

KIMIYAA AI - SKETCH TO SHAPE

○ Sketch To Shape

Turn a rough 2D/3D sketch automatically into clean, editable 3D geometry with precise and usable topology.

● Installation of TML Sketch To Shape (Kimiyaai AI)

Software Installation Guide

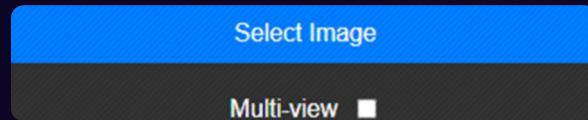
Overview

This document provides step-by-step instructions to install **KIMIYAA AI** 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 Kimiyaai.
- 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 **kimiyaai DCC** or **kimiyaai AI**.
- Please select Kimiyaai AI and then click **download**.
- It will download the **setup_kimiyaaiAI.exe**.
- Open the kimiyaaiDCC.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. **⚠ Critical:** Do not install Kimiyaai in the default "Program Files" folder or any folder that requires Administrator Privileges. You must click **Browse** and select a different directory .
- You need a space of **19 GB** to install kimiyaai in your system.
- Now it asks for an option to create a shortcut for the kimiyaai app in your system.
- Now please click install. It may take a while to connect.
- Kimiyaai AI 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.
- Copy the **Hardware ID** exactly as shown.
- 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: Kimiyaai AI.
- Generate the license key and then copy said key.
- Copy the generated license 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!

3-D Model Generator Window



This is the 3-D Model Generator window. In this window you get two options:

SINGLE IMAGE- Only one image is given as input.

MULTI VIEW- Three images of the object can be given.

In this example, we will focus on **Multi View**, though the process for Single Image is the same. In order to enable the multi-view option, simply click the check box present near the MULTI VIEW option.

Multi View Options

Upon checking the box, three input options will appear:

FRONT- Front side of the Image.

LEFT- Left side of the image.

BACK- Back side of the image

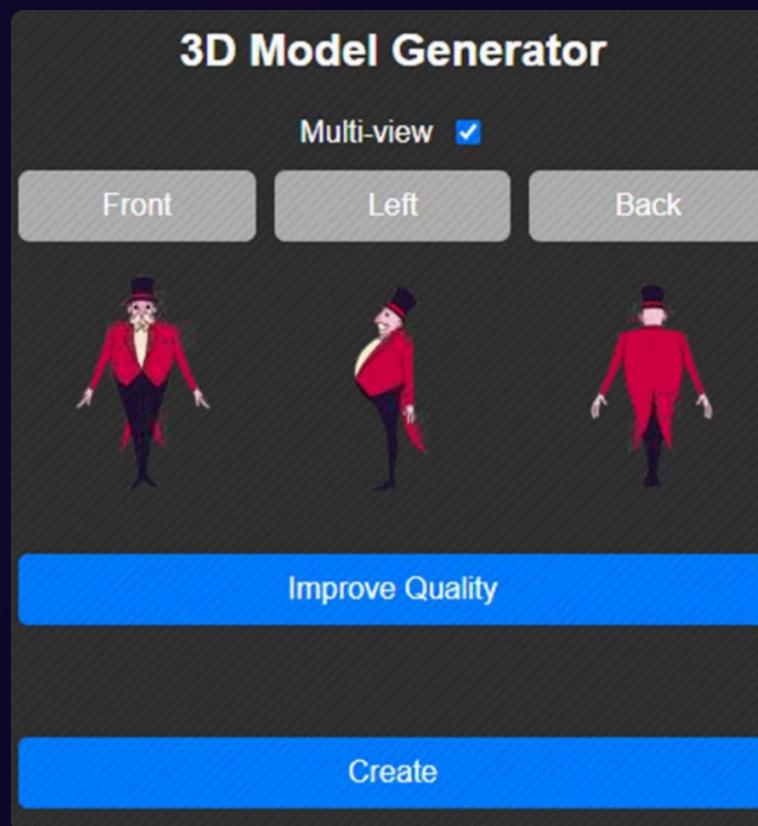
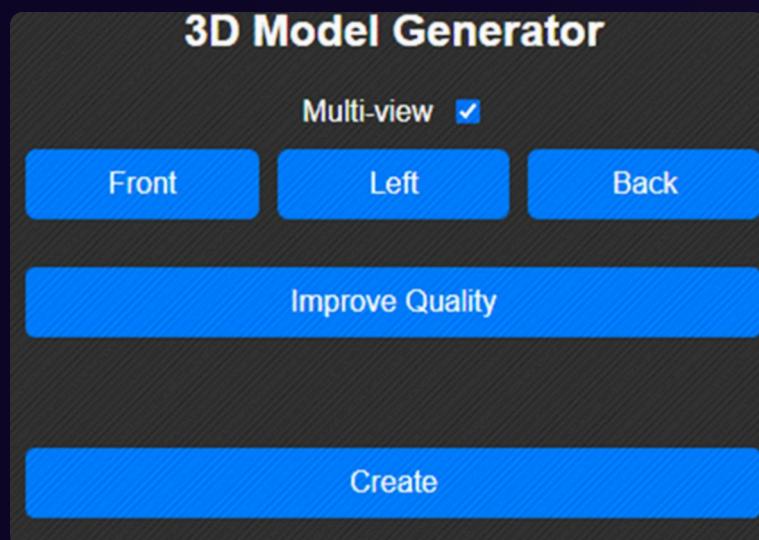


