

<u>Converting GstarCAD</u> created objects to Vue **.vob** objects (by Robert Woudsma www.etherealcanvas.ca)

1) Create the model in GstarCAD of any level of complexity. Ie. The multiple guitar rack below:



This design has many individual parts and two layers, each in a different colour. In GstarCAD, save the file as a normal AutoCAD 2018 (or whatever version you use).**Dwg** file first then for the conversion, save it as an AutoCAD r12 .DXF file.

AutoCAD 2018 Drawing(*.dwg)	\sim
AutoCAD 2018 Drawing(*.dwg)	
AutoCAD 2013(LT2013) Drawing(*.dwg)	
AutoCAD 2010(LT2010) Drawing(*.dwg)	
AutoCAD 2007(LT2007) Drawing(*.dwg)	
AutoCAD 2004(LT2004) Drawing(*.dwg)	
AutoCAD 2000(LT2000) Drawing(*.dwg)	
AutoCAD R14(LT98/LT97) Drawing(*.dwg)	
AutoCAD DrawingStandard(*.dws)	
AutoCAD DrawingTemplate(*.dwt)	
AutoCAD 2018 DXF(*.dxf)	
AutoCAD 2013 DXF(*.dxf)	
AutoCAD 2010 DXF(*.dxf)	
AutoCAD 2007(LT2007) DXF(*.dxf)	
AutoCAD 2004(LT2004) DXF(*.dxf)	1
AutoCAD 2000(LT2000) DXF(*.dxf)	\checkmark
AutoCAD R12/LT2 DXF(*.dxf)	

Locate and download AutoDESK FBX Converter

One source is: https://softfamous.com/autodesk-fbx-converter/

This is free downloadable software from AutoDESK. Download and install it. FBX is a graphics exchange protocol that retains individual object elements across multiple graphics applications, including E-on software's Vue.

AutoCAD sources a free FBX converter application: (FBX Converter 2013.3) for its native DXF file format to the FBX format.

- Click Add below the left window to select the .DFX file or multiple files to be converted.
- > Then make sure that Add Root Node and Weld vertices are checked.
- Set **Derive primitives** to the **Layer** option.

FBX Converter 2013.3 - [FBX Converter 2013.3]		_		\times
荐 File Tools View Help			_	[8]×
Add FBX Converter 🗧 Add FBX Explorer 🚺 Add FBX Take Manager 🕅 Add FBX Viewer 📝 Log				
Source files Destination files				
File Ver. Creator Source files (Drop files here or use < Add >) File size Destination File Location		Result	File s	size
1 C:/Users/rwoud/Desktop/Converter test area/One Bendh r12.dxf 6.41 MB 1 C:/Users/rwoud/Desktop/Converter test area/One r12.fbx	rea/One Bench	Converted	1.6	59 MB
Add Remove selected Remove all Change destination folder	Re	name selected f	ile	
Preset Autodesk Media & Entertainment Edit preset Save Preset Destination format FBX 2013 (Compatible with a comparation format FBX 2013 (Compatible with a comparat	th Autodesk 2013	applications and	1 2013 FBX	pii 🔻
Source file options Destination file options				
- DXF -	FBX 2013			
Add Root Node 🖌 Embed med	ia			
Weld vertices 🗸 FBX Save Mod	le Binary			
Derive primitives Layer				
Log files Show		Co		
FBX Converter 2013.3				

On the right panel leave the default values to set the output file as a FBX 2013 format .

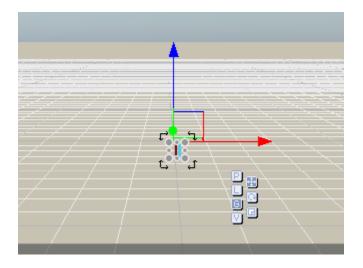
- > Leave **Embed media** unchecked.
- Set the **FBX Save Mode** to **Binary**
- Ensure the destination folder for the converted FBX file is correct or click on Change destination folder.... To set a different one.

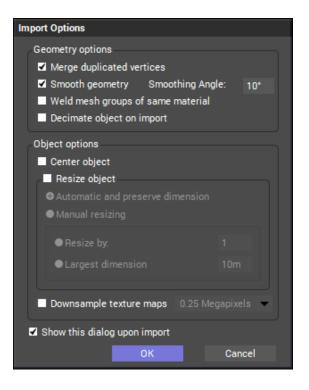
- Click the Convert button. The status of the conversion will be shown under the Result title.
- > Open the Vue Pro application and select **Import Object** from the **File** menu.
- From the file explorer window, select the converted FBX file. This will open the Import Options window in Vue:
- Check Merge duplicated vertices and Smooth geometry at an Angle of 10°.
- Click OK.

(you could probably play with these values)

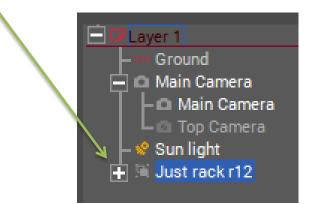
The object will be brought into the view areas of Vue.

Its orientation and zoom may need to be changed:





In the Vue world browser window the file name of the imported object should be listed. It will be a collapsed tree if the object contains more than one element. Expand the tree of elements by clicking the object's plus box.



When a multi-element object is expanded the individual elements will be listed.

Each element can be individually selected in the World Browser but not in the various camera views.

Once selected in the World browser, the element can be renamed, moved, zoomed and have materials applied to them.

Once the object is completely defined with titles and colours etc. in Vue it can be saved in the native Vue format as a .vob object and placed into a personal library.

- > In the **File** menu, select the **Save Object** item.
- In an explorer window you can set its file name (default .vob extension must be kept) and the appropriate folder for the file.
- Then a Save Object Preview window will be displayed.
- The right mouse button will allow orbital movement orientation of the object in the preview.
 - Up or down movement when holding the right mouse button will change the level of the horizon.
- The mouse wheel will allow zoom in or out of the object.
- Ctrl-Right mouse will allow for fine zooming of the object.
- Shft-Right mouse will allow for panning of the object inside the frame
- The icons above the preview can be used to reset any change in orientation or zoom.
- The Background box can be unchecked to remove the ground-plane as a horizon reference and eliminate any shadows

When ready, simply click **OK** to save the .vob object.

