



YULIO

USING YULIO JUMP WITH SKETCHUP

YULIO JUMP VERSION 3.1.2



USER GUIDE

USING YULIO JUMP WITH SKETCHUP

If you currently use SketchUp 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 panoramas from within the CAD software. Learn more about Yulio's file requirements [here](#).

IN THIS SECTION

- Download and Install the SketchUp plugin
- Authorize SketchUp to access your Yulio account
- Create your scene in SketchUp
- Configure and render your scene with Yulio Jump
- View your VR projects in Yulio



01

DOWNLOAD THE YULIO FOR SKETCHUP PLUGIN

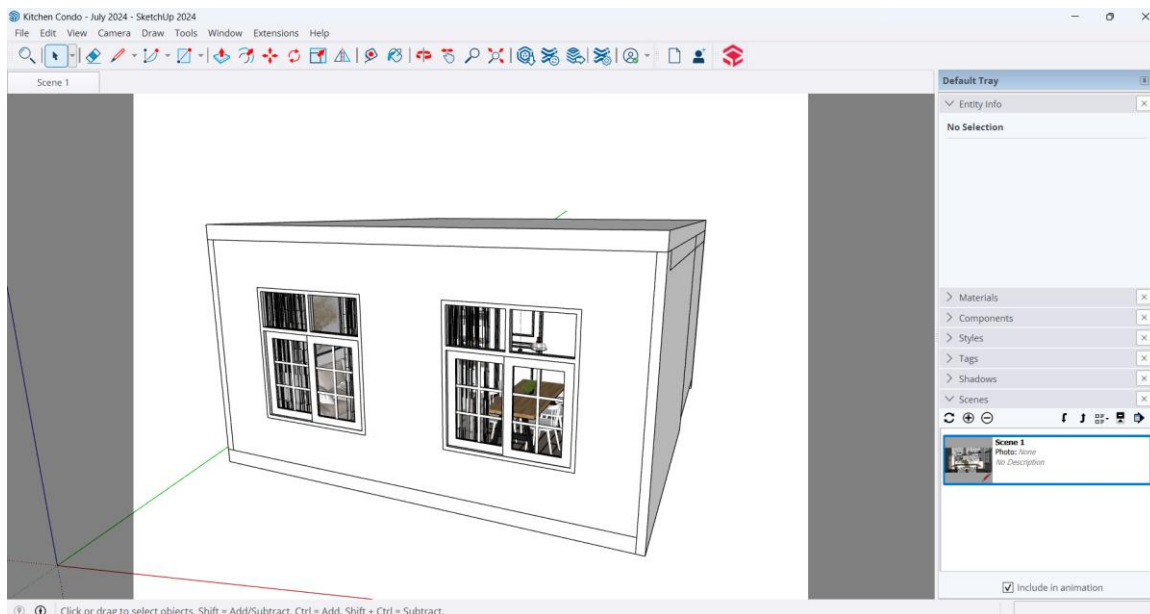
Download and install the Yulio Jump for SketchUp plugin from our CAD Plugins page.

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

02

DESIGN IN SKETCHUP

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

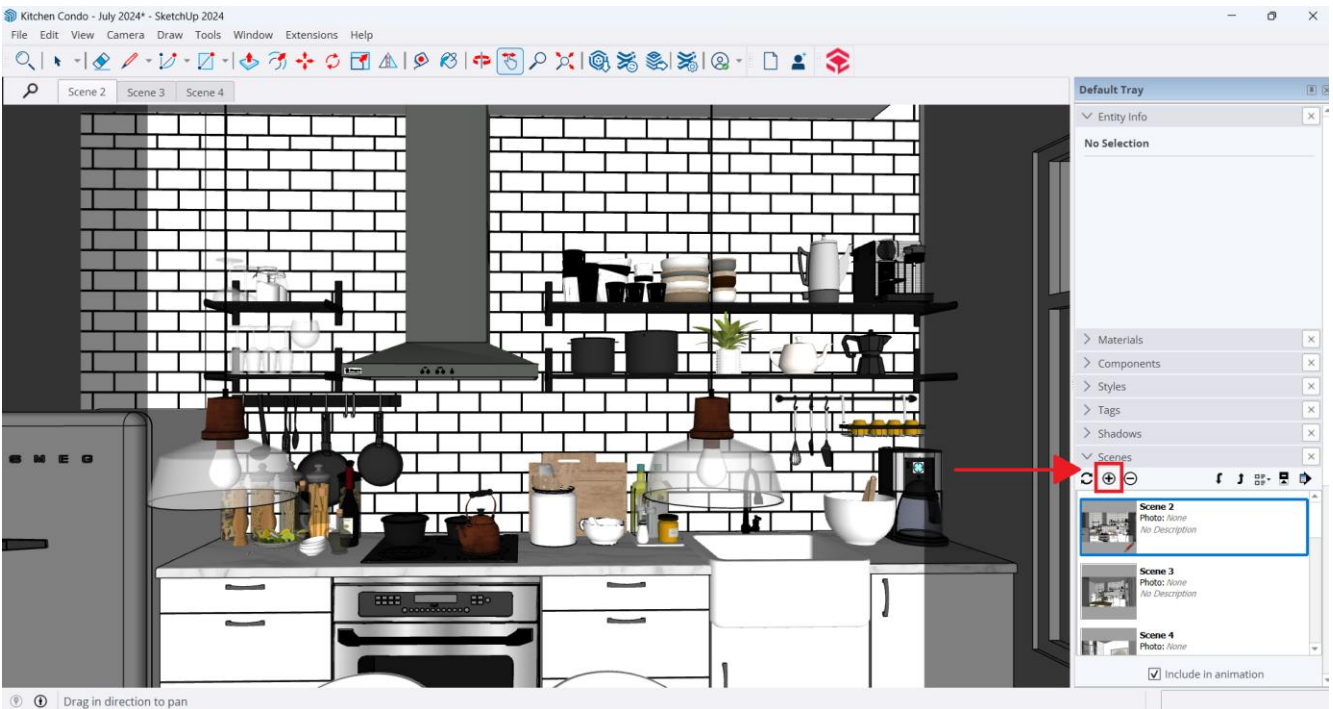


- Save your drawing.