Image Dimension Requirements

Crucial: The dimensions (width & height) of all three source images (Front, Left, Back) must be identical.

FRONT AND BACK IMAGES:

The object within the Front and Back images must share the exact relative scale.



For example:

if the object fills 80% of the frame in the Front view, it must also fill 80% of the frame in the Back view.

MIDDLE IMAGE:

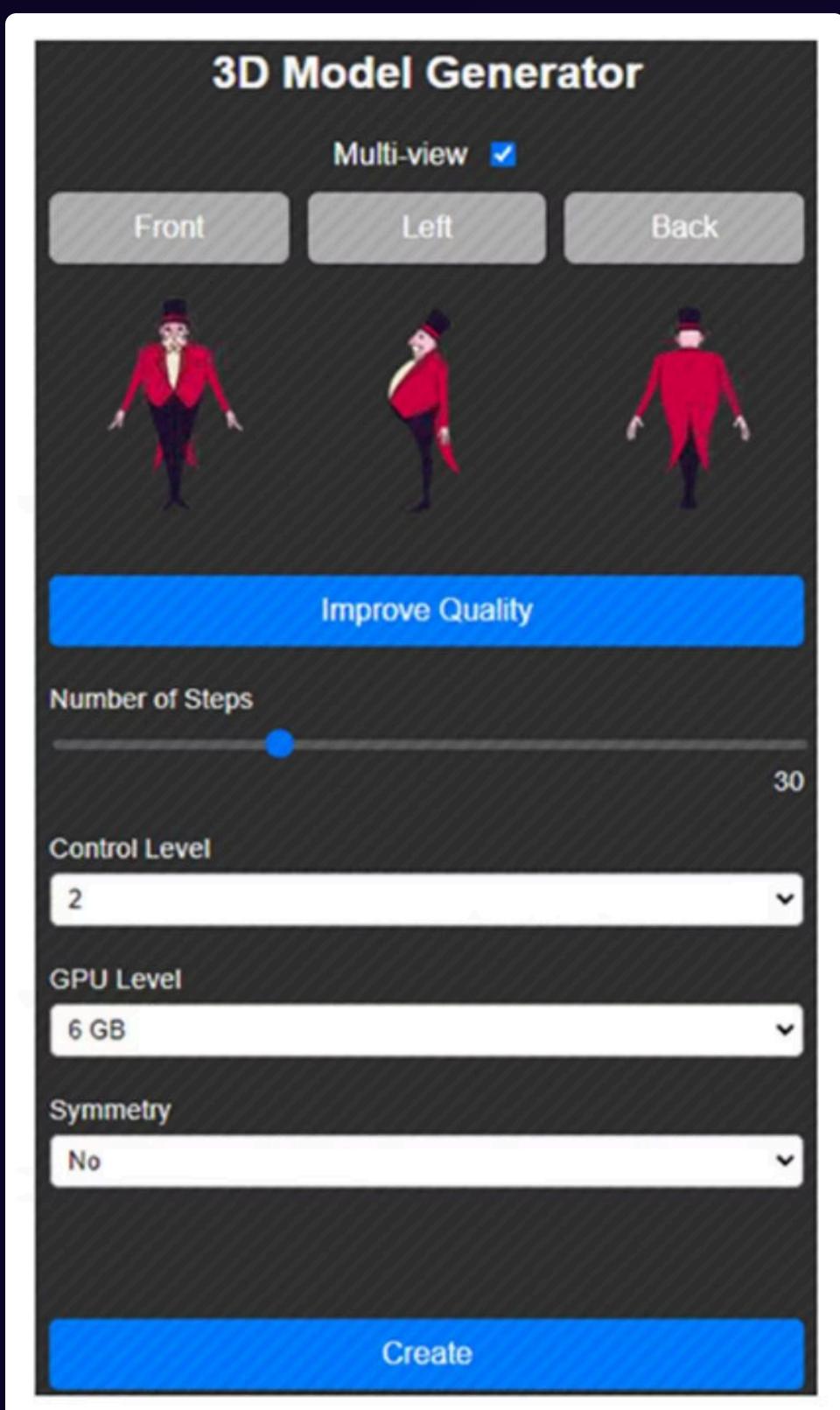
The Left view must be proportional to both the Front and Back images. If the object scale varies between views (e.g., small in one image and large in another), the model generation will fail.



