Topocolors – Addon for Softimage 2012 onwards (version 1.2)

TopoColors is an addon for Softimage to visualize the "topological" state of the current polygon mesh, or, put in simpler words, to temporarily color all polygons according to the number of neighboring vertices (which results in a blueish color for Tris, a greenish color for Quads and a reddish color for NGons. To achieve this it places an ICETree in the Animation part of the construction stack and loads, if it hasn't been loaded into the scene yet, a Matlib, containing the temporary materials for Tris, Quads and NGons. While modeling the colors keep getting updated.

Install the xsiaddon & **RESTART** Softimage

*(you should preferably install this in the **User Addon location**, as some Workgroup installs mysteriously fail, while others equally mysteriously do function.)*

Usage: Go to the Model Toolbar > Modify > Poly.Mesh, click the menu entry TopoColors. Your Camera View is set to Shaded, the grid is hidden and a property page opens, where you should specify which sort of Polygons you want to be colored. This property pages can obviously be modified later on by reopening it through the TopoColors operator in the operator stack in the Explorer. If you do not set any of the checkboxes on the property page, nothing happens.

When you're done with it with your current mesh, simply delete the TopoColors operator from the operator stack and if you really don't want to use it anymore in your scene you can also delete the corresponding Material Library, conveniently also named TopoColors.

If you want to change the default colors permanently, simply export the changed MatLib from the Material Manager as "TopoColors.xsi" to overwrite
"...\Addons\TopoColors\Application\Plugins\TopoColors.xsi"

This addon utilizes a feature from Softimage 2012, so it will only work for versions from Softimage 2012 onwards. It should work on Windows and Linux both, but Linux has not been tested.

Special thanks to "my" beta-tester Markus AKA sant0s_ from the German xsiforum.de

Happy Topology Hunting!

Hirazi Blue - December 2012

PS – There is still a small TODO list that could conceivably lead to a version 1.3, but I am keeping the feature(s) I want to add "under wraps" as to not raise expectations.