03

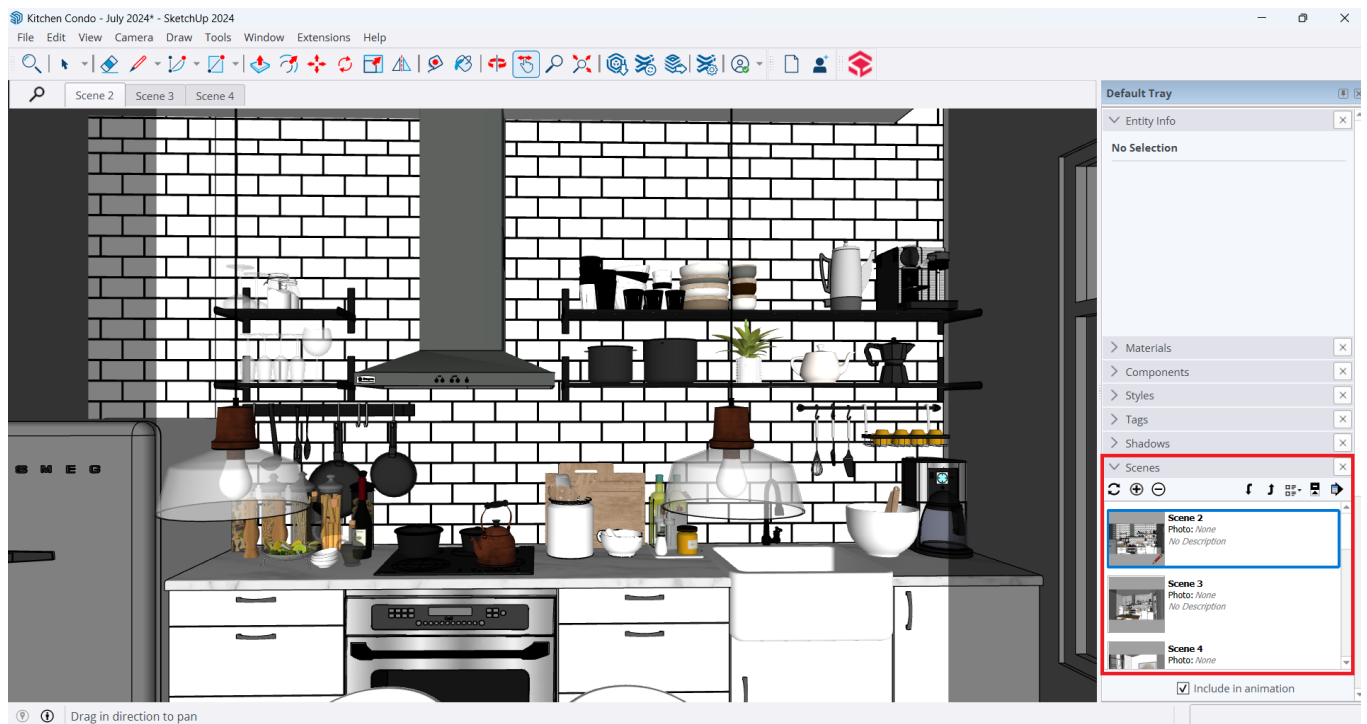
CREATE SCENES

- To render with Yulio, you must create at least one scene.
- To create a scene, navigate to your desired view and then select the **+** icon under the scenes tab.

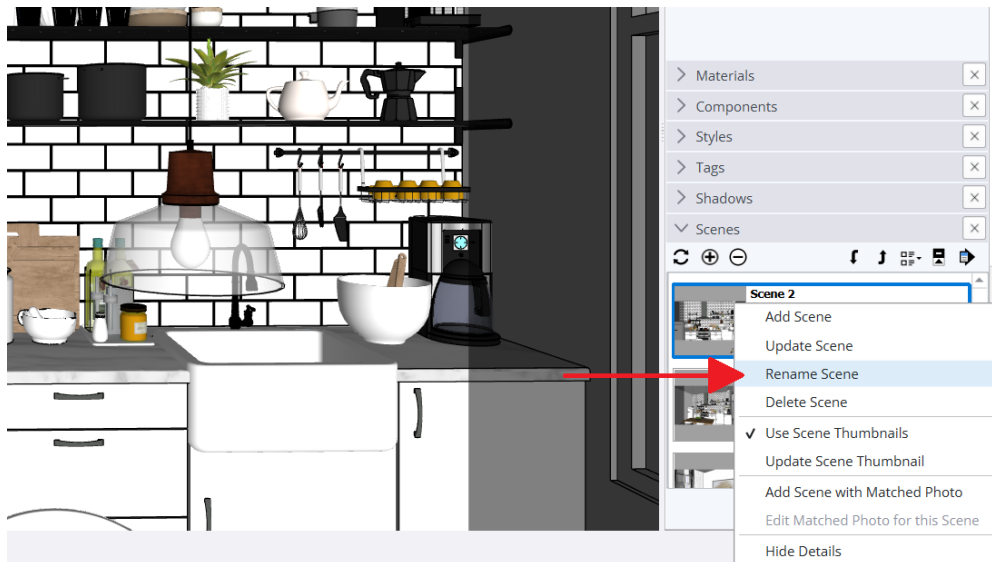


- Adjust your perspective by rotating, panning or zooming to create your desired view. We also recommend adjusting your camera elevation. For VR, we recommend a standing height of about 5' 6".

- All views you create will appear under the Scenes tab in the Default Tray.



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

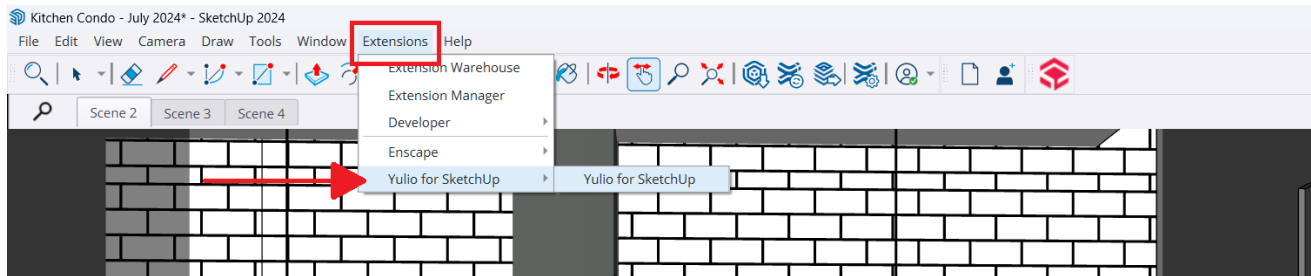


- You can create multiple views by repeating the steps above.

