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1. Before Operation

1-1. Introduction

Thank you for purchasing the dotXSI conversion tool software. Be sure to fully read this operation manual to ensure the correct usage of this product. After reading the manual, keep it in an easily accessible place for future reference.

1-2. Using This Software

The dotXSI conversion tool software enables you to easily convert CG sets created in the universal 3DCG software Softimage|XSI to a format compatible with the digiStorm software “Brainstorm eStudio”.
Usage of this software requires a PC with the universal 3DCG software Softimage|XSI (Windows version only) already installed.

1-3. Using This Manual

The purpose of this manual is to enable customers to easily take advantage of all the functions in this software application. Before connecting or operating this product, be sure to read this operation manual to ensure full understanding of this product. After reading this manual, store it in a safe place where it can be referred to when necessary.
2. Software Installation

2-1. Conversion Tool Installation

The dotXSI conversion tool software package includes the following files.

<table>
<thead>
<tr>
<th>File Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dotXSIConvertGUI.exe</td>
<td>GUI executable file for converting the dotXSI file</td>
</tr>
<tr>
<td>dotXSIConvertGUI.ini</td>
<td>Setting file for the GUI</td>
</tr>
<tr>
<td>fileconvert.exe</td>
<td>Application file for actual conversion from the dotXSI file</td>
</tr>
<tr>
<td>fileconvert.ini</td>
<td>Setting file for fileconvert.exe</td>
</tr>
<tr>
<td>ipfapi.dll</td>
<td>dll required for creating m3a and m3b files</td>
</tr>
<tr>
<td>XSIFtk.dll</td>
<td>dll required for accessing the dotXSI file</td>
</tr>
</tbody>
</table>

**NOTE**

If any of these files are missing, conversion cannot be performed from the dotXSI file. Therefore, be careful not to delete or change the names of any of these files. Also, all of these files must reside in the same directory.

Copy this package to your selected directory. When copying the files, be sure all files are copied to the same directory.

2-1-1. Initial settings

After copying the package, settings must be made for the files below.

- dotXSIConvertGUI.ini (Setting file for the GUI)
  - IpPath … Enter the path for Brainstorm installed on the local PC
  - XSIPath … Enter the root directory for selecting the dotXSI file
  - PyPath … Enter the root directory for selecting the location of the converted files

![Fig. 2-1. dotXSIConvertGUI.ini](image-url)
fileconvert.ini (Setting file for fileconvert.exe)

TexCopyTool ... Enter the full path for the Softimage|XSI tool known as “imf_copy.exe”.

Normally, the path is “C:\Softimage\XSI_3.5\Application\bin\nt-x86-p4\imf_copy.exe”

No other particular settings need to be made since the other parameters can be set from the interface of the conversion tool.

2-2. Conversion Tool Uninstallation

To uninstall, simply delete the package copied in section 2-1, “Conversion Tools Installation.”
3. Software Operation

3-1. Creating a dotXSI File

This section describes how to export a dotXSI file, which is a format developed by Softimage for communicating with the wide range of available universal 3DCG software and data, from the universal 3DCG software Softimage|XSI.

Procedure
1) Create a CG set in Softimage|XSI, and then select the object to be converted.

2) From the menu, select File → Export → dotXSI.
   The .xsi Export Options window is displayed. Be sure to make the settings shown below and leave the others at their default settings.
   - dotXSI file box Format … ASCII
   - dotXSI file box Version … 3.6
   - Geometry box Polygon type … Triangle

Fig. 3-1. .xsi Export Option Window
3) Click the “OK” button, and then the window for selecting the export location is displayed. Set the directory and name, and then click the “OK” button.

Fig. 3-2. Window for Selecting the Export Location

This completes the procedure for using the conversion tools to create a dotXSI file that can be converted to a Brainstorm CG set.
3-2. Conversion Tools

Start the dotXSIConvertTool.exe file in the package. The GUI shown below is displayed.

