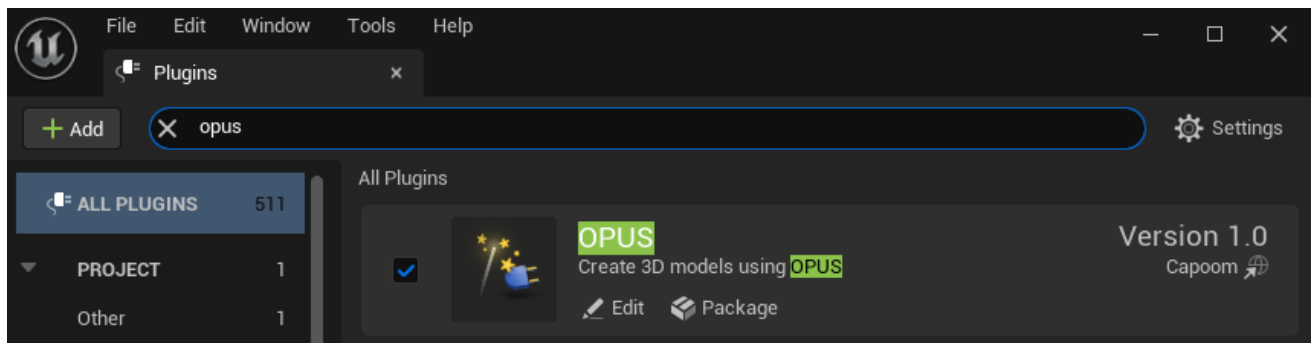


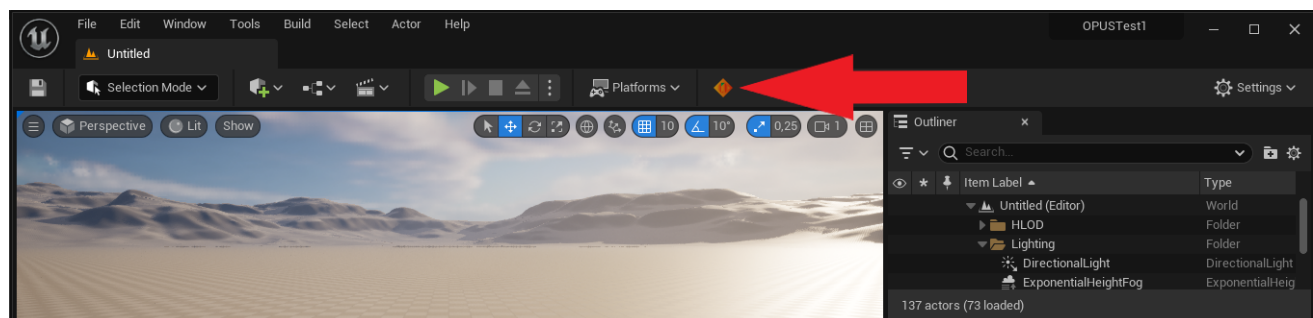
Opus Unreal Plugin Documentation

Installation

1. Download the latest .zip file of [Opus Unreal Plugin](#)
2. Extract the .zip file
3. Find the folder containing your Unreal Plugins. The default location is:
 - C:\Program Files\Epic Games\UE_[version]\Engine\Plugins on Windows
 - /Users/Shared/Epic Games/UE_[version]/Engine/Plugins on macOS
4. Copy the “**OPUS**” folder inside the extracted folder and paste it into “**Plugins**”
5. Open up your **Unreal Project**. Restart it if it was already open
6. Go to **Edit->Plugins** to see all available plugins
7. Type “**Opus**” in the search bar at the top of the **Plugins window**
8. Enable the plugin by clicking the checkbox next to it.



9. Restart Unreal Engine
10. When you open it up you should see a new button on your Viewport Taskbar, or you can go to **Window->OPUS** to open up your Opus window



