

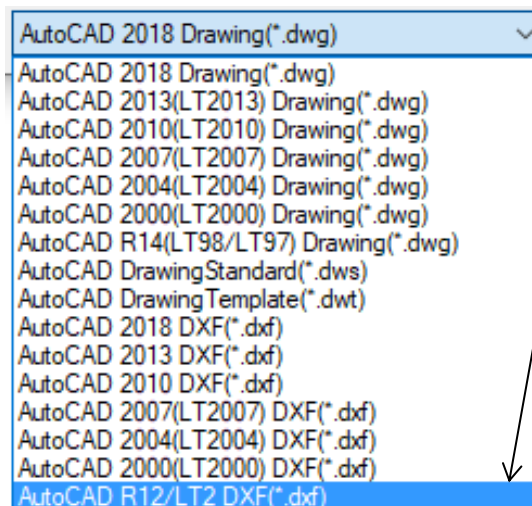


Converting GstarCAD created objects to Vue .vob objects
(by Robert Woudsma www.etherealcanvas.ca)

- 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.



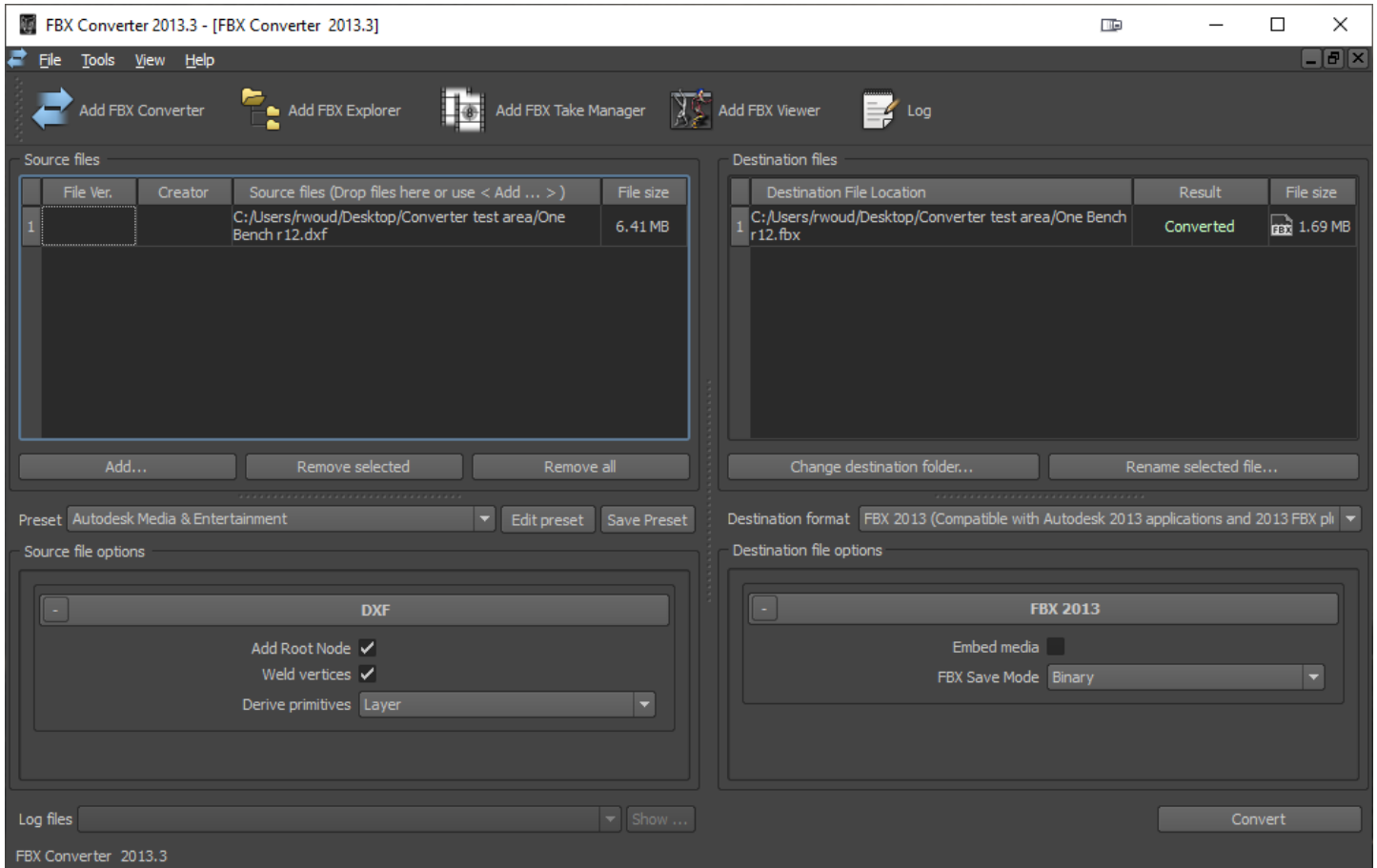
Locate and download AutoDESK FBX Converter

One source is: <https://sofftamous.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 .DXF 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.



