Render by Pibuz, Created in SkIndigo and rendered with Indigo.

Indigo Renderer

SketchUp Exporter Manual

Contents

Overview

This manual covers the installation and usage of SkIndigo, the SketchUp exporter for Indigo Renderer. By following the tutorials in this manual you should be able to export your scene in a high-quality way ready for Indigo to render.

Note that the SketchUp exporter is a very complex piece of software and not all the features are covered in depth by this manual. If a feature of SkIndigo is not described to your satisfaction, visit our forum and post a question and we will be happy to help you out. Our forum is available at:

http://www.indigorenderer.com/forum/

About exporters

Indigo is independent of modelling package and uses its own file format, called an Indigo Scene File (.igs). Before Indigo can render your scene, it must be converted into an .igs file. The job of an exporter is to create an .igs file from your currently open scene.

Acknowledgements

The SketchUp exporter is called 'SkIndigo' and is the result of the work of Dale Martens. Glare Technologies would like to thank Dale for his original work on the project, and the ongoing support he provides to Glare.

Installing SkIndigo

Step 1. Check your version of SketchUp

SkIndigo is compatible with release version 6 and version 7 of SketchUp, and works on both PC and Mac. You can download the latest release of SketchUp from:

http://sketchup.google.com/

Step 2. Download and install Indigo

Download Indigo for your system and install Indigo to the default location on your system.

http://www.indigorenderer.com/download/

Step 3. Download and install SkIndigo

Download the version of SkIndigo for your system from:

http://www.indigorenderer.com/documentation/sketchup

SkIndigo comes with an installer for Windows and Mac. Both installers will look for a "Plugins" directory in all known locations for SketchUp.

SkIndigo expects to find SketchUp at these locations:

Windows

Determined from the registry in the case of Sketchup 7,
or %PROGRAMFILES32%\Google\Google SketchUp 6\Plugins,

or %PROGRAMFILES64%\Google\Google SketchUp 6\Plugins

Mac /Applications/Google SketchUp 7

If you have any issues installing SkIndigo, please email us at support@indigorender.com.

Restart SketchUp after installing SkIndigo and you should see see "SkIndigo" become available under the Plugins menu.
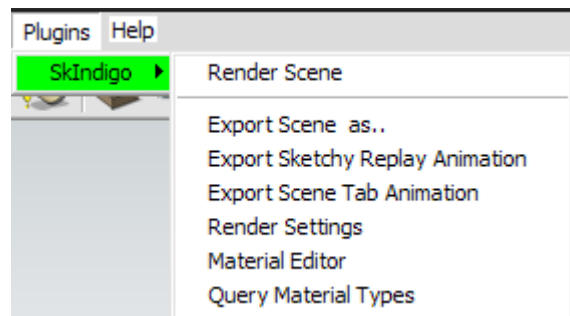
You are now ready to use SkIndigo.

Things to know

There are several concepts you need to know to know to fully understand how Indigo works and how SkIndigo treats these concepts.

Indigo is physically based

Indigo is a physically based renderer, which means that if it is possible to construct a photo in the real world, it is possible to render it in Indigo. SkIndigo has the job of converting the virtual world of SketchUp into the real world representation used by Indigo.

Users with experience of studio photography may find setting up a scene in Indigo a familiar experience.

Units of measurement

Indigo works on units of metres. SkIndigo by default converts one SketchUp unit of distance to one metre in real world space.

Light sources

To use Indigo correctly you will need to master 'emitting materials' to create realistic lights in your scenes.

The Plugins Menu

The Plugins Menu is the primary place to access SkIndigo functionality, open dialogues and start rendering.
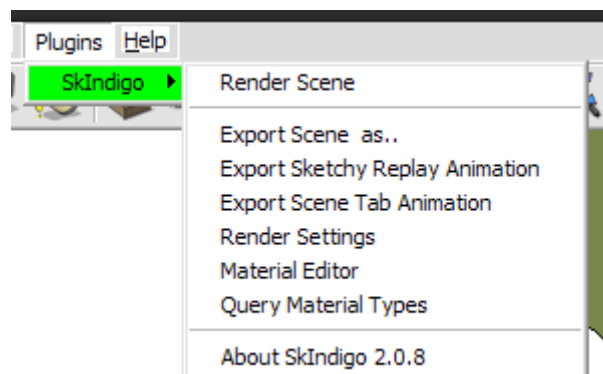
Render Scene

This exports the scene to an Indigo Scene File and launches Indigo to start Rendering.

