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EXPORT HEIGHT MODEL

Menu > File >Export... (Ctrl + E): 1.Chose "Export Selected Terrains" 2. Hit "Next" 3.Choose "RealityServer" 4.Hit "Next"



CE			
RealityServer® / mental ray®			
Current selection: 1 object			
Preset:			
<previous export="" settings=""></previous>	- 🖌 🔛 🔛		
▲ General			
Location	Z\New Methods in Liber Simulation/Informationsarchitektu/01_Materials/00_Deciect Work		
Name			
Application Export	Create application (BETA)		
Granularity			
File	Ura file cire limit		
File Size Limit (MB)			
Mesh	Merge meshes by material		
∧ Materials			
Include Materials			
Collect Textures	V		
Mesh Components			
Normals Type	Use vertex normals (smooth shading)		
Texture Coordinates	Only write first layer of UVs		
A Misc Options			
Script	Browse		
Local Offset	None		
Global Offset			
SK Center	Reset X-Offset -679121.000 Y-Offset -50.000 Z-Offset 249435.514		
Shape Name Delimiter	-		
Master File			
Master Group	CityEngineSceneRoot		
Batch Behavior	Overwrite		
Write Export Log	<u>A</u>		
Optimizations			
Vertex Precision	0.01000		
Normal Precision	0.0100		
Merge vertices within precision	0.00100		
Merge normals within precision			
Merce texture coordinates within precision	m •		
	< <u>B</u> ack <u>N</u> ext > <u>Finish</u> Cancel		

How to setup the export config:

Set the location and the name of the exported file
Application Export: Creat Appliction
Set the Fil Size Limit to 0 MB
Merge meshes by material
Make sure every layer is at same position
Reduce the Precision
Hit "Finish"

A folder named "test1" will be created under the location "C:\Real-ServerExport".

In this folder there will be several folders named by the different layers in CE model.

This is the final form of the RealServer exported file.

er 🕨 Local 🛙)isk (C:) ▶ RealSer	verExport	•		
Help					
n library 🔻	Share with 🔻	Burn	N	lew folder	
Name	^			Date modified	
퉬 testl				26.04.2012 15:4	6



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CE Export	
Select Select an export destination:	4
type filter text	
< Back Next > Finish	Cancel

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EXPORT SHAPES AND MODELS

The CE will CRUSH if the scene has too much data. A wise solution is exporting the model to the RealityServer LAYER BY LAYER:

 Select the shapes by same layer
 Menu > File >Export... (Ctrl + E): Chose "Export Models of Selected Shapes(all models are generated)" Hit "Next" Chose "RealityServer" Hit "Next"



	CE			
	RealityServer® / mental ray®			
	Current selection: 278 objects			
	Preset:			
	probe1 for RealityServer	- 🖌 🖬 🕷		
evervtime	▲ General			
these two op-	Location	7:\New Methods in Urban Simulation\Informationsarchitektur\01 Materials\00 P niect Work		
tions must be	Name	probel		
tions must be	Exported Content	Export models if generatable, else export shapes		
the same!	Application Export	Update application (BETA)		
	▲ Granularity			
	File	Use file size limit		
	File Size Limit (MB)	0		
	Mesh	Merge meshes by material		
	▲ Materials			
	Include Materials			
	Collect Textures			
	Mesh Components	E		
	Normals Type	Use vertex normals (smooth shading)		
	Texture Coordinates	Only write first layer of UVs 🔹		
	Misc Options			
	Script	Browse		
	Local Offset	None		
	Global Offset			
	💥 Center	Reset X-Offset -679095.000 Y-Offset -40.000 Z-Offset 249402.826		
	Shape Name Delimiter			
	Master File			
	Master Group	CE_Models		
	Batch Behavior	▼		
	Write Export Log			
	Optimizations			
	Vertex Precision	0.01000		
	Texture Coordinate Precision	0.00100		
	- Intere coordinate riceision			
		< <u>Back</u> Next > <u>Finish</u> Cancel		

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How to setup the export config:

- 1. Setup the location and the name of the exported file The location and the name must be exactly the same every time.
- 2.Exported Content: Export models if generatable, else export shapes
- 3. Application Export: Update Appliction (very important!)
- 4. File Size Limit : 0 MB
- 5. Merge meshes by material
- 6. Make sure every layer is at same position
- 7. Reduce the Precision
- 8. Hit "Finish"

Under the folder "test1" another folder named by the exported layer will be created.

