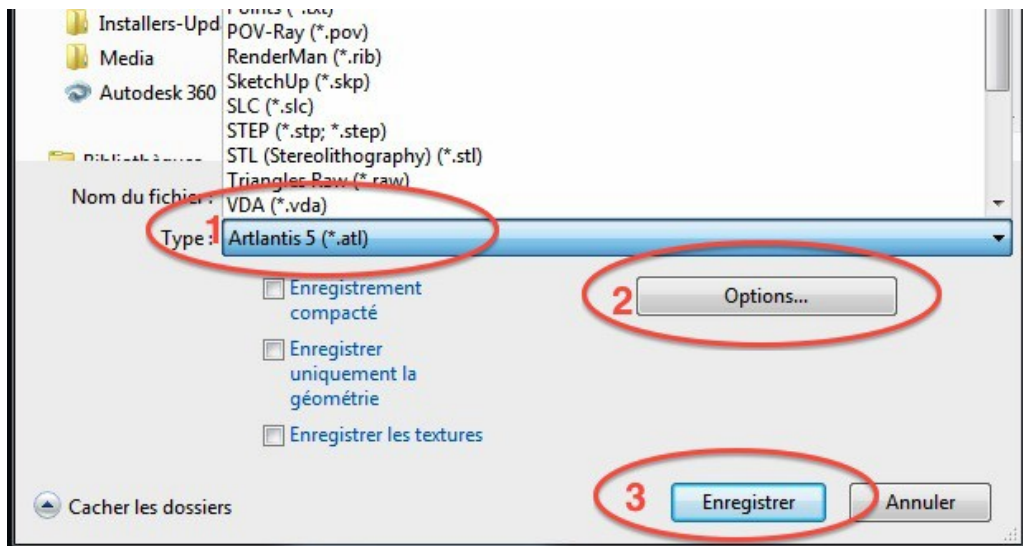


Export plugin from Rhinoceros 4 and 5 to Artlantis 5 and 6

A- Installation:

- Quit Rhino
- Depending on your Rhino version (32 or 64 bit). Choose the plugin installer “ATLExportPlugInSetup_win32.msi” or “ATLExportPlugInSetup_x64.msi”.
- Launch the installer
- Launch Rhino, open a file then **File / Save As...** Name the file in the export dialog; click on the drop down menu and select **Artlantis 5 or 6 (*.atl)** Click on **Options...** (these export options are described below) click **Save** to generate the .atl file.



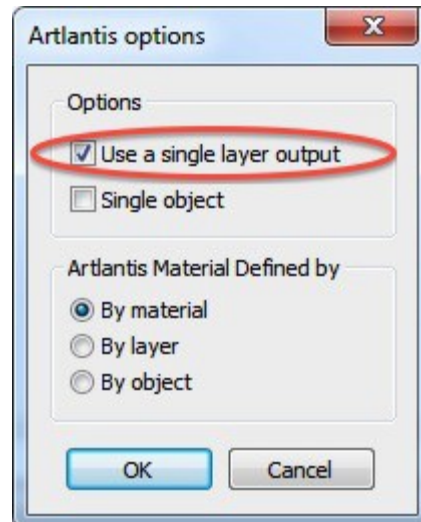
What is taken into account into Artlantis?

- ≡ Rhino textures including UV maps, textures will be collected into a folder next to the .atl file.
- ≡ **Export Selected Objects...** using the command from the Rhino **File** menu
- ≡ The focal length
- ≡ The smoothness of surfaces
- ≡ The longitude and latitude. The date and the hour; if the Sun is activated in Rhino. You will retrieve these parameters in the Artlantis Heliodon. If the Rhino Sun is not activated in Artlantis the time will be set at 12 am.
- ≡ The viewpoints
- ≡ The transparent materials
- ≡ Only the color of the rendering is taken into account, i.e. not the color of the layer or the display color of the geometry.
- ≡ If the geometry is not named in the Rhino “**Properties**” in the Artlantis it will appear as an "Unknown object instance" in the object list and "Unnamed object definition" in the material list.
- ≡ The layers names depending on the export options used.

