

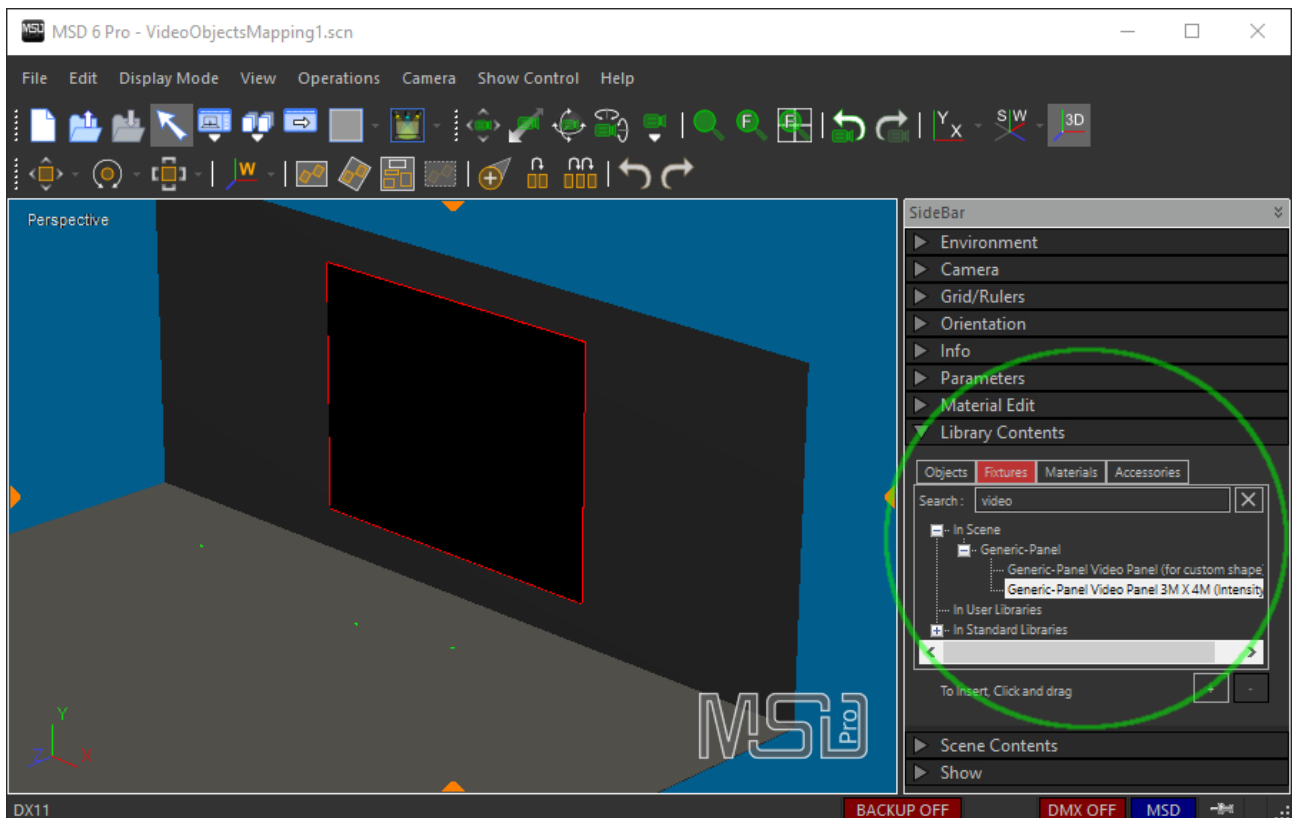
How to use User Objects as Panel Shapes.

This document will show you how to use your own objects as panel shapes, so that you can control the intensity and/or color and apply a Media Feed to them.

As example, I start with a simple scene, with a floor, wall and we will put a few panels in the scene. I use one regular panel on the wall (a generic video panel 3M x 4M), and 3 generic video panels (for custom shapes RGB).

