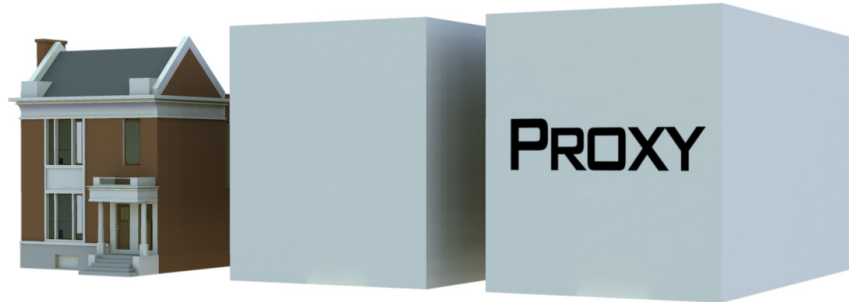# EIAS
Electric Image Animation System

PROXY 1.5

Electric Image Model Plug-in

Intro

Proxy is a plug-in that can be used to substitute low-res proxies for a hi-res source model at render time.

Workflow

You can either provide your own proxy model, or, far more conveniently, the plug-in can make it for you. Once your proxy is created, you prefix it to let the plug-in know which groups are proxies. You can then stamp the proxy around your scene, rotating, scaling and animating to taste. When you render your scene, the proxies will be replaced by your original hi-res model auto-magically.

Options

Proxy Groups Prefix

This is the string that, when placed before a model, will indicate that it is a proxy.

Hide Originals in Animator

Hides the source hi-res model in Animator

Hide Originals in Camera

Hides the source hi-res model in Camera

IMPORTANT: In EI 7.0 (7.0.1) this option should always be ON, otherwise your render may crash. This bug is fixed in Camera 7.0.2 and, starting from this version you can choose OFF as well. This problem does not occur in EI 6.5 and earlier.
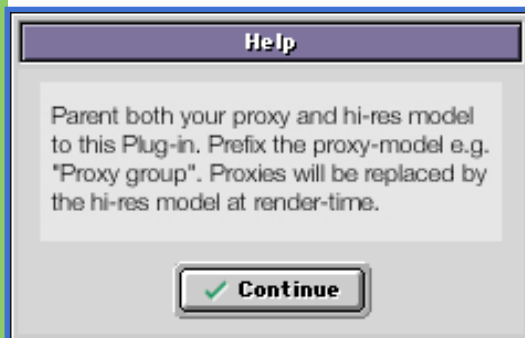
Sticked Texture

This option creates UVs for your original model if it doesn't have any, these UVs will then be used to insure that your texture sticks to the model even if you rotate the proxy.

Hide First original in Camera

This option allows you to have one more "original" group hidden in Camera. Typically it's a small UberShape used as an "anchor". It allows you to animate all the other "originals" in different ways without any limitations. For more details see the section entitled "Using Proxy".

Create Bound Box Proxy now

This will close the plug-in window and generate a low-res proxy model for you. You must then export and re-import it for 'stamping'. On clicking this option you can choose whether to make a line or polygon proxy.

To remove the bounding box proxy geometry from the plug-in, simply open and close the plug-in interface.

Using Proxy

The centre of the proxy will coincide with the centre of the FIRST original group. It's pretty simple, the proxy can be animated in any way and each proxy will inherit the animation. The same goes for position, scale and offset of each proxy. In other words it works like a hierarchy where transforms of the original model are passed on to the proxies. So if you scale or rotate your original model, the proxies will all scale and rotate too.

I recommend adding proxy.plm to your scene (it comes in at world coordinates at 0,0,0) then, place your original object (of which you want to make a proxy) at 0,0,0 as well. Make your proxy, import it, parent it to the plugin and place it. Do not move your original model from 0,0,0 unless you want to move all your proxies too. This is intended behavior because it allows proxies to inherit animation.

Tutorial (v1.0)

1. Open "Proxie.prj"
2. Notice the 'house' null. This is the hi-res model.
3. Go to the Plug-in menu, and select 'Proxie' and press 'Okay'.
4. Parent the 'house' null to the Plug-in.
5. Open the Plug-in interface.
6. Click 'Create Bounding Box Proxy now'
7. Select the Proxy.plm group.
8. Go to the Object menu, select 'Export Object' and 'Native Fact'.
9. Name the file 'Proxy' and press 'Okay'
10. In the options dialogue that appears, choose 'Selected only'
11. Import the proxy model you just exported.
12. Parent it to the plug-in
13. Duplicate it several times and move it about the project, rotating if you wish.
14. Press F5 to render a snapshot.

http://eias3d.com