Everytime a layer is exported, a new folder will be created under the folder "probe1".

Local Disk (C:) RealServerExport test1				
Help				
Include in library 🔻 Share with 💌 Burn New folder				
Name	Date modified	Туре	Size	
길 ce_Heightmodel	26.04.2012 15:46	File folder		
📙 ce_ShapesGebaeude.Nebengebaeude9	26.04.2012 16:08	File folder		
📄 main.mi	26.04.2012 16:08	MI File	1 KB	
main.mvcfg	26.04.2012 16:08	MVCFG File	43 KB	
main_instances.mi	26.04.2012 16:08	MI File	1 KB	



ce_3a	퉬 ce_Shapeshumusiert.Intensivkultur.Reben24
ce_3b	Le_Shapeshumusiert.Intensivkultur.uebrige_Intensivkultur25
ce_3c	Ce_Shapeshumusiert.uebrige_humusierte.andere_humusierte32
ce_3d	길 ce_Shapeshumusiert.uebrige_humusierte.Boeschung31
ce_3e	Ce_Shapeshumusiert.uebrige_humusierte.Verkehrsteilerflaeche30
ce_26a	📄 main.mi
ce_35a	main.mvcfg
ce_35b	main_instances.mi
ce_35c	
ce_35d	
ce_bb1Import	
ce_footprintimportImport1	
ce_footprintimportImport1Paste1	
ce_footprintimportImport1Paste2	
ce_Heightmodel	
ce_meadow	
ce_Meshes1	
ce_Shapesbefestigt.Bahn16	
ce_Shapesbefestigt.Strasse_Weg.Landwirtschaft12	
ce_Shapesbefestigt.Strasse_Weg.Strasse10	
ce_Shapesbefestigt.Strasse_Weg.Strasse10Paste2	
ce_Shapesbefestigt.Strasse_Weg.Velo_Fussweg11	
ce_Shapesbefestigt.Strasse_Weg.Waldstrasse13	
ce_Shapesbefestigt.Trottoir14	
ce_Shapesbefestigt.uebrige_befestigte.Hausumschwung19	
ce_Shapesbefestigt.uebrige_befestigte.Parkplatz18	
ce_Shapesbefestigt.uebrige_befestigte.Sportanlagen20	
ce_Shapesbefestigt.Verkehrsinsel15	
ce_Shapesbefestigt.Wasserbecken17	
ce_Shapesbefestigte.andere_befestigt22	
ce_Shapesbestockt.geschlossener_Wald35	
ce_ShapesGebaeude.Gastgewerbe8	
ce_ShapesGebaeude.Handel6	
ce_ShapesGebaeude.Land_Forstwirtschaft_Gaertnerei4	
 ce_ShapesGebaeude.Nebengebaeude9	
ce_ShapesGebaeude.Verkehr5	
ce_ShapesGebaeude.Verwaltung1	
ce_ShapesGebaeude.Wohngebaeude3	
ce_ShapesGebaeude.Wohngebaeude3Pastel	
 ce_ShapesGebude.Industrie_Gewerbe/	
 ce_ShapesGewaesser.fliessendes34	
 ce_Snapesnumusiert.Acker_wiese_weide23	
ce_onapesnumusiert.Gartenanlage.Friednor29	
ce_onapesnumusiert.Gartenaniage.Gartenaniage_Hausumschwung26	
ce_onapesnumusiert.oartenaniage.oartenaniage_Hausumscnwung2bPaste	
ce_onapesnumusiert.Gartenanlage.Parkanlage2/	
ce_snapesnumusien.bartenaniage.sportaniagezo	

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IMPORTANT NOTE

If a single layer contains too much shapes or the shapes are generated with a very complicated rule, it is also possible that the CE will crush during exporting.

Then this layer should be splited in several layers and exported separately.

Create a new layer
 Select some shapes from the original layer
 Cut these shapes and paste them into the new layer

The result should contain all the layers of the CE scene. By comparing the folder content with the CE scene layers, the missing shapes or layers can be found easily.

