



YULIO

USING YULIO JUMP WITH AUTODESK® REVIT®

YULIO JUMP VERSION 2.6.0



USER GUIDE

USING YULIO JUMP WITH AUTODESK REVIT

If you currently use Autodesk Revit to generate renders, you can now use it with Yulio Jump to cloud render 360 panoramas, 2D perspective images and augmented reality (AR) assets.

You can also use Yulio Jump with Enscape or other rendering engines, making it easy to bring your preferred render output into Yulio for publishing and sharing.

Yulio is compatible with a wide range of CAD tools even without the use of plugins, providing the content meets our file requirements. Yulio's CAD plugins simply speed up your workflow by generating cube maps from within the CAD software. Learn more about Yulio's file requirements [here](#).

IN THIS GUIDE

- Downloading and installing the Yulio for Revit plugin
- Designing your model
- Configuring and rendering your project
- Viewing your VR projects in Yulio



01

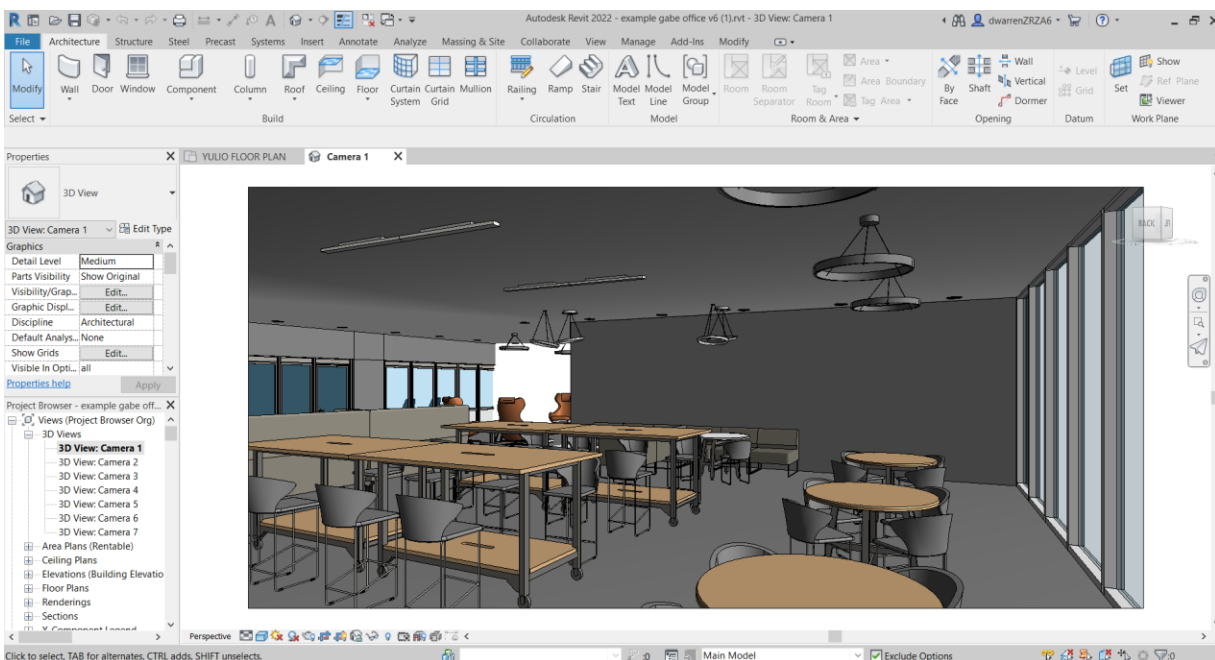
DOWNLOAD THE YULIO FOR REVIT PLUGIN

Download and install the Yulio for Revit plugin directly from the [Autodesk App Store](#).

02

DESIGN IN REVIT

- Open or create a Revit project file (.rvt).
- For an immersive VR experience we recommend having 4 walls, a floor and a ceiling in your model but it is not required.

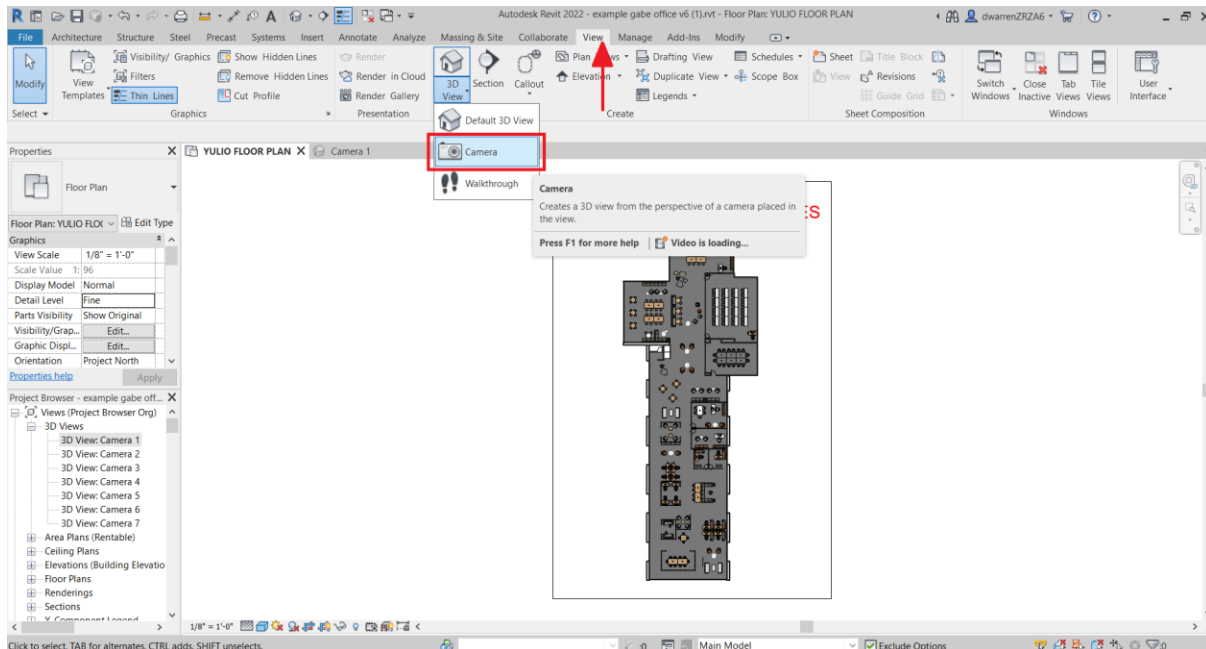


- Save your project.

