

Cyclops Import Mesh Quick Start

Updated Oct 2022

Introduction

Cyclops now features an “in-app” Mesh Import tool. This feature will allow users to import simple OBJ or FBX files into Cyclops and use them as placeable assets. This doc is a Quick Start to getting models into Cyclops, it assumes you have a general knowledge of Cyclops, Maya, and 3D models.

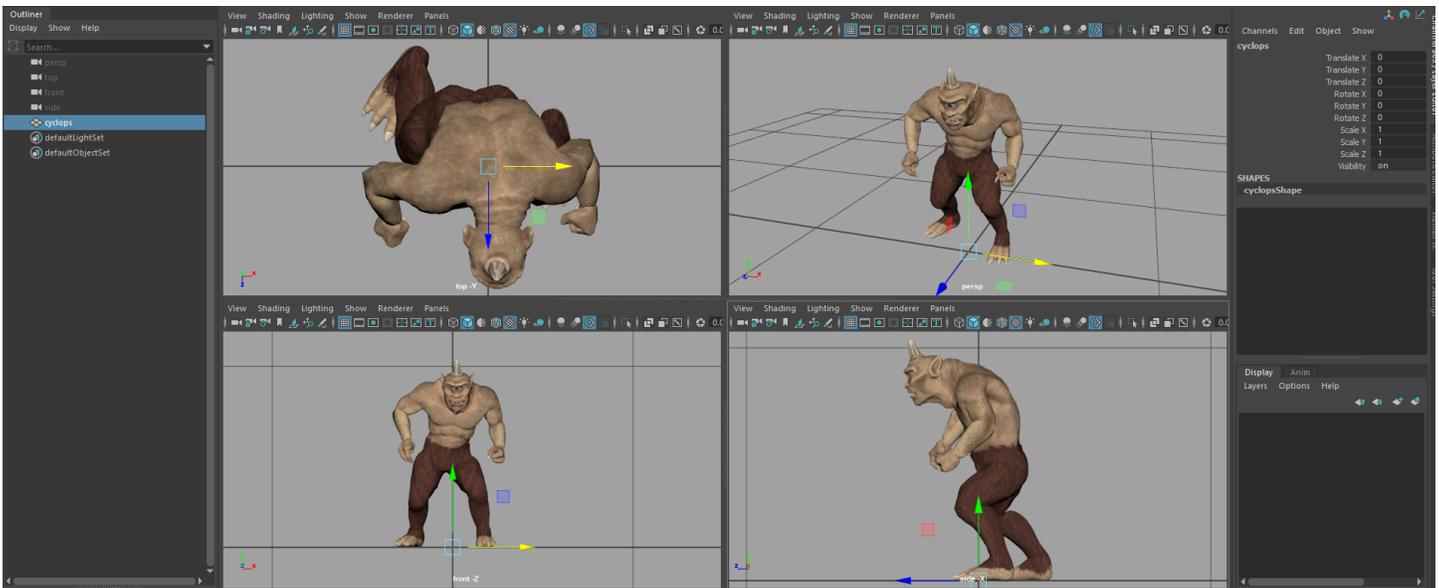
Sample Files

This folder on Dropbox has a few sample FBX & OBJ files that can be imported into Cyclops. You can use these to test the Mesh Import feature and you can open the assets in Maya and see how they are set up.

<https://www.dropbox.com/scl/fo/u76w4taoit29idy4uef77/h?dl=0&rkey=74zb0vutmoa8qgm46rmtoiaa3>

Export Models

Cyclops can only import simple polygon models. The models need to be set up properly to work in Cyclops. Here is a sample asset in Maya:



- Cyclops works in 1cm=1cm scale
- The model should be combined into a single mesh
- The model should be at the origin
- The model’s “feet” or the spot that touches the ground, should be 0 height
- The model’s pivot should be at 0,0,0.
- The model should be facing in the negative Z direction

- 1 model per file
- The file should be named the way you'd like it to appear in the asset menu.
- Simple Lambert, Blinn, or Phong materials only
- Make sure all texture files are located in the same directory as the model
- Textures in JPG or PNG format only
- Export as OBJ or FBX

Getting the Files onto Your Device

After you have exported the model files & textures you need to get them onto your iPad or iPhone. There are a number of ways to transfer files to your device.

- Email, USB drive, iCloud Drive, Dropbox/Google Drive, Airdrop

Apple has this page about Transferring files to your iOS device:

<https://support.apple.com/en-gb/guide/iphone/iphf2d851b9/16.0/ios/16.0>

Copy the Files to the Cyclops App

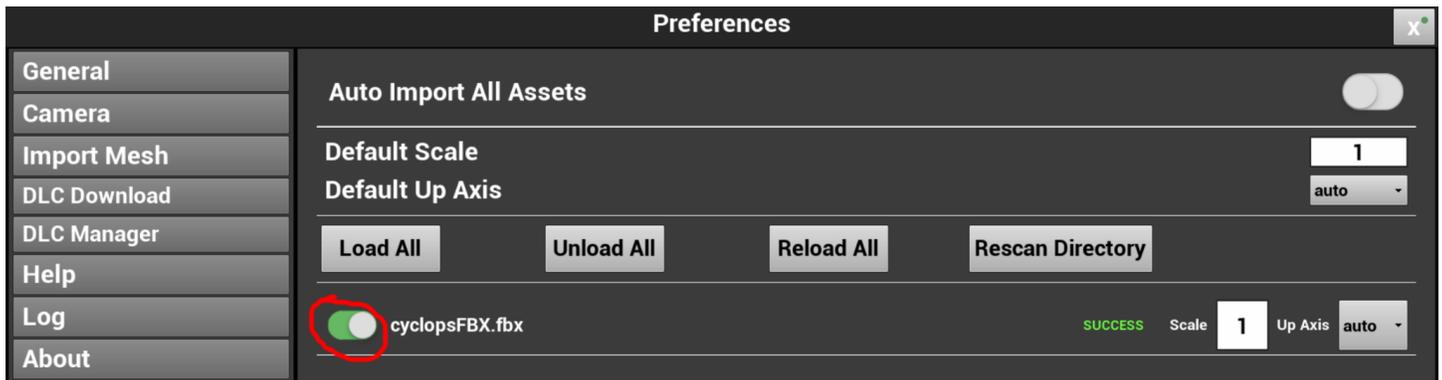
Once the files are on your device use the Files App to copy the files to:

On My iPad > Cyclops3.3 > TTF > PersistentDownloadDir

Importing the Files into Cyclops

Now that you have copied your files into the special Cyclops directory you can import them into Cyclops.

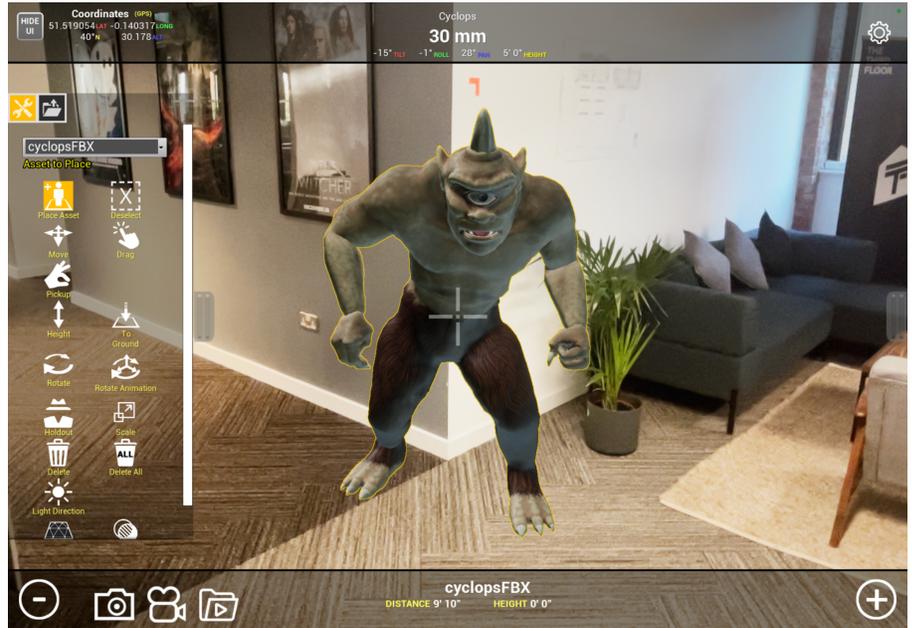
Launch Cyclops and enter Asset Mode. Then go to Preferences and select **Import Mesh**. You might need to tap **Rescan Directory** to see the files.



Use the toggle to the left of the model name to import it into Cyclops

Place the Asset

Your imported model will now show up in the Place Asset menu in Cyclops's left tool drawer. Use the Place Asset tool to place the asset into the world.



For more information, a thorough walk-through, or troubleshooting tips please see the full Cyclops Import Mesh Guidelines doc.

<http://cyclops.thethirdfloorinc.com/wp-content/uploads/2022/11/Cyclops-Import-Mesh-Guidelines.pdf>

In addition to the Mesh Import feature, Cyclops can also load native models as DLC files. Native Cyclops DLC models can support many more features and be of higher quality than models imported directly in Cyclops. DLC model files can have full animation, FX, transparency, and joints. They can support RMA materials. If you need to put models into Cyclops with these features or want better quality models please get in touch to talk about creating native Cyclops files for you.

email:business@thethirdfloorinc.com

Mesh Import Assets Specs

Set-up

- The file should be named the way you'd like it to appear in the asset menu.
- Each file should have a unique name
- Polygons only. (no nurbs, joints, deformers, camera, lights, etc)
- The asset should be combined into a single mesh
- The asset should be at the origin
- The asset's "feet" or the spot that touches the ground, should be 0 height
- The asset's pivot should be at 0,0,0.
- The asset should be facing in the negative Z direction
- No Animation

Geometry

- Max triangle count per asset is 1 million triangles
- No two-sided geometry.
- Tris or Quads only, no N-gons.
- Avoid co-planar geometry

Materials

- Simple Lambert, Blinn, or Phong materials only
- Only the base color channel is used. Everything else is ignored.
- No semi-transparent materials

Textures

- Textures in JPG or PNG format only
- No alpha/transparency in PNG
- No higher than 2k per texture file.
- Diffuse textures only. (no spec, metallic, roughness, bump, normal, etc)
- sRGB color space
- No UDIMs
- Avoid overlapping UVs
- Only 1 UV set per geo object.