

# Ayam

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13. Jan 2016

This is the documentation of Ayam 1.23 – a free 3D modelling environment for the RenderMan interface. Please note, that this document is a reference manual, more detailed explanations of how to actually model with Ayam are given in the tutorials. This document has been written using the SGML-Tools (LinuxDoc) formatting system to generate files in a variety of text formats from one source file. There are HTML and PDF versions of this document prepared. In addition, the provided SGML-source can be used to generate other formats.

## Overview

<b>1</b>	<b>Introduction</b>	<b>13</b>
<b>2</b>	<b>The Ayam GUI</b>	<b>16</b>
<b>3</b>	<b>Modelling Actions</b>	<b>65</b>
<b>4</b>	<b>Objects, Properties, and Tags</b>	<b>84</b>
<b>5</b>	<b>NURBS Modelling Tools</b>	<b>229</b>
<b>6</b>	<b>Scripting Interface</b>	<b>267</b>
<b>7</b>	<b>Import and Export</b>	<b>350</b>
<b>8</b>	<b>Miscellaneous</b>	<b>371</b>
<b>9</b>	<b>Index</b>	<b>392</b>

## Contents

<b>1</b>	<b>Introduction</b>	<b>13</b>
1.1	About this Manual . . . . .	13
1.2	About Ayam . . . . .	14
1.2.1	History . . . . .	14
1.2.2	Features Overview . . . . .	14
1.2.3	Coordinate Systems and Units . . . . .	15
1.2.4	Rational Style . . . . .	15
<b>2</b>	<b>The Ayam GUI</b>	<b>16</b>
2.1	Anatomy of the Main Window . . . . .	16
2.1.1	Objects . . . . .	17
2.1.2	Properties . . . . .	21
2.1.3	The Console . . . . .	24
2.2	Main Menu . . . . .	25
2.3	Main Window Keyboard Shortcuts . . . . .	36
2.4	Anatomy of a View . . . . .	37
2.5	View Menu . . . . .	37
2.6	View Window Shortcuts and Actions . . . . .	41
2.7	Drawing Modes . . . . .	43
2.8	The Toolbox Window . . . . .	45
2.9	Object Search . . . . .	46
2.9.1	Search Expressions . . . . .	46
2.9.2	Search Actions . . . . .	48
2.10	Preferences . . . . .	50
2.10.1	Main Preferences . . . . .	51
2.10.2	Modelling Preferences . . . . .	54
2.10.3	Drawing Preferences . . . . .	56
2.10.4	RIB-Export Preferences . . . . .	58
2.10.5	Miscellaneous Preferences . . . . .	61
<b>3</b>	<b>Modelling Actions</b>	<b>65</b>
3.1	Modelling Actions Overview . . . . .	66

3.2	Transforming Objects or Selected Points . . . . .	67
3.3	Selecting Objects by Picking . . . . .	67
3.3.1	Selecting Individual Objects . . . . .	67
3.3.2	Drag-selecting Multiple Objects . . . . .	68
3.3.3	Ambiguous Picking . . . . .	68
3.4	Moving Objects or Selected Points . . . . .	70
3.5	Rotating Objects or Selected Points . . . . .	70
3.6	Rotating Objects or Selected Points about a Point . . . . .	70
3.7	Scaling Objects or Selected Points . . . . .	71
3.8	Scaling Objects or Selected Points about a Point . . . . .	71
3.9	Setting the Mark . . . . .	73
3.10	Selecting/Tagging Points . . . . .	74
3.11	Editing Points . . . . .	76
3.12	Snapping Points to the Grid . . . . .	78
3.13	Snapping Points to the Mark . . . . .	79
3.14	Snapping Objects to the Mark . . . . .	79
3.15	Inserting or Deleting Points . . . . .	79
3.16	Manipulating the Multiplicity of Points . . . . .	80
3.17	Finding Points on Curves . . . . .	80
3.18	Finding Points on Surfaces . . . . .	81
3.19	Interactively Splitting Curves . . . . .	81
3.20	Selecting/Tagging Boundary Points . . . . .	81
3.21	Editing in Local Spaces . . . . .	82
<b>4</b>	<b>Objects, Properties, and Tags</b>	<b>84</b>
4.1	Object Types Overview . . . . .	86
4.1.1	Scene Organization . . . . .	86
4.1.2	CSG/Solid Primitives . . . . .	86
4.1.3	Freeform Curves . . . . .	86
4.1.4	Freeform Surfaces . . . . .	87
4.1.5	Curve Tool Objects . . . . .	87
4.1.6	Surface Tool Objects . . . . .	88
4.1.7	Polygonal and Subdivision Objects . . . . .	88

4.1.8	Scripts and Plugins . . . . .	89
4.2	Scene Organization Objects . . . . .	90
4.2.1	Root Object . . . . .	90
4.2.2	View Object . . . . .	93
4.2.3	Camera Object . . . . .	95
4.2.4	Light Object . . . . .	96
4.2.5	Material Object . . . . .	102
4.2.6	Level Object . . . . .	104
4.2.7	Clone Object . . . . .	107
4.2.8	Mirror Object . . . . .	110
4.2.9	Instance Object . . . . .	112
4.2.10	Select Object . . . . .	115
4.2.11	RiInc Object . . . . .	116
4.2.12	RiProc Object . . . . .	116
4.3	CSG/Solid Primitives . . . . .	118
4.3.1	Box Object . . . . .	118
4.3.2	Sphere Object . . . . .	119
4.3.3	Disk Object . . . . .	120
4.3.4	Cone Object . . . . .	121
4.3.5	Cylinder Object . . . . .	122
4.3.6	Torus Object . . . . .	123
4.3.7	Paraboloid Object . . . . .	124
4.3.8	Hyperboloid Object . . . . .	125
4.4	Freeform Curve Objects . . . . .	126
4.4.1	NCurve (NURBS Curve) Object . . . . .	126
4.4.2	ICurve (Interpolating Curve) Object . . . . .	130
4.4.3	ACurve (Approximating Curve) Object . . . . .	132
4.4.4	NCircle (NURBS Circle) Object . . . . .	134
4.5	Curve Tool Objects . . . . .	136
4.5.1	ConcatNC (Concatenate NURBS Curves) Object . . . . .	136
4.5.2	ExtrNC (Extract NURBS Curve) Object . . . . .	139
4.5.3	OffsetNC (Offset NURBS Curves) Object . . . . .	142
4.6	Freeform Surface Objects . . . . .	144

4.6.1	NPatch (NURBS Patch) Object . . . . .	144
4.6.2	IPatch (Interpolating Patch) Object . . . . .	148
4.6.3	BPatch (Bilinear Patch) Object . . . . .	150
4.6.4	PatchMesh Object . . . . .	151
4.7	Surface Tool Objects . . . . .	153
4.7.1	Revolve Object . . . . .	153
4.7.2	Extrude Object . . . . .	155
4.7.3	Swing Object . . . . .	158
4.7.4	Sweep Object . . . . .	160
4.7.5	Birail1 Object . . . . .	164
4.7.6	Birail2 Object . . . . .	167
4.7.7	Skin Object . . . . .	170
4.7.8	Gordon Object . . . . .	173
4.7.9	Bevel Object . . . . .	177
4.7.10	Cap Object . . . . .	180
4.7.11	ConcatNP (Concatenate NURBS Patches) Object . . . . .	183
4.7.12	ExtrNP (Extract NURBS Patch) Object . . . . .	186
4.7.13	OffsetNP (Offset NURBS Surfaces) Object . . . . .	188
4.7.14	Text Object . . . . .	190
4.7.15	Trim Object . . . . .	192
4.8	Polygonal and Subdivision Objects . . . . .	194
4.8.1	PolyMesh Object . . . . .	194
4.8.2	SDMesh Object . . . . .	196
4.9	Script and Custom Objects . . . . .	198
4.9.1	Script Object . . . . .	198
4.9.2	Custom Objects Management . . . . .	205
4.9.3	SfCurve (Superformula Curve) Object . . . . .	206
4.9.4	Metaball Object . . . . .	208
4.9.5	SDNPatch Object . . . . .	211
4.10	Standard Properties . . . . .	213
4.10.1	Transformations Property . . . . .	213
4.10.2	Attributes Property . . . . .	214
4.10.3	Material Property . . . . .	214

4.10.4	Shader Properties	214
4.10.5	Caps Property	216
4.10.6	Bevels Property	216
4.10.7	Tags Property	217
4.11	Tags	217
4.11.1	RiAttribute Tag	218
4.11.2	RiOption Tag	219
4.11.3	TC (Texture Coordinates) Tag	220
4.11.4	PV (Primitive Variable) Tag	221
4.11.5	RiHider Tag	222
4.11.6	RiDisplay Tag	223
4.11.7	AsWire Tag	223
4.11.8	NoExport Tag	223
4.11.9	SaveMainGeom Tag	224
4.11.10	SavePaneLayout Tag	224
4.11.11	TP (Tessellation Parameter) Tag	224
4.11.12	DC (Depth Complexity) Tag	224
4.11.13	NP (New Property) Tag	225
4.11.14	RP (Remove Property) Tag	225
4.11.15	BNS (Before Notify Script) Tag	225
4.11.16	ANS (After Notify Script) Tag	226
4.11.17	UMM/VMM (U/V Min Max) Tag	227
4.11.18	BP (Bevel Parameters) Tag	227
4.11.19	MN (Mean Normal) Tag	227
4.11.20	MP (Mean Point) Tag	227
4.11.21	Internal Tags	228
<b>5</b>	<b>NURBS Modelling Tools</b>	<b>229</b>
5.1	General Remarks	229
5.2	Curve Creation Tools	230
5.2.1	Circular B-Spline Tool	230
5.2.2	NURBCircle Tool	231
5.2.3	Rectangle Tool	231

5.2.4	TrimRect Tool . . . . .	232
5.2.5	Tween Curve Tool . . . . .	233
5.3	Curve Modification Tools . . . . .	234
5.3.1	Revert Tool . . . . .	234
5.3.2	Refine Tool . . . . .	234
5.3.3	Refine Knots Tool . . . . .	235
5.3.4	Coarsen Tool . . . . .	236
5.3.5	Elevate Tool . . . . .	237
5.3.6	Extend Tool . . . . .	237
5.3.7	Clamp Tool . . . . .	238
5.3.8	Unclamp Tool . . . . .	239
5.3.9	Insert Knot Tool . . . . .	240
5.3.10	Remove Knot Tool . . . . .	240
5.3.11	Concat Tool . . . . .	241
5.3.12	Split Tool . . . . .	241
5.3.13	Curve Trim Tool . . . . .	242
5.3.14	Plot Curvature Tool . . . . .	243
5.3.15	Shift Closed Curve Tool . . . . .	243
5.3.16	To XY Tool . . . . .	244
5.3.17	Make Compatible Tool . . . . .	245
5.3.18	Rescale Knots to Range Tool . . . . .	245
5.3.19	Rescale Knots to Mindist Tool . . . . .	246
5.3.20	Collapse Points Tool . . . . .	246
5.3.21	Explode Points Tool . . . . .	246
5.4	Surface Creation Tools . . . . .	248
5.4.1	NURBSphere Tool . . . . .	248
5.4.2	NURBSphere2 Tool . . . . .	248
5.4.3	Revolve Tool . . . . .	249
5.4.4	Swing Tool . . . . .	249
5.4.5	Extrude Tool . . . . .	250
5.4.6	Sweep Tool . . . . .	250
5.4.7	Bevel Tool . . . . .	250
5.4.8	Cap Tool . . . . .	251

5.4.9	Birail1 Tool . . . . .	251
5.4.10	Birail2 Tool . . . . .	252
5.4.11	Gordon Tool . . . . .	252
5.4.12	Skin Tool . . . . .	253
5.4.13	Trim Tool . . . . .	253
5.4.14	Tween Surfaces Tool . . . . .	253
5.5	Surface Modification Tools . . . . .	255
5.5.1	Revert U Tool . . . . .	255
5.5.2	Revert V Tool . . . . .	255
5.5.3	Swap UV Tool . . . . .	255
5.5.4	Refine Knots Surface Tool . . . . .	256
5.5.5	Elevate Surface Tool . . . . .	256
5.5.6	Clamp Surface Tool . . . . .	257
5.5.7	Unclamp Surface Tool . . . . .	258
5.5.8	Insert Knot Surface Tool . . . . .	258
5.5.9	Remove Knot Surface Tool . . . . .	259
5.5.10	Split Surface Tool . . . . .	260
5.5.11	Interpolate Surface Tool . . . . .	260
5.5.12	Rescale Knots to Range Surface Tool . . . . .	261
5.5.13	Rescale Knots to Mindist Surface Tool . . . . .	261
5.5.14	Make Surfaces Compatible Tool . . . . .	262
5.6	Conversion Tools . . . . .	263
5.6.1	Extract Curve Tool . . . . .	263
5.6.2	Extract Patch Tool . . . . .	263
5.6.3	Break into Curves Tool . . . . .	264
5.6.4	Build from Curves Tool . . . . .	264
5.6.5	Tessellation Tool . . . . .	265
<b>6</b>	<b>Scripting Interface</b>	<b>267</b>
6.1	Global Variables and Arrays . . . . .	268
6.1.1	Global Variables . . . . .	268
6.1.2	The Global Array ay . . . . .	268
6.1.3	The Global Array ayprefs . . . . .	268



6.1.4	The Global Property Management and Data Arrays . . . . .	268
6.2	Procedures and Commands . . . . .	270
6.2.1	Getting Help on Scripting Interface Commands . . . . .	270
6.2.2	Managing Objects . . . . .	270
6.2.3	Manipulating the Selection . . . . .	287
6.2.4	Selecting Points . . . . .	288
6.2.5	Manipulating Properties . . . . .	288
6.2.6	Clipboard Operations . . . . .	289
6.2.7	Hierarchy Operations . . . . .	291
6.2.8	Transformations . . . . .	291
6.2.9	Manipulating Shaders . . . . .	293
6.2.10	Manipulating Tags . . . . .	294
6.2.11	Manipulating NURBS Curves and Surfaces . . . . .	296
6.2.12	Manipulating PolyMesh Objects . . . . .	307
6.2.13	Manipulating Points . . . . .	308
6.2.14	Updating the GUI . . . . .	310
6.2.15	Managing Preferences . . . . .	311
6.2.16	Custom Objects . . . . .	311
6.2.17	Applying Commands to a Number of Objects . . . . .	312
6.2.18	Scene IO . . . . .	313
6.2.19	RIB Export . . . . .	314
6.2.20	Reporting Errors . . . . .	314
6.2.21	Property GUI Management . . . . .	315
6.2.22	Miscellaneous . . . . .	319
6.3	Expression Support in Dialog Entries . . . . .	322
6.4	Scripting Interface Examples . . . . .	323
6.4.1	Moving Objects . . . . .	323
6.4.2	Moving NURBS points . . . . .	324
6.4.3	Easy Sweep . . . . .	325
6.4.4	Toolbox Buttons . . . . .	327
6.5	Helper Scripts . . . . .	329
6.5.1	Repair Ayam . . . . .	329
6.5.2	Convert Everything to Polygons . . . . .	330

6.5.3	Convert Everything to NURBS patches . . . . .	330
6.5.4	Restrict the Console . . . . .	330
6.5.5	Color the Focus Ring . . . . .	330
6.5.6	Automatic About Center Actions . . . . .	331
6.5.7	Automatic Point Actions . . . . .	331
6.5.8	Save Selected Points . . . . .	331
6.5.9	Revert Cursor Key Behavior . . . . .	332
6.5.10	Use Ayam as Command Line Converter . . . . .	332
6.5.11	Access Core Functions from the Toolbox . . . . .	332
6.5.12	Switch File Dialogs to Kdialog . . . . .	332
6.5.13	Switch File Dialogs to Zenity . . . . .	333
6.5.14	Use Aqsis from Application Directory . . . . .	333
6.5.15	Use Pixie from Library Directory . . . . .	333
6.5.16	Replace Icons . . . . .	333
6.5.17	Dynamic Tree . . . . .	333
6.5.18	Create Truncated Cones . . . . .	335
6.5.19	Create Polyhedrons from Conway Notations . . . . .	336
6.6	JavaScript Scripting Interface . . . . .	338
6.6.1	Accessing JavaScript from Tcl and Script Objects . . . . .	338
6.6.2	JavaScript Functions . . . . .	338
6.6.3	Data Conversion . . . . .	341
6.6.4	Complete Examples . . . . .	342
6.7	Lua Scripting Interface . . . . .	344
6.7.1	Accessing Lua from Tcl and Script Objects . . . . .	344
6.7.2	Lua Functions . . . . .	344
6.7.3	Data Conversion . . . . .	347
6.7.4	Complete Examples . . . . .	348
<b>7</b>	<b>Import and Export</b>	<b>350</b>
7.1	Import and Export Plugin Management . . . . .	350
7.2	Import and Export Plugin Overview . . . . .	350
7.3	RenderMan Interface Bytestream (RIB) Import . . . . .	351
7.3.1	RIB Primitive Support . . . . .	352

7.3.2	RIB Import Options . . . . .	352
7.4	RenderMan Interface Bytestream (RIB) Export . . . . .	353
7.5	Mops Import . . . . .	354
7.6	AutoCAD DXF Import . . . . .	354
7.6.1	DXF Entity Support . . . . .	354
7.6.2	DXF Import Options . . . . .	355
7.7	AutoCAD DXF Export . . . . .	355
7.7.1	Ayam Object and Properties Support . . . . .	356
7.7.2	DXF Export Options . . . . .	356
7.8	Wavefront OBJ Import . . . . .	357
7.8.1	Wavefront OBJ Statement Support . . . . .	357
7.8.2	Wavefront OBJ Import Options . . . . .	357
7.9	Wavefront OBJ Export . . . . .	358
7.9.1	Ayam Object and Properties Support . . . . .	358
7.9.2	Wavefront OBJ Export Options . . . . .	359
7.10	3DMF (Apple) Import . . . . .	359
7.10.1	3DMF Primitive and Attribute Support . . . . .	359
7.10.2	3DMF Import Options . . . . .	360
7.11	3DMF (Apple) Export . . . . .	360
7.11.1	Ayam Object and Properties Support . . . . .	360
7.11.2	Trim Curves Support . . . . .	361
7.11.3	3DMF Export Options . . . . .	362
7.12	3DM (Rhino) Import . . . . .	362
7.12.1	3DM Object Support . . . . .	362
7.12.2	3DM Import Options . . . . .	362
7.13	3DM (Rhino) Export . . . . .	363
7.13.1	Ayam Object and Properties Support . . . . .	364
7.13.2	3DM Export Options . . . . .	364
7.14	X3D (Web3D) Import . . . . .	365
7.14.1	X3D Element Support . . . . .	365
7.14.2	X3D Attribute Support . . . . .	366
7.14.3	X3D Import Options . . . . .	368
7.15	X3D (Web3D) Export . . . . .	368

7.15.1	Ayam Object and Properties Support . . . . .	368
7.15.2	Wire-frame Support . . . . .	369
7.15.3	X3D Export Options . . . . .	369
<b>8</b>	<b>Miscellaneous</b>	<b>371</b>
8.1	The Undo System . . . . .	371
8.2	The Modelling Concept Tool-Objects . . . . .	371
8.3	Scene File Management . . . . .	374
8.3.1	Opening Scene Files . . . . .	374
8.3.2	Inserting Scene Files . . . . .	375
8.3.3	Saving Scene Files . . . . .	375
8.4	Ayamrc File . . . . .	376
8.4.1	Changing Keyboard Shortcuts . . . . .	377
8.4.2	Hidden Preference Settings . . . . .	377
8.4.3	RiOption and RiAttributes Database . . . . .	381
8.5	Environment Variables . . . . .	382
8.6	Plugins Overview . . . . .	383
8.7	Shader Parsing Plugins . . . . .	383
8.8	Automatic Instancing . . . . .	384
8.9	Importance Driven Rendering (IDR) . . . . .	384
8.10	CSG preview using the AyCSG plugin . . . . .	385
8.11	Increasing Drawing Speed . . . . .	388
8.12	Modelling Without Views . . . . .	388
8.13	Restrictions and Implementation Deficiencies . . . . .	388
8.14	How to Join the Fun . . . . .	389
8.15	References . . . . .	390
8.16	Acknowledgements . . . . .	390
<b>9</b>	<b>Index</b>	<b>392</b>

# 1 Introduction

This section contains general information about this manual and Ayam.

## 1.1 About this Manual

As this document is a reference manual, it is probably pointless to read it from the beginning to the end (except maybe for the next section, explaining the basics of the user interface). Instead, just look up the documentation of the things you are interested in via the table of contents or the index. Cross references will then guide you to other important parts of the documentation. Again: this manual has a rather large index, please use it (see section 9 [Index \(page 392\)](#))!

This document is organized in the following way:

After this first introductory section, the user interface of Ayam is explained and basic handling instructions for the application are given in the second section.

In the third section all interactive modelling actions are documented.

The fourth section details all object types and object properties, followed by documentation on all NURBS modelling tools in the fifth section.

In the sixth section the Tcl scripting interface is explained and the following seventh section has all information about the import and export plugins.

The eighth section is the dreaded miscellaneous section that contains documentation not fitting elsewhere.

In this manual, the following typographic conventions are used:

- keyboard shortcuts: <Ctrl+c> (press control *and* c key), for shortcuts like <Ctrl+Shift+t> an abbreviated version: <Ctrl+T> will be used;
- names (of object types, menu entries, properties, or property elements): "A Name";
- Tcl code examples:

---

```
set riopt(runtime) { a b }
```

---

- Object hierarchies:

```
+--Parent_Object (Type)
| First_Child_Object (Type)
| Second_Child_Object (Type)
| [Third_Child_Object_may_be_present_or_not (Type) ]
| Empty_Level (Level)
+-Sub_Level (Level)
|| First_Child_Object_of_Sub_Level (Type)
|\ Last_Child_Object_of_Sub_Level (Type)
\ Last_Child_Object (Type)
+-Next_Parent_Object (Type)
```

- Commands:
  - » command arguments

## 1.2 About Ayam

Ayam is a free 3D modelling environment for the RenderMan Interface, distributed under the modified BSD licence (no advertisement clause).

### 1.2.1 History

Ayam is in development since 1997 and was formerly known as "The Mops". Ayam formed the software base of the authors PhD work. New versions of Ayam were released in approximately half year intervals since.

### 1.2.2 Features Overview

Here is a short summary of the Ayam feature set:

- RIB (RenderMan Interface Bytestream) export and import.
- Support for NURBS curves, interpolating and approximating curves, (trimmed) NURBS surfaces, interpolating surfaces, bilinear and bicubic patches and patch meshes, Boxes, Quadrics (Sphere, Disk, Cylinder, Cone, Hyperboloid, Paraboloid and Torus), MetaBalls, polygonal meshes, subdivision meshes and more.
- All primitives may be combined with the common CSG-operations: Intersection, Difference, and Union.
- NURBS modelling includes extrude, revolve, sweep, birail, skin, and gordon operations (with caps, holes, and bevels) realized as Tool-Objects (see also section 8.2 [The Modelling Concept Tool-Objects \(page 371\)](#)).
- Wavefront OBJ export and import, Rhino 3DM export and import, AutoCAD DXF export and import, Web3D X3D export and import, Apple Quicktime 3D Metafile (3DMF) export and import.
- Custom objects that may freely implement their representations (using OpenGL and RIB) and even small GUIs to edit their type specific parameters may be written by the user and dynamically loaded at runtime.
- Scripting interfaces: Tcl, JavaScript, Lua.
- Script objects.
- Miscellaneous: (automatic) instancing, arbitrary number of modelling views, object clipboard, independent property clipboard, console, n-level undo.

Since Ayam 1.12, dynamic loading of custom objects and certain plugins are also available on the Win32 platform (they were not available before).

Ayam is primarily aimed at the Linux, IRIX, and Win32 platforms. On those platforms BMRT (Blue Moon Rendering Tools, a RenderMan compliant renderer by Larry Gritz) is available. Even though the distribution of BMRT is stopped it is still the recommended renderer for Ayam. Despite of this, Ayam may be used on many more platforms with any RenderMan compliant renderer.

For platforms where BMRT is not available (e.g. FreeBSD or NetBSD), Ayam may be compiled with code from the Affine Toolkit with limited functionality (see also the file INSTALL). In this case, no parsing of slc compiled shaders will be possible.

Since Ayam 1.6 it is also possible to completely replace the BMRT shader parsing and RIB writing code with code from the Aqsis project, thus completely eliminating the need for BMRT. Furthermore, shader parsing plugins are available for all major RenderMan compliant renderers allowing a tight integration of Ayam with any of those renderers.

### 1.2.3 Coordinate Systems and Units

Ayam uses a right-handed coordinate system as used by OpenGL but as opposed to RenderMan (the latter is using a left-handed coordinate system).

In the default modelling view of type "Front", the positive X-axis points to the right, the positive Y-axis points upwards and the Z-axis points outside the screen, to the user. See also the following image.

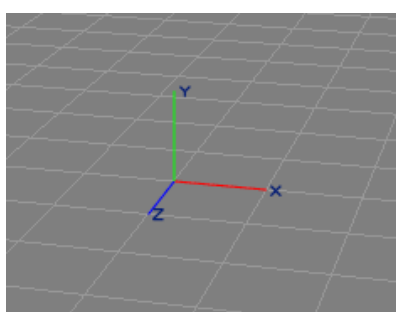


Figure 1: Right Handed Coordinate System

All coordinate values in Ayam are dimensionless. It is up to the user to define what a value of 1.0 means: e.g. one centimeter or one meter.

Due to the limited precision of floating point arithmetics used in Ayam, coordinate values should be defined in the range between -10.0 and 10.0 for most accurate results.

### 1.2.4 Rational Style

NURBS curves and surfaces support rational coordinate values by allowing a fourth value (the weight) to be specified for each control point. In Ayam versions prior to 1.19 those weights were always multiplied with the coordinate values (i.e. *homogeneous* rational coordinates) to allow faster drawing with OpenGL/GLU, which expects rational coordinate values to be delivered this way. But a negative side effect of this approach was that modification of coordinates or weights for modelling purposes was unnecessarily complicated. Therefore, since Ayam 1.19, rational coordinates are now *euclidean* rational, the weight is not pre-multiplied with the coordinates anymore (this will be done internally when handing the coordinates over for drawing or export purposes).

Ayam can still display the coordinates in both styles, controlled by the preference option "RationalPoints" (see also section 2.10.2 Modelling Preferences (page 54)), but internally the coordinates are kept in euclidean rational style.

Scene files from older versions of Ayam are converted automatically to the new rational style when read by Ayam 1.19 and above, but loading of scene files written by Ayam 1.19 and above into older versions of Ayam requires manual intervention (e.g. by means of a script).

## 2 The Ayam GUI

This section describes the user interface of Ayam.

Until Ayam 1.14 all windows were always separate top level windows – a so called *floating windows GUI mode*. Since version 1.14, a new GUI mode is available where the main window, three view windows and the toolbox are integrated in one top level window. This mode is called *single window GUI mode*, see also the image above. The new single window GUI mode is enabled by default. All sub windows are in panes, the space occupied by a sub window may be adjusted by dragging the mouse at the borderlines of the panes. The number of views is not limited to three, albeit all extra views will become extra top level windows.

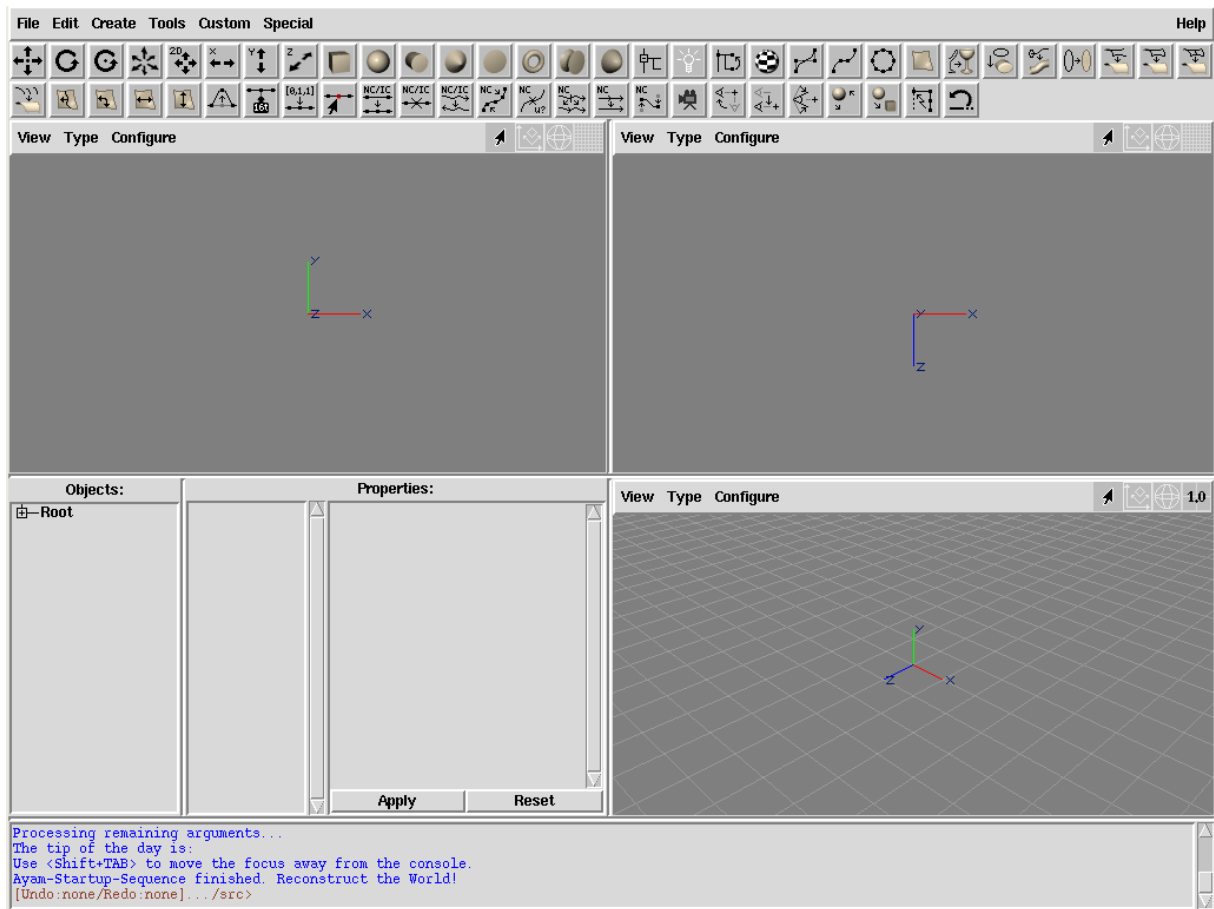


Figure 2: Single Window GUI Mode

The user interface of Ayam is split into three types of windows: a main window, a toolbox and an arbitrary number of view windows. The main window displays the object hierarchy and allows to edit object properties. The toolbox window is for easy creation of objects and starting of modelling actions and tools. The modelling actions are then carried out in view windows, where also the scene is displayed.

The next sections document the three types of windows (main, toolbox, and views) in detail.

### 2.1 Anatomy of the Main Window

The main window is split into three major areas:



1. an area named "Objects:"
2. an area labeled "Properties:"
3. and a text widget (the so called "Console")

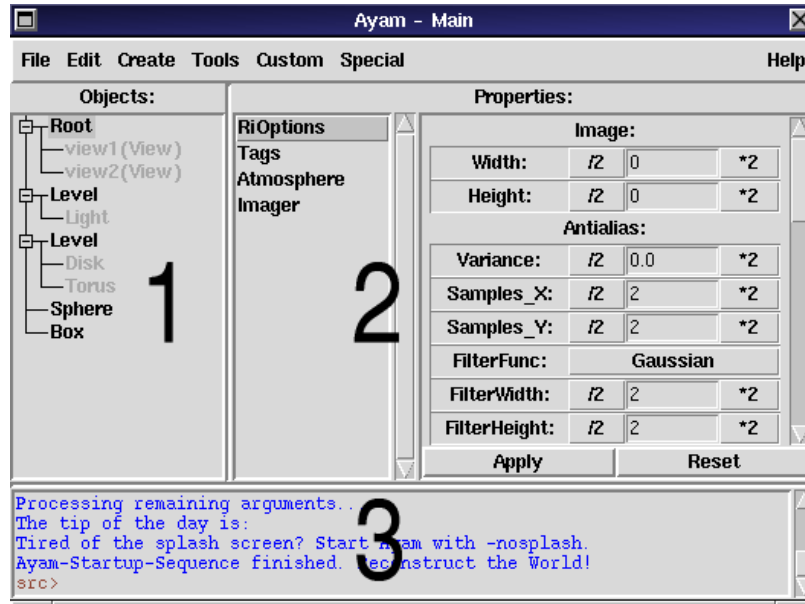


Figure 3: The Main Window

The relative sizes of the three areas are managed by a so called paned geometry management. To change the relative size of the console, move the mouse pointer to the upper border of the console until the pointer changes and then drag the border. The same goes for the right border of the objects section.

### 2.1.1 Objects

The default representation of the object hierarchy is a tree view. The second available representation is a simple listbox (as known from "The Mops"). The label "Objects" may be used to switch between the two representations of the object hierarchy quickly (using a double click). It is also possible to switch between both representations using the context menu.

The two representations have very different properties regarding speed, use of resources, and versatility. The tree is, due to the drag and drop operations, much more versatile but also slower.

Both representations manage a so called "current level". This level is the scene level that is displayed in the object listbox. In the tree view the current level is drawn in black while all other levels are grayed out. Selection of objects may take place in the current level only!

After the start-up of Ayam you will notice, that there is a first object called "Root" in the top level of the scene, even though the scene seems to be empty. See section 4.2.1 Root Object (page 90) for more information regarding this special object, and what it is good for. Note, that this object can not be deleted or copied.

#### Object Tree View:

The object tree view is quite complex and may be slow on slow machines (of the Pentium 90 class), especially when dealing with scenes that contain many objects. This should not be a problem nowadays.

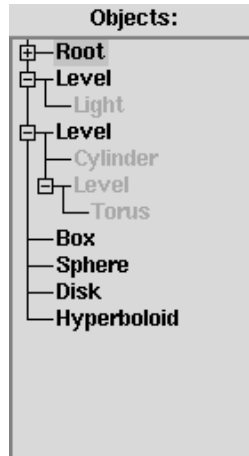


Figure 4: Object Tree View

Nevertheless, Ayam tries to keep tree update delays as low as possible, but this works only if the scene uses the hierarchy and changes happen in sub levels (not the root level). Further speedups may be achieved with the help of the DTree script (see section 6.5.17 [Dynamic Tree](#) (page 333)).<sup>1</sup>

In the tree view, objects may be selected using the left mouse button. Multiple selection of objects is possible by holding down the `<Shift>` or `<Ctrl>` key while clicking on objects.

Double clicking on objects with child objects toggles display of the child level. The same may be accomplished using single clicks on the well known plus/minus symbols in front of the name of those objects.

Drag and drop operation is also possible to move objects in the hierarchy and to initiate special actions like connecting materials to objects. However, this last feature is documented in section 4 [Objects, Properties, and Tags](#) (page 84) as it is object type specific.

The rightmost mouse button opens a context menu with basic tree and clipboard operations:

- "Tree/Rebuild" completely removes the tree nodes, rebuilds the hierarchy, makes the top level current, and clears the object selection,
- "Tree/Expand All" opens all nodes with child nodes,
- "Tree/Collapse All" closes all nodes with child nodes,
- "Tree/Toggle Selected" toggles display of all sub-levels of the selected objects,
- "Switch to Listbox" removes the tree view and replaces it with the object listbox (see below).
- "Deselect Object" deselects the currently selected object(s).
- "Copy Object", "Cut Object", "Paste Object", "Delete Object" are standard clipboard operations as documented in section 2.2 [Main Menu](#) (page 28).
- "Help on Object" displays the help of the selected object.

The scene may also be navigated and objects may be selected using the keyboard:<sup>2</sup>

- `<Up>` and `<Down>` move the selection to the previous or next object.
- `<Shift-Up>` and `<Shift-Down>` will not move the selection, but rather extend it in the respective direction.<sup>3</sup>

<sup>1</sup> Since 1.22. <sup>2</sup> Since 1.6. <sup>3</sup> Since 1.7.

- <Home> and <End> select the first or last object in the current level,
- <Shift+Home> and <Shift+End> extend the selection to the first or last object in the current level respectively.<sup>1</sup> The Root object, however, will always be omitted.
- <Right> enters the (first) selected object,
- <Left> enters the parent level,
- <Ctrl+a> and <Ctrl+n> select or de-select all objects in the current level. If the current level is the root level, the Root object will not be selected by <Ctrl+a>.
- <Space> toggles display of the child objects of the selected object(s).
- <Shift+Space> toggles display of all sub-levels of the selected object(s).<sup>2</sup>
- <+> opens all sub-levels of the selected object(s).<sup>3</sup>
- <-> closes all sub-levels of the selected object(s).<sup>4</sup>
- <Alt+Up> and <Alt+Down> shuffle the selected objects in the current level in the respective direction, unless the root object is selected and unless the first object is selected for up-movement or the last object for down-movement.<sup>5</sup>

If those shortcuts do not work you may need to move the keyboard input focus away from (internal) view windows, the property GUI, or the console using <Tab> or <Shift+Tab> first.

Another way of moving the focus (and cleaning up the application state) is by using the <Esc> key: In property GUIs and the console, pressing <Esc> moves the focus away to the main window or object selection window.

Pressing <Esc> twice in a view window will also reset the focus to the main window/object selection window.<sup>6</sup> Pressing <Esc> twice in the object selection window will additionally clear the selection (this implies removal of the currently displayed property GUI) and change the current level to the root level.

Thus, if you feel lost anywhere in Ayam, just press <Esc> twice or thrice.

### Object Listbox:

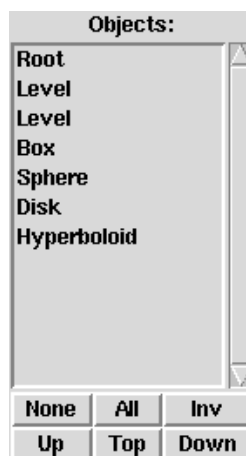


Figure 5: Object Listbox

The object listbox displays the object hierarchy of the current scene. Using this listbox you may browse through the hierarchy of the scene with your mouse and you may select one or more objects.

<sup>1</sup> Since 1.11. <sup>2</sup> Since 1.18. <sup>3</sup> Since 1.21. <sup>4</sup> Since 1.21. <sup>5</sup> Since 1.21. <sup>6</sup> Since 1.15.

Browsing and selecting should be very intuitive: Use a double click to enter a level (or an object with child objects), use a single click to select objects, multiple objects may be selected using click and drag, or holding down the <Shift> or <Ctrl> key while clicking. Keyboard operation is also possible if the listbox has the input focus.

A " . . " is displayed as the first element of the current level if you are "inside" a level or another object. A double click on the " . . " takes you to the parent level. The buttons below the listbox may be used to change the selection or to quickly jump through the hierarchy. They should be self explanatory.

The rightmost mouse button opens a small context menu:

- "Switch to Tree" removes the listbox and replaces it with the tree view (see above).
- "Copy Object", "Cut Object", "Paste Object", "Delete Object" are standard clipboard operations as documented in section 2.2 Main Menu (page 28).
- "Help on Object" displays the help of the selected object.

The scene may also be navigated and objects may be selected using the keyboard:<sup>1</sup>

- <Up> and <Down> move the selection to the previous or next object.
- <Shift-Up> and <Shift-Down> will not move the selection, but rather extend it in the respective direction.<sup>2</sup>
- <Home> and <End> select the first or last object in the current level,
- <Shift+Home> and <Shift+End> extend the selection to the first or last object in the current level respectively.<sup>3</sup> The Root object, however, will always be omitted.
- <Right> enters the (first) selected object,
- <Left> enters the parent level,
- <Ctrl+a> and <Ctrl+n> select or de-select all objects in the current level. If the current level is the root level, the Root object will not be selected by <Ctrl+a>.
- <Alt+Up> and <Alt+Down> move the selected objects in the current level in the respective direction, unless the root object is selected and unless the first object is selected for up-movement or the last object for down-movement.<sup>4</sup>

If those shortcuts do not work you may need to move the keyboard input focus away from (internal) view windows, the property GUI, or the console using <Tab> or <Shift+Tab> first.

Another way of moving the focus (and cleaning up the application state) is by using the <Esc> key: In property GUIs and the console, pressing <Esc> moves the focus away to the main window or object selection window.

Pressing <Esc> twice in a view window will also reset the focus to the main window/object selection window.<sup>5</sup>

Pressing <Esc> twice in the object selection window will additionally clear the selection (this implies removal of the currently displayed property GUI) and change the current level to the root level.

Thus, if you feel lost anywhere in Ayam, just press <Esc> twice or thrice.

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<sup>1</sup> Since 1.6.   <sup>2</sup> Since 1.7.   <sup>3</sup> Since 1.11.   <sup>4</sup> Since 1.21.   <sup>5</sup> Since 1.15.

