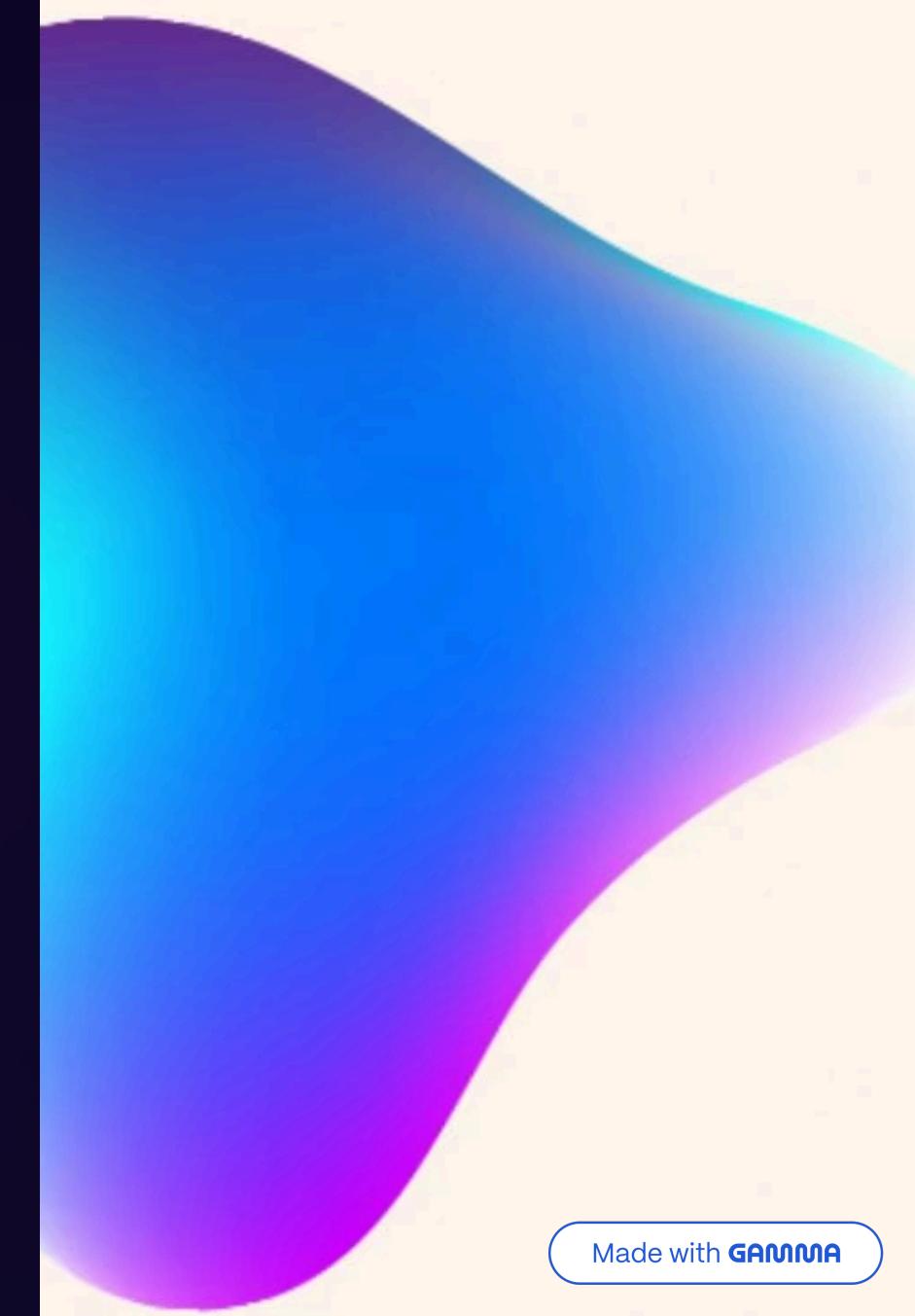


KIMIYAA DCC DOCUMENTATION

Introduction

KIMIYAA is an **AI-accelerated** digital content creation platform for artists, studios, and teams.

