



YULIO

USING YULIO JUMP WITH CET DESIGNER

USER GUIDE

USING YULIO JUMP WITH CET DESIGNER

If you currently use CET Designer to generate renders, you can now use it with Yulio Jump to cloud render 360 panoramas or 2D perspective images.

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 SECTION

- Downloading and Installing CET Designer extension
- Authoring your scene
- Configuring and rendering your scene
- Viewing your VR projects in Yulio



01

DOWNLOAD THE YULIO FOR CET EXTENSION

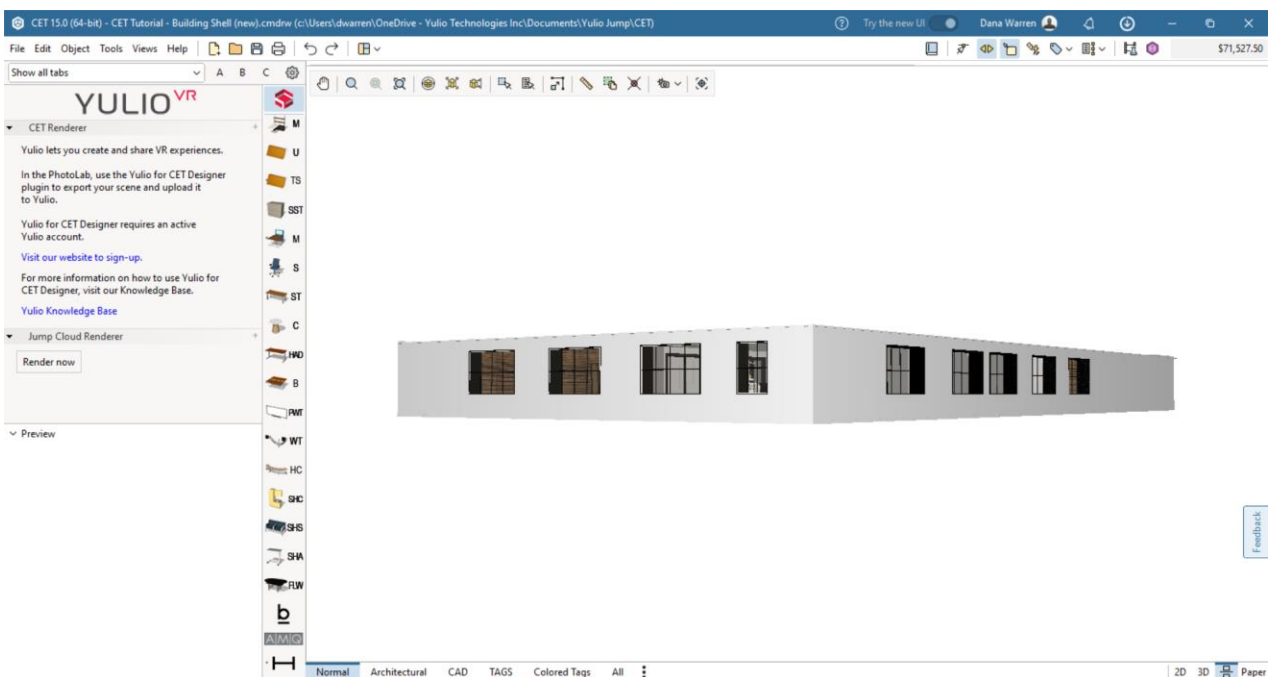
Download and install the Yulio CET Designer extension from the Configura Marketplace.

<https://www.yulio.com/cad-plugins/>

02

DESIGN IN CET DESIGNER

- Open or create your drawing within CET Designer.
- For an immersive VR experience we recommend having 4 walls, a floor and a ceiling in your drawing but it is not required.