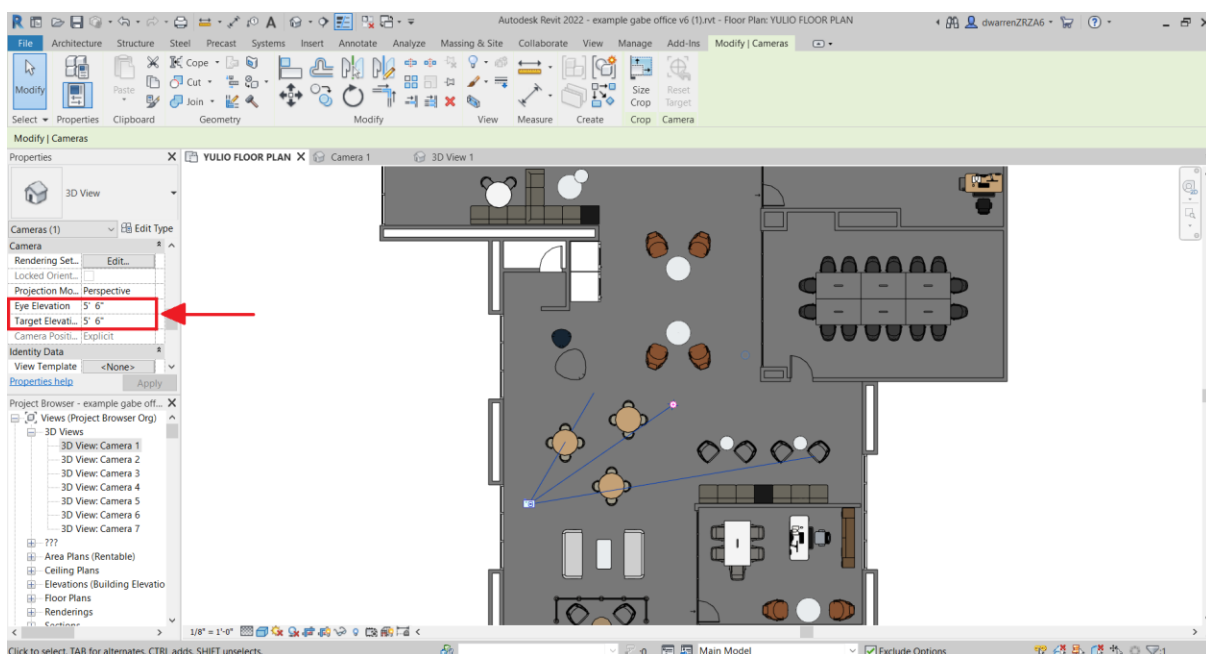
03

CREATE VIEWS

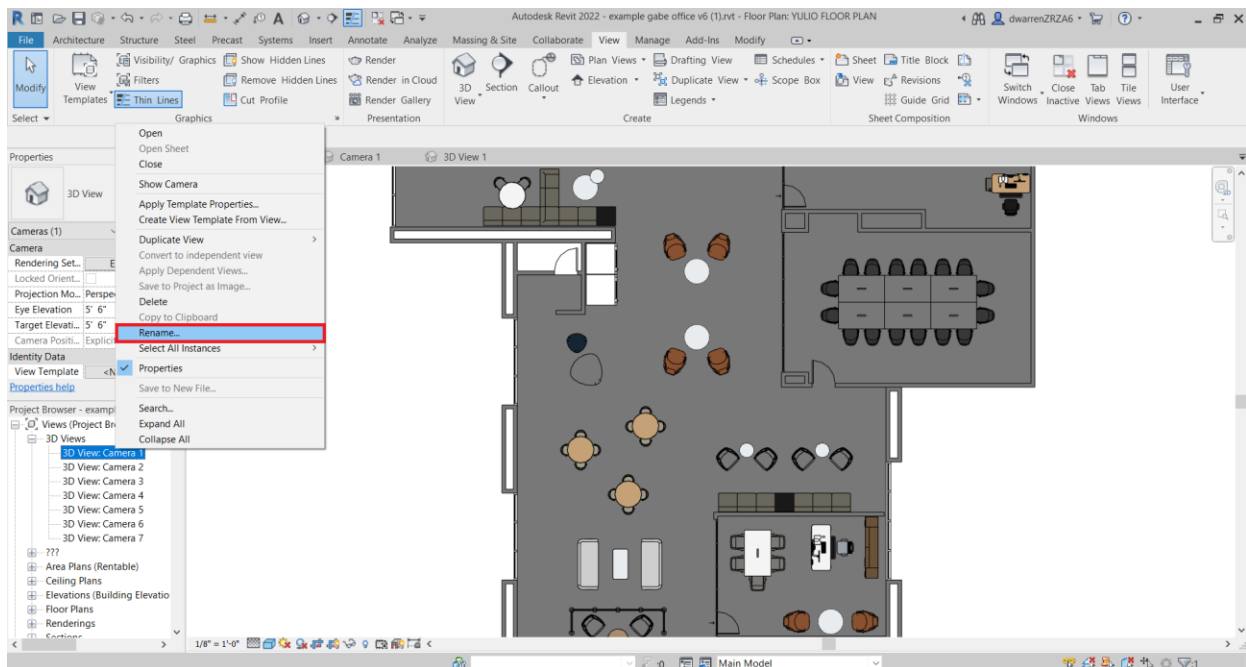
- To render with Yulio, you must create at least one 3D view.
- To create a view, navigate to your desired floorplan. Then select the View tab. From the 3D View drop down, select the Camera option.



- Place your camera in your desired location on the floorplan to create your view. You can adjust the Eye Elevation and Target Elevation in the properties menu. For VR, we recommend a standing height of about 5' 6".



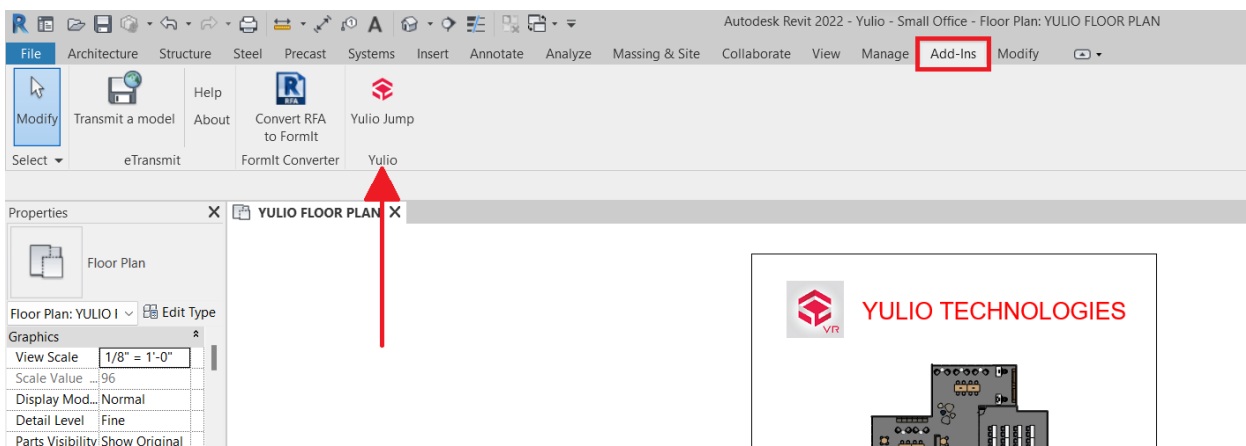
- Views will appear under the 3D section of the Project Browser.
- You can rename your views by right clicking on the view name, then select rename.



