWS/REVIEWS COMMUNITY SUPPORT **SHARE** TRY MODE BUY N

Material

PLANT_ONE

Just a result of experimentation. Graduated from green roots to bright yellow tips. High level of tight clumping. Can be used on a flat or curved surface. Floor tile scale is 1 metre. Gamma 1.6.

Fur:

A simple example of leafy fur.

Make untapered fur with a bit of curl and apply a leaf pattern.



Thank you.