Export Scene as..

Exports the current scene as an Indigo Scene File and prompts you to choose a location to save to on your computer. This is handy if you want to send a scene file to someone else, or upload it to a render-farm.

Export Sketchy Replay Animation

Exports a series of scenes generated by Sketch Replay.

Export Scene Tab Animation

Exports each scene tab as a separate frame in an animation.

Render Settings

Opens the Render Settings window for configuring the Indigo export.

Material Editor

Opens the Material Editor window for creating and modifying Indigo materials inside SketchUp.

Query Material Types

Pops up a dialogue with all of the Indigo Materials in the current scene and the types of each material.

Render Settings Window

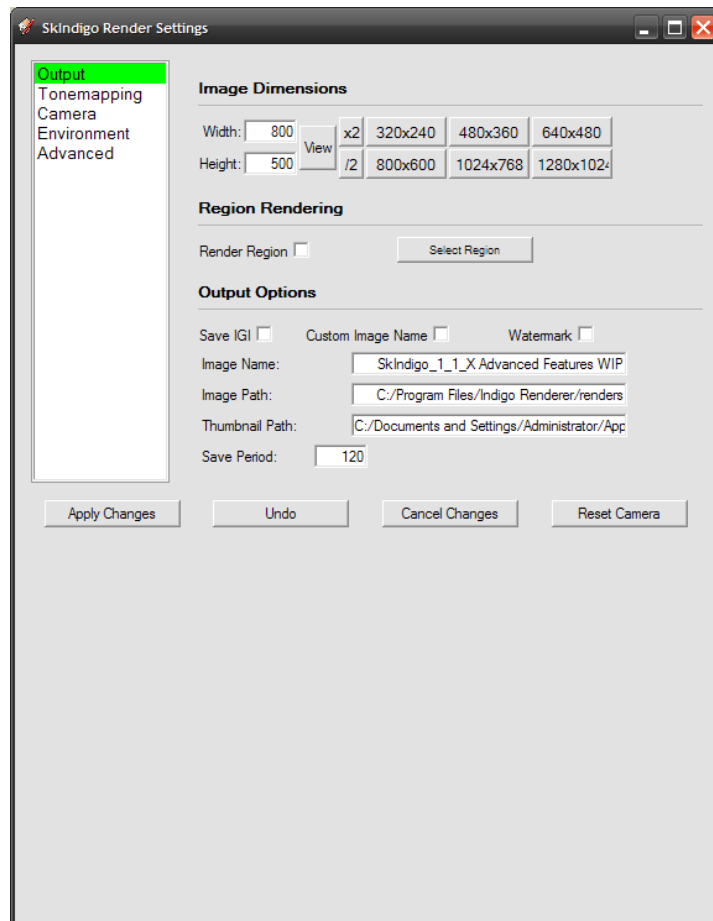The Render Settings Window configures the scene for export to Indigo.

Image Dimensions

Configures the width and height of the render to be created. Keep in mind that the free version of Indigo can only render images up to 1000x700 pixels in size. You will need to order a licence to use higher resolutions.

Region Rendering

Region rendering allows you to render only a small part of the scene. This is similar to moving the camera, but is useful when you need to focus the render on a part of the full image.

Going Further

You are now ready to start exploring SketchUp and Indigo. To learn more about using Indigo – see these resources.

The Indigo website:

     http://www.indigorenderer.com/

The Indigo materials database:

     http://www.indigorenderer.com/materials/

The Indigo forums are a lively place of debate - you should especially take a look at the SketchUp sub-forum.

     http://www.indigorenderer.com/forums/

If you need support, please email:

     support@indiorenderer.com

We hope you enjoy using Indigo and look forward to seeing your renders!