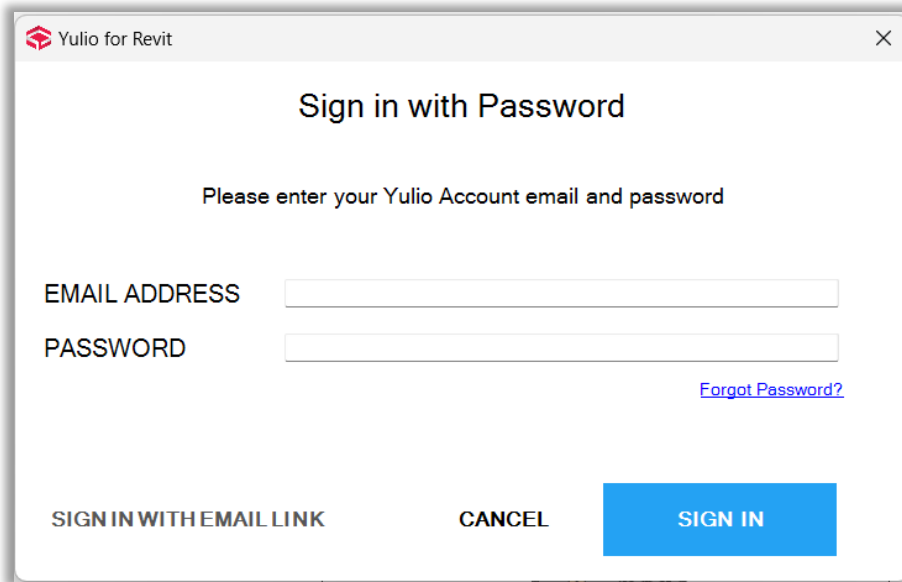
- You can create multiple views by repeating the steps above.

04 CREATE WITH YULIO JUMP

- To create your VR experience with Yulio Jump, select the “Add-Ins” tab and then select the Yulio Jump icon.

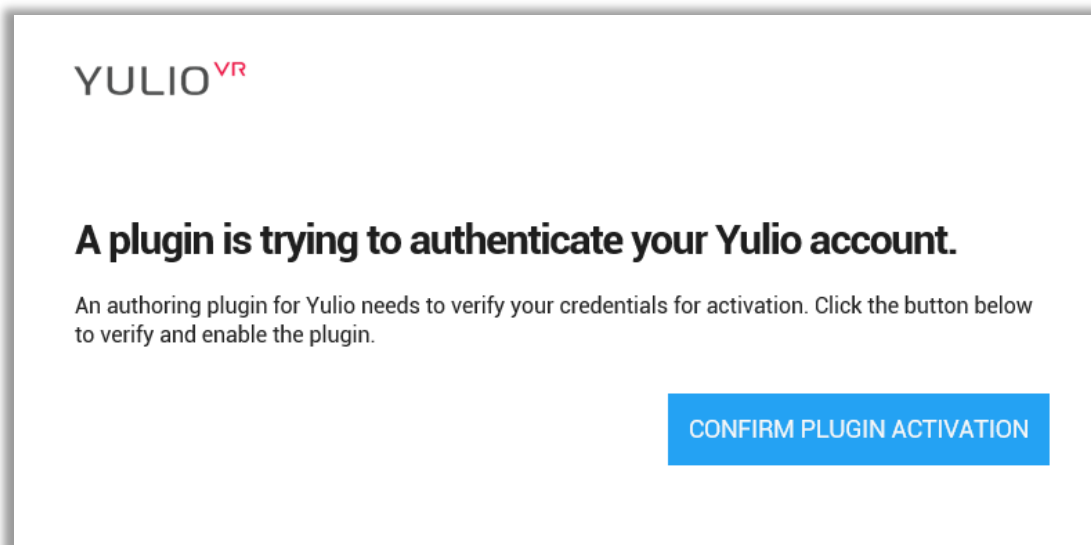


- If this is your first time using the plugin, you will need to login using the email address linked to your Yulio account.
- You have the option to login using your email and password, or via an email link.
 - *Note: The email and password are the same email and password you use to sign into Yulio.com*



The screenshot shows a dialog box titled "Yulio for Revit" with a close button (X) in the top right corner. The main heading is "Sign in with Password". Below it, a prompt says "Please enter your Yulio Account email and password". There are two input fields: "EMAIL ADDRESS" and "PASSWORD". To the right of the "PASSWORD" field is a blue link that says "Forgot Password?". At the bottom, there are three buttons: "SIGN IN WITH EMAIL LINK" (disabled), "CANCEL", and "SIGN IN" (active).

- If you would like to sign in with the email link, click the "Sign In With Email Link" button in the bottom left corner.
- Enter your email address and check your email for the activation link. When you receive it, select Confirm Plugin Activation.



The screenshot shows a white rectangular box with the YULIO VR logo at the top left. The main heading is "A plugin is trying to authenticate your Yulio account." Below it, a paragraph reads: "An authoring plugin for Yulio needs to verify your credentials for activation. Click the button below to verify and enable the plugin." At the bottom right, there is a blue button with the text "CONFIRM PLUGIN ACTIVATION".

- For email activation - once you have activated your account, return to Revit and select the Yulio Jump icon again.

Next, the Yulio Jump plugin will pop up and provide additional options for rendering.

- **Project Type:** Select VR Project or Perspective Image

VR Project: This will create a VR project and upload it directly to your Yulio account.

Perspective Image: This will create 2D perspective renders using the Yulio Jump rendering engine, these files will be emailed to you.

- **Select Renderer:** If you selected VR Project, you have the option to select Yulio Jump to render. Alternatively, select Enscape or Other to upload your pre-rendered panoramas and create your VR project with Yulio.

Yulio Jump: Render directly with our Yulio Jump rendering engine and select from one of our four Rendering Styles in the menu below.