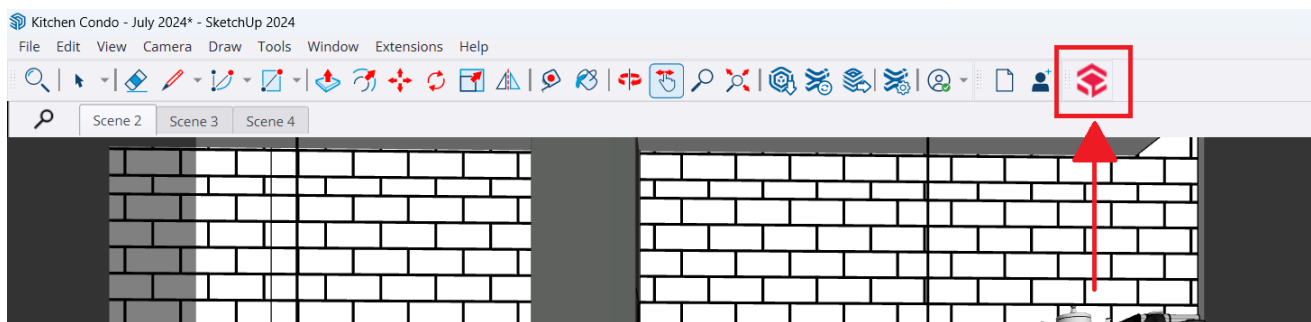
04

CREATE WITH YULIO JUMP

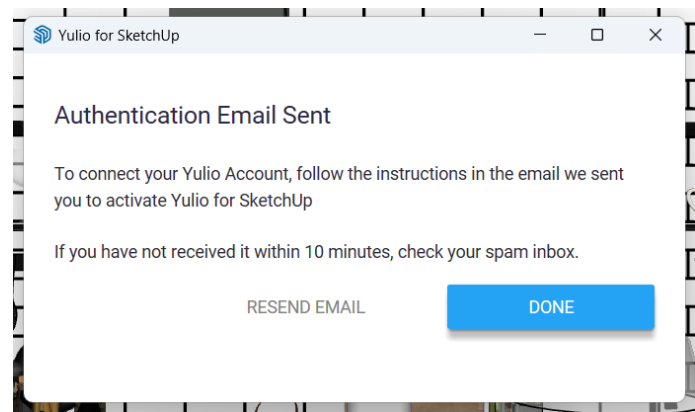
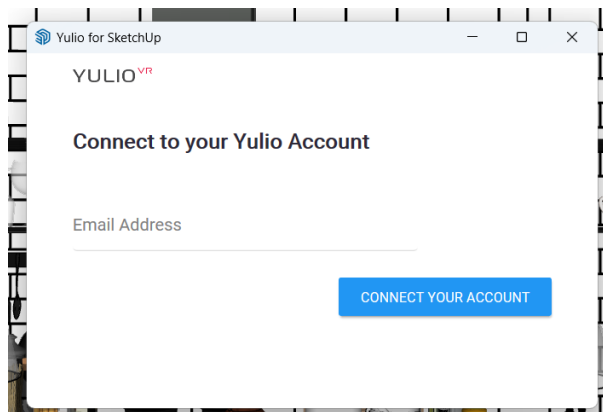
- To render with Yulio Jump, select the Extensions tab and then select Yulio for SketchUp.



- Next, select the Yulio Jump icon from the toolbar.



- If this is your first time using the plugin, 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

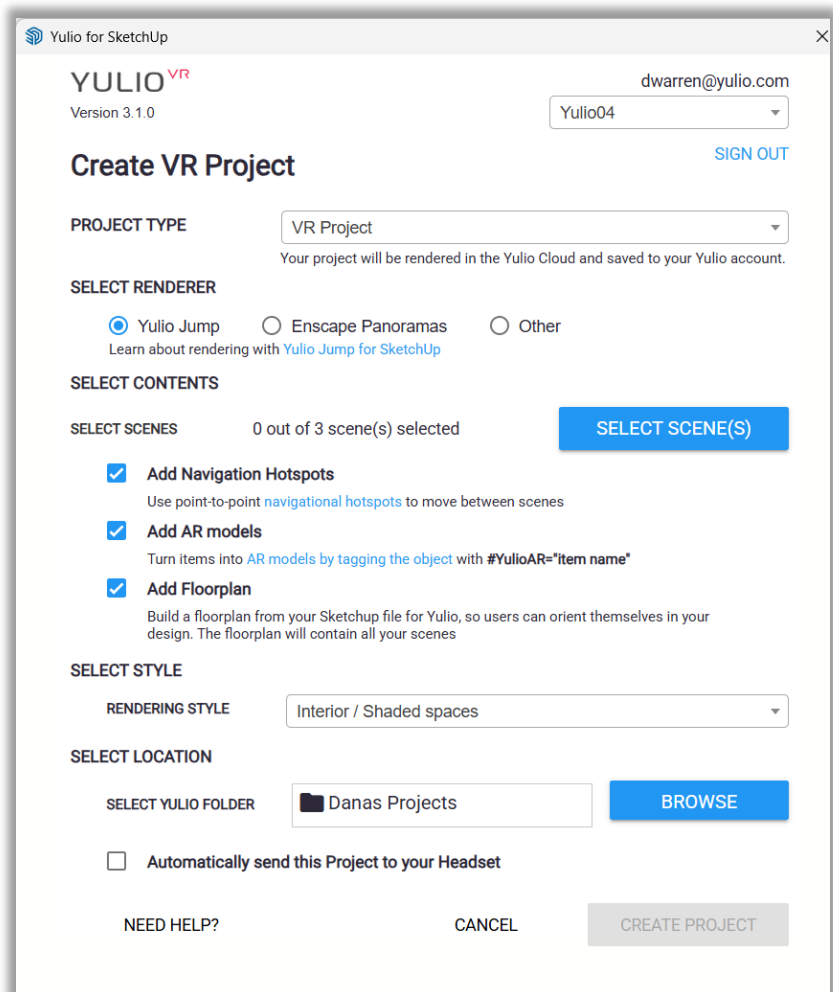
- Once you have activated your account, return to SketchUp and select the Yulio Jump plugin icon again.

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

- **Project Type:** Select your rendering engine.
VR Project: This will create a VR project and upload it directly to your Yulio account.
Perspective Images: This will create 2D perspective renders, 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 two Rendering Styles in the menu below.
Enscape Panoramas: This option will allow you to upload 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 05 of this guide.

- **Select Scenes:** Select the scenes 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 in section 07.
- **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.



- **Rendering Style:** Select the lighting model you would like to render with.
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.
- **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**.

Yulio for SketchUp

YULIO^{VR}
Version 3.1.0

dwarren@yulio.com
Yulio04

Create VR Project [SIGN OUT](#)

PROJECT TYPE: VR Project
Your project will be rendered in the Yulio Cloud and saved to your Yulio account.