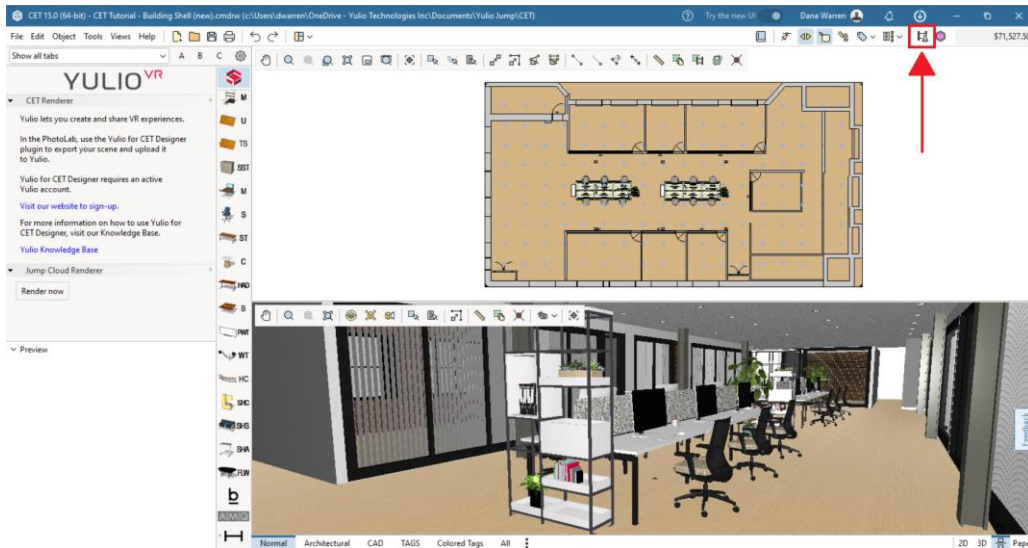


- Save your drawing.

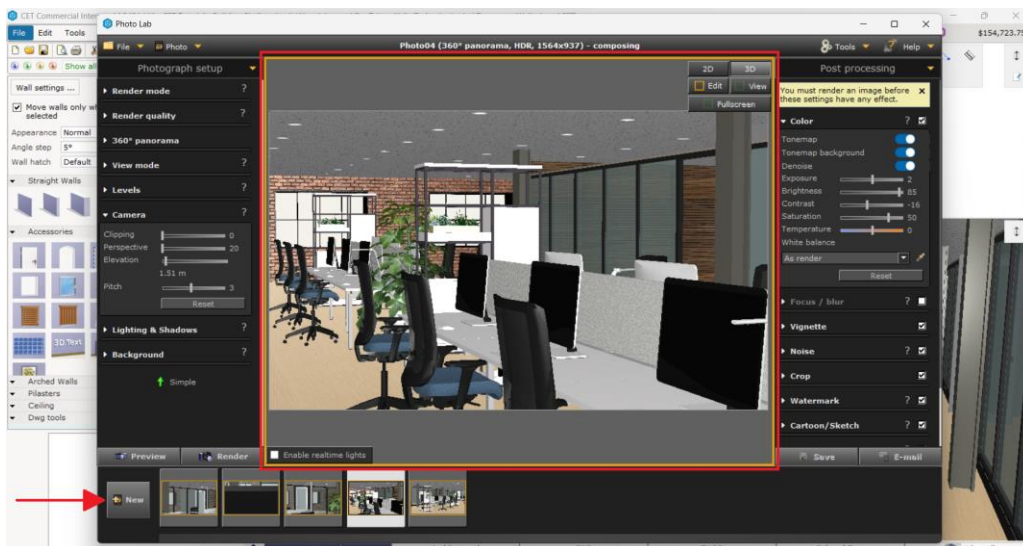
03

PHOTO LAB – SET YOUR VIEWS

- Open the Photo Lab module from within your CET drawing.

