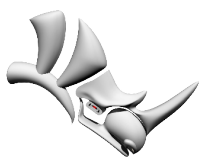# USING YULIO
WITH RHINO

Rhinoceros

YULIO VR

USER GUIDE

USING YULIO
WITH RHINO

If you currently use Rhino to create 3D renders, you can use it to create cubemaps to author your Yulio Virtual Reality projects.

The requirements for using Yulio with Rhino are:
- Latest version of Rhinoceros 5 64-bit (5.13.60523.20140)
- Latest version of VRay 2.0 for Rhino ADV x64 (2.00.26563)
- Visual C++ Redistributable for Visual Studio 2015 x64
- Download vc_redist.x64.exe from the Microsoft website and ensure you select the x64 bit option

IN THIS SECTION

– Downloading and Installing the Rhino plugin
– Authorizing Rhino to access Yulio
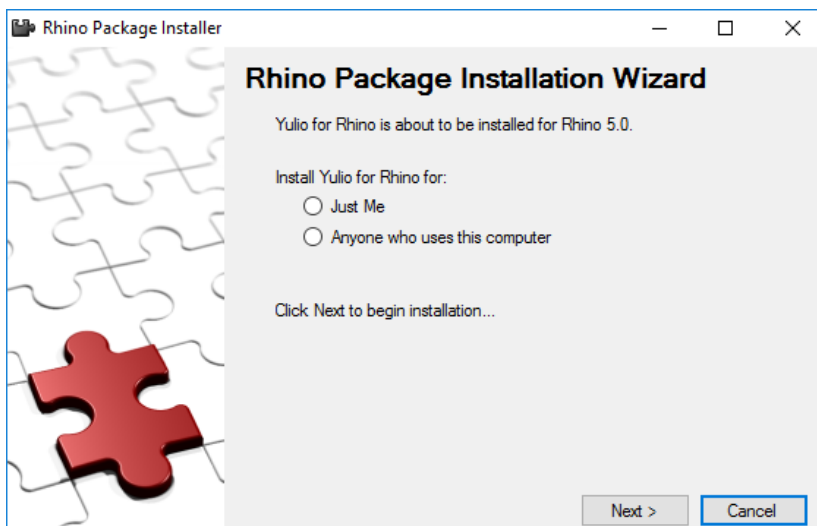– Set render and output options
– Viewing in Yulio
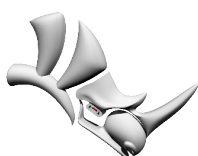
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01

DOWNLOAD THE YULIO RHINO PLUGIN

Download and install the Yulio Rhino plugin from our CAD plugins page.
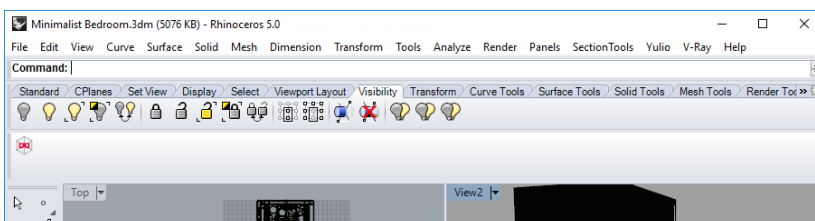http://yulio.com/plugin/download/

02

INSTALL YULIO FOR RHINO VIA THE RHINO INSTALLER PACKAGE (.RHI)

03

OPEN RHINO AND LOCATE THE YULIO FOR RHINO PLUGIN VIA THE MAIN TOOLBAR OR THE YULIO ICON

04

# AUTHORIZE RHINO TO ACCESS YOUR YULIO ACCOUNT

[SEE SCREEN CAP FOR INSTRUCTIONS]

- Once you provide authorization for Rhino to access your Yulio account, you will have the option to automatically upload content to Yulio once rendering is complete.

- Simply enter the email address bound to your Yulio account and we will send you an email with an authorization link. Once you authorize via email, Rhino will have access to your Yulio account.
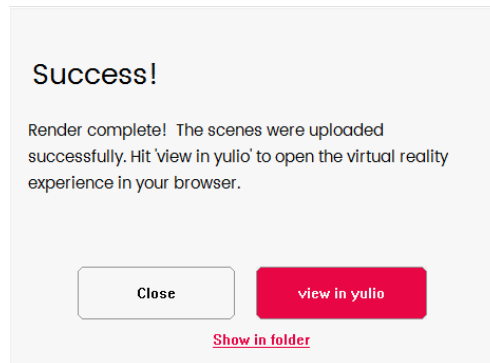
05

SETUP RENDER AND OUTPUT CONFIGURATION OPTIONS

- Select the views you'd like to render in VRay.

- If you'd like to automatically upload to Yulio, check the **Upload to Yulio** box. If you do, the fixed point renders will be automatically upload to a CAD Uploads folder in your Yulio Account.

- If you choose not to upload to Yulio, the file will be saved on your computer where you specify.
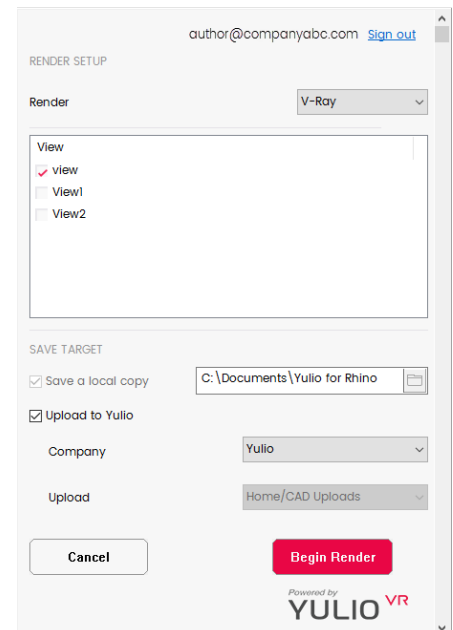
06

VIEW IN YULIO

- Once the rendering and upload are complete, you'll receive a confirmation message in Rhino.

- You'll have the option to view the cubemap on your computer or View in Yulio if you opted to upload to automatically.

Success!

Render complete! The scenes were uploaded successfully. Hit 'view in yulio' to open the virtual reality experience in your browser.

Close   view in yulio

Show in folder

07

VIEWING YOUR VR PROJECTS IN YULIO

- Under the Projects tab, select the Team folder
[any scenes you have authored will appear in this list]

- Create a new VR project with your cubemap, or drag and drop them into an existing VR project.

YULIO^{VR}