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

SELECT CONTENTS

SELECT SCENES: 0 out of 3 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](#) by tagging the object with `#YulioAR="item name"`
- ☒ **Add Floorplan**
Build a floorplan from your Sketchup file for Yulio, so users can orient themselves in your design. The floorplan will contain all your scenes

SELECT STYLE
 RENDERING STYLE: Interior / Shaded spaces

SELECT LOCATION
 SELECT YULIO FOLDER: [Danas Projects](#) [BROWSE](#)

☐ Automatically send this Project to your Headset

NEED HELP? [CANCEL](#) [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.

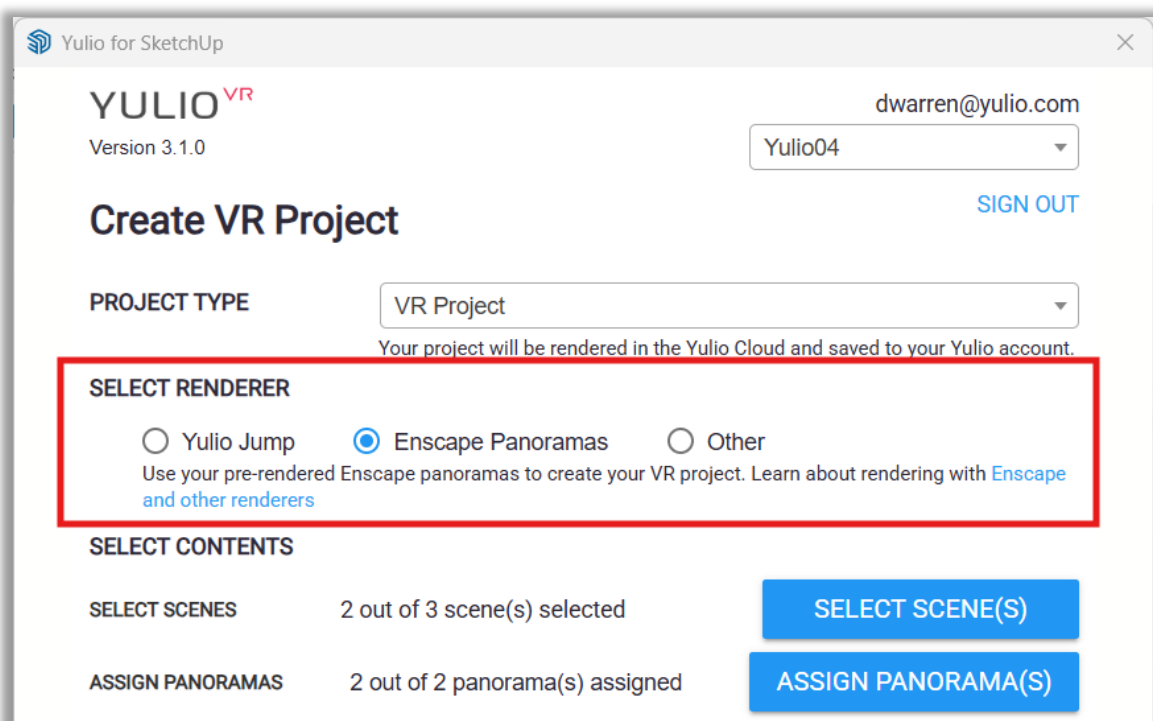
05

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](#).

For more information on exporting 360° panoramas out of **Enscape**, 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 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 for SketchUp' window with the 'Create VR Project' dialog. The 'PROJECT TYPE' is set to 'VR Project'. The 'SELECT RENDERER' section is highlighted with a red box, showing three options: 'Yulio Jump' (unselected), 'Enscape Panoramas' (selected), and 'Other' (unselected). Below the 'SELECT RENDERER' section, the 'SELECT CONTENTS' section shows '2 out of 3 scene(s) selected' and '2 out of 2 panorama(s) assigned'. There are buttons for 'SELECT SCENE(S)' and 'ASSIGN PANORAMA(S)'.

Once your renderer is selected, you will need to help Yulio identify which scenes you are including in your project and match your corresponding pre-rendered panoramas to that scene.

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 0 out of 3 scene(s) selected **SELECT SCENE(S)**

ASSIGN PANORAMAS 0 out of 0 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](#) by [tagging the object](#) with `#YulioAR="item name"`
- ☒ **Add Floorplan**
Build a floorplan from your Sketchup file for Yulio, so users can orient themselves in your design. The floorplan will contain all your scenes

- The scenes listed here will reflect the scene you have set up in your SketchUp model.
- Once desired scenes are selected, click **Next**.

Yulio for SketchUp

Select Scenes

Search scenes...

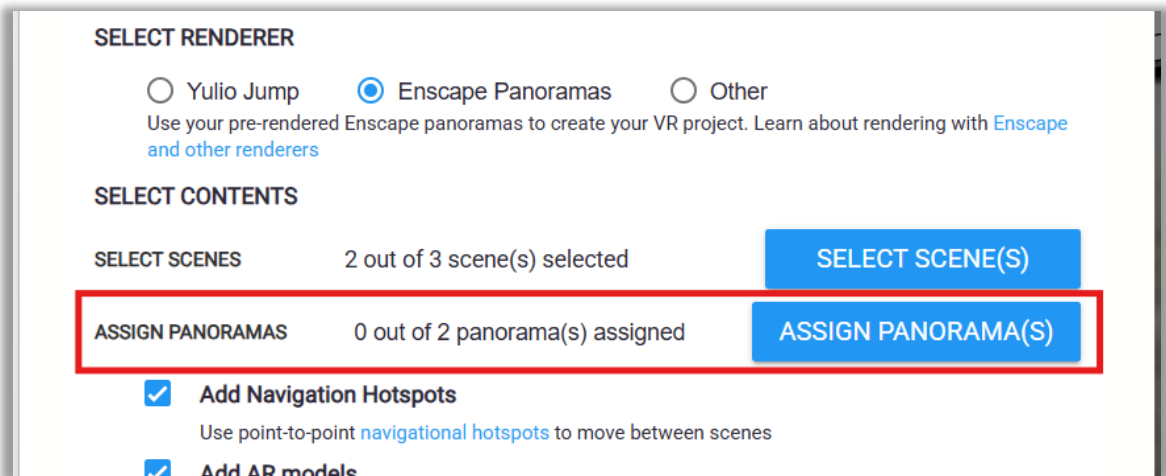
☐ Select/Deselect all 2 Scene(s) selected