Shape, animate, and deliver using complete animation workflows inside a professional DCC—enhanced with AI where it matters.



Installation of Kimiyaa DCC

Software Installation Guide

Overview

This document provides step-by-step instructions to install **KIMIYAA DCC** on supported systems. Please ensure all prerequisites are met before proceeding

Steps For Installation:

- Please navigate to the website www.kimiyaai.ai. It will direct you to the home page of Kimiyaa.
- You will find an option named **download**. Please click it.
- Now it will automatically navigate to the section where **download** and **license** are present.
- Since you are going to download the app, please stay with the download option.
- In the download option, it asks for your name and email address. Next you have the option to choose either **kimiya DCC** or **kimiya AI**.
- Please select Kimiyaa DCC and then click **download**.
- It will download the **setup_kimiyaDCC.exe**.
- Open the **kimiyaDCC.exe** file from your Downloads folder. *Note: If Windows prevents the startup, click "More info" and select "Run anyway."*
- **Setup Wizard:** Click **Next**, check **I accept the agreement**, and click **Next** again.
- **Select Destination (Important):** You will be asked to choose an installation location.
- You need a space of 4.9 GB to install kimiya in your system.
- Now it asks for an option to create a shortcut for Kimiyaa DCC in your system.
- Now click install. It takes a few minutes.
- **Kimiya DCC** gets **installed** successfully in your system.
- After installing the application, please launch it for the first time.
- A Registration dialog box will appear automatically.
- In this dialog box, you will find your Hardware ID.
- Please copy the Hardware ID exactly as shown. Visit the kimiyaai.ai website
- Please scroll down to the Download section at the bottom of the page and click on the License option.
- You can paste the copied Hardware ID into the required field and fill in the relevant details as requested.
- Please ensure you select the correct application: Kimiyaa DCC.
- Generate the license key and then copy said key.
- Next, please paste the license key into the Registration box in the application.
- Finally, click confirm and continue to start using the installed application. Enjoy!

Tools Used In Kimiyaa DCC & Their Description

List Of Tools:

- Modeling
- Rigging
- Animation
- FX
- Rendering
- Customize.



Curves & Surfaces

Properties & Layers

Panel to quickly edit attributes and organize Display/Render layers; ideal for precise numeric tweaks.

Curves & Surface Tools

Toolset for creating/editing NURBS curves and building parametric surfaces from them (loft, revolve, etc.).

Smooth Circle

Creates a NURBS circular curve; great as paths, profiles, or rig guides

Extend Curve Tool

Lengthen a curve's end(s) to a set distance/target while keeping tangency/curvature.

Bezier Curve Tool

Draw Bezier curves with handle-based control for smooth, precise shapes.

Smooth Sphere

Parametric sphere surface; adjust sections/spans for resolution or partial spheres.

Smooth Cylinder

Creates a cylindrical NURBS surface with radius/height controls and optional caps.

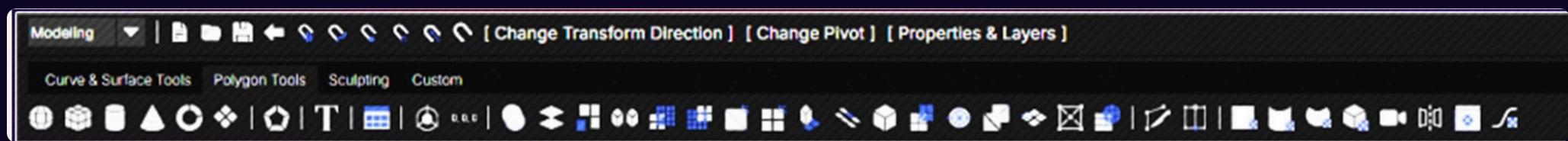
Smooth Plane

Flat NURBS patch for modeling, deformations, or as input to lofting/filletting.

Smooth Donut

Donut-shaped NURBS surface; set major/minor radii and spans for clean topology.

