How to use Liquid

- Development environment

see ./readme.txt

- Build

see ./readme.txt

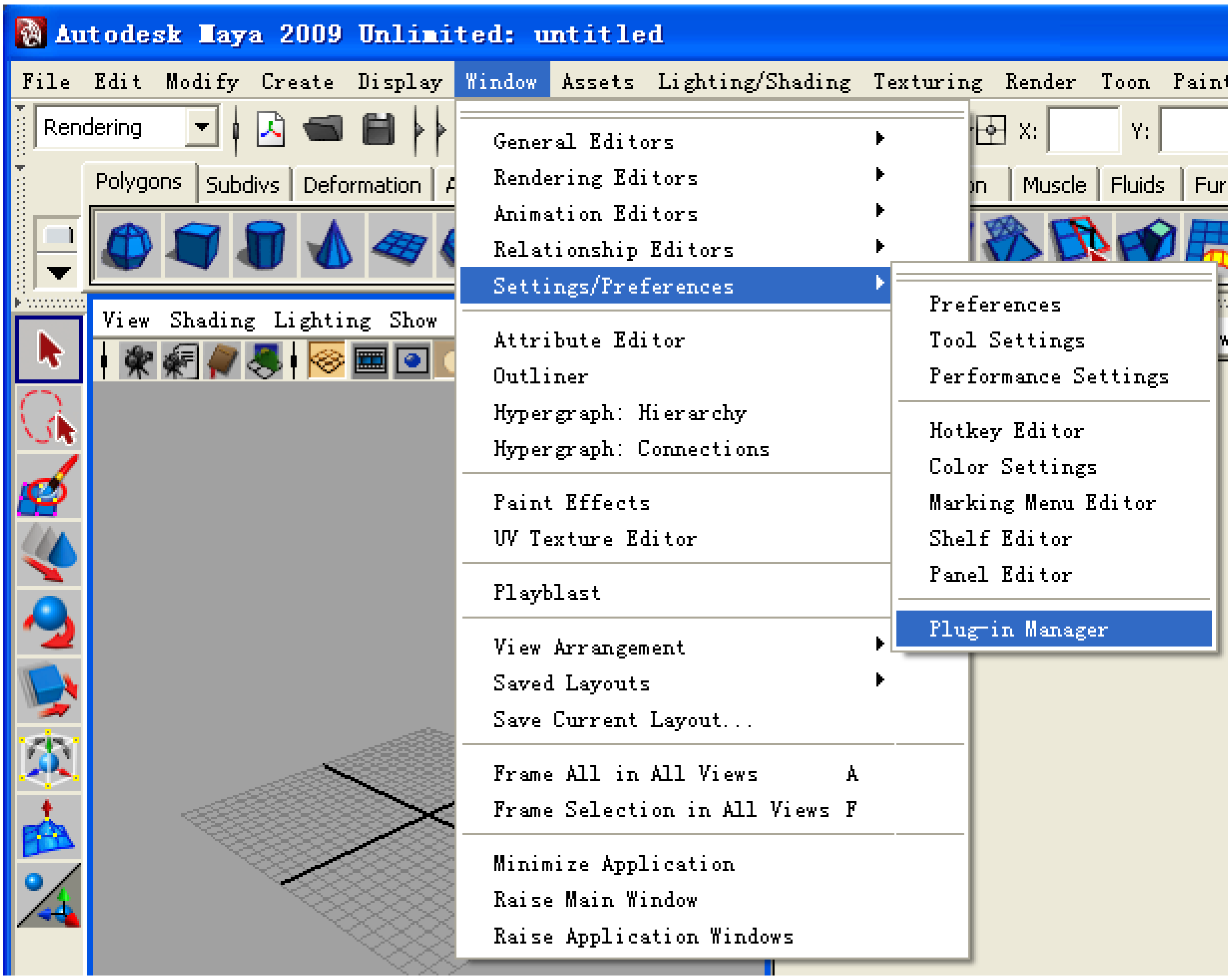
- Install

see ./readme.txt

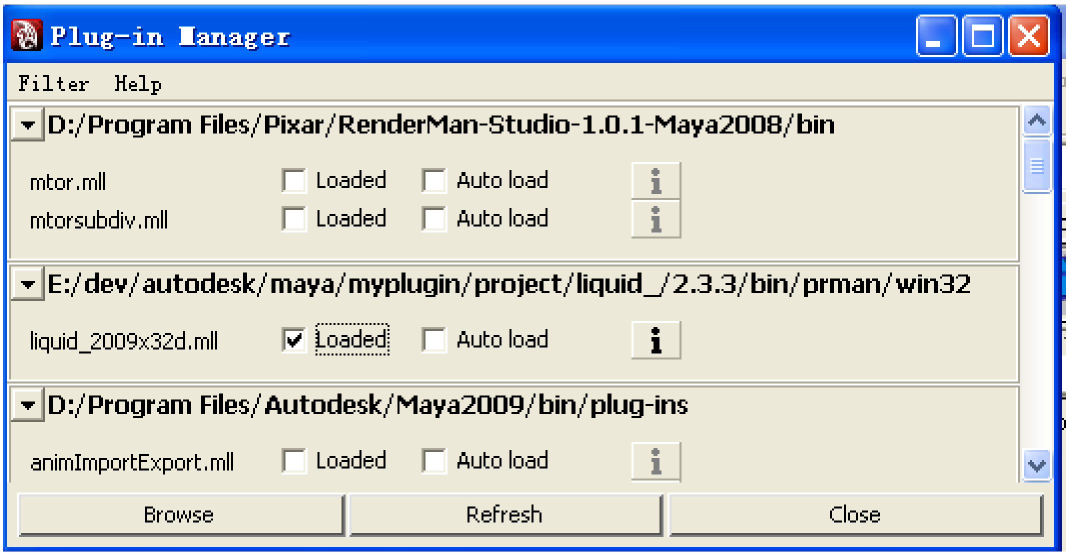
-load liquid plugin

Demo scene is ($liquid_root)/2.3.3/doc/HowToUseLiquidmaya.ma

1)



2) select liquid_2009x32d.mll



D:/Program Files/Pixar/RenderMan-Studio-1.0.1-Maya2008/bin

mtor.mll □ Loaded □ Auto load

mtorsubdiv.mll □ Loaded □ Auto load

E:/dev/autodesk/maya/myplugin/project/liquid_/2.3.3/bin/prman/win32

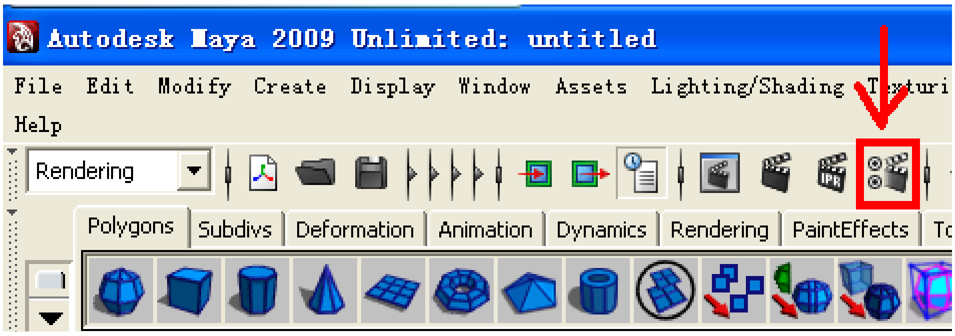
liquid_2009x32d.mll ☑ Loaded □ Auto load