- ☒ Scene 1
- ☒ Scene 2
- ☐ Scene 3

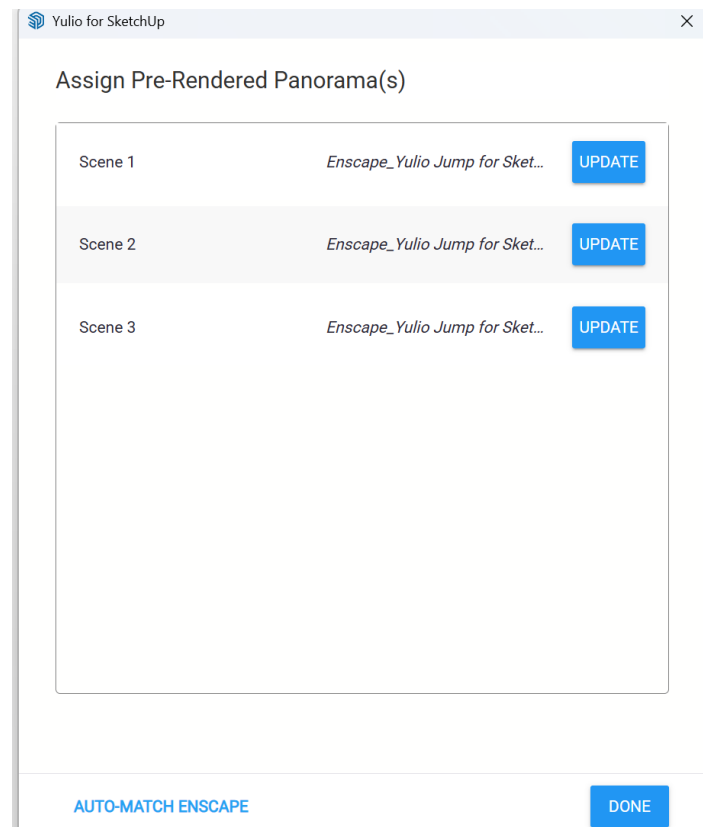
CANCEL NEXT

Assign Panorama(s)

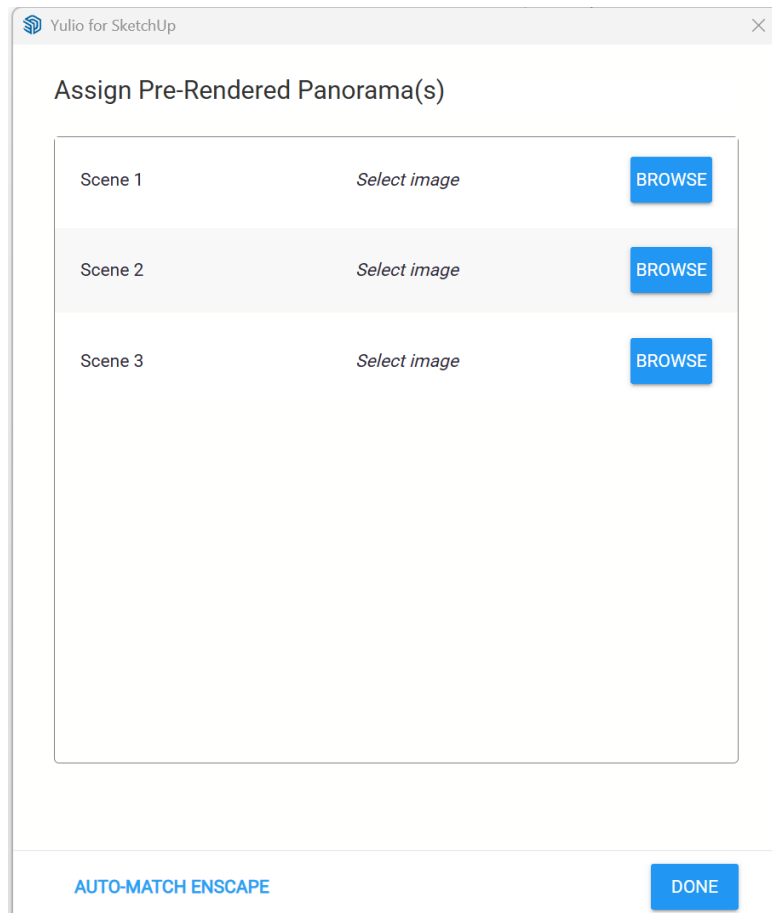
- Next, click the **Assign Panorama(s)** button.



- If you selected **Enscape** as your renderer, click on the blue **Auto-Match Enscape** button to have Yulio automatically link your Enscape panoramas to the selected scenes using the most recent version of the render.
- To update the selected panorama, click on the blue **Update** button.



- 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 **Done**.

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

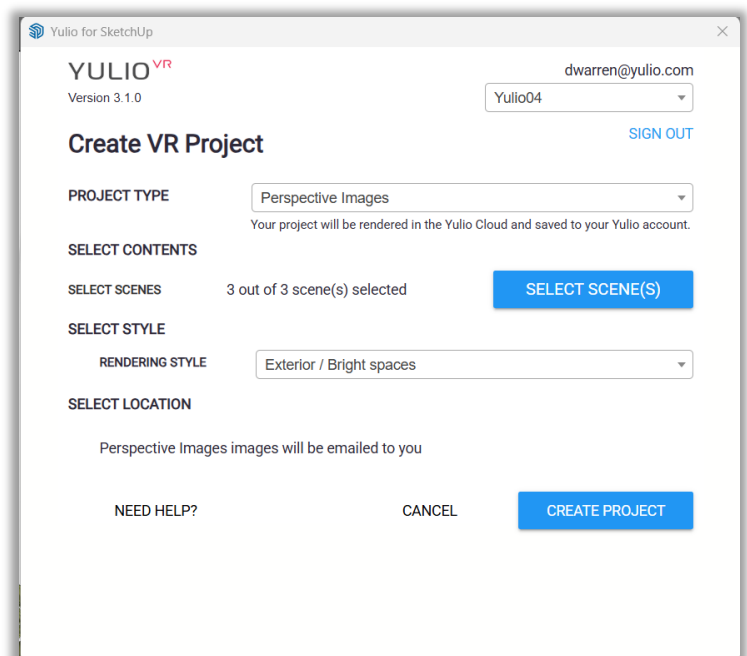
- Navigation Hotspots
- AR Models
- Floorplan
- Select Yulio Folder
- Automatically Send Project to Headset