Summary: Ensure all three images share the same dimensions and that the object is scaled proportionally across all views.

IMPROVE QUALITY

The next step is **Improve Quality**. Clicking this opens four adjustable sliders:



NUMBER OF STEPS:

- The steps here can be given from 0 to 100.
- **Higher Steps (e.g., 100):** Results in higher detail but requires a longer processing time.
- **Lower Steps (e.g., 3):** Generates results quickly but with significantly fewer details.

CONTROL LEVEL:

- **High Control:** Produces more detail but slows down the process.
- **Low Control:** Increases generation speed but may result in a blurrier or lower-resolution outcome.

GPU LEVEL:

Select the option that matches your system's VRAM to optimize performance:

For example:

- 6 GB
- 8 GB
- 12 GB
- 24 GB

SYMMETRY:

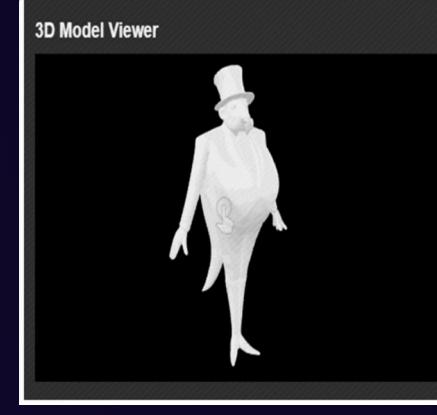
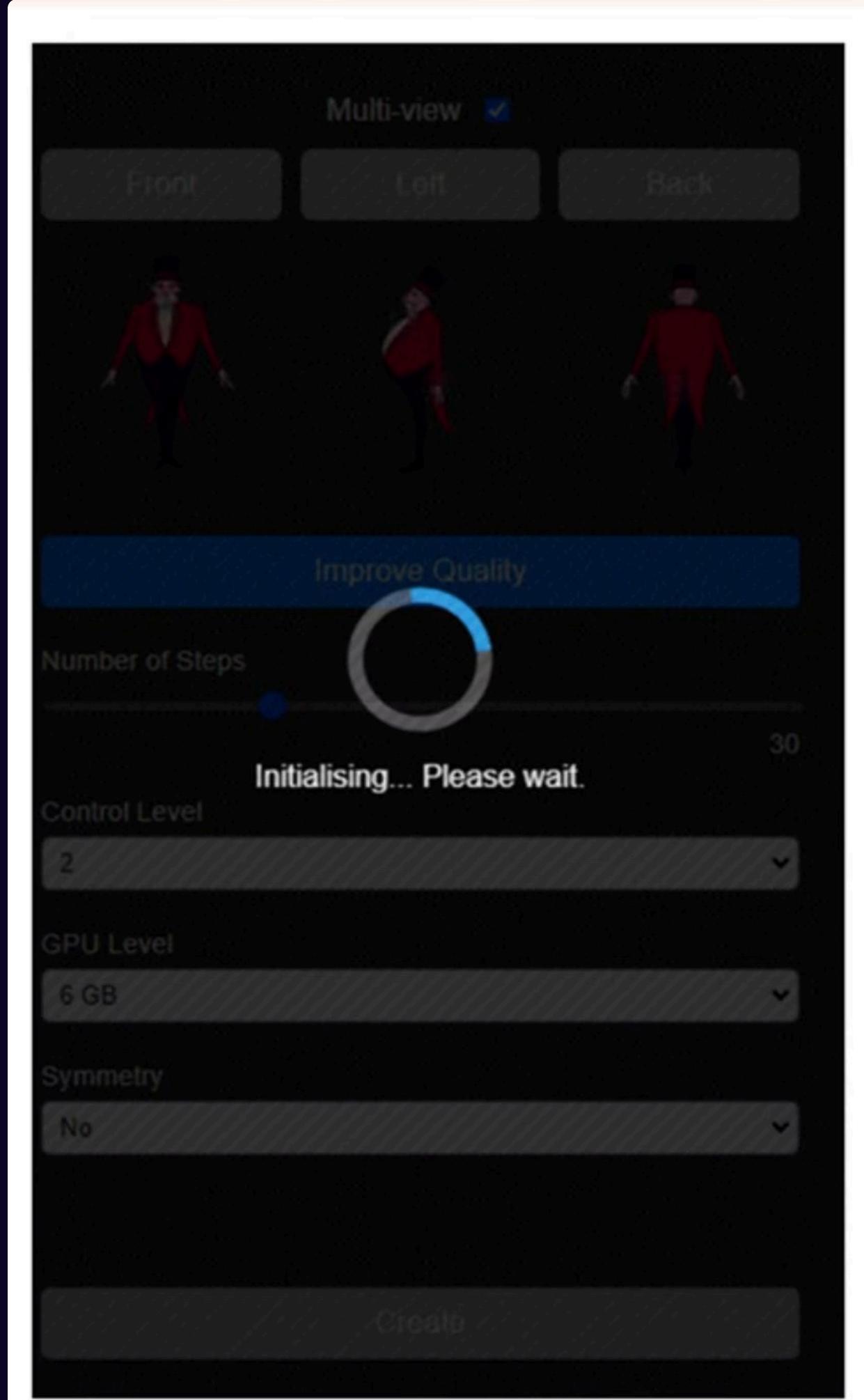
This setting forces topological symmetry on the model.

You can select **X-Symmetry, Y-Symmetry, Z-Symmetry, or No Symmetry**.

Enabling this ensures a cleaner flow in the topology for symmetrical objects.