D:/Program Files/Autodesk/Maya2009/bin/plug-ins

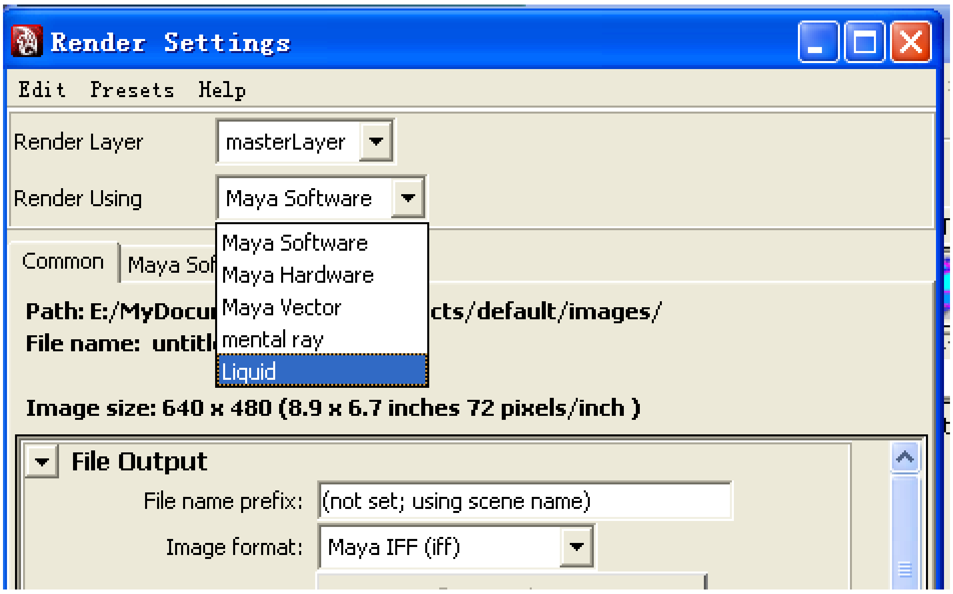
animImportExport.mll □ Loaded □ Auto load

-select liquid renderer

1)


Autodesk Maya 2009 Unlimited: untitled
File Edit Modify Create Display Window Assets Lighting/Shading Texturi
Help
Rendering
Polygons Subdivs Deformation Animation Dynamics Rendering PaintEffects To

2)



Render Layer masterLayer

Render Using Maya Software

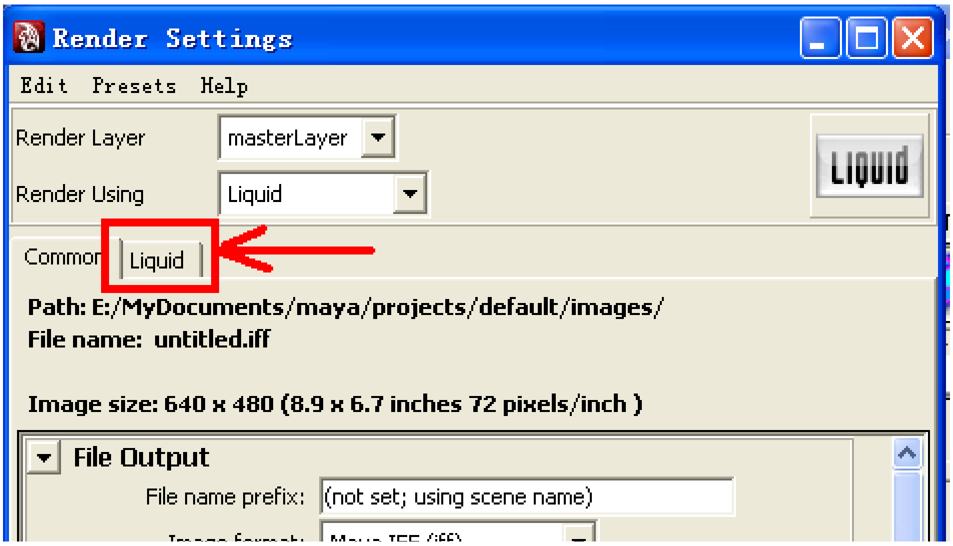
Path: E:/MyDocu…cts/default/images/
File name: untitl…

Image size: 640 x 480 (8.9 x 6.7 inches 72 pixels/inch)

File name prefix: (not set; using scene name)

Image format: Maya IFF (iff)

3)



Render Layer masterLayer

Render Using Liquid

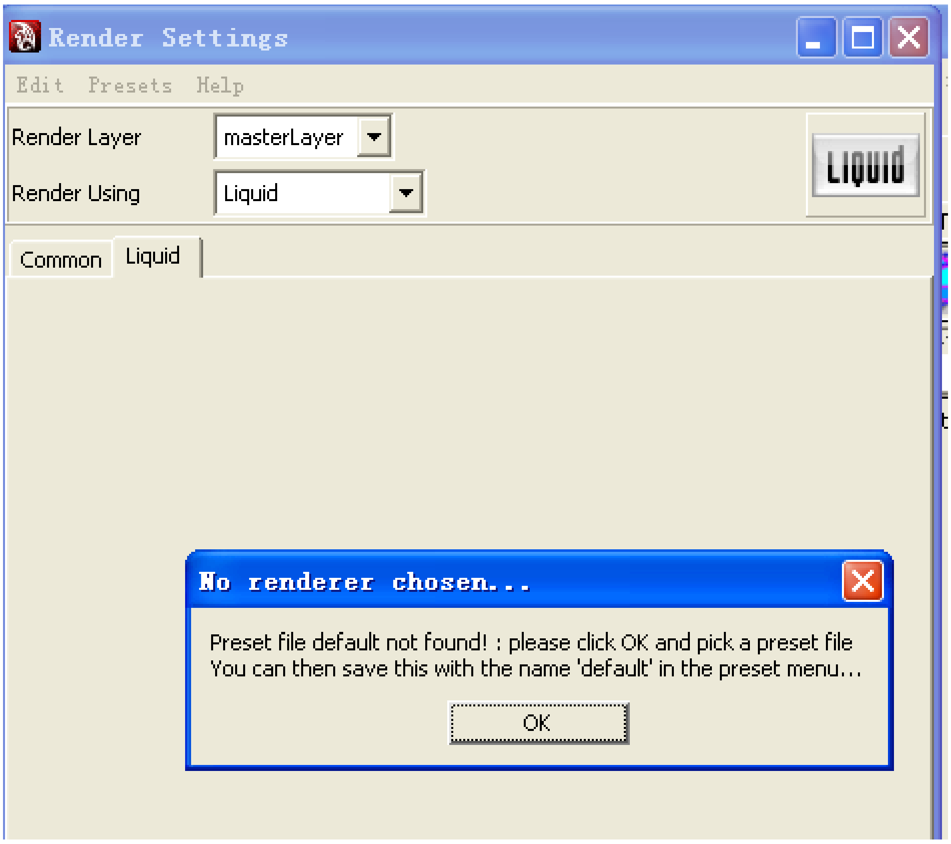
Path: E:/MyDocuments/maya/projects/default/images/
File name: untitled.iff