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

06

RENDERING PERSPECTIVE IMAGES

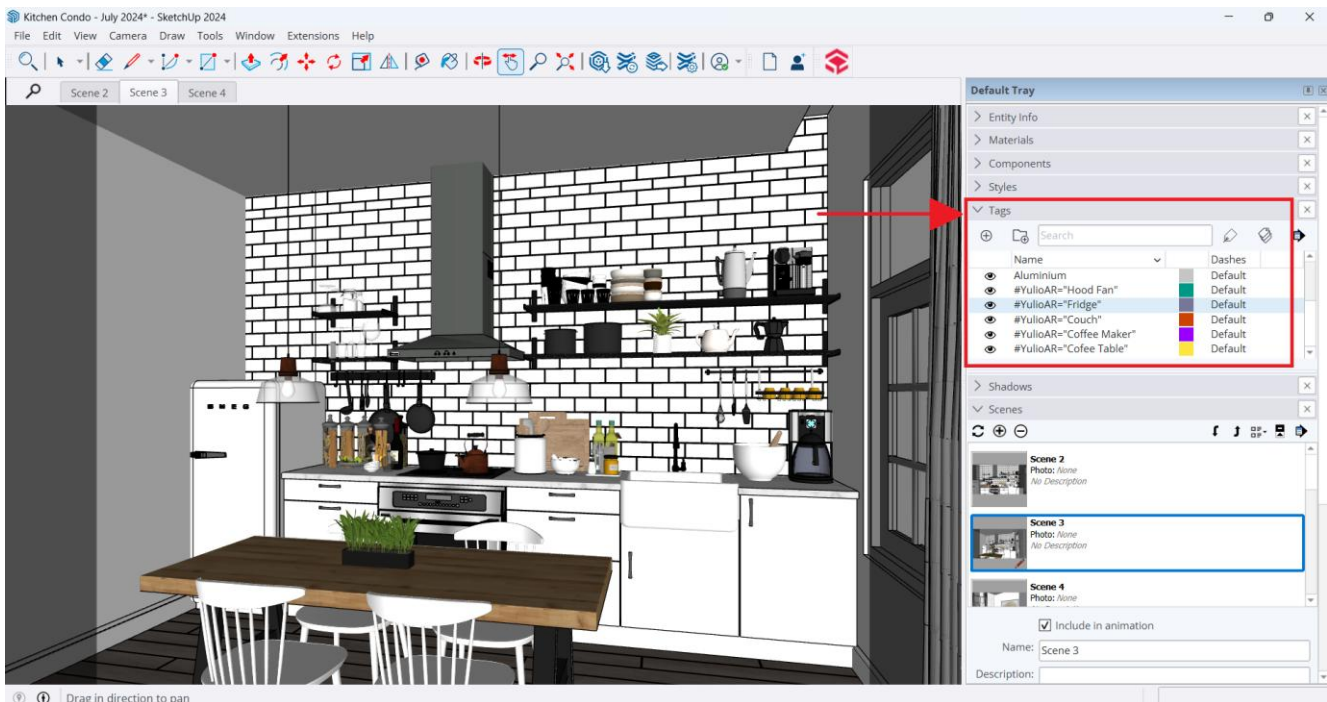
- If you selected Perspective Images from the Project Type drop down menu in the Yulio plugin. You will be able to the [Select Scenes](#) you would like rendered, as well as the [Rendering Style](#). Refer to page 9 of this guide for more information on the Rendering Styles.
- When rendering is complete, these files will be emailed to you.



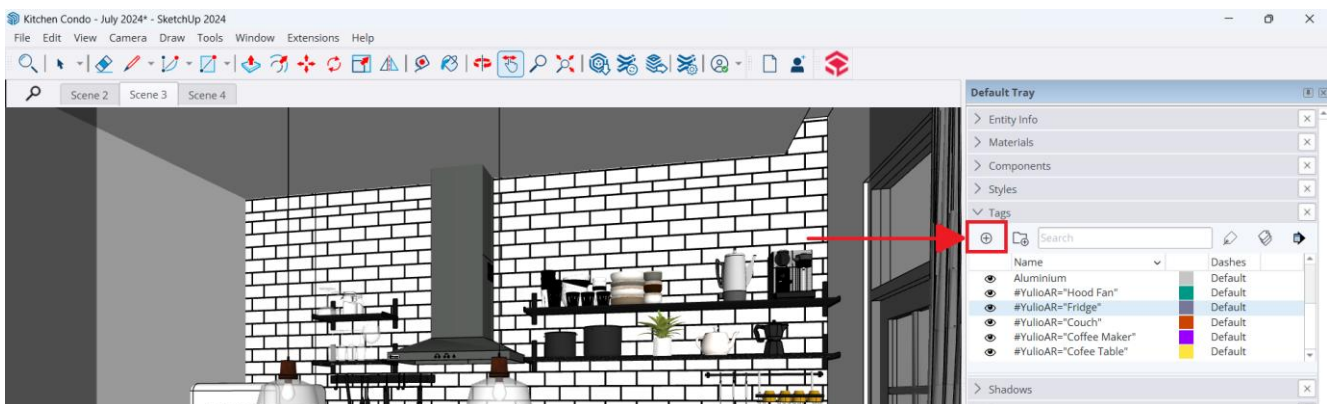
07

AR ASSETS

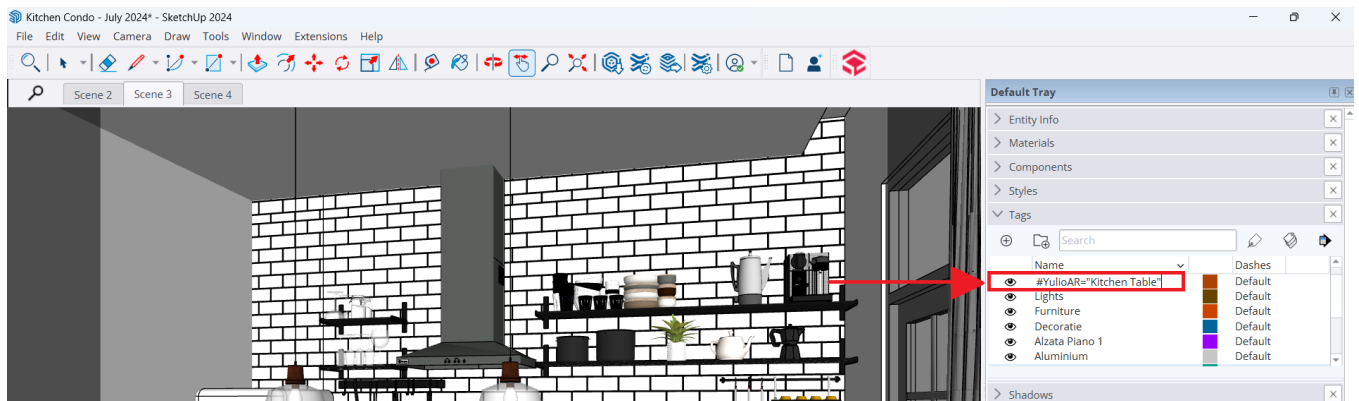
- To export augmented reality (AR) assets and have them be created as AR hotspots in your VR projects – you must first tag items in your model using Yulio's AR tagging convention.
- Begin by navigating to the Tags tab in the Default Tray.