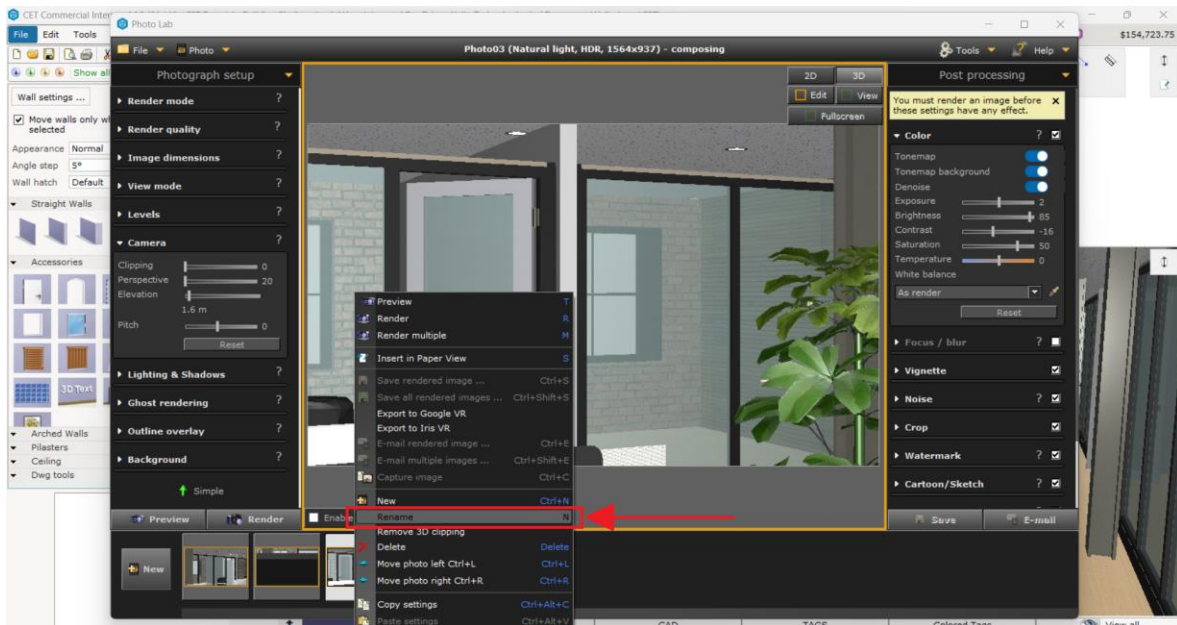


- Adjust your perspective in the middle of the image box by rotating, panning or zooming to create your desired view. We also recommend adjusting your camera elevation. For VR, we recommend a standing height of about 5' 6".
- Click the **New** button to save your view.



- You can create multiple VR scenes by repeating the steps above as many times as you like.

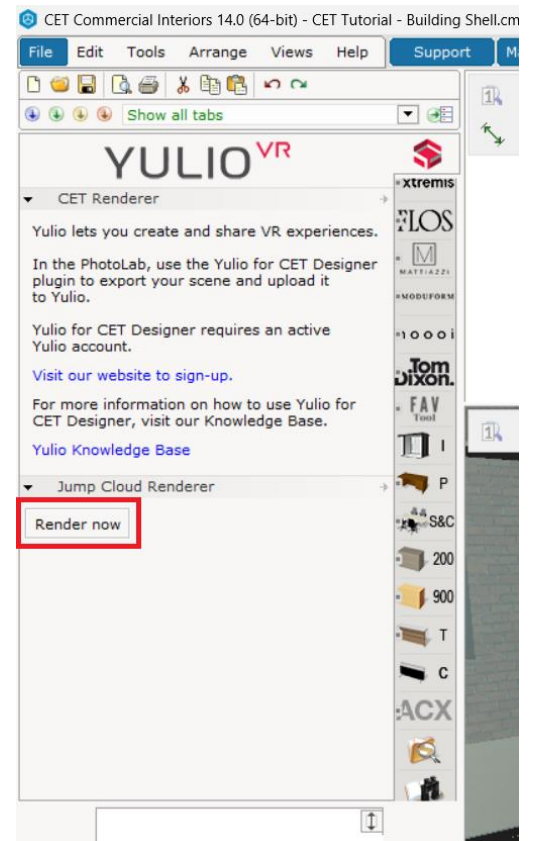
- You can rename your views by right clicking on the view name, then select rename.



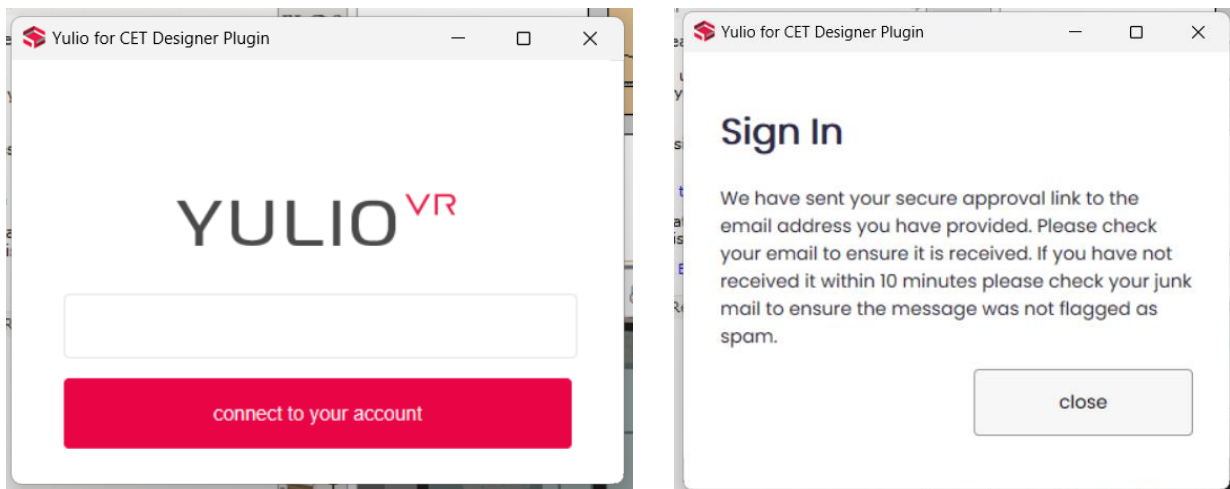
04

RENDER WITH YULIO JUMP

- Exit Photo Lab and find the Yulio Extension in your Toolbar.
- Select **Render Now**. After a brief processing, the Yulio extension will pop up.