Enscape Panoramas: This option will allow you to link your pre-rendered Enscape panoramas, and generate your VR project directly with Yulio.

Other: This option will allow you to upload your pre-rendered panoramas from your preferred rendering engine, and generate your VR project directly with Yulio.

*For more information on uploading **Enscape** or **Other** pre-rendered panoramas, refer to section 06 of this guide.

- **Select Scenes:** Select the 3D views you would like to render.
- **Add Navigation Hotspots:** Auto Generate navigational hotspots for your project so you can move scene to scene when viewing in Yulio. Navigation hotspots are generated based on your view/camera positions.
- **Add AR Models:** Any items that you have tagged as AR assets will be rendered and inserted into your VR project as an AR hotspot. We will cover AR tagging later in this guide.
- **Add Floorplan(s):** Auto upload up to 10 floorplans to Yulio so users can orient themselves in the space. Each floorplan will contain the respective scenes selected for render. Your project must contain at least one plan view to use this feature. *For more information on floorplan selection, refer to the next section of this guide.

Yulio Jump

YULIO^{VR}
Version 2.1.0

username@email.com
Company Name
[SIGN OUT](#)

Create VR Project

PROJECT TYPE: VR Project
Your project will be created in your Yulio account

SELECT RENDERER

☒ Yulio Jump ☐ Enscape Panoramas ☐ Other
[Learn about rendering with Yulio Jump for Revit](#)

SELECT CONTENTS

SELECT SCENES: 6 out of 6 scene(s) selected SELECT SCENE(S)

☒ Add Navigation Hotspots
Use point-to-point [navigational hotspots](#) to move between scenes

☒ Add AR Models
Turn items into [AR models](#) in Yulio by naming the model group #yulioar="item name"

Add Floorplan(s) 0 out of 2 floorplan(s) selected SELECT FLOORPLAN(S)
Use your Revit [floorplan\(s\)](#) to jump directly to any scene on any floor

SELECT STYLE

RENDERING STYLE: Interior / Bright spaces
Choose a preset that best fits your appearance goals

SELECT LOCATION

SELECT YULIO FOLDER: Team BROWSE

☒ Automatically send this Project to your Headset

NEED HELP? CANCEL CREATE PROJECT

- **Rendering Style:** If you selected Yulio Jump as your renderer, select which rendering style you would like to render with. If you selected Enscape or Other, this option will not be available.

Revit Environment Lighting: This rendering style is recommended and will give you the best render result. It is the most advanced and will acknowledge lighting you have applied in your project.

Exterior/Bright Spaces: This rendering style relies on the sun to light the scene. If your scene has a lot of windows this model will work best.

Interior/Shaded Spaces: This rendering style uses an algorithm that combines sunlight with artificial ambient light. If your scene is fully enclosed or has fewer windows, use this lighting model.

Revit Neutral Materials: This rendering style will acknowledge all lighting and replace all materials and textures with neutral materials.

***Please Note:** The Exterior and Interior rendering styles use their own lighting algorithms to light your model. Any lights you place in your model will be rendered as objects but appear as off.

- **Select Yulio Folder:** Select the folder in your Yulio account you would like the VR project to be created in.
- **Automatically send this Project to your Headset:** This project will automatically be added to your headset gallery and loaded onto any connected headsets. Manage your headset gallery under the Headsets tab in your Yulio account.

Once you have selected all your preferences, select **Create Project**.

Your project will begin processing and be sent directly to your Yulio account. You will receive an email notification with a link to view when the project is completed.

Yulio Jump
YULIO^{VR}
Version 2.1.0

username@email.com
Company Name
[SIGN OUT](#)

Create VR Project

PROJECT TYPE: VR Project
Your project will be created in your Yulio account

SELECT RENDERER

☒ Yulio Jump ☐ Enscape Panoramas ☐ Other
[Learn about rendering with Yulio Jump for Revit](#)

SELECT CONTENTS

SELECT SCENES: 6 out of 6 scene(s) selected SELECT SCENE(S)

☒ Add Navigation Hotspots
Use point-to-point [navigational hotspots](#) to move between scenes

☒ Add AR Models
Turn items into [AR models](#) in Yulio by naming the model group #yulioar="item name"

Add Floorplan(s) 0 out of 2 floorplan(s) selected SELECT FLOORPLAN(S)
Use your Revit [floorplan\(s\)](#) to jump directly to any scene on any floor

SELECT STYLE

RENDERING STYLE: Interior / Bright spaces
Choose a preset that best fits your appearance goals

SELECT LOCATION

SELECT YULIO FOLDER: Team BROWSE

☒ Automatically send this Project to your Headset

NEED HELP? CANCEL CREATE PROJECT

05

FLOORPLAN SELECTION FOR SINGLE OR MULTI-LEVEL PROJECTS

The Add Floorplan section of Yulio Jump allows you to generate floorplans for single-level or multi-level projects. Yulio will automatically add markers to your floorplan separated by level and indicate where each scene is in your space. The selected floorplans will be uploaded to your VR experience in Yulio, ready for viewing.

To include one or multiple floorplans in your VR experience, ensure you begin by clicking on the blue Select Floorplan(s) button.

SELECT CONTENTS

SELECT SCENES: 6 out of 6 scene(s) selected **SELECT SCENE(S)**

☒ **Add Navigation Hotspots**
Use point-to-point [navigational hotspots](#) to move between scenes

☒ **Add AR Models**
Turn items into [AR models](#) in Yulio by naming the model group #yulioar="item name"

Add Floorplan(s) 0 out of 2 floorplan(s) selected **SELECT FLOORPLAN(S)**
Use your Revit [floorplan\(s\)](#) to jump directly to any scene on any floor

SELECT STYLE

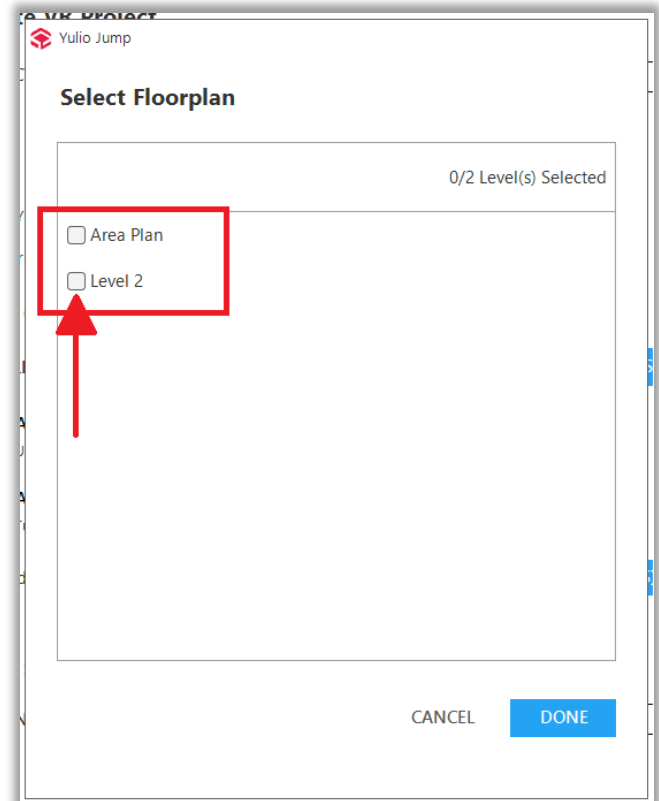
RENDERING STYLE: Interior / Bright spaces
Choose a preset that best fits your appearance goals

