

LuXSI

Luxrender Export Plug-in for Softimage XSI
by Michael Gangolf

THIS DOCUMENT IS A BETA VERSION.

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1. Supported XSI Versions

Following XSI versions are supported:

- 6.* (Windows / Linux)
- 5.* (Windows)
- ModTool (Windows)

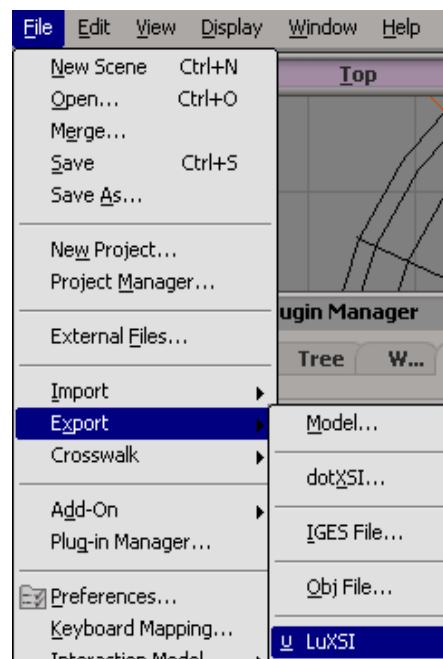
2. Installation

To install the plug-in you need to load it in the plug-in manager

File -> Plug-in Manager -> Plug-ins -> Load, browse to the file and select it

3. Run it

You find the plug-in in the File -> Export -> LuXSI



If you click on it the LuXSI PPG will appear. Select a output filename (Main tab – filename) and click “export all” to create the .lxs file which you can load in Luxrender.

4. Main options

In the “Main” tab of LuXSI you can set the basic settings of your lxs file. It allows you to change the screen size, gamma, filter,... and has special check boxes to export hidden objects/cameras/lights in the scene.

5. Render options

In the “Render settings” tab you can change the Luxerender render settings. Be sure to read the Luxrender documentation to get more details about this settings.

6. Materials

The concept of the plug-in is that you don't need to change anything in your XSI scene before you export it. LuXSI exports the XSI settings into Luxrender settings. At the moment following materials are supported:

XSI	Luxrender	Settings
Phong	Substrate	Diffuse specular
Arch.Vis.	Substrate	Diffuse specular
Lambert	Matte	Diffuse
Reflection > 0	Mirror	Reflection color
Refraction > 0	Glass	Refraction color
Incandescence > 0	MeshLight	Incandescence color

Texture support is still in a testing stage. It only exports textures which are directly attached to the diffuse slot at the moment!

7. Lights

Following lights are supported:

XSI	Luxrender	Settings
Point light	Infinite	Color
Infinite light	SunSky	Direction
Spot light	Infinite	Color

When you use SunSky you can set portals in your scene (e.g. If your camera is in a room and the light is coming through a window you can set the window as a portal so Luxrender knows where the light comes in [less noise]). To do that you need to rename the objects in the scene which should become a portal. Just add “PORTAL” to the name.

8. Environment

If you want to use environment lighting in Luxrender you have to add an environment shader in the current XSI pass and load an “.exr” file (*no HDRI support in Luxrender atm*).

9. Camera

The normal XSI perspective camera will be exported to Luxrender. To add a Depth of Field (DOF) effect you need to add a “Depth_of_field” shader to the camera lens (Lens Shader tab in the camera PPG).

10. Tutorials

Soon

11. Contact

The plug-in is written by Michael Gangolf. For more information / updates visit:
<http://www.migaweb.de>

If you have comments / critic / bug reports / sample images please email them to:
miga@migaweb.de

12. Current bugs

- Windows path string not correct. May need to be changed from \ to \\ in the file!
- Luxrender camera is not exactly the same as in XSI
- Textures only work in diffuse slot, not deeper in the tree

13. Change log

Version 0.3:

- many more render settings
- filename has now a correct filetype
- tone mapping settings
- bloom
- camera dof
- ambient color as background
- this readme file :)

Version 0.2:

- point light / spotlight as infinite lights
- meshlight
- exr support
- glass/metal support for arch shader
- Portals (name has to include PORTAL)
- Object name as a comment in the file

Version 0.1:

- basic mesh support
- infinite light = sunlight
- phong / arch / lamber shader support