



PIXELCLONE



RT STAGE

MANUAL



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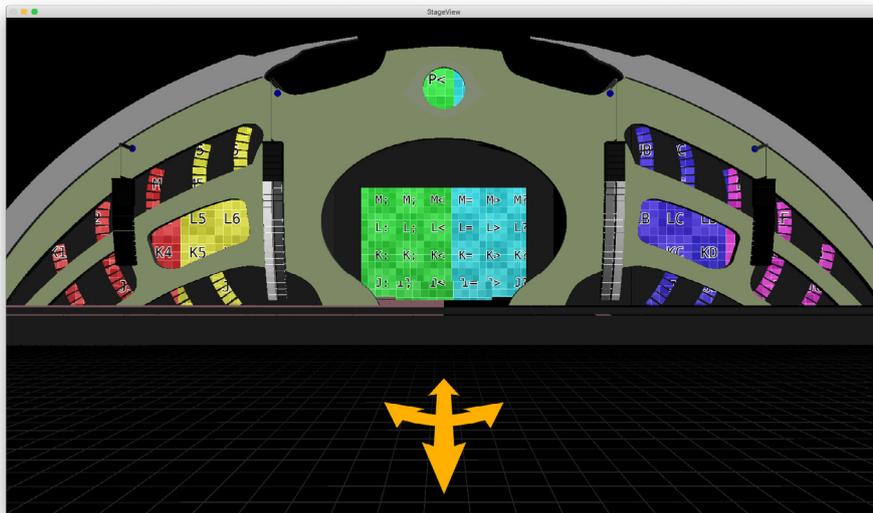
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Using RT Stage

RT Stage has a minimalistic design and simplistic functionality. Therefore it's fairly straight forward. Simply **load in a Stage .obj or .dae file by clicking on the folder icon** and you're off.

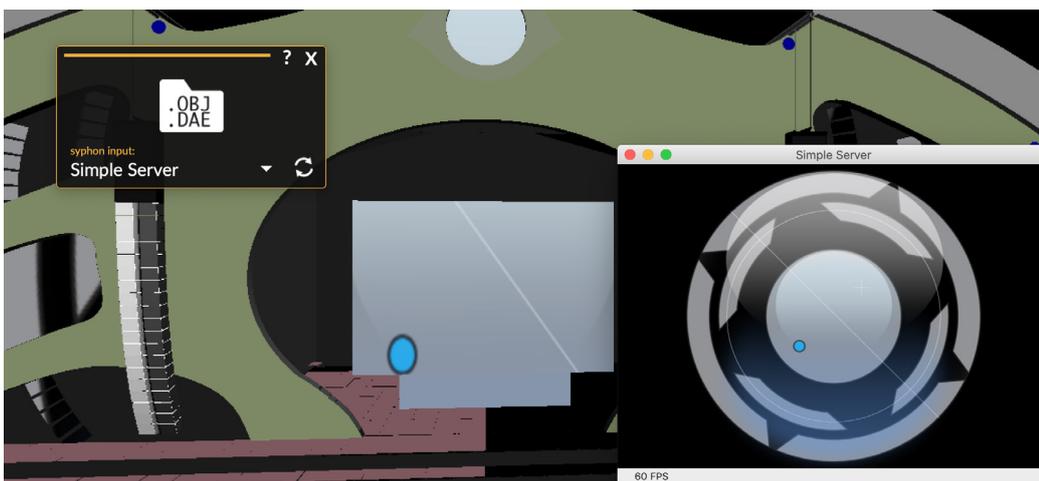


Once you've loaded in a stage you can fly around using your mouse. Click in the StageView render window and **drag from right to left to orbit around the stage**. **Drag up and down to zoom in and out**. **Hold CTRL while dragging to move the camera left right up or down**.