Select dotXSI(*.xsi) File
This is used to select the dotXSI file to be converted.
The file can be selected in one of the three ways below.
- Click the “Dialog” button at the right end to select the dotXSI file.
- Enter the full path directly in the box.
- Drag and drop the file from Windows Explorer or other file management tool.

Select Brainstorm(*.py) File
This is used to select the file name after conversion.
The file can be named in one of two ways.
- Click the “Dialog” button at the right end to select the directory and file name.
- Enter the full path directly in the box.
If the directory name only is written without the file name, the Brainstorm file is converted and saved with the same filename as the above dotXSI file.

“Use OBJ Path & TEX Path” check box and OBJ Path & TEX Path
This sets if the object and texture files are copied to the directories written under OBJ Path and TEX Path. If a check mark is not added, object and texture files are copied to the same directory as the Python file mentioned before in the default format.
If a check mark is added, the path information can be entered to the OBJ Path and TEX Path input boxes.

Fig. 3-3. After startup of dotXSIConvertTool.exe
Config
This makes the various settings for conversion.

Object Type  >>  See section 3-6
Texture  >>  See section 3-7
Animation  >>  See section 3-8
Mat Shade  >>  See section 3-9
Tex MipMap>>  See section 3-9

"Convert Object File Only" check box
If a check mark is added to this check box, no files other than the object files are created during conversion.

"Convert" button
This button executes actual conversion from the dotXSI file to the Python file.

"Run Ipf" button
This button starts Brainstorm installed in the local PC and displays the converted result.

3-2-1. Menu bar

File menu
Exit
This exits dotXSIConvertTool.exe.

Menu menu
Log Window (Ctrl + L)
This displays the Log Window.

Tree Window (Ctrl + T)
This displays the Tree Window.

Option (Ctrl + O)
This displays the Option Window.

Help menu
Version (Ctrl + A)
This displays the version information.
3-2-2. Log window

Selecting Menu→Log Window from the menu displays the Log window which shows the conversion log. This window is automatically updated whenever a conversion is performed.

![Log Window](image)

**Fig. 3-4. Log Window**

**File menu**

Save (Ctrl + S)
This saves the currently displayed log to a file.

Close (Ctrl + X)
This closes the Log window.
3-2-3. Tree window

Selecting Menu→Tree Window from the menu displays the Tree window which shows the object names which can be converted from the currently selected dotXSI file.

File menu
- Save (Ctrl + S)
  This saves the currently displayed data to a file.

- Close (Ctrl + X)
  This closes the Tree window.
3-2-4. Option window

Selecting Menu → Option from the menu displays the Option window for making other settings.

Object Axis Type
This sets if the CG set height reference after conversion is the Y-axis or Z-axis. Normally, the recommended setting is “Z-Up”.

Transform
This sets if the transform settings indicating the parameters for size, angle, position, and center are converted to an object element or pivot element. Normally, the recommended setting is “Object”.

Write Path Type for Object (Texture)
This sets the object file and texture file paths contained in the Python file. Although an absolute path (written as a full path) or relative path (written from the directory) can be set separately for the object and texture file, the recommended setting for both is “Relative”.

Default Scene
This designates the initial directories shown when the “Dialog” button is clicked when selecting the dotXSI file and Python file. The path for Brainstorm that is started when the “Run Ipf” button is clicked is also set here.
3-3. Executing Conversion

This executes the actual export of the CG set that is currently created. In this example, a CG set is used without any created animation.

Fig. 3-7. CG Set in Softimage|XSI
● Procedure

1) Refer to section 3-1, “Creating a dotXSI File”, and create a dotXSI file for the CG set.

2) Start the “dotXSIConvertTool.exe” file, and make the following settings.
   - Select the dotXSI file (select the previous dotXSI file).
   - Select the Python file (select the path and filename).
   - The other settings are as shown below.

   ![Fig. 3-8. Config Settings in Main Window](image1)

   ![Fig. 3-9. Option Window Settings](image2)

3) After the above settings are made, click the “Convert” button to execute conversion.

