

XSIRuleOfThirds – Mike Malinowski

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Overview

This plugin allows you to see a 'Rule Of Thirds' or 'Tic-Tac-Toe' grid over the viewport of a camera. This is generally useful for camera positioning etc. You have the ability to alter the plane settings as well as block out parts of the grid to help focus on specific areas.

Installation & Setup

The plugin is available in both 32 and 64 bit versions, please be sure to download the correct version for your application.

To install the plugin, drag the .xsiaddon file into the Softimage viewport, this will by default install the addon into the User Addons directory. You should then restart Softimage in order to access the preferences.

To alter the settings go to File/Preferences/Custom/XSIRuleOfThirds. From there you can alter various options such as the colour/opacity of the lines, as well as the line spacing. The 'Panels' tab will allow you to 'block' out various parts of the grid with a user defined colour/opacity setting.

To view the grid on a camera, go to File/Preferences/Custom/XSIRuleOfThirds. Select a Camera object within the scene and click 'Apply To Camera'. You can remove the effect on an individual camera by selecting it and choosing 'Remove From Camera'. Alternatively, you can turn the effect off globally by unticking the 'Enable' option.

Notes

- You should have the 'Clip Drawing to Camera Film Gate' enabled when using this tool.
- If the panels draw solid when you first use the tool switch to Shaded mode with some geometry in the scene. This is a bug in the plugin and should be fixed at some point.