B- Export options:

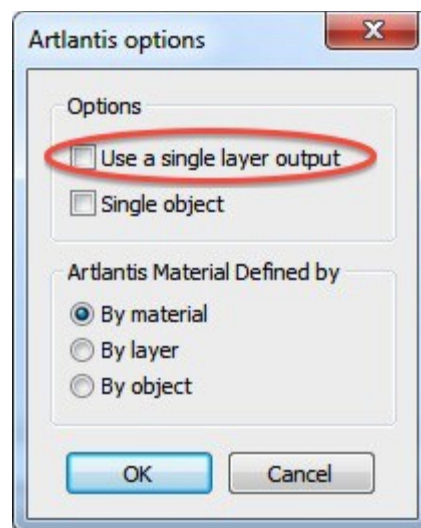
Please note: Depending on the chosen options the export results can vary.

- Option: When “Use a single layer output” is **checked**:



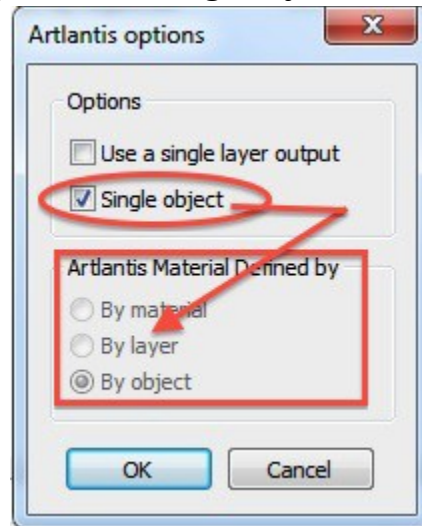
In Artlantis the geometry is collected into one single layer.

- Option: When “Use a single layer output” is **unchecked**:



All the Rhino layers will be displayed in the Artlantis objects list.

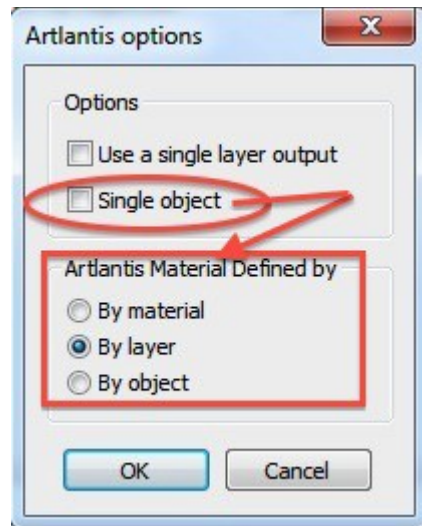
- Option: When **Single object** is **checked**:



“Artlantis Material Defined by” options are unavailable.

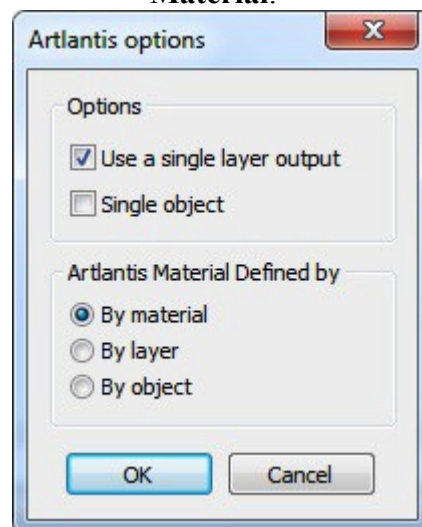
*The entire geometry is collected into one Artlantis layer without instances, choose this option if you know **in Artlantis** you will need to save the scene as an object .atlo file.*

- Option: When **Single object** is **unchecked**:



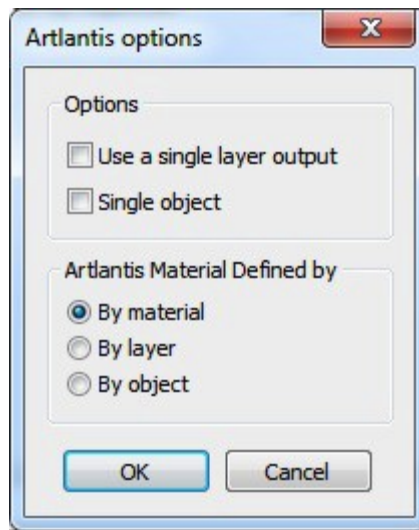
The “Artlantis Material Defined by” options are available in the Artlantis object's list one or more layers, but please note that Artlantis will not let you save the Artlantis scene as an atlo object.