- If this is your first time using the extension, you will need to login using the email address linked to your Yulio account.
- Enter your email address and check your email for the activation link. When you receive the email, select Confirm Plugin Activation.



A plugin is trying to authenticate your Yulio account.

An authoring plugin for Yulio needs to verify your credentials for activation. Click the button below to verify and enable the plugin.

CONFIRM PLUGIN ACTIVATION

- Once you have activated your account, return to CET and select the Render Now button again.

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

Company: Select the company/Yulio account you would like the project to upload to. Most of the time you only have access to one company and it will be listed as the default one.

Render With: Select Yulio Jump or Yulio Jump Perspective.

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

Yulio Jump Perspective: This will create 2D perspective renders, these files will be emailed to you.

Lighting Model: Select the lighting model you would like to render with.

CET Native Lighting: This lighting model is more advanced and uses all settings that you have applied using the CET Lights extension, to light your space. Basic knowledge of CET native lighting is required for this option. This lighting model is also compatible with HDR background environments. For more info on this lighting model and HDR environment mapping, [check out this article](#).

Neutral Materials: This lighting model will acknowledge lighting and replace all materials and textures with neutral materials.

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

***Please Note:** The Exterior and Interior lighting models 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.

Home/Team: Select the folder in your Yulio account you would like the VR project to be created in.

Photos To Render: Select the views you would like to render that you set up in Photo Lab.

Add Floorplan: Automatically generates a floorplan and send it to Yulio so users can orient themselves in the space. The floorplan will contain all the scenes you 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 in the next section.

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 for CET Designer Plugin

YULIO^{VR} dwarren@yulio.com Sign Out

Create Yulio VR Project

Company: AFD Contract Furniture Inc

Render With: Yulio Jump

Lighting Models: CET Native Lighting

Home/Team: BROWSE

Photos To Render:

- ☒ Select/Deselect All
- ☒ Photo01
- ☒ Photo02
- ☒ Photo03
- ☒ Photo04
- ☒ Photo05

Enhance your VR project:

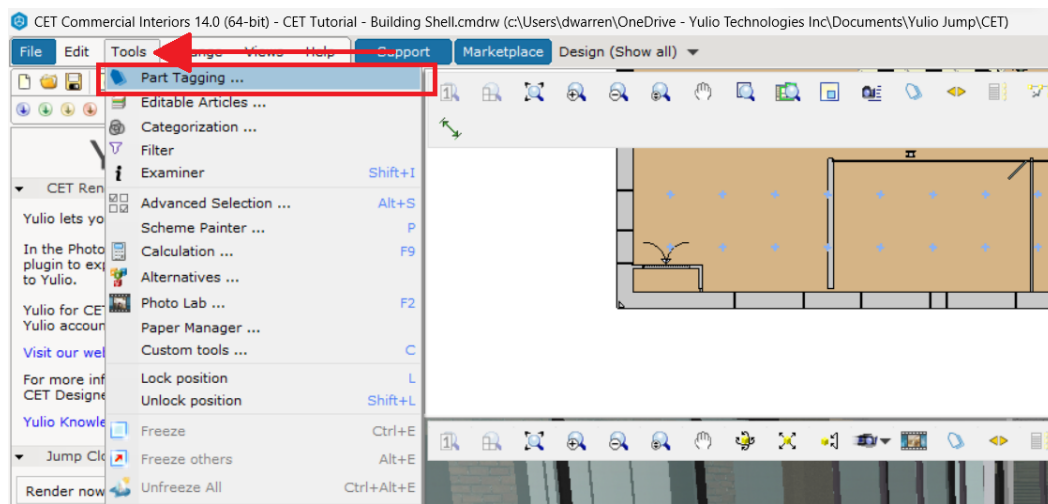
- ☐ **Add Floorplan**
Builds a **floorplan** from your CET file for Yulio, so users can orient themselves in your design. The floorplan will contain all your scenes.
- ☐ **Add Navigation Hotspots**
Auto generate **navigational hotspots** to move between scenes in your project
- ☐ **Add AR Models**
Create AR models for each tag that contains '#yulioar'