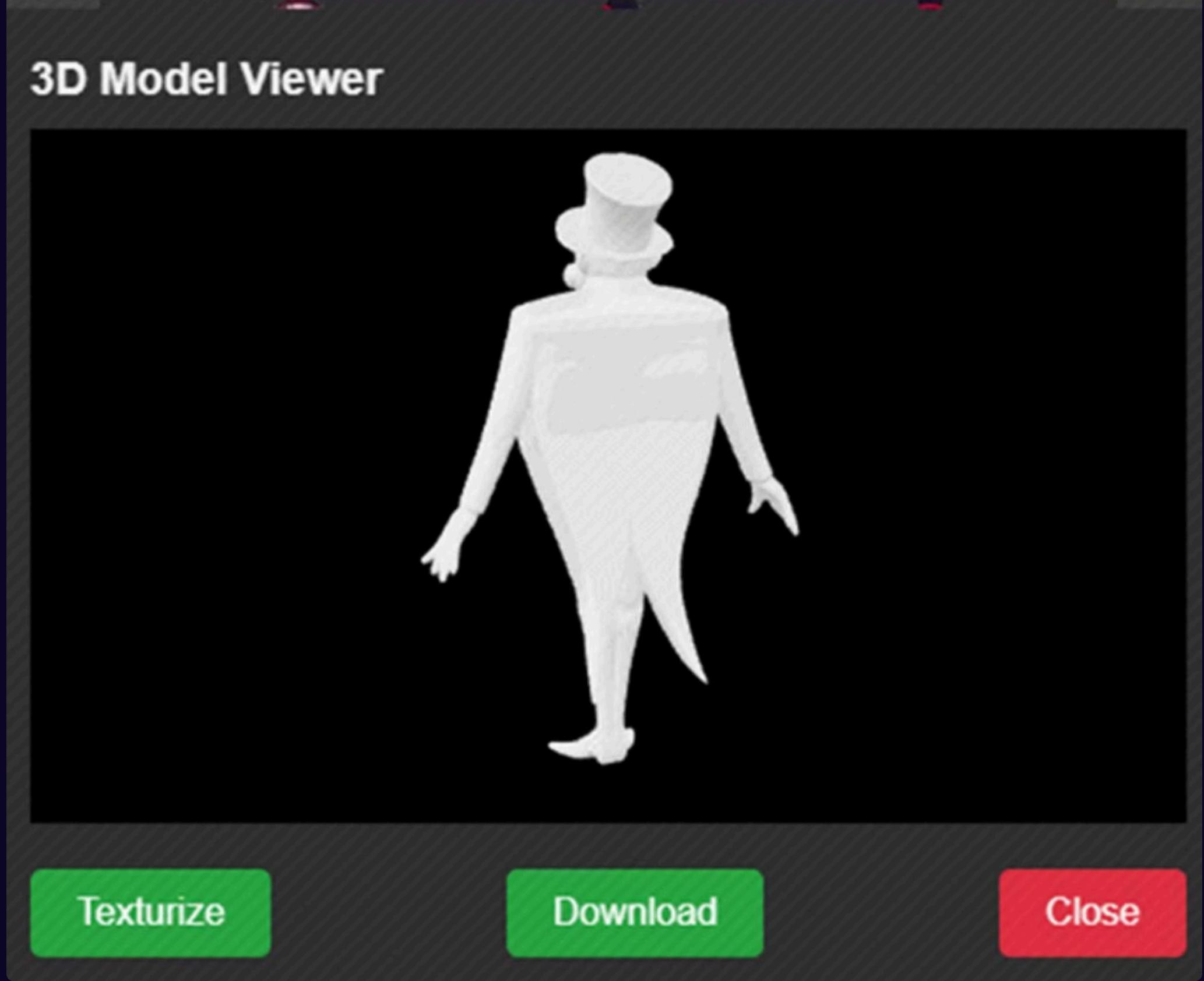
Creating the Model

Click the **Create** button to begin. Please wait while the software initializes and generates the model.



Once complete, you will see three options:

- ▶ TEXTURIZE: Apply textures to the model.
- ▶ DOWNLOAD: Save the geometry immediately.
- ▶ CLOSE: Exit the window.