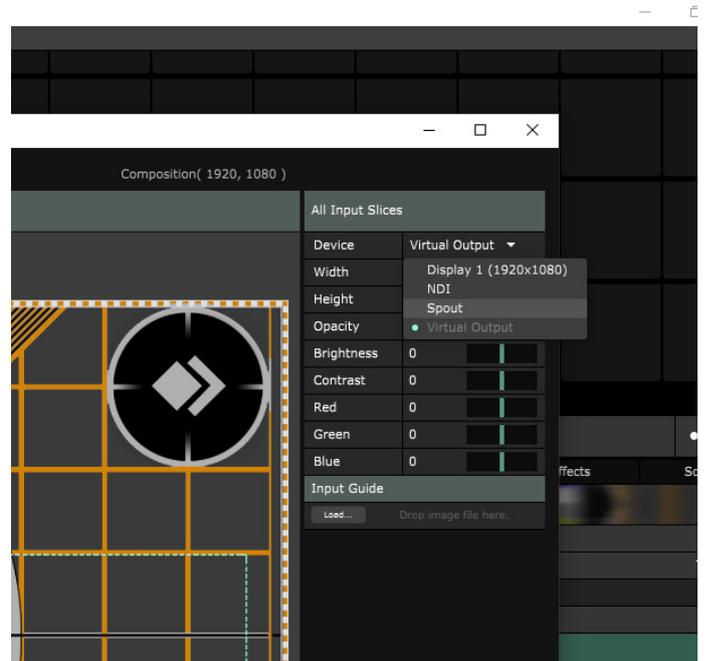
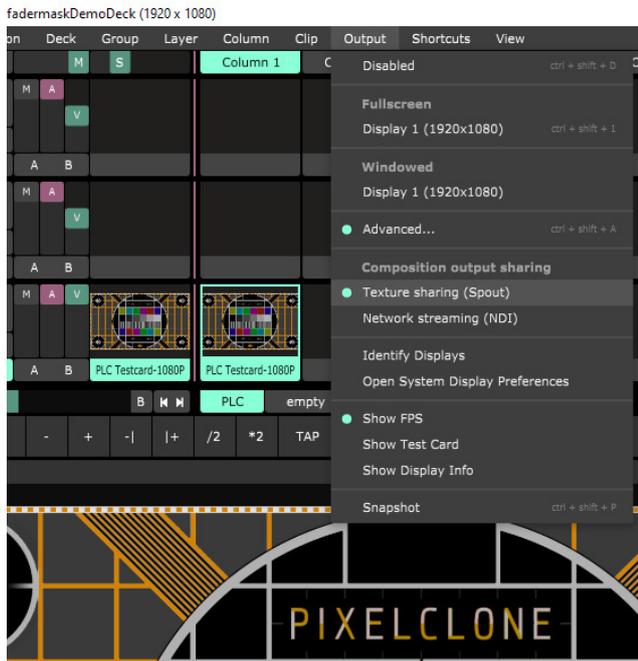


RT Stage immediately shows a colour grid on your LED Screens if the model is prepared properly (more on how to prepare a stage on the next page). This means you're doing it right!

You can **select a Spout Source by selecting your source in the menu**. Is your Spout source not there? **Hit refresh to fill the menu with all the available sources**.



You can send your visuals over Spout in Resolume by enabling 'Texture Sharing (spout)' in the output menu or by selecting 'Spout' as an output device in the Advanced Output editor.



Preparing a Stage

RT Stage knows what is a LED Screen by looking for a group of vertices or meshes (depending on your 3D software this name could be different, it's Vertex Group in Blender) with a green material. Once it finds a group that has a green material it replaces the original texture with a Spout input Keeping the UV coordinates from exported model.

You can prepare a stage in your own 3D Software of choice that can export a model as .obj or .dae. The steps are pretty much the same across the board.

- Step 1** *Add all LED Screen objects to the same (Vertex) group*

- Step 2** *Assign a green diffuse material to this group, so: Red: 0. Green: 1. Blue: 0.
Note that this is called something different in a lot of Programs. In Blender 2.80 it's called 'Color' under Viewport Display for example.*

- Step 3** *UV Unwrap your LED Screens group. This is fairly straight forward. Note that this is essentially your output map for Resolume so don't forget to export your UV map aswell as an Output Guide.*

- Step 4** *Export as .obj or .dae. Make sure to include the materials and keep the .mtl file in the same folder when you port it to a different place.*

RT Stage only really cares about that one green group. The rest of all the objects will be displayed the same.

Make sure that you only have ONE LED Screen group in your entire model. RT Stage can only replace one group.

Once you've finished exporting your model you can open the .obj or .dae file with RT Stage. It should immediately replace the LED Screens texture with a Colour Grid.

If this is not the case try importing your exported object in your 3D Software to really check if the LED Screens are indeed green.

If not you probably didn't assign the green colour as the Diffuse material for that Group.

Added are some example Stages. When in doubt definitely open these up in your 3D program to check out what we did.

We've also created a full Setup Guide. You can find it at PixelClone.com