### 2.1.2 Properties

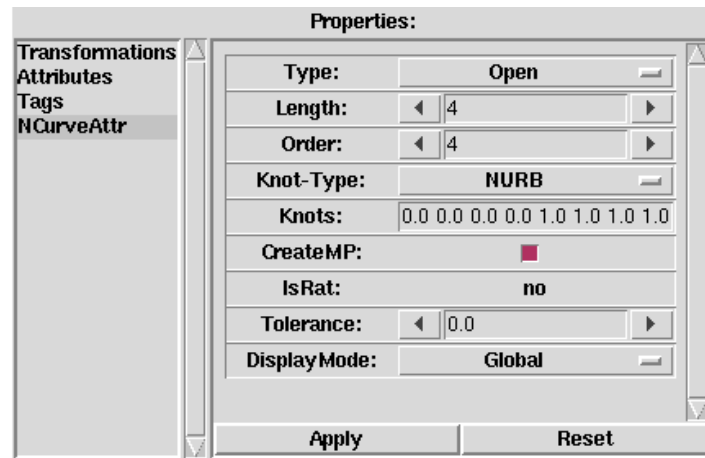


Figure 6: Properties

The listbox right next to the object hierarchy displays the properties of the currently selected object.

If there are multiple selected objects, the properties listbox will display no properties at all.

Unlike the object tree/listbox, where multiple entries can be selected, only one property may be selected. If a property is selected, the associated GUI will be shown in the appropriate area (on the right hand side).

Also the keyboard may be used to select properties: just press one of the  $\langle 0 \rangle$ – $\langle 9 \rangle$  keys (most comfortably using the numeric keypad).  $\langle 0 \rangle$  always selects the last and often the only object type specific property, whereas  $\langle 1 \rangle$  selects the first property, which often contains the standard transformations.<sup>1</sup>

The properties listbox also has a context menu. The entries in this menu allow to:

- Deselect the current property,
- Copy/Paste the currently selected property to/from the property clipboard (see below),
- Add/Remove a property to/from the currently selected object by means of NP/RP tags (see also sections 4.11.13 NP (New Property) Tag (page 225) and 4.11.14 RP (Remove Property) Tag (page 225)),
- display the help section of the currently selected property.

### Property GUIs

All property GUIs use more or less standardized GUI elements that are organized in list form, see also the image above. The lists may be scrolled if they get too long to fit into the window.

What properties exactly will be shown, and how the GUIs look alike depends on the selected object and the selected property. This is documented comprehensively in section 4 Objects, Properties, and Tags (page 84).

If Ayam is in floating windows GUI mode and the elements of the current property GUI do not fit horizontally into the screen space that is defined by the main window size, Ayam can automatically resize the main window. This behaviour may be controlled using the preference setting "AutoResize" (see section 2.10 Preferences (page 50)).

If an object and a property are selected and a different object is selected, the property GUI that has the same index as the previously selected property in the properties listbox will be selected and shown. This is not

<sup>1</sup> Since 1.8

necessarily a property of the same type. To avoid that or to clear the property GUI for fast browsing through the scene you may either double click on the "Properties" label, hit the `<Esc>` key three times, or use the context menu of the properties listbox to de-select the current property.

The various things that may be changed using a property GUI will normally not be applied to the selected object until the "Apply"-button is pressed.

However, holding down the "Shift" button while interacting with the property GUI or pressing the "Return" key when entry widgets have the keyboard input focus will lead to an instant application of all changed values.<sup>1</sup>

Note that property GUIs of custom objects may offer interactive elements that also do an instant "Apply" operation. But most property GUI elements of the core objects of Ayam do not change anything until the "Apply"-button is used.

All changes to the arguments of a property that have been made since either opening the property or the last "Apply" operation (whatever was last) can be reverted with the "Reset"-button. Mind that this does not use the undo mechanism of Ayam but rather copies Tcl data, just like the property clipboard.

If a property GUI element has the keyboard input focus (it is then usually displayed with a black rim around it), all the keyboard shortcuts for the main menu and scene navigation will have no effect until the keyboard input focus is moved away from the property GUI. This may be accomplished easily using the `<Esc>` key.

### Property Clipboard

A property may be copied and pasted to another object, see the "Edit" menu. You can also paste property values to different types of properties (e.g. pasting parameters from a surface shader to the displacement shader, or pasting a radius value from a sphere to a disk) using "Paste to selected" in the "Special/Clipboard" sub-menu.

Pasting a property to multiple selected objects does work too. This is a great way to apply e.g. a parameterised surface shader to a bigger number of material objects, without going the long way of setting a new shader and entering parameters for it for every material object.

Since you may not want to copy and paste whole properties all the time, you may even mark single parameters with a double click on the labels of the parameters. The selected parameters will then be preceded by an exclamation mark (!) in the property GUI.

If this property is then copied, all marked parameters will be omitted.

It is also possible to copy just the selected parameters using "Copy Marked Prop".

---

<sup>1</sup> Since 1.8.3.

A simple example for such advanced use of the property clipboard:

Our task is to give a big number of material objects the same color, but they already have different opacity settings. Copying the complete attribute property would destroy the individually adjusted opacity values. We can solve this by copying just the color attribute, but leave all other attributes as they are:

1. Change the color of a first material object using the "Attributes" property GUI. (Do not forget the "Apply" button!)
2. Mark the color parameter as to be copied using a double click on the text "Color"; it should read "!Color" now.
3. Copy just the color parameter to the property clipboard, using "Copy Marked Prop" in the "Edit" menu or the hot key <Ctrl+I>.
4. Select all other material objects.
5. Paste the property using "Paste Property" or <Ctrl+V>.
6. All done.

Special care must be taken when pasting incomplete properties to objects which do not have complete properties already. Do not paste an incomplete shader property to an object which does not already have the same shader.

### 2.1.3 The Console

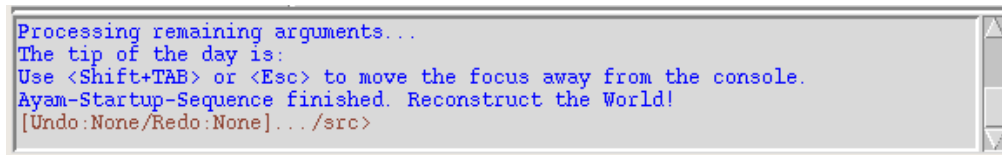


Figure 7: Console

The third part of the main window is the console. The console is mainly for unobtrusive text output (informative, warning, and error messages). If something does not work as advertised, the console may be worth a look.

The console captures the `stderr` and `stdout` channels of the Tcl-interpreter Ayam is running in. It is also possible to redirect all internal Tcl error messages, that would normally cause a Tcl error dialog window to appear, to the console using the preference setting "Misc/RedirectTcl" (see section 2.10.5 Miscellaneous Preferences (page 61)).

Furthermore, commands or even complete new Tcl procedures can be directly entered into the console. However, this is a feature for an advanced user that studied section 6 Scripting Interface (page 267). You need to explicitly click into the console to give it the input focus and thus enable input.

An important thing to know is that the keyboard shortcuts for the various main menu entries do not work if the console has the input focus. Instead, other keyboard shortcuts (related to the console) are in effect. How do you get out of this? Simply press `<Shift+Tab>` or `<Esc>` to move the focus away from the console and enable the main menu shortcuts again.

Note that the `<Tab>` key alone does not move the focus away from the console. `<Tab>` instead completes names of files, commands (procedures), variables, and widgets. You may try this out by typing `tip` in the console, then press `<Tab>`. The console automatically completes `tip` to `tipoftheDay` (the procedure that prints out the tip of the day, just try it).

Remember that many commands of the Ayam scripting interface work in background: without update of object selection widget, property GUI or redrawing of view windows. But it is possible to enforce an immediate update of the GUI and redrawing of all views by using `<Shift-Enter>` instead of `<Enter>` when entering commands.

Another simple demonstration of the consoles capabilities:

- Create ten box objects by clicking on the box icon ten times.
- Select all ten boxes.
- Go to the console by clicking into it.
- Enter the following: `forAll {movOb $i 0 0; rotOb [expr $i*10] 0 0}`

This example uses three procedures:

- `forAll`: allows to execute a command for each of the selected objects, or for each object in the current level if no objects are selected.
- `movOb`: moves the selected object(s).
- `rotOb`: rotates the selected object(s).



See section 6 [Scripting Interface \(page 267\)](#) for a listing of all the available commands.

Note that the example uses a side effect (the variable "i" that holds the index of the currently processed object) to calculate the amount of the movement and rotation.

For more information regarding the console, please refer to the appropriate documentation by the original author Jeffrey Hobbs (see the console context menu, that can be opened with the right mouse button).

## 2.2 Main Menu

This section discusses the main menu bar.

Note that many menu entries have keyboard shortcuts that are displayed in each entry. But those shortcuts only work if the main window has the keyboard input focus *and* the input focus is not in the console or in a property GUI element (i.e. a data entry field). Hit <Esc> to set the focus to the object selection widget and thus enable the main menu keyboard shortcuts.

These keyboard shortcuts may be adapted using the "ayamrc" file (see section 8.4 [Ayamrc File \(page 376\)](#)).

Another way of navigating the menu is via the <Alt> or <Menu> key, pressed together with the various underlined characters in the menu entries. Once a menu is open, it may also be navigated with the cursor keys. The <Return> key invokes the currently selected menu entry and the <Esc> key closes the menu.

The "File" menu deals with standard file operations:

- "New", clears the current scene (deletes all objects) and reloads the working environment.  
This operation cannot be undone!

- "Open", clears the current scene and closes all views, then loads a new scene from disk.

All objects from the file will be read. A backup copy of the file will be made before loading (depending on the preference setting "Main/BakOnReplace"). See section 8.3.1 [Opening Scene Files \(page 374\)](#) for a more detailed discussion.

This operation cannot be undone!

Also files supported by any of the import plugins may be imported using this route.<sup>1</sup>

Note that this only works if the selected file has a file name extension. The appropriate plugin will be loaded automatically (from the list of plugin directories in the preferences) if needed and the import options dialog of the plugin will be opened, with the "FileName" option already set. Mind that in this case, no backup copy of the file will be made. See also section 7 [Import and Export \(page 350\)](#).

- "Insert", inserts the objects and views of an Ayam scene file into the current scene.

All objects from the file will be read. If the file to be inserted contains a Root or View objects, the new objects will be created in the top level of the scene. Otherwise, if just geometric objects are in the scene file (i.e. the file was created using "Special/Save Selected"), the new objects will be inserted in the current level of the scene. See section 8.3.2 [Inserting Scene Files \(page 375\)](#) for a more detailed discussion.

This operation cannot be undone!

Also files supported by any of the import plugins may be imported using this route. See above ("Open").<sup>2</sup>

- "Save as", saves the current scene asking for a new file name.

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<sup>1</sup> Since 1.13.    <sup>2</sup> Since 1.13.

All objects in the scene will be saved to the scene file, but if the current scene was loaded from a file without Root object (and thus without view windows), Root and views will be omitted from the saved scene file as well. See section 8.3.3 [Saving Scene Files \(page 375\)](#) for a more detailed discussion.

Also files supported by any of the export plugins may be exported using this route. Just pick a file name with the desired extension (see above, "Open").<sup>1</sup>

- "Save", saves the scene. If the scene has not been saved before (the scene file name is "unnamed") Ayam will ask for a file name first.

All objects in the scene will be saved to the scene file, but if the current scene was loaded from a file without Root object (and thus without view windows), root and views will be omitted from the saved scene file as well. See section 8.3.3 [Saving Scene Files \(page 375\)](#) for a more detailed discussion.

- "Import/", since Ayam 1.13 this sub menu is initially empty. To gain access to the menu entries described here, the respective plugin must be loaded.
- "Import/Apple 3DMF", import a scene from the Apple 3DMF format, see section 7.10 [3DMF \(Apple\) Import \(page 359\)](#) for more information.
- "Import/AutoCAD DXF", import a scene from the AutoCAD DXF format, see section 7.6 [AutoCAD DXF import \(page 354\)](#) for more information.
- "Import/Mops", import a scene from The Mops, see section 7.5 [Import of Mops Scenes \(page 354\)](#) for more information.
- "Import/Rhino 3DM", import a scene from the Rhino 3DM format, see section 7.12 [3DM \(Rhino\) Import \(page 362\)](#) for more information.
- "Import/Wavefront OBJ", import a scene from the Wavefront OBJ format, see section 7.8 [Wavefront OBJ Import \(page 357\)](#) for more information.
- "Import/Web3D X3D", import a scene from the XML based X3D format published by the Web3D Consortium, see section 7.14 [X3D \(Web3D\) Import \(page 365\)](#) for more information.
- "Export/", since Ayam 1.13 this sub menu initially only contains the "RenderMan RIB" entry. To gain access to the other menu entries described here, the corresponding plugin must be loaded.
- "Export/RenderMan RIB", exports the current scene to a RIB file, asking which camera (which view) to use.
- "Export/Apple 3DMF", export a scene to the Apple 3DMF format, see section 7.11 [3DMF \(Apple\) Export \(page 360\)](#) for more information.
- "Export/Rhino 3DM", export a scene to the Rhino 3DM format, see section 7.13 [3DM \(Rhino\) Export \(page 363\)](#) for more information.
- "Export/Wavefront OBJ", exports the current scene to a Wavefront OBJ file, see also section 7.9 [Wavefront OBJ export \(page 358\)](#).
- "Export/Web3D X3D", export a scene to the XML based X3D format published by the Web3D Consortium, see section 7.15 [X3D \(Web3D\) Export \(page 368\)](#) for more information.
- "Load Plugin", loads a file containing a custom object or a plugin. Depending on the platform Ayam is running on, these are files with the file name extension ".so" or ".dll".

If loading of a plugin fails, further attempts may also fail, even if the cause of the initial failure is eliminated. Just restart Ayam.

See section 8.6 [Plugins Overview \(page 383\)](#) for more information regarding Ayam plugins.

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<sup>1</sup> Since 1.13.

- "Save Prefs", save the current preference settings to the ayamrc file after making a backup copy of this file (see section [8.4 Ayamrc File \(page 376\)](#) for more information about this file).
- "1.", "2.", "3.", "4.", immediately replace the current scene with the one in the menu entry. The menu entries are updated and rotated upon successful loading and saving of a scene so that the first entry always contains the scene that was loaded (or saved) last.
- "Exit!", remove all temporary files, save preferences (if the preference setting "Main/AutoSavePrefs" is turned on) and quit the application.

The "Edit" menu contains object and property clipboard operations, undo actions, and lets you open the preferences editor:

- "Copy", copies the currently selected object(s) into the clipboard.  
This operation cannot be undone!
- "Cut", moves the currently selected object(s) into the clipboard.  
This operation cannot be undone!
- "Paste", copies the object(s) from the clipboard to the current level of the scene.  
This operation cannot be undone!

Note that the content of the clipboard remains intact after this operation, this means that the operation can be used multiple times. Objects can be moved out of the clipboard (clearing it) using the menu entry "Special/Clipboard/Paste (Move)".

Also note that referenced objects, when moved into the clipboard with "Cut", can not be moved out of it using a simple "Paste", use "Special/Clipboard/Paste (Move)" instead! See also section 4.2.9 [Instances and the Object Clipboard](#) (page 113).

- "Delete", removes the selected object(s) and their children from the scene.  
This operation may fail for referenced objects or for parent objects with referenced objects among their children. In case of failure, an error will be reported and the undeletable object(s) will be moved to the end of the current level.  
This operation cannot be undone!
- "Select All", selects all objects in the current level (except for the Root object).
- "Select None", de-selects all currently selected objects.
- "Copy Property", copies the currently selected property of the currently selected object to the property clipboard (the property clipboard is completely independent from the normal object clipboard). Marked parameters will be omitted!
- "Copy Marked Prop", copies the currently marked parameters of the currently selected property of the currently selected object to the property clipboard (the property clipboard is completely independent from the normal object clipboard).
- "Paste Property", copies all property data from the property clipboard to the currently selected object(s). The data will get pasted to the property type saved by the last copy operation. It will not get pasted to the currently selected property; use "Special/Clipboard/Paste Property to selected" for that.
- "Undo", perform undo operation (see section 8.1 [The Undo System](#) (page 371) for more information).
- "Redo", perform redo operation (see section 8.1 [The Undo System](#) (page 371) for more information).
- "Material", searches for the material object currently associated with the selected object and selects it for editing. If the selected object has no material yet, a new material will be created: Ayam will prompt for the name of the new material, the material object will be created, if successful, the material will be linked to *all* currently selected objects (even if they are already linked to other objects), see also section 4.2.5 [Material Object](#) (page 102).
- "Master", searches for the master object of the currently selected instance object and selects it for editing, see also section 4.2.9 [Instance Object](#) (page 112).
- "Search", opens the object search dialog, see also section 2.9 [Object Search](#) (page 46).
- "Preferences", opens the preferences dialog (see section 2.10 [Preferences](#) (page 50) for more information).

The "Create" menu entries let you create objects. In contrast to the object creation via the toolbox some menu entries open small dialogs, where parameters for the object to be created may be adjusted. The entry fields in those dialogs support Tcl expressions as detailed in section 6.3 Expression Support in Dialog Entries (page 322). Here are the entries of the Create menu:

- "NURBCurve", create a new NURBS curve. A small dialog box will pop up, where the length of the new curve may be specified. See also section 4.4.1 NCurve Object (page 126). This dialog also contains a "AddArgs" entry field where additional command line arguments to the "crtOb NCurve" command may be specified, as outlined in section 6.2.2 Creating Objects (page 272).<sup>1</sup>
- "ICurve", create a new interpolating curve. A small dialog box will pop up, where the length of the new curve may be specified. See also section 4.4.2 ICurve Object (page 130). This dialog also contains a "AddArgs" entry field where additional command line arguments to the "crtOb ICurve" command may be specified, as outlined in section 6.2.2 Creating Objects (page 274).<sup>2</sup>
- "ACurve", create a new approximating curve. A small dialog box will pop up, where the length of the new curve may be specified. See also section 4.4.3 ACurve Object (page 132). This dialog also contains a "AddArgs" entry field where additional command line arguments to the "crtOb ACurve" command may be specified, as outlined in section 6.2.2 Creating Objects (page 276).<sup>3</sup>
- "NCircle", create a new NURBS circle. See also section 4.4.4 NCircle Object (page 134).

For the other entries see section 5.2 Curve Creation Tools (page 230).

- "NURBPatch", create a new NURBS patch. A small dialog box will pop up, where the width and height of the new patch may be specified. See also section 4.6.1 NPatch Object (page 144). This dialog also contains a "AddArgs" entry field where additional command line arguments to the "crtOb NPatch" command may be specified, as outlined in section 6.2.2 Creating Objects (page 277).<sup>4</sup>
- "IPatch", create a new interpolating patch.<sup>5</sup> A small dialog box will pop up, where the width and height of the new patch may be specified. See also section 4.6.2 IPatch Object (page 148). This dialog also contains a "AddArgs" entry field where additional command line arguments to the "crtOb IPatch" command may be specified, as outlined in section 6.2.2 Creating Objects (page 279).
- "BPatch", create a new bilinear patch. See also section 4.6.3 BPatch Object (page 150).
- "PatchMesh", create a new patch mesh. A small dialog box will pop up, where the width and height of the new patch may be specified. See also section 4.6.4 PatchMesh Object (page 151).

For the other entries see section 5.4 Surface Creation Tools (page 248).

- "Solid", create a new solid primitive object, for use in CSG. "Box", "Sphere", "Disk", "Cone", "Cylinder", "Torus", "Hyperboloid" or "Paraboloid" may be selected.
- "Level", creates a new hierarchy object. "Level" just groups objects, "Union", "Intersection", "Difference", and "Primitive" are CSG operations. See also section 4.2.6 Level Object (page 104).
- "Light", create a new light source. See also section 4.2.4 Light Object (page 96).
- "Custom Object", create a new custom object. If this sub-menu is empty no custom object has been loaded yet. See also section 4.9.2 Custom Object (page 205).
- "View", a new View window will be opened. See also section 4.2.2 View Object (page 93).
- "Instance", create an instance of the currently selected object, see section 4.2.9 Instance Object (page 112) for more information regarding instances.
- "Clone", create a Clone object, see section 4.2.7 Clone Object (page 107)

<sup>1</sup> Since 1.19. <sup>2</sup> Since 1.19. <sup>3</sup> Since 1.19. <sup>4</sup> Since 1.19. <sup>5</sup> Since 1.20.

- "Mirror", create a Mirror object, see section 4.2.8 Mirror Object (page 110)
- "Material", create a new material. A small dialog box will pop up, where the name of the new material must be specified. See also section 4.2.5 Material Object (page 102).
- "Camera", create a new camera. Camera objects may be used to temporarily save view camera settings, see section 4.2.3 Camera Object (page 95).
- "RiInc", create a new RIB-include object. Those objects may be used to include objects into your scenes that just exist as a piece of RIB, see also section 4.2.11 RiInc Object (page 116).
- "RiProc", create a new RI procedural object, see also section 4.2.12 RiProc Object (page 116).
- "Script", create a new Script object, see also section 4.9.1 Script Object (page 198).
- "Select", create a new Select object, see also section 4.2.10 Select Object (page 115).
- "Text", create a new Text object, see also section 4.7.14 Text Object (page 190).

The "Tools" menu hosts modelling tools to create complex objects or modify existing objects. Some tools open dialog windows to request parameters. The entry fields in those dialogs support Tcl expressions as detailed in section 6.3 Expression Support in Dialog Entries (page 322). The entries of the "Tools" menu are:

- "Last (None)", this menu entry allows quick access to the last used entry/tool in the "Tools" menu hierarchy.<sup>1</sup> The label of the entry will be changed appropriately when a tool was started, e.g. to "Last (Revert U)" after the "Tools/Surface/Revert U" menu entry/tool was used. The corresponding keyboard shortcut is <Ctrl+t>. To repeat the last used tool with the same set of parameters (and without opening the parameter dialog window again) the shortcut <Ctrl+T> can be used instead.
- "Create", "Curve", and "Surface", are sub-menus with various NURBS based creation and modelling tools, that are explained in depth in section 5 NURBS Modelling Tools (page 229).
- "PolyMesh": sub-menu for polygonal mesh related tools:

- "Merge": merges all currently selected PolyMesh objects into a single PolyMesh object, without checking for doubly used points, loops, or faces. The currently selected PolyMesh objects will not be changed by this tool. But the merge-tool can delete them immediately after the merging operation, when the "RemoveMerged"-option is enabled.

If the "OptimizeNew"-option is enabled, the "Optimize"-tool (see below) will be started right after the merge operation with the newly created merged object as argument.

The option "MergePVTags" controls whether the merge tool should also merge all PV tags.

- "Split": splits the faces from the selected PolyMesh objects off and into a second PolyMesh object. The faces to be split off are selected by selecting all their control points with the select points modelling action (see also section 3.10 Selecting Points (page 74)). The original selected PolyMesh objects will be changed, the selected faces will be removed. Since the split operation does not create optimized new objects, the "Optimize"-tool (see below) may be started immediately after splitting using the "OptimizeNew"-option.
- "Optimize": optimizes the selected PolyMesh object(s) by removing all multiply used (and unused) control points (if the option "OptimizeCoords" is enabled) or multiply used faces (not implemented yet).

The option "NormalEpsilon" additionally controls which points are considered equal by comparing also the vertex normals (if present):

A value of "0.0" means, the normals must be bitwise identical, a value of "Inf" means, the normals are totally ignored, any other value defines the maximum angle (in degrees) between the two normals.<sup>2</sup>

The option "OptimizePV" determines whether the PV tags should also be optimized.<sup>3</sup>

If "OptimizeSelected" is enabled, only the selected points of the PolyMesh are processed. Removing multiply used control points using the "Optimize"-tool may decrease the memory consumption of the control points by a factor of about six, depending on the connectivity of the original mesh.

- "Connect": connects the first two selected PolyMesh objects via their selected boundaries. This tool can e.g. be used to close gaps between tessellated NURBS surfaces that are incompatible (watertight tessellation).

All control points of the respective boundary must be selected. The select boundary points modelling action can be used to easily select all those points interactively (see also section 3.20 Selecting Boundary Points (page 81)). The PolyMesh objects must be optimized at least in the direct neighborhood of the boundary (all control points used by the faces on the boundary).

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<sup>1</sup> Since 1.13.   <sup>2</sup> Since 1.23.   <sup>3</sup> Since 1.23.



The boundary edges are first offset into the interior of the respective mesh along the surface tangent, then a strip of new triangles will be generated. The new triangles will be put into a new (third) PolyMesh object.

The offset values can be adjusted; they are interpreted relative to the shortest edge incident to each control point to be moved. Note that too large offset values may lead to degenerate triangles/meshes for boundary faces with unfavourable shape.

- "Gen. Face Normals": Generates face normals for the selected PolyMesh object(s) using the robust Newell algorithm. The generated normals will be stored in a PV tag.
- "Gen. Smooth Normals": Generates smooth vertex normals for the selected PolyMesh object(s), averaging the surrounding face normals of each vertex. The face normals will be weighted by the vertex face-centroid distance, which takes both, face area and face shape, into account. Vertices of hole loops will just get the respective face normal.

Already existing vertex normals will be destroyed.

If face normals exist, they will be used, otherwise, new face normals will be generated automatically using the same algorithm as implemented in the "Gen. Face Normals" tool above.

- "Rem. Smooth Normals": Remove all smooth vertex normals from the selected PolyMesh object(s). Afterwards, the objects will be shaded in a faceted look.
  - "Flip Smooth Normals": Flips/reverts all smooth vertex normals of the selected PolyMesh object(s).
  - "Flip Loops": Flips/reverts all loops of the selected PolyMesh object(s).
- "Points": sub-menu for tools that work on points:
    - "Select All Points", selects all points of the currently selected object(s).
    - "Deselect All Points", de-selects all points of the currently selected object(s).
    - "Invert Selection", selects all points of the currently selected object(s) that are not selected, and de-select all points that are currently selected.
    - "Collapse Points", collapses all currently selected points to one, see also [5.3.20 Collapse Tool \(page 246\)](#).
    - "Explode Points", explodes all currently selected multiple points, see also [5.3.21 Explode Tool \(page 246\)](#).
    - "Apply To All", applies the transformations encoded in the transformations property of the selected objects to all points of those objects. This will have the effect of resetting the transformations property to the default values without (visibly) changing the points of the selected objects.
    - "Apply To Selected", applies the transformations encoded in the transformations property of the selected objects to the selected points. This will reset the transformations property without (visibly) changing the selected points. The points currently not selected will be transformed, however!
    - "Center All Points (3D)", moves all points of the selected objects so that their common center (the center of gravity) is the center of the respective objects coordinate system. Note that, currently, this works on each of the selected objects separately!
    - "Center All Points (2D-XY)", "Center All Points (2D-YZ)", "Center All Points (2D-XZ)": work like the center 3D tool but just center in the designated plane.
  - "Show", "Hide" set and unset the "Hide" attribute of the selected object(s) thus making them invisible or visible again. Note that hidden objects may be excluded from RIB-Export, when the preference setting "RIB-Export/ExcludeHidden" is activated.



- "Show All" and "Hide All" set and unset the "Hide" attribute of all objects in the scene (including the Root object and all views!) regardless of the currently selected objects (and without changing the current selection). These operations can not be undone using the undo system.
- "Convert", starts the convert action that has been registered for the type of the selected object(s). The exact behaviour depends on the type of the selected object(s): a Revolve object will e.g. be converted to a level containing NURBS patches that make up the surface of revolution and the caps. This operation can not be undone, i.e. the newly created objects will not be removed, using the undo system.
- "Convert (In Place)", starts the convert action as outlined above, but replaces the original objects with the new converted ones. This operation, in contrast to the simple conversion above, can be undone.
- "Force Notification", force the notification callbacks of all selected objects (or all objects in the scene if no objects are selected) to be called. The notification callbacks are used by objects like e.g. Revolve to be informed about changes of their child objects to properly adapt to those changes.

The "Custom" menu is initially empty. Custom objects and plugins may create entries here.

The "Special" menu contains seldom used tools:

- "Save Selected as", saves just the currently selected objects to disk. Note that Ayam will not check, whether the objects are saved with their materials. It is also possible to save instance objects without their master objects. This will lead to errors while loading such a scene later on.
- "Save Environment", saves the Root object and all views to a so called environment scene file, which is read automatically on program startup and "File/New". Initially, the file requester that asks for the name of the new environment uses the value of the preference setting "Main/EnvFile". Note that there will be no check whether loading of that environment on next start up is enabled in the preferences. Note also, that the files saved using "Save Environment" just contain the Root object and all views. In order to include geometric objects in the environment or to exclude the Root object and just save view objects use "File/Save" or "Special/Save Selected as" respectively.
- "Clipboard/Paste (Move)", moves objects from the clipboard back to the scene (clearing the clipboard). This is the only way to get referenced objects out of the clipboard.
- "Clipboard/Replace", replaces the currently selected object(s) with the object clipboard content, moving the replaced objects into the clipboard. If multiple objects are selected in non consecutive sequences, only the first consecutive sequence or single object is replaced.
- "Clipboard/Copy (Add)", copies the selected objects to the clipboard without cleaning it beforehand.
- "Clipboard/Cut (Add)", moves the selected objects to the clipboard without cleaning it beforehand.
- "Clipboard/Clear", clears the object clipboard.
- "Clipboard/Paste Property to Selected" paste the property from the property clipboard to the currently selected property of the currently selected object. No type check of the properties will take place! This way it is possible to e.g. copy a radius value from a sphere to a cylinder or to copy settings from a displacement shader to a surface shader (as long as the copied arguments of both shaders have the same names and types).
- "Instances/Resolve all Instances", opens a small dialog where the scope of the resolve operation may be adjusted and the operation may be started<sup>1</sup>.

In contrast to converting the selected Instance objects, this operation does not stop until no Instances are left in the processed object hierarchies.

- "Instances/Automatic Instancing", opens a small dialog, where the automatic instantiation may be parameterised and started (this algorithm automatically creates instances from equal objects). See section 8.8 Automatic Instancing (page 384) for more information.

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<sup>1</sup> Since 1.21.

- "Tags/Add RiOption", pops up a small dialog box, where a RiOption may be selected, parameterised, and added as tag to the Root object (see [4.11.2 RiOption Tag \(page 219\)](#)). The Root object does not have to be selected and the current selection will not be changed by this action.  
The database of available RiOptions is controlled by the ayamrc file (see also section [8.4 Ayamrc File \(page 376\)](#)).
- "Tags/Add RiAttribute", pops up a small dialog box, where a RiAttribute may be selected, parameterised, and added as tag to the currently selected object(s) (see [4.11.1 RiAttribute Tag \(page 218\)](#)).  
The database of available RiAttributes is controlled by the ayamrc file (see also section [8.4 Ayamrc File \(page 376\)](#)).
- "Tags/Edit TexCoords", opens the texture coordinates editor. (see also section [4.11.3 TC \(Texture Coordinates\) Tag \(page 220\)](#)).
- "Tags/Add Property", opens a dialog where "NP" tags can be managed easily for all selected objects (see also section [4.11.13 NP \(New Property\) Tag \(page 225\)](#)).
- "Tags/Remove Property", opens a dialog where "RP" tags can be managed easily for all selected objects (see also section [4.11.14 RP \(Remove Property\) Tag \(page 225\)](#)).
- "RIB-Export/From Camera", writes a complete RIB of the current scene with the camera transformations taken from the currently selected Camera object. The size of the rendered image will be taken from the RiOptions of the Root object. If they are zero, default values of 400 pixels width and 300 pixels height will be used. The type of the projection written will be perspective. Otherwise the RIB looks exactly the same as if exported via main menu "File/Export/RenderMan RIB".
- "RIB-Export/Selected Objects", exports only the selected objects to a RIB. Note that instances will always be resolved, hidden objects and objects with "NoExport" tags are treated as on normal export operations, and light objects are simply ignored. Note also that the created RIB, since it e.g. lacks camera transformation and WorldBegin/End directives, may not be rendered directly by a RenderMan compliant renderer (unless the renderer is really forgiving about mis-structured RIBs). The main use of this feature is to aid in the creation RIBs that may be easily included in other RIBs using e.g. the ReadArchive directive.
- "RIB-Export/Create ShadowMap", creates the shadow maps from the currently selected light source. See also section [4.2.4 Using ShadowMaps \(page 98\)](#).
- "RIB-Export/Create All ShadowMaps", creates all shadow maps for the current scene (regardless of selection). See also section [4.2.4 Using ShadowMaps \(page 98\)](#).
- "Enable Scripts" enables all disabled script tags and objects. Objects and tags in the object clipboard are not affected!
- "Select Renderer" opens a dialog where the renderer for direct rendering from a view may be chosen. The changes will have effect on all preference settings that control direct rendering from a view, except whether RenderGUIs should be used. If the "ScanShaders" checkmark is activated, Ayam will additionally try to load the corresponding shader parsing plugin (see also section [8.7 Shader Parsing Plugins \(page 383\)](#)) and rescan for compiled shaders. Note that in order for the "ScanShaders" feature to work properly the "Main/Shaders" and "Main/Plugins" preference settings have to be set correctly (see also section [2.10.1 Main Preferences \(page 51\)](#)).
- "Scan Shaders" initiates the shader parsing with the built in shader parser or the currently loaded shader parsing plugin (see also section [8.7 Shader Parsing Plugins \(page 383\)](#)).

- "Reset Preferences" removes the current ayamrc file, where the preferences are saved; after a restart of Ayam, all preferences will be reset to factory defaults. See also section 8.4 Ayamrc File (page 376) for more information about the ayamrc file.
- "Reset Layout" resets the pane layout in single window GUI mode so that the upper internal views get an approximately even share of the available horizontal screen space and the object selection widget and property GUI are completely visible.
- "Toggle Toolbox" closes or opens the toolbox window (see 2.8 The Toolbox Window (page 45)). From version 1.3 on, Ayam remembers the state of the toolbox in the saved preferences. This option is not available if Ayam is in single window GUI mode.
- "Toggle TreeView" toggles object tree view and object listbox. From version 1.3 on, Ayam remembers whether the tree view or the object listbox is open in the saved preferences (see also section 2.1.1 Objects (page 17) for more information about both representations).
- "Zap Ayam" iconifies all currently open windows of Ayam. If one of the iconified windows is de-iconified later, all other zapped windows will be de-iconified as well.

The "Help" menu:

- "Help", opens a web browser and displays the documentation, the URL to display is taken from the "Docs" preference setting.
- "Help on object", opens a web browser and displays documentation about the currently selected type of object, the URL to display is derived from the "Docs" preference setting, this feature will not work with frame redirects e.g. "http://www.ayam3d.org/"; use "http://ayam.sourceforge.net/docs/" or a "file:"-URL as base URL in the "Docs" preference setting instead!
- "Show Shortcuts", displays some important shortcuts for modelling actions, you may leave this window open when doing your first steps in modelling with Ayam.
- "About", displays some version, copyright, and trademark information.
- "Show Tooltips", enables tool tips (balloon help) for various user interface elements (including the toolbox buttons).

## 2.3 Main Window Keyboard Shortcuts

An important group of shortcuts is available on the function keys:

<F1> has already been mentioned, it opens a web browser and displays the URL from the "Docs" preference setting.

<F2> and <F3> lower and raise the global GLU sampling tolerance value respectively, allowing fast adjustment of the NURBS drawing/shading quality.

<F4> toggles between display of NURBS control cage and true curves / surface outlines.

<F5> rebuilds the object tree and issues a complete notification. It is therefore helpful to update the complete GUI after changes made to the scene using the scripting interface in the console.

<F6> toggles lazy notification.

<Ctrl+A> is bound to the "Apply" and <Ctrl+R> to the "Reset" button of the property GUI.

The object selection can be manipulated by the cursor keys, see also section 2.1.1 object tree shortcuts (page 18) and section 2.1.1 object list shortcuts (page 20).

The whole application with all open windows may be iconified (zapped) using the shortcut `<Ctrl+Z>`. If any of the windows iconified by zap is de-iconified, all other windows iconified by zap will be de-iconified as well.

Many main menu entries have direct keyboard shortcuts, displayed directly in the menu entries, see also section [2.2 Main Menu \(page 25\)](#).

Note that the main window keyboard shortcuts only work if the main window has the keyboard input focus *and* the input focus is not in the console or in a property GUI element (i.e. a data entry field). In doubt, hit `<Esc>` first to set the focus to the object selection widget and thus enable the main window keyboard shortcuts.

All these shortcuts can be adapted using the "ayamrc" file (see section [8.4 Ayamrc File \(page 376\)](#)).

## 2.4 Anatomy of a View

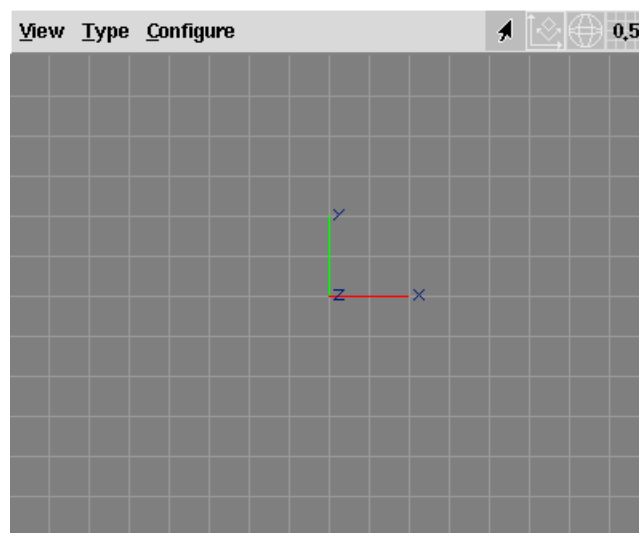


Figure 8: A View Window

The view window is split into a menu bar and a OpenGL-widget, where interaction and drawing takes place. The title of the view window gives information about name, current type, and the currently active modelling action of the view.

The current modelling action, modelling mode, drawing mode and grid size are also displayed as a set of icons on the right hand side of the view menu bar.

## 2.5 View Menu

This section discusses the view menu bar.

Note that many menu entries have keyboard shortcuts that are displayed in each entry. But those shortcuts only work if the view window has the keyboard input focus. The shortcuts are adaptable using the "ayamrc" file (see section [8.4 Ayamrc File \(page 376\)](#)).

Another way of navigating the menu is via the "Menu" or "Alt" key, pressed together with the various underlined characters in the menu entries.

Here are all entries of the "View" menu:

- "Quick Render": the scene is exported to a RIB file using the camera settings of the current view; then the "QRender" command (see the preferences) will be called. Note that the RIB export will not use the RiOption settings for image size but the current window size instead. Also note that the environment variable SHADERS will be adapted to the preference setting Shaders for rendering.
- "Render": the scene is exported to a RIB file using the camera settings of the current view; then the "Render" command (see the preferences) will be called. Note that the RIB export will not use the RiOption settings for image size but the current window size instead. Also note that the environment variable SHADERS will be adapted to the preference setting Shaders for rendering.
- "Render to File": the scene is exported to a RIB file using the camera settings of the current view and with a RiDisplay statement that results in an image file to be produced; then the "FRender" command (see the preferences) will be called. The image file name will be derived from the scene file name. Note that the RIB export will not use the RiOption settings for image size but the current window size instead. Also note that the environment variable SHADERS will be adapted to the preference setting Shaders for rendering.
- "Redraw": forces the OpenGL-widget to be drawn, this is particularly useful if automatic redrawing of the view has been disabled.
- "Export RIB" exports the scene to a RIB file. This does exactly the same as the main menu entry "File/Export/RenderMan RIB", except that the current view will already be selected in the dialog box.
- "Open PPrev", "Close PPrev": those menu entries are just available, if the compile time option AYENABLEPPREV has been set. This option is *not* set for the official Ayam binaries. Permanent preview (PPrev) continuously writes a RIB stream to a (fast) RenderMan renderer, a frame for each redraw operation of the view window that was used to open the preview. This way, the RenderMan renderer immediately displays all changes in the scene. This is a great way to test many different camera or light settings without the need to manually start a rendering process and close the preview window for each different setting. As the RIB client library usually is not able to handle multiple open RIB streams simultaneously, RIB-Export and direct rendering from view windows are not available until the permanent preview window is closed.
- "Create ShadowMap": creates the shadow maps for the currently selected light source. See also section 4.2.4 Using ShadowMaps (page 98).
- "Create All ShadowMaps": creates all shadow maps for the current scene (regardless of selection). See also section 4.2.4 Using ShadowMaps (page 98).
- "Close": the View window will be removed. This entry is not available for the internal views of Ayam in single window GUI mode.

The "Type" menu entries:

- "Front"
- "Side"
- "Top"
- "Perspective"
- "Trim"

may be used to change the type of the view, which restrains the scope of certain modelling actions. See sections [4.2.2 View Object \(page 93\)](#), [2.6 View Window Shortcuts and Actions \(page 41\)](#), and [3 Modelling Actions \(page 65\)](#) for more information.