Although you can use (almost) any panel with custom shapes, we have a few 'special' ones which are especially suited for custom shapes, as the housing of the panels will stay the same, only the 'lens' part of the panel is replaced with a custom shape. The 'special' panels are very small (1cm x 1cm x 1cm) so you do not have to worry that you will see them.

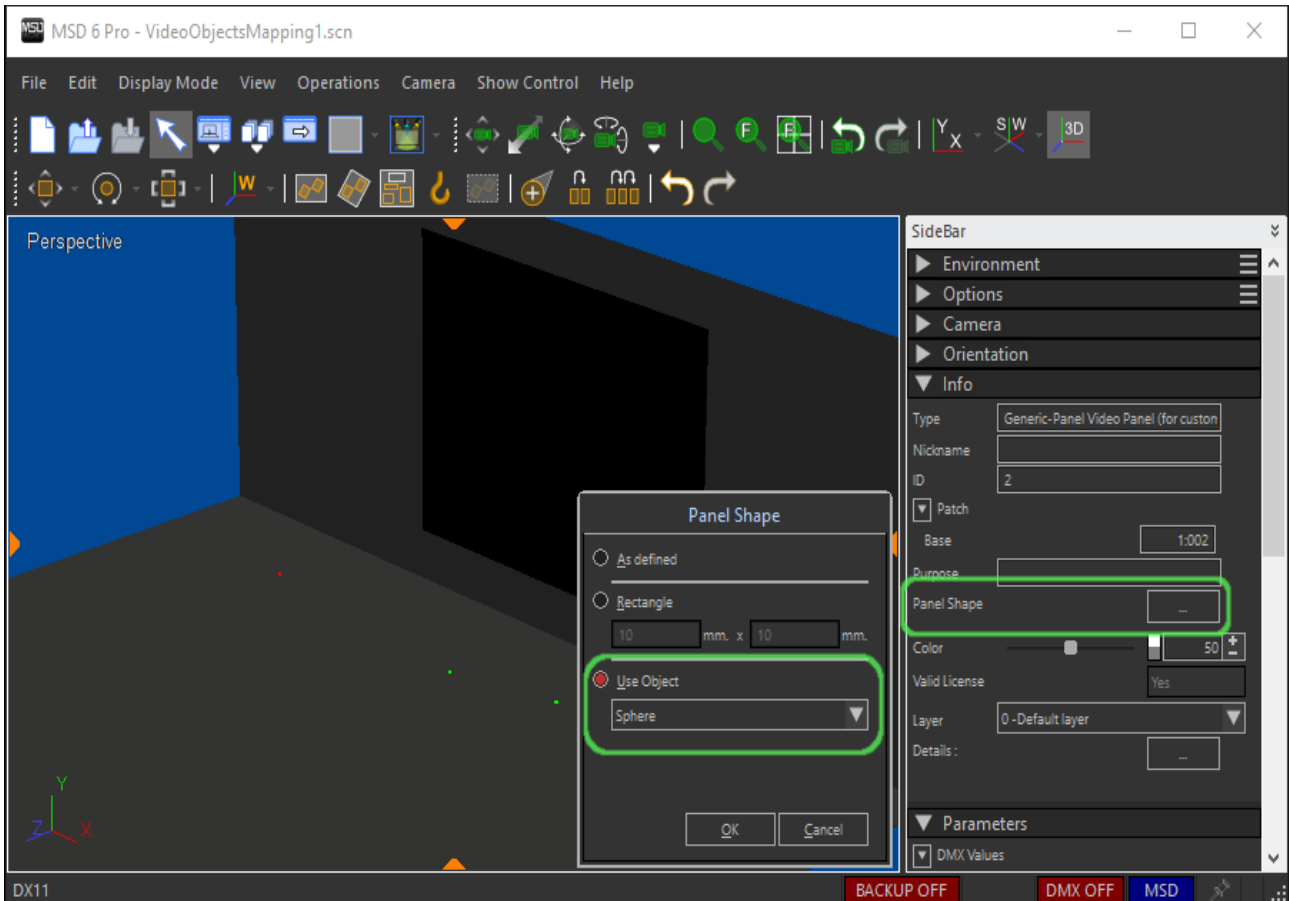
In this demo, we placed 3 of them on the floor (see the little green selection boxes).