- Next, select the + icon to define a new AR tag. You can either have 1 item per tag or group multiple items together under 1 tag.



- When the tag is created the default name is “Tag”, you will need to replace this using AR tag naming convention. To replace the name, simply type into the tag name box.



- Yulio's AR tag is `#YulioAR="Table"`

For example, your tag could be:

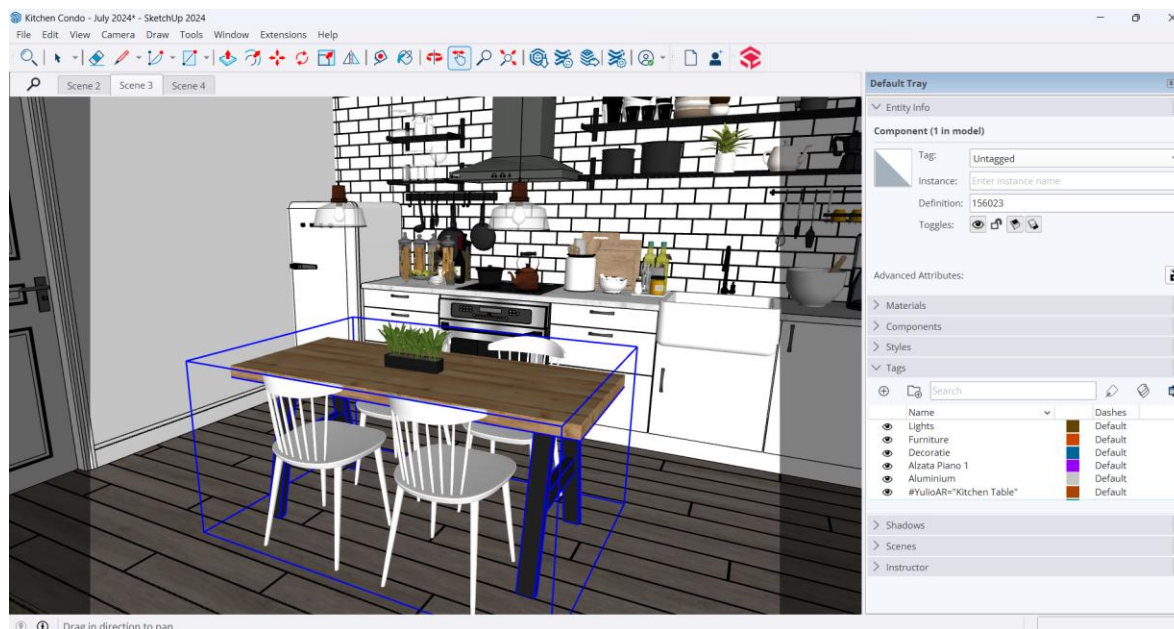
`#YulioAR="O"`

`#YulioAR="Chairs"`

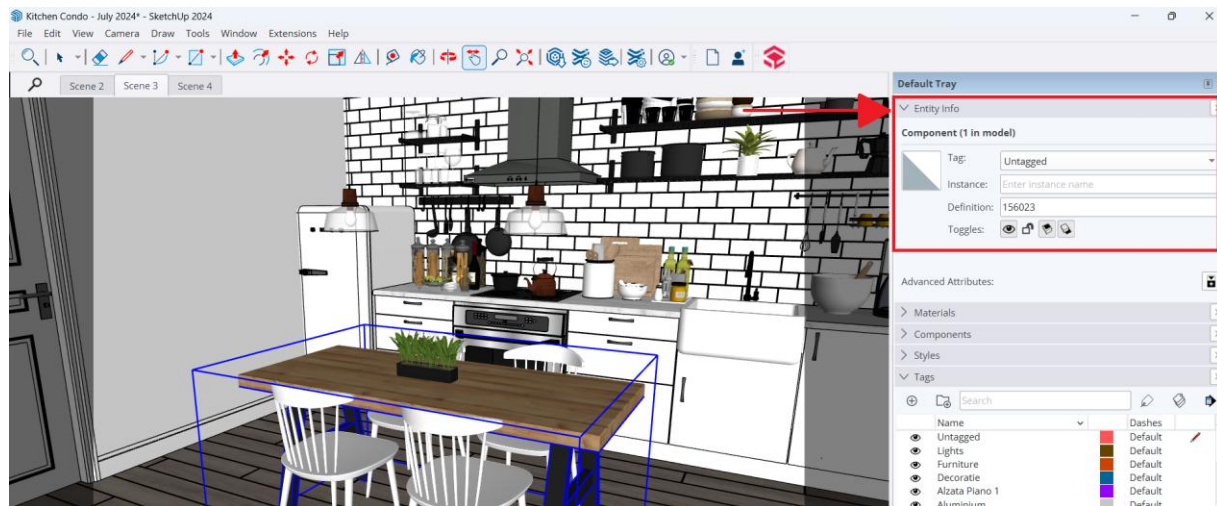
`#YulioAR="Red Coffee Maker"`

`#YulioAR="Living Room Furniture"`

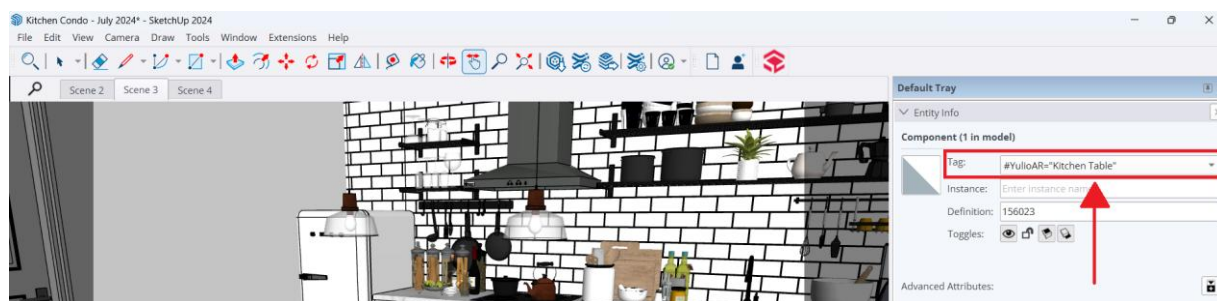
- Your object name can be labeled any way you like however, we recommend reflecting the object/objects you plan on including in the tag.
- Once you have created your tag, you will need to assign your item/items to it. Begin by selecting the item you would like to add to the tag.