The "Configure" menu may be used to change preferences of the view. Some preferences are outlined in greater detail in section [4.2.2 ViewAttrib \(page 94\)](#).

- "Automatic Redraw", toggles whether the view should be redrawn, whenever the scene changes. If this is disabled, a redraw can be enforced using the menu entry "View/Redraw" or the corresponding keyboard shortcut <Ctrl+d>.
- "Drawing Mode" determines whether the view should draw a wire-frame representation ("Drawing Mode/Draw"), a shaded one ("Drawing Mode/Shade"), a representation where the wires of the draw mode are drawn over the shaded representation ("Drawing Mode/ShadeAndDraw"), or hidden wires and silhouettes ("Drawing Mode/HiddenWire"). See also section [2.7 Drawing Modes \(page 43\)](#).
- "Modelling Mode" allows to switch the modelling coordinate system from world space ("Global") to the space defined by the current parent object ("Local (Level) ") or even the space defined by the currently selected object ("Local (Object) ") See also section [3.21 Editing in Local Spaces \(page 82\)](#).
- "Draw Selection only", if this is enabled, just the currently selected objects (and their children) will be drawn.
- "Draw Level only", if this is enabled, just the objects of the current level (and their children) will be drawn.
- "Draw Object CS", if this is enabled, small coordinate systems (three colored lines) will be drawn at the base of each objects coordinate system.
- "AntiAlias Lines", if this is enabled, all lines will be anti-aliased (smoothed).
- "Draw BGImage", if this is enabled, the background image will be drawn.
- "Set BGImage", may be used to set the current background image of the view, which should be a TIFF file. This image may also be specified using the view attribute BGImage.
- "Draw Grid", if this is enabled the grid will be drawn.
- "Use Grid", if this is enabled the grid will be used to constrain modelling actions to grid coordinates.
- "Set Gridsize", may be used to change the size of the grid associated with this view. Another way to change the grid size is to use the grid icon menu on the rightmost side, see below.
- "Half Size", change width and height to the half of the current values. This is not available for the internal views in single window GUI mode.
- "Double Size", change width and height to the double of the current values. This is not available for the internal views in single window GUI mode.
- "From Camera", copy camera settings from the currently selected camera object to the view.
- "To Camera", copy camera settings to the currently selected camera object from the view.
- "Set FOV", lets you specify a field of view value for the view, and adapts the zoom accordingly. This is just working for perspective views, of course.
- "Zoom to Object", adapt the camera settings, so that the currently selected objects are centered in the view. In addition, clipping planes and light position may be adapted for very small or very large objects.

- "Zoom to All", adapt the camera settings, so that all objects are centered in the view, regardless of current level and selected objects.
- "Align to Object", align the view to the coordinate system of the currently selected object or to the parent object of the current level if no object is currently selected.

Apart from the text based menus documented above, there are also some icon based menus in the view window menu bar:

The "Modelling mode" icon menu may be used to quickly change the current modelling mode (global or local, see also section [3.21 Editing in Local Spaces \(page 82\)](#)). Apart from a different icon, the local modes will display a L or O in the lower right corner of the icon. The icon, additionally, conveys whether objects or points will currently be modified by a modelling action (for points, a red dot will be present in the upper right corner of the icon). Furthermore, the type of the view will be displayed in the upper left corner of the icon as letter F, S, T, or P for front, side, top, or perspective views, respectively. Views of type trim get no designating letter in the icon. See also the image below:



Figure 9: Modelling Mode Icon Menu

The "Drawing mode" icon menu may be used to quickly change the current drawing mode, drawing, shading, drawing and shading, or hidden wires. See also the image below:

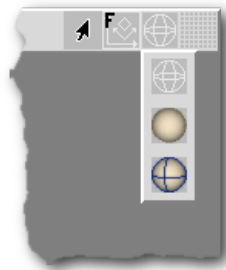


Figure 10: Drawing Mode Icon Menu

See section [2.7 Drawing Modes \(page 43\)](#) for a discussion of the different drawing modes.

The "Grid" icon menu may be used to quickly change the current grid size:

On the right hand side in the view menu bar there is a little icon that displays the current grid size. You may click on the icon to display a menu with predefined grid size values. Choosing one of the values 0.1, 0.25, 0.5, or 1.0 will set the grid size of the view to the chosen value and will additionally enable drawing of the grid and snapping to the grid. The entry "X" allows to set a custom grid value. The last entry will set the grid size to 0.0 and disable drawing of and snapping to the grid. If a grid size other than 0.1, 0.25, 0.5, or 1.0



is in effect for the view, a generic icon (with a X instead of a number) will be displayed in the icon menu. See also the image below:

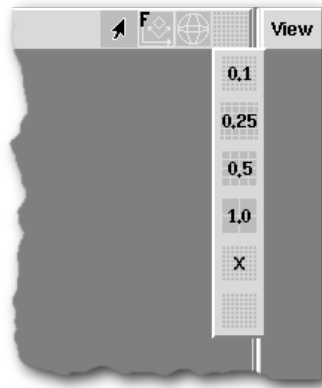


Figure 11: Grid Icon Menu

## 2.6 View Window Shortcuts and Actions

Important keyboard commands of a view window (aside from the view menu shortcuts) are discussed in this section.

Note that the view keyboard shortcuts only work if the view window has the keyboard input focus.

These shortcuts can be adapted using the "ayamrc" file (see section 8.4 [Ayamrc File \(page 376\)](#)).

Keyboard shortcuts directly modifying the camera, that is associated with the view window, are:

- <Left>, <Up>, <Right>, <Down> rotate viewer around the current camera aim point.
- <Shift+Left>, <Shift+Up>, <Shift+Right>, <Shift+Down> pan the view.
- <+>, <->, or <Add>, <Sub> (on the numeric keypad) zoom the view.
- <Ctrl+5> (on the numeric keypad!) resets the views camera (From and To) to the view type dependent default values.
- <. > pans the view to the mark.

See section 6.5.9 [Revert Cursor Key Behavior \(page 332\)](#) for a script that swaps the rotate and pan cursor key bindings in parallel views.

Interactive actions modifying the camera, that is associated with the view window, are:

- Using <v> you may move the view with your mouse.
- Using <V> you move the camera in the direction it is looking. Note that this affects both, from and to setting of the virtual camera. Furthermore, this movement will have no visible effect in parallel views.
- <R> (note the case!) starts rotating the virtual camera around the point it is looking to.
- Rotating the view is also possible in any modelling mode, by holding down the <Alt>-key while dragging the mouse.
- <Z> starts zooming the view. Dragging the mouse up zooms in and dragging the mouse down zooms out.

- Zooming the view into a rectangular region defined through a mouse drag is also possible in any modelling mode, by holding down the `<Shift>`-key.<sup>1</sup>

See also the table below.




Name	Shortcut	Icon
Pan View	<code>&lt;v&gt;</code>	
Zoom View	<code>&lt;Z&gt;</code>	
Rotate View	<code>&lt;R&gt;</code>	

Table 1: Interactive View Actions Overview

You may also pan/move the view by dragging with the rightmost mouse button and zoom the view with the middle mouse button without affecting any other active view or modelling action.

If you have a wheel mouse and it is configured to send Mouse4 and Mouse5 button events, Ayam will zoom the view when you turn the wheel.

`<PgUp>` and `<PgDown>` allow to cycle through the view types.<sup>2</sup>

`<Ctrl+PgUp>` and `<Ctrl+PgDown>` cycle through the drawing modes.<sup>3</sup>

`<Insert>` and `<Delete>` cycle through the grid sizes.

`<Shift-Insert>` and `<Shift-Delete>` modify the current grid size.<sup>4</sup>

Using the menu entry "Zoom to Object" or the corresponding shortcut `<Ctrl+o>` (`<O>` for internal views) the views camera settings can be changed so that the selected objects will be displayed centered in the view window. This is handy to search for objects or if the user is simply lost in space.

Closely related to the latter is the "Zoom to All" action, bound to the `<BackSpace>` key. This action adjusts the camera settings so that all objects in the scene will be visible, regardless of current level and object selection.

Note that both, zoom to object and zoom to all, adjust the clipping planes to the extents of the affected objects and also adapt the position of the light source used for shading.<sup>5</sup> This facilitates working with very large and very tiny objects.

Using the menu entry "Align to Object" or the shortcut `<Ctrl+a>` (`<L>` for internal views) the views camera settings can be changed so that the view is aligned to the coordinate system of the currently selected object. This is handy for modelling in local coordinate systems (e.g. when editing the control points of some planar curve defined in the XY-plane that has been rotated around the Y-axis). See also section 3.21 [Editing in Local Spaces \(page 82\)](#).

It is also possible to move through the scene hierarchy and change the selection directly in view windows:<sup>6</sup>

- `<Ctrl+4>`, `<Ctrl+6>` (on the numeric keypad!) move up and down in the hierarchy respectively, also selecting the parent or first child.
- `<Ctrl+2>`, `<Ctrl+8>` (on the numeric keypad!) select the next or previous object.
- `<Ctrl+Shift+2>`, `<Ctrl+Shift+8>` (on the numeric keypad!) extend the current selection to include the next or previous object.

<sup>1</sup> Since 1.7.   <sup>2</sup> Since 1.15.   <sup>3</sup> Since 1.16.   <sup>4</sup> Since 1.21.   <sup>5</sup> Since 1.21.   <sup>6</sup> Since 1.18.

## 2.7 Drawing Modes

This section explains the draw modes available in Ayam.

The draw mode "Draw" shows a simple wire-frame representation of the scene, see the following image:

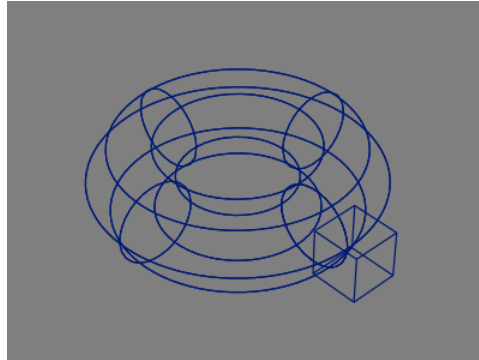


Figure 12: Draw Mode "Draw"

The draw mode "Shade" displays the scene as shaded surface lit by a single headlight, see also the following image:

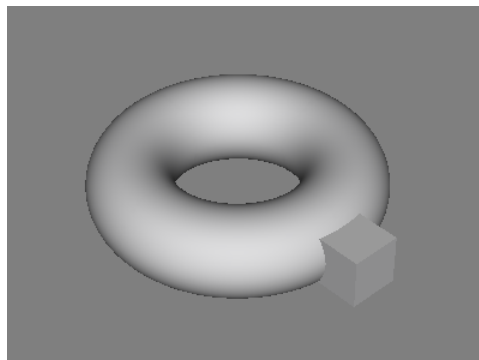


Figure 13: Draw Mode "Shade"

The draw mode "ShadeAndDraw" combines the images of the modes "Shade" and "Draw", see also the following image:

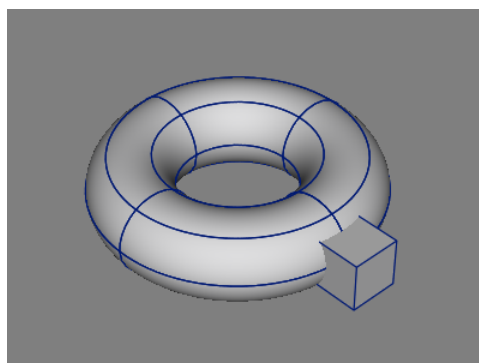


Figure 14: Draw Mode "ShadeAndDraw"

The drawing mode "HiddenWire" works like the shade and draw mode, where the surface shading part is only used to remove hidden bits. In addition, silhouette edges are detected and drawn. For best results, use it with anti-aliasing.

The silhouette detection is shading the scene a second time in a special multi-colored lighting setup. Then, edges are detected in the Z-buffer and color buffer data. If anti-aliasing is not enabled, the resulting edge map is processed by morphological thinning and removal of pixels in the direct vicinity of pixels already drawn, to get one pixel wide lines. Finally, the edge map is used as a largely transparent texture (except for the edges) on a full-screen quad, which is drawn as last object. In case of anti-aliasing, the quad will be drawn four times. See also the image below.

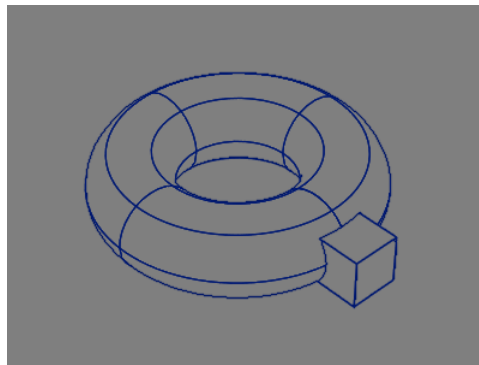


Figure 15: Draw Mode "HiddenWire"

The silhouette detection is a slow process and therefore only performed when no interactive action is in progress. The following image shows what will be drawn during interactive actions, compare it also to the complete image above.

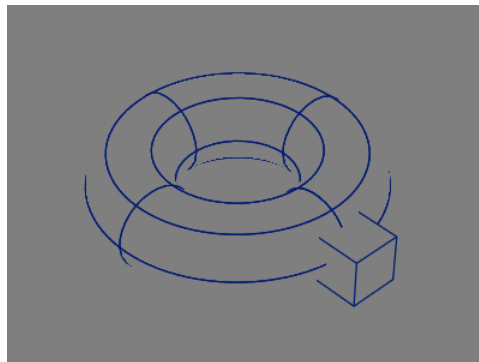


Figure 16: Draw Mode "HiddenWire" without Silhouettes



## 2.9 Object Search

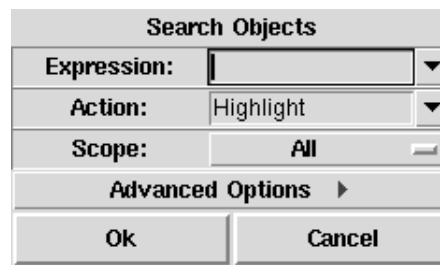


Figure 18: Object Search Dialog

The object search facility allows to find objects in the scene hierarchy according to many different, even script defined criteria and highlight them in the tree view or execute arbitrary actions on them.<sup>1</sup> Object search is controlled by a dialog, see also the image above.

Note, that the object search dialog is not closed immediately after a search operation, this allows multiple search operations with possibly refined parameters.

The first two options "Expression" and "Action" let the user specify which objects to find and what to do with them, they are explained in depth in the respective sections below.

Using the parameter "Scope" the search may be limited to certain sets of objects. By default, when scope is "All", all objects in the scene are processed, even if the current level is not the root level and no objects are selected.

If the scope is "Selection" just the selected objects and their children will be searched.

If the scope is "Level" all objects of the current level regardless of selection but again including all children will be searched.

If the scope is "Collection" just the objects found by the previous search are searched.

Note that the clipboard is never searched.

More options are made available, when the "Advanced Options" button is pressed.

The option "HighlightColor" defines the color to be used by the "Highlight" action.

If the options "ClearHighlight" or "ClearClipboard" are switched on, the highlights and the object clipboard are cleared before a search starts respectively.

Finally, "InvertMatch" reverts the search logic: if enabled, the search finds all objects for whose the search expression delivers a negative results.

### 2.9.1 Search Expressions

When just a simple string is used as search expression, this string is matched against the types, names, and materials of the objects to be searched in a case insensitive manner.<sup>2</sup> The matching allows usage of "\*" (matches any sequence of characters), "?" (matches a single character), and character ranges specified like this "[A-z]". To match any of \*?[] precede them with a backslash.

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.22.

If the search expression starts with a "\$", "(", or "[" it is considered a special expression.

The following special search expressions are defined:

### Type

find objects of a certain type, for example

```
$type == "Sphere"
```

finds all spheres.

### Name

find objects of a certain name, for example

```
$name == "objname"
```

finds all objects with the name objname.

### Material Name

find objects of a certain material, for example

```
$mat == "matname"
```

finds all objects with the material matname.

### Property Value

find objects with a certain property value, for example

```
$SphereAttr(Radius) == 0.5
```

finds all spheres with radius 0.5.

### Master

find the master of the currently selected instance.

### Instances

find all instances of the currently selected master, or if the currently selected object is an instance, find all instances with the same master.

### Procedure Call

find objects for which a procedure or command returns 1, for example

```
[hasChild]
```

finds all objects that have children.

See section [6.2 Procedures and Commands \(page 270\)](#) for a listing of available commands.

Complex logical expressions may also be created, like e.g.

```
($type == "Sphere") && ($mat == "wood")
```

which finds all wooden sphere objects. Due to the way the expressions are evaluated, the use of the braces is imperative even for a little bit more complex expressions that use the negation operator:

```
(![hasChild])
```

Also note that all string based comparisons of e.g. types or names via "==" are case sensitive.

The default value menu of the "Expression" entry is pre-seeded with meaningful entries when the search dialog is opened. What exactly appears in this menu is controlled by the first of the selected objects. For instance, if the selected object is a material, the material entry will contain the material name fetched from this object and will be one of the first entries, so that searching for objects of this material is just a matter of two mouse clicks. If the object is an instance, the first two entries in this menu will be "Master" and "Instances".

### 2.9.2 Search Actions

During a search, for every object that matches the given expression the object will be selected and an action will be executed. The following special actions are defined:

#### Highlight

All found objects will be colored in the object tree. Highlighted objects stay highlighted until the tree view is updated completely (e.g. via the keyboard shortcut <F5>) or partially (for instance after drag and drop or object clipboard operations).

#### Collect

The node names of the found objects will be collected in the Tcl list "ObjectSearch(nodes)". This list can then be used for post-processing by scripts without the restrictions imposed by the "forAll" command.

#### Copy

The found objects will be added to the clipboard.

#### Delete

The node names of the found objects will be collected, then the list of objects will be processed so that delete is safe, then the objects will be deleted from the scene.

In addition to these special actions, a command/procedure call, like e.g.

```
convOb -inplace
```

or

```
addTag NoExport ""
```

can also be specified as action. However, as the object search is based on the "forAll" scripting interface command, certain restrictions apply:

- The action must not change the scene hierarchy, i.e. no objects must be deleted, cut, or created in the command/procedure call. Changing the objects themselves, even converting them in-place, however, is allowed.



- The script has no access to global variables, unless special measures are taken (see section 6.2.17 Applying Commands to a Number of Objects (page 312)).

See also section 6.2 Procedures and Commands (page 270) for a listing of available commands.

The special action "Highlight" also collects the found node names in the global Tcl list "ObjectSearch(nodes)".

## 2.10 Preferences

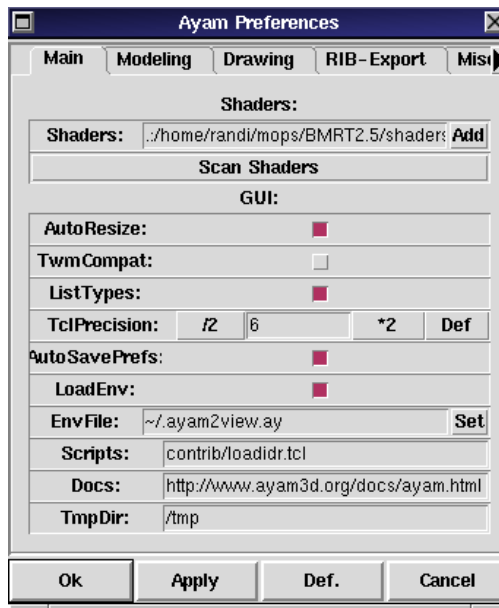


Figure 19: Preferences Dialog

The preferences dialog may be opened using the main menu entry "Edit/Preferences" or the shortcut <Ctrl+p>.

Use

- "Ok" to close the preference editor and apply all changes,
- "Apply" to apply the changes, but leave the editor open,
- "Revert" to reset to the settings that have been loaded on program startup (these are not the factory defaults, to get back to the factory defaults, restart Ayam with the command line option "-failsafe" or use the main menu entry "Special/Reset Preferences"),
- "Cancel" to close the dialog without applying any changes. All changes done after the last press of "Apply" will be lost.

Note that while the preference editor is open, AutoFocus is temporarily turned off and changes to the "AutoFocus" preference setting will only be realized after the editor is closed.

The preferences are divided into five sections as follows.

### 2.10.1 Main Preferences

The "Main" section contains the most important application setup related preference settings.

Note that unused settings will not be shown, e.g. on the Win32 platform, the "TwmCompat" setting will be hidden.<sup>1</sup>

- "Shaders" contains a number of paths (separated by a colon ":" on Unix and by a semicolon ";" on Win32) where Ayam looks for compiled shaders (e.g. files with the extension ".slc" that have been compiled with slc from BMRT). Using the "Add" button, paths may be added with a directory chooser dialog. After changes to this setting (also after "Revert"!), use the "Scan for Shaders!" button below.

Note that the environment variable SHADERS will be adapted to match the contents of this preference setting, so that renderers started by Ayam see exactly the same set of shaders as Ayam. However, this does of course not affect any renderers that are started outside the Ayam context, i.e. when rendering exported RIB files from a shell.

Since Ayam 1.22, the shader paths support globbing, i.e. it is possible to specify

```
"/usr/share/aqsis/shaders/*/"
```

to include

```
"/usr/share/aqsis/shaders/surface/"
"/usr/share/aqsis/shaders/displacement/"
"/usr/share/aqsis/shaders/volume/"
"/usr/share/aqsis/shaders/light/"
```

etc. with just a single entry. More complex styles of globbing, using e.g. the question mark, are also supported.

- "Scan for Shaders!" initiates a rebuild of the internal shader database. All shaders in the directories specified by the "Shaders" preference setting will be scanned and entered in that database. Watch the console for error messages that may appear while scanning. See also sections [4.10.4 Shader Parsing](#) (page 215) and [8.7 Shader Parsing Plugins](#) (page 383) for more information on scanning shaders.

The next sub-section contains GUI (user interface) related settings.

- "Locale", sets a language for the balloon help texts, the default value menu shows all currently available locales.

The value will have no effect until Ayam is restarted!

- "SingleWindow" toggles, whether Ayam should create just one main window with internal views and toolbox or use the old floating windows style GUI. The new single window GUI mode is enabled by default.
- "AutoResize" toggles, whether the main window should be resized horizontally according to the property GUI whenever a new GUI is displayed.

This option is not available in the single window GUI mode.

- "AutoFocus" controls whether Ayam should automatically move the focus to a view or the main window, when the mouse pointer enters it. However, depending on the operating system, window manager, or their settings, this may only work correctly, when a window of Ayam already has the focus. On some operating systems or window managers AutoFocus might not work at all. Furthermore, note that moving the focus to a toplevel window might also raise it.

---

<sup>1</sup> Since 1.14.

In single window GUI mode, AutoFocus additionally manages the input focus of the internal views, tree view, property GUI, and console.

While the preference editor is open, AutoFocus is temporarily turned off and changes to the "AutoFocus" preference setting will only be realized after the preferences editor is closed.

- "TwmCompat" changes, how Ayam tells the window manager new geometries of windows. This option has to be toggled if Ayam fails to correctly remember the geometry of the main window between two invocations or if the main window jumps downward when properties are selected.

This option is not available on the Win32 platform and on MacOSX Aqua.

- "AutoSavePrefs", if this is switched on, Ayam will write the preferences settings to the ayamrc file when the program quits.
- "BakOnReplace", if this is switched on, Ayam will make a backup copy of each scene file loaded via the main menu entry "File/Open" or via the most recently used list. The backup file will be placed right next to the loaded file and get an additional file name extension according to the hidden preference setting "BackupExt".
- "AddExtensions", this option may be used to let Ayam automatically add file name extensions to saved files (if they do not have already a proper extension).
- "EnvFile" specifies the working environment scene file. This file typically contains some view objects to create a standard 2-, 3-, or 4-view working environment and is automatically loaded upon each start of Ayam (unless the hidden preference option "LoadEnv" is switched off) and upon each clearing of the scene using "File/New" (unless the hidden preference option "NewLoadsEnv" is switched off). See also section 8.4.2 Hidden Preference Settings (page 377).
- "Scripts" is a list of Tcl script files that will be executed on startup. The scripts do *not* have to be specified with full path and filename.<sup>1</sup> Furthermore, the scripts and plugins directories (as specified using the "Plugins" option below) are automatically searched, and the ".tcl" file name extension is automatically added, so that a setting of "colfocus;loadayslx" would load the "colfocus.tcl" script from the scripts directory and the ayslx shader parsing plugin (via the "loadayslx.tcl" script) from the plugins directory.

If non-absolute paths are used, they are considered to be relative to the current directory of Ayam on application startup (which is typically the directory where the Ayam executable resides).

Multiple entries have to be separated by a colon (":") on Unix and by a semicolon (";") on Win32. If unsure about the correct syntax, just use the "Add" button.

See section 6.5 Helper Scripts (page 329) for documentation on the scripts distributed with Ayam.

- "Plugins" is a list of directories that contain custom objects or plugins. Those directories will e.g. be searched for custom objects when unknown object types are encountered while reading Ayam scene files. If a matching custom object is found, it will be automatically loaded into Ayam, so that scene loading may proceed without an error. If non-absolute paths are used they are considered to be relative to the directory where the Ayam executable resides. Thus, the default value "plugins" leads to Ayam searching for plugins in the directory "plugins" located in the directory, where the Ayam executable resides:

```
.../ayam/bin/Ayam.exe
.../ayam/bin/plugins/
.../ayam/bin/plugins/ayslx.dll
```

Multiple entries have to be separated by a colon (":") on Unix and by a semicolon (";") on Win32. If unsure about the correct syntax, just use the "Add" button.

See section 8.6 Plugins Overview (page 383) for more information regarding Ayam plugins.

<sup>1</sup> Since 1.16.

- "Docs" is an URL that points to the documentation in HTML format.
- "TmpDir" is the directory, where temporary RIB files are created, e.g. when rendering directly from view windows.

The preference settings "ListTypes", "MarkHidden", "LoadEnv", and "NewLoadsEnv" are hidden preference settings since Ayam 1.14, see [section 8.4.2 Hidden Preference Settings \(page 377\)](#).

### 2.10.2 Modelling Preferences

The next section of the preferences, "Modelling", contains modelling related settings:

- "PickEpsilon" is used by the single point editing actions (see section 3.11 [Editing Points](#) (page 76)) to determine which point of an object has been selected. A smaller "PickEpsilon" means more exact picking. The value of "PickEpsilon" should be positive and is expressed in terms of object coordinates, however, also the view zoom factor modifies the effective "PickEpsilon" value in a way that for zoomed-in views a smaller value will be used (and vice versa).

In older versions of Ayam (prior to 1.8), a value of 0.0 was allowed and default. This is no longer the case, the new default value is 0.05.

- "LazyNotify" determines whether notification shall occur on all mouse movements or just on release of the mouse button, for the interactive modelling actions. This option may also be toggled easily using the keyboard shortcut <F6>.

Notification is the mechanism used to inform objects that rely on certain child objects (e.g. the Revolve tool object) about changes of their child objects, so that the parent can adapt to the child objects automagically (see also section 8.2 [The Modelling Concept Tool-Objects](#) (page 371)).

- "CompleteNotify" determines when notification of all objects depending on references of changed objects takes place:
  - "Never", for manual control of complete notification (manual complete notification can be carried out using the main menu entry "Tools/Force Notification" or using the keyboard shortcut <F5>);
  - "Always", a complete notification is done whenever the normal notification is carried out;
  - "Lazy", the complete notification runs only after a modelling action finished (when the mouse button is released).

Note that complete notify also updates objects that implicitly depend on updated objects via instances.

- "EditSnaps" determines, whether points should be snapped to the grid when a grid is defined and in use for the single point modelling actions.
- "Snap3D" controls whether points that are snapped to grid coordinates (in single point editing actions and when grids are active) should be influenced in all three dimensions, or just the two dimensions determined by the type of the view.
- "FlashPoints" controls flashing of editable points in the single point modelling actions when they would be modified by a click and drag action. Note that a change of this preference option only takes effect for the next invocation of the single point editing modelling action.

Also note, that there is a similar, albeit hidden, preference option that controls the flashing of picked objects ("FlashObjects"), See also section 8.4.2 [Hidden Preference Settings](#) (page 377).

- "RationalPoints" determines the display style of rational points.<sup>1</sup>

In the *euclidean* style the weights are not multiplied in, whereas in the *homogeneous* style the weights are multiplied in prior to display. This preference setting also influences the control hull display of NURBS curves and surfaces and some modelling actions like setting the mark from points. See also the following image, showing two standard nine point NURBS circles, where every second control point has a weight value of 0.75, with their control hulls in euclidean and homogeneous style.

- "GlobalMark" toggles whether each view should manage its own mark (off), or whether there should be just one global mark (on, default<sup>2</sup>). Note that enabling this preference setting will not immediately lead to a global mark set in all windows, one rather needs to set a new mark that will then become global.

---

<sup>1</sup> Since 1.22.    <sup>2</sup> Since 1.21.

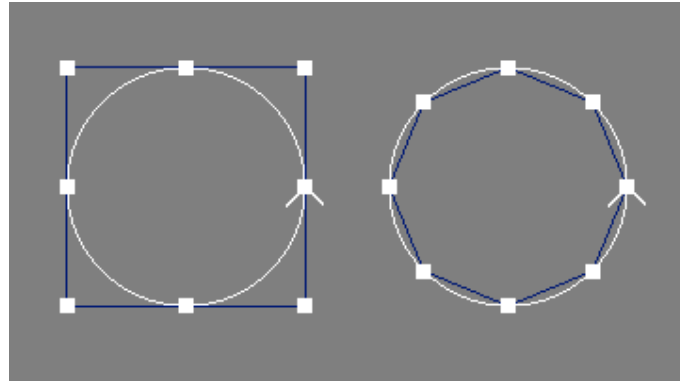


Figure 20: Euclidean (left) vs. Homogeneous (right) Display of Rational Points

- "CreateAtMark" controls whether or not new objects are to be created at the current mark position (default: yes).<sup>1</sup>
- "DefaultAction" determines the modelling action that will be active after a press of the <Esc> key in a view window.
- "PickCycle" exchanges the object pick candidates dialog with a cycling mechanism:<sup>2</sup> when multiple candidates are available, the first click selects the first object in the list and each further click on the same position selects the next object in the list of candidates. See also section 3.3 [Selecting Objects by Picking](#) (page 67) for more information about picking objects.
- "UndoLevels" determines the number of modelling steps that should be saved in the undo buffer. If "UndoLevels" is set to 0, the undo system will be disabled completely.<sup>3</sup> For more information, see also the section 8.1 [The Undo System](#) (page 371).

<sup>1</sup> Since 1.21.   <sup>2</sup> Since 1.23.   <sup>3</sup> Since 1.21.

### 2.10.3 Drawing Preferences

The preferences in the "Drawing" section let you specify how objects are being drawn:

- "Tolerance" is in fact GLU sampling tolerance, used to control the quality of the sampling when rendering a NURBS curve or NURBS patch using GLU. Smaller tolerance settings lead to higher quality. Useful values range from 1 to 100. This setting has no effect for objects that override it using a local tolerance setting different from 0.

STESS derives a quality/sampling factor from this setting, that leads to comparable sampling quality for a standard viewing distance.

Using the keyboard shortcuts <F2> and <F3> the GLU tolerance may also be set easily.

- "NPDisplayMode" sets the display mode for NURBS patches. Either the control hull (or control polygon) is drawn (ControlHull), or just the outlines of the polygons created by the tessellation (OutlinePoly), or just the outlines of the patch (OutlinePatch). The latter are available in GLU and STESS variants.

The GLU variants tessellate the surface according to the current camera transformation. Zooming into an object increases the sampling rate. This approach is slow, needs to be done for every view window separately, but delivers high quality where needed. In addition, surfaces outside the current viewing volume are culled. Due to the dynamic sampling, the NURBS parameterization can not be judged easily.

STESS, on the other hand, is tessellating in a uniform way and therefore the NURBS parameterization can be inferred easily. The tessellation is done only once, even if there are multiple views, and then cached. Consequently, the startup cost and memory requirements of STESS are higher than those of GLU, but repeated drawing is much faster, even though culling in STESS is currently done on the basis of tessellated triangles, not entire surfaces.

Another aspect to consider is that GLU operates on the floating point data type "float" and imposes a serious constraint on knot values: knots that differ in less than 10E-4 are considered equal. In contrast, STESS operates on the floating point data type "double" and uses a more relaxed epsilon of 10E-6.<sup>1</sup>

Finally, the application of instancing does not speed up drawing with GLU, but lowers the tessellation and memory costs of STESS, as instances use the cached tessellation of the respective master objects.

Note that the "NPDisplayMode" setting also influences display of shaded NURBS: ControlHull shades the control polygon<sup>2</sup>, OutlinePoly (GLU) and OutlinePatch (GLU) use GLU, and OutlinePatch (STESS) shades the STESS tessellation. The shaded STESS tessellation of non-planar trimmed NURBS surfaces is of low quality.

Note also, that the "NPDisplayMode" setting has no effect for objects that override it locally using a "DisplayMode" attribute different from "Global".

Toggling between drawing of hulls and outlines may also be done easily using the keyboard shortcut <F4>.

- "NCDisplayMode" sets the display mode for NURBS curves; just like for surfaces the control hull (control polygon) or the curve or a combination of both may be displayed.

See also the discussion of GLU vs. STESS above.

Note that this setting has no effect for objects that override it locally using a "DisplayMode" attribute different from "Global".

Toggling between drawing of hulls and curves may also be done easily using the keyboard shortcut <F4>.

<sup>1</sup> Ayam may be recompiled with a different epsilon if this is still limiting. <sup>2</sup> Since 1.22.



- "ToleranceA" is the GLU sampling tolerance that is used for display of NURBS curves or patches in all interactive actions, i.e. while interactively moving objects or editing control points.

Negative values are interpreted as multiplier in the following way. A value of -2 means: use the value from the "Tolerance" setting multiplied by 2, e.g. if the "Tolerance" is set to 40, a value of 80 will be used in actions.<sup>1</sup>

The default value 0.0 means no change from the "Tolerance" setting.

In contrast to the "Tolerance" setting above, objects can *not* override this setting locally.

- "NPDisplayModeA" controls the display mode of NURBS patches for all interactive actions. The first and default value ("NPDisplayMode") means: no change.

In contrast to the "NPDisplayMode" setting above, objects can *not* override this setting locally.

- "NCDisplayModeA" controls the display mode of NURBS curves for all interactive actions. The first and default value ("NCDisplayMode") means: no change.

In contrast to the "NCDisplayMode" setting above, objects can *not* override this setting locally.

- "UseMatColor" determines, whether the shaded representation uses the color defined by the material of an object for rendering. If disabled, the color defined by the "Shade" option (below) will be used instead.
- "Background", "Object", "Selection", "Grid", "Tag", "Shade", and "Light" set the colors that will be used when drawing or shading the respective primitives.

---

<sup>1</sup> Since 1.22.

### 2.10.4 RIB-Export Preferences

The "RIB-Export" section of the preferences contains settings that affect how RIBs are created.

- "RIBFile" allows to set the file Ayam is exporting RenderMan Interface Bytestreams (RIBs) to. Note that some file names have special meaning:

If "RIBFile" is set to "Scene" (this is the default) the RIB file name will be derived from the name of the currently loaded scene with the last extension replaced by ".rib". If "RIBFile" is set to "Scenefile", the leading path will be stripped from the scene name additionally. Use "Scenefile", for rendering with shadow maps. This way the scene will use relative paths to load the shadow maps and the RIBs may be moved around more easily.

"Ask" is another special setting, that allows to select a different file name each time the scene is exported. A file selection dialog will pop up, after the selection of the view to export. The same effect may be achieved by leaving "RIBFile" totally empty.

If "RIBFile" is set to "rendrib", libribout.a does not create a RIB file at all, but immediately pipes the resulting byte stream into rendrib (the BMRT renderer) for rendering. The same goes for "rgl". Moreover, file names that start with a pipe symbol "|" will cause the program after the pipe symbol to be started by libribout and the written RIB to be piped into. This works e.g. with Photorealistic RenderMan, try it out with "|render". In the latter cases of direct rendering, you will probably want to set up the RIB to render to the display (read leave the "Image" preference setting empty. However, when you use these options of direct rendering, be warned, that for the time of the rendering Ayam will be frozen (it will neither respond to mouse clicks nor will it update any windows), until the rendering is finished and the display window of the renderer is closed.

- "Image" specifies the image file that will be created, when the exported RIB file is rendered. When this option is set to "RIB", rendering will create image files that are named as the exported RIB file (with the last file extension replaced by ".tif"). Again, setting it to "Ask" will cause a dialog box to appear, each time the scene is exported to RIB.

Note that in contrast to the "RIBFile" option, leaving the field totally empty is not equal to entering "Ask" but generates RIB files that will be set up to render to the display.

- "ResInstances", if this is enabled all instance objects are resolved (temporarily) before being written to the RIB file.
- "CheckLights", if this is enabled Ayam will check the current scene for lights before RIB export. If no lights or no lights that are actually switched on are to be found in the scene, a distant headlight will be added to the scene automatically for RIB export.
- "DefaultMat" determines a default material setting that should be written in the top level of the RIB, so that it is in effect for all objects, that are not connected to a material object. Many RenderMan compliant renderers will not render the objects at all, if no material is defined. The default "matte", writes just a simple `RiSurface "matte"` (without parameters) to the RIB. The setting "default" looks for a material object named "default" and writes it's complete shaders and attributes, if it does not find such a material it falls back to "matte". The setting "none" does not write any default material setting.
- "RISstandard" determines whether Ayam should omit all non standard RenderMan interface options and attributes on RIB export.
- "WriteIdent" determines, whether Ayam should write special `RiAttributes` (`RiAttribute "identifier" ["name"]`) with the names of the objects to the RIB to aid in RIB file debugging.
- "ShadowMaps" determines, whether shadow maps should be used, when writing light sources. It is not sufficient to switch this on to render using shadow maps, light sources that shall use shadow maps

have to be parameterised as well, see section 4.2.4 [Using ShadowMaps \(page 98\)](#). If "ShadowMaps" is set to "Automatic", the exported RIBs will automatically render and use all shadow maps; if it is set to "Manual", the shadow maps will be rendered on user request only (e.g. using the view menu entry: "View/Create All ShadowMaps"). "Manual" should be used, when rendering directly from view windows with shadow maps.

- "ExcludeHidden" causes hidden objects not to be exported to RIB files.
- "RenderMode" allows to switch between two different methods of forcing a renderer to render to the screen (via a `RiDisplay` statement in the exported RIB, necessary for e.g. PRMan and RDC; or via a command line argument, e.g. `-d` for `rendrib` from BMRT).
- "QRender" determines the command that should be executed upon quick rendering a view, %s denotes the name of the RIB file.
- "QRenderUI", enables the Rendering GUI for quick rendering, see discussion of "RenderUI" below.
- "QRenderPT", progress template for quick rendering, see discussion of "RenderPT" below.
- "Render" determines the command that should be executed upon normal rendering of a view, %s denotes the name of the RIB file.
- "RenderUI" enables the renderer user interface (Rendering GUI), which consists of a simple progress bar, a label that displays the estimated or elapsed rendering time, a checkbox to control ringing the bell when the rendering is finished, and a cancel button. This GUI is displayed when a renderer is invoked directly from a view window using the "Render" view menu entry (or the equivalent keyboard shortcut). Proper work of this GUI depends on the existence of two external programs: "cat" and "kill" (those programs should be available on every Unix platform). If you do not have those programs in your path, do not enable the RenderUI option. On the Win32 platform you may also use an internal kill command "w32kill" that has been introduced in Ayam 1.4. See also section 8.4.2 [Hidden Preference Settings \(page 377\)](#).
- "RenderPT" is a string that contains a progress output template used by Ayam to determine the current percentage of completion of the rendering for display in the Rendering GUI. The special symbol "%d" denotes the position of the percentage number in the output of the renderer. For `rendrib` from BMRT 2.6 this should be set to "R90000 %d" and the special command line option "-Progress" should be used for the renderer command (see "Render" above). For `rendrib` from BMRT 2.5 it should be set to "Done computing %d" and no special option has to be given to the renderer. If the output of the renderer contains variable strings before the progress number or the renderer uses terminal control characters, a second variant of parsing the output using regular expressions is available.<sup>1</sup> In this case, the progress template should be a complete regexp command for Tcl that parses the output of the renderer with a regular expression and puts the extracted progress number into a variable named "percent". The output to parse will be inserted in the regexp command template in place of "string". The dummy output variable is needed, because Tcl regexp always outputs the complete matching line into the first variable.

Here is an example that works with Pixie-1.2.1, which outputs strings like

```
fish.rib (222): - 10.00 percent
```

(note the variable component containing the RIB name):

```
regexp -- {^.* - ([0-9\+])} string dummy percent
```

This regexp command eats the variable component away and then looks for the single dash right in front of the percent number.