Now pick the left one on the floor, and open the 'Info' section of the Sidebar. Click on the button of the 'Panel Shape' option, which will open a window where you can change the panel size or shape.

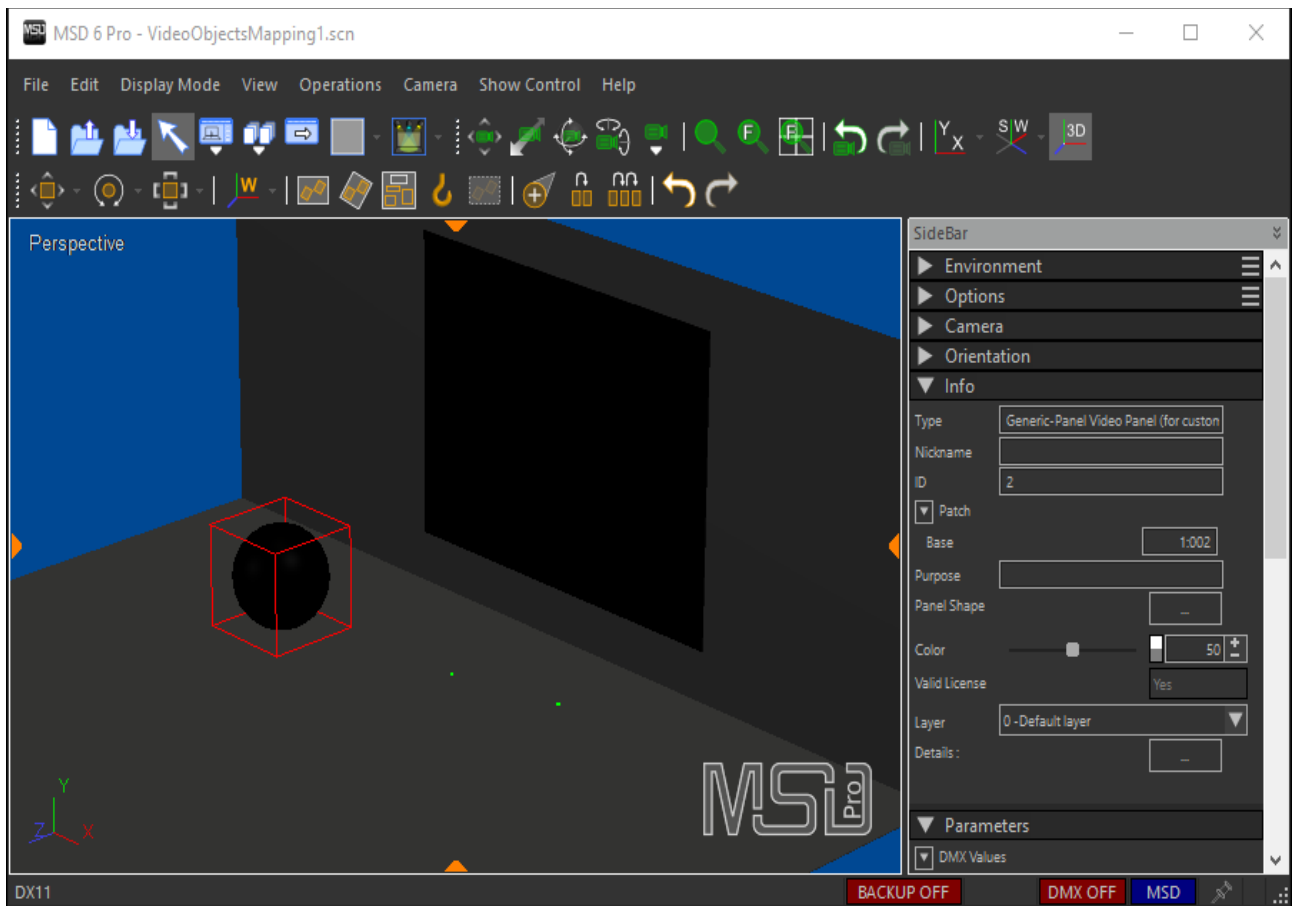
Use the second option to just change the size of the panel by entering the dimensions.

