

Readme: Installation and Setup Steps

Hello, and welcome to OctaneRender® for Unity!

Please read these quick notes to get started. You've downloaded a scene package from the Asset Store with an installation script that will get you set up with OctaneRender.

In order to install OctaneRender into your Unity Editor:

1. Go to Octane → Settings
2. Press "Load Octane" and accept the bridge
You will now be asked to accept a bridge between your Unity and OTOY accounts
3. Press "Load Octane" again to install OctaneRender
If Octane has not been installed on your pc before, Octane will now be installed.
4. Press "Load Octane" a third time to load Octane

Once you have OctaneRender loaded and running, you'll be able to view your scene through the PBR Viewport.

To open the PBR Viewport:

1. Go to Octane → PBR Viewport
2. Select PBR Render Target in the Hierarchy Window
 1. Open the inspector
 2. Press Render button

You will see the render open up in the PBR Viewport. Allow a few moments for the scene to compile. For a new scene, initiate this step by adding your own PBR Render Target using the Octane menu.

***Note: at the bottom of the Viewport, a time estimate indicates when the scene will complete a render at the set sample count. Because OctaneRender is a progressive render engine, you will be able to view the scene after a second or two, but it will resolve over time. To speed up the render, decrease the sample count.

Happy Rendering!

- The OTOY Team