Gelato output looks like this

---

<sup>1</sup> Since 1.6.

```
Elapsed:      10.1440s  Done:   64%  |*****|
```

and uses terminal control characters to render the progress bar in ASCII; this calls for a different approach that parses backwards (hence the use of `$` at the end):

```
regexp -- {(\[0-9\]+)%(\[ |\*\]+\)$} string dummy percent
```

This `regexp` command eats away all pipe symbols, asterisks, and spaces *backwards*, starting from the last character and including the percent sign, which comes right behind the sought after percentage number.

- "FRender", renderer command to use for direct rendering to image files (via view menu entry "Render to File").
- "FRenderUI", enables the Rendering GUI for the direct rendering to image files, see discussion of "RenderUI" above.
- "FRenderPT", progress template for the direct rendering to image files, see discussion of "RenderPT" above.
- "SMRender", renderer command to use for the rendering of shadow maps (e.g. view menu entry "View/Create All ShadowMaps"), see also section 4.2.4 Using ShadowMaps (page 98). `%s` denotes the name of the RIB file.
- "SMRenderUI", enables the Rendering GUI for the rendering of shadow maps, see discussion of "RenderUI" above.
- "SMRenderPT", progress template for the rendering of shadow maps, see discussion of "RenderPT" above.
- "SMFileFormat", designates the file format of the shadow maps, use "zfile" for RenderMan and "shadow" for Gelato.
- "SMFileType", type of shadow maps to be created, currently available types are "z" – normal shadow maps (for RenderMan renderers and Gelato), "avgz" – Woo shadow maps (for Gelato only!), and "volz" – volume shadow maps (for Gelato only!).
- "SMChangeShaders", toggles, whether Ayam should automatically prepend a "shader" to light shader names for lights that use shadow maps upon RIB export. Not changing the shader names is necessary for Gelato.
- "PPRender" is the name of the renderer to use for the permanent preview feature (see also section 2.5 View Menu (page 37)). This setting is just available, if the compile time option `AYENABLEPPREV` has been set. This option is *not* set for the official Ayam binaries.

Note that many renderer related preferences can be set at once using the select renderer tool via the main menu "Special/Select Renderer" (see also section 2.2 Special Menu (page 34)). In fact, using "Special/Select Renderer" first, then fine tuning the renderer setup using the preferences editor is the suggested way to switch Ayam to a certain RenderMan renderer.

### 2.10.5 Miscellaneous Preferences

The "Misc" section of the preferences contains the dreaded miscellaneous settings.

The first sub-section deals with error message handling:

- "RedirectTcl" controls whether error messages stemming from Tcl/Tk should be redirected to the console, rather than be handled by Tcls sometimes annoying error handling dialog box. However, this dialog box with the built in stack trace can also become very handy, while writing and debugging Tcl scripts.
- "Logging" determines, whether error messages should be written to the file specified by the "LogFile" option. If this is enabled, you should clear the log manually from time to time, as Ayam will always append to "LogFile".
- "LogFile"; see above.
- "ErrorLevel", this option controls how many messages should be written to the Ayam console. Available values are:  
     "Silence" no output,  
     "Errors" only error messages,  
     "Warnings" only error and warning messages, and finally  
     "All" (default) all messages, even informative, should be written to the console.

The last sub-section contains miscellaneous user interface related preferences:

- "SaveAddsMRU"; if this is switched on, saving to a file will add that file to the most recently used files list in the main menu for quick access.
- "TclPrecision"; this is the precision Tcl handles floating point number to string conversions with. You may want to decrease this value to about 5 if any numbers in the entry fields are represented in an exact, but also too lengthy and hard to read fashion, like 0.4999999 instead of 0.5. Note that some model precision is lost in doing so. The default value used by Tcl is 12 and results in no loss of precision. The default value used by Ayam is 6 and should result in a good balance between precision and readability.

Related hidden preference options are "NormalizeDigits", "NormalizePoints", and "NormalizeTrafos", see also section 8.4.2 [Hidden Preference Settings](#) (page 377).

- "SaveDialogGeom" controls whether the geometry of various dialog windows should be remembered by Ayam, the settings available are  
     "Never": the dialog windows are always opened in standard size, centered on the screen;  
     "WhileRunning": the window geometry will be remembered as long as Ayam is running;  
     "Always": the window geometry will be stored in the saved preferences, thus, also surviving a restart of Ayam.

Note that the height of the preferences dialog window will always be adapted to the currently open preferences section, no matter how "SaveDialogGeom" is set.

For more geometry saving related information, see also sections 4.11.9 [SaveMainGeom](#) (page 224) and 4.11.10 [SavePanelLayout](#) (page 224).

- "SMethod"; is the sampling method used by the NURBS tessellation facility that converts NURBS surfaces to PolyMesh objects. See also section 5.6.5 [Tessellation Tool](#) (page 265). Six sampling methods are available:
  1. "ParametricError" ensures that the distance between the tessellated surface and the original surface is no point bigger than the value specified by "SParamU".

2. The sampling method "PathLength" ensures that no edge of a polygon generated by the tessellation is longer than the value specified by "SParamU" and the tessellation method
3. "DomainDistance" (the default up to 1.22) simply tessellates the NURBS surface into equally sized pieces with regard to parametric space; "SParamU" and "SParamV" control the number of sampling points in U and V direction respectively per unit length. This leads to different numbers of samples for knot vectors of different total length in parameter space.
4. "NormalizedDomainDistance" ensures that the tessellation creates the same number of sample points (as given via "SParamU" and "SParamV") for knot vectors of any total length in parameter space<sup>1</sup> and
5. "AdaptiveDomainDistance" additionally adds sample points depending on the number of control points (width or height of the patch) to provide a better adaptation to complex patches.<sup>2</sup>
6. "AdaptiveKnotDistance" normalizes the number of sample points to the number of knot intervals and the total length of the knot vector.<sup>3</sup>

The sampling method "AdaptiveKnotDistance" is the default since Ayam 1.23.

Note that the sampling method controlled by this preference option is *not* used for NURBS display in Ayam. See also [2.10.3 Drawing Preferences](#) (page 56).

The tessellation facility is based on the GLU (V1.3+) NURBS tessellator.

- "SParamU"; is a parameter for the sampling method above.  
The default value for the sampling method "AdaptiveKnotDistance" is 3. Higher values lead to better quality and more tessellated polygons.  
The default value for the sampling method "DomainDistance" is 8. Higher values lead to better quality and more tessellated polygons.  
The default value for the sampling method "PathLength" is 1.5. Smaller values lead to better quality and more tessellated polygons.  
The default value for the sampling method "ParametricError" is 0.25. Smaller values lead to better quality and more tessellated polygons.  
Note that "SParamU" is expressed in object space units for the "PathLength" and "ParametricError" sampling methods.
- "SParamV"; is just available for the sampling methods "DomainDistance", "NormalizedDomainDistance", "AdaptiveDomainDistance", and "AdaptiveKnotDistance".  
The default value is equal to the respective value of the "SParamU" parameter above.

See also the next two images and corresponding tables that allow to compare the results of four main sampling methods with different parameters.

---

<sup>1</sup> Since 1.9.    <sup>2</sup> Since 1.9.    <sup>3</sup> Since 1.23.

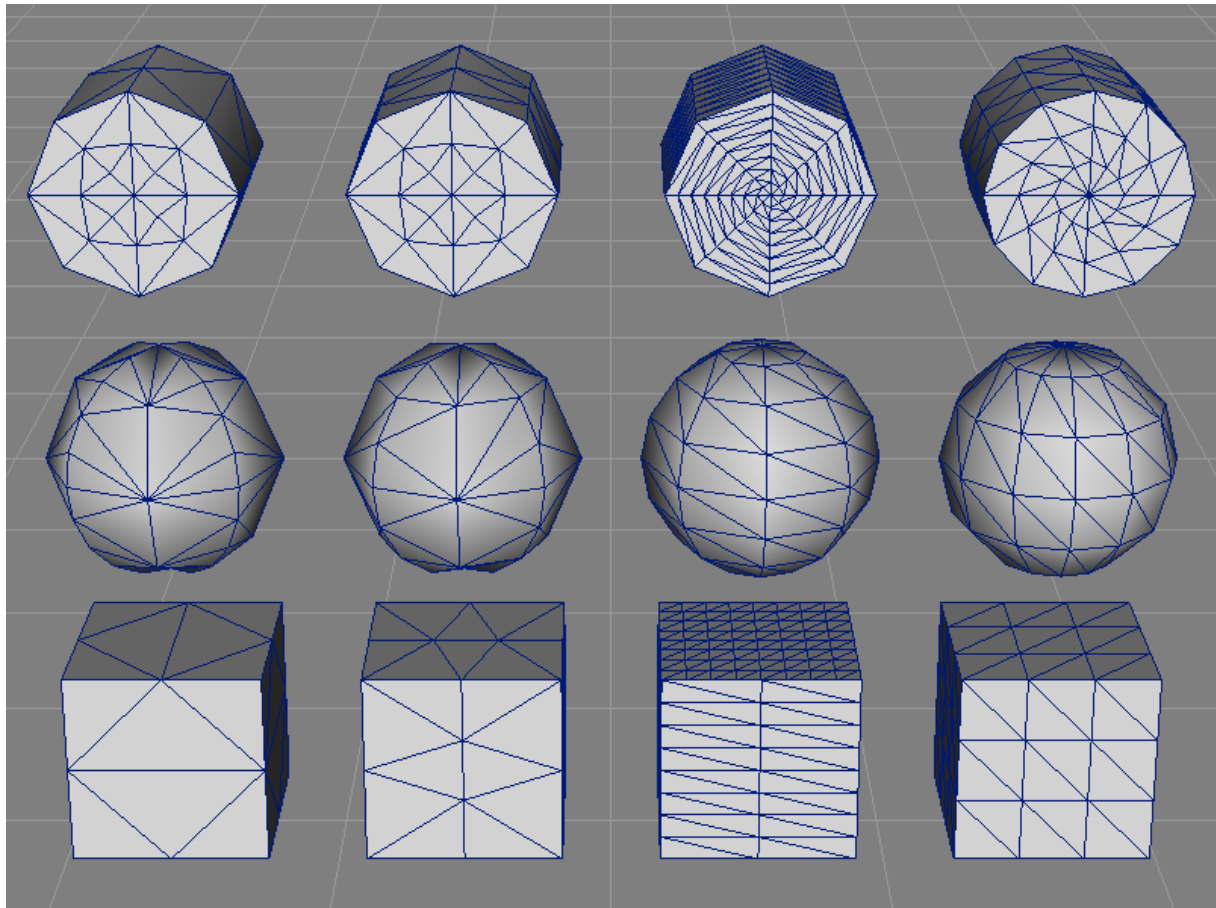


Figure 21: Sampling Method Comparison, Defaults (l: ParametricError, ml: PathLength, mr: DomainDistance, r: AdaptiveKnotDistance)

Method	ParametricError	PathLength	DomainDistance	AdaptiveKnotDistance
Parameter	0.25	1.5	8 / 8	3 / 3
Cylinder	88	104	368	192
Sphere	96	80	112	120
Box	36	60	384	108
Total	220	244	864	420

Table 2: Sampling Methods Parameters and Results (1/2)

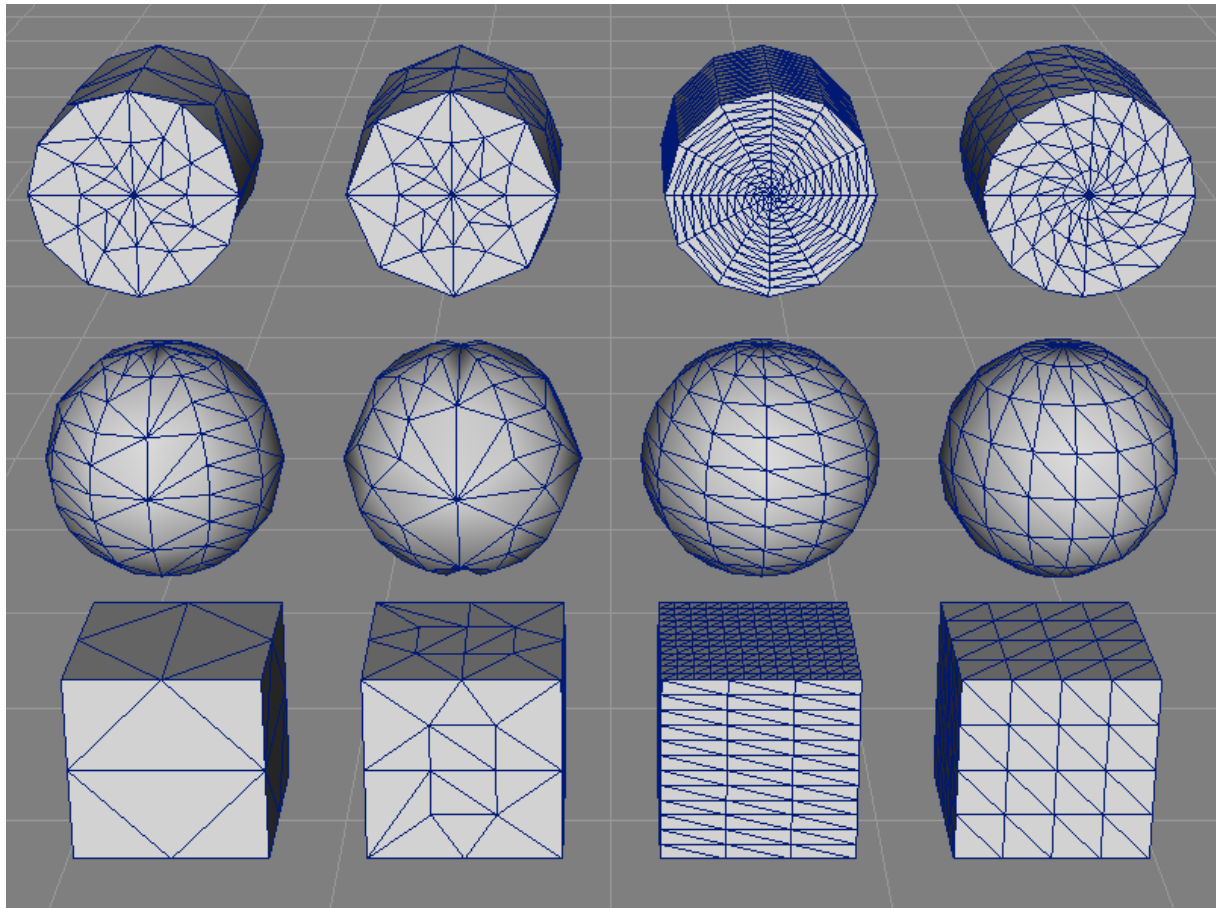


Figure 22: Sampling Method Comparison, Higher Quality (l: ParametricError, ml: PathLength, mr: DomainDistance, r: AdaptiveKnotDistance)

Method	ParametricError	PathLength	DomainDistance	AdaptiveKnotDistance
Parameter	0.125	0.9	12 / 12	4 / 4
Cylinder	152	168	840	352
Sphere	216	160	264	224
Box	36	108	864	192
Total	404	436	1968	768

Table 3: Sampling Methods Parameters and Results (2/2)



### 3 Modelling Actions

Before invoking any modelling action one or more objects should be selected using the object hierarchy in the main window, the pick action, or selection manipulating keyboard shortcuts.

Every action can be started with a key press (a shortcut) when the keyboard focus is in a view window or by clicking on the associated button in the toolbox window. Using a keyboard shortcut starts that action in the current view only, the other views are not affected. In multi window GUI mode, starting an action from the toolbox window will cause the action to be started in all view windows that are currently open simultaneously. In single window GUI mode, the action will be started in the current internal view only (unless "AutoFocus" is enabled).

It is perfectly ok to start and work with many different actions at the same time in different views: one can have e.g. a view, where objects are moved, a second where objects are rotated and a third, where objects are picked. The layout, drawing style, and grids may also differ between the different views. Together with the feature, that the selection may be changed while actions are active and even panning and zooming of views is possible (using the rightmost and middle mouse buttons respectively) while actions are active and without breaking them, this is the key to unsurpassed flexibility in modelling using Ayam.

To break an action, the <Esc> key may be used.

The default action for all views, which is also in effect after use of the <Esc> key, is "None" or "Pick" (depending on the preference setting "Modelling/DefaultAction"). See [section 3.3 Selecting Objects by Picking \(page 67\)](#) for more information about picking objects.

Note that the modelling actions are not available in perspective views.

If an action is in effect for a view, the views title will be changed appropriately.

A modelling action is performed by clicking into the view with the leftmost mouse button to mark a point in space or to pick a vertex and then by dragging the mouse.

You may undo/redo the effects of a modelling action using <Ctrl+z> and <Ctrl+y> (see [section 8.1 The Undo System \(page 371\)](#) for more information).

Grids are available to restrict the modelling actions to certain points and help in exact modelling.

Also note that the middle and rightmost mouse buttons may be used to zoom and move the view while modelling actions are active.

For actions that modify the camera of a view please see [section 2.6 View Window Shortcuts and Actions \(page 41\)](#).

### 3.1 Modelling Actions Overview

This section gives an overview over the various modelling actions. Note that a more complete collection of shortcuts is available as separate reference card document in the Ayam distribution.

Name	Shortcut	Icon	Name	Shortcut	Icon
<i>Transform:</i>					
Move	<m>		Rotate	<r>	
Move X	<mx>		Rotate About	<ra>	
Move Y	<my>		Set Mark	<a>	
Move Z	<mz>				
Scale 3D	<S>		Scale 3D About	<Sa>	
Scale 2D	<s>		Scale 2D About	<sa>	
Scale 1D X	<sx>		Scale 1D X About	<sxa>	
Scale 1D Y	<sy>		Scale 1D Y About	<sya>	
Scale 1D Z	<sz>		Scale 1D Z About	<sza>	
Stretch 2D	<T>		Stretch 2D About	<Ta>	
<i>Edit:</i>					
Edit	<e>		Tag Points	<t>	
Edit Weights	<w>		Insert Points	<i>	
Edit Numeric	<E>		Delete Points	<d>	

Table 4: Modelling Actions Overview

### 3.2 Transforming Objects or Selected Points

Many modelling actions either work on objects transformation attributes or coordinates of selected points. Before Ayam 1.18 this was controlled implicitly by the point selection: if points were selected, they would be transformed instead of the object.

There are now two keyboard shortcuts (`<o>` and `<p>`) that let the user control this behaviour directly per view:<sup>1</sup> `<o>` switches to object transformations and `<p>` to point transformations. These shortcuts can be used anytime, even in the middle of any other actions. If points are to be modified, a little red point will appear in the modelling mode icon in the view menu as shown in the image below:

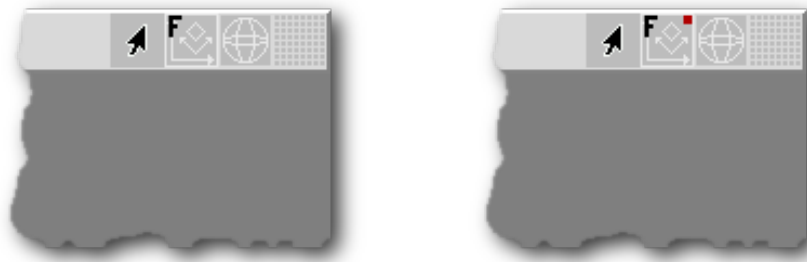


Figure 23: View Transforming Objects (left) and Points (right)

Note that those shortcuts just switch the current view, to modify all open views, just press `o` or `p` twice: `<oo>` and `<pp>`.<sup>2</sup>

See also the section [6.5.7 Automatic Point Actions](#) (page 331) for a script, that, partially, brings back the old implicit behaviour.

### 3.3 Selecting Objects by Picking

This section describes techniques that can be used for selecting one or more objects within a view window with the mouse.

When the view windows action is "Pick", objects that appear within this view can be selected with the mouse. This action may be invoked by pressing `<P>` or by making this action the default action using the preference setting "Modelling/DefaultAction". If picking is the default action, it will be automatically enabled when any other action is broken using `<Esc>`.

#### 3.3.1 Selecting Individual Objects

Selecting objects within a view is a straightforward operation that uses standard methods. You will use the following two selection operations most frequently:

- To select a single object within a view, move the cursor to the object and click mouse button 1 (the leftmost one). Once you select an object, any objects previously selected are unselected automatically.
- To select an additional object, move the cursor to the object and `<Control>+Click` (again with the leftmost mouse button). Previously selected objects remain selected, and the newly picked object is added to the selection. Notice that the picked item must belong to the same level as the previously

<sup>1</sup> Since 1.18. <sup>2</sup> Since 1.21.

selected objects. An alternative method for selecting multiple objects is to drag a rectangle around them. For more information see [3.3.2 Drag-selecting Multiple Objects \(page 68\)](#)

Note that the Root object and View objects can not be pick-selected at all.

### 3.3.2 Drag-selecting Multiple Objects

You can select multiple objects using the `<Control>+Click` method described in section [3.3.1 Selecting Individual Objects \(page 67\)](#). An additional method for selecting multiple objects is to drag a rectangle around those objects. However only objects that belong to the current level can be picked within a drag-selection. If you want to select multiple objects that belong to another level you must change the current level by either selecting it in the tree/listbox or by picking one object from that level on a view.

The procedure for drag-selecting multiple objects also uses a standard method:

1. Imagine a rectangle that encloses only the objects you want to select.
2. Click at one corner of the rectangle and, while continuing to press the mouse button, drag until you have enclosed all the objects.
3. Release the mouse button. All the valid objects inside or crossing the rectangle are selected and any objects previously selected are unselected automatically.

Note that if you press `<Control>` during the drag-selection, objects that are enclosed by the rectangle will be added to the current selection instead of replacing it.

### 3.3.3 Ambiguous Picking

In some cases Ayam is unable to differentiate between the objects you have selected and other nearby or related objects. This ambiguity can arise as follows:

- Imagine a small square surrounding the cursor. When you click an object, any other valid objects that fall inside this square are also considered to be possible selections. For example, if you select an item that is positioned very close to another one, Ayam may consider both items to be possible selections.
- If your model is three-dimensional (which is likely to happen), imagine a line that is perpendicular to the screen and that passes through the cursor and into the model. When you pick an object, any objects that intersect this line are considered to be possible candidates for selection.

If the selection is ambiguous Ayam displays a window that contains a list of the possible candidates for selection (see image below), or, if the `"PickCycle"` option is activated, Ayam just cycles through the candidate objects by further clicks on the same position.<sup>1</sup>

When a name in the candidate list is selected, the corresponding object is highlighted. Click `"Ok"` when you have determined which object to select or `"Cancel"` to close the list and keep the previous selection unchanged.

It is also possible to use a double click in the list of selection candidates to select an object and immediately close the dialog window. Moreover, as the list of candidates immediately gets the keyboard focus, the cursor keys and `<Enter>` can also be used to select the object.<sup>2</sup>

Notes:

<sup>1</sup> Since 1.23. <sup>2</sup> Since 1.11.

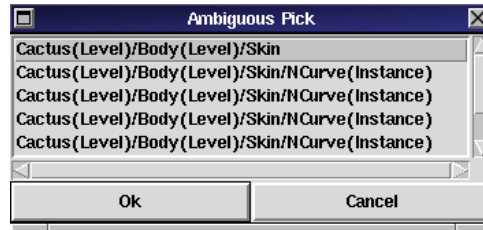


Figure 24: List of Picking Candidates

- While the list of ambiguous candidates is opened no other objects can be picked within the views.
- It is possible to use the "Zoom to Object" action (shortcut <O>) while the ambiguous select listbox is open to get a better view of the temporarily selected object.
- The tolerance used to determine whether an object should be picked or not can be adjusted (see "PickTolerance" in [8.4.2 Hidden Preference Settings \(page 377\)](#)).

### 3.4 Moving Objects or Selected Points

Using the modelling action "Move" (shortcut: <m>) selected objects or selected (tagged) points can be moved.

Note that the objects/points will be moved in the XY-plane for Front-views, the ZY-plane for Side-views, and the XZ-plane for Top-views only, no matter how the view is rotated.

The move action may be restricted to a certain axis, by pressing <x>, <y>, or <z> right after the <m>.<sup>1</sup>

For an overview of the move actions see also the table below.





Name	Shortcut	Icon
Move	<m>	
Move X	<mx>	
Move Y	<my>	
Move Z	<mz>	

Table 5: Move Actions Overview

### 3.5 Rotating Objects or Selected Points

Using the modelling action "Rotate" (shortcut: <r>) objects or selected (tagged) points can be rotated.

The axis of rotation is always parallel to the Z-axis in Front-views, the Y-axis in Top-views, and the X-axis in Side-views of the local object coordinate system. The orientation of the object coordinate system may change in respect to the world coordinate system if a sequence of rotate modelling actions is applied.

Note that if multiple objects are selected, each object is rotated around the center of its own local coordinate system. Only the Rotate\_X, Rotate\_Y, or Rotate\_Z property of the selected objects will be changed by this action.


Name	Shortcut	Icon
Rotate	<r>	

Table 6: Rotate Action

### 3.6 Rotating Objects or Selected Points about a Point

Using the rotate about modelling action objects or the selected (tagged) points of the selected objects can be interactively rotated about a specific point in space.

To start the rotate about action, invoke the normal rotate action, then press <a>. See also the table below.

To rotate about a different point, the intermediate set mark action must be restarted (simply press <a> again).

<sup>1</sup> Since 1.17.


Name	Shortcut	Icon
Rotate About	<ra>	

Table 7: Rotate About Action

After setting the mark, the action works the same way as the Rotate action, except that it rotates the selected object(s) or points about the mark. This, consequently, also works with multiple selected objects. Note that this action does not only change the Rotate\_X, Rotate\_Y, or Rotate\_Z properties of the selected objects, but also the Translate\_X, Translate\_Y, or Translate\_Z properties.

To avoid degenerated coordinates due to roundoff errors it is highly suggested to use grids with this action.

See also the section [6.5.6 Automatic About Center Actions \(page 331\)](#) for a script, that modifies the rotate action to rotate about the current selections center automatically.

### 3.7 Scaling Objects or Selected Points

There are several different actions available to interactively scale objects or the selected (tagged) points of the selected objects:

The modelling action "Scale 3D" (shortcut: <S>, note the big S!) scales all three axes of the selected objects or the selected (tagged) points of the selected objects by the same factor.

The modelling action "Scale 2D" (shortcut: <s>) scales just two axes of the selected objects or the selected (tagged) points of the selected objects. Those axes are XY in a Front-view, ZY in a Side-view, and XZ in a Top-view.

It is also possible to restrict the scaling of objects or selected points to just one axis. For that <x>, <y>, or <z> must be pressed right after <s> (e.g. <sx> for scale 1D about x).

Since Ayam 1.17, direct access to the 1D scale modelling actions "Scale X" (old shortcut: <x>), "Scale Y" (old shortcut: <y>), and "Scale Z" (old shortcut: <z>) is no longer available.

The modelling action "Stretch 2D" (shortcut: <T>) works much like "Scale 2D" but the scale factor for each axis may be different. Never start this action by a click near one of the axes to be changed, as this will cause very big scale factors for the other axis. Try it first with a centered box by starting from one of the box corners, then try it once starting on the X-axis.

For an overview of the scale actions see also the table below.

### 3.8 Scaling Objects or Selected Points about a Point

Using the scale about modelling actions objects or the selected (tagged) points of the selected objects can be interactively scaled about a specific point in space.

To start a scale about action, invoke the normal scale action, then press <a> (e.g. <sa> for scale 2D about, <sy a> for scale 1D Y about). For an overview of the scale about actions see also the table below.

To scale about a different point, the intermediate set mark action must be restarted (simply press <a> again).







Name	Shortcut	Icon
Scale 3D	<S>	
Scale 2D	<s>	
Scale 1D X	<sx>	
Scale 1D Y	<sy>	
Scale 1D Z	<sz>	
Stretch 2D	<T>	

Table 8: Scaling Actions Overview







Name	Shortcut	Icon
Scale 3D About	<Sa>	
Scale 2D About	<sa>	
Scale 1D X About	<sxa>	
Scale 1D Y About	<sy a>	
Scale 1D Z About	<sza>	
Stretch 2D About	<Ta>	

Table 9: Scaling About Actions Overview

After setting the mark, the action works the same way as the scale action, except that it scales the selected object(s) or points about the mark. This, consequently, also works with multiple selected objects. Note that this action does not only change the Scale\_X, Scale\_Y, or Scale\_Z properties of the selected objects, but also the Translate\_X, Translate\_Y, or Translate\_Z properties.

Also note, that the three dimensional scaling about the mark occurs in all three dimensions, however, in the intermediate interactive set mark action only two dimensional coordinates can be specified using a single mouse click. To specify a true three dimensional mark the corresponding view object attributes can be used or a point can be selected and the mark set to it (shortcut <C>). See section 3.9 [Setting the Mark \(page 73\)](#) for other means of setting a three dimensional mark.

To avoid degenerated coordinates due to roundoff errors it is highly suggested to use grids with this action.

See also the section 6.5.6 [Automatic About Center Actions \(page 331\)](#) for a script, that modifies the scale actions to scale about the current selections center automatically.



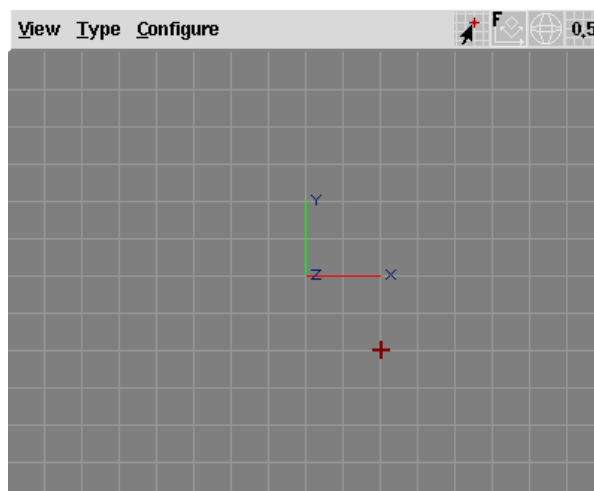


Figure 25: Front View With Mark Set At 1,-1,0

### 3.9 Setting the Mark

This action may be invoked to mark a point in space for perusal of other modelling actions that e.g. rotate or scale about a point.

The keyboard shortcut to invoke the set mark action is `<a>`. This action is also active as intermediate action for e.g. rotate about, where the keyboard shortcuts `<r>` and then `<a>` would be used in a sequence and after setting the mark, the rotate about action would take over.

See also the table below.

Name	Shortcut	Icon
Set Mark	<code>&lt;a&gt;</code>	

Table 10: Set Mark Action

A single click with the mouse sets the mark. If grids are active in the view, the mark will be snapped to the nearest grid coordinates. Note, that, using a single mouse click, only two dimensional mark coordinates can be specified. Therefore, in versions prior to 1.21, the third coordinate was always set to zero upon a click. This is no longer the case. If the preference option "Modelling/GlobalMark" is enabled, the third coordinate is *not* reset anymore. This way all three coordinates of the mark can be defined by clicking two times in appropriate views, e.g. first in a front view for the x and y coordinates and then in a side view for the missing z coordinate.

The mark can also be set to a point of one of the selected objects. In this case, the mark coordinates are always immediately three dimensional.<sup>1</sup>

Additionally, when the set mark action is active, the following keyboard shortcuts are available:

`<Return>` accept the current mark (useful, if one first rotates about a point then decides to also scale about the same point: `<ra>`, drag mouse, `<sa>`, `<Return>`, drag mouse ...),

`<c>` set the mark to the center of gravity of all currently selected objects coordinate systems,

<sup>1</sup> Since 1.21.

<C> set the mark to the center of gravity of all currently selected points.

<B> set the mark to the center of the bounding box of all currently selected points. The image below demonstrates the difference between the center of the bounding box and the center of gravity.

The marked point will be shown as a little red cross in the view window (see also the image below).

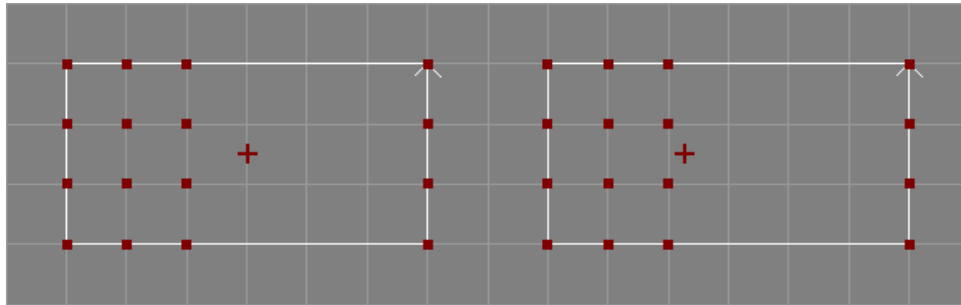


Figure 26: Bounding Box Center Mark (left) and Center of Gravity Mark (right)

The mark may also directly be manipulated using the corresponding view object property (see also section 4.2.2 ViewAttrib Property (page 94)).

Since Ayam 1.21, the mark may also be set without activating the set mark action and without interfering with other modelling actions by double clicking with the rightmost mouse button.

Another way of setting the mark is via the "FindU" special action for curves (see also section 3.17 Finding Points on Curves (page 80)) or the "FindUV" special action for surfaces (see also section 3.18 Finding Points on Surfaces (page 81)) .

The mark can also be used to remember an important point in space and get back to it later using the pan to mark action (keyboard shortcut <. >).

The current mark can be cleared by pressing <D> anytime.

Finally, remember that certain operations like e.g. changing the view type will also clear the mark.

### 3.10 Selecting/Tagging Points

The modelling action "Select Points" (shortcut: <t>; for **t**ag points) may be applied to objects that support single point editing or read only points.

To select or de-select a point it can directly be clicked upon or a rectangular region can be dragged with the mouse around the points in question.

Only points within a certain distance from the mouse pointer click position will be considered picked (see preference option "Modelling/PickEpsilon"). Points that would be picked will flash in a different color when the mouse pointer moves over them (this is also controlled by the preference option "Modelling/FlashPoints").

Selected points will be drawn in dark red when the select points modelling action or a modelling action that would modify the selected points is active (see the following image).

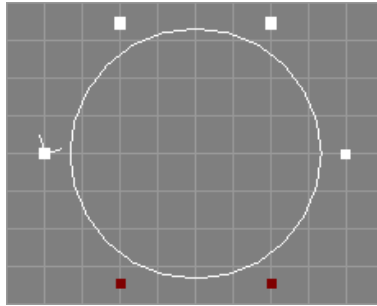


Figure 27: Object With Selected Points (red)

The selected editable points may be modified subsequently using the modelling actions Move, Rotate, and Scale as discussed above when the view is switched to point transformations using the shortcut `<p>`. See also the table below.


Name	Shortcut	Icon
Tag Points	<code>&lt;t&gt;</code>	

Table 11: Tag Action

After the pick (the selection of a point), the picked point will be added to the list of selected points for the selected object. If the selected point is already in that list it will be removed from the list instead, the picked point will be deselected.

All points can be selected easily using the keyboard shortcut `<A>`.

The list of selected points will not be deleted from the object until an explicit deselection is performed using the keyboard shortcut `<N>` or if certain modelling tools are used.

The point selection can also be inverted using the keyboard shortcut `<I>`.

All three shortcuts above can be used anytime without interfering with any other active modelling actions.

Note that the list of selected points is not copied, if the object is copied using the clipboard. The selection is also not saved to Ayam scene files. But selected points survive undo/redo.<sup>1</sup>

Furthermore, the selection action itself is not an operation recorded in the undo buffer, thus cannot directly be undone.

The point selection also does not interfere with single point modelling actions: It is perfectly legal to select some points, move them using the move action, then switch to single point editing, edit some other or even one of the selected points, switch back to the selection action, add other points to the selection or delete some points from the selection, switch to rotate, rotate the selected points and so on.

A bigger number of points may be added to the selection using a click and drag operation. All points that are inside the rectangular region defined by the click and drag will be added to the selection. In fact, this approach is the only way to safely add points to the selection that occlude each other. Clicking always only adds/removes single points.

Holding down the `<Ctrl>`-key while dragging the mouse removes all selected points within the rectangular region defined by the drag from the selection.<sup>2</sup>

<sup>1</sup> Since 1.16.    <sup>2</sup> Since 1.16.1.

The exact behaviour of picking multiple points of a NURBS curve or surface depends on the attribute "CreateMP":

If "CreateMP" is enabled, picking a multiple point will always select all points that make up the multiple point.

If "CreateMP" is disabled, picking a multiple point will only select the first of the points that make up the multiple point (but drag selection can be used to select all points nevertheless).

### 3.11 Editing Points

To edit the points of an object four actions ("Edit", "Edit Weights", "Reset Weights", and "Numeric Point Edit") are available. All those actions may be applied to objects that support single point editing only. Such objects usually draw their selectable points using small white rectangular handles when a modelling action is active (see also the image below).

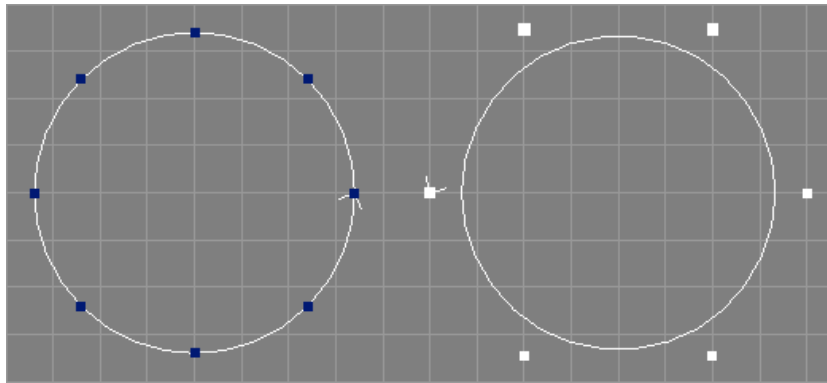


Figure 28: Objects With Read Only (left) and With Editable Points (right)

In contrast to e.g. the move action, all point edit actions require the handle of the point to be picked directly. Only points within a certain distance from the mouse pointer click position will be considered picked (see preference option "Modelling/PickEpsilon"). Points that would be picked will flash in a different color when the mouse pointer moves over them (this is also controlled by the preference option "Modelling/FlashPoints").

For an overview of the point edit actions see also the table below.





Name	Shortcut	Icon
Edit	<e>	
Edit Weights	<w>	
Reset Weights	<W>	
Numeric Edit	<E>	

Table 12: Edit Actions Overview

- The modelling action "Edit" (shortcut: <e>) works much like the move action, but it moves single points instead of objects. Since Ayam 1.18 it is possible to edit points of multiple selected objects (in former versions only points from the first selected object were considered).

If a multiple point is edited, this action modifies all single points that make up the multiple point, i.e. you can not move single points apart from a multiple point using the point edit action. Temporarily disable the "CreateMP" property or explode the multiple point to do that.

If the preference option "Modelling/EditSnaps" is enabled, the picked point will be moved to the nearest grid coordinates first, otherwise the grid just controls the displacement for the edit action. The snapping can occur in 2D or 3D, depending on the preference option "Modelling/Snap3D". Moreover, while snapping a point, the mouse pointer will warp to the new position of the point (so that the user does not lose track of it). Warping the mouse pointer currently does not work on MacOSX Aqua.

- The modelling action "Edit Weights" (shortcut: <w>) changes the w coordinate of a single point by dragging the mouse left or right.
- The modelling action "Reset Weights" (shortcut: <W>) resets the w coordinate of the picked point to 1.0.

The weights may be reset for all points using the shortcut: <Ctrl-W>.

- The modelling action "Numeric Point Edit" (shortcut: <E>) starts an intermediate point selection action and upon a click with the mouse opens a small window where the coordinates of the selected editable point(s) may be changed directly by entering new coordinate values on the keyboard (see image below).

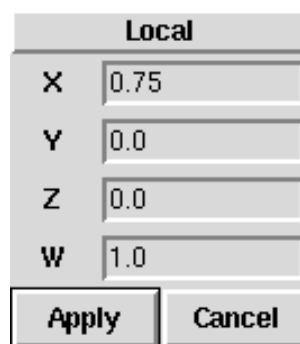


Figure 29: Numeric Point Edit Dialog

Nothing will be changed unless the "Return" key is pressed in a coordinate entry field or the "Apply" button is used. In contrast to the normal point selection action, clicking on new points, while the edit point dialog is open, deselects the old point(s), selects the new point and loads its coordinate values into the entry fields. In case of multiple selected objects, the deselection is only performed on the object with a new selection.

Note that the w coordinate setting will be ignored for selected points that do not have weight information (are not rational).

Using the small menu on top of the coordinate window one can determine whether editing takes place in local/object space or global/world space.

This modelling action may affect multiple points of multiple selected objects.<sup>1</sup>

Snapping points of different objects together is now possible too: Just select two objects, start numeric point editing (press <E>), pick a point on the first object (where a point of the second object should be snapped to), the point edit window opens, now drag select the point of the second object (do *not* use a single click for selection as this would also load new coordinates) and press apply.

<sup>1</sup> Since 1.18.

