Cyclops Model Import Quick Start

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Introduction

Cyclops features an "in-app" Model 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

We have provided a few sample OBJ/FBX files on that you can download. You can use these to test the Model 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&rlkey=74zb0vutmoa8qgm46rmtoiaa3

Export Models

Cyclops works best when importing simple polygon models. This is our suggested workflow, please refer to the end of this doc for model/scene specifications.
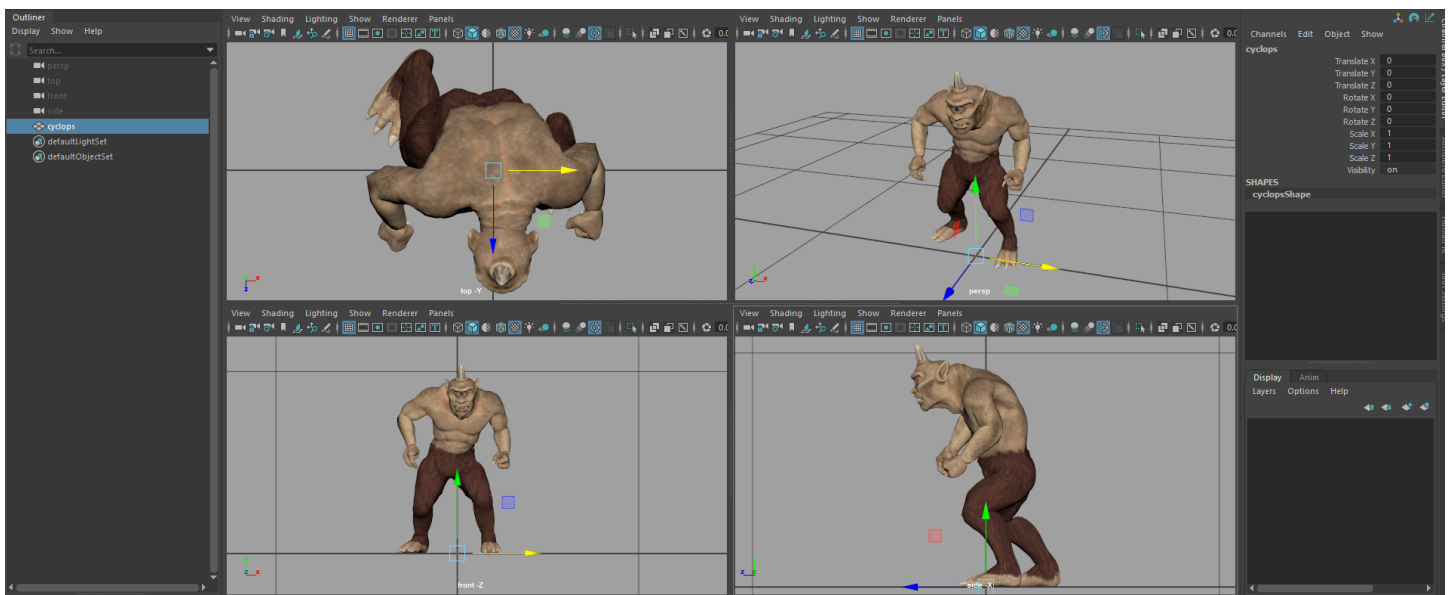
- Cyclops works in 1cm=1cm scale
- The model should be at the origin
- The model's "feet" or the spot that touches the ground, should be 0 height

- The model's pivot should be at 0,0,0.
- The model should be facing in the negative Z direction
- The file should be named the way you'd like it to appear in the asset menu.
- Simple Lambert, Blinn, or Phong materials only
- Textures in JPG or PNG format only
- Single model per file
- Transforms "zero'd" or Frozen

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 Transfering 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 > Cyclops5.2 > Import