- Option When **Use a single layer output** is checked and “**Artlantis Material Defined by**” **Material**.



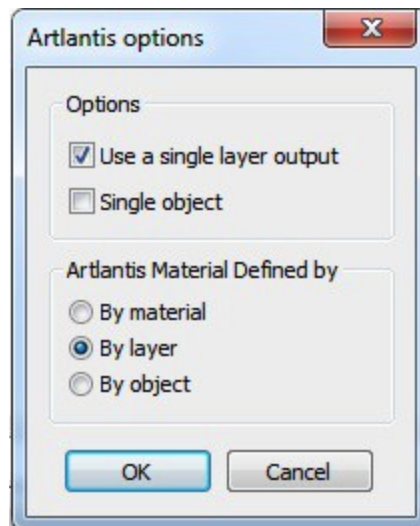
The Rhino rendering materials are displayed in the Artlantis Material list; in the Artlantis Objects list the instances of the layer are displayed with the Rhino rendering materials names.

- Option When **Use a single layer output** is **unchecked** and “**Artlantis Material Defined by**” **Material**.



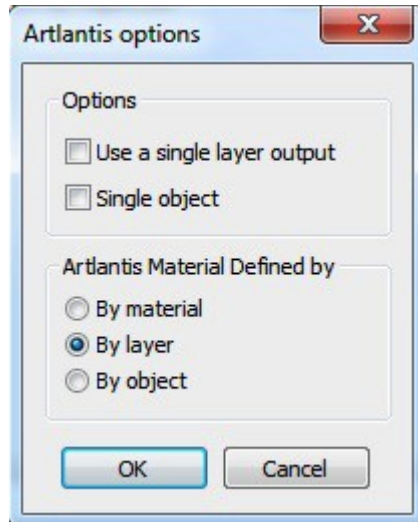
The Rhino rendering materials are displayed into the Artlantis Material list; in the Artlantis Objects list the layers are displayed with their instances with the Rhino rendering materials names.

- Option When **Use a single layer output** is **checked** and “**Artlantis Material Defined by**” **Layer**.



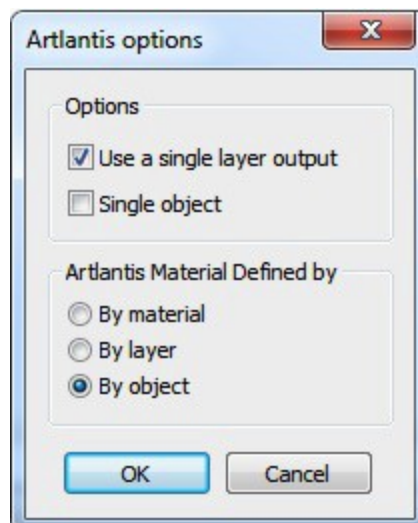
The Rhino layers are displayed in the Artlantis Objects list in one single Layer with the Rhinos names. The Material list displays the material by Rhino layers.

- Option When **Use a single layer output** is **unchecked** and “**Artlantis Material Defined by**” **Layer**.



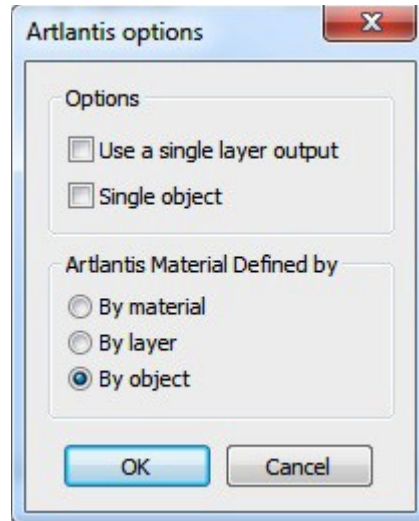
The Rhino layers are displayed in the Artlantis Objects with the Rhinos names. The Material list displays the material by Rhino layers.