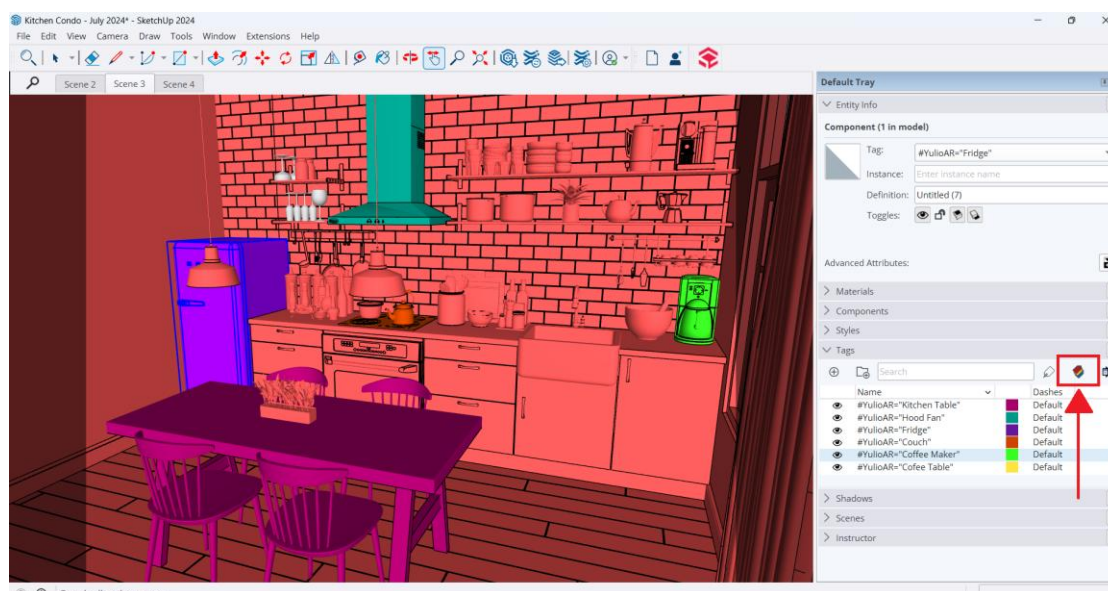
- Next, navigate to the Entity Info under the Default Tray.



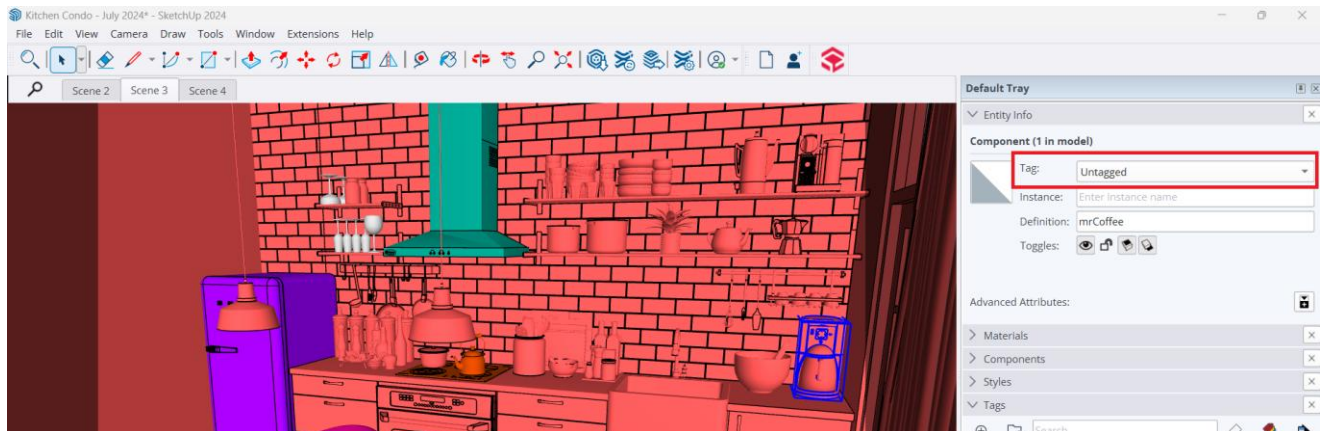
- From there, select the Tag drop down and select the AR tag you would like to add the item to.



- Repeat these steps if you would like to add multiple items to one tag.
- To see which items are assigned to each tag, select the Color By Tag icon. This will highlight all items in your model.



- To remove items from a tag, select the item, then navigate back to the Entity Info tab under the Default Tray.
- Select the Tag drop down, and switch the tag back to the Untagged option.



- From there, when rendering with Yulio, just ensure you select the **Add AR Models** checkbox in the plugin pop up. All assets you have tagged as AR, will now be rendered as AR hotspots.

 A screenshot of the 'Yulio Jump' plugin window. The window has a white background with a blue header bar containing the 'Yulio Jump' logo. Below the header, the text 'YULIO VR Version 1.9.0' is displayed on the left, and 'username@email.com Company Name SIGN OUT' is on the right. The main section is titled '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 CONTENTS' section has a sub-header 'SELECT SCENES' with '100 out of 100 scene(s) selected' and a 'SELECT SCENE(S)' button. Below this, there are three checkboxes: 'Add Navigation Hotspots' (checked), 'Add AR Models' (checked), and 'Add Floorplan' (checked). The 'Add AR Models' checkbox is highlighted with a red rectangle. Below it, a text description says 'Turn items into AR models by tagging the object with #YulioAR="item name"'. Below the 'SELECT CONTENTS' section is the 'SELECT STYLE' section with a 'RENDERING STYLE' dropdown set to 'Interior / Bright spaces'. Below that is the 'SELECT LOCATION' section with a 'SELECT YULIO FOLDER' dropdown set to 'Team' and a 'BROWSE' button. At the bottom, there are three buttons: 'NEED HELP?', 'CANCEL', and 'CREATE PROJECT'. A red arrow points from the 'Add AR Models' checkbox in the 'SELECT CONTENTS' section to the text 'Add AR Models' in the 'SELECT CONTENTS' section.

08

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