□ Polymodelling Tools



Primitives & Basic Operations

- **Block Sphere:** Adds a polygon sphere primitive with adjustable radius and subdivisions (clean base for round forms).
- **Block Cube:** Creates a box primitive; set width/height/depth and subdivisions for quick blockouts.
- **Block Cylinder:** Generates a capped cylinder with radial/height divisions; great for pipes and limbs.
- **Block Cone:** Cone primitive with tip/base controls and subdivisions; good for spikes and funnels.
- **Smooth Cylinder:** Creates a cylindrical NURBS surface with radius/height controls and optional caps.
- **Block Donut:** Donut-shaped primitive; set major/minor radii and subdivisions for rings/hoses.

Shape Operations

- **Shape Combine/Subtract:** Non-destructive Union/Difference/Intersect between meshes; great for hard-surface cuts.
- **Join Shapes:** Joins multiple meshes into one object (keeps separate shells until welded).
- **Pull Out Shape:** Detaches selected faces into a separate shell/object without deleting geometry.
- **Duplicate Symmetry:** Mirrors geometry across an axis/plane; options to instance and weld the seam.
- **Shape Smooth:** Subdivides and averages surfaces to increase resolution and soften forms.
- **Lower Detail:** Lowers polygon count while preserving shape; target by percent or face limit.
- **Rebuild Mesh:** Rebuilds topology into a uniform tri/quad grid; useful before retopo/sculpting.
- **Split Shape:** Splits shells of a combined mesh into individual objects.

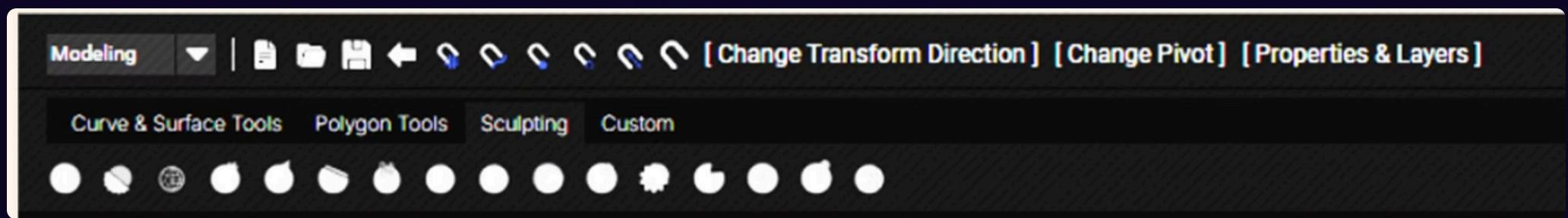
Edge & Face Tools

- **Pull Face/Edge:** Extends faces/edges to create new geometry; controls for thickness, offset, divisions.
- **Connect Shapes:** Fills between two edge/face loops; supports divisions, taper, and twist.
- **Round Edge:** Chamfers edges/verts with adjustable width and segments for rounded corners.
- **Join Points:** Welds vertices within a distance threshold to clean up gaps/overlaps.
- **Join At Center:** Collapses selected vertices to their average/center point.
- **Swap Edge:** Swaps a triangle's internal diagonal to redirect topology flow.
- **Copy Object:** Creates a copy (or instance) of selected objects/components.
- **Flatten Shape:** Collapses selected edges/faces to a single vertex or along a path
- **Make Circular:** Reshapes a selection into a perfect circle on a best-fit plane.
- **Multi-Cut: Interactive cuts:** Insert edges, split faces, and add edge loops precisely.
- **Weld Points:** Drag one component onto another to snap-and-weld in one action.