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 the Main Menu and select **Import**. You might need to tap **Rescan Directory** to see the files.
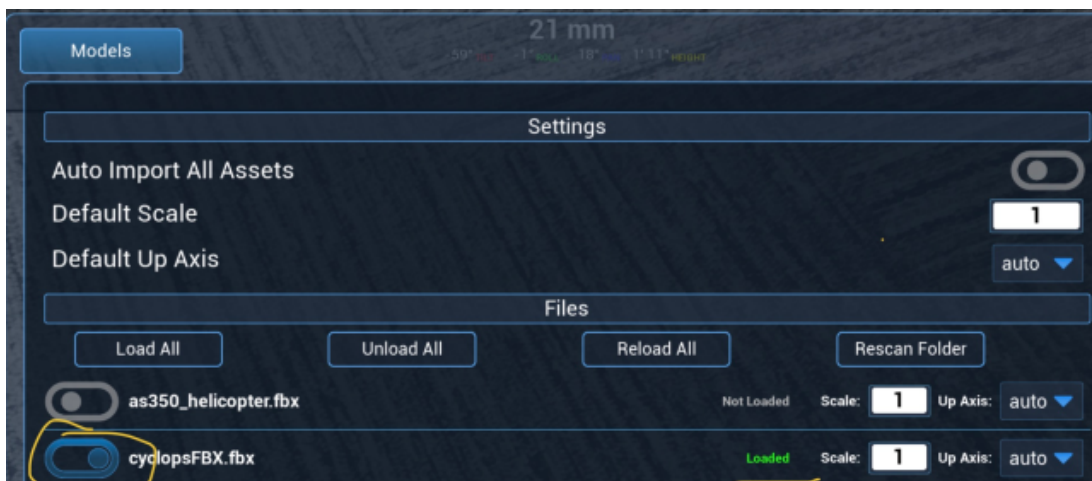
Use the toggle to the left of the model name to import it into Cyclops

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Place the Asset

Your imported model will now show up in the Place Asset menu in the Asset Tools tab. Use the Place Asset tool to place the asset into the world.

Once placed into the world you can use any of the Cyclops Asset Tools to manipulate your imported model.

Additional Resources

For more information, a thorough walk-through, or troubleshooting tips please see the full Cyclops Model Import Complete Guide.
http://cyclops.thethirdfloorinc.com/wp-content/uploads/2022/11/Cyclops-Model-Import-Complete-Guide.pdf

In addition to the Model Import feature, Cyclops can also load Unreal 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, joints, RMA materials and more. 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

Visit the Cyclops website for more information about Cyclops and a complete set of tutorials and docs for Cyclops.
https://cyclops.thethirdfloorinc.com/home/tutorials/

Model Import Assets Specs

Set-up

- **Required**
    - 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)
    - No Animation
- **Recommended**
    - 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
    - Freeze or zero transforms

Geometry

- **Required**
    - No two-sided geometry.
    - Max triangle count per asset is 1 million (2.5 million verts) (depending on your device)
    - No inverted normals. One-sided geo only
- **Recommended**
    - Triangle count per asset less than 200k (800k verts)
    - Tris or Quads.
    - Avoid co-planar geometry
    - Use Maya's Mesh > Cleanup tool

Materials

- **Required**
  - Simple Lambert, Blinn, or Phong materials only. (All materials are converted to Lambert in Cyclops)
  - Diffuse/Base Color channel only. Everything else is ignored.
    - Color or texture files only. No other material operations.
  - No semi-transparent materials
  - No Two-sided materials

Textures

- **Required**
  - Textures in JPG or PNG format only
  - No alpha/transparency in PNG
  - Diffuse & Normal textures only.   (no spec, metallic, roughness, etc)
  - sRGB color space
  - No UDIMs
  - Only 1 UV set per model.
- **Recommended**
  - No higher than 1k per texture file.
  - Avoid overlapping UVs
  - Texture dimensions should be power-of-2
  - Use FBX Embed Media

FBX Export Settings (Maya)

Everything turned off unless noted below:

- Smooth Mesh: On
- Referenced Asset Content: On
- Triangulate: On
- Embed Media: On
- Advanced
  - Scale Factor: 1.0 or Automatic
  - Up Axis: Y
  - Type: Binary
  - Version: FBX 2018