Image size: 640 x 480 (8.9 x 6.7 inches 72 pixels/inch)

File name prefix: (not set; using scene name)

Image format: Maya IFF (iff)

4)

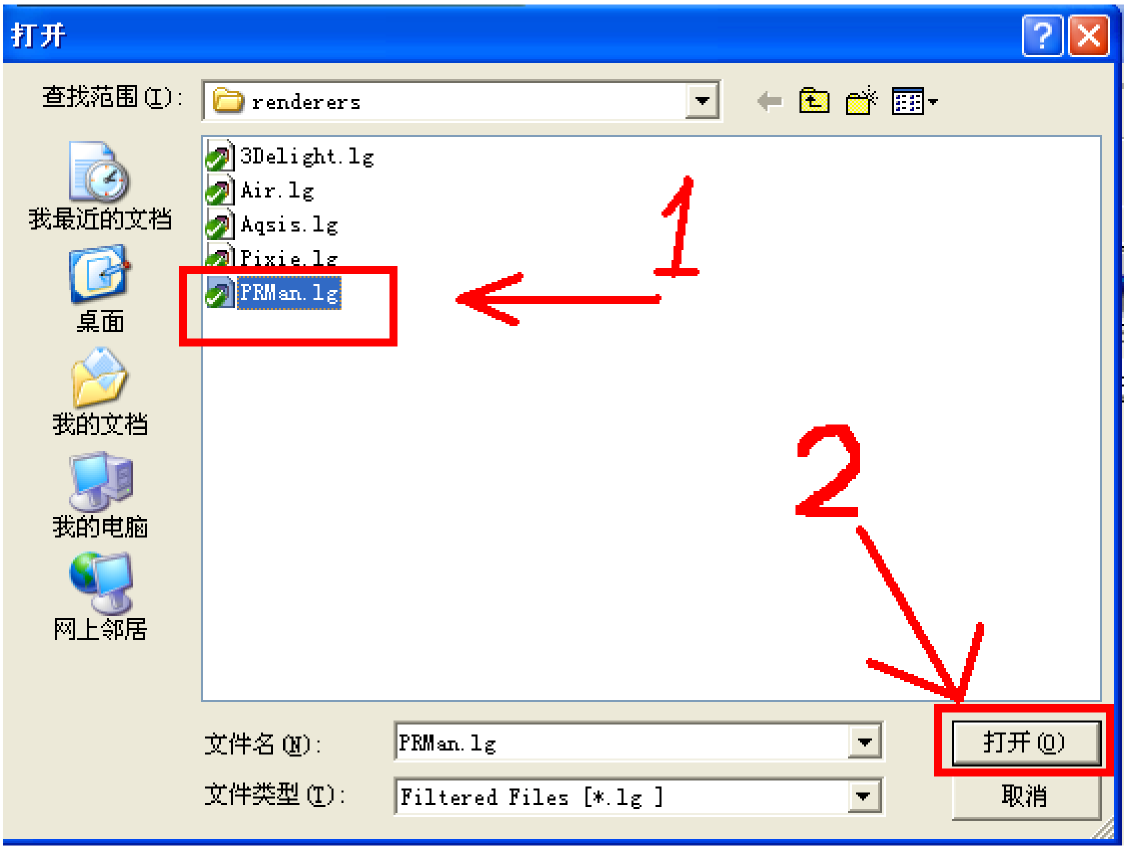


No renderer chosen...

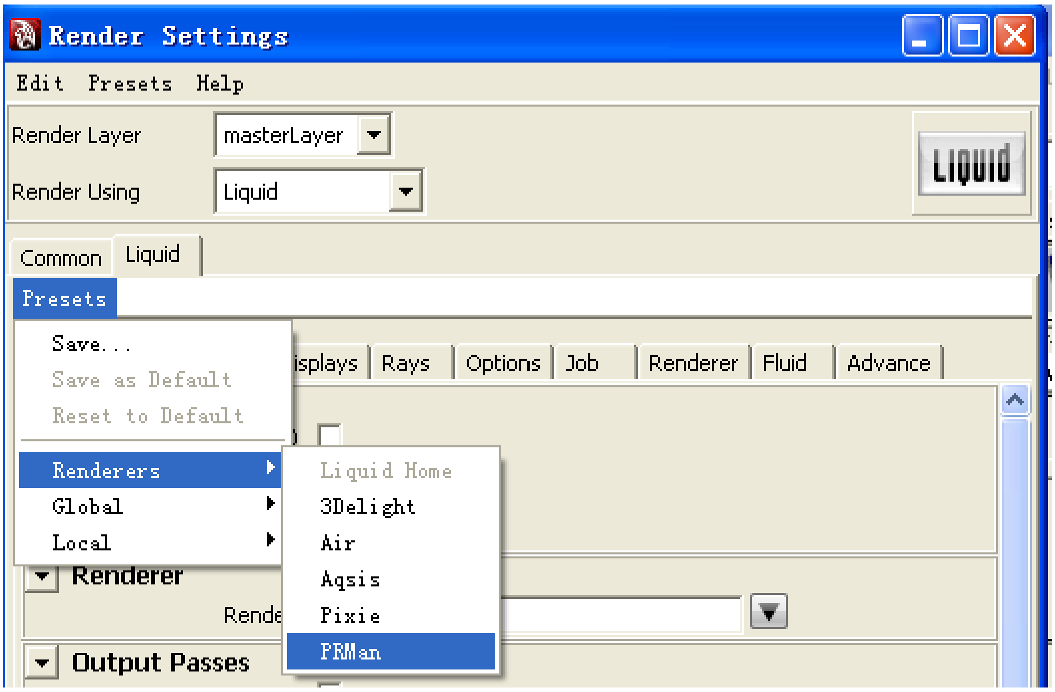
Preset file default not found! : please click OK and pick a preset file
You can then save this with the name 'default' in the preset menu...