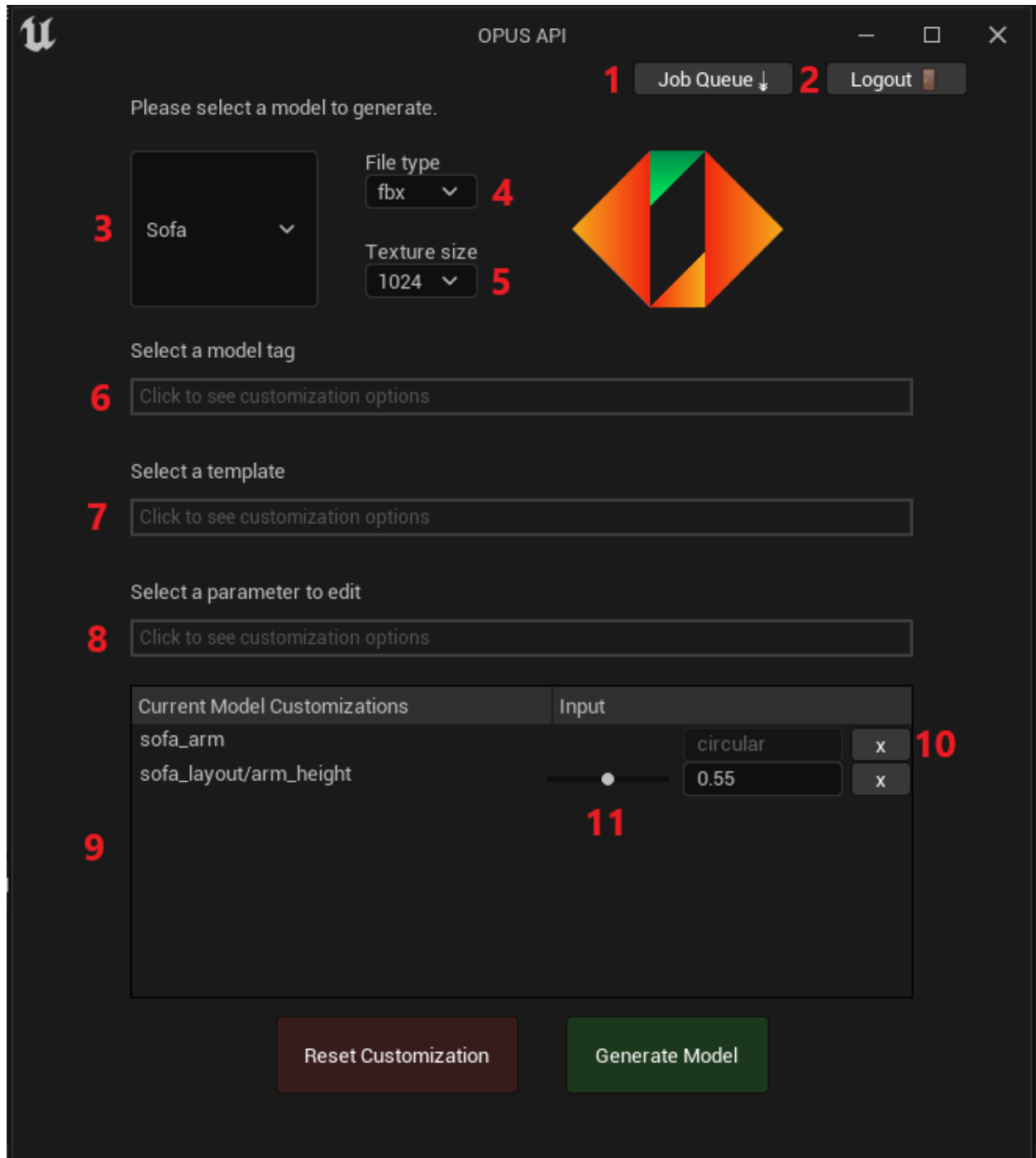
Using Opus

Login Screen



1. Rapid key field to input your Rapid API Key
2. Login button to log in with the provided key

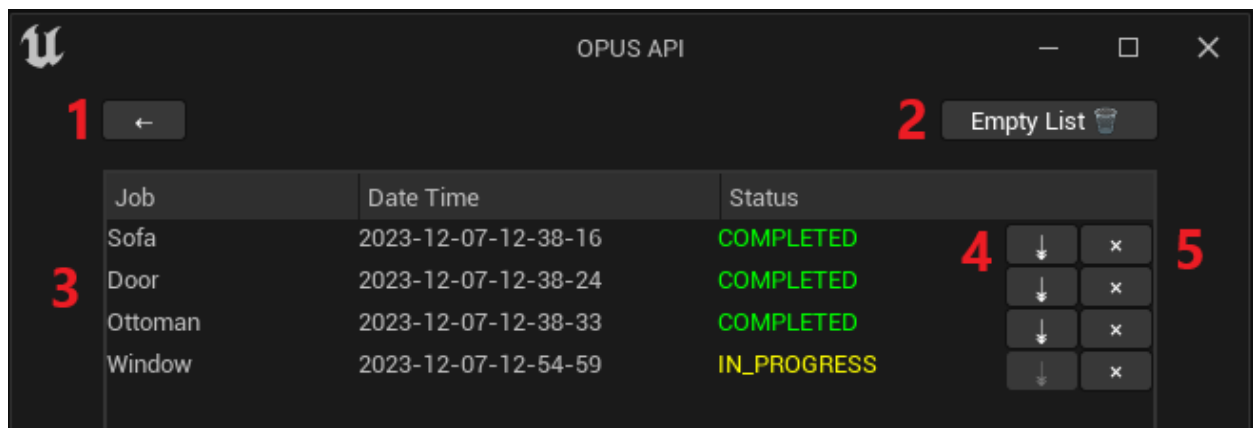
Creation Screen



1. Job queue button to see jobs screen
2. Logout button
3. Model select box, choose the type of model you want to generate using Opus
4. File type box, choose the file format of the asset to be generated

5. Texture size box, choose the texture size in pixels for the textures on the model
6. Select tag search box, click on the box to list all tags. Tags are different style options for the components of the model Click on a tag to add it to the customization table. Type anything to filter them.
7. Select template search box, click on the box to list all templates. Templates are specific attributes for the model, which set certain parameters of model components. Click on a template to add it to the customization table. Type anything to filter them.
8. Select parameter search box, Click on the box to list all parameters. Parameters are the smallest customizations, specifying a value for a specific component. Click on a parameter to add it to the customization table. Type anything to filter them.