SELECT LOCATION

SELECT YULIO FOLDER: Team **BROWSE**

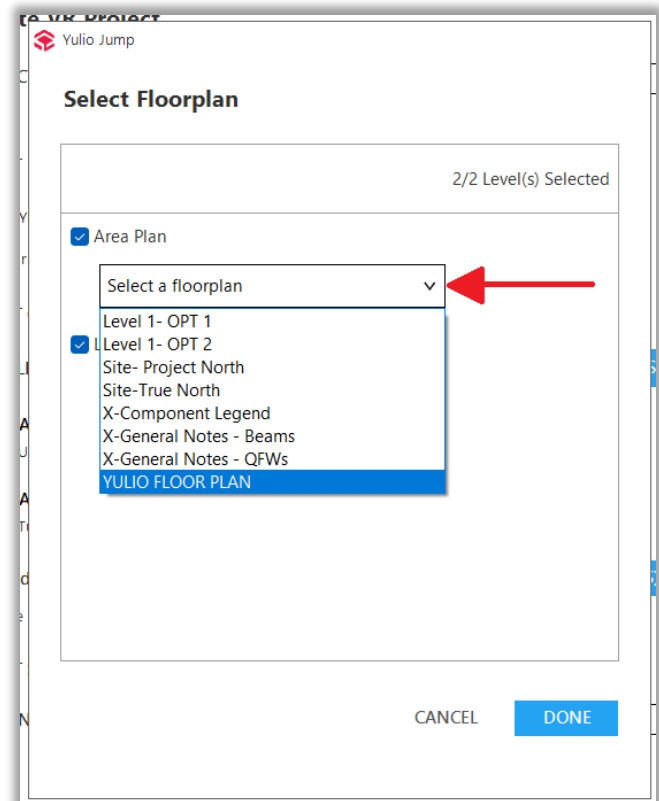
☒ **Automatically send this Project to your Headset**

Next, choose which floorplan(s) you would like to include by selecting the checkboxes in the Select Floorplan pop up. You can include up to 10 levels in one project.



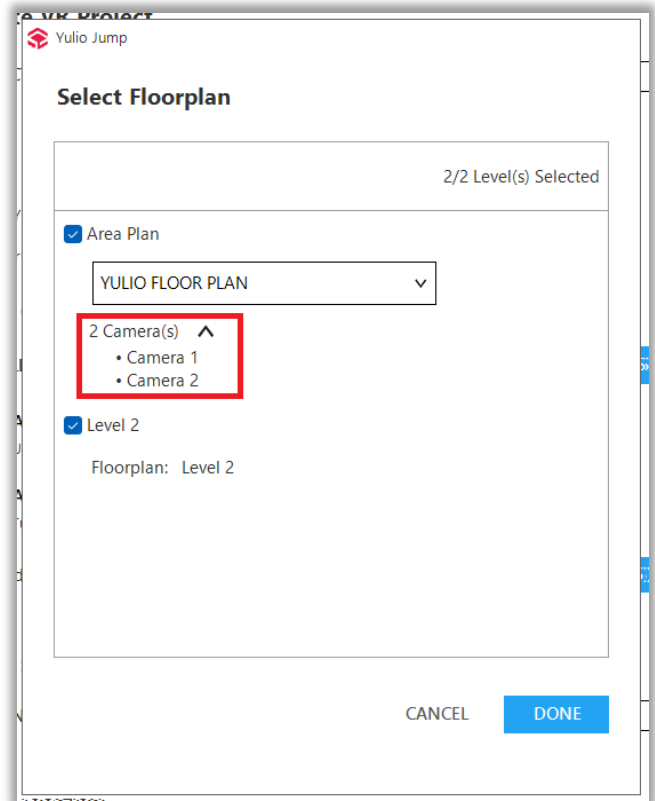
Please Note:

- If a level does not have a floorplan, the checkbox will be disabled.
- If a level has one floorplan, it will be selected by default.
- If a level has multiple floorplans, you will then be prompted to select which floorplan you would like to use from the drop down.

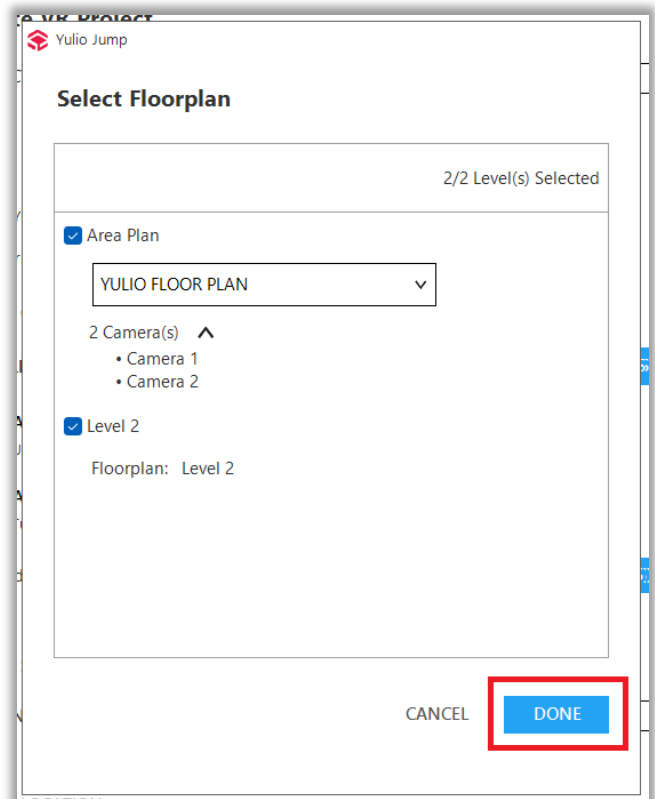


Once your desired floorplan is selected, Yulio will display a list of views/scenes associated with each level that you selected for render under the Select Scenes section of the Yulio Jump plugin.