UV Mapping

- **Flat UV Map:** Projects UVs from a plane; best for flat or nearly flat surfaces.
- **Tube UV Map:** Wraps UVs around a cylinder; great for tubes and bottles.
- **Sphere UV Map:** Projects UVs from a sphere; suited to balls, domes, and rounded forms.
- **Auto UV Map:** Uses multiple planar projections to quickly unwrap boxy/complex shapes.
- **View UV Map:** Projects UVs from the current camera view for quick decals and bakes
- **Mirror UVs:** Mirrors UVs across an axis and stitches the seam for symmetric models
- **UV Layout Editor:** Workspace for cutting/sewing, unfolding, packing, and checking UV distortion.
- **UV Stretch Fix:** UV distortion display mode that visualizes stretch/compression so you can fix problem areas.

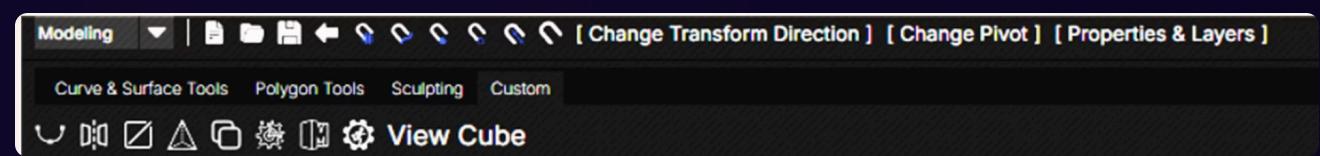
□ Sculpting & Shading Tools



Sculpting Brushes

- **Sculpt Tool:** General push/pull brush for shaping forms based on strength and falloff.
- **Smooth Brush:** Averages surface to soften bumps and artifacts (often toggled by holding Shift).
- **Relax Brush:** Redistributes vertices for even spacing without changing overall volume.
- **Grab Brush:** Moves surface tangentially for broad shape adjustments without adding/removing volume.
- **Pinch Brush:** Pulls vertices toward the stroke center to sharpen creases and tighten edges.
- **Flatten Brush:** Levels peaks to a plane aligned to the surface normal for crisp, flat facets.
- **Foam Brush:** Builds up soft, clay-like volume with each pass for organic massing.
- **Spray Brush:** Applies randomized, speckled displacement to add noise or surface breakup.
- **Repeat Stroke:** Re-applies the last sculpt stroke/effect to build detail consistently.
- **Wax Brush:** Layers material smoothly, like adding thin wax—great for gradual buildup.
- **Scrape Brush:** Shaves down high spots to the surrounding level, emphasizing planar forms.
- **Fill Brush:** Raises valleys and gaps up toward nearby surface height.
- **Cut Brush:** Cuts sharp grooves/creases along your stroke direction.
- **Smear Brush:** Smudges and drags details laterally for painterly, directional effects.
- **Freeze Area:** Masks areas to protect them from edits; paint, invert, and unfreeze as needed.

Custom & Utility Tools



- **Auto Breakdown:** Creates and slides breakdown keys so you can blend toward the previous/next pose with controllable weighting.
- **Mirror Controls:** Mirrors a rig's pose from left → right using control mappings, keeping orientations consistent.
- **Quick Rename:** Batch-rename nodes (search/replace, prefix/suffix, numbering) to keep scenes tidy.
- **Fix Mesh:** Finds and fixes non-manifold edges, lamina faces, stray verts, and other topology issues.
- **Asset Library:** Save, organize, and reuse poses/animation clips across shots and characters via a visual library.
- **Tween Tool:** Set in-betweens with a slider between neighboring keys for quick easing (ease-in/out).
- **MG Utility Tools:** Animator utility suite: pose/selection tools, mirroring, keying helpers, reset, and workflow shortcuts.
- **A Utility Tools:** Legacy animator toolkit offering pose mirroring, snapping, selection sets, and timeline helpers.
- **View Navigator:** On-screen cube for instant viewport navigation; click faces/edges to snap to standard views.