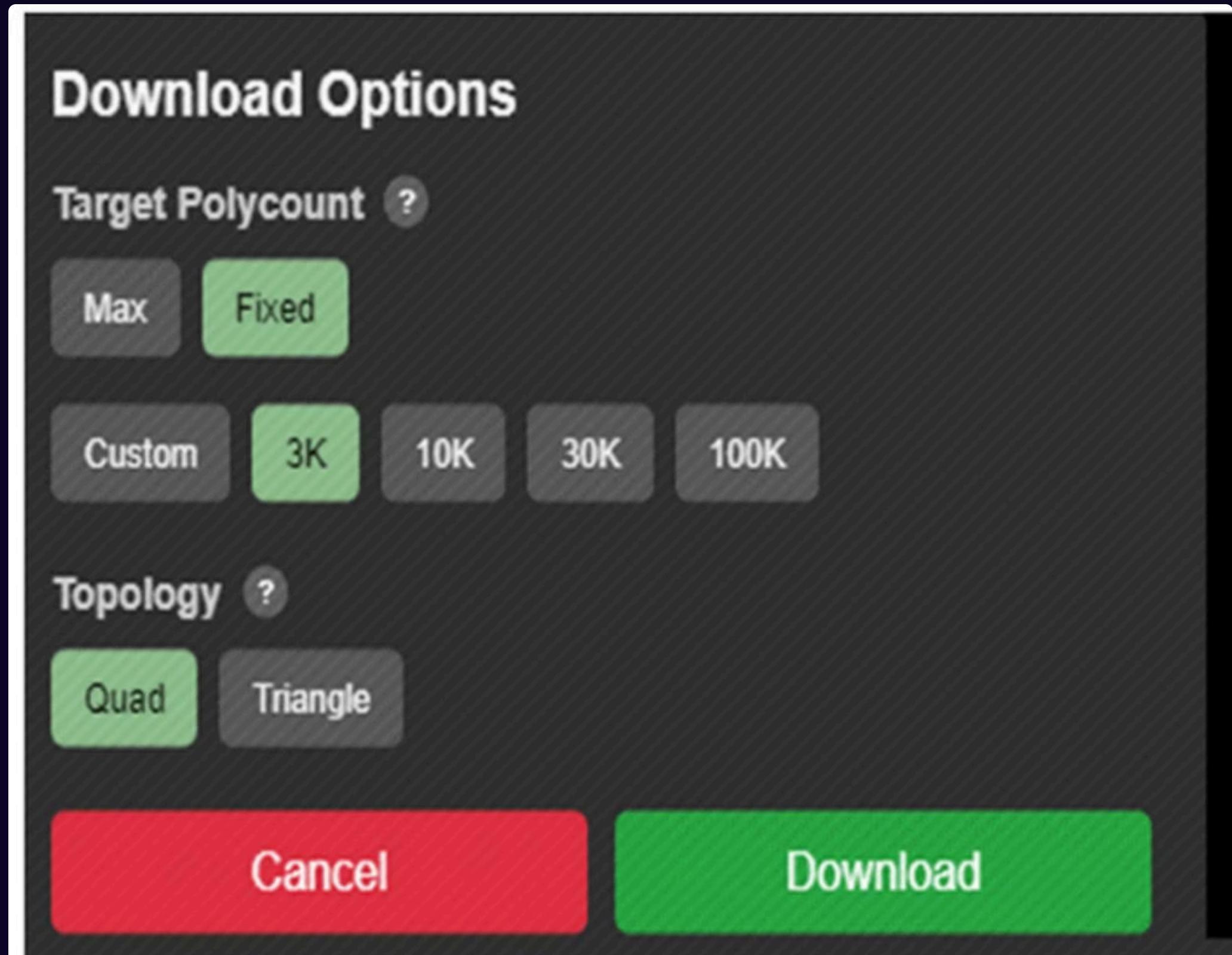


Download Options

Note on Texturing: The **Texturize** button is a one-click feature that generates textures and then reloads this window. For this specific workflow, we will skip the texturing process. Please proceed by clicking **DOWNLOAD**.

If you choose **DOWNLOAD**, you will be presented with specific export settings:

They are:



TARGET POLYCOUNT

Define the density of the mesh:

- **Fixed Polycount:** Choose from presets (3k, 10k, 30k, or 100k).
- **Max Generated:** Keep the model's original generation density.
- **Custom:** Manually enter your desired polygon count.