   ![Fig. 3-10. Convert Button in Main Window](image3)

A DOS window is displayed during the conversion process, and this is due to the specification requirements for this software. It is not a malfunction or cause for concern.
3-4. Importing Converted Files in Brainstorm

This section describes how to import the CG set that was converted in section 3-3, "Executing Conversion" into Brainstorm.

Use Windows Explorer or other file management tool to view the files that were just exported. A file with a ".py" extension and using the name assigned during export is created together with a directory of the same name (including an underscore character at the end).

The ".py" file indicates the parameters (such as Transformation) for each object in the CG set that was created in Softimage|XSI, and this is the file selected when the CG set is imported into Brainstorm.

Inside the folder with the same name, the objects (Polygon, Normal, UV, etc.) and texture files of the CG set created in Softimage|XSI are saved. This folder must be located in the same directory as the ".py" file. Therefore, when copying data, for example, be sure to copy the ".py" file with this entire folder.

If Brainstorm is installed on the local PC and is immediately after the dotXSI file is converted, the starting of Brainstorm and importing of CG set can be performed simultaneously from this software.
Procedure
1) Complete the information in the “Ipf Path” and “Ipf Option” parameters in the “Default Scene” box in the Option window.
2) Referring to section 3-3, “Executing Conversion”, complete conversion from the dotXSI file.
3) After steps 1 and 2 above are completed, click the “Run Ipf” button in the conversion tools to simultaneously start Brainstorm and import the file selected in “Select Brainstorm (*.py) File”.

The above procedure is intended for importing CG sets from this software. To start Brainstorm and then import a CG set, refer to the Brainstorm manual for the specific procedure.
3-5. Selecting Location for Copying Object & Texture Files

When using this software to convert a .dotXSI file, inserting a check mark in the "Use OBJ Path & TEX Path" parameter enables you to select the copying location for the object and texture files.

Inserting a check mark in the "Use OBJ Path & TEX Path" parameter enables you to enter the paths in the "OBJ Path" and "TEX Path" parameters below it. You can select the paths in one of two ways.
- Click the "Dialog" button on the right end to select the directory.
- Enter the directory directly.

Generally, it is better to click the "Dialog" button when copying the object and texture files to the existing directory, and it is better to enter the path directly when copying to a new directory. If the directory does not exist, the text changes to red font. Note that the directory will be created automatically if you execute conversion.
3-6. Object File Types

When using this software to convert a dotXSI file, three types of objects can be created based on the settings for the "Object Type" parameter.

- When "Object Type" is "Alias|Wavefront (*.obj)"
  This converts to an object file (extension: .obj) with universal compatibility. This file can be imported not only in Brainstorm, but also into Maya, 3D Studio MAX, and other universal 3DCG software.

- When "Object Type" is "Brainstorm (*.m3a)"
  This converts to an ASCII file (extension: .m3a) called "m3a" which is a proprietary format of Brainstorm. Since this is a format for Brainstorm only, the file cannot be imported to other universal 3DCG software, but the loading speed is noticeably faster than object files. Also, since the file is in ASCII format, the parameters and name can be edited using a text editor.

- When "Object Type" is "Brainstorm (*.m3b)"
  This converts to an binary file (extension: .m3b) called "m3b" which is a proprietary format for Brainstorm. Since this is a format for Brainstorm only, the file cannot be imported to other universal 3DCG software, but the loading speed is noticeably faster than object files. Also, since this file is in binary format, it cannot be edited like an ASCII file, but the size is relatively more compact.
3-7. Texture File Copy Types

When using this software to convert a dotXSI file, two types of methods can be set for referencing texture files based on the Texture Type parameter setting.

- When “Texture Type” is “Copy”
  The texture file used in the CG set in Softimage|XSI is converted to an RGB file and is copied to the designated directory. This setting is useful when using texture files located in many directories or using formats not supported by Brainstorm.

- When “Texture Type” is “Reference”
  The texture file used in the CG set in Softimage|XSI is referenced only, and no copying is made. Normally, when exporting to a dotXSI file from Softimage|XSI, the texture files used in the CG set are all copied to the same directory as the dotXSI file, and the dotXSI file contains references to these files. When “Texture Type” is set to “Reference”, references are added to the Python file for the files copied to the same directory as the dotXSI file. This setting is useful for minimizing file sizes.
3-8. Animation Conversion

When animation is created in Softimage|XSI, this data can also be exported to the dotXSI file, and the parameters can also be converted by this software.