□ Shading, Display, Selection & Transform Tools

Shading & Display Options

- **Wire Over Shaded:** Overlays polygon edges on top of shaded surfaces for precise modeling and topology checks.
- **Display Options:** Quickly toggle visibility of object types (polys, NURBS, lights, cameras, deformers) in the viewport
- **Camera List:** Displays all scene cameras so you can select/switch the active viewport camera.
- **Lock Camera:** Locks the current camera so tumbling/zooming won't change its position accidentally.
- **Image Viewer:** Opens a reference-image pin/overlay tool so images stay fixed while you model.
- **Wire View:** Displays only edges/verts with no shading; fastest, uncluttered view for selection.
- **Smooth View:** Renders objects with smooth shaded lighting (no wireframe) for a clean look
- **Textured View:** Shows materials with their texture maps in the viewport (diffuse/base color, etc.).
- **View Selection Only:** Hides everything except the selected objects/components to focus your work.
- **See-Through Mode:** Makes geometry semi-transparent so you can see through and select interior parts
- **Mirror Across X:** Enables symmetry across X for modeling/sculpting so edits mirror to the other side.

Selection and Viewports

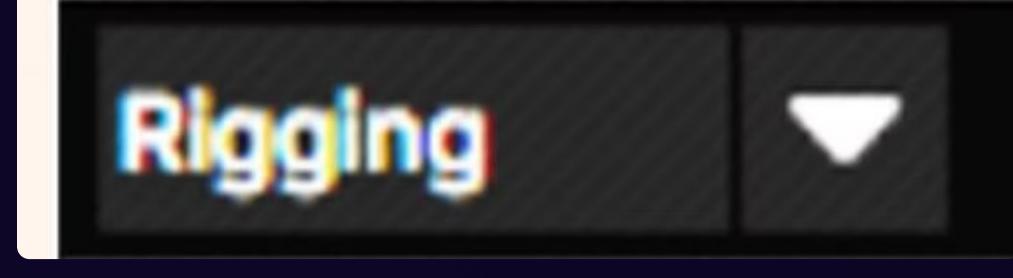
- **Pose Adjust Mode:** Edit stored poses: mirror/invert, blend, and tweak per-control influence in the Pose Editor.
- **Properties Panel:** Right-side panel to view/edit all node attributes, connections, and materials.
- **Object Mode:** Select whole objects for transforms and high-level edits (**hotkey F8**).
- **Vertex Mode:** Pick and edit vertices for precise modeling (**F9**)
- **Edge Mode:** Work with edges for loops, bevels, and topology flow (**F10**).
- **Lasso Select:** Freehand selection that follows your stroke for irregular shapes.
- **Move Tool:** Translate objects/components with axis and plane handles; supports snap (**hotkey W**).
- **Rotate Tool:** Turn objects/components with rotation rings; world/local/gimbal modes (**E**).
- **Scale Tool:** Uniform or axis-based scaling using the scale manipulator (**R**).
- **Single Viewport:** Maximize one viewport for a larger working area (spacebar over a panel).
- **Four Views:** Four-up layout (Top/Front/Side/Persp) for precise alignment.
- **Dual View:** Two viewports split horizontally/vertically (e.g., Persp + UV/Ortho) for parallel work