You may have additional views/scenes on the floorplan but if you did not select them for render, they will not appear here.



When all levels and floorplans are selected, click Done.

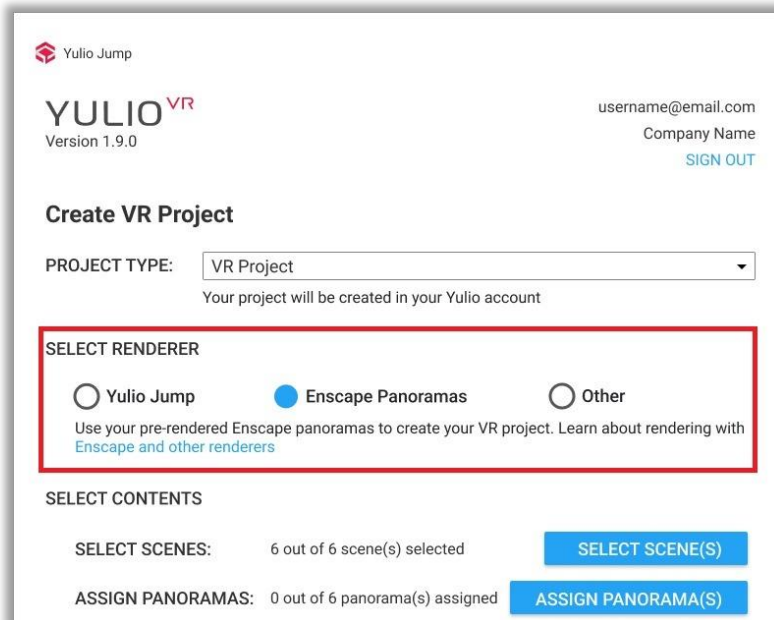


06

USING ENSCAPE OR OTHER PRE-RENDERED PANORAMAS

Important: If you select **Enscape** or **Other**, make sure your 360° panoramas are pre-rendered using your preferred rendering engine before continuing. Yulio Jump produces stereoscopic 360° panoramas, which is what we recommend for a high quality, realistic and immersive VR experience. For more information on compatible formats for Yulio, refer to [this article](#).

If you selected Enscape Panoramas or Other under the “[Select Renderer](#)” section in the Yulio Jump plugin, you will be able to link/upload your pre-rendered panoramas but generate your VR project with Yulio. This allows you to use your preferred renderer, while using Yulio to auto generate the VR experience with all navigation hotspots, floorplan and AR assets included.



The screenshot shows the 'YULIO VR' interface for creating a VR project. At the top, it says 'Yulio Jump Version 1.9.0' and 'username@email.com Company Name SIGN OUT'. The main section is 'Create VR Project'. Under 'PROJECT TYPE:', a dropdown menu shows 'VR Project'. Below this, it says 'Your project will be created in your Yulio account'. The 'SELECT RENDERER' section is highlighted with a red box and contains three radio buttons: 'Yulio Jump', 'Enscape Panoramas' (which is selected), and 'Other'. Below the radio buttons, it says 'Use your pre-rendered Enscape panoramas to create your VR project. Learn about rendering with [Enscape and other renderers](#)'. The 'SELECT CONTENTS' section follows, with 'SELECT SCENES:' showing '6 out of 6 scene(s) selected' and a 'SELECT SCENE(S)' button. Below that, 'ASSIGN PANORAMAS:' shows '0 out of 6 panorama(s) assigned' and an 'ASSIGN PANORAMA(S)' button.

Once your renderer is selected, you will need to select which scenes you are including in your project and then assign pre-rendered panoramas.

Select Scene(s)

- Click the **Select Scene(s)** button to choose which 3D views you want to include in your Yulio experience.

SELECT RENDERER

☐ Yulio Jump
 ☒ Enscape Panoramas
 ☐ Other

Use your pre-rendered Enscape panoramas to create your VR project. [Learn about rendering with Enscape and other renderers](#)

SELECT CONTENTS

SELECT SCENES: 6 out of 6 scene(s) selected **SELECT SCENE(S)**

ASSIGN PANORAMAS: 0 out of 6 panorama(s) assigned **ASSIGN PANORAMA(S)**

☒ **Add Navigation Hotspots**
 Use point-to-point [navigational hotspots](#) to move between scenes

☒ **Add AR Models**
 Turn items into [AR models](#) in Yulio by naming the model group #yulioar="item name"

- The scenes listed here will reflect the 3D views you have set up for your project.
- Once desired scenes are selected, click **Done**.

Yulio Jump

Select Scene(s)

Search scene(s) 🔍

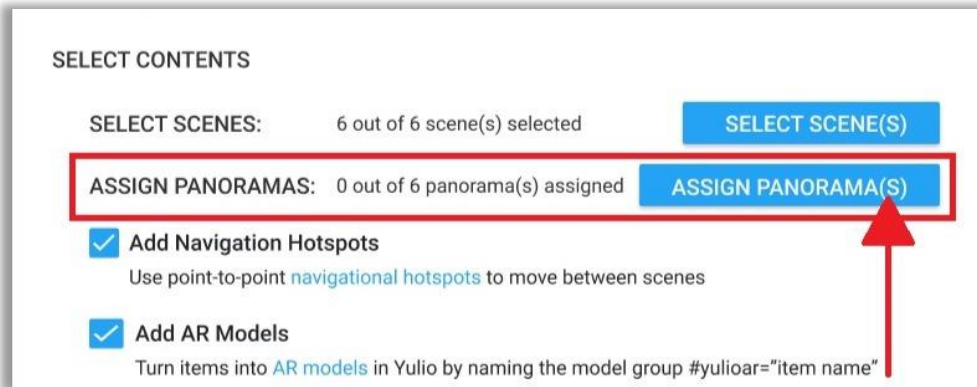
☒ Select All 6 Scene(s) Selected

- ☒ Breakroom
- ☒ Entryway
- ☒ Hallway A
- ☒ Hallway B
- ☒ Meeting Room A
- ☒ Meeting Room B Long Name