OK

5)

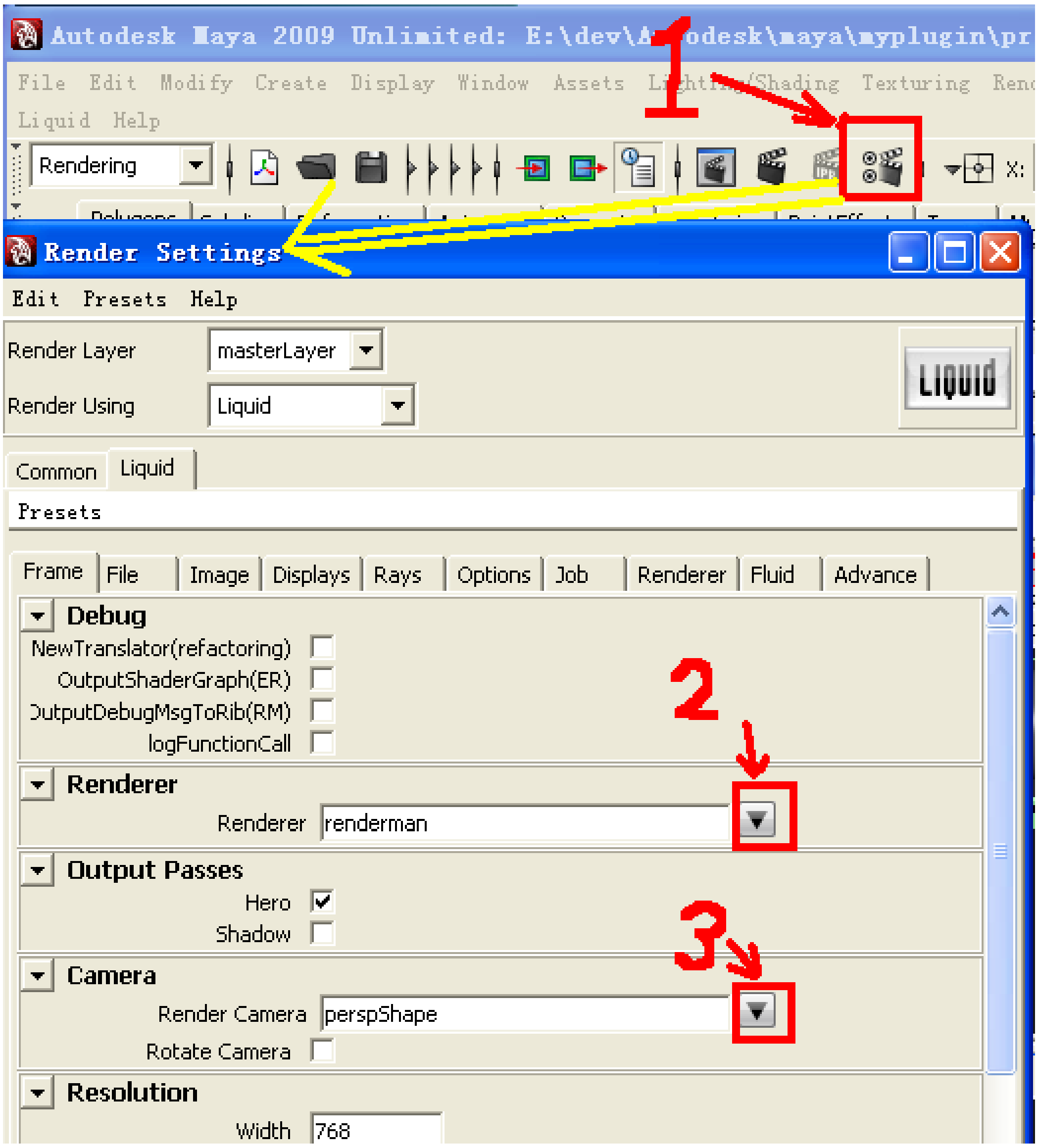


(you can select *.lg in this way:



)

6) select "Renderer" and "Camera" in "Render Settings"
"Renderer" MUST be setted to "renderman" in liquidMaya,(in maya2renderer, you can set the "Renderer" to another renderer, e.g. elvishray)


Autodesk Maya 2009 Unlimited: E:\dev\Autodesk\maya\myplugin\pr
File Edit Modify Create Display Window Assets Lighting/Shading Texturing Rend
Liquid Help
Rendering
Render Settings
Edit Presets Help
LIQUID
Common
Liquid
Presets
Frame
File
Image
Displays
Rays
Options
Job
Renderer
Fluid
Advance
1
2
3