Snapping and Transforms

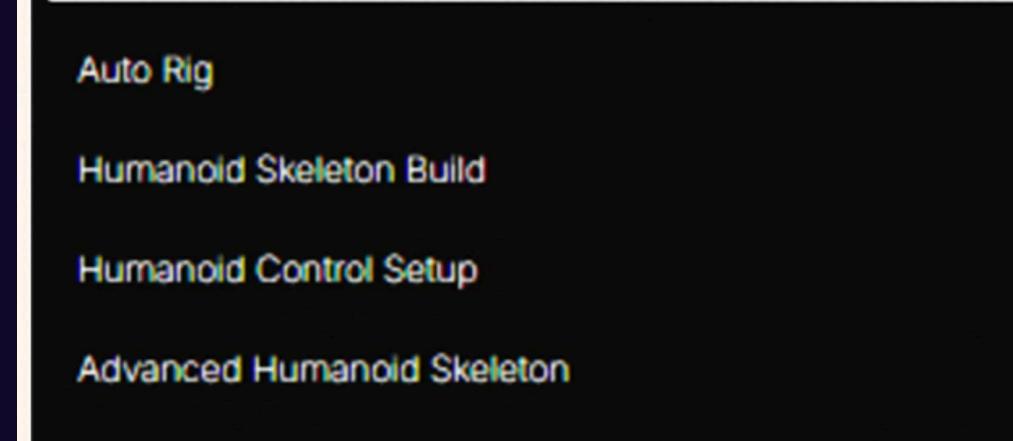
- **Align to Grid:** Constrains movement to grid intersections for clean, even spacing (**hotkey X**)
- **Align to Curve:** Slides points/objects along NURBS or poly edges/curves (**hotkey C**).
- **Align to Point:** Snaps to component pivots like vertices/CVs/locators for precise alignment (**hotkey V**).
- **Align to Center:** Snaps to the screen-projected center of the highlighted component from your camera view.
- **Align to Plane:** Constrains snapping to a chosen construction plane (grid, custom plane, or view plane).
- **Set Object Active:** Turns objects into "live" surfaces; drawing, retopo, and snaps conform to them.
- **Change Transform Direction:** Sets manipulator space (World, Object, Component, Normal, Gimbal, Parent) for W/E/R tools
- **Change Pivot:** Uses the object's pivot as the reference for move/rotate/scale (customizable).
- **Adjust Pivot:** Temporarily move/rotate the pivot (hold D or press Insert) without moving the object.
- **Reset Pivot to Center:** Re-centers the pivot to the object's bounding box center.
- **Reset Transformations:** Zeros Translate/Rotate and sets Scale to 1.0 while keeping the object in place.

Animation, Editors & Rigging Systems

Rigging: IK-Skeleton

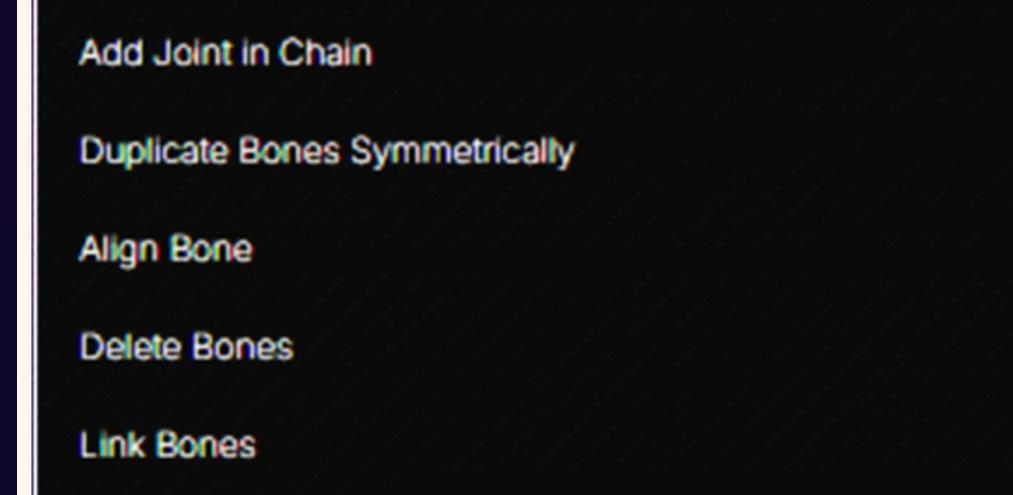


- **Auto Rig:** Auto-rigs a character by analyzing the mesh and building a skeleton + initial skin weights; supports one-click or step-by-step setup
- **Humanoid Skeleton Build:** Generates a standard Humanik biped skeleton/definition for mocap and retargeting; joint guides can be adjusted to fit the mesh.
- **Humanoid Control Setup:** Adds a full animation control rig (effectors/solvers) on top of a Humanik skeleton, with IK/FK blending, pinning, and posing tools.
- **Advanced Humanoid Skeleton:** Builds a higher-detail Humanik biped (extra twist/roll joints, more spine/shoulder detail) for cleaner deformations.
- **Quadruped Skeleton Build:** Creates a quadruped template (spine/neck, four legs, optional tail) compatible with Humanik workflows and retargeting