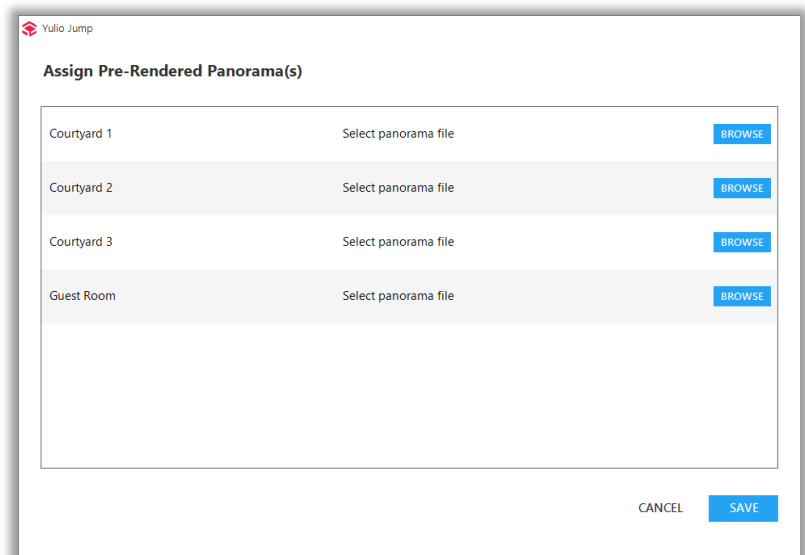
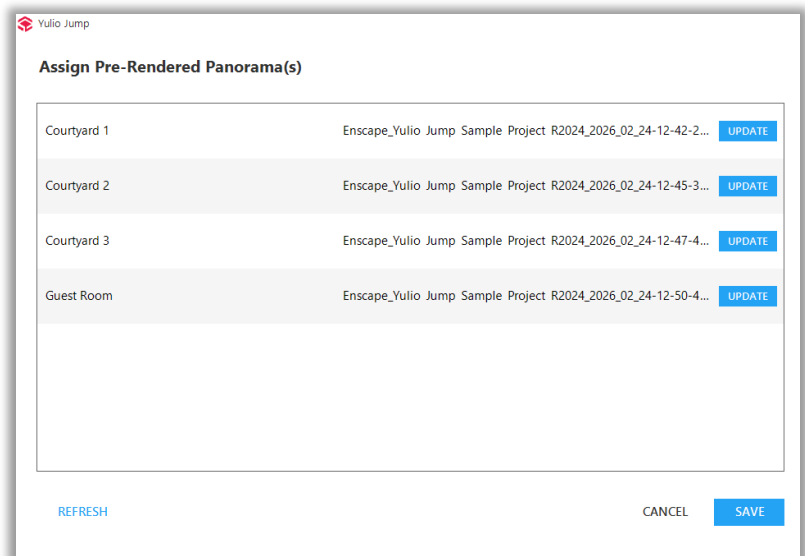
CANCEL DONE

Assign Panorama(s)

- Next, click the **Assign Panorama(s)** button.



- If you selected **Enscape** as your renderer, Yulio will automatically link your Enscape panoramas to the selected scenes using the most recent version of the render. If you would like to update the selected panorama, click on the blue **Update** button.
- For more information on exporting 360° panoramas out of **Enscape**, refer to [this article](#).
- If you selected **Other** as your renderer, you will need to upload your pre-rendered panorama files from your computer to the scenes you've selected.
- Once all panoramas are uploaded and matched, click **Save**.



After uploading your panoramas, the Yulio Jump plugin has all the same enhancements you know and love, including:

- Navigation Hotspots
- AR Models
- Floorplan
- Select Yulio Folder
- Automatically Send Project to Headset

For more information on these settings, refer to the previous section.

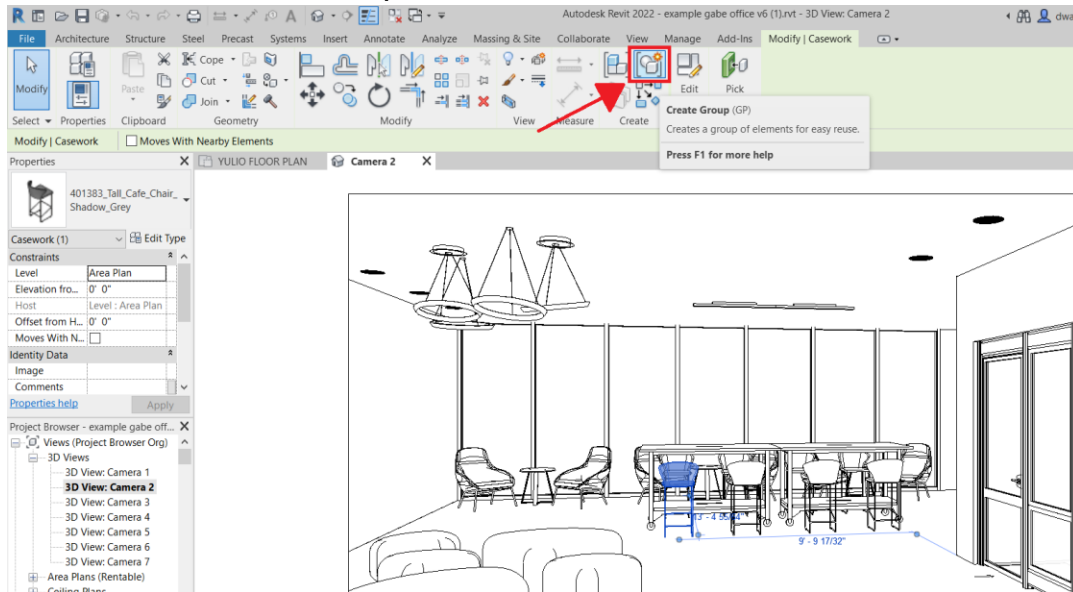
07 RENDERING PERSPECTIVE IMAGES

- If you selected Perspective Images from the Project Type drop down menu in the Yulio plugin. You will be able to the [Select Scenes](#) you would like rendered, as well as the [Rendering Style](#). Refer to page 8 of this guide for more information on the Rendering Styles.
- When rendering is complete, these files will be emailed to you.

