

Sketchfab Exporter

1.2.2 for Maxon Cinema 4D

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Welcome!

Thank you for trying out Sketchfab Exporter! Sketchfab Exporter is a plugin for Cinema 4D that automatically exports and uploads your 3d models to the Sketchfab.com website.

System Requirements

- Apple Mac OS X v10.6 or later.
- Windows 7 or later (Requires minimum Cinema 4D R15)
- Maxon® Cinema 4d® R12 or later.

Installation

You have two options. You can place the Sketchfab Exporter folder in your user plugins directory (Mac) e.g: '/Users/UserName/Library/Preferences/MAXON/CINEMA 4D R1X_XXXXXXX/plugins'. This the recommended installation path.

You can also place it in the plugins directory located in the main Cinema 4D installation folder. Usually, 'Applications/MAXON/Cinema 4D RXX/plugins/'. However, make sure you have the proper permissions for the Applications directory.

Just drag the whole Sketchfab Exporter folder into either one of the above folders and you are good to go!

Special Note:

The Sketchfab plugin for Cinema 4D use the third party Poster module to do some of its magic. The plugin installs the module behind the scenes without user intervention. However, it is possible that things may not go as planned. If when starting the Sketchfab plugin, it complains about not being able to install the necessary files, you will need to install this module manually.

1. Look inside the Sketchfab plugin folder and find a zip file called "poster-0.8.1.zip". i.e Sketchfab-Exporter/res/poster-0.8.1.zip
2. Unpack the contents of the poster zip file to your python modules folder located in your user preferences folder for Cinema 4D.
OS X: /Users/UserName/Library/Preferences/MAXON/CINEMA 4D R1X_XXXXXXX/library/python/packages/osx
Win: /Users/UserName/Library/Preferences/MAXON/CINEMA 4D R1X_XXXXXXX/library/python/packages/win64
3. Restart Cinema 4D

How do I use Sketchfab Exporter?

Sketchfab Exporter will be available in your Python menu in Cinema 4D R12 and under Plugins in Cinema 4D R13 or later.

After optimizing your scene to comply with the Sketchfab requirements, collect your project by going to **File -> Save Project with Assets...** to collect your scene and textures. This is necessary to make sure the plugin collects your textures, which will be located in a folder called 'tex'. If the textures are located outside this directory, the files will **NOT** be uploaded.

Once you have your scene file ready, open Sketchfab Exporter and enter a name for your file, an optional description, optional tags separated by spaces, and enter your API token. The API token can be found in your Sketchfab account panel. Remember you must first create an account at Sketchfab.com to receive an API token and upload content. It is free to register. Please visit Sketfab.com for more details. If you wish to save the API token for future uploads, before you publish your model, go to options menu and select the **Save API Token** option.

You also have the option to make your uploaded model private. This option, however, requires you have a premium Sketchfab.com account. If you would like to give access to your private model to certain people, you can enter a password in the text field provided.

All you have to do now is hit publish and Sketchfab Exporter will export and upload your model in the background. Once Sketchfab Exporter is done, it will pop up a dialog indicating if the model was successfully published.

Version History

Sketchfab Exporter 1.2.2

- Updated to work with new Sketchfab infrastructure

Sketchfab Exporter 1.2.1

- Added check for OS type and Cinema 4D version

Sketchfab Exporter 1.2

- Ability to enter a password for private models. (Pro User Only)
- Now works on Windows platform under Cinema 4D R15

Sketchfab Exporter 1.1

- Ability to make uploaded model private. (Pro User Only)

Sketchfab Exporter 1.0

- First "official" release!

Contact, Suggestions, Bugs, Spam

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