USING YULIO
WITH SKETCHUP

SketchUp

YULIO^VR

USER GUIDE

USING YULIO WITH SKETCHUP

If you currently use SketchUp to create 3D renders, you can use it to create cubemaps to author your Yulio Virtual Reality projects.

Yulio supports SketchUp 2015 or higher (64-bit version for Windows)
If using VRay, version 2 (adv) or higher and VRay 3 (adv)

IN THIS SECTION

– Downloading and Installing Sketchup plugin
– Authorise SketchUp to access your Yulio account
– Create your scene in SketchUp
– Configuring and rendering your scene
– Prepare your upload

SketchUp

01

DOWNLOAD THE YULIO FOR SKETCHUP PLUGIN

Download and install the Yulio for SketchUp plugin from our CAD plugins page.
http://yulio.com/plugin/download/

02

AUTHORISE SKETCHUP TO ACCESS YOUR YULIO ACCOUNT

This step allows SketchUp to directly export your cubemaps to Yulio, allowing Yulio to create your VR projects.

- Open SketchUp.

- Select the Yulio icon from the SketchUp Toolbar.

- You'll be asked to enter the email address you use with your Yulio account.

- You will receive an email from support@yulio.com with the subject line "Approve SketchUp access to Yulio" advising you that a SketchUp plugin is trying to access your Yulio account.

- Authorize SketchUp to access your Yulio account by clicking **Confirm Plugin Activation**. You'll arrive at a landing page telling you your account has been authenticated.

- You will now be able to render your scene for VR.

03

CREATE YOUR SCENE IN SKETCHUP

Author and prepare your scene for rendering. Double check your camera positioning and lighting to make sure that your scene is optimized for virtual reality.

04

CONSIDER YOUR RENDERING OPTIONS

- **SketchUp native render** is the fastest option. It will generate a monoscopic cube map which will have a lower sense of immersion in VR than stereoscopic images (one for each eye). The image looks a little more like an illustration, but it's good for quick iterations and you will still get a sense of being in the scene. It comes with SketchUp so it's inexpensive and still gives you a VR concept.

- **Yulio RayTracer** - Yulio created this free product for Sketchup. It will produce a stereoscopic cube map which produces good quality VR projects with inherent lighting models already in place. However, this render process does take time as it is a slower performing tool than VRay. If you don't have VRay, this is a free method of creating stereoscopic images.

- **VRay 2** is a rendering engine that creates the most lifelike imagery. It does not create does not create cube maps on its own, so you require the Yulio plugin to create VR experiences.

- **VRay 3** also creates highly immersive renders, and can generate cubemaps. In this case the Yulio plugin helps you upload the image to Yulio automatically.

05

PREPARE TO UPLOAD

- Select the Yulio icon from the SketchUp Toolbar

- Choose your rendering engine, one of the options
  outlined (Yulio RayTracer, SketchUp or VRay)

  If using SketchUp Native or VRay:
  - Choose the scenes you wish to upload.

  - You can specify where to save a copy
    on your computer.

  - Check the **Upload to Yulio** option.

  - Select **Begin Render.**

  **If you select the Yulio RayTracer as your render
  engine, additional settings are available that will
 affect the rendering output. These settings include:**

  - Max length of shadow rays
    Description: This will affect how dark or bright the scene
    appears in the rendered images.
    Accepted Values: Must be greater than 0.

  - Samples per pixel
    Description: The higher the number, the less noisy the
    rendered image will be.
    Accepted Values: Must be a power of 2 with a minimum
    value of 1.

  - JPG Quality
    Description: JPG image quality.
    Accepted Values: Must be an integer between 1 and 100.

  - Ambient Multiplyer
    Description: Intensity of ambient colour.
    Accepted Values: Must be greater than or equal to zero.

  - Ambient Colour
    Description: Ambient colour picker for lighting the scene.
    Accepted Values: Must be an integer between 1 and 100.

- Choose the scenes you wish to upload.
(You can specify where to save a copy on your computer)