The two types of animation functions that can be exported by this software are shown below.

- Keyframe animation
- MotionPath animation

Other types of animations cannot be exported. Therefore, they should not be used in the CG set for Brainstorm.

To convert animations contained in the dotXSI file, set the “Animation” parameter to “Convert”. The other settings are unchanged. If you do not wish to convert animations, set the parameter to “Not Convert.”

![Animation Setting](image)

Fig. 3-20. Animation is Set to “Convert”

However, in MotionPath animations, the link between the Nurbs curve and object cannot be made depending on the dotXSI file specification. Therefore, the link between the Nurbs curve and the object needs to be reset after importing the CG set into Brainstorm.
3-8-1. Animation playback in Brainstorm

In CG sets where the keyframe animation was exported, the keyframe animations are played back in Brainstorm using the following procedure.

- Procedure
  1) Start Brainstorm, and then import the exported CG set (See section 3-4, "Importing Converted Files in Brainstorm").

  2) Open the GlobalLists window, and click the “Timer” icon under the “Render” tab.

![Fig. 3-21. Timer List Window](image)

  3) This displays the Timer Lists window. Select the element with the same name as the object name that created the keyframe plus the suffix "_.keyframe" (this element is not created for a MotionPath animation), and then click the "TIMER_RUN" icon.

The above procedure enables playback of a single object animation. The software operates by controlling the keyframe animation for each object (there is a separate timeline for each object).

To play back animations combining keyframe animations from a wide range of objects in SoftimageXSI, the corresponding timer element “TIMER_RUN (RUNFWD, RUNREV)” must be registered to the event.
3-8-2. Correcting Keyframes in Brainstorm

In CG sets where the keyframe animation was exported, when correcting the keyframes in Brainstorm, it is possible to correct the CURVE_DATA of the corresponding Curve1d element.

In the same way, in MotionPath animations, it is possible to correct the CURVE_DATA of the corresponding Curve3d element.
3-9. MAT_SHAIDE and TEX_MIPMAP Parameter Settings

When this software is used to convert a dotXSI file, the “MAT_SHAIDE” parameter for the material element and the “TEX_MIPMAP” parameter for the texture element in Brainstorm can both be set in one operation.

- “Mat Shade” parameter
  This sets the “MAT_SHAIDE” parameter of the material element (available options are “off”, “flat”, and “gouraud”).

- “Tex MipMap” parameter
  This sets the “TEX_MIPMAP” parameter of the texture element (available options are “MipMapOff”, “MipMapAuto”, and “MipMapSelect”).

Fig. 3-24. “Mat Shade” parameter in the Main Window

Fig. 3-25. “Tex MipMap” parameter in the Main Window
3-10. Replacing Object Files

When this software is used to convert a dotXSI file, it is possible to create only the object files (*.obj, *.m3a, *.m3b) having data for the object itself such as Polygon and Normal without creating the Python files containing data for the transformation, material, and texture.

To create only the object files, insert a check mark for “Convert Object File Only”.

This is useful when you have already made corrections in Brainstorm for the keyframe animations created in Softimage|XSI and you want to simply replace the objects. However, note that the “Object Type” parameter setting must be the same before and after replacement.
4. File Configuration After Export

When this software is used to convert a dotXSI file, the filename is designated. However, in actuality, a directory with the same name is also created in addition to the file (in the default settings). When this software exports a CG set, a single Python file (extension: py) and folder with the same name are created, and both the file and directory are needed for loading into Brainstorm.

This section will describe the Python file and folder with the same name that was created after export.
4-1. Python File

This file contains the following data for the CG set created in Softimage|XSI.