The numeric point editing action also supports read only points, their coordinates may be retrieved, but applying any values will have no effect.<sup>1</sup>

When applying changes, single coordinate entry fields may be empty to prevent a change of the corresponding coordinate value.<sup>2</sup>

If a multiple point is edited, this action modifies all single points that make up the multiple point, i.e. single points can not be moved apart from a multiple point using the numeric point edit action. Temporarily disable the "CreateMP" property or explode the multiple point to do that.

Notice that the numeric point editing dialog may stay open all the time.<sup>3</sup>

Furthermore, it is not necessary that the original object stays selected while working with the numeric point edit dialog, other objects may be selected to e.g. infer new point coordinates from their properties and apply them to the original object. Furthermore notice that the coordinate values displayed in the numeric point editing window will not update when the point is modified by another modelling action (e.g. in another view). Simply click on the point again in a view where the numeric point editing action is active, to update the coordinate values in the numeric point editing dialog.

The numeric point edit value fields support Tcl expressions. This allows e.g. to set a point to exactly<sup>4</sup> 1/3 by entering:

```
[expr 1.0/3.0]
```

Even though the dialog may display point coordinates in degraded accuracy (due to floating point to string conversion) the original point data is unchanged and its accuracy is not affected as long as the new data is not applied. See also the discussion of the "TclPrecision" preference option in section 2.10.5 Miscellaneous Preferences (page 61)).

The numeric point edit dialog also has a context menu.<sup>5</sup> The entries in this menu allow to:

- "Clear" all entries,
- "Reset" all entries to the last fetched values (undo edits), or
- "Fetch Mark", set all entries to the mark coordinates of the current view (W is cleared).

### 3.12 Snapping Points to the Grid

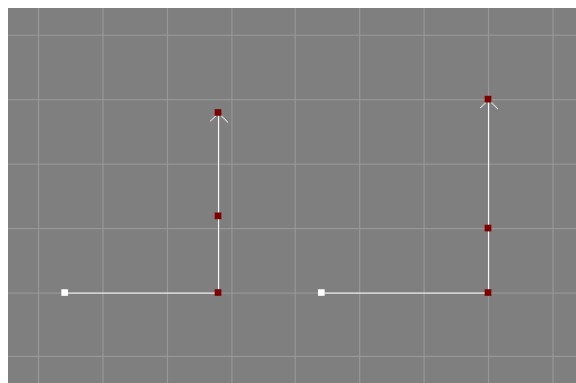


Figure 30: Snapping Points to the Grid

There are two actions available for snapping points to the current grid of a view.<sup>6</sup>

The actions are initiated using the shortcuts <g> and <G>. If an object has selected (tagged) editable points, only those points will be snapped to the grid, otherwise all editable points of the object will be

<sup>1</sup> Since 1.18. <sup>2</sup> Since 1.20. <sup>3</sup> Since 1.4. <sup>4</sup> in the limits imposed by the floating point data type double <sup>5</sup> Since 1.21 <sup>6</sup> Since 1.11.

snapped to the grid (see also the image above). If `<g>` is used, the snapping only occurs in the modelling plane associated with the view (i.e. in 2D). To snap all three coordinate values to the grid use `<G>`. Note that the snapping also occurs, if the view has the preference option "Use Grid" turned off. This action can be used without affecting other active actions.

### 3.13 Snapping Points to the Mark

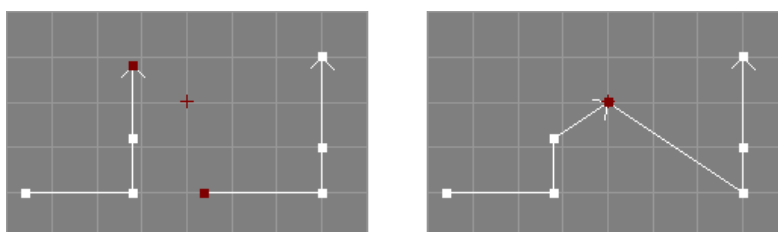


Figure 31: Snapping Points to the Mark

The snap points to mark action moves all selected points to the current mark.<sup>1</sup>

This action is initiated using the shortcut `<M>`. All selected editable points of the selected objects are snapped to the current mark coordinates (see section 3.9 [Setting the Mark \(page 73\)](#) for more information about the mark) immediately. This action can be used without affecting other active actions. See also the image above.

### 3.14 Snapping Objects to the Mark

The snap objects to mark action moves all selected objects to the current mark.<sup>2</sup>

This action is initiated using the shortcut `<K>`. All selected objects are snapped to the current mark coordinates (see section 3.9 [Setting the Mark \(page 73\)](#) for more information about the mark) immediately, providing an easy way to move objects over long distances or to just put an object "here". This action can be used without affecting other active actions.

### 3.15 Inserting or Deleting Points

The modelling action "Insert Point" (shortcut: `<i>`) may be applied to NURBS, interpolating, and approximating curves (objects of type NCurve, ICurve, and ACurve) only. A new control point will be inserted in the curve right after the picked point. The new point will be inserted in the middle between the selected point and the next point, changing the shape of the curve. It is also possible to insert control points into certain types of NURBS curves without changing their shape using knot insertion; see also the insert knot tool section 5.3.9 [Insert Knot Tool \(page 240\)](#).

The modelling action "Delete Point" (shortcut: `<d>`) may be applied to NURBS, interpolating, and approximating curves (objects of type NCurve, ICurve, and ACurve) only. The selected control point will be deleted from the curve. Deleting points from a curve with knot type "Custom" may currently lead to an incorrect knot sequence, please check and correct the new sequence manually. See also the table below.

---

<sup>1</sup> Since 1.18.    <sup>2</sup> Since 1.18.



Name	Shortcut	Icon
Insert Points	<i>	
Delete Points	<d>	

Table 13: Insert/Delete Points Actions

### 3.16 Manipulating the Multiplicity of Points

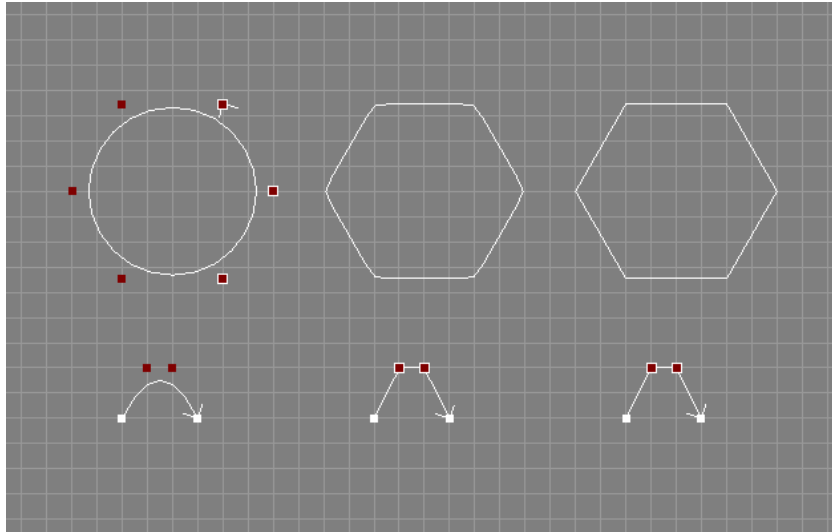


Figure 32: Successively Increasing the Multiplicity of Selected Points

To manipulate the multiplicity of selected NURBS curve control points there are two modelling actions available.<sup>1</sup>

The actions are initiated using the shortcuts <\*> (to increase the multiplicity) and </> (to decrease the multiplicity).

Increasing the multiplicity of a control point can be used to easily construct sharp corners and linear curve segments (see also the image above).

The multiplicity of the selected control points will only be raised to the order of the curve and, conversely, never be decreased below 1. Trying to increase/decrease beyond those limits will not result in any error.

The selected points stay selected, so that the actions can be applied multiple times.

Both actions can be invoked anytime without breaking other actions.

### 3.17 Finding Points on Curves

The modelling action "FindU" (shortcut: <u>) may be applied to NURBS curves (objects of type NCurve or objects that provide NCurve objects) only. This action may be used to get the corresponding parametric value  $u$  from a point on a curve. For every picked point the appropriate value for  $u$  is calculated, stored in the global variable `u`, and additionally written to the console. The mark is set to the position of the picked point

<sup>1</sup> Since 1.20.



(see section 3.9 [Setting the Mark \(page 73\)](#) for more information about the mark). Remember to exactly pick a point on the curve or nearby, otherwise the calculation may fail. See also the table below.


Name	Shortcut	Icon
Find U	<u>	

Table 14: Find Point on Curve Action

### 3.18 Finding Points on Surfaces

The modelling action "FindUV" (shortcut: <U>) may be applied to NURBS surfaces (objects of type NPatch or objects that provide NPatch objects) only. This action may be used to get the corresponding parametric values  $u$  and  $v$  from a point on a surface. For every picked point the appropriate values for  $u$  and  $v$  are calculated, stored in the global variables `u` and `v`, and additionally written to the console. The mark is set to the position of the picked point (see section 3.9 [Setting the Mark \(page 73\)](#) for more information about the mark). Remember to exactly pick a point on the surface or nearby, otherwise the calculation may fail. As the icon suggests, this action works best in the shaded drawing mode. See also the table below.


Name	Shortcut	Icon
Find UV	<U>	

Table 15: Find Point on Surface Action

### 3.19 Interactively Splitting Curves

The modelling action "Split Curve" (shortcut <c>) may be applied to NURBS curves (objects of type NCurve) only. Using this action a NURBS curve may be split into two new curves at a point on the curve that is specified by picking a point on the curve.

Remember to exactly pick a point on the curve or nearby otherwise the calculation of the parametric value for the split will fail. The selected curve will be changed by this action, and a new curve will be created. It is currently not possible to undo the changes of a split!

### 3.20 Selecting/Tagging Boundary Points

The modelling action "Select Boundary Points" (shortcut <b>) may be applied to PolyMesh objects only.

This action can be used to select all control points of a PolyMesh boundary after picking a point on that boundary.<sup>1</sup> Note that the PolyMesh object must be optimized for best results. See also the table below.


Name	Shortcut	Icon
Select Boundary	<b>	

Table 16: Select Boundary Points Action

<sup>1</sup> Since 1.23.

### 3.21 Editing in Local Spaces

Normally, all editing takes place in world space and the input plane of all modelling actions is constrained to the world XY-, ZY-, or XZ-plane (depending on the type of view used).

However, if a view is *aligned* and switched to *local*, editing in local object space is possible. This means a planar parameter curve of a Skin object may be edited where both objects are rotated and scaled arbitrarily via their transformation attributes and the parameter curve is guaranteed to remain planar all the time.

In other words, the input plane of an aligned local view will match the XY-, ZY-, or XZ-plane of the local object space, depending on the type of the view ("Front", "Side", or "Top"). Editing and other modelling actions take place in that plane.

Furthermore, grids will also act as if defined in local object space. Note that in contrast to their normal behaviour, grids can also be scaled differently in X-window and Y-window coordinates in aligned local views (if the local object space is deformed this way).

To make a view object local and aligned the object must be selected first. Now, pressing <1> *twice* makes the current view local (in external views <Ctrl+1> can also be used). In Ayam versions prior to 1.18 the view also needed to be aligned manually using <L> (or <Ctrl+a> in external views). Since Ayam 1.18, the view is automatically aligned to the selected object or current level when cycling through the global/local modes. Manually aligning a view may still be necessary after certain changes to the the camera of the view e.g. by the rotate view action. Note that realigning is also always possible by cycling the modelling mode three times using <1>. But let us get back to our local view.

To illustrate local views a little bit further, see the following example images:

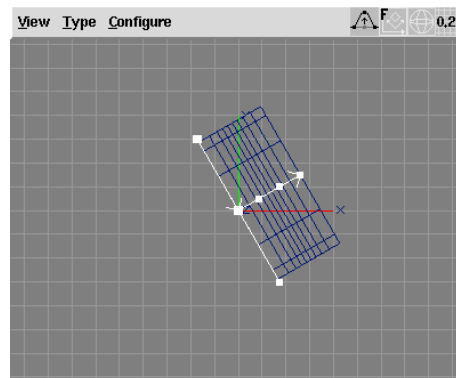


Figure 33: Global Front View with Rotated Sweep

A Sweep object with a circular B-Spline curve as cross section (rotated about the y axis by 90 degrees using the transformation attributes) and a straight standard curve as trajectory. The Sweep itself is rotated about the z axis by 30 degrees. The view is a front view, the cross section and trajectory are both selected. Note how inadequate the grid spacing would be to edit the trajectory curve (it is e.g. near impossible to edit the curve and keep it straight).

» Press <1>.

The view has been switched to level-local using a single press of the <1> key (see the modelling mode icon, it is displaying a L in the lower right corner). The view is now aligned to the 30 degree rotated space of the Sweep object (note the Root object coordinate system, it is tilted). The grid is also rotated (with respect

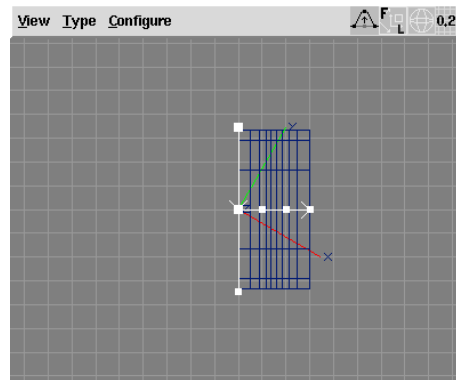


Figure 34: Local (Level) Aligned View

to the root coordinate system) but now much more useful for editing the trajectory, in fact it is perfectly aligned to the trajectory.

» Press <1> again.

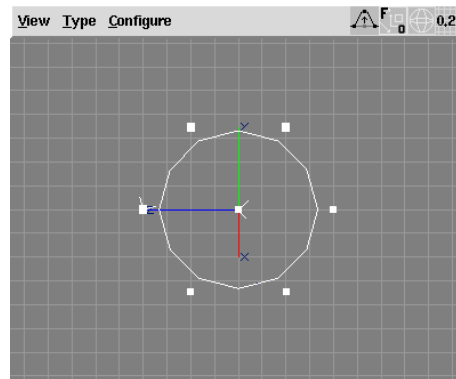


Figure 35: Local (Object) Aligned View

Now the view is object-local and aligned to the first of the selected objects (the cross section curve); look at the modelling mode icon, it is now displaying a O in the lower right corner. As the selected cross section curve was rotated by 90 degrees around the y axis, the front view now displays a circle. Note again the orientation of the Root object coordinate system. The cross section curve can now be edited safely, it will stay planar.

Note, that object-local aligned views only align to the first of multiple selected objects; if all selected objects share the same transformation attributes, everything is fine, but if not, some objects will be misaligned.

Also remember: when a view is level-local, changing the current level does not automatically realign the view. If the view is object-local, changing the object selection will also possibly lead to a misaligned view. To realign the view after changing the current level or object selection simply press <L>. Note that aligning the view changes the aim point of the view camera to the origin of the respective local coordinate system which might not be appropriate for modelling purposes; so, after a selection change, one may want to also zoom the view to the newly selected object: <LO>.

Finally, note that aligning views only works for spaces defined by the transformation attributes, it is *not* possible to align to e.g. a planar curve that has the default transformation attributes and is rotated via the control points.

## 4 Objects, Properties, and Tags

This section informs about the different object types of Ayam and about the property GUIs that appear in the properties section of the main window if a single object and a property have been selected.

Note that the "Help on object" and "Help on property" main menu entries in Ayam can be used to directly jump to the appropriate sub-section of this part of the documentation.

Documentation on the standard properties (Transformations, Attributes, Material, Shader, and Tags) can be found in [section 4.10 Standard Properties \(page 213\)](#).

Furthermore, this section contains information about all tag types, see [section 4.11 Tags \(page 217\)](#).

In the next sections general object capabilities will be briefly documented in tables like this:

Type	Parent of	Material	Converts to/Provides	Point Edit
Object Type	No / Object Type <sup>+</sup> / <sup>*</sup>	Yes/No	N/A / Children / Object Type <sup>+</sup> / <sup>*</sup>	Yes/No <sup>*</sup>

Table 17: Object Capabilities Template

The capabilities are:

- **Type:** the type name as displayed in the object tree view and understood by the "crtOb" scripting interface command;
- **Parent of:** the object is a parent object (can have child objects of the designated type),  
<sup>+</sup> – multiple child objects may be present (one or many),  
<sup>\*</sup> – multiple child objects must be present (many),  
 note that the type of the child object(s) does not need to match directly, the child(ren) must rather provide an object of the appropriate type (see also [section 8.2 The Modelling Concept Tool-Objects \(page 371\)](#));
- **Material:** the object can be associated with a material;
- **Converts to/Provides:** type of converted or provided objects (Children means, the provided objects of the children are delivered upstream),  
<sup>+</sup> – multiple objects may be provided (one or many),  
<sup>\*</sup> – multiple objects will be provided (many);
- **Point Edit:** the object has editable points,  
<sup>\*</sup> – read only points are supported.

Example:

Type	Parent of	Material	Converts to/Provides	Point Edit
Revolve	NCurve	Yes	NPatch <sup>+</sup>	No*

Table 18: Object Capabilities Example

Explanation:

- **Type:** the Revolve object has the type name "Revolve", i.e. it can be created from scripts using the command "crtOb Revolve";
- **Parent of:** the Revolve object has one NCurve (or NCurve providing object) as child;
- **Material:** the Revolve object can be associated with a material;
- **Converts to/Provides:** the Revolve object converts to (and provides) one or multiple NPatch objects;
- **Point Edit:** the Revolve object has no editable points, it does not support single point modelling actions; however, read only points are supported (the control points of the underlying NPatch object can be read and selected).

## 4.1 Object Types Overview

This section provides an overview on the object types available in Ayam (since there are so many). The object types are grouped by application in the following sections.

### 4.1.1 Scene Organization

These objects help to organize/structure the scene; view, camera, light, and material objects are also listed here (even though deserving an own section each):

Type	Parent of	Material	Converts to / Provides	Point Edit
Root	View <sup>+</sup>	No	N/A	No
Level	Any <sup>+</sup>	Yes	N/A / Children <sup>+</sup>	No
Clone	Any <sup>+</sup>	No	Children <sup>+</sup>	No*
Mirror	Any <sup>+</sup>	No	Children <sup>+</sup>	No*
Instance	No	No	Master	No*
Select	Any <sup>+</sup>	No	N/A / Children <sup>+</sup>	No
RiInc	No	No	N/A	No
RiProc	No	No	N/A	No
View	NPatch	No	N/A	Yes
Camera	No	No	N/A	Yes
Light	No	No	N/A	Yes
Material	No	N/A	N/A	No

Table 19: Scene Organization

### 4.1.2 CSG / Solid Primitives

These objects serve as geometric primitives in CSG hierarchies:

Type	Parent of	Material	Converts to / Provides	Point Edit
Box	No	Yes	NPatch*	No*
Sphere	No	Yes	NPatch <sup>+</sup>	No*
Disk	No	Yes	NPatch	No*
Cone	No	Yes	NPatch <sup>+</sup>	No*
Cylinder	No	Yes	NPatch <sup>+</sup>	No*
Torus	No	Yes	NPatch <sup>+</sup>	No*
Paraboloid	No	Yes	NPatch <sup>+</sup>	No*
Hyperboloid	No	Yes	NPatch <sup>+</sup>	No*

Table 20: CSG / Solid Primitives

### 4.1.3 Freeform Curves

These objects are mainly used as child objects for the surface generating tool objects:

Type	Parent of	Material	Converts to/Provides	Point Edit
NCurve	No	No	N/A	Yes
ICurve	No	No	NCurve	Yes
ACurve	No	No	NCurve	Yes
NCircle	No	No	NCurve	No*

Table 21: Freeform Curves

#### 4.1.4 Freeform Surfaces

These objects enable direct manipulation of freeform surfaces:

Type	Parent of	Material	Converts to/Provides	Point Edit
NPatch	NCurve <sup>+</sup> /Level <sup>+</sup>	Yes	PolyMesh	Yes
IPatch	No	Yes	NPatch	Yes
BPatch	No	Yes	NPatch	Yes
PatchMesh	No	Yes	NPatch	Yes

Table 22: Freeform Surfaces

#### 4.1.5 Curve Tool Objects

These objects modify existing curves or create new curves:

Type	Parent of	Material	Converts to/Provides	Point Edit
ConcatNC	NCurve <sup>+</sup>	No	NCurve	No*
ExtrNC	NPatch	No	NCurve	No*
OffsetNC	NCurve	No	NCurve	No*

Table 23: Curve Tool Objects

#### 4.1.6 Surface Tool Objects

These objects create freeform surfaces from curves or other surfaces:

Type	Parent of	Material	Converts to / Provides	Point Edit
Revolve	NCurve	Yes	NPatch <sup>+</sup>	No*
Extrude	NCurve <sup>+</sup>	Yes	NPatch <sup>+</sup>	No*
Swing	NCurve*	Yes	NPatch <sup>+</sup>	No*
Sweep	NCurve*	Yes	NPatch <sup>+</sup>	No*
Birail1	NCurve*	Yes	NPatch <sup>+</sup>	No*
Birail2	NCurve*	Yes	NPatch <sup>+</sup>	No*
Skin	NCurve*	Yes	NPatch <sup>+</sup>	No*
Gordon	NCurve* / Level / NPatch	Yes	NPatch <sup>+</sup>	No*
Bevel	NCurve <sup>+</sup>	Yes	NPatch	No*
Cap	NCurve <sup>+</sup>	Yes	NPatch	No*
Text	No	Yes	NPatch <sup>+</sup>	No*
Trim	NPatch / NCurve <sup>+</sup> / Level <sup>+</sup>	Yes	NPatch	No*
ConcatNP	NPatch* / NCurve*	Yes	NPatch	No*
ExtrNP	NPatch	Yes	NPatch	No*
OffsetNP	NPatch	Yes	NPatch	No*

Table 24: Surface Tool Objects

#### 4.1.7 Polygonal and Subdivision Objects

These objects complement the Ayam feature set and allow objects modelled in the polygonal or subdivision modelling paradigms to be included in Ayam scenes:

Type	Parent of	Material	Converts to / Provides	Point Edit
PolyMesh	No	Yes	SDMesh	Yes
SDMesh	No	Yes	PolyMesh	Yes

Table 25: Polygonal and Subdivision Objects



#### 4.1.8 Scripts and Plugins

These objects create/modify arbitrary other objects from scripts or define entirely new object types via the custom object plugin mechanism.

Type	Parent of	Material	Converts to/Provides	Point Edit
Script	Any <sup>+</sup>	No	Any	No*
MetaObj	MetaComp <sup>+</sup>	Yes	PolyMesh	No
MetaComp	No	No	N/A	No
SDNPatch	No	Yes	PolyMesh	Yes
SfCurve	No	No	NCurve	No*

Table 26: Scripts and Plugins

## 4.2 Scene Organization Objects

These objects help to organize/structure the scene; view, camera, light, and material objects are also listed here (even though deserving an own section each).

### 4.2.1 Root Object

There is always exactly one Root object in the scene. This object is something special in that it can not be deleted or copied. The Root object holds rendering options global to the scene like `RiOptions`, atmosphere and imager shaders. Furthermore, all currently open view windows are represented as child objects of the Root object.

If the Root object is hidden, the little red/green/blue coordinate system will not be drawn in any view.

The Root object also aids in per-scene window geometry management using `SaveMainGeom` and `SavePaneLayout` tags (see also sections [4.11.9 SaveMainGeom \(page 224\)](#) and [4.11.10 SavePaneLayout \(page 224\)](#)).

The following table briefly lists some capabilities of the Root object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Root	View <sup>+</sup>	No	N/A	No

Table 27: Root Object Capabilities

The global scene rendering options are documented in the following sections.

### RiOptions Property

This property carries RenderMan Interface options. Both, standard and BMRT specific options may be set using this property. For the sake of brevity only a short description of the available options will be given here. Please refer to the documentation of the RenderMan Interface and the documentation of BMRT for more detailed information about the options.

The `RiOptions` property consists of the following elements:

- `"Width"`, `"Height"`, if greater than zero this value will be used for the image size instead of the corresponding dimension of the view window, but only for real RIB export operations, not for the QuickRender and not for the Render actions in view windows. QuickRender and Render actions will always use the dimensions of the view window instead.
- `"StdDisplay"`, if this is enabled, a standard display statement will be written to the RIB, which looks like this:

```
Display "unnamed.tif" "file" "rgba"
```

If this option is disabled, at least one `RiDisplay` tag should be added to the Root object (see also section [4.11.6 RiDisplay Tag \(page 223\)](#)), otherwise the exported RIB will not contain a `RiDisplay` statement. This option has no effect on RIBs created by the QuickRender and Render actions in view windows.

- `"Variance"`, maximum allowed variance of two pixel values. The default 0.0 causes no setting in the RIB. If the variance is  $> 0.0$  no pixel samples setting will be written to the RIB. Various sources

discourage the use of variance based sampling, because e.g. the number of samples actually taken (and therefore the rendering time) might not easily be predicted anymore.

- "Samples\_X", "Samples\_Y" number of samples taken per pixel.
- "FilterFunc", function used to filter final pixel values.
- "FilterWidth", "FilterHeight" size of the pixel filter.
- "ExpGain", Exposure
- "ExpGamma", Exposure Gamma
- "RGBA\_ONE", "RGBA\_MIN", "RGBA\_MAX", "RGBA\_Dither", specify quantisation and dithering
- "MinSamples", "MaxSamples", minimum and maximum number of samples per pixel (for variance based sampling).
- "MaxRayLevel", maximum number of recursive rays.
- "ShadowBias", minimum distance that one object has to be in order to shadow another object.
- "PRManSpec", toggles behaviour of BMRT's specular() function between PRMan compatible (default) and RI standard compatible.
- "RadSteps", number of radiosity steps, the default 0 leads to no radiosity calculations to be performed.
- "PatchSamples", minimum number of samples per patch to calculate the radiosity form factors for this patch.
- "Textures", "Shaders", "Archives" and "Procedurals" are search paths for the renderer.
- "TextureMem" and "GeomMem" determine how much memory rendrib (from BMRT) should use at maximum to cache textures and tessellated geometry.

Renderer specific options may also be set with RiOption tags, see section 4.11.2 RiOption Tag (page 219).

### Imager, Atmosphere Property

The Imager and Atmosphere properties let you define shaders for the Root object, please refer to section 4.10.4 Shader Properties (page 214) for information on how to deal with shader property GUIs.

Imager shaders are executed once for every rendered pixel, they may e.g. be used to set a specific background color.

Atmosphere shaders are volume shaders that may be used to implement global atmospheric optical effects like fog.

### RIB Export

The Root object appears in RIB output in different places as collection of RenderMan Interface options and imager as well as atmosphere shaders.

The exact RIB statements used depend on the configuration of the object and the preference setting "RIB-Export/RIStandard".

The Root object is the only object to support RiOptions, RiHider, and RiDisplay tags (see also section 4.11 Tags (page 217)).

### 4.2.2 View Object

Every view window (see also section [2.4 Anatomy of a View \(page 37\)](#)) has a corresponding view object as a child object of the Root object. You can change camera settings, the type of the view, and other things related to the view using the properties of the view object. Note that deleting the object that represents a view, will not close the view window. You will just lose a way to configure it. Please, do not mess with the objects in other ways (e.g. copy them), you are asking for trouble otherwise!

Each view is associated with a virtual camera. The type of the view determines the Up-vector of that camera. If the type is "Top" the Up-vector corresponds to the world Z-axis, else the world Y-axis. The type of the view, additionally, determines the so called input plane of the view. Interactive modelling actions in a view are limited to that input plane (unless the view is switched to local modelling; see also section [3.21 Editing in Local Spaces \(page 82\)](#)).<sup>1</sup>

The standard input planes are as following: Front – XY-plane, Side – ZY-plane, Top – XZ-plane, Trim – XY-plane.

In perspective views no interactive modelling actions are possible, but the camera may be modified, objects can be picked, and points selected.

Views of type "Trim" are used to edit trim curves of NPatch objects only. They display those trim curves as normal NURBS curves when the current level is inside a NPatch. The extensions of the patch in parameter-space are also drawn as a dashed rectangle. The trim curves should completely lie inside this rectangle. Note that picking of objects currently does not work in views of type "Trim".

The following table briefly lists some capabilities of the View object.

Type	Parent of	Material	Converts to/Provides	Point Edit
View	NPatch	No	N/A	Yes

Table 28: View Object Capabilities

The next sections detail the properties of the view object.

### Camera Property

This section describes all elements of the "Camera" property:

- "From" is the point where the camera (that is attached to the view) is situated.
- "To" is the point the camera is looking to.
- "Up" is the up vector of the camera.
- "Near" defines the near clipping plane. A value of 0.0 means a default value (that depends on the type of the view) should be used. Near should always be positive for perspective views, and smaller than far.
- "Far" defines the far clipping plane. A value of 0.0 means a default value (that depends on the type of the view) should be used. Far should always be bigger than near.
- "Roll" defines an angle by which the camera is rotated around the axis that is defined by the points from and to.
- "Zoom" is a zoom factor.

<sup>1</sup> Since 1.4.

Note that the up vector is *not* checked for erroneous values (e.g. pointing in the direction of from-to) when applying the changes of the "Camera" property.

### ViewAttrib Property

This section describes the elements of the "ViewAttrib" property:

- "Type" specifies the type of the view. Front, Side, Top (all parallel), Perspective and Trim (again parallel) may be selected.
- "Width" and "Height" control the size of the view window. It is currently not possible to resize internal views with these elements.
- "Redraw" toggles automatic redrawing of the view. If this is disabled, no drawing takes place in the view until an explicit redraw is requested (using the view menu, or the shortcut <Ctrl+d>).
- "DrawingMode" allows to specify the drawing mode of the view: "Draw" draws a wire-frame, "Shade" draws lighted surfaces. Note that the lighting is in no way an exact (or even similar) representation of the light information as specified with Light objects in the scene. Instead, a single light source, located at the camera origin (a headlight), will be used. "ShadeAndDraw" combines surfaces and wire-frames. "HiddenWire" shows hidden wire-frames and silhouettes. See also section 2.7 Drawing Modes (page 43).
- "DrawSel" toggles drawing of selected objects. If this is enabled, only the current selected objects will be drawn.
- "DrawLevel" toggles drawing of the objects of the current level only. If this is enabled, only the objects of the current level will be drawn.
- "Grid" is the grid size, 0.0 means no grid.
- "DrawGrid" toggles drawing of the current grid.
- "UseGrid" toggles, whether the current grid should be used by the interactive modelling actions.
- "ModellingMode" enables editing in local object spaces. See also section 3.21 Editing in Local Spaces (page 82).
- "DrawBG" controls whether the background image (specified by the "BGImage" option below) should be drawn. If a NPatch object is present as child of the View object, the image will be mapped onto this object instead of filling the complete view window background.
- "BGImage" is the name of a TIFF file, that will be used as texture for the background image. Ayam will read this image file when the changes to the "ViewAttrib" property are applied, but also reread the image file if the notification callback of the view object is invoked (e.g. using the main menu entry "Tools/Force Notification").
- "Mark" is the marked point (in world coordinates) for the rotate and scale about modelling actions.
- "SetMark" controls whether the data from the "Mark" entries above should be used as new mark coordinates when the changes to the "ViewAttrib" property are applied.
- "EnableUndo" allows to control undo for the interactive view actions, e.g. panning or zooming a view. If this option is disabled, these actions will not be recorded in the undo system and also do not change the scene changed state.

This option is switched on by default.

### Drag and Drop Support

View objects act in special ways, when certain objects are dropped onto them in the tree view:

When a Camera object is dropped onto a View object, the camera settings of the Camera object will be copied to the views camera.

When a Light object of type "Spot" is dropped onto a View object, the views camera will be changed, so that the user looks along the light to see what objects of the scene are lit by the light object (this works best with perspective views that have equal width and height).

It is also possible, to directly drag arbitrary objects from the tree view to a view window: for geometric objects, the view then performs a zoom to object operation, for cameras and light sources the views camera will be changed as if the object was dropped onto a View object in the tree view (see the above description).<sup>1</sup>

#### 4.2.3 Camera Object

Camera objects are used to temporarily save camera settings of views. Therefore, they have just two properties explained above, see sections 4.2.2 Camera (page 93) and 4.10.2 Attributes Property (page 214).

The following table briefly lists some capabilities of the Camera object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Camera	No	No	N/A	Yes

Table 29: Camera Object Capabilities

### Drag and Drop Support

When a view object is dropped onto a Camera object the camera settings from the view will be copied to the Camera object.

### RIB Export

Camera objects never appear in RIB output.

---

<sup>1</sup> Since 1.8.

#### 4.2.4 Light Object

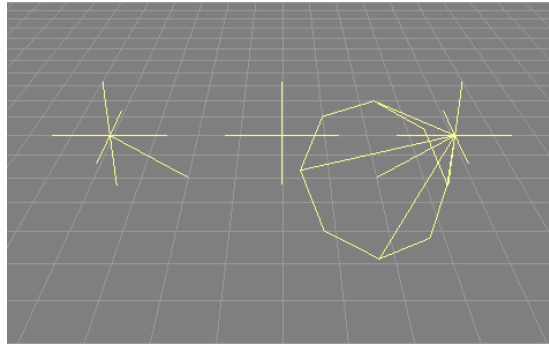


Figure 36: Lightsource Examples (l: Distant, m: Point, r: Spot)

Light objects represent light sources.

There are currently four different light types available in Ayam: "Point", "Distant", "Spot", and "Custom" (see also the image above).

Point-, Distant-, and Spotlights:

These standard light sources have well defined parameters that will be displayed in the "LightAttr" property. Please refer to the RenderMan documentation for more information about these standard light sources (see section 8.15 References (page 390)).

Custom Lights:

Light sources of type "Custom" use the attached light shader.

Note that Ayam is trying to guess from the names of the light shader arguments to draw the light. The names "from" and "to" denote location and destination of the light source. Those names should not be used for other things in the light shaders.

In contrast to the light sources as defined in the RenderMan interface, Ayam light sources are always global by default. This means, regardless of the place of a light source in the scene hierarchy, it will always light all other objects (unless the "IsLocal" attribute is used).

Note that the effect of a light source can not be previewed in shaded Ayam views, currently. However it is possible to estimate the effect of a spot light source by simply dropping it into a perspective view window; the view will then adapt the camera attributes (from, to, and zoom) of the view to show the objects lit by the spot.

The following table briefly lists some capabilities of the Light object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Light	Yes	No	N/A	Yes

Table 30: Light Object Capabilities

#### LightAttr Property

The parameter "Type" determines the type of the light source.

Depending on the type of the light source, the light attribute property contains different sets of parameters.



Parameters that are not displayed will not be used on RIB export, consequently. When the type of a light source is changed, the property GUI will be adapted to show only the options available for the new light source type. Note that this adaptation happens when the "Apply"-button is used.

"IsOn" allows you to switch the light off or on. The default value is on.

"IsLocal" controls whether the light source should light just local objects (objects, that are defined in the same level in the scene hierarchy as the light source object or below it) or all objects in the scene. The default is off, all objects in the scene are lit. The "IsLocal" attribute is ignored for lights that are defined in the root level of the scene. Mind also that shadow maps will always contain shadows from all objects in the scene, regardless of the "IsLocal" attribute of the light source.

Using the light attribute "Shadows" you may determine whether the light source should cast shadows. The default is off, no shadows. Note that this option will not magically enable shadows on renderers that create shadows by shadow maps. It will merely be interpreted by raytracing renderers like BMRT.

The parameter "Samples" determines the number of times to sample an area light source, independent of pixel samples, the default value is 1. This attribute is available for custom lights only.

"UseSM" determines, whether shadow maps should be created and used for this light source. The resolution of the shadow map may be determined by the attribute "SMRes". If "SMRes" is 0, a default of 256 by 256 pixels will be used. These options are for renderers that do not support raytraced shadows like PRMan or Aqsis only.

For lights of type "Distant" the "Scale" attributes of the "Transformations" property of the light object may be used to scale the camera transformation used for the creation of the corresponding shadow map. Values of 1 for "Scale\_X" and "Scale\_Y" create a shadow map that is sized 1 by 1 units in world space.

All other parameters that may appear in the "LightAttr" property are the standard parameters for the standard RenderMan light sources: distant, point, and spot:

- "From" and "To" denote position and target of the light source as point in space. You may edit both points using standard point editing actions (see also [section 3 Modelling Actions \(page 65\)](#)).
- "Color" is the color of the light emitted by the light source.
- "Intensity" is the intensity of the light emitted by the light source. Note that the standard point and spot lights have a quadratic falloff (with distance), that requires the intensity to be set to quite high values in order to achieve some illumination effect (e.g. around 30 for the standard distance of "From" and "To" of a spot light).
- "ConeAngle" is the angle of the beam of a spot light.
- "ConeDAngle" (cone delta angle) is the angle that determines a falloff area at the edge of the beam of a spot light.
- "BeamDistrib" (beam distribution) determines, how the light falls off in the beam of the spot light. Larger values result in narrower lit areas.

In order to ease the parameterisation of spot lights, the light source object may be dropped onto a view object or into a view window (preferably one with a perspective viewing transformation and with equal width and height) to see what objects of the scene are actually lit by the light object.

### Using ShadowMaps

Using shadow maps requires the global preference setting "RIB-Export/ShadowMaps" to be switched on. Furthermore, for each light source for which a shadow map should be created, the attributes "IsOn" and "UseSM" have to be switched on.

### Automatic Creation of ShadowMaps

If the preference setting "RIB-Export/ShadowMaps" is set to "Automatic", Ayam will create a special version of the RIB on export, that creates all shadow maps automatically upon rendering. This is done by rendering depth images from the position of every light source that casts shadows. Special light source shaders later pick up these depth images and calculate shadows. This approach implies, that the scene is rendered multiple times. To reduce the size of the RIB, the objects to be rendered are written to a second RIB file named "<scene>.obj.rib". This file is read from the main RIB several times via "ReadArchive". The RIB contains multiple frames which may also be rendered separately if the frame number is known. To help picking the right frame number for the image (e.g. to re-render just the final image, when only a material setting was changed, and no shadow casting lights were moved and no shadow casting geometry was changed), a comment with the frame number of the last frame (the image) will be written as last statement to the RIB.

Because multiple files (RIBs and shadow maps) are used, it is suggested to change the preference setting "RIB-Export/RIBFile" to "Scenefile". This will strip the leading absolute path component from the filenames so that the exported scene may be moved from one system to another more easily.

Do not render directly from a view window to the display when the "ShadowMaps" "RIB-Export" preference option is set to "Automatic". Your renderer may not write image files when the command line option to render directly to the display (-d for rendrib, or -fb for Aqsis) is in use. Consequently, this may also inhibit writing of the shadow maps, so that the resulting image will look wrong, or the renderer will render the shadow map to the display and simply stop.

### Manual Creation of ShadowMaps

If the preference setting "RIB-Export/ShadowMaps" is set to "Manual", the exported scene will not render the shadow maps but rather expects them to be present already. They can be created manually (hence the name "Manual") using the view menu entries "View/Create ShadowMap", "View/Create All ShadowMaps" or the main menu entries "Special/RIB-Export/Create ShadowMap", "Special/RIB-Export/Create All ShadowMaps". The manual approach has the advantage, that the shadow maps will not be re-created each time the scene is rendered.

### ShadowMap Types

Ayam supports three different methods for the creation of shadow maps for certain types of light sources: point, distant, and spot:

The point method is used with lights of type "Point" and custom lights that have a light shader argument named "from". Six shadow maps pointing in all possible axis aligned directions and named "<rib>.point<num>\_<dir>.shd" (where "<rib>" is the name of the RIB, "<num>" is the number of the light source that makes use of shadow maps and "<dir>" is one of "x+", "x-", "y+", "y-", "z+", or "z-") will be created.

The distant method is used with lights of type "Distant" and custom lights that have a light shader argument named "from" and a light shader argument named "to". One shadow map is created and named

"<rib>.dist<num>.shd". By default, the size of the shadow map is 1 by 1 units in world space, but this may be adapted using the scale transformation attributes of the light object.

The spot method is used with lights of type "Spot" and custom lights that have a light shader argument named "from", a light shader argument named "to", and a light shader argument named "coneangle". One shadow map is created and named "<rib>.spot<num>.shd". The spot method uses the cone angle (and additionally the delta cone angle, if present) argument to determine the size of the shadow map in world space.

If a light object of type "Spot", "Distant" or "Point" is used, Ayam automatically changes the name of the exported light shader to "shadowspot", "shadowdistant", and "shadowpoint" respectively. Additionally, the shader will be parameterised to use the created shadow maps. If the light source is of type "Custom", no automatic renaming and adjusting of the shader takes place. This means, you have to make sure that the shader really uses the shadow maps, by selecting the right shader and parameterising it accordingly. See the discussion above for the names of the shadow map files. Those file names, most probably, will have to be entered as parameter to the light shader.

For example, you will not get any shadows if you use a light source of type "Custom" with the normal "distantlight" shader attached, even though Ayam is able to create the necessary shadow maps. The normal "distantlight" shader just makes no use of the shadow maps. You have to manually switch to a shader that makes use of the shadow maps ("shadowdistant" in this case) to actually get shadows.