Render Layer masterLayer

Render Using Liquid

Debug

NewTranslator(refactoring) □

OutputShaderGraph(ER) □

OutputDebugMsgToRib(RM) □

logFunctionCall □

Renderer

Renderer renderman

Output Passes

Hero ☑

Shadow □

Camera

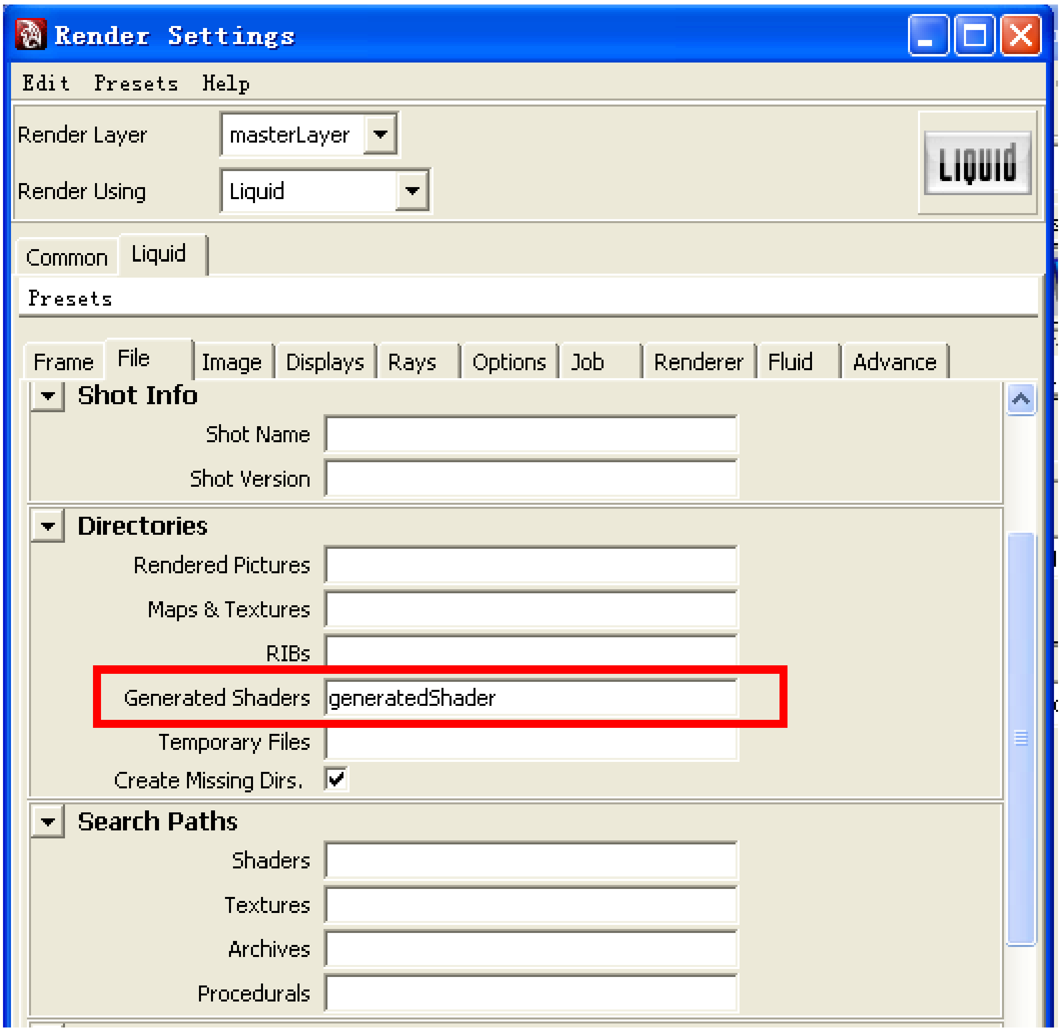
Render Camera perspShape

Rotate Camera □

Resolution

Width 768

7)set GeneratedShaders directory



Render Layer masterLayer

Render Using Liquid

Shot Info

Shot Name

Shot Version

Directories

Rendered Pictures