- Option When **Use a single layer output** is **checked** and “**Artlantis Material Defined by**” **Object**.



The Rhino properties names are displayed into a single layer in the Artlantis Objects list. The Material list displays the Rhino properties names as well.

- Option When **Use a single layer output** is **unchecked** and “**Artlantis Material Defined by**” **Object**.



The Rhino properties names are displayed into layers in the Artlantis Objects list. The Material list displays the Rhino properties as well.

Note: If you know at once that the exported file needs to be saved as an atlo file (an Atlantis object file) you will need to check the box **Single Object**. If not Artlantis will be unable to **Save as Object...**

An atl project already worked into Artlantis can be updated according to the Rhino changes at any time; to do so, please refer to the Artlantis online Help “**Use a Reference File...**” command.

In Rhino we create surfaces regardless of their orientation

In Artlantis shaders apply to both front and back sides.

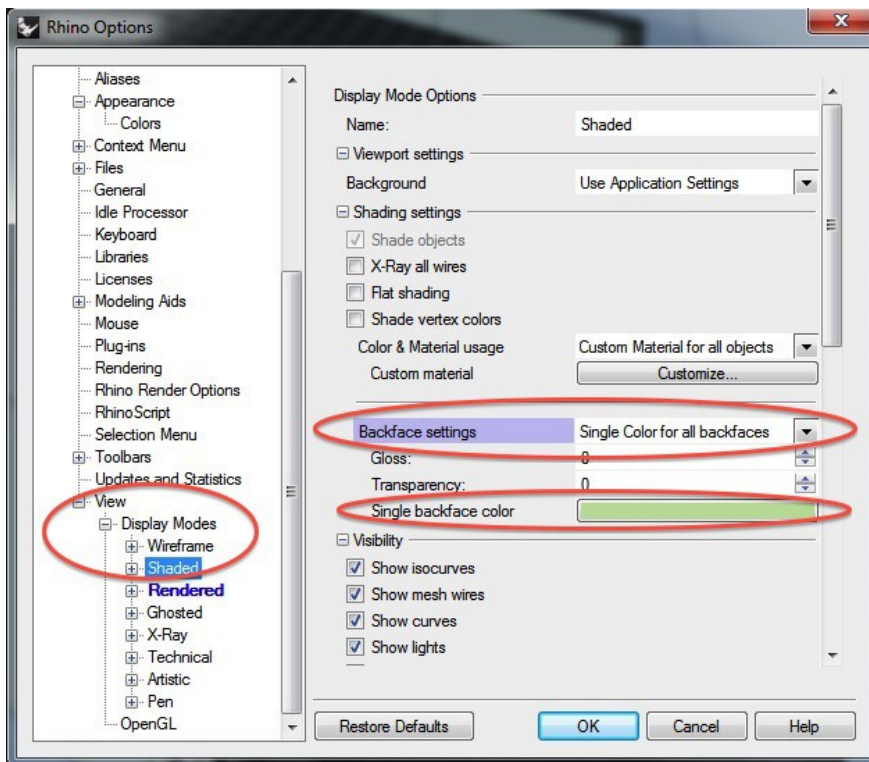
However, in Artlantis inverted surfaces of Rhino can cause rendering problems.

To avoid this, check the model in Rhino before exporting.

Make visible surfaces in Rhino reversed, the ideal is to define a single color for all rear faces.

To verify in real time the orientation of the faces in Rhino:

Menu Tools/Options/View/ Display Modes/Shaded/Backface Settings



So we can choose a unique color for all inverted faces ex. pale green, this color is distinct from the other colors of the model.

*For technical support please contact our Support Center at:
www.artlantis.com*

Abvent April 2015