- Object (Transform, Shape Node) names, Transformation (Scale, Rotation, Transform, Center)
- Material names and parameters (Link with Color and Texture)
- Texture names and parameters (Texture file path and UV Offset)
- Keyframe animation curve names and parameters (such as Curve data and Timer values)
- Nurbs curve parameters used in MotionPath (Names and Curve data)
- Pivot element names and parameters (Scale, Rotation, Transform, Center)

This does not include all of the data that can be contained in the file. The contents are constantly changing due to the Option window settings, use of animation, and other factors.

To import a CG set exported from Brainstorm, designate this Python file. (See section 3-4, “Importing Converted Files in Brainstorm”.)
4-2. Folder Layout

This folder is automatically created during conversion from the dotXSI file. The assigned name is the same as the one selected during conversion. Opening this folder reveals folders named “geo” and “tex” that were automatically created.

- “geo” folder
  This folder contains two types of files: Object files (extension: obj) that describe the object (Polygon, Normal, UV, Face) and material files (extension: mtl) that describe the material (Name, Color).

Fig. 4-3. Opening the Folder Contents

Fig. 4-4. “geo” Folder
● “tex” folder
All textures files used in the CG set in Maya are saved as converted RGB files (extension: rgb).

The DOS window sometimes appears during exporting when starting up the tools for converting these texture files.

The Python file created after export contains information for loading the object and texture files in this folder.
If any names are changed or files are deleted, it may not be possible to load the files, and the CG set may not be accurately reproduced. Therefore, no changes should ever be made to these files.
5. Reference

5-1. CG Set Creation Limitations

There are several limitations for creating a CG set in Softimage|XSI. These limitations ensure compatibility of Softimage|XSI and Brainstorm specifications, and so be sure to create CG sets while observing these limitations.

- Be sure to always create objects using Polygon.
- The "Rotate Order" parameter for all transformations is created using "zxy".

Do not use material parameters other than "Phong", "Lambert", "Blinn", "Cook-Torrance", "Strauss", "Anistotropy", "Constant", and "Toon".

Fig. 5-1. “Local Transform” Parameter in Softimage|XSI

Fig. 5-2. “Material” parameter in Softimage|XSI
- Do not use texture parameters other than “Image”.

Fig. 5-3. Softimage|XSI “Texture” Parameter

- Do not create keyframe animations for parameters other than Transform.
- Curve tangential handles in the keyframe must be symmetrical.

Fig. 5-4. Softimage|XSI “Animation Editor”
## 5-2. Softimage|XSI – Brainstorm Correspondence Table

<table>
<thead>
<tr>
<th>Softimage</th>
<th>XSI</th>
<th>Brainstorm</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Object or Pivot Element</td>
<td>Based on the Option window setting</td>
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<td>Scale</td>
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<tr>
<td>Rotate</td>
<td>OBJ_ORIENTATION (PIV_EUL)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Transform</td>
<td>OBJ_DISPLACEMENT (PIV_DIS)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Center</td>
<td>OBJ_CENTER (PIV_CENTER)</td>
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<tr>
<td>Visible</td>
<td>OBJ_CULL</td>
<td></td>
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</tr>
<tr>
<td><strong>Shape Node</strong></td>
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<td>Geometry Element &amp; Object file</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>OBJ_NAME, GEO_NAME</td>
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<tr>
<td>Vertex</td>
<td>Contained in Object file</td>
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</tr>
<tr>
<td>Normal</td>
<td>Contained in Object file</td>
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<td>UV</td>
<td>Contained in Object file</td>
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<tr>
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<td>Contained in Object file</td>
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<td>MAT_SELSURF</td>
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<td></td>
</tr>
<tr>
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</tr>
<tr>
<td>Curve points</td>
<td>CURVE1D_CURVE_DATA</td>
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<td>Animation length</td>
<td>TIMER_LENGTH</td>
<td>Included for each object</td>
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<td>Curve1d, Timer, and Object (Pivot) are linked</td>
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<td></td>
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</tr>
<tr>
<td>Type</td>
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<td></td>
</tr>
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<td>Curve points</td>
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</tr>
</tbody>
</table>
Warning

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at his own expense.
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