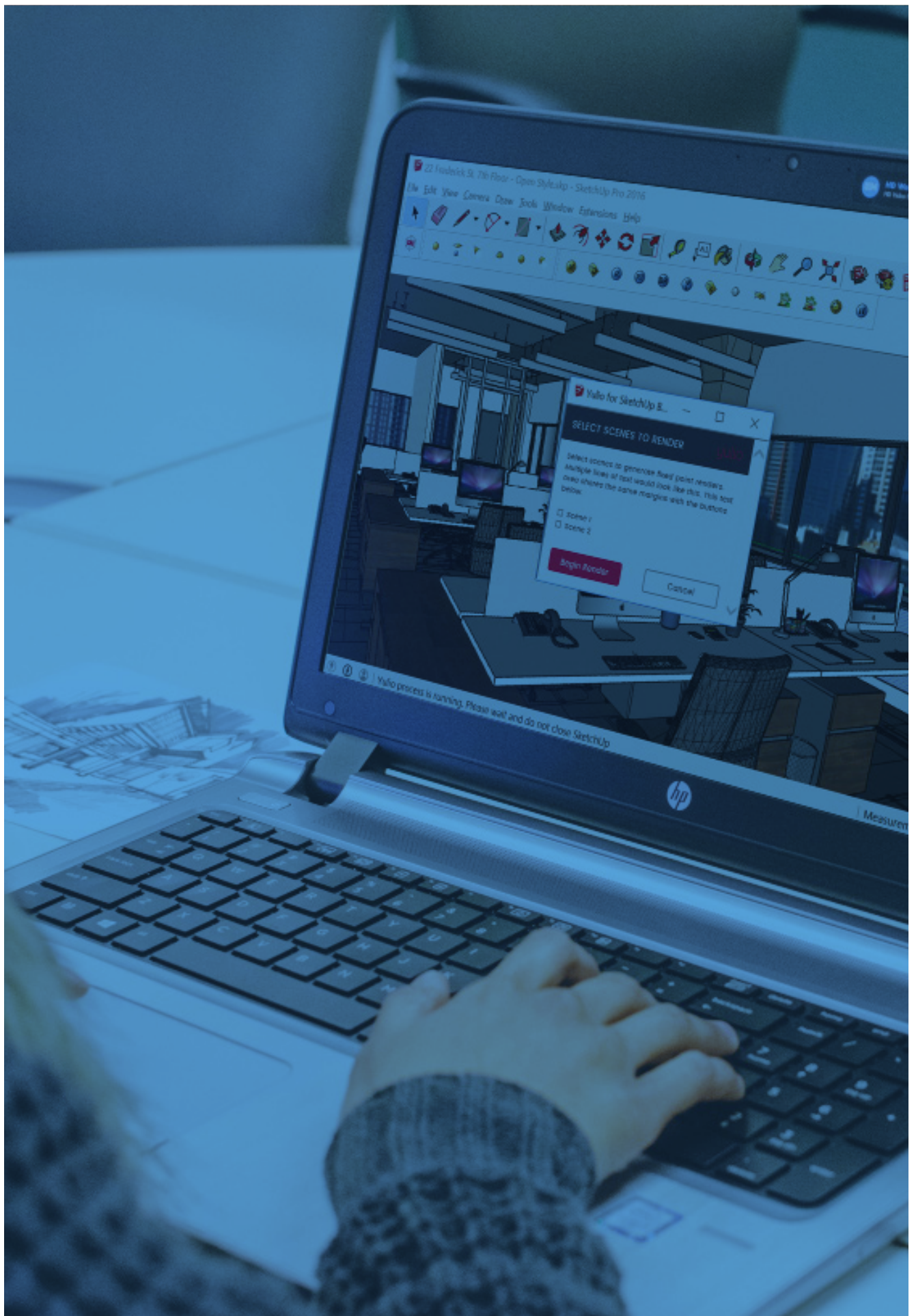- Check the **Upload to Yulio** option.

- Select **Begin Render.**
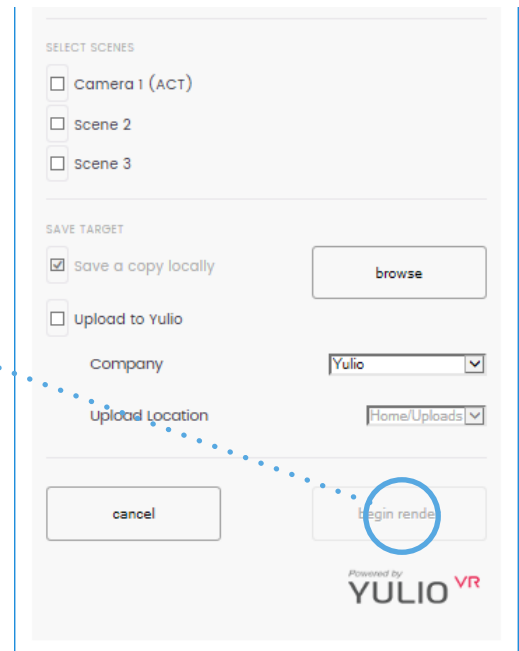
- You'll be able to follow the progress in the Rendering and Uploading pop up.
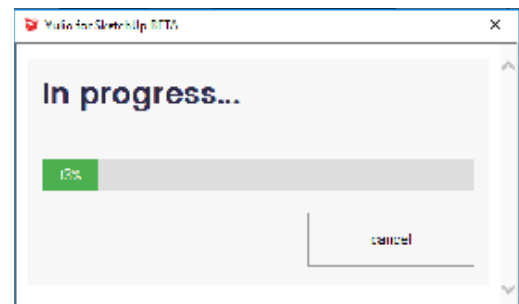
- You'll see this popup when rendering is complete.

- Click the **View in Yulio** button to go to the project page in Yulio. You can adjust the file name and edit hotspots here.

- On the project page, you can get your unique URL to share or view in VR.

YULIO VR