Here we will use an object already imported into the scene to be used as the new 'lens'.

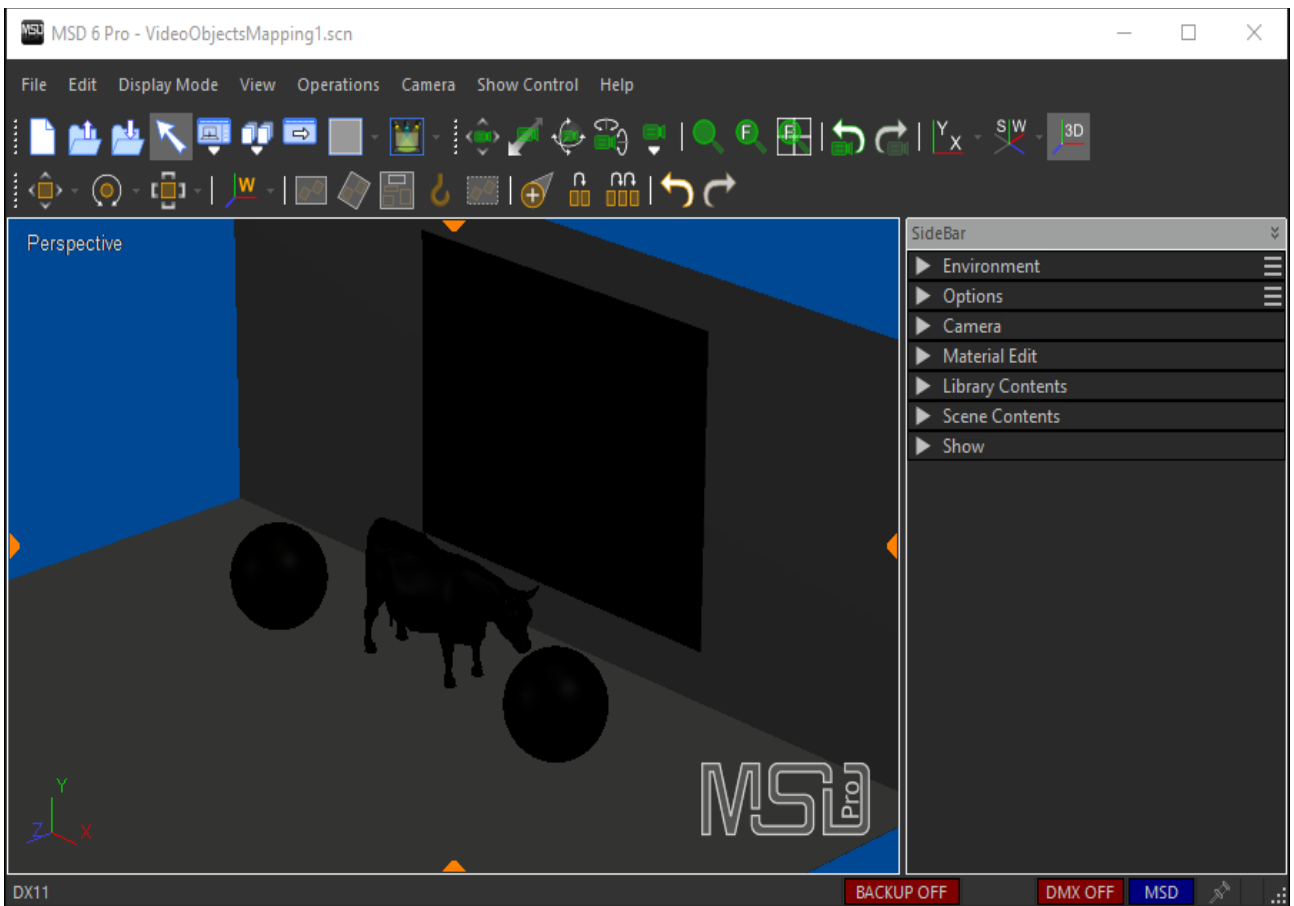


Select the third option, and use the drop-down menu to select an object from the scene that you want to use as panel (in this case a standard sphere we imported earlier).