TOPOLOGY:

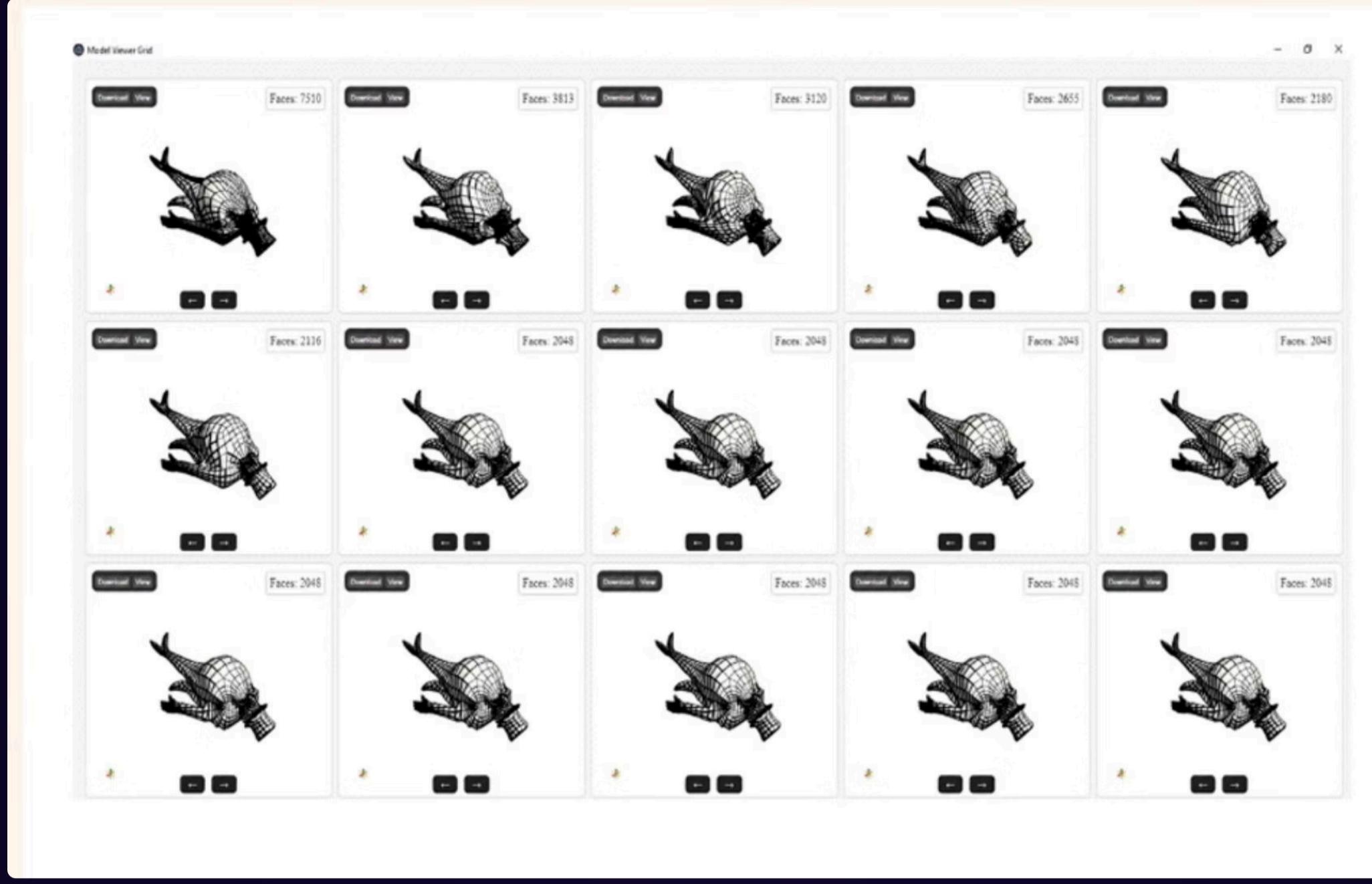
Select your preferred mesh structure:

- **Quad Topology**
- **Triangle Topology**

Click **DOWNLOAD** to process the final object for display.