Here is a short example for a scene using a shadow map:

1. Go to the preferences (section "RIB-Export") and set "ShadowMaps" to "Automatic".
2. Create two boxes.
3. Open the "Transformations" property of the second box.
4. Translate it by X: 0.0, Y: -1.0, Z: 0.0.
5. Scale it by X: 4.0, Y:1.0, Z:4.0.
6. Create a light source.
7. Open the "LightAttr" property.
8. Change the type to "Spot". Press "Apply".
9. Now change the parameters of the spot light to "IsOn": Yes, "Intensity": 18.0, "UseSM": Yes, "ConeAngle": 45.0, "BeamDistrib": 3.0, "From": -2, 2, 2, "To": 1, 0, -1; leave all other parameters at their default values.
10. Create a new view and make it perspective (Menu: "Type/Perspective").
11. Export a RIB from that perspective view (Menu: "View/Export RIB").
12. Render the RIB with a RenderMan compliant renderer, that uses shadow maps, e.g. Photorealistic RenderMan (prman) or Aqsis.

This scene is distributed with Ayam as an example scene named "shadowmaps.ay", see also the following image that was created with an additional point light and Aqsis as renderer:

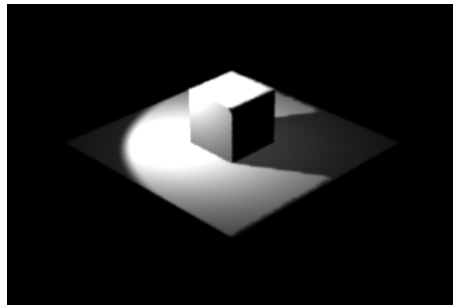


Figure 37: Shadowmaps Example

Note that for Aqsis you should add a `RiHider hidden,depthfilter,s,midpoint` tag to your Root object if shadow maps are in use. Other renderers might require additional tweaking using shadow bias `RiOption` tags. Please consult the documentation of your renderer on how to achieve the best results using shadow maps.

### Using AreaLights

The common idealized standard light sources "Point", "Distant" and "Spot" have no own geometric extension in space. This means, shadows resulting from such light sources will have sharp borders which does not look too natural. Good looking soft shadows may be generated using area lights.

Area lights may be created by simply placing a single object as child object of a "Custom" light object that has the "arealight" shader attached:

```
+--AreaLight(Light)
  \ AreaLightGeometry(Sphere)
```

This child object determines the geometry, place, *and* extension of the light source. According to L. Gritz, Spheres and Cylinders work best as area light geometry for BMRT, because of special sampling code.

An example:

- Create a custom light object.
- Assign the arealight light shader to it.
- Create a sphere.
- Drag and drop the sphere onto the Light object so that it becomes a child of the light object.
- Transform the sphere object to your hearts content; the position and size of the object determines the position and size of the light source.

There is an example scene named "arealight.ay" distributed with Ayam.

### 4.2.5 Material Object

Material objects are used to attach RiAttributes and shaders to geometric objects.

As long as geometric objects are connected to a material object, this material object may not be deleted.

The following table briefly lists some capabilities of the Material object.

Type	Parent of	Material	Converts to / Provides	Point Edit
Material	No	N/A	N/A	No

Table 31: Material Object Capabilities

### RiAttributes Property

Using this property standard and BMRT specific RenderMan attributes may be set. Please refer to the documentation of the RenderMan interface and the documentation of BMRT for more detailed information about the RenderMan specific attributes.

- "Color", the color of the object. If one of the entries is set to a negative value (e.g. -1), the color will not be set at all for this object, i.e. no RiColor call will be emitted upon export.
- "Opacity", the opacity of the object, the default (255 255 255) means the object is totally opaque. If one of the entries is set to a negative value (e.g. -1), the opacity will not be set at all for this object, i.e. no RiOpacity call will be emitted upon export.
- "ShadingRate", determines how often shaders are evaluated for a sample.
- "Interpolation", determines how return values computed by the shaders are interpolated across a geometric primitive.
- "Sides", determines how many sides of the surface of a geometric primitive should be shaded.
- "BoundCoord", sets the coordinate system in which the displacement bound is expressed.
- "BoundVal", displacement bound value.
- "TrueDisp", toggles true displacements on or off. Default off.
- "CastShadows", determines how the object casts shadows: the default "Os" means the object casts shadows according to it's opacity; "None" object does not cast any shadows; "Opaque" the object is completely opaque and casts shadows; "Shade" the object has a complex opacity pattern determined by it's surface shader, that is used in shadow calculations.
- "Camera", "Reflection", and "Shadow" toggle visibility attributes.

### Surface, Displacement, Interior, Exterior Property

These properties let you define shaders for the material object, please refer to [section 4.10.4 Shader Properties \(page 214\)](#) for information on how to deal with shader property GUIs.

Surface shaders may be used to procedurally encode lighting models and textures. Displacement shaders may procedurally deform the object while rendering. Interior and Exterior shaders are so called volume shaders that may be used to capture special optical effects, encoding how light is affected while passing through an object.

### MaterialAttr Property

The MaterialAttr property contains attributes related to the management of material objects:

- "Materialname" denotes the name of the material. Note that material names have to be unique in a scene. If two materials with the same name exist, only the first material created with this name is "registered" and thus may be connected to geometric objects.
- "Refcount" shows how many geometric objects are connected to (are of) this material. Note that connected or referring geometric objects not necessarily have to live in the scene, they may as well temporarily reside in the object clipboard.
- "Registered" displays whether this material may be connected to geometric objects, see the discussion about material names above.

### Drag and Drop Support

When geometric objects are dropped onto a material object they will be connected to this material object.

### RIB Export

Material objects only appear in RIB output if connected to a geometric object (e.g. a Box).

The exact RIB statements used depend on the configuration of the material and the preference setting "RIB-Export/RISstandard".

If all elements of the MaterialAttr property are left on their default values, only color and opacity will be written to the RIB:

```
RiColor(...);  
RiOpacity(...);
```

After the elements of the MaterialAttr property, the surface, displacement, interior, and exterior shaders (if attached to the material) will be exported, all shader parameters will be properly declared:

```
RiDeclare("Ka", "float");  
...  
RiSurface("Ka", 0.9, ...);  
...
```

After the material description custom RiAttributes and texture coordinates from tags will be exported.

No attempt is being made to re-order or sort objects in a level according to their attached materials, they will rather be exported in the order of their appearance in the level and thus each object with a material will also be prepended by a full material specification as described above.

### 4.2.6 Level Object

Level objects may be used to build object hierarchies and perform CSG operations.

Ayam does not offer a layer concept, but by grouping objects using levels and the hide/show tools, layer functionality may be emulated to a certain extent.

Organizing the scene and working in levels also increases the speed of object tree updates, as only the current level and its sub-levels are subject to a tree update if something in the object hierarchy changes.

Note that child objects of a level inherit the levels transformations, material, attributes, and shaders. Inheritance of e.g. transformations means:

If you have a NURBS patch in a level that is translated to (10,0,0), the origin of the local coordinate system of the NURBS patch will be situated at (10,0,0). If you decide to move the patch by a value of 5 in X direction by setting a corresponding value in the Transformations property of the patch object, the local coordinate system of the patch will be placed at (15,0,0) in world coordinates, i.e. the control point (1,0,0) will be at (16,0,0).

Note also that since Ayam 1.12, Level objects provide their child objects to their parent objects as a list. This means the following hierarchy is now valid:

```
+-Skin
+-Level
  | NCurve
  | NCurve
  | ICurve
  \ NCurve
```

All NURBS curves and objects that may be converted to NURBS curves (in this example: the ICurve) will be provided to the Skin by the Level object. Transformation attributes of the Level will be added to the provided objects. Objects that do not provide the wanted type will be silently ignored.

The following table briefly lists some capabilities of the Level object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Level	Any <sup>+</sup>	Yes	N/A / Children <sup>+</sup>	No

Table 32: Level Object Capabilities

### LevelAttr Property

Levels do not have many object type specific properties, you may just modify the type of the level using the attribute "Type".

Levels of type "Level" just group objects and inherit attributes.

Levels of type "Union", "Intersection", and "Difference" are used to build CSG hierarchies. Additionally, they inherit attributes. Note that Ayam is currently not able to correctly display the results of CSG operations, all objects are always drawn completely, even though a CSG operation would cut parts away.

However, since Ayam 1.8 there is a plugin available that is able to preview the results of CSG operations, see also section 8.10 CSG preview using the AyCSG plugin (page 385).



The object hierarchy to cut away a part of a box using a sphere looks like this:

```
+-Level_of_Type_Difference(Level)
|  Box
\  Sphere
```

More than two objects may be arguments of a CSG operation:

```
+-Level_of_Type_Difference(Level)
|  Box
|  Sphere
\  Sphere
```

In this example, the two spheres would cut away parts of the box.

New solid primitives may be created with levels of type "Primitive".

```
+-Level_of_Type_Difference(Level)
+-Level_of_Type_Primitive(Level)
|  |  Sphere_blue
|  \  Disk_red
\  Box_grey
```

In this example an open sphere with "ThetaMax" 180.0 (a hemisphere) is manually capped by a disk object. The two objects need to be placed into a level of type "Primitive" because each object alone is an open surface and therefore not a valid CSG primitive. Both objects that form the new primitive use a different material. In addition, a grey box cuts away a part from the multi colored hemisphere. The above CSG hierarchy is available as example scene file "multicolcsg.ay".

See also this image:

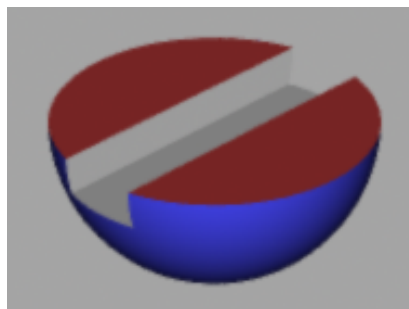


Figure 38: Multicolor CSG Example

Note that Ayam is not able to check, whether your new primitive obeys the rule of total closeness. For instance, if the disk in the above example would not totally cap the sphere (this happens if the disk "ThetaMax" is not 360.0 or if it is not placed exactly at the sphere) Ayam would not complain upon RIB export. The rendered image would expose serious errors, however.

Furthermore, it is not necessary to enclose normal child objects (e.g. quadrics with the "Closed" attribute set to on) of CSG levels in primitive levels for RIB export. This is done by Ayam automatically where needed.

### RIB Export

The exact representation of a Level in RIB output depends on its type.

Normal Level objects appear in RIB output as Transformation hierarchies:

```
RiTransformBegin();  
RiTranslate(...);  
RiRotate(...);  
RiScale(...);  
  
«Children RIB output»  
  
RiTransformEnd();
```

Level objects of type Union, Difference, or Intersection will additionally emit a call to SolidBegin, and each child will be properly declared as primitive, e.g.:

```
RiTransformBegin();  
«Level Transformations»  
RiSolidBegin(RI_DIFFERENCE);  
  
RiSolidBegin(RI_PRIMITIVE);  
«Child #1 RIB output»  
RiSolidEnd();  
  
RiSolidBegin(RI_PRIMITIVE);  
«Child #2 RIB output»  
RiSolidEnd();  
  
RiSolidEnd();  
RiTransformEnd();
```

### 4.2.7 Clone Object

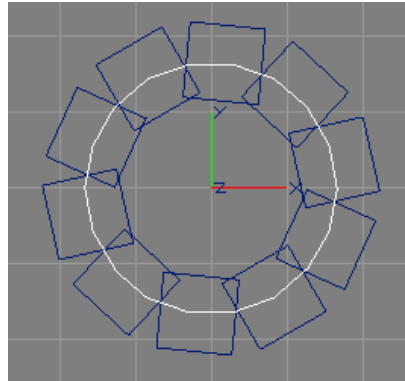


Figure 39: Clone Object (blue) with Trajectory Curve (white)

The Clone object allows to easily create and control an arbitrary number of instances of a single object, hereafter called the cloned object. The instances can be transformed (each by a certain amount expressed as difference between two instances) or placed on a trajectory curve (see also the image above).

If a second object is present as child of the Clone object it is treated as trajectory (or path) curve automatically. The process of placing the clones on the trajectory is very similar to the sweeping operation (see also section 4.7.4 Sweep Object (page 160)).

Thus, the default object hierarchy of a Clone object looks like this:

```
+-Clone
| Cloned-Object
\ [Trajectory (NCurve) ]
```

If you use a trajectory curve to place the clones, you may want to hide the cloned object and also add a "NoExport" tag to it. Otherwise the original object will appear twice, on the trajectory and on its normal, untransformed, position. Note that the transformation attributes of the cloned object will be completely overwritten when placing the clones on the trajectory curve. If the cloned object has distinct scale or rotation attributes it should be put inside a level object like this:

```
+-Clone
+-Level
|\ Cloned-Object with non-standard Scale/Rotation
\ Trajectory (NCurve)
```

It is not possible to create clones from objects that may not be master objects of instance objects, e.g. it is not possible to clone light objects or material objects. However, (since Ayam 1.7) it is possible to use instances as parameter objects.

If an instance object is used as cloned object on a trajectory it can be placed in a level and the "NoExport" tag can be added to the level object (as adding tags to Instance objects is more involved), see the following hierarchy for an example:

```

+-Clone
+-Level with NoExport tag
|\ Instance
\ Trajectory (NCurve)

```

Since Ayam 1.20 the mirror facility of the Clone object is realized through the new Mirror object (see also section 4.2.8 Mirror Object (page 110)). The mirror facility was integrated into the Clone object before.

The following table briefly lists some capabilities of the Clone object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Clone	Any <sup>+</sup>	No	Children <sup>+</sup>	No*

Table 33: Clone Object Capabilities

### CloneAttr Property

The following attributes control the cloning process:

- "NumClones" is the number of clones to create.
- "Rotate" is only used, if a trajectory curve is present. If it is enabled all clones will be aligned according to the normal of the trajectory curve. Otherwise the rotation attributes will not be touched when placing the clone on the trajectory.
- "Translate\_X", "Translate\_Y", "Translate\_Z", "Rotate\_X", "Rotate\_Y", "Rotate\_Z", "Scale\_X", "Scale\_Y", "Scale\_Z", those attributes control the transformation of the instances created by the Clone object. These attributes specify difference values between two instances: the clone "n+1" is offset by "Translate\_X", "Translate\_Y", and "Translate\_Z" from the previous clone "n". It is also rotated by "Rotate\_X", "Rotate\_Y", and "Rotate\_Z" and scaled by "Scale\_X", "Scale\_Y", "Scale\_Z" in relation to the previous clone. Note however, that the transformation attributes do not affect the first clone.

The transformation attributes are also in effect if a trajectory curve is present, they will be applied after moving of the instance to the trajectory and rotating it.<sup>1</sup>

The following table summarizes which transformation attributes are used in the respective clone modes.

Mode	Use Child Transform	Use CloneAttrib Transform	Use Clone Transform
Clone	No	Yes	Yes
Trajectory	Yes	Yes	Yes
Mirror	Yes	N/A	Yes

Table 34: Clone Parameterisation Examples

### Conversion Support

The Clone object may be converted to ordinary objects using the main menu entry "Tools/Convert".

Upon conversion a Level object will be created, that contains the original object *and* the clones.

<sup>1</sup> Since 1.13.

**RIB Export**

Clone objects appear in RIB output as a number of real objects, each with different transformation attributes.

As the original objects will also appear in the RIB output, it is suggested to add a "NoExport " tag to the original if the Clone is in trajectory mode.

### 4.2.8 Mirror Object

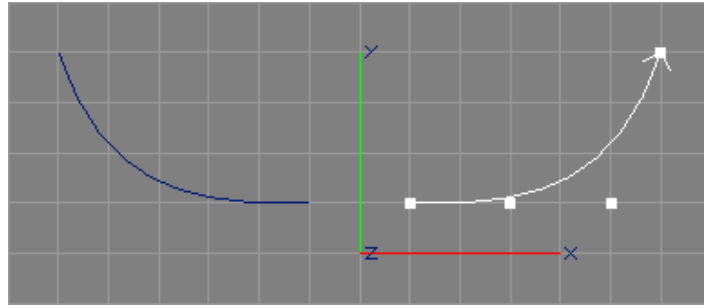


Figure 40: Mirrored Object (blue) From Curve (white)

The Mirror object allows to easily create and control an arbitrary number of mirrored instances of a number of objects.<sup>1</sup>

The original object(s) *and* their mirrored counterparts will be provided by the Mirror object to the respective parent object (normally, tool objects do not provide their unmodified children). Additionally, the order of the mirrored objects will be reversed so that it is possible to use a single Mirror object (with one or multiple NURBS curves as children) as parameter object of e.g. a Skin object:

```

+-Skin
+-Mirror
  \ NCurve
+-Skin
+-Mirror
  | NCurve_1 (NCurve)
  | NCurve_2 (NCurve)
  \ NCurve_3 (NCurve)

```

The first Skin object in the above example can only work, because also the unmodified NCurve is provided by the Mirror object. The second Skin object can only work properly, because the order of the provided objects is reversed, so that it gets to see the curves in the following sequence: "NCurve\_1", "NCurve\_2", "NCurve\_3", "Mirrored\_NCurve\_3", "Mirrored\_NCurve\_2", "Mirrored\_NCurve\_1".

The following table briefly lists some capabilities of the Mirror object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Mirror	Any <sup>+</sup>	No	Children <sup>+</sup>	No*

Table 35: Mirror Object Capabilities

#### MirrorAttr Property

The following attributes control the mirror process:

- "Plane" allows to select the plane about which the mirroring should occur (YZ-, XZ-, or XY-plane).

<sup>1</sup> Since 1.20.

**Conversion Support**

The Mirror object may be converted to ordinary objects using the main menu entry "Tools/Convert".

Upon conversion a Level object will be created, that contains the original objects and the mirrored counterparts (the latter in reverse order).

**RIB Export**

Mirror objects appear in RIB output as a number of real objects, each with different transformation attributes.

### 4.2.9 Instance Object

Instance objects help to save memory consumption in scenes with many similar or repeating objects or transport geometric data across the scene hierarchy.

The term instance is unfortunately misleading (and can be very confusing if you are accustomed to the terminology of object oriented programming), but it is the term that seems to be used and understood by most computer graphic artists. A better term would be link, as an instance object has the same basic properties as a link in a Unix file system. A link is just a pointer to an original file, the same goes for an instance object: it is just a pointer to an original object (here also called master object). A link can be placed anywhere on the file system, an instance object can be placed anywhere in the scene hierarchy, and additionally, it can be transformed.

Normally, the sole purpose of instance objects is to save space, in memory and on the disk. But in the tool object context, instances also serve as a means to transport geometric data across the scene hierarchy to make tool objects depend on each other (see also section [8.2 The Modelling Concept Tool-Objects \(page 371\)](#)). Note that in the tool object context, instance objects are the only objects, that are subject to a second round of provision.

The amount of saved space can be very high, depending heavily on the actual scene and at what levels in the hierarchy instances are used. If there are no similar objects in the scene, however, instancing can hardly be utilised. Similar means "the same except for the transformation property" in this context.

Some simple rules for instancing:

- No instances may be created of objects of the following types: Root, View, Instance, Material, Light. Do not try to fool Ayam and create instances of levels that contain aforementioned types of objects, things will go awry!
- It is allowed, however, to put some instances into a level object and create instances of this level (this is sometimes called *hierarchical instancing*).
- But instances of a level may not be put into the very same level or one of its children (this would be *recursive instancing*, which is not supported by Ayam).
- The original/master object may not be deleted from the scene as long as there are instances of that object in the scene or in the object clipboard.

If deleting of an object fails, and the error message complains about the reference counter not being zero, then the last rule was about to be violated. Clean the clipboard using the menu "Special/Clipboard/Paste (Move) " and delete or resolve all references first.

Avam can also create instances for complete scenes automatically (see section [8.8 Automatic Instancing \(page 384\)](#)).

To easily find the master object of an instance, just select the instance, then use the main menu entry: "Edit/Master".

The following table briefly lists some capabilities of the Instance object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Instance	No	No	Master	No*

Table 36: Instance Object Capabilities



### Instances without Transformations (References)

Instance objects support the "RP" tag type in a special way: if the "Transformations" property is removed using a "RP" tag, the instance does not provide objects with an own set of transformation attributes (to ease hierarchy building with e.g. "ExtrNC"/"ExtrNP" objects, where only pointers to already existing objects are required and where it is expected, that the instance reflects the master exactly, including its transformation attributes).<sup>1</sup>

The extract curve/surface tools automatically add such a tag to the instances they create.

To create such a tag manually, select the Instance object and enter into the Ayam console:

```
»addTag RP Transformations
```

This special case of an instance is sometimes also called *reference*.

### Instances and the Object Clipboard

This section contains additional information on instances and what happens to them when copied and pasted using the object clipboard.

All copies of instance objects, that are created by the object clipboard, always point to the same original master object. Therefore, it is not possible to copy a master object and some instances of it, so that the new instances point to the newly created master.

For example, when the following two objects are copied and pasted back to the scene

```
--NCurve    <----- .
              |
--Instance   -----'
```

the following scene hierarchy results:

```
--NCurve    <-----+- .
              | |
--Instance   -----' |
                  | !
--NCurve      |
              |
--Instance   -----'
```

The new instance still points to the original master and *not* to the copy of the master.

It is possible to move masters and instances through the scene hierarchy using drag and drop in the tree view or using the object clipboard with "Edit/Cut" and then "Special/Clipboard/Paste (Move)" however.

### Conversion Support

---

<sup>1</sup> Since 1.16.

An Instance object may be converted to an ordinary object using the main menu entry "Tools/Convert". This process is also called resolving the instance.

To resolve all instance objects in a scene to normal objects, also the main menu entry: "Special/Instances/Resolve all Instances" can be used.

### **RIB Export**

The RIB export of instances does *not* use the RiInstance facility of the RenderMan interface, but rather the more flexible ReadArchive mechanism.

This means, every master object in the scene will be written in a separate archive (RIB file) on disk, and every instance will cause that archive file to be read when rendering the RIB file. The resulting RIB file is not self contained: multiple files need to be transferred to other systems when rendering shall occur there.

This behaviour can be changed using the RIB export preference setting "ResInstances": If "ResInstances" is enabled, all instances will be resolved temporarily to normal objects before being exported to RIB. The resulting RIB file will then be self contained but probably also much larger.

#### 4.2.10 Select Object

The Select object may be used in hierarchies of tool objects to select one object from a list of provided objects.<sup>1</sup>

Also multiple objects and ranges (even decreasing ranges that lead to reversed orders) may be selected.<sup>2</sup>

In the following example hierarchy, a single patch from multiple provided patches of the Sweep object (the swept surface, a bevel, or a cap) could be selected by the Select object and delivered upstream to the ExtrNC object.

```

+-Sweep
+-Revolve
+-ExtrNC
+-Select
  \ Instance_of_Sweep(Instance)

```

Note that this example just serves illustrative purpose; the hierarchy presented is not exactly useful, as the ExtrNC object has a selector facility built in. Consequently, the Select object should be used in scenarios, where a selector facility does not exist or is hard to implement, as e.g. in Script object scripts.

The following table briefly lists some capabilities of the Select object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Select	Any <sup>+</sup>	No	N/A/Children <sup>+</sup>	No

Table 37: Select Object Capabilities

#### SelectAttrib Property

The following attribute controls the selection process:

- "Indices" designates the object(s) to select. The index values are zero based. Multiple indices must be separated by ", ", ranges can be specified like this "1-4", reversed ranges are allowed ("4-1") and will create an object list of reversed order. The special index "end" (or abbreviated "e") designates the last of all the provided objects. An index may appear multiple times, leading to multiple copies of the selected object to be delivered upstream. The index space spans over all provided objects of the desired type from all child objects. This means provided objects from multiple different child objects of the Select object can be mixed. Syntactically incorrect ranges and indices are silently ignored. Examples:
  - "0, 2" – delivers the first and third provided objects upstream;
  - "end-0" – delivers all provided objects in reversed order upstream;
  - "0, 0, 0" – delivers three copies of the first provided object upstream;
  - "0, 4-end, 1" – delivers the first, the fifth (if there are so many) up to the last, and the second object upstream.

#### RIB Export

Select objects never appear in RIB output.

<sup>1</sup> Since 1.14. <sup>2</sup> Since 1.16.

#### 4.2.11 RiInc Object

RiInc objects may be used to include objects or whole scene parts into your scenes that, for some reason, are just available as a piece of RIB.

The following table briefly lists some capabilities of the RiInc object.

Type	Parent of	Material	Converts to/Provides	Point Edit
RiInc	No	No	N/A	No

Table 38: RiInc Object Capabilities

#### RiIncAttr Property

The following attributes control the inclusion process:

- Using "File" you specify the filename of the RIB to be included.
- "Width", "Height", and "Length" specify the size of a box, that will be drawn as a geometric representation of the RIB.

#### RIB Export

RiInc objects export as single

ReadArchive

#### 4.2.12 RiProc Object

RiProc objects may be used to include procedural objects or external archives into your scenes.

The following table briefly lists some capabilities of the RiProc object.

Type	Parent of	Material	Converts to/Provides	Point Edit
RiProc	No	No	N/A	No

Table 39: RiProc Object Capabilities

#### RiProcAttr Property

The following attributes control the RiProc object:

- "Type" defines the type of the procedural object which is one of "DelayedReadArchive", "RunProgram", or "DynamicLoad".
- Using "File" you specify the filename of the RIB archive, program, or dynamic shared object (depending on the type of the procedural object).
- Using "Data" additional arguments may be supplied to procedural objects of type "RunProgram" and "DynamicLoad".
- "MinX", "MaxX", "MinY", "MaxY", "MinZ", and "MaxZ" specify the size of the bounding box of the objects that the procedural will create or the archive contains.

**RIB Export**

RiProc objects export as single

```
RiProcedural (...);
```

### 4.3 CSG/Solid Primitives

These objects serve as geometric primitives in CSG hierarchies.

#### 4.3.1 Box Object

A solid box, centered at the origin of the object coordinate system.

The following table briefly lists some capabilities of the Box object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Box	No	Yes	NPatch*	No*

Table 40: Box Object Capabilities

#### BoxAttrib Property

The following parameters control the shape of the box:

- "Width" is the width of the box (size of the box in direction of the X axis of the objects coordinate system).
- "Length" is the length of the box (size of the box in direction of the Z axis of the objects coordinate system).
- "Height" is the height of the box (size of the box in direction of the Y axis of the objects coordinate system).

#### Conversion Support

A box object may be converted to three NURBS patches using the main menu entry "Tools/Convert".<sup>1</sup>

#### RIB Export

The box object will always be exported as six bilinear patches.

---

<sup>1</sup> Since 1.8.2.

### 4.3.2 Sphere Object

A sphere, centered at the origin of the object coordinate system.

The following table briefly lists some capabilities of the Sphere object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Sphere	No	Yes	NPatch <sup>+</sup>	No*

Table 41: Sphere Object Capabilities

#### SphereAttr Property

The following parameters control the shape of the sphere:

- "Closed" toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the sphere may be used in CSG operations safely.
- "Radius" is the radius of the sphere, default is 1.
- "ZMin" is the lower limit of the sphere on the Z axis, default is -1.
- "ZMax" is the upper limit of the sphere on the Z axis, default is 1.
- "ThetaMax" is the sweeping angle of the sphere in degrees, default is 360.

#### Conversion Support

A Sphere object may be converted to NURBS patches using the main menu entry "Tools/Convert". This conversion obeys all parameters of the sphere.<sup>1</sup>

If the sphere is closed, an enclosing Level object will be created and the caps follow the sphere in the following order: disk-shaped cap at zmin, disk-shaped cap at zmax, cap at theta 0, cap at thetamax.

#### RIB Export

The Sphere object appears in RIB output as simple

```
RiSphere(...);
```

or, if "Closed" is enabled and "ZMin", "ZMax", or "ThetaMax" have other than the default values, as complex CSG hierarchy of at most two spheres, two cylinders, and eight disks.

<sup>1</sup> Since 1.8.2.

### 4.3.3 Disk Object

A disk in the XY plane, centered at the origin of the object coordinate system.

The following table briefly lists some capabilities of the Disk object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Disk	No	Yes	NPatch	No*

Table 42: Disk Object Capabilities

#### DiskAttr Property

The following parameters control the shape of the disk:

- "Radius" is the radius of the disk, default is 1.
- "ZMin" displaces the disk along the Z axis, default is 0.
- "ThetaMax" is the sweeping angle of the disk in degrees, default is 360.

#### Conversion Support

A Disk object may be converted to a NURBS patch using the main menu entry "Tools/Convert". This conversion obeys all parameters of the disk.<sup>1</sup>

#### RIB Export

The Disk object will always be exported as simple disk:

```
RiDisk(...);
```

---

<sup>1</sup> Since 1.8.2.



#### 4.3.4 Cone Object

A cone, centered at the origin of the object coordinate system, with the base in the XY plane.

The following table briefly lists some capabilities of the Cone object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Cone	No	Yes	NPatch <sup>+</sup>	No*

Table 43: Cone Object Capabilities

#### ConeAttr Property

The following parameters control the shape of the cone:

- "Closed" toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the cone may be used in CSG operations safely.
- "Radius" is the radius of the cone at the base, default is 1.
- "Height" is the height of the cone, default is 1.
- "ThetaMax" is the sweeping angle of the cone in degrees, default is 360.

#### Conversion Support

A Cone object may be converted to NURBS patches using the main menu entry "Tools/Convert". This conversion obeys all parameters of the cone.<sup>1</sup>

If the cone is closed, an enclosing Level object will be created and the caps follow the cone in the following order: disk-shaped cap at the base, cap at theta 0, cap at thetamax.

#### RIB Export

The Cone object appears in RIB output as simple

```
RiCone(...);
```

or, if "Closed" is enabled and "ThetaMax" has a different than the default value, as complex CSG hierarchy of at most one cone, one disk, and two polygons.

<sup>1</sup> Since 1.8.2.

### 4.3.5 Cylinder Object

A cylinder, centered at the origin of the object coordinate system.

The following table briefly lists some capabilities of the Cylinder object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Cylinder	No	Yes	NPatch <sup>+</sup>	No*

Table 44: Cylinder Object Capabilities

#### CylinderAttr Property

The following parameters control the shape of the cylinder:

- "Closed" toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the cylinder may be used in CSG operations safely.
- "Radius" is the radius of the cylinder, default is 1.
- "ZMin" determines the Z location of the base, default is -1.
- "ZMax" determines the Z location of the top, default is 1.
- "ThetaMax" is the sweeping angle of the cylinder in degrees, default is 360.

#### Conversion Support

A cylinder object may be converted to NURBS patches using the main menu entry "Tools/Convert". This conversion obeys all parameters of the cylinder.<sup>1</sup>

If the cylinder is closed, an enclosing Level object will be created and the caps follow the cylinder in the following order: disk-shaped cap at zmin, disk-shaped cap at zmax, cap at theta 0, cap at thetamax.

#### RIB Export

The cylinder object appears in RIB output as simple

```
RiCylinder(...);
```

or, if "Closed" is enabled and "ThetaMax" has a different than the default value, as complex CSG hierarchy of at most one cylinder, two disks, and two polygons.

<sup>1</sup> Since 1.8.2.

### 4.3.6 Torus Object

A torus, centered at the origin of the object coordinate system. A torus is a donut like shape, that results from sweeping a small circle (that has been displaced along X sufficiently) around the Z axis.

The following table briefly lists some capabilities of the Torus object.

Type	Parent of	Material	Converts to / Provides	Point Edit
Torus	No	Yes	NPatch <sup>+</sup>	No*

Table 45: Torus Object Capabilities

#### TorusAttr Property

The following parameters control the shape of the torus:

- "Closed" toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the torus may be used in CSG operations safely.
- "MajorRad" is the radius of the torus, measured from the Z axis to the center of the swept smaller circle, default is 0.75.
- "MinorRad" is the radius of the swept circle, default is 0.25.
- "PhiMin" determines an angle to limit the swept circle, default is 0.
- "PhiMax" determines an angle to limit the swept circle, default is 360.
- "ThetaMax" is the sweeping angle of the torus in degrees, default is 360.

#### Conversion Support

A torus object may be converted to NURBS patches using the main menu entry "Tools/Convert". This conversion obeys all parameters of the torus.<sup>1</sup>

If the torus is closed, an enclosing Level object will be created and the caps follow the torus in the following order: disk-shaped cap at theta 0, disk-shaped cap at thetamax, ring-shaped cap at phimin 0, ring-shaped cap at phimax.

#### RIB Export

The torus object appears in RIB output as simple

```
RiTorus(...);
```

or, if "Closed" is enabled and "PhiMin", "PhiMax", or "ThetaMax" have different than the default values, as complex CSG hierarchy of at most one one torus, two disks, and two hyperboloids.

<sup>1</sup> Since 1.8.2.

### 4.3.7 Paraboloid Object

A paraboloid, centered at the origin of the object coordinate system.

The following table briefly lists some capabilities of the Paraboloid object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Paraboloid	No	Yes	NPatch <sup>+</sup>	No*

Table 46: Paraboloid Object Capabilities

#### ParaboloidAttr Property

The following parameters control the shape of the paraboloid:

- "Closed" toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the paraboloid may be used in CSG operations safely.
- "RMax" is the radius of the paraboloid at a Z of "ZMax", the base of the paraboloid surface, default is 1.
- "ZMin" limits the paraboloid surface on the Z axis, must be positive, default is 0.
- "ZMax" limits the paraboloid surface on the Z axis and determines the Z location of the base, must be positive, default is 1.
- "ThetaMax" is the sweeping angle of the paraboloid in degrees, default is 360.

#### Conversion Support

A paraboloid object may be converted to NURBS patches using the main menu entry "Tools/Convert". This conversion obeys all parameters of the paraboloid.<sup>1</sup>

If the paraboloid is closed, an enclosing Level object will be created and the caps follow the paraboloid in the following order: disk-shaped cap at zmin, disk-shaped cap at zmax, cap at theta 0, cap at thetamax.

#### RIB Export

The paraboloid object appears in RIB output as simple

```
RiParaboloid(...);
```

or, if "Closed" is enabled and "ZMin", "ZMax", or "ThetaMax" have different than the default values, as complex CSG hierarchy of at most one paraboloid, two disks, and two bicubic patches.

<sup>1</sup> Since 1.8.2.

### 4.3.8 Hyperboloid Object

A hyperboloid, centered at the origin of the object coordinate system. The shape of the hyperboloid will be created by sweeping a line specified by two points in space around the Z axis. Thus, disk, cylinder, and cone are special cases of the hyperboloid.

The following table briefly lists some capabilities of the Hyperboloid object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Hyperboloid	No	Yes	NPatch <sup>+</sup>	No*

Table 47: Hyperboloid Object Capabilities

### HyperboloidAttr Property

The following parameters control the shape of the hyperboloid:

- "Closed" toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the hyperboloid may be used in CSG operations safely.
- "P1\_X", "P1\_Y" and "P1\_Z", define point one, default is (0, 1, -0.5).
- "P2\_X", "P2\_Y" and "P2\_Z", define point two, default is (1, 0, 0.5).
- "ThetaMax" is the sweeping angle of the hyperboloid in degrees, default is 360.

### Conversion Support

A hyperboloid object may be converted to NURBS patches using the main menu entry "Tools/Convert". This conversion obeys all parameters of the hyperboloid.<sup>1</sup>

If the hyperboloid is closed, an enclosing Level object will be created and the caps follow the hyperboloid in the following order: disk-shaped cap at P1, disk-shaped cap at P2, non-planar cap at theta 0, non-planar cap at thetamax.

### RIB Export

The hyperboloid object appears in RIB output as simple

```
RiHyperboloid(...);
```

or, if "Closed" is enabled and "ThetaMax" has a different than the default value, as complex CSG hierarchy of at most one hyperboloid, two disks, and two bilinear patches.

Note that due to a bug in BMRT that is still present in V2.3.6 the "Closed" option does not work properly when "ThetaMax" has a different than the default value and the hyperboloid has no displacement shader. In fact, using a displacement shader with a km (amount of displacement) of 0.0 is a work-around for this bug (found by T. E. Burge).

<sup>1</sup> Since 1.8.2.

## 4.4 Freeform Curve Objects

These objects are mainly used as child objects for the surface generating tool objects.

### 4.4.1 NCurve (NURBS Curve) Object

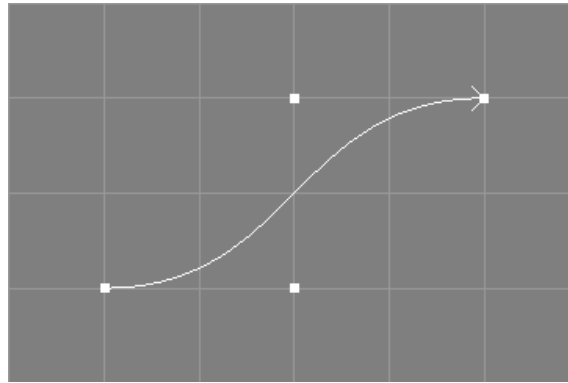


Figure 41: A simple NURBS Curve

The NCurve object is the most used basic object for NURBS modelling in Ayam because NURBS curves are used to build more complex smoothly shaped surfaces using operations like extrude, revolve, sweep or skin. NURBS curves can be open or closed and used to emulate Bezier and B-Spline curves easily. In addition, for easier modelling, they support multiple points, as explained in section 4.4.1 Multiple Points (page 129).

The following table briefly lists some capabilities of the NCurve object.

Type	Parent of	Material	Converts to/Provides	Point Edit
NCurve	No	No	N/A	Yes

Table 48: NCurve Object Capabilities

NCurve objects may be created via the toolbox, the main menu, several tools as documented in section 5.2 Curve Creation Tools (page 230), or the scripting interface, see also section 6.2.2 Creating Objects (page 272).

Tools that process NCurve objects are documented in 5.3 Curve Modification Tools (page 234).

The next section details the NCurve object property.

### NCurveAttr Property

The first section of the NCurveAttr property contains curve specific settings:

- "Type": This attribute replaces the "Closed" attribute since Ayam 1.9.

The type "Open" is for the standard open NURBS curve.

If the type is "Closed", the first and last control point of the curve will be made identical. This will close the curve but without any guaranteed continuity. Such a closed curve will e.g. be created by the NURBS circle tool. It is important to know, that identical start/end control points alone can not guarantee that the curve is closed if the knot vector is not clamped. If in doubt, use the clamp tool or a knot vector of type "NURB", "Chordal", or "Centripetal".

If the type is "Periodic", the last  $p$  control points of the curve will be made identical to the first  $p$  where  $p$  is the degree of the curve (read order-1). This will close the curve with guaranteed continuity. Note that for a cubic spline (order 4) you will need at least 6 control points to make it periodic. It is important to know, that the multiple control points alone can not guarantee that the curve is closed if the knot vector has no periodic extensions. If in doubt, switch the curve to knot type "B-Spline", "Chordal", or "Centripetal".

You may also want to enable the creation of multiple points using the "CreateMP" attribute (see below) for closed and periodic curves so that single point editing actions modify all multiple control points.

- "Length" is the number of control points of the curve.
- "Order" is the order of the curve.
- "Knot-Type": Using "Knot-Type" you may select from "NURB", "Bezier", "B-Spline", "Custom", "Chordal", and "Centripetal" knot types.

The knot type "NURB" will generate uniformly distributed knot values ranging from 0.0 to 1.0, where the multiplicity of the knots at the ends will be of order of the curve (the knot vector will be clamped). This guarantees that the curve will touch the control points at the ends of the curve. An example "NURB" knot vector for a curve of length 5 and order 4 would be:

```
{ 0.0 0.0 0.0 0.0 0.5 1.0 1.0 1.0 1.0 }.
```

The knot type "Bezier" will generate just 0.0 and 1.0 values. Note that the order of the curve has to be equal to the length of the curve if "Bezier" knots are generated. Otherwise, the generated knot sequence is illegal. The resulting curve looks and behaves exactly like a real Bezier curve, interpolating the control points at the ends and so on. An example "Bezier" knot vector for a curve of length 5 and order 5 would be:

```
{ 0.0 0.0 0.0 0.0 0.0 1.0 1.0 1.0 1.0 1.0 }.
```

The knot type "B-Spline" will generate uniformly distributed knot values (without any multiple knots). The resulting curve looks and behaves like a B-Spline curve. It is *not* interpolating the control end points. An example "B-Spline" knot vector for a curve of length 5 and order 4 would be:

```
{ 0.0 0.125 0.25 0.375 0.5 0.625 0.75 0.875 1.0 }.
```

The knot types "Chordal" and "Centripetal" will generate knot values whose distribution reflect the distances of the control points. This only works, if there are free knots in the knot vector, i.e. knots that are not subject to clamping or periodic extensions (the default NURBS curve with 4 control points and order 4 has *none*). For open curves, the generated knot vector will be clamped, for periodic curves, proper periodic extensions will be created. Those knot types are mainly useful for curves with unevenly distributed control points that will be sampled uniformly (in parametric space) later on and where it is expected, that the uniform sampling in parameter space results in evenly distributed sample points in coordinate space, e.g. if the curves are used as Sweep, Birail, or Clone trajectory, or surfaces are created from them that use implicit texture coordinates or a uniform tessellation strategy. The "Chordal" and "Centripetal" knots will ensure a more uniform distribution of the sample points on the curve in such cases (see also the example image below). An example "Chordal" knot vector for an open curve of length 5 and order 4 would be:

```
{ 0.0 0.0 0.0 0.0 0.388889 1.0 1.0 1.0 1.0 }.
```

The image below illustrates the use of two curves with uniform (NURB) vs. chordal knot vectors as Sweep trajectories. The upper Sweep with the uniform knot vector has much more unevenly distributed/sized sections and exhibits more severe self intersection problems. Please note that the shapes of the curves differ slightly.