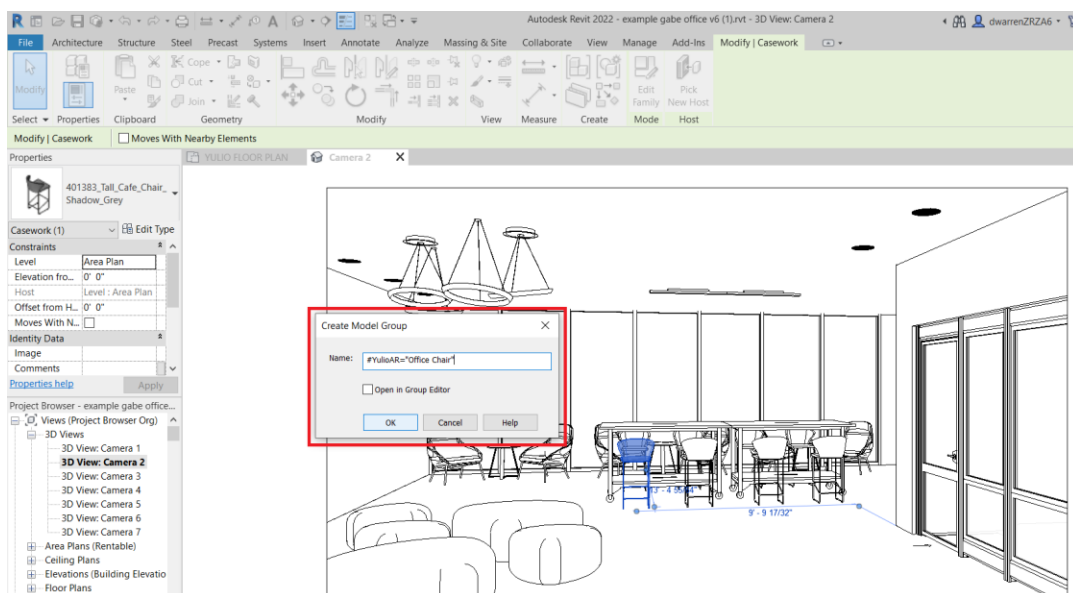
The screenshot shows the 'Yulio Jump' interface for creating a VR project. At the top, it says 'YULIO^{VR} Version 2.1.0'. On the right, there's a user profile section with 'username@email.com', 'Company Name', and a 'SIGN OUT' link. The main section is titled 'Create VR Project'. It has a 'PROJECT TYPE:' dropdown menu set to 'Perspective Images', with a note below it: 'Your images will be rendered in the Yulio cloud and emailed to you'. Below this is the 'SELECT CONTENTS' section, which includes 'SELECT SCENES:' with '6 out of 6 scene(s) selected' and a blue 'SELECT SCENE(S)' button. The 'SELECT STYLE' section has a 'RENDERING STYLE:' dropdown menu set to 'Interior / Bright spaces', with a note below it: 'Choose a preset that best fits your appearance goals'. The 'SELECT LOCATION' section has a note: 'Perspective images will be emailed to you'. At the bottom, there are three buttons: 'NEED HELP?', 'CANCEL', and a blue 'CREATE PROJECT' button.

08 AR ASSETS

- To export augmented reality (AR) assets and have them be created as AR hotspots in your VR projects – you must first tag items in your model using Yulio’s AR tagging convention.
- Begin by selecting the item(s) you would like to tag as an AR asset. Then select the Create Group icon.



- From there, in the name field, enter Yulio’s AR tag. The tag is `#yulioar="tag name"`
For example, your tag could be `#yulioar="Office Chair"` or `#yulioar="desk"`

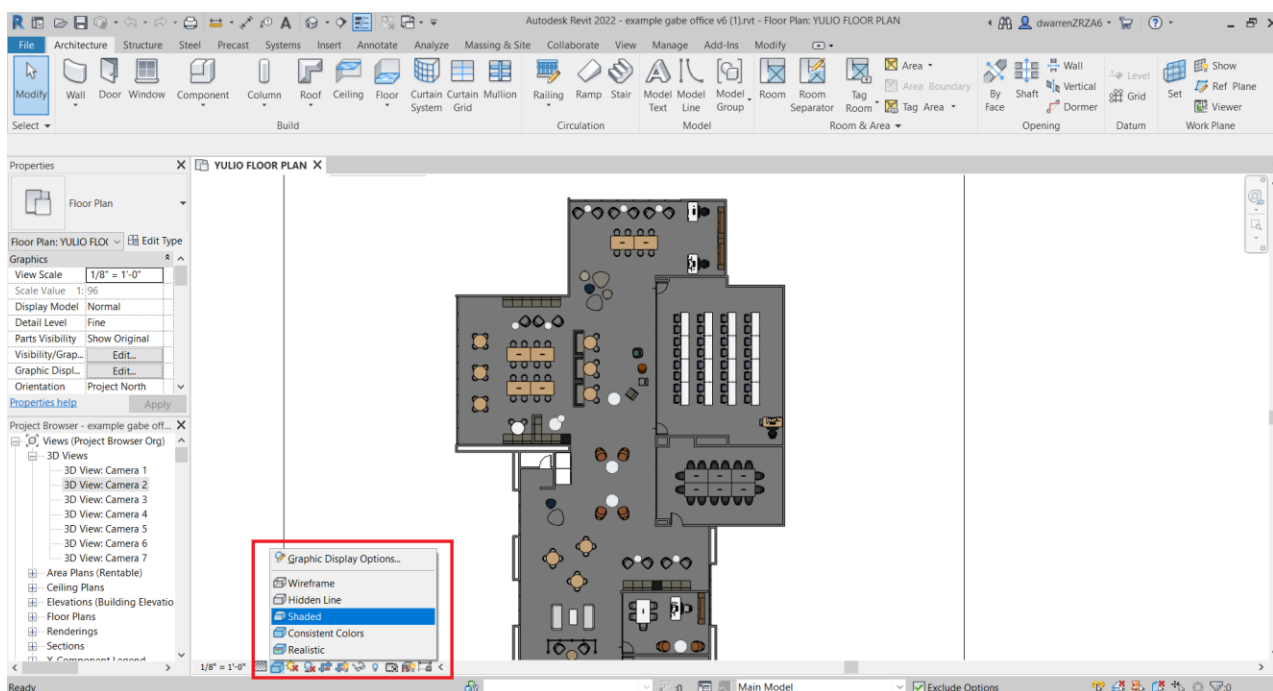


- Select Ok.
- For the group naming convention, the following characters are not allowed : (/ \ : ? ' < > | *).
- When rendering with Yulio, ensure you select the Export Augment Reality Assets checkbox in the render pop up. All assets you have tagged as AR, will now be rendered as AR hotspots.

09

TIPS FOR FLOORPLAN SELECTION

- Any floorplans in your project can be used, however, the cameras selected for rendering must be within the boundaries of your selected floorplan(s). If one of the cameras is outside of any of the floorplan boundaries, it will not appear on the floorplan(s).
- For best results, enable the floorplans crop box so that size adjustments can be made accurately.
- Using the Shaded or Realistic style in the floorplans graphic display menu, typically yields an aesthetically pleasing result in Yulio.



10

VIEWING YOUR PROJECT

- If you rendered with **Yulio Jump Perspective**, your image files will be sent to you by email.
- If you rendered with **Yulio Jump**, your project will begin processing and be sent directly to your Yulio account. You will receive an email notification when rendering is complete. On the project page you can adjust the file name, adjust auto generated hotspots, enhance with annotations, share and view in VR.
*Processing time varies depending on the quality and size of your model.
- That's it! Your VR project is now ready to view, share and enhance.





YULIO