Maps & Textures

RIBs

Generated Shaders generatedShader

Temporary Files

Create Missing Dirs. ☑

Search Paths

Shaders

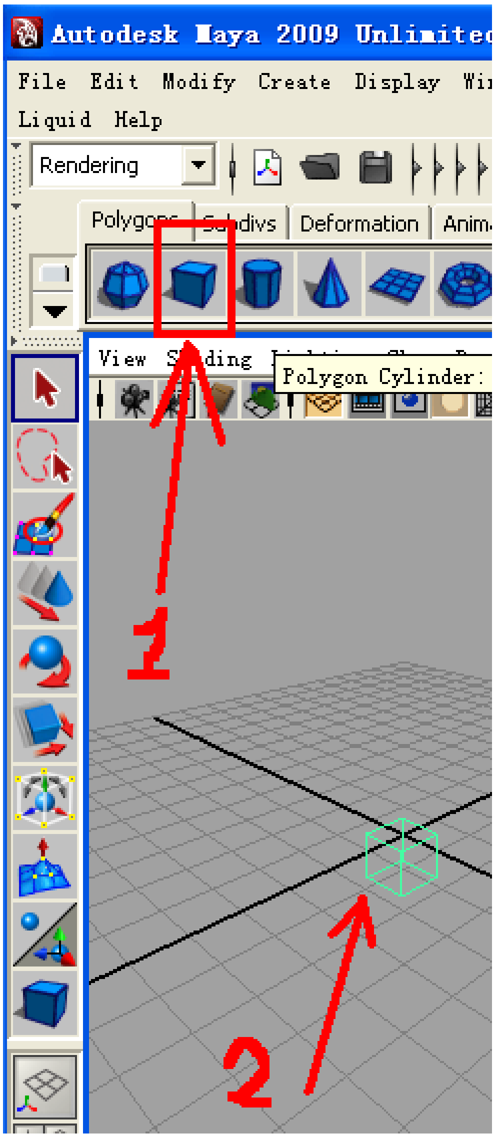
Textures

Archives

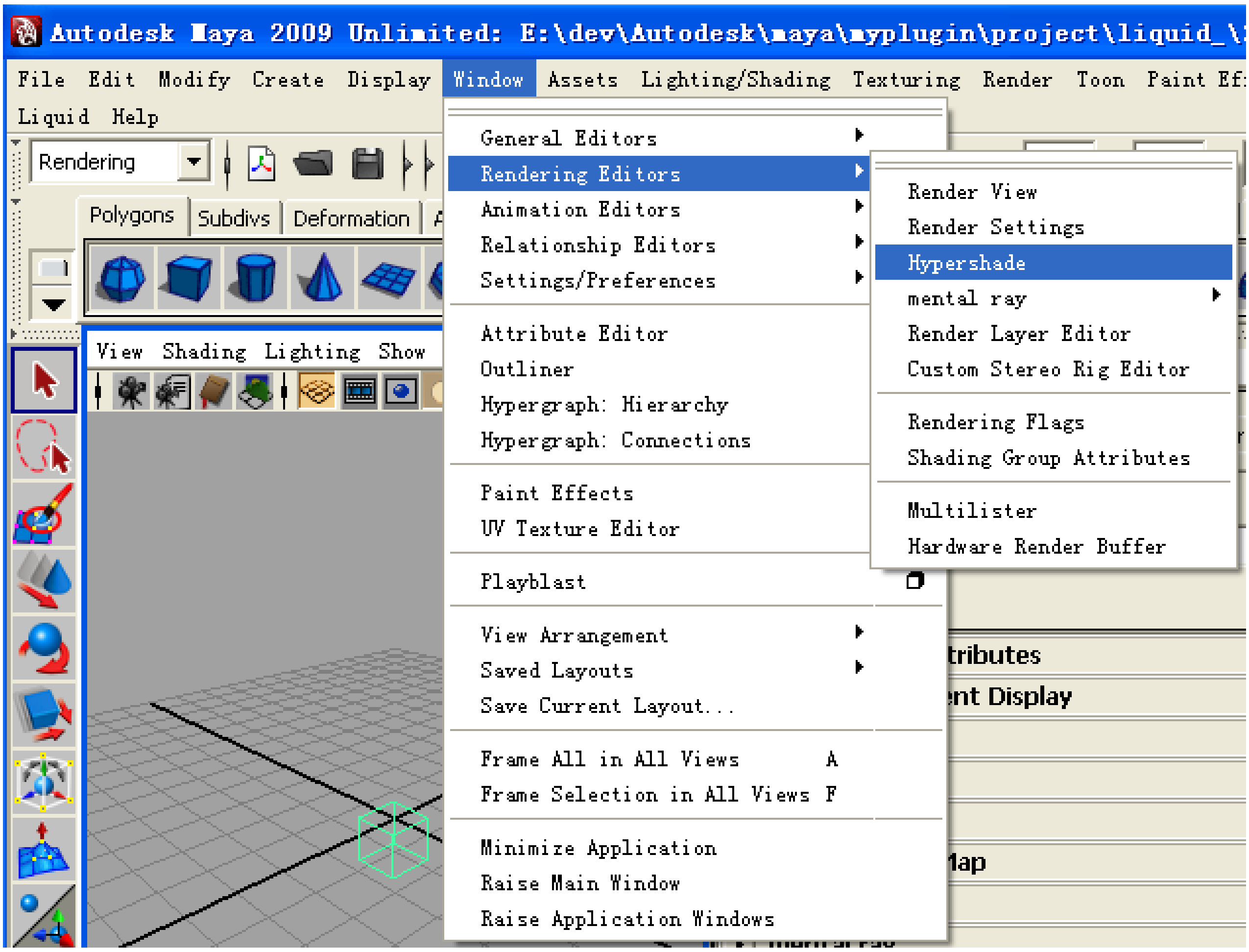
Procedurals

Create the scene

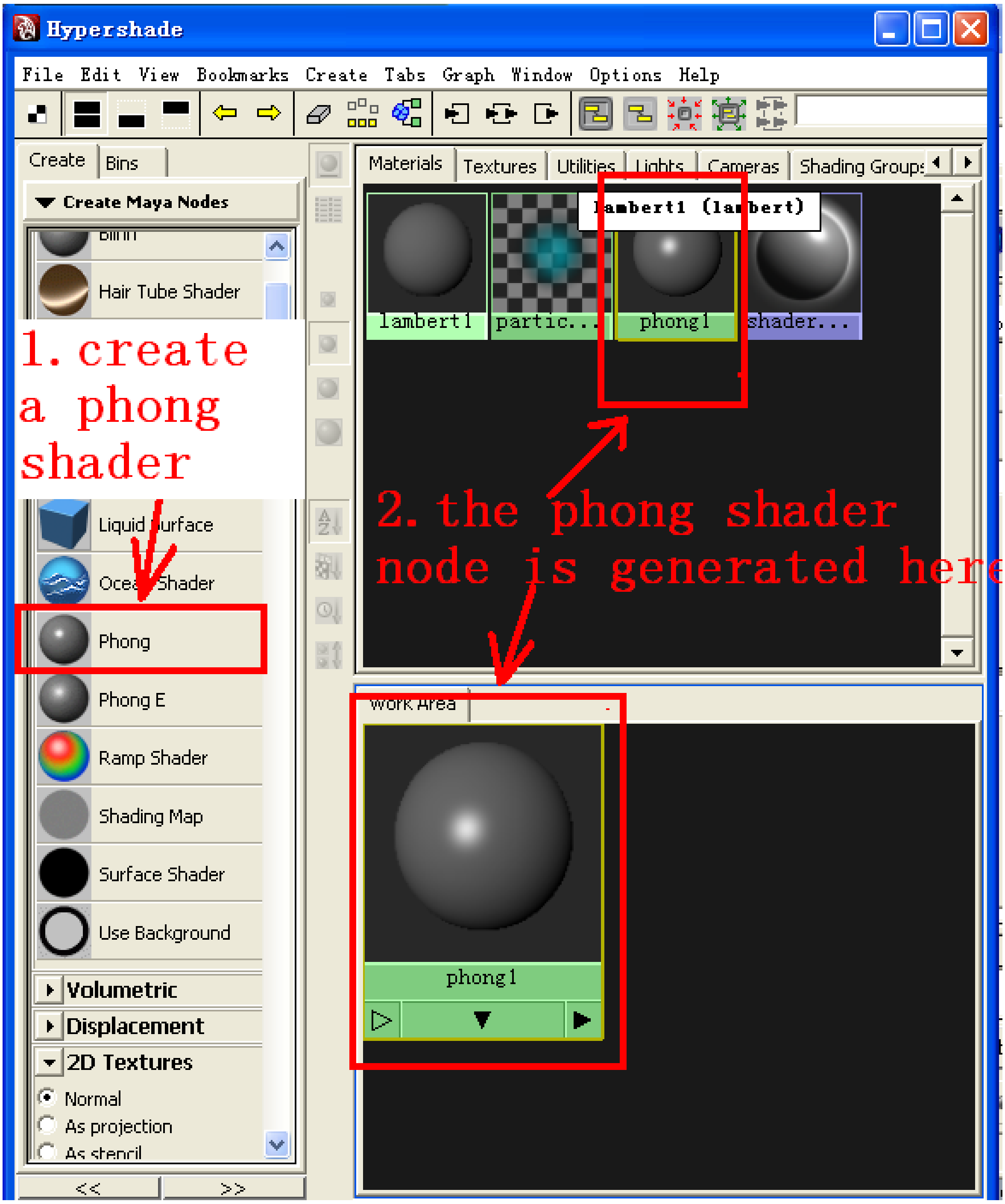
1.create a box


Autodesk Maya 2009 Unlimited
File Edit Modify Create Display Wi
Liquid Help
Rendering
Polygons Subdivs Deformation Anim
View Shading
Polygon Cylinder:
1
2