□ Joints: Bone System

- **Add Bones:** Draw a joint chain by clicking in the viewport; press Enter to finish.
- **Add Joint In Chain:** Add joints into an existing bone segment, splitting it cleanly (can preserve skin weights).
- **Duplicate Bones Symmetrically:** Duplicate joints to the opposite side across a chosen plane with mirrored behavior/orientation and auto L/R naming.
- **Align Bones:** Align each joint's local rotation axes along the bone for clean IK/FK and predictable rotations
- **Delete Bones:** Delete selected joints; children are reparented up the chain (skinning can be preserved).
- **Link Bones:** Attach one joint/chain to another to form a continuous hierarchy, optionally keeping current positions.
- **Unlink Bones:** Break the parent-child link between joints without moving them, so you can rewire the rig.
- **Name Bones:** Set Left/Right and joint type names (e.g., shoulder, knee) to improve mirroring, retargeting, and selection.



Add Segments

Subdivide selected edges/faces to add resolution; controls for count and smoothing.

Bevel Edge

Chamfer edges/vertices with adjustable width and segments for rounded corners.

Connect Mesh

Connect two edge/face loops by filling polygons; supports divisions and twist.

Round Shape

Reshape a selection into a perfect circle on a best-fit plane; great for holes/sockets

Collapse Mesh

Remove edges/vertices by collapsing them to a single point or along a path.

Connect Edge

Insert edges between selected components; creates clean supporting loops.

□ Deform & Lighting Systems

Deform: Create

- **Shape Blend:** Morph a mesh between sculpted target shapes using weights; ideal for facial expressions and corrective fixes.
- **Point Cluster:** Group selected components under a transform handle for easy posing; influence can be falloff-based and animatable
- **Curve Deform:** Deform an object to follow a curve's shape and length; great for cables, ropes, and path-based forms.
- **Smooth Deform:** Smooths deformations while preserving detail; reduces skinning artifacts on joints and extreme bends.
- **Lattice Deform:** Freeform deform with a low-res cage of points; broad, non-destructive shape changes.
- **Wrap Deform:** Use one object (the wrap) to drive deformations on another; common for clothing, proxies, and transfer rigs.
- **Surface Wrap:** Snap a mesh onto a target surface along normals/closest point; handy for retopology and draping.
- **Wire Deform:** Drive deformations with one or more curves; moving the curve controls the mesh within a radius.
- **Soft Modify:** Make localized, falloff-based tweaks with a soft selection that you can move/rotate/scale.

>Edit:

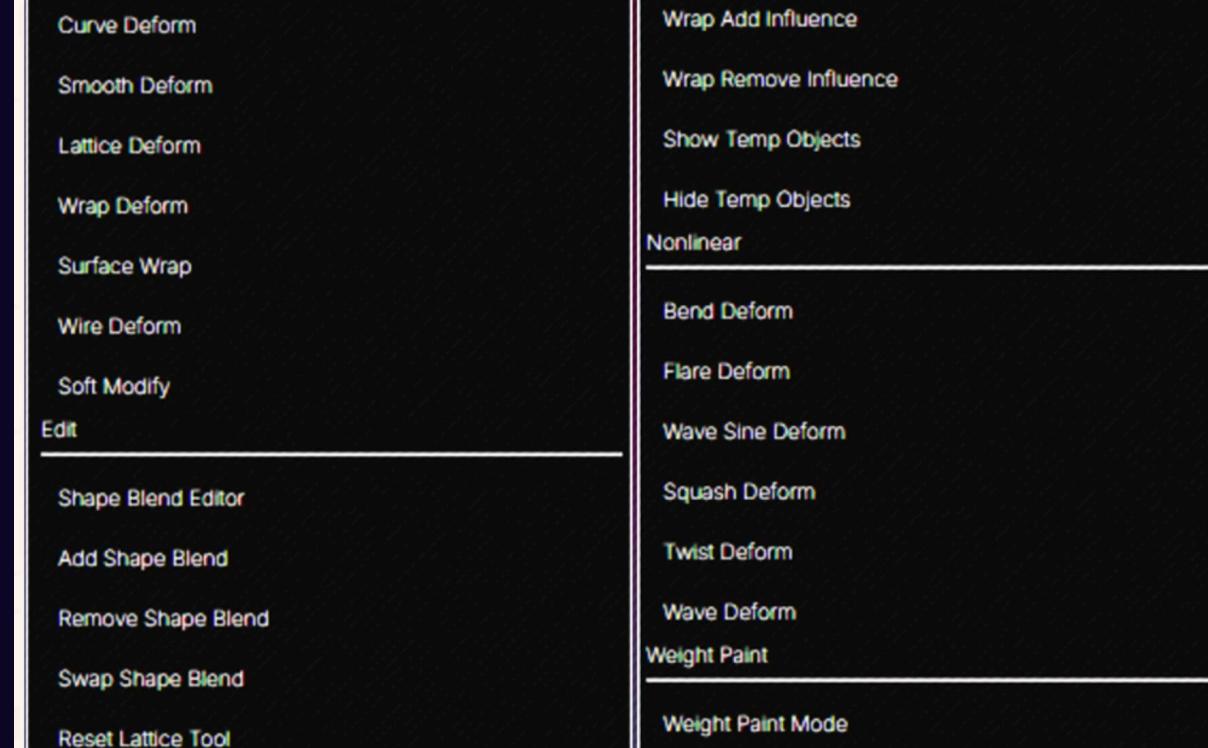
- **Shape Blend Editor:** Manage targets, weights, and order for blendShapes; organize, sculpt, mirror, and key.
- **Add Shape Blend:** Create a new blendShape or add a target to an existing node from the current mesh state.
- **Remove Shape Blend:** Delete selected blendShape targets or nodes and clean up connections
- **Swap Shape Blend:** Exchange a target with the base or reorder targets to fix edits without rebuilding.
- **Reset Lattice Tool:** Return lattice points to their original rest positions.
- **Clear Lattice Changes:** Clear saved per-point lattice offsets while keeping the deformer.
- **Mirror Weights:** Copy deformer weights from one side of a mesh to the other across a plane.
- **Wrap – Add Source:** Add additional influence objects to an existing Wrap deformer.
- **Wrap – Remove Source:** Remove objects from a Wrap deformer's influence set.
- **Show Temp Objects:** Show non-renderable construction history shapes for editing.
- **Hide Temp Objects:** Hide input/history shapes to declutter the scene.

□ Nonlinear:

- **Bend Deform:** Curve geometry around an axis with upper/lower bounds for partial effects.
- **Flare Deform:** Taper or expand geometry along an axis; creates trumpet/cone-like shapes.
- **Wave Sine Deform:** Apply a sinusoidal ripple with controllable amplitude, wavelength, and phase.
- **Squash Deform:** Stretch/squash along an axis with volume preservation controls.
- **Twist Deform:** Gradually rotate vertices around an axis to create spiral/torsion effects.
- **Wave Deform:** Generate radial or planar waves emanating from a point; animatable speed and offset.

Paint Weights:

Weight Paint Mode: Brush-paint deformer weights directly on the mesh; supports smooth, flood, and mirror.



Lighting: Create

Rectangle Light

Emits light from a rectangular or disk-shaped surface for soft, realistic illumination and shadows; great for windows, softboxes, and broad highlights

Object Light

Converts any polygon mesh into a light source so the entire surface emits light; ideal for complex shapes, but can be heavier/noisier to render.

360° Sky Light

A dome that lights the scene from all directions; often paired with an HDRI for natural, image-based lighting.

Preview Render

The window to preview final renders or run interactive (IPR) renders, tweak settings, and see changes update live.

Light Setup

Rectangle Light
Object Light
360° Sky Light
Preview Render