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.

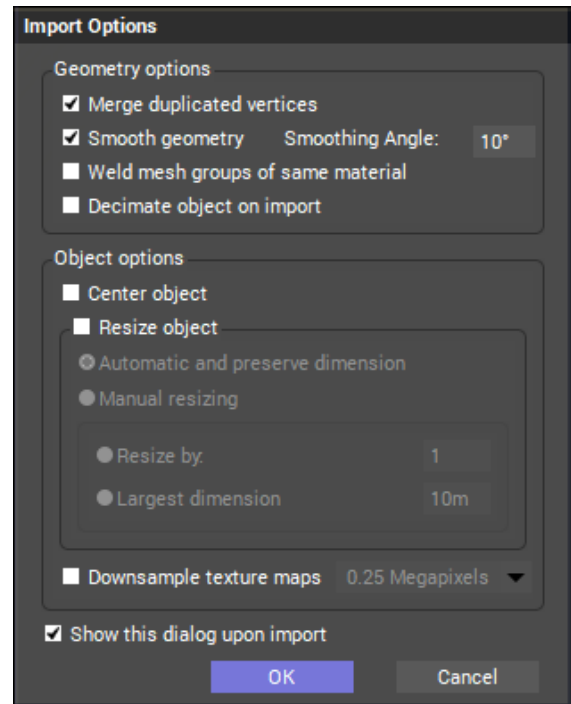
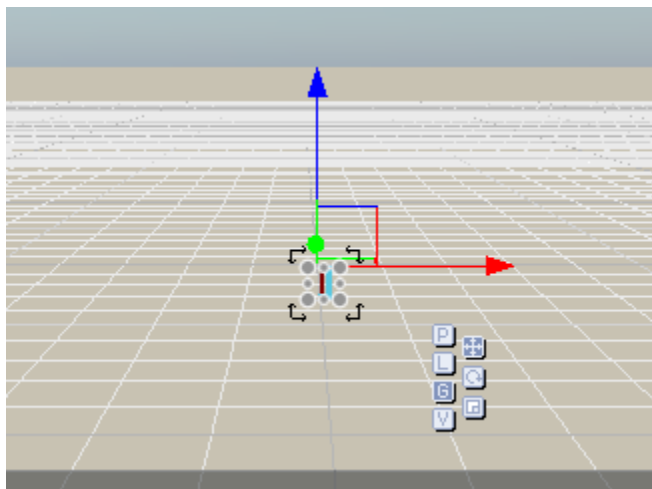
- Click the **Convert** button. The status of the conversion will be shown under the **Result** title.
- Open the Vue Pro application and select **Import Object** from the **File** menu.
- From the file explorer window, select the converted FBX file. This will open the Import Options window in Vue:

- Check **Merge duplicated vertices** and **Smooth geometry** at an **Angle** of **10°**.
- Click **OK**.

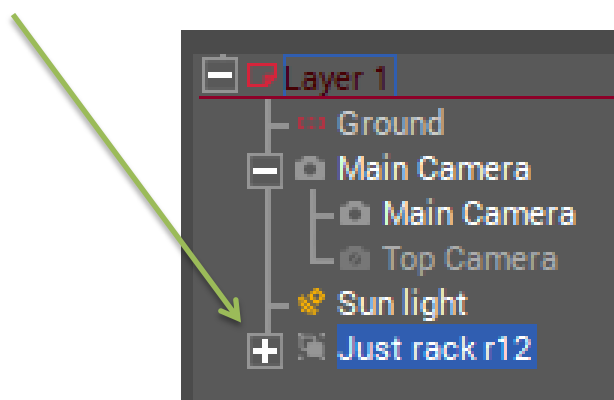
(you could probably play with these values)

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.



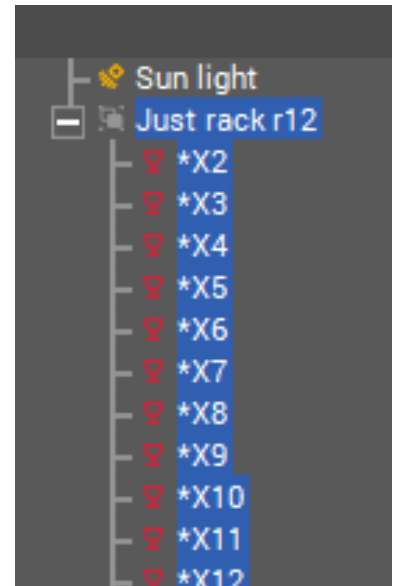
When a multi-element object is expanded the individual elements will be listed.

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.