3. assigned a material to this box

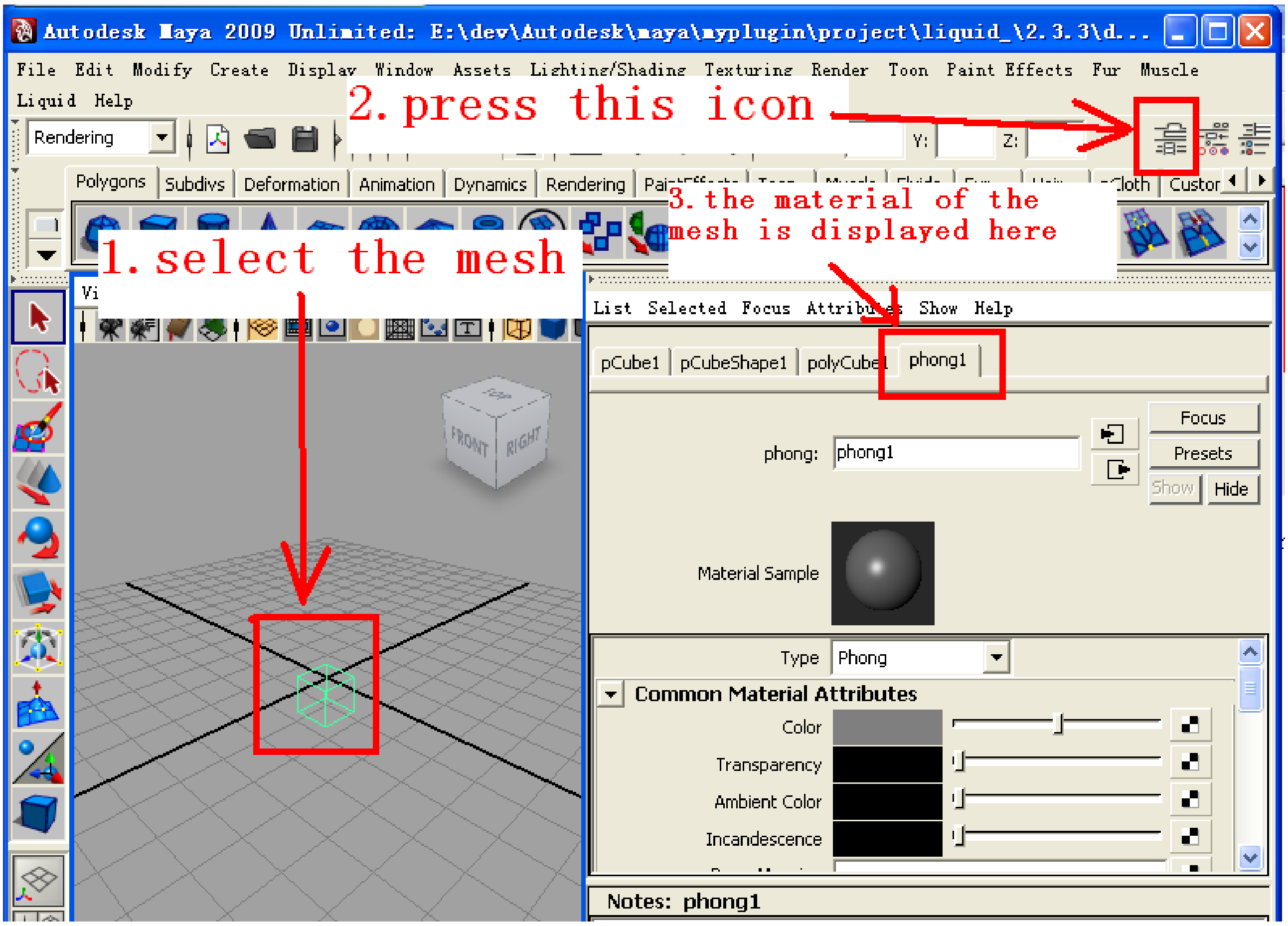


4. let's create a phong shader



5.select the mesh, then press(not click) the right mouse button on the phong1 node, and select "Assign Material To Selectedion."

6.you can see the phong1 is assigned to the mesh.


Autodesk Maya 2009 Unlimited: E:\dev\Autodesk\maya\myplugin\project\liquid_\2.3.3\d...
File Edit Modify Create Display Window Assets Lighting/Shading Texturing Render Toon Paint Effects Fur Muscle
Liquid Help
Rendering
Polygons Subdivs Deformation Animation Dynamics Rendering
List Selected Focus Attributes Show Help
pCube1 pCubeShape1 polyCube1 phong1
Focus
Presets
Show Hide
Common Material Attributes
Color
Transparency
Ambient Color
Incandescence

1. select the mesh

2. press this icon

3. the material of the mesh is displayed here

phong: phong1

Material Sample

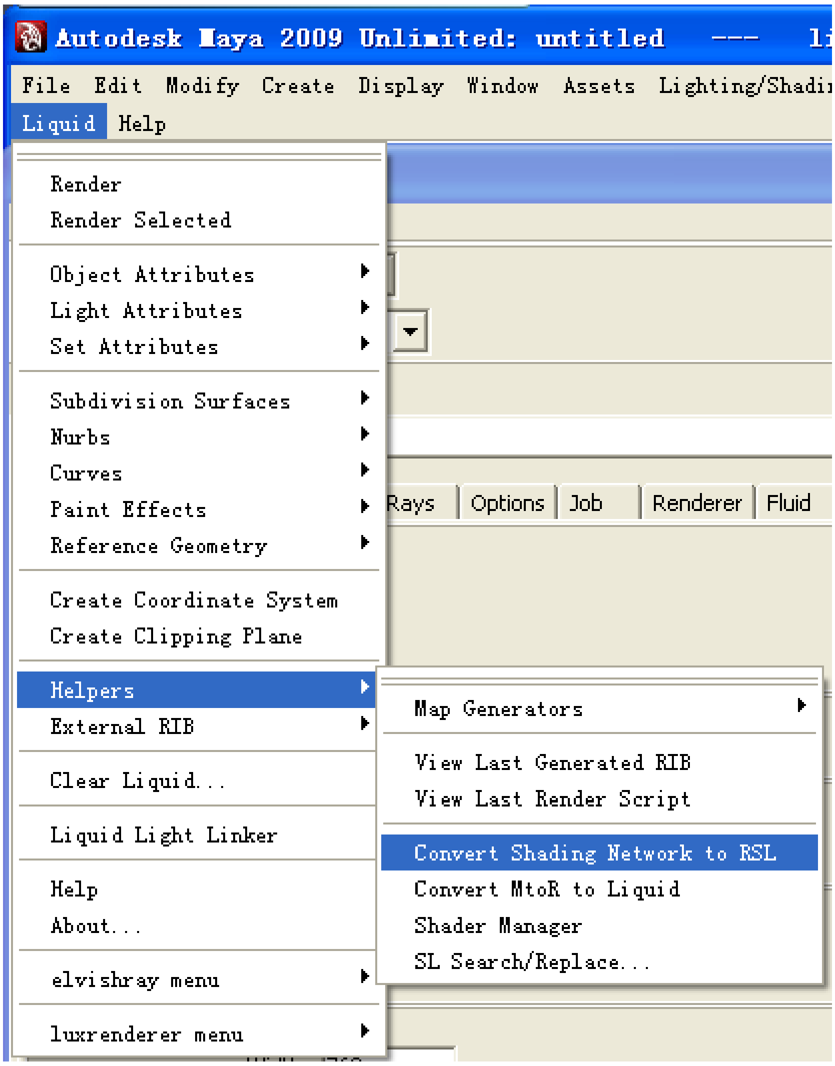
Type Phong

Notes: phong1

export the material of the mesh

In liquidMaya you MUST export the material of the mesh before you render that mesh.This is the steps:

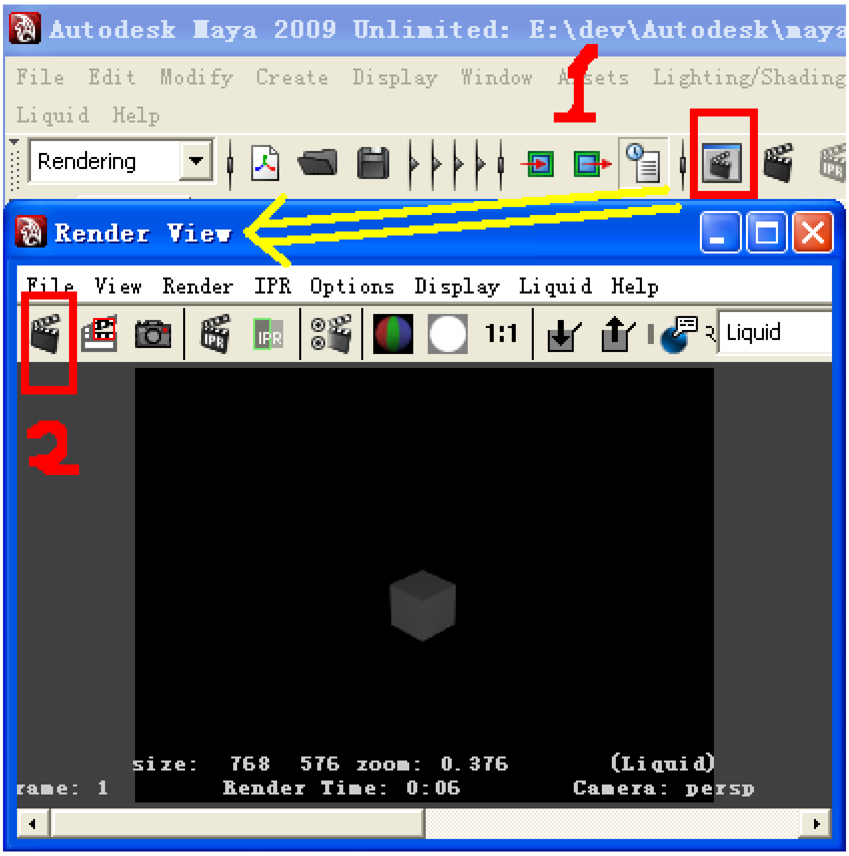
- make sure "GeneratedShaders" directory is set.
- select the mesh which you want to render
- Menu --> liquid -->Helpers --> Convert shading network to RSL:



phong1.sl and phong1.slo will be generated at E:\MyDocuments\maya\projects\default\generatedShader\

Render

Press the "RenderView" button, and press "Render" button:



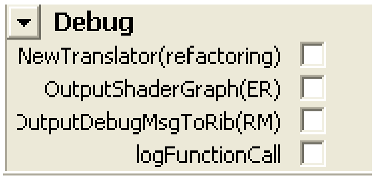
Autodesk Maya 2009 Unlimited: E:\dev\Autodesk\maya
File Edit Modify Create Display Window Assets Lighting/Shading
Liquid Help
Rendering
1
Render View
File View Render IPR Options Display Liquid Help
1:1
Liquid
2
size: 768 576 zoom: 0.376 (Liquid)
rame: 1 Render Time: 0:06 Camera: persp

The rib file will be generated at E:\MyDocuments\maya\projects\default\rib,
(e.g. E:\MyDocuments\maya\projects\default\rib_perspShape.0001.rib)

-RenderSettings of maya2renderer

Demo scene is ($liquid_root)/2.3.3/doc/HowToUseMaya2Renderer.ma

-Debug



Debug

NewTranslator(refactoring) □

OutputShaderGraph(ER) □

OutputDebugMsgToRib(RM) □

logFunctionCall □

- NewTranslator(refactoring)

This is a new feature of maya2renderer.
I'm refactoring liquidMaya, and put the new export process into liqRibTranslator::_doItNew();
The original export process is put into liqRibTranslator::_doIt();
If NewTranslator(refactoring) is checked, liqRibTranslator::_doItNew() is executed,
otherwise liqRibTranslator::_doIt() is executed.
If you set NewTranslator(refactoring) to true, you are using maya2renderer,
If you set NewTranslator(refactoring) to false, you are using liquidMaya,

- OutputShaderGraph(ER)

This is a new feature of maya2renderer.
In liquidMaya you MUST export the material of the mesh before you render that mesh.
In maya2Renderer, if you set OutputShaderGraph(ER) to true, you don't have to convert the material manually. The materials will be converted automatically.

- OutputDebugMsgToRib(RM)

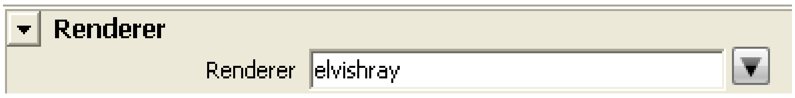
This is a new feature of maya2renderer. _liqRIBMsg(const char* msg) will output the msg to rib file.

- logFunctionCall

This is a new feature of maya2renderer. _logFunctionCall(const char* msg) will output the msg. It is useful to trace the call stack in batchrender mode.

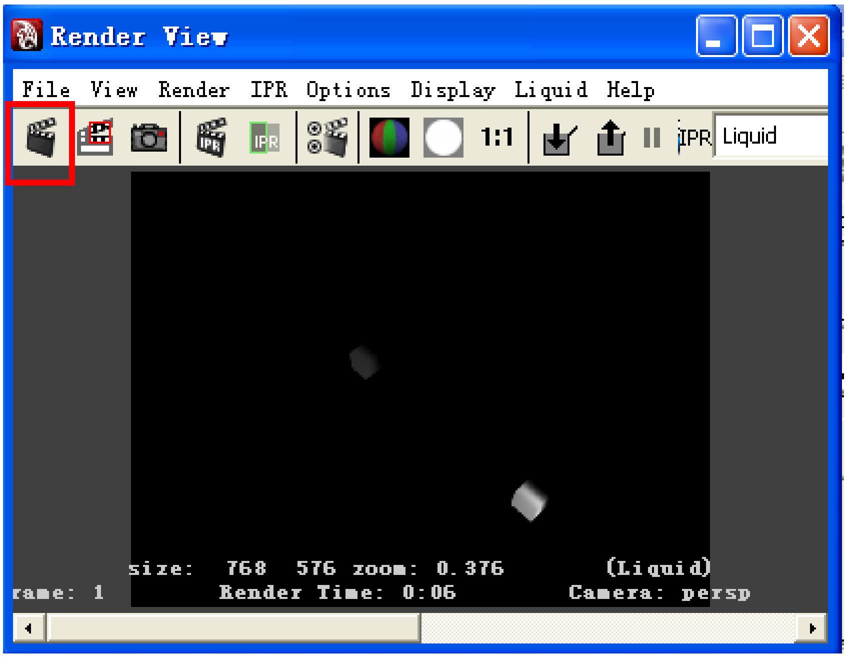
-Renderer

You can select other renderers in maya2renderer, e.g. elvisyray.



Renderer elvishray

Render


Render View
File View Render IPR Options Display Liquid Help
1:1
IPR Liquid
size: 768 576 zoom: 0.376 (Liquid)
rame: 1 Render Time: 0:06 Camera: persp

It will generate *.erapi at E:\MyDocuments\maya\projects\default\generatedShader\ and d:/script.er which trace the invoking of ERAPI