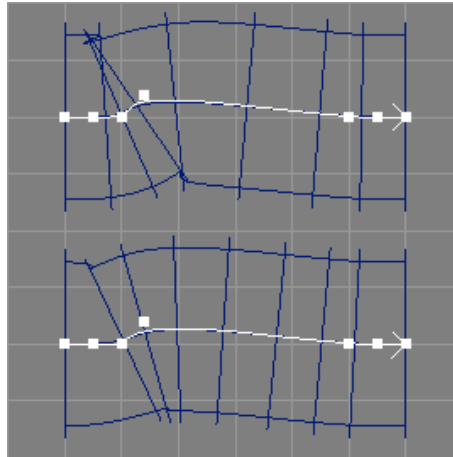


Figure 42: Sweeps Created From Curves With Uniform (upper) And Chordal (lower) Knot Vectors

- "Knots" allows to enter own custom knot sequences. Note that "Knots" are not in use if "Knot-Type" (above) is of type "NURB", "B-Spline", "Bezier", "Chordal", or "Centripetal". Note also, that the content of this parameter will be overwritten, if the knot type is switched to any of the aforementioned types.
- "CreateMP" toggles, whether multiple points should be created for this curve. See also the discussion in section 4.4.1 Multiple Points (page 129).
- "IsRat" informs, whether the curve is rational (has any weight values different from 1.0).<sup>1</sup>

The GLU-parameters control the appearance of the curve when curve/surface display is enabled.

- "Tolerance" is in fact GLU sampling tolerance, used to control the quality of the sampling when rendering a curve. Smaller tolerance settings lead to higher quality but also slower display. A setting of 0.0 means, that the global preference setting "Drawing/Tolerance" should be used.
- "DisplayMode" determines how the curve should be drawn. The control hull (control polygon) or the curve or a combination of both may be displayed. The setting "Global" means, that the global preference setting "Drawing/NCDisplayMode" should be used.

When changing more than one of the above values the changes will be applied in the order of the values in the property. The sum of the changed values should describe a valid NURBS curve. It is perfectly legal to change the length of the curve, its order, and switch to a custom knot vector (be sure to actually enter a valid new knot vector) at once. Ayam will check your changes and fall back to certain default values if e.g. your knot sequence is wrong. Check the console for any messages after pressing the "Apply" button!

When the curve type is changed using the NCurveAttr property Ayam may also have to change the position of some control points as follows:

- When the type is changed from open to closed, the last control point is moved to be identical to the first one. In addition, if the current knot type of the curve is "B-Spline", it will be reset to knot type "NURB".
- When the type is changed from open or closed to periodic, the last  $p$  control points will be moved to be identical to the first  $p$ , where  $p$  is the degree of the curve ( $\text{order}-1$ ). For a cubic curve (order 4), consequently, the last three control points will be moved. In addition, if the current knot type of the curve is "NURB" or "Bezier" it will be changed to "B-Spline" automatically.

<sup>1</sup> Since 1.9.



When changing the order of a periodic curve (and not touching the length) Ayam will automatically add or remove control points to/from the curve so that the shape of the curve remains largely intact and the periodic extensions plausible.<sup>1</sup>

### Multiple Points

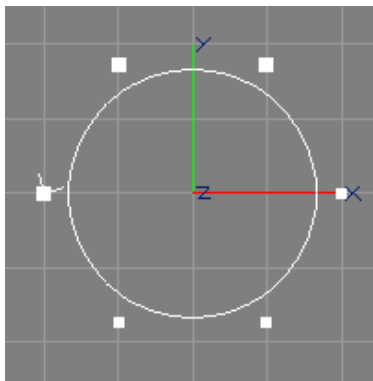


Figure 43: A NURBS Curve with Multiple Points (big handles)

The NURBS curves of Ayam support so called multiple points. A multiple point is made of a number of different control points that have the same coordinates. Modelling actions will always modify all the control points that make up a multiple point. Multiple points will be drawn with a bigger handle than normal points (see image above). They may e.g. be used to create closed curves. Note that the control points that make up a multiple point do not have to be consecutive (in the control point vector of the NURBS curve). Multiple points may be created using the collapse tool, and split up again using the explode tool (see sections [5.3.20 Collapse Tool \(page 246\)](#) and [5.3.21 Explode Tool \(page 246\)](#) for more information regarding those tools). Note that even though you might have exploded some multiple points Ayam will re-create them automatically on several occasions like reading of a scene, inserting/deleting points, and applying the `NCurveAttr` property if they still have identical coordinate values. In other words, you should immediately edit the control points (move them apart) after exploding to avoid that they automatically collapse to a multiple point again! You may also totally inhibit creation of multiple points for a NURBS curve using the attribute `"CreateMP"`.

### RIB Export

NCurve objects never directly appear in RIB output (only indirectly as trim curve).

---

<sup>1</sup> Since 1.18.

#### 4.4.2 ICurve (Interpolating Curve) Object

The ICurve object creates a global interpolating NURBS curve from  $n$  3D non-rational ordered data points. The curve may be closed, the order of the curve may be configured, the parameterisation may be adapted, and end derivatives may be specified. The open versions create  $n+2$  NURBS control points, and the closed ones  $n+3$ .

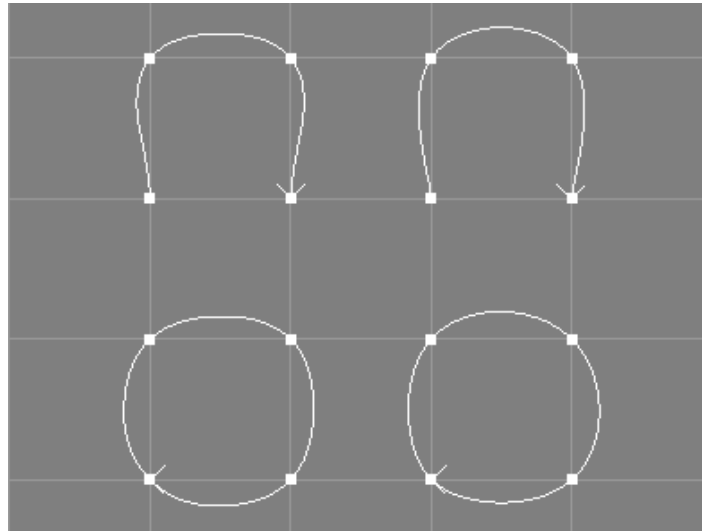


Figure 44: Different ICurves resulting from identical data point configurations (Upper Left: Open, Order 3; Upper Right: Open, Order 4; Lower Left: Closed, Order 3; Lower Right: Closed, Order 4)

The image above shows some interpolating curves, the left ones are of order 3 (quadratic curves), the right ones are of order 4 (cubic curves), the upper open, and the lower closed ones. The interpolation fidelity for the closed curves was tuned by adjusting the "SDLen" and "EDLen" parameters (all set to 0.2), see also the discussion of the parameters below.

In all parameterisation modes, knot averaging will be used to determine the knot vector of the interpolating curve.

Note that the axis of symmetry for closed interpolating curves crosses the first data point (in contrast to open interpolating or closed approximating curves, where it crosses between the last and first data point). For example, the closed interpolating curves in the above example image are indeed both symmetric, but the axis of symmetry is crossing the first and third data point and is, thus, rotated by 45 degrees.

This object makes use of the provide mechanism. It marks itself as providing a NCurve object (it creates and uses NURBS curves internally anyway) and all other objects that work with the provide mechanism (e.g. revolve, sweep, extrude, and skin) are able to work with an ICurve object instead of an object of type NCurve.

The following table briefly lists some capabilities of the ICurve object.

Type	Parent of	Material	Converts to/Provides	Point Edit
ICurve	No	No	NCurve	Yes

Table 49: ICurve Object Capabilities

ICurve objects may be created via the toolbox, the main menu, or the scripting interface, see also [6.2.2 Creating Objects](#) (page 274).

### ICurveAttr Property

The following parameters control the interpolation process:

- The "Type" parameter controls whether the interpolated curve should be open or closed.
- "Length" is the number of data points to interpolate.
- The next parameter "Order" determines the desired order of the interpolating curve. If the specified order is bigger than the number of control points used by the interpolating NURBS curve, then the order is silently changed to match the number of control points.
- The parameter "ParamType" switches the parameterisation between "Chordal" (default), "Centripetal", and "Uniform". The centripetal method generates a better parameterisation than the default (chordal) if the input data contains sharp turns. The uniform method is available since Ayam 1.20 and generates worse parameterisations (that lead to wiggles and overshooting) in the general case but it might help in some edge cases.
- "Derivatives" allows to choose between automatic and manual derivatives.  
 If automatic derivatives are switched on, the direction of the derivatives will be determined from the first, second, second to last, and last data points for open curves and from the second and second to last data points for closed curves. In addition, the respective derivative vector will be scaled by "SDLen" and "EDLen".  
 If manual derivatives are switched on, two more editable points appear in the single point editing modes. Those additional points directly control the derivatives in the endpoints of the interpolating curve. The parameters "SDLen" and "EDLen" do not influence those derivatives.
- The parameters "SDLen" and "EDLen" are used to control the length of the first and last derivative (if automatically generated from the data points, i.e. when "Derivatives" above is switched to automatic).
- See section [4.4.1 NCurveAttr](#) (page 126) for a description of the parameters: "Tolerance" and "DisplayMode".
- Finally, a "NCInfo" field informs about the actual configuration of the created NURBS curve.

The parameters "Mode", "Closed", and "IParam" are gone since Ayam 1.16. "Closed" was replaced by "Type", "IParam" by "SDLen" and "EDLen", and the "Mode" is now determined automatically from the desired order.

### Conversion Support

The interpolating curve may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

### RIB Export

ICurve objects never directly appear in RIB output (only indirectly as trim curve).

#### 4.4.3 ACurve (Approximating Curve) Object

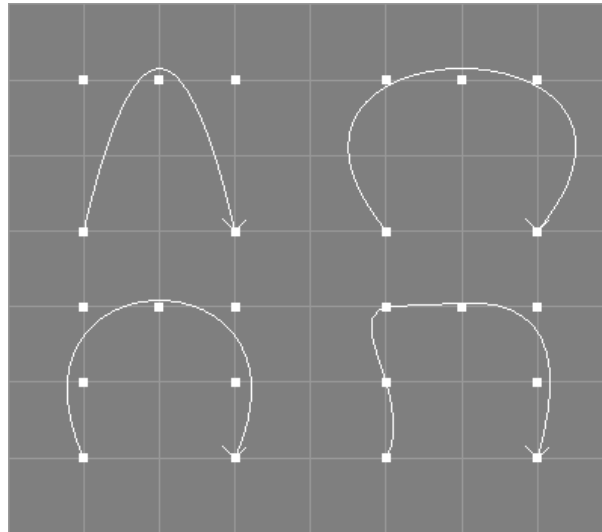


Figure 45: Different ACurves (Upper Left: ALength 3, Order 3; Upper Right: ALength 4, Order 4; Lower Left: ALength 4, Order 4; Lower Right: ALength 6, Order 3)

The ACurve object creates an approximating NURBS curve with  $m$  control points from  $n$  3D non-rational ordered data points (see image above).<sup>1</sup>

The number of desired output control points must be smaller than or equal to the number of data points to approximate ( $m \leq n$ ). The approximation algorithm used is of the least squares variety. If the number of control points approaches the number of data points, undesired wiggles in the output curve may occur.

This object makes use of the provide mechanism. It marks itself as providing a NCurve object (it creates and uses NURBS curves internally anyway) and all other objects that work with the provide mechanism (e.g. Revolve, Sweep, Extrude, and Skin) are able to work with an ACurve object instead of an object of type NCurve.

The following table briefly lists some capabilities of the ACurve object.

Type	Parent of	Material	Converts to/Provides	Point Edit
ACurve	No	No	NCurve	Yes

Table 50: ACurve Object Capabilities

ACurve objects may be created via the main menu or the scripting interface, see also [6.2.2 Creating Objects](#) (page 276).

#### ACurveAttr Property

The following parameters control the approximation process:

- "Length" determines the number of data points to approximate.
- "ALength" is the number of (distinct) control points to use for the approximating NURBS curve. The total number of distinct control points must be smaller than or equal to the number of data points.

<sup>1</sup> Since 1.15.

- The curve can be closed with the parameter "Closed". For closed approximations, the total number of control points will be "ALength + Order - 1". The following table illustrates this relationship.

Length	ALength	Order	Closed	Output Length
10	5	3	No	5
10	5	3	Yes	8
10	4	4	Yes	8
5	4	3	No	4
5	4	3	Yes	7

Table 51: ACurve Parameterisation Examples

- For symmetric data point configurations, the approximating curve is not necessarily symmetric. With the parameter "Symmetric" a symmetric result can be enforced (see image below), albeit at the cost of about double runtime and a slightly worse parameterisation.

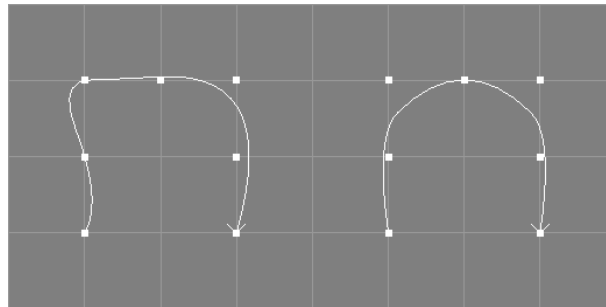


Figure 46: Left: asymmetric ACurve, Right: symmetric ACurve

- The parameter "Order" specifies the desired order of the approximating NURBS curve. Currently, only orders higher than 2 are supported.
- See section 4.4.1 [NCurveAttr \(page 126\)](#) for a description of the parameters: "Tolerance" and "DisplayMode".
- Finally, a "NCInfo" field informs about the actual configuration of the created NURBS curve.

### Conversion Support

The approximating curve may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

### RIB Export

ACurve objects never directly appear in RIB output (only indirectly as trim curve).

#### 4.4.4 NCircle (NURBS Circle) Object

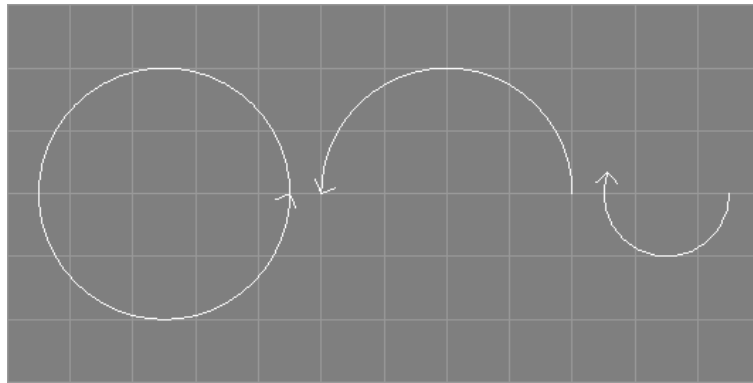


Figure 47: Different NCircle Objects (l: default, m: TMax 180, r: Radius 0.5, TMax -200)

The NCircle object creates a circular NURBS curve or a circular arc in the XY plane centered at the origin with designated radius and start/end angles (see image above).<sup>1</sup>

In order to revert the created NURBS curve the start/end angles may be used, e.g. "TMin" 0.0, "TMax" -360.0 for a reverse full circle.<sup>2</sup>

The following table briefly lists some capabilities of the NCircle object.

Type	Parent of	Material	Converts to/Provides	Point Edit
NCircle	No	No	NCurve	No*

Table 52: NCircle Object Capabilities

#### NCircleAttr Property

The following parameters control the shape of the circle or arc.

- "Radius" is the radius of the circle.
- "TMin" (ThetaMin) controls the starting angle of the circle or arc to be created. Negative values are allowed.
- "TMax" (ThetaMax) controls the end angle of the circle or arc to be created. Negative values are allowed.
- See section 4.4.1 NCurveAttr (page 126) for a description of the parameters: "Tolerance" and "DisplayMode".
- Finally, a "NCInfo" field informs about the actual configuration of the created NURBS curve.

#### Conversion Support

The circular curve/arc may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

<sup>1</sup> Since 1.12.    <sup>2</sup> Since 1.15.

**RIB Export**

NCircle objects never directly appear in RIB output (only indirectly as trim curve).

## 4.5 Curve Tool Objects

These objects modify existing curves or create new curves.

### 4.5.1 ConcatNC (Concatenate NURBS Curves) Object

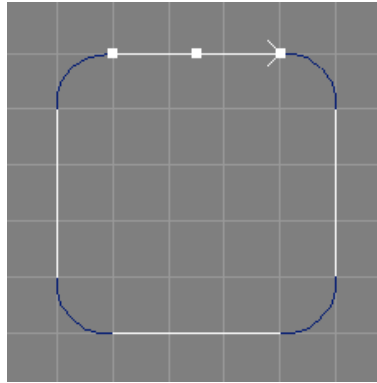


Figure 48: ConcatNC Object (blue) from a Linear Curve and 3 Instances (white)

The ConcatNC object concatenates all child objects (which should be NURBS curves or provide NURBS curves) to a single NURBS curve. Since the ConcatNC object also provides a NURBS curve, it is possible to use it as child object for another ConcatNC object (with possibly different parameters) or as a parameter object for a tool object that works with NURBS curves such as Revolve or Extrude.

The concatenation process works as follows:

1. The orders of all parameter curves will be elevated to the maximum order of all the parameter curves (see also section 5.3.5 [elevate tool \(page 237\)](#) for more information on elevation) and all curves will be clamped (see also section 5.3.7 [clamp tool \(page 238\)](#) for more information on clamping).
2. If the parameter "FillGaps" is enabled, fillet curves will be created for every gap between the parameter curves of the ConcatNC object. If "Closed" and "FillGaps" are enabled, an additional fillet is created to close the curve.
3. Now the control points of all parameter curves and fillets are simply copied into a new big control point vector, without checking for double points. This means that for parameter curves that touch at their respective ends, at least double control points in the new concatenated curve will result.
4. If "Closed" is enabled, the curve will be closed.

The knot sequence of the new concatenated curve will be of type "NURB" or a custom knot vector will be computed (depending on the setting of "Knot-Type").

If "Knot-Type" is "NURB", the shape of the concatenated curve will differ from the parameter curves if any of the parameter curves has a custom knot vector with non equidistant knots.

If "Knot-Type" is "Custom", the shape of the parameter curves will be preserved completely, but the knot vector of the concatenated curve will then contain internal multiple knots.

Attributes like display mode and tolerance for the new concatenated curve are simply taken from the first parameter curve.



The following table briefly lists some capabilities of the ConcatNC object.

Type	Parent of	Material	Converts to/Provides	Point Edit
ConcatNC	NCurve <sup>+</sup>	No	NCurve	No*

Table 53: ConcatNC Object Capabilities

### ConcatNCAttr Property

The following parameters control the concatenation process:

- Using "Closed" a closed concatenated curve may be created, even if the parameter curves do not touch. If also "FillGaps" (see below) is enabled, an additional fillet will be created for the last and the first child curve to close the concatenated curve. If "FillGaps" is not enabled, the concatenated curve will be closed with the same algorithm that is also used by the close curve tool (possibly changing its shape).
- If "Revert" is enabled, the orientation of the concatenated curve will be reversed.
- "FillGaps" creates fillet curves for all gaps between the parameter curves of the ConcatNC object. No fillet will be created if the end points of two parameter curves match.

The fillet curves will initially be created from four control points. The outer fillet control points are the parameter curve end points and the inner fillet control points will be positioned on the tangent of the respective parameter curve end point (see also the discussion of "FTLength" below). Thus, the transitions between parameter curve and fillet should be at least G1 continuous. Degree elevation will be used to raise the degree of the fillet to that of the concatenated curve; this may introduce additional control points in the fillet but its shape does not change and the transition continuity is also not affected.

If the order of the resulting concatenated curve is 2, only simple fillets, connecting the parameter curves by straight lines, will be generated.

- "FTLength" determines the distance of the inner fillet control points from their respective end points. This value can be adapted for smaller/larger gaps between parameter curves.

If the "FTLength" parameter is 0.0, C1 continuous fillets will be created by global curve interpolation instead of the G1 fillets outlined above.

- "Knot-Type" sets the knot type of the concatenated curve:
  - If "Knot-Type" is "NURB" a simple knot vector with equidistant knots is generated, which leads to a concatenated curve that does not exactly preserve the shapes of the original curves. Furthermore, all transitions between parameter curves are always smoothed out.
  - If "Knot-Type" is "Custom", the knot vector is composed from the knot vectors of the original curves, and thus, their shapes may be preserved completely. Note, that potential discontinuities of any level, even gaps between the parameter curves are also fully preserved. However, this comes at the price of internal multiple knots. A problem with these knots is, that the resulting curve is *not* differentiable in these places anymore, which in turn can be problematic for operations like sweeps.

- Finally, a "NCInfo" field informs about the actual configuration of the created NURBS curve.

**Conversion Support**

The concatenated curve may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

**RIB Export**

ConcatNC objects never directly appear in RIB output (only indirectly as trim curve).

#### 4.5.2 ExtrNC (Extract NURBS Curve) Object

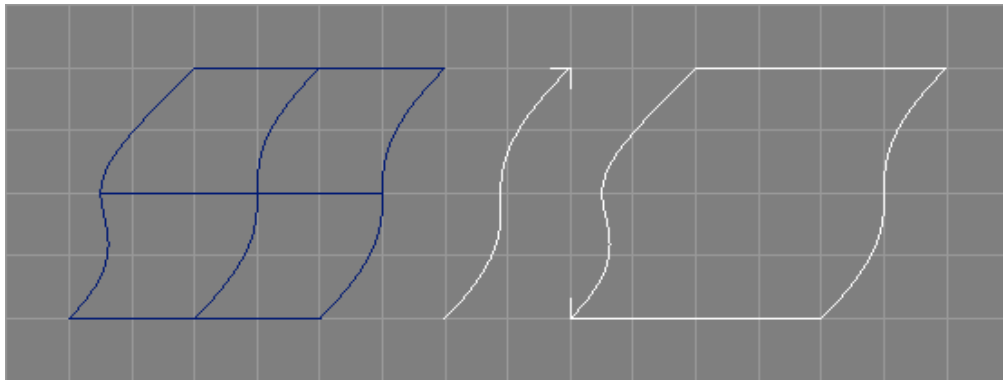


Figure 49: Extracted Curves (white) from Arbitrarily Shaped Surface (blue)

The ExtrNC object extracts a NURBS curve from a NURBS patch object, for use as parameter object for other tool objects, like e.g. Revolve (see image above). It also works with NURBS patch providing objects, so that the following example hierarchy is valid:

```
--NPatch
+-Skin
  +-ExtrNC
    |\ Instance_of_NPatch(Instance)
    \ NCurve
```

Depending on the parameters of the ExtrNC object, the Skin object above will have one boundary in common with a boundary or an iso-curve of the NPatch object. Note that using an instance object of some other surface object (as shown in the above example) is in fact the recommended way of using the ExtrNC object. Therefore, the main menu entry "Tools/Create/ExtrNC" will automatically create an instance of the currently selected object and move it to the newly created ExtrNC object.

As the geometry of the extracted curve is completely defined by the master surface, ExtrNC objects do not support own transformation attributes.<sup>1</sup>

Note that the extraction of any curves currently completely ignores potentially present trimming information of the NPatch object, i.e. the extracted curves will not be trimmed.

However, complete trim boundaries may be extracted.<sup>2</sup>

The following table briefly lists some capabilities of the ExtrNC object.

Type	Parent of	Material	Converts to/Provides	Point Edit
ExtrNC	NPatch	No	NCurve	No*

Table 54: ExtrNC Object Capabilities

<sup>1</sup> Since 1.19. <sup>2</sup> Since 1.21.

### ExtrNCAttr Property

The extraction process is controlled by the following attributes:

- "Side" controls which curve should be extracted from the surface. Available values are:
  - "U0", "Un": extract upper or lower boundary curve (along width);
  - "V0", "Vn": extract left or right boundary curve (along height);
  - "U", "V" extract curve along width and height respectively at specified parametric value (see below).<sup>1</sup>
  - "Boundary": extract the complete boundary curve of the patch.<sup>2</sup>
  - "Middle\_U", "Middle\_V": create a curve from the patch data that is the "middle axis" (simply the medium of all control points of a patch in the designated dimension).<sup>3</sup>  
This option is e.g. useful to re-engineer swept surfaces, delivered as simple patches.
  - "Trim", all trim curves and loops of the current patch will appear here.<sup>4</sup> Note, that their extraction will result in an approximation of the 3D representation of the corresponding trim boundary only. In particular, the extracted curve will not be compatible to the trim curve. The approximation quality can be adjusted using "Parameter" (see below).

Note that if "Side" is "U0", "Un", "V0", or "Vn" the extraction process just copies the respective boundary control points, which is fast but only works correctly for clamped knot vectors. To extract a boundary from a surface with e.g. a B-Spline knot vector, "U0" should *not* be used but "U" with "Parameter" set to 0.0 and "Relative" enabled as "U" uses a different, more expensive, extraction process (which involves knot insertion).

- "Parameter" controls the parametric value in U or V direction in the parameter space of the NURBS patch object where the curve should be extracted or the approximation quality of extracted trim curves. Consequently, this parameter is only used when "Side" is "U", "V" or "Trim". The valid range of parameter values depends on the knot vectors of the NURBS patch.  
If a trim boundary is to be extracted, this parameter controls the sampling just like the preference setting "Drawing/Tolerance".
- "Relative" controls whether the parametric value should be interpreted in a relative way. If enabled, a parametric value of 0.5 always extracts from the middle of the knot vector, regardless of the actual knot values, and the valid range for "Parameter" is then consequently 0.0-1.0.<sup>5</sup>
- "Revert" immediately reverts the extracted curve.
- "CreatePVN" controls creation of a PV tag that contains the normals (derived from the surface control points) on the surface. This PV tag can then be used to control a 3D offset curve.
- "PatchNum" allows to select a patch from a list of patches delivered e.g. by a beveled Extrude object as child of the ExtrNC object. This way it is possible to extract a curve from a bevel or cap surface of e.g. said Extrude object.
- Finally, a "NCInfo" field informs about the actual configuration of the extracted NURBS curve.

See section 4.4.1 NCurveAttr (page 126) for a description of the other two attributes "DisplayMode" and "Tolerance".

<sup>1</sup> Since 1.8.1.   <sup>2</sup> Since 1.13.   <sup>3</sup> Since 1.15.   <sup>4</sup> Since 1.21.   <sup>5</sup> Since 1.15.

**Conversion Support**

The extracted curve may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

**RIB Export**

ExtrNC objects never directly appear in RIB output (only indirectly as trim curve).

### 4.5.3 OffsetNC (Offset NURBS Curves) Object

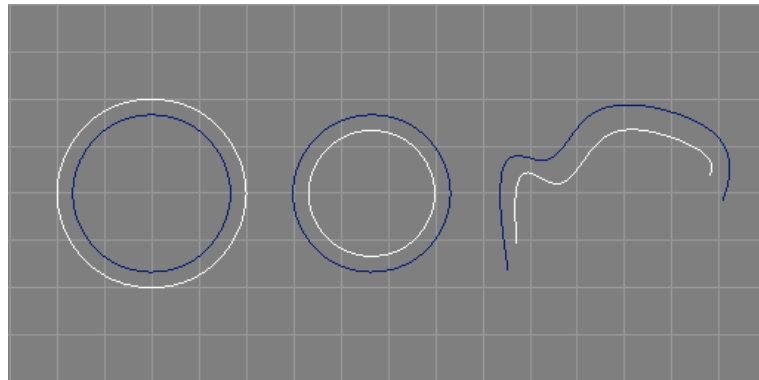


Figure 50: Offset Curves (white) from NURBS Curves (blue) with Offset 0.2, -0.2, and 0.3

The OffsetNC object creates offset curves from planar NURBS curves using four different algorithms.<sup>1</sup> See also the image above.

The offset curve will always match the original curve in type, length, order, and knots. No attempt is made to prevent collisions or self intersections. Rational curves are not supported well.

The available offset algorithms are:

#### Point

offsets each control point along the normal derived from the surrounding control points; the offset curve created by this algorithm may come too near the original curve at sharp convex features whose exact forms are not preserved well either,

#### Section

this algorithm offsets all control polygon sections in the direction of their normal and places new control points at intersection points of the lines defined by the offset sections; this algorithm is better in avoiding self intersections of the offset curve but the offset curve may be too far away from the original curve at sharp convex or concave features (regions of high curvature),

#### Hybrid

this algorithm offsets the curve two times using the Point and Section algorithms and then mixes the results so that the bad features of the two algorithms cancel out each other,<sup>2</sup>

#### 3DPVN

Since Ayam 1.18 there is a fourth offsetting algorithm available, that creates true three dimensional offsets from non planar curves using a primitive variable tag that contains normal information for the curve (vertex normals). Such tags can be created manually or automatically e.g. when extracting curves from surfaces using the "Ext rNC" object.

As the geometry of the offset curve is completely defined by the master curve and the offset parameter, OffsetNC objects do not support own transformation attributes.<sup>3</sup>

The "Bevel3D" offset algorithm has been removed since Ayam 1.19.

The following table briefly lists some capabilities of the OffsetNC object.

<sup>1</sup> Since 1.14. <sup>2</sup> Since 1.19. <sup>3</sup> Since 1.19.

Type	Parent of	Material	Converts to / Provides	Point Edit
OffsetNC	NCurve	No	NCurve	No*

Table 55: OffsetNC Object Capabilities

**OffsetNCAttr Property**

The following parameters control the offsetting process:

- The first parameter "Mode" determines, which algorithm to use for the offsetting process.
- Using "Revert" the direction of the offset curve may be reversed.
- "Offset" determines the distance between original curve and offset curve. Negative values are allowed.
- See section 4.4.1 [NCurveAttr \(page 126\)](#) for a description of the parameters: "Tolerance" and "DisplayMode".
- Finally, a "NCInfo" field informs about the actual configuration of the created NURBS curve.

**Conversion Support**

The offset curve may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

**RIB Export**

OffsetNC objects never directly appear in RIB output (only indirectly as trim curve).

## 4.6 Freeform Surface Objects

These objects enable direct manipulation of freeform surfaces.

### 4.6.1 NPatch (NURBS Patch) Object

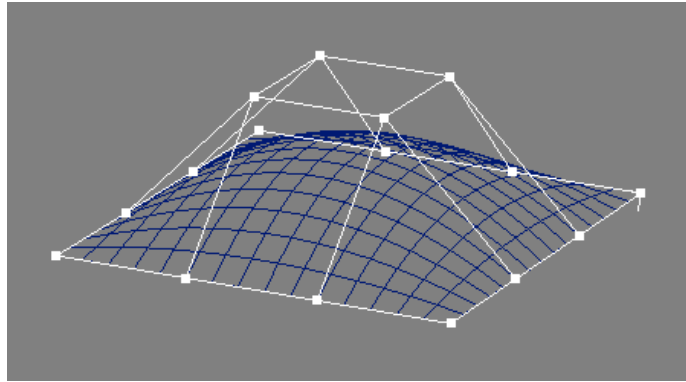


Figure 51: NURBS Patch: Surface (blue) from Control Polygon (white)

The NPatch object allows to model NURBS surfaces in a direct way, e.g. by modifying control points (see also the image above). Note that using NPatch objects should be seen as last resort, only to be used when the flexibility of all the NURBS surface creating tool objects is not high enough to achieve a certain shape.

Like NCurve objects, NPatch objects mark their last control point with a small arrow. Note that the arrow points in the V direction (height).

NPatch objects also support the concept of multiple points, see section 4.4.1 Multiple Points (page 129) for more information regarding this.<sup>1</sup>

The following table briefly lists some capabilities of the NPatch object.

Type	Parent of	Material	Converts to/Provides	Point Edit
NPatch	NCurve <sup>+</sup> /Level <sup>+</sup>	Yes	PolyMesh	Yes

Table 56: NPatch Object Capabilities

NPatch objects may be created via the toolbox, the main menu, some tools as documented in section 5.4 Surface Creation Tools (page 248), or the scripting interface, see also 6.2.2 Creating Objects (page 277).

Tools that process NPatch objects are documented in section 5.5 Surface Modification Tools (page 255).

### NPatchAttr Property

The first section of the NPatchAttr property contains patch specific settings:

- "Width" and "Height" control the dimensions of the patch. Similar to the "Length" parameter of the NCurve object, changes to "Width" or "Height" add or remove internal control points (i.e. to double the resolution of a 4 by 4 NURBS patch in U direction, change the "Width" from 4 to 7; this will lead to an additional control point inserted into every section of the original patch).
- "Order\_U" and "Order\_V" set the orders of the patch.

<sup>1</sup> Since 1.10.



- "Knot-Type\_U"/"Knot-Type\_V" and "Knots\_U"/"Knots\_V": For a discussion of the "Knot-Type" and "Knots" parameters, please see section 4.4.1 NCurveAttr (page 126).
- "CreateMP" toggles, whether multiple points should be created for this surface. See also the discussion in section 4.4.1 Multiple Points (page 129).<sup>1</sup>
- "IsRat" informs, whether the patch is rational (has any weight values different from 1.0).<sup>2</sup>

The next parameters control the appearance of the patch for display in Ayam:

- "Tolerance" is in fact the GLU sampling tolerance used to control the quality of the sampling when rendering the patch. Smaller tolerance settings lead to higher quality but also slower display. A setting of 0.0 means, that the global preference setting "Drawing/Tolerance" should be used.
- "DisplayMode" sets the display mode, either the control hull is drawn ("ControlHull"), or just the outlines of the polygons created by the tessellation ("OutlinePolygon"), or just the outlines of the patch ("OutlinePatch"). The default setting ("Global") means, that the value of the global preference setting "Drawing/NPDisplayMode" should be used instead.

### Trim Curves

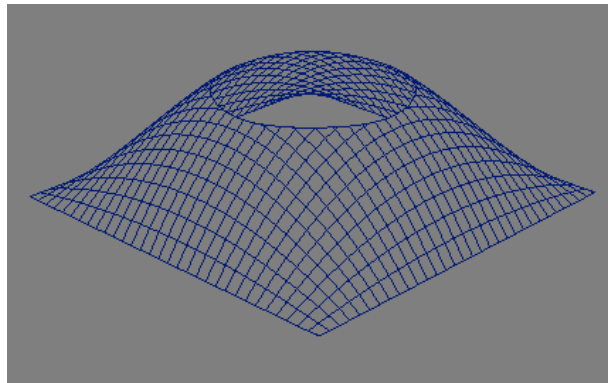


Figure 52: A Trimmed NURBS Patch

Trim curves may be used to cut out certain parts of a NURBS patch (see also the image above). They are simple 2D NURBS curves defined in the parametric space of the associated NURBS patch. Trim curves have to be defined as child objects of the NURBS patch object they belong to. In contrast to other child objects, however, they do not inherit the transformation attributes of the parent object. Trim curve editing can take place in views of type "Trim", that draw the boundaries of the parametric space of the corresponding NURBS patch as rectangle, but otherwise act as normal "Front" views.

Note that the direction of the trim curve determines which part of the NURBS patch should be cut out. The Revert tool (Tools/NURBCurve menu) can be used to easily change the direction of a trim curve.

Some special restrictions apply to trim curves:

- All trim curves should entirely lie in the (u,v) parameter space of the NURBS patch (remember the rectangle in the Trim view). Note that this restriction does not apply to the control points, but the curves! It is ok to have control points outside the rectangle if the defined curve is inside the rectangle.
- The last point of a trim curve must be identical to the first point.

<sup>1</sup> Since 1.10.    <sup>2</sup> Since 1.9.

- Trim loops (multiple trim curves that form loops) are possible too; the last point of each curve in the loop must be identical to the first point of the next curve in the loop and the first point of the first curve of a loop must be identical to the last point of the last curve of that loop.
- To mark a set of curves to be a loop, they must be placed in a level object. The order of the curves in this level is the order of the loop. The transformation attributes of this level object are fully ignored for trimming.
- Drawing trimmed NURBS patches with certain implementations of OpenGL may require a special trim curve (a rectangular piecewise linear curve that encloses the whole NURBS patch) to be present. Such a curve may be generated with the `TrimRect` tool. This tool can be found in the "Tools/Create" menu. This curve is needed if you want to cut out a hole with a single trim curve. This curve is generally not needed if you want to render the patch with BMRT but it should not hurt if it is present.
- If there are nested trim curves, their direction must alternate.
- Trim curves may not intersect each other or them self.

Note that Ayam is not checking whether the trim curves follow these rules.

Warning: Certain OpenGL implementations may be easily crashed drawing trimmed NURBS patches with trims that do not follow the aforementioned rules. When in doubt or while heavy modelling, switch to wire-frame drawing and switch off shading temporarily and you will be on the safe side.

NURBS curve providing objects are also supported as trim curves.<sup>1</sup> When objects provide multiple NURBS curves, those do *not* form a single loop, but are seen as individual loops.

### Caps and Bevels

The NPatch object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are U0, U1, V0, and V1.

Integration is not supported; the corresponding option is silently ignored.

### Conversion Support

A NPatch object may be converted to a PolyMesh object using the main menu entry "Tools/Convert".

This process is also called tessellation and thus, the tessellation parameters from TP tags will be used in the conversion process (if present) (see also section 4.11.11 TP Tag (page 224)).

If bevels or caps are present, an enclosing Level object will be created and the tessellated bevels or caps follow the tessellated NPatch in the following order: U0, U1, V0, V1.

Integrated bevels or caps do not appear as extra objects.

### RIB Export

NPatch objects will be exported as NURBS patch primitives:

---

```
RiNuPatch(...);
```

<sup>1</sup> Since 1.5.

PV tags are supported and also trim curves may appear.

### 4.6.2 IPatch (Interpolating Patch) Object

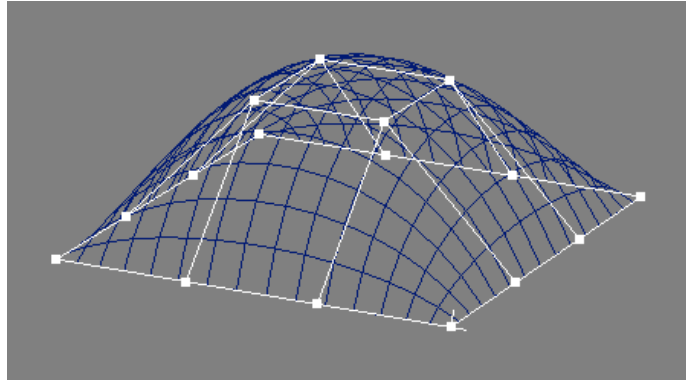


Figure 53: Interpolating surface (blue) from data points (white)

An IPatch forms a surface defined by interpolating a regular grid of three dimensional and non rational data points (see also the image above).

The following table briefly lists some capabilities of the IPatch object.

Type	Parent of	Material	Converts to/Provides	Point Edit
IPatch	No	Yes	NPatch	Yes

Table 57: IPatch Object Capabilities

IPatch objects may be created via the main menu or the scripting interface, see also 6.2.2 Creating Objects (page 279).

#### IPatchAttr Property

The IPatchAttr property contains the following elements:

- "Width" and "Height" control the dimensions of the patch. Similar to the "Length" parameter of the NCurve object, changes to "Width" or "Height" add or remove internal control points (i.e. to double the resolution of a 4 by 4 interpolating patch in U direction, change the "Width" from 4 to 7; this will lead to an additional control point inserted into every section of the original patch).
- "Order\_U" and "Order\_V" set the desired interpolation orders of the patch. If any of these values is set to 2, no explicit interpolation will take place in this dimension (the surface will implicitly interpolate the data points due to the low order).
- "Close\_U" and "Close\_V" allow to create closed surfaces in the respective dimension.
- "Knot-Type\_U" and "Knot-Type\_V" switches the parameterisation between "Chordal" (default), "Centripetal", and "Uniform". The centripetal method generates a better parameterisation than the default (chordal) if the input data contains sharp turns. The uniform method generates worse parameterisations (that lead to wiggles and overshooting) in the general case but it might help in some edge cases.
- "Deriv\_U" and "Deriv\_V" toggle whether
  - "None": no end derivatives,
  - "Automatic": automatically created (from data points) derivatives, scaled by the additional parameters "SDLen\_U", "EDLen\_U", "SDLen\_V", and "EDLen\_V",

- "Manual": completely manually controlled end derivatives (appearing as additional control points in point editing, if enabled)

should be used in the interpolation.