CANCEL CREATE VR PROJECT

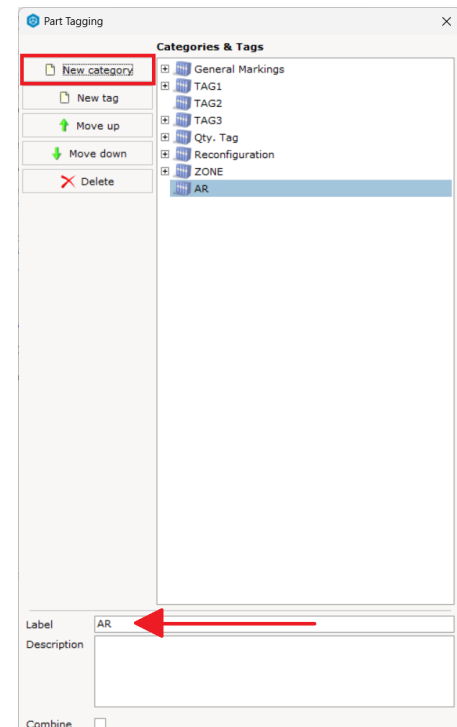
05

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 Tools menu, then select Part Tagging.



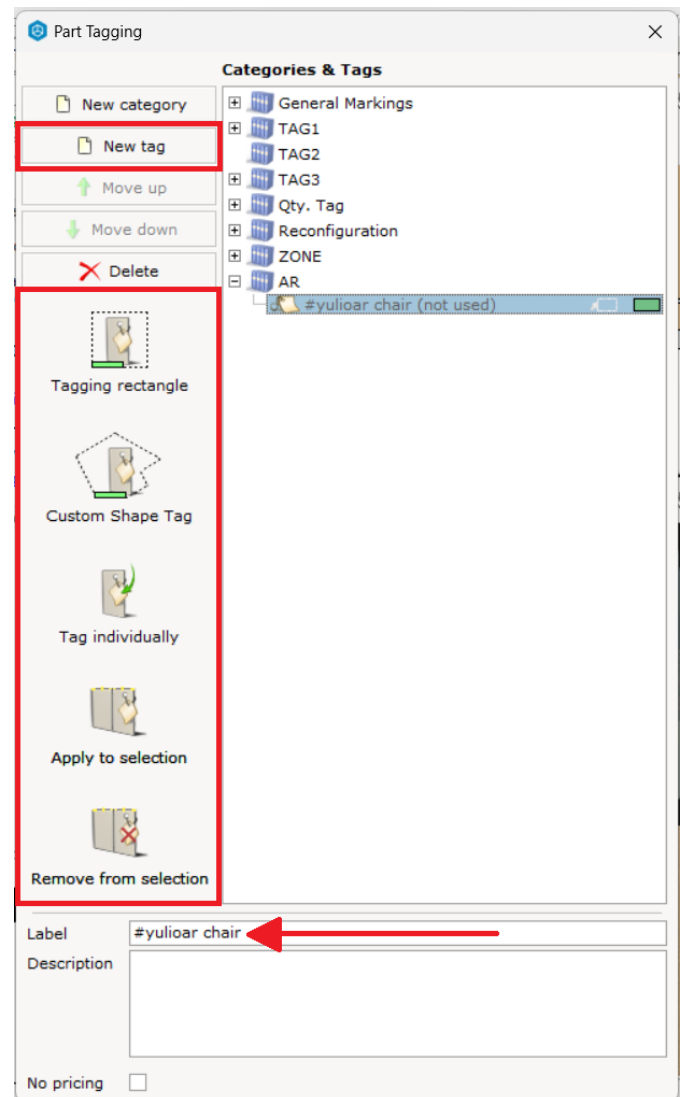
- We recommend creating a new category called AR, so you can keep all your Yulio AR tags in one place.
- To create a new category, select the New Category button and then label it in the label box.



- Next, select the New Tag button and enter Yulio's AR tag in the label box. Yulio's AR tag is [#yulioar + object name](#)

For example, your tag could be [#yulioar + office chair](#) or [#yulioar office chair](#)

- You can add the + symbol or leave it out, the only requirements are that you use #yulioar and use no special characters in your tag name.
- Next, assign the tag to an item in your drawing. We recommend using the Tag Individually option as it is more precise however you can use any of the tagging tools highlighted.
- To tag individually, select that option and then select the item or items in your drawing that you would like to add to the tag. You can add 1 item or multiple.
- The item will highlight in the tag color when it is added.
- To remove items from your tag, select the item and then select the Remove from Selection button.
- You can repeat the steps above to add as many AR tags as you like.



- From there, you can exit the Part Tagging menu.
- When rendering with Yulio, ensure you select the [Add AR Models](#) checkbox in the extension pop up. All assets you have tagged as AR, will now be rendered as AR hotspots.

06

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