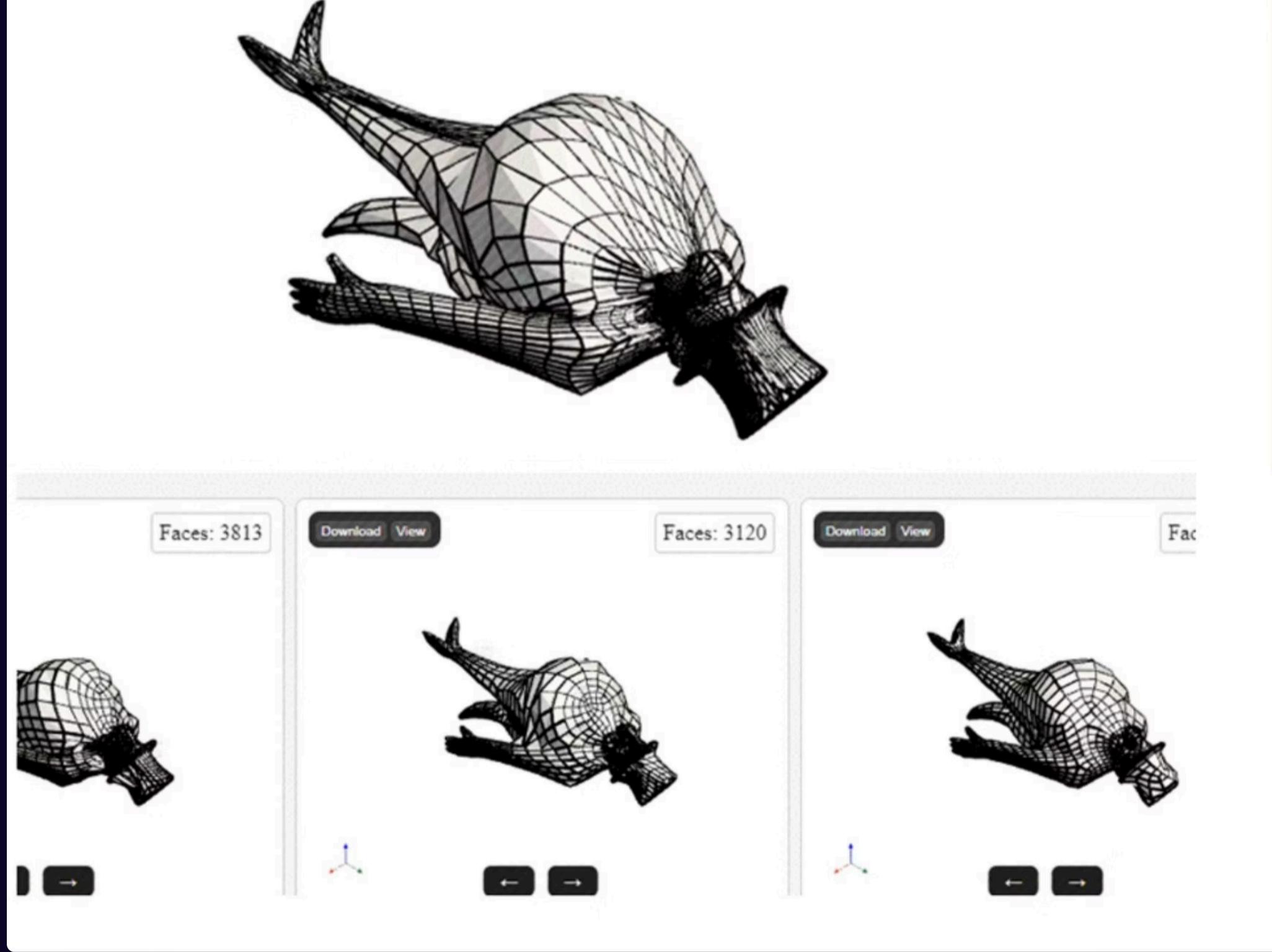
Model Selection and Final Download

The software will generate **15 variations** of the 3D model.



Review: Browse the 15 options to find the one with the best topology.

Inspect: Click the **VIEW** button on any option to open it in full screen. You can zoom, pan, and rotate the model to inspect the details.



Download: Once satisfied with a specific version, click the **DOWNLOAD** button next to the View option. The file will be saved to your **Downloads** folder and the app will automatically close.