9. Customization table, here you will see all the customizations you have selected.
10. Remove customization button, click this button to remove the customization.
11. Parameter value, set the value for the parameter by moving the slider handle or typing a number directly. The value has to be within a certain range. Ranges can differ between parameters.

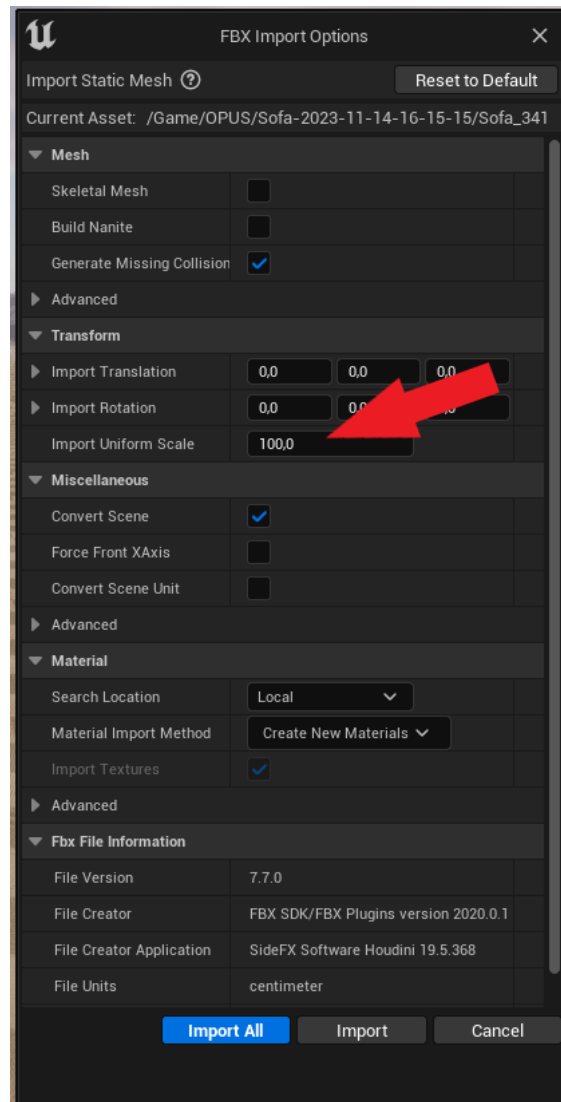
Jobs Screen



1. Back button, click to go back to the creation page.
2. Empty list button, click to empty all jobs from the list. You will not have access to those jobs after you delete them.
3. Jobs list, see all jobs with name, date, time, and status listed here.
4. Download button, click to download the generated model.
5. Remove job button, click to remove that job from the list. Once removed you will no longer have access to that job

Important notes

- After downloading the model successfully you will be shown an import window. Make sure to set “**Import Uniform Scale**” to **100.0** in order to see the objects in proper size.



- The downloaded models get imported in their own unique directory under **/Content/OPUS/**
- The most downloaded models are composed of multiple components. You can select all static meshes and drag them into the viewport in order to see the entire model.