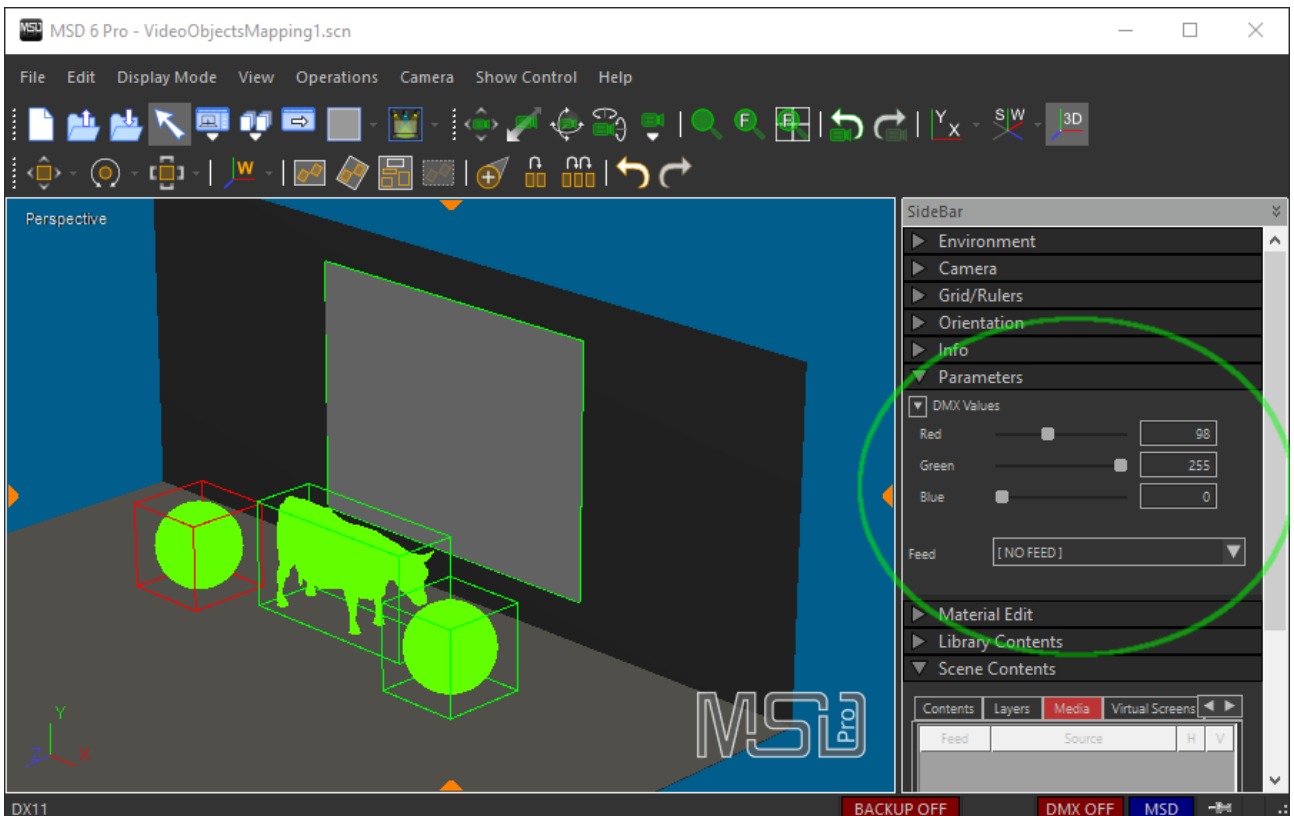
Press OK to confirm, and the lens of the panel will be replaced with the selected Sphere objects.



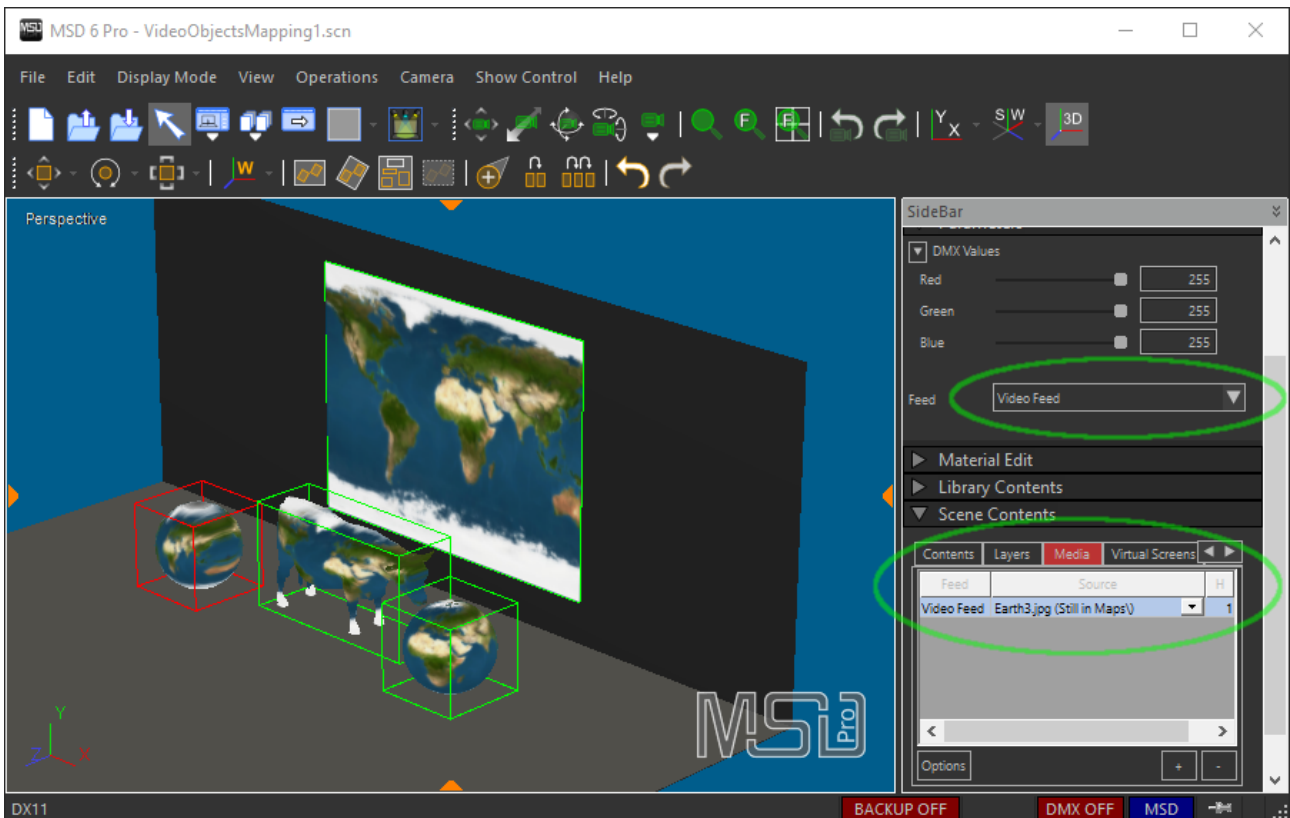
We repeat that process for the other 2 panels, using a 'cow' and a 'globe' object.
(The 'Globe' object differs slightly from the 'Sphere' object, as the 'Globe' object is an imported model which has its own set of UV-coordinates for texture mapping, as we can see later.)



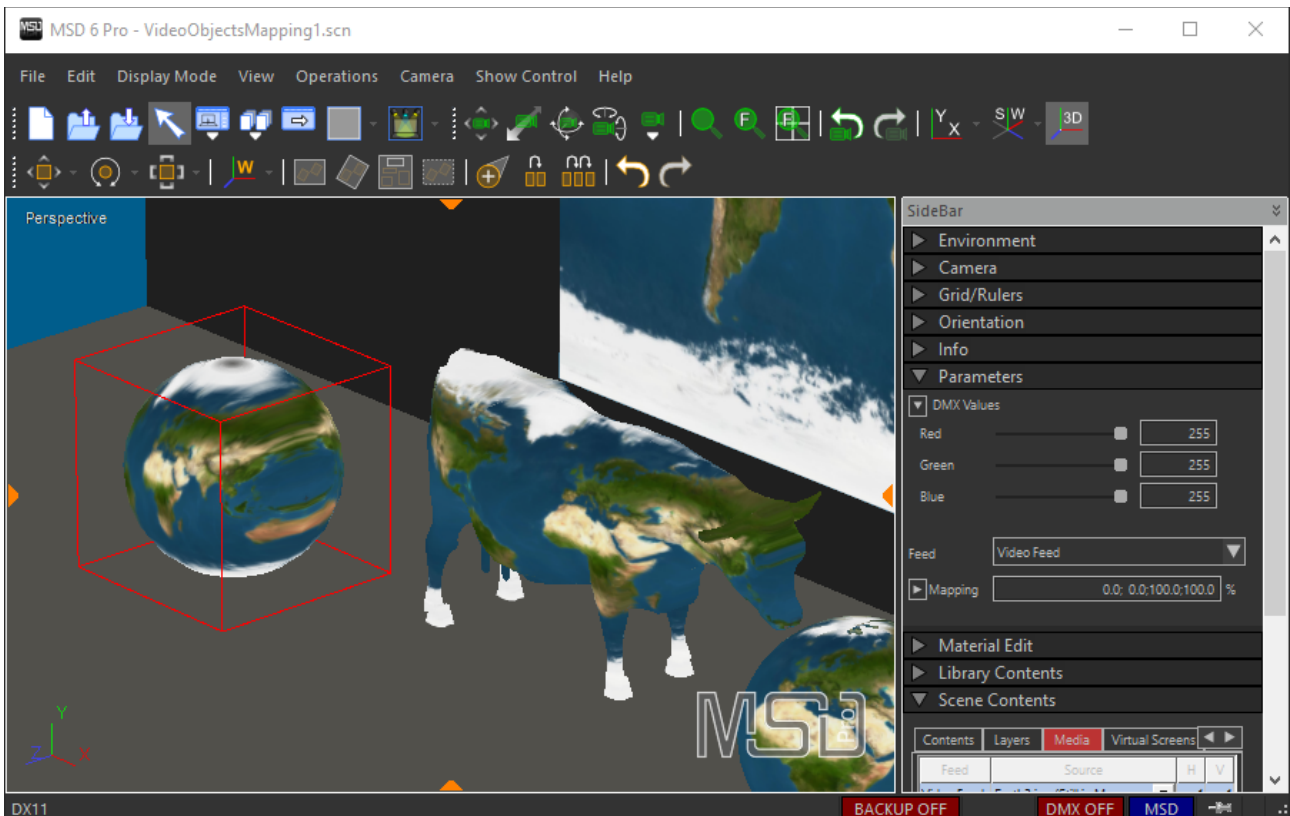
We can now control the colors of the objects with the Parameters of the video panels (in the Sidebar or using incoming DMX).



We can now also map video on the objects, by creating and assigning a Media Feed to the panels. In this case we use a media feed called 'Video feed', which is attached to a still image Media Source of a world map.



As you can see with the 'Sphere' and the 'Cow', the texture is mapped from front to back through the object, using the size of the bounding box of the object.



If a model has UV-coordinates, like the 'Globe' object on the right, the UV -coordinates will be used to map the texture (in this case around the globe).