The next parameters control the appearance of the patch for display in Ayam:

- "Tolerance" is in fact the GLU sampling tolerance used to control the quality of the sampling when rendering the patch. Smaller tolerance settings lead to higher quality but also slower display. A setting of 0.0 means, that the global preference setting "Drawing/Tolerance" should be used.
- "DisplayMode" sets the display mode, either the control hull is drawn ("ControlHull"), or just the outlines of the polygons created by the tessellation ("OutlinePolygon"), or just the outlines of the patch ("OutlinePatch"). The default setting ("Global") means, that the value of the global preference setting "Drawing/NPDisplayMode" should be used instead.
- Finally, a "NPInfo" field informs about the actual configuration of the created NURBS patch.

### Conversion Support

The interpolated surface may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

### RIB Export

IPatch objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

PV tags are currently not supported.

### 4.6.3 BPatch (Bilinear Patch) Object

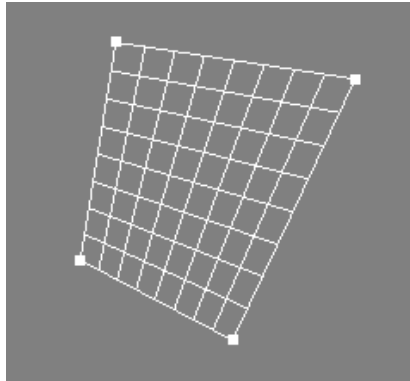


Figure 54: Bilinear Patch

A BPatch is a simple bilinear patch defined by four control points. BPatch objects are e.g. used internally to build box objects, see also [4.3.1 Box Object \(page 118\)](#).

The following table briefly lists some capabilities of the BPatch object.

Type	Parent of	Material	Converts to/Provides	Point Edit
BPatch	No	Yes	NPatch	Yes

Table 58: BPatch Object Capabilities

#### BPatchAttr Property

The BPatchAttr property allows to directly control the four points defining the geometry of the patch:

- "P1\_X", "P1\_Y", "P1\_Z", first point.
- "P2\_X", "P2\_Y", "P2\_Z", second point.
- "P3\_X", "P3\_Y", "P3\_Z", third point.
- "P4\_X", "P4\_Y", "P4\_Z", fourth point.

#### Conversion Support

The bilinear patch may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

#### RIB Export

BPatch objects will be exported as bilinear patch primitives:

```
RiPatch(RI_BILINEAR, ...);
```

PV tags are supported.

#### 4.6.4 PatchMesh Object

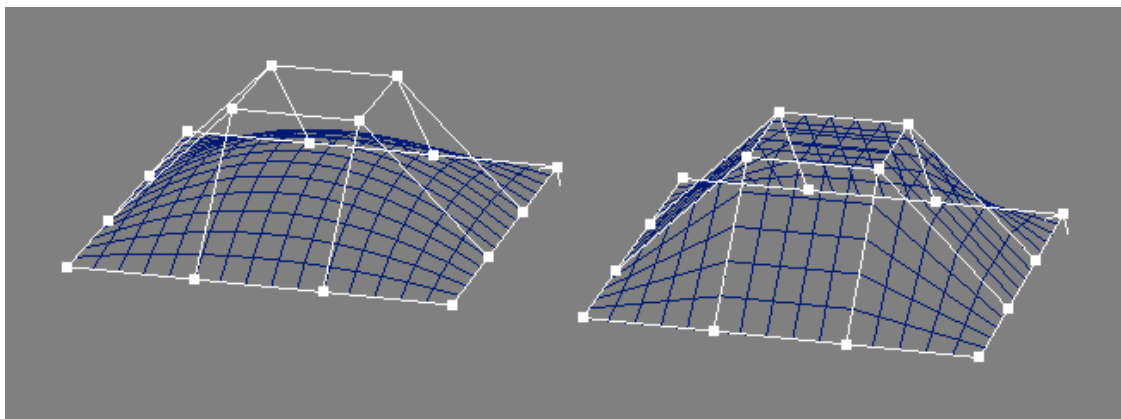


Figure 55: Bicubic (left) and Bilinear (right) PatchMesh Surfaces (blue) from their Respective Control Polygons (white)

The PatchMesh object may be used to model with bilinear and bicubic patch meshes.

Like NCurve objects, PatchMesh objects mark their last control point with a small arrow. Note that the arrow points in the V direction (height).

The following table briefly lists some capabilities of the PatchMesh object.

Type	Parent of	Material	Converts to/Provides	Point Edit
PatchMesh	No	Yes	NPatch	Yes

Table 59: PatchMesh Object Capabilities

#### PatchMeshAttr Property

The first section of the PatchMeshAttr property contains patch specific settings:

- "Type" may be set to "Bilinear" or "Bicubic".
- "Width" and "Height" control the dimensions of the patch. Note that for bicubic patch meshes, the basis type may impose restrictions on the valid values for width and height; e.g. for the basis type "Bezier" (with step size 3) valid values are 4, 7, 10, .... The other basis type that imposes this restriction is "Hermite" with step size 2, where valid values are 4, 6, 8, .... Closing the surface complicates the matter a bit further. A valid width for a closed bicubic patch mesh of basis type "Bezier" is e.g. 6; it is actually still 7, but the last point is equal to the first and will be omitted.
- "Close\_U" and "Close\_V" determine, whether the patch mesh should be closed in U and V direction respectively.
- "IsRat" informs, whether the patch mesh is rational (has any weight values different from 1.0).<sup>1</sup>
- "BType\_U" and "BType\_V" control the basis type for bicubic patches. The following basis types are available: "Bezier", "B-Spline", "Catmull-Rom", "Hermite", "Power", and "Custom". In the latter case ("Custom"), additional parameters may be set. Those are "Step\_U"/"Step\_V" (the step size of the basis) and "Basis\_U"/"Basis\_V" the basis itself. Please see the RenderMan Companion for a more in depth discussion of the different basis types.

<sup>1</sup> Since 1.21.

The parameters "BType\_U", "BType\_V", "Step\_U", "Step\_V", "Basis\_U", and "Basis\_V" are only available to bicubic patch meshes.

The next parameters control the appearance of the patch for display in Ayam:

- "Tolerance" is in fact GLU sampling tolerance, used to control the quality of the sampling when rendering the patch. A setting of 0.0 means, that the global preference setting "Drawing/Tolerance" should be used.
- "DisplayMode" sets the display mode, either the control hull is drawn, or just the outlines of the polygons created by the tessellation (OutlinePolygon), or just the outlines of the patch (OutlinePatch). The default setting (Global) means, that the global preference setting "Drawing/DisplayMode" should be used.

### Conversion Support

The patch mesh may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert". In Ayam versions prior to 1.21, conversion (and shaded display) did not work for patch meshes with the basis types Catmull-Rom, Hermite, or Custom. This is no longer the case.

### RIB Export

PatchMesh objects will be exported as patch mesh primitives:

```
RiPatchMesh (...);
```

PV tags are supported.



## 4.7 Surface Tool Objects

These objects create freeform surfaces from curves or other surfaces.

### 4.7.1 Revolve Object



Figure 56: Revolve Object (left: Curve, right: Surface of Revolution)

The Revolve object forms a surface of revolution from a NURBS curve.

The Revolve object has the generating NURBS curve as child object and watches its changes and adapts to it automatically.

The axis of revolution is always the Y axis. The parameter curve should be defined in the XY plane. If not, the curve will be projected to this plane before revolving.

The following table briefly lists some capabilities of the Revolve object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Revolve	NCurve	Yes	NPatch <sup>+</sup>	No*

Table 60: Revolve Object Capabilities

### RevolveAttr Property

The parameter "ThetaMax" specifies the sweeping angle of the revolution just like for an ordinary RenderMan quadric primitive.

The Revolve object also supports a B-Spline mode that may be enabled by setting the parameter "Sections" to a value higher than 0.<sup>1</sup>

In this mode, a circular B-Spline is used as basis for the surface of revolution instead of the standard NURBS circle. Depending on the number of sections chosen, the surface of revolution does not exactly interpolate the parameter curve, but the surface may be edited more easily after a possible conversion to an ordinary NURBS patch object, because the control points will not be rational if the revolved curve is also not rational. Note that also the B-Spline mode can realize arbitrary "ThetaMax" values.<sup>2</sup>

In addition to the number of sections, in B-Spline mode it is possible to control the order of the surface of revolution using the parameter "Order". If "Order" is 0, a standard value of 3 will be used.

<sup>1</sup> Since 1.8.    <sup>2</sup> Since 1.18.

See section 4.6.1 [NPatchAttr \(page 144\)](#) for a description of the other two attributes "DisplayMode" and "Tolerance".

### Caps and Bevels

The Revolve object supports the standard caps as lined out in section 4.10.5 [Caps Property \(page 216\)](#) and the standard bevels as lined out in section 4.10.6 [Bevels Property \(page 216\)](#).

The boundary names are:

Upper – curve formed by revolving the start point of the cross section,

Lower – curve formed by revolving the end point of the cross section,

Start – cross section, and

End – cross section at end of revolution.

### Conversion Support

The surface of revolution and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels or caps follow the surface of revolution in the following order: upper, lower, start, end.

Integrated bevels or caps do not appear as extra objects.

The Revolve object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Revolve objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If bevels or caps are present, those follow as potentially trimmed NURBS patch primitives in the following order: upper, lower, start, end.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

### 4.7.2 Extrude Object



Figure 57: Extrude Object (left: Curve, middle: normal Extrusion, right: Extrusion with Caps)

The Extrude object forms an extrusion from a number of planar NURBS curves.

The first curve determines the outline and the other curves determine holes in the extrusion object. Holes may be used by objects that form e.g. letters.

The object has the generating NURBS curves as child objects, watches them and adapts to them automatically.

Consequently, the object hierarchy of an Extrude object may look like this:

```
+--Extrude
| Outline(NCurve)
| [Hole_1(NCurve)
| ...
| \ Hole_n(NCurve) ]
```

The Extrude object can generate caps, if the generating curves are closed. Cap generation may fail, if the outer curve has weights and the curve itself leaves the convex hull of the control polygon. Be careful when using curves with weights!

The sharp corners between caps and extrusion may be beveled.

The axis of the extrusion is always the Z axis. The parameter curves should be defined in the XY plane. If not, they will be squashed down to this plane. See section 5.3.16 To XY Tool (page 244) for information on how to easily achieve curves in the XY plane.

The dimensions and orders of the extruded surface(s) will be taken from the respective parameter curves as follows: width and order in U direction will be 2, height and order in V direction are taken from the parameter curve.

The following table briefly lists some capabilities of the Extrude object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Extrude	NCurve <sup>+</sup>	Yes	NPatch <sup>+</sup>	No*

Table 61: Extrude Object Capabilities

### ExtrudeAttr Property

The parameter "Height" determines how big in Z direction the extrusion should be. Note that the height of the bevels will not be taken into account here, if the extrusion height is 1.0 and beveling (upper and lower) is switched on with radius 0.1 the resulting object extends 1.2 units in Z direction.

The Extrude object can automatically generate caps, that are trimmed NURBS patches. Using "StartCap" and "EndCap" you determine whether such caps should be generated, default is off (no caps). Note that this feature does only work properly, if the generating NURBS curves are closed and not self intersecting, this is because the generating curves themselves are used as trim curves for the caps. Warning, Ayam will not check whether the parameter curves conform to these criteria. Ayam, however, automatically detects the correct orientation of the curves (and reverts them if necessary).

Since Ayam 1.10 the bevel parameters of the Extrude object are saved in bevel parameter tags and the property GUI changed to conform to all other bevel supporting tool objects. The old options "LowerBevel", "UpperBevel", "BevelType", and "BevelRadius" are no longer available. They were replaced with new dynamic tag creating bevel property GUI sections that are accessible through the new command entries "Add Start Bevel!" and "Add End Bevel!" respectively. If one of those entries is used, a corresponding bevel parameter tag is created and more options will be made available in the property GUI to adjust the bevel parameters or remove the tag again. A more thorough discussion of those options is available in section 4.7.9 BevelAttr Property (page 177).

See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

### Using Holes and Bevels

All curves forming holes in the extruded object must be defined inside (geometrically) the first curve (the outline curve). Additionally, they may not intersect each other or them self and there can not be hole curves inside hole curves. If there are bevels and caps, allow some extra spacing between the curves (for the bevels). Ayam will not check whether the parameter curves conform to these criteria.

With the direction of the curve, the direction of the bevel is determined as well (should it round outwards or inwards?). If the bevels of the holes look wrong try to revert the generating curves of the holes. Note that beveling does not work well with open curves. It is suggested to always use closed curves for beveling. Beveling may lead to self intersecting trim curves in sharp corners of an extrusion. Decrease the bevel radius or round the corners of the extruded curve (using insertion of additional control points) if cap generation fails due to self intersecting bevels.

Another special issue shall be noted: If there are holes, the corresponding bevels will be scaled with the hole curve object transformation values. Thus, to achieve equally sized bevels for outline and holes, possible scale transformations should be carried out on the hole curve control points, rather than on the hole curve object transformation attributes.

### Conversion Support

The extruded surface, the bevels, and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the extruded surface in the following order: end bevel, end cap, start bevel, start cap.

The Extrude object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Extrude objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: end bevel, end cap, start bevel, start cap.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

### 4.7.3 Swing Object

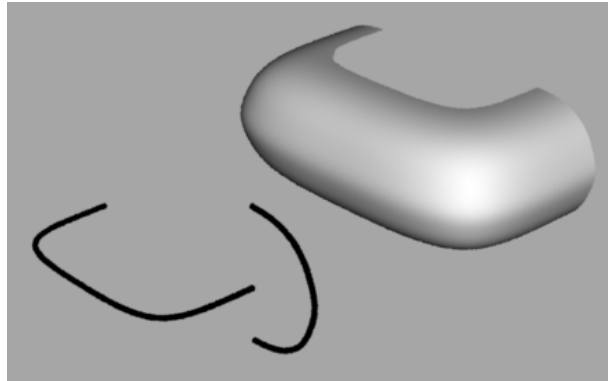


Figure 58: Swing Object (left: Curves, right: Resulting Swung Surface)

The Swing object forms a surface that results from rotating a NURBS curve (cross section or profile) around an axis while scaling it according to a second NURBS curve (trajectory or path).<sup>1</sup>

This process is sometimes also called *rotational sweep*.

The Swing object has the generating NURBS curves as child objects and watches their movements and adapts to them automatically. The first curve is the cross section, the second is the trajectory.

The object hierarchy of a Swing object, thus, looks like this:

```
+--Swing
  | Cross_Section(NCurve)
  \ Trajectory(NCurve)
```

The swing operation will occur around the Y-axis.

The base plane for the swing operation is the YZ-plane. The cross section curve should be defined in this plane and the trajectory should start here.

The dimensions and orders of the swung surface will be taken from the respective parameter curves as follows: width and order in U direction from the trajectory, height and order in V direction from the cross section.

The following table briefly lists some capabilities of the Swing object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Swing	NCurve*	Yes	NPatch <sup>+</sup>	No*

Table 62: Swing Object Capabilities

### SwingAttr Property

The swung surface is completely controlled by the parameter curves.

See section 4.6.1 NPatchAttr (page 144) for a description of the attributes "DisplayMode" and "Tolerance".

<sup>1</sup> Since 1.14.

To help in the exact configuration of the swung surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

### Caps and Bevels

The Swing object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are:

Start – cross section,

End – cross section at end of sweep,

Upper – curve formed by sweeping the start point of the cross section, and

Lower – curve formed by sweeping the end point of the cross section.

### Conversion Support

The swung surface and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels or caps follow the swung surface in the following order: upper, lower, start, end.

Integrated bevels or caps do not appear as extra objects.

The Swing object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Swing objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If bevels or caps are present, those follow as potentially trimmed NURBS patch primitives in the following order: upper, lower, start, end.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

#### 4.7.4 Sweep Object

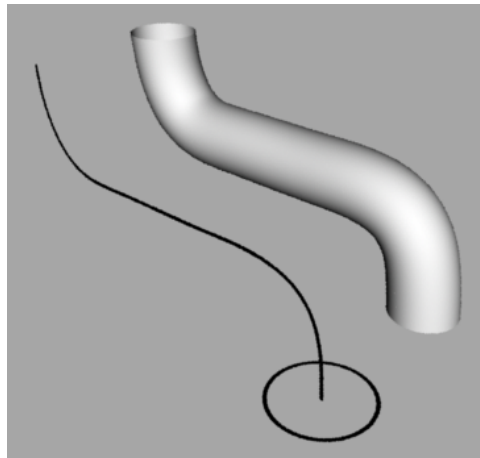


Figure 59: Sweep Object (left: Curves, right: Resulting Swept Surface)

The Sweep object forms a surface that results from moving a NURBS curve (cross section or profile) along a second NURBS curve (trajectory or path). The cross section may be scaled while sweeping using a third curve, the scaling function. Swept surfaces may be closed in the direction of the trajectory and, since Ayam 1.10, they may even be periodic.

The Sweep object has the generating NURBS curves as child objects and watches their movements and adapts to them automatically. The first curve is the cross section, the second is the trajectory, and the third curve represents the scaling function.

The object hierarchy of a Sweep object, thus, looks like this:

```
+--Sweep
| Cross_Section(NCurve)
| Trajectory(NCurve)
\ [Scaling_Function(NCurve)]
```

Note that the "Translate" attributes of the cross section curve will be fully ignored. All other transformation attributes (of cross section and trajectory) will be used to determine place, orientation, and size of the Sweep object.

The cross section curve has to be defined in the YZ-plane of the Sweep objects coordinate system but it also has to be defined in the XY-plane of its own coordinate system. This means that a simple circular curve as e.g. created with the toolbox has to be rotated by 90 degrees around the Y-axis using its transformation attributes to follow these rules. Later editing of this curve has to be done in a Side view (or in an aligned local Front view, if the Sweep object itself is transformed somehow).

The scaling function is sampled for each section and the Y-component of the coordinates of the current curve point will be used as scale factor that is applied to the cross section in Y-direction.

If any sample point of the scaling function has a Z-component different from zero, the Z-component will be used to independently scale the cross section in X-direction, otherwise the Y-component will be used to also scale the cross section in X-direction.<sup>1</sup>

<sup>1</sup> Since 1.13.



This implies, that e.g. a scaling function that does nothing should be a linear curve from (0,1,1) to (1,1,1). Scale components that are less than or equal to zero will be silently ignored.

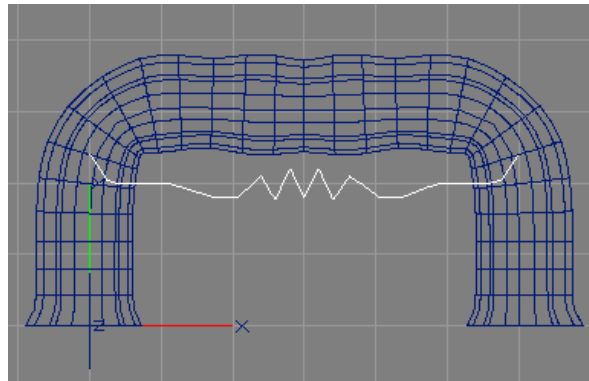


Figure 60: Sweep Object (blue) with Scaling Function (white)

Here is a short example for the creation of a sweep:

1. Create a circular B-Spline curve using the toolbox. (This will be our cross section.)
2. Rotate the curve by 90 degrees around the Y-axis. (Use the "Transformations" property for that.)
3. Create a simple NURBS curve using the toolbox. (This will be our trajectory.)
4. Select both curves. (Select the first curve, hold down the "Shift" key and select the other curve.)
5. Create the Sweep object using the toolbox.
6. Now you may enter the Sweep object and modify e.g. the second curve, the trajectory. (Press <e>, then drag some control points around.)
7. To modify the cross section you would need to switch to a view of type "Side". (Use the views "Type" menu or the <PgDwn> keyboard shortcut while the view has the input focus.)

Section 6.4.3 [Easy Sweep](#) (page 325) has an example script that automates creation and parameterisation of a suitable cross section curve.

The following table briefly lists some capabilities of the Sweep object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Sweep	NCurve*	Yes	NPatch <sup>+</sup>	No*

Table 63: Sweep Object Capabilities

### SweepAttr Property

The "Type" attribute controls whether the swept surface should be open, closed, or periodic in the direction of the trajectory curve.<sup>1</sup>

If "Interpolation" is enabled, an additional interpolation will be run on the swept surface in U direction so that all section curves will be interpolated by the swept surface. Instead of a NURBS knot vector,

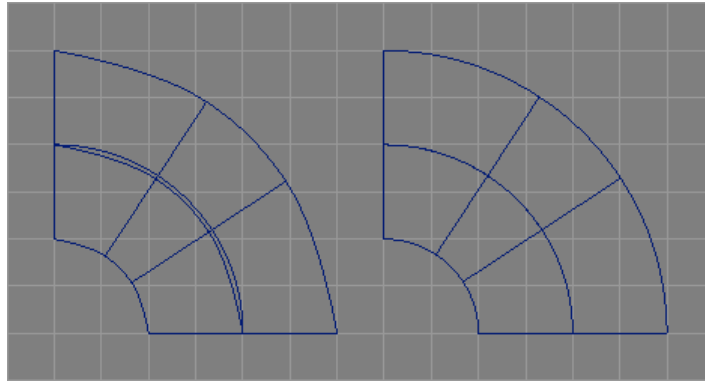


Figure 61: Sweep Along a Quarter Circle without (left) and with (right) Interpolation Enabled

the swept surface will then get a Chordal knot vector (calculated by knot averaging) and the swept surface will follow the trajectory more closely. See the image below for an example.

The third parameter, "Sections", determines how many control points (in U direction) should be used, when generating the sweep NURBS patch. The sweep NURBS patch has sections+1 control points in U direction for open and closed sweeps, whereas sections+order control points will be created for periodic sweeps.

Zero is a valid setting for the "Sections" parameter and used as default value.<sup>1</sup> In this case the number of sections is directly derived from the length of the trajectory curve plus one (except for trajectory curves of length 2, where the number of sections is 1).

For example, if "Sections" is zero, for a standard NURBS curve of length 4, the number of sections used is 5 and the width of the created NURBS patch is 6, for a curve with just 2 control points, the number of sections used is 1 and the width of the resulting patch is 2. See the table below for more examples.

Moreover, if "Sections" is zero, the order of the sweep in U direction is taken from the trajectory curve. Otherwise, the order of the created patch depends on the number of sections as follows: for 1 and 2 sections the order will be 2 and 3 respectively, in all other cases it will be 4.

If "Rotate" is enabled, the cross sections will be rotated so that they are always perpendicular to the trajectory, this option is enabled by default.

See section 4.6.1 [NPatchAttr](#) (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

To help in the exact configuration of the swept surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

The following table shows some example parameter configurations for the Sweep object.

Sections	Trajectory Length	Trajectory Order	Sweep Length	Sweep Order
0	2	2	2	2
0	5	4	6	4
0	6	5	7	5
4	6	5	5	4
10	6	5	11	4

Table 64: Sweep Parameterisation Examples

<sup>1</sup> Since 1.10. <sup>1</sup> Since 1.13.

### Caps and Bevels

The Sweep object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are:

Start – cross section,

End – cross section at end of sweep,

Left – curve formed by sweeping the start point of the cross section, and

Right – curve formed by sweeping the end point of the cross section.

### Conversion Support

The swept surface, the bevels and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the swept surface in the following order: start bevel, start cap, end bevel, end cap, left bevel, left cap, right bevel, right cap.

Integrated bevels or caps do not appear as extra objects.

The Sweep object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Sweep objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: start bevel, start cap, end bevel, end cap, left bevel, left cap, right bevel, right cap.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

#### 4.7.5 Birail1 Object

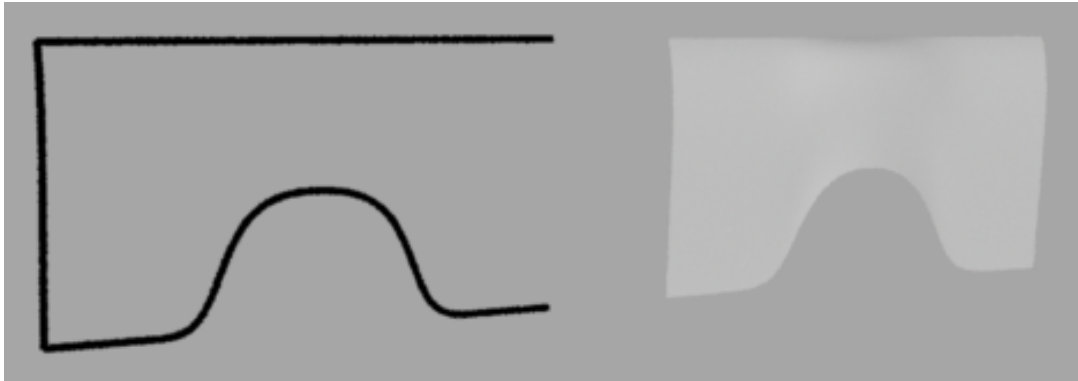


Figure 62: Birail1 Object (left: Curves, right: Resulting Swept Surface)

The Birail1 object forms a surface by sweeping a cross section (or profile) curve along two so called rail curves. The object hierarchy of a Birail1 object, thus, looks like this:

```
+--Birail1
|  Cross_Section(NCurve)
|  Rail1(NCurve)
\  Rail2(NCurve)
```

When the cross section touches the rail curves in their respective starting points, the resulting surface will interpolate the rail curves. The direction of the cross section curve will be parallel to the V parametric dimension (height) and the direction of the rail curves will be parallel to the U parametric dimension (width) of the resulting surface. Height and width of the surface will be derived from the length of the cross section curve and the number of sections, respectively.

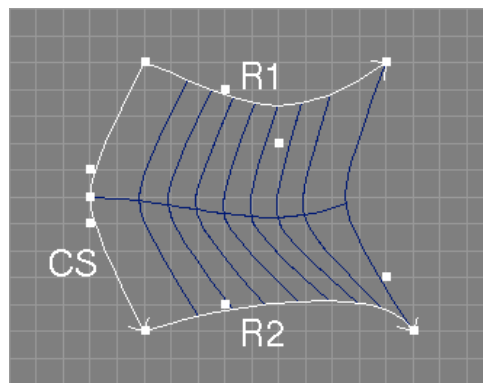


Figure 63: Valid Configuration of Parameter Curves (white) for Birail1 (blue)

The image above shows a valid configuration of parameter curves for the Birail1 object. Mind the direction of the rail curves (R1 and R2) with regard to the cross section curve (CS) and the fact that the cross section curve touches the starting points of the rail curves.

Note that the cross section curve does not have to be two dimensional, and, in contrast to the normal Sweep object, it also does not have to be defined in a special plane. Also note that the precision with which the resulting surface will interpolate the rail curves depends on the number of sections chosen.

The Birail1 object watches the child objects and adapts to them automatically via the notification mechanism.

The following table briefly lists some capabilities of the Birail1 object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Birail1	NCurve*	Yes	NPatch <sup>+</sup>	No*

Table 65: Birail1 Object Capabilities

### Birail1Attr Property

The following parameters control the birailing process.

Similar to the Sweep object, the "Type" attribute controls whether the birailed surface should be open, closed, or periodic in the direction of the rail curves.

The parameter "Sections" determines how many sections (in U direction) should be used, when generating the birailed NURBS patch. The birailed NURBS patch always has sections+1 control points in U direction.

Also zero is a valid setting for the "Sections" parameter and used as default value.<sup>1</sup>

If "Sections" is zero the number of sections is directly derived from the length of the first rail curve plus one (except for curves of length 2, where it is 1). See the table below for examples.

Moreover, if "Sections" is zero, the order of the birail in U direction is taken from the first rail curve. Otherwise, the order of the created patch depends on the number of sections as follows: for 1 and 2 sections the order will be 2 and 3 respectively, in all other cases it will be 4.

See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

To help in the exact configuration of the birailed surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

---

<sup>1</sup> Since 1.13.

The following table shows some example parameter configurations for the Birail1 object.

Sections	Rail1 Length	Rail1 Order	Birail1 Length	Birail1 Order
0	2	2	2	2
0	5	4	6	4
0	6	5	7	5
4	6	5	5	4
10	6	5	11	4

Table 66: Birail1 Parameterisation Examples

### Caps and Bevels

The Birail1 object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are:

Start – cross section,

End – cross section at end of sweep,

Left – curve formed by sweeping the start point of the cross section, and

Right – curve formed by sweeping the end point of the cross section.

### Conversion Support

The birailed surface, the bevels, and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the birailed surface in the following order: end bevel, end cap, start bevel, start cap, left bevel, left cap, right bevel, right cap.

Integrated bevels or caps do not appear as extra objects.

The Birail1 object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Birail1 objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: end bevel, end cap, start bevel, start cap, left bevel, left cap, right bevel, right cap.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

#### 4.7.6 Birail2 Object

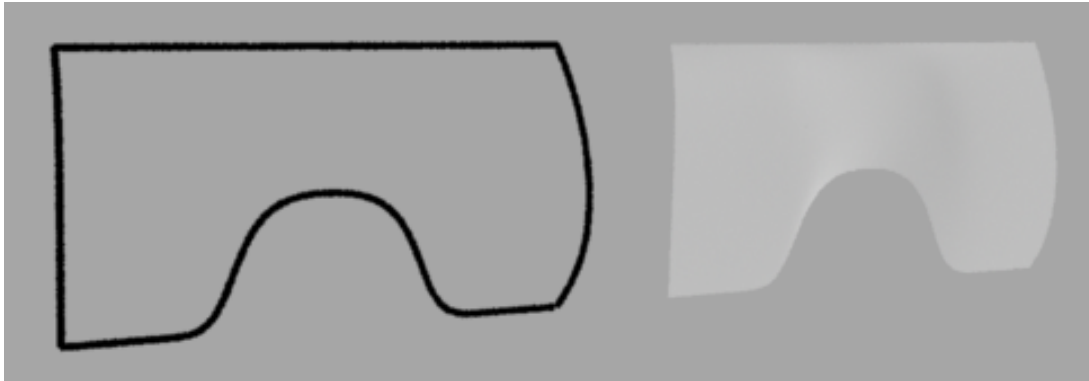


Figure 64: Birail2 Object (left: Curves, right: Resulting Swept Surface)

The Birail2 object forms a surface by sweeping a cross section (or profile) curve along two so called rail curves, while morphing it into a second cross section (or profile) curve. The morphing process may be controlled by a fifth parameter curve. The object hierarchy of a Birail2 object, thus, looks like this:

```
+--Birail2
| Cross_Section1 (NCurve)
| Rail1 (NCurve)
| Rail2 (NCurve)
| Cross_Section2 (NCurve)
\ [Interpolation_Control (NCurve)]
```

When the cross sections touch the rail curves in their respective starting points, the resulting surface will interpolate the rail curves. The direction of the cross section curves will be parallel to the V parametric dimension (height) and the direction of the rail curves will be parallel to the U parametric dimension (width) of the resulting surface. Height and width of the surface will be derived from the length of the cross section curves and the number of sections, respectively.

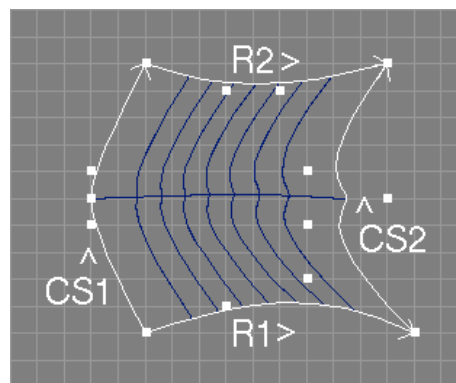


Figure 65: Valid Configuration of Parameter Curves (white) for Birail2 (blue)

The image above shows a valid configuration of parameter curves for the Birail2 object. Mind the direction of the rail curves (R1 and R2) with regard to the two cross section curves (CS1 and CS2) and the fact, that all curves touch at their respective end points.

Note that the cross section curves do not have to be two dimensional, and, in contrast to the normal Sweep object, they also do not have to be defined in a special plane. Furthermore, they do not have to be compatible in terms of length, order, and knots. Incompatible curves will be made compatible before birailing automatically; the height of the resulting surface, however, is not easily predictable anymore in this case. Also note that the precision with which the resulting surface will interpolate the rail curves depends on the number of sections chosen.

If a fifth curve is present as parameter object, this curve will control the morphing (interpolation) process. The y coordinate of this curve at a specific point, which should have a value between 0 and 1, determines the ratio of control of the first cross section (0) and the second cross section (1) over the interpolated curve. Thus, a straight line running from point (0,0) to (1,1) will be equivalent to the standard linear interpolation that would be carried out if no interpolation control curve were present. Note, however, that the interpolation control curve has no influence on the first and last copy of the respective cross section curve, unless the "InterpolCtrl" option is used.<sup>1</sup>

The Birail2 object watches the child objects and adapts to them automatically via the notification mechanism.

The following table briefly lists some capabilities of the Birail2 object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Birail2	NCurve*	Yes	NPatch <sup>+</sup>	No*

Table 67: Birail2 Object Capabilities

### Birail2Attr Property

The following parameters control the birailing process.

The parameter "Sections" determines how many sections (in U direction) should be used, when generating the birailed NURBS patch. The birailed NURBS patch always has sections+1 control points in U direction.

Also zero is a valid setting for the "Sections" parameter and used as default value.<sup>2</sup>

If "Sections" is zero the number of sections is directly derived from the length of the first rail curve plus one (except for curves of length 2, where it is 1). See the table below for examples.

Moreover, if "Sections" is zero, the order of the birail in U direction is taken from the first rail curve. Otherwise, the order of the created patch depends on the number of sections as follows: for 1 and 2 sections the order will be 2 and 3 respectively, in all other cases it will be 4.

The parameter "InterpolCtrl" allows the interpolation controlling curve full influence on the birailed surface. If "InterpolCtrl" is disabled, the first and last border of the resulting surface will always exactly match the parameter curves (CS1 and CS2 respectively), regardless of the interpolation control curve.

See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

To help in the exact configuration of the birailed surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

The following table shows some example parameter configurations for the Birail2 object.

<sup>1</sup> Since 1.10. <sup>2</sup> Since 1.13.



Sections	Rail1 Length	Rail1 Order	Birail2 Length	Birail2 Order
0	2	2	2	2
0	5	4	6	4
0	6	5	7	5
4	6	5	5	4
10	6	5	11	4

Table 68: Birail2 Parameterisation Examples

### Caps and Bevels

The Birail2 object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are:

Start – first cross section,

End – second cross section,

Left – curve formed by sweeping the start point of the first cross section, and

Right – curve formed by sweeping the end point of the first cross section.

### Conversion Support

The birailed surface, the bevels, and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the birailed surface in the following order: end bevel, end cap, start bevel, start cap, left bevel, left cap, right bevel, right cap.

Integrated bevels or caps do not appear as extra objects.

The Birail2 object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Birail2 objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: end bevel, end cap, start bevel, start cap, left bevel, left cap, right bevel, right cap.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

<sup>1</sup> Since 1.20.

#### 4.7.7 Skin Object

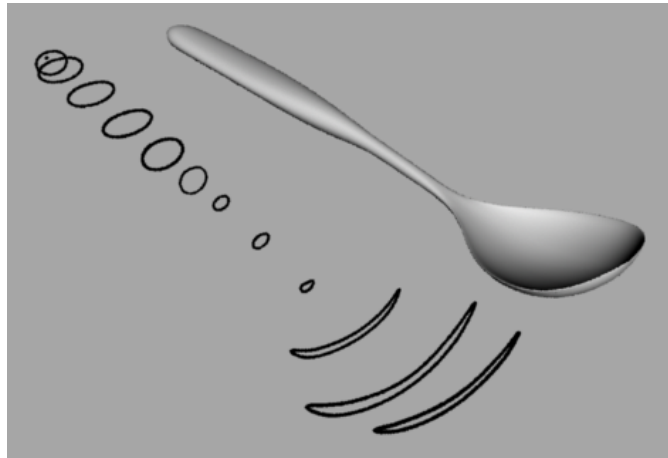


Figure 66: Skin Object (left: Curves, right: Resulting Skinned Surface)

The Skin object forms a surface defined by a set of cross section curves, where the first and last curve will always be interpolated by the surface (this process is sometimes also called *lofting*). When only two parameter curves are used, the skin forms a so called *ruled surface*.

The complete template for the Skin object hierarchy, consequently, looks like this:

```
+--Skin
|  C_1 (NCurve)
|  C_2 (NCurve)
|  [...]
|  C_n (NCurve) ]
```

Note that in contrast to the build from curves tool, the curves may be of arbitrary length and order. It is e.g. possible to use a parameter curve of order 2 and length 6 with a second curve of order 4 and length 4 and a third curve with order 3 and 5 control points. If the curves are of different length or order, they will all be converted internally until they are compatible. Be warned, that this process may consume a considerable amount of time because all unclamped curves have to be converted to clamped ones; then, for every curve with low order degree elevation has to be done; then a uniform knot vector has to be found; then all curves have to be refined using this new knot vector; interpolation adds another dimension of complexity. If you experience lags when editing the child curves of a Skin object try to switch to lazy notification. Since Ayam 1.9, a Skin object will also use all the curves of a tool object, that provides multiple curves, e.g. a Clone object in mirror mode.

The direction of the parameter curves will be parallel to the V dimension (height) of the skinned surface. The number of the parameter curves will define the U dimension (width) of the skinned surface.

Also note that the resulting patch may be quite complex, even though the curves are not, if the orders or knot vectors of the curves do not match. For example, a skinned patch from two curves of length 4 but one with order 4 and the other with order 2 will result in a patch with a width of 2 and a height of 10.

The Skin object has the generating NURBS curves as child objects and watches their changes and adapts to them automatically.

The following table briefly lists some capabilities of the Skin object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Skin	NCurve*	Yes	NPatch <sup>+</sup>	No*

Table 69: Skin Object Capabilities

### SkinAttr Property

The following parameters control the skinning process.

The first parameter "Interpolation" controls whether the inner curves should also be interpolated by the skinning surface.

The second parameter "Order\_U" determines the order of the resulting surface in U direction (the order in V direction is determined by the curves). The order may not be higher than the number of curves used. If the specified value is higher than the number of curves, the order of the generated surface will be silently set to the number of curves. If "Order\_U" is 0, a default value of 4 will be used.

Using the next parameter "Knot-Type\_U", the type of the knot vector that should be used in the U direction of the skinned surface can be adapted. Note that this setting will have no effect if interpolation is switched on because then a chord length parameterisation will be used. If the knot type is Bezier and the specified order (see above) does not exactly match the number of skinned curves, then the order will be silently adapted to the number of skinned curves. New in Ayam 1.7 is support for the knot type Custom, which creates a chord length parameterisation, even if interpolation is not enabled.

See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

To help in the exact configuration of the skinned surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

### Caps and Bevels

The Skin object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are:

Start – first parameter curve,

End – last parameter curve,

Left – curve through start points of parameter curves, and

Right – curve through end points of parameter curves.

### Conversion Support

The skinned surface, the bevels, and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the skinned surface in the following order: start bevel, start cap, end bevel, end cap, left bevel, left cap, right bevel, right cap.

Integrated bevels or caps do not appear as extra objects.

The Skin object provides a list of NURBS patch objects in the same order as created upon conversion.

### **RIB Export**

Skin objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: start bevel, start cap, end bevel, end cap, left bevel, left cap, right bevel, right cap.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

### 4.7.8 Gordon Object

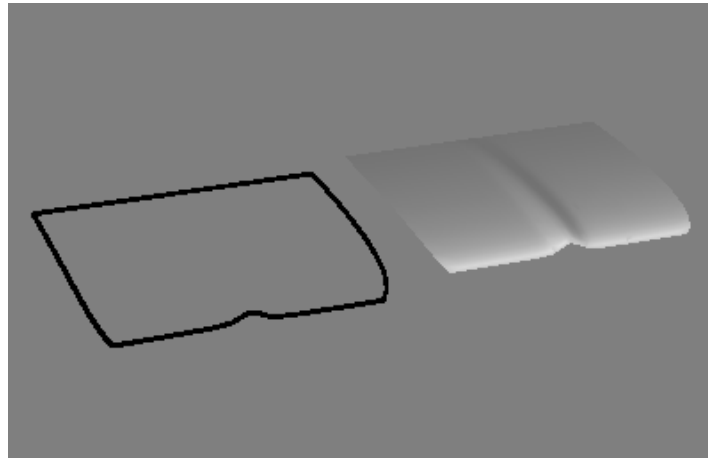


Figure 67: Gordon Object (left: Curves, right: Resulting Gordon Surface)

The Gordon object forms a surface defined by two sets of intersecting curves (a network of curves), where all curves will always be interpolated by the surface (see image above). The image below shows the simplest configuration of such a network, consisting of four parameter curves. Note the arrangement and the direction of the curves. Also note that this configuration is in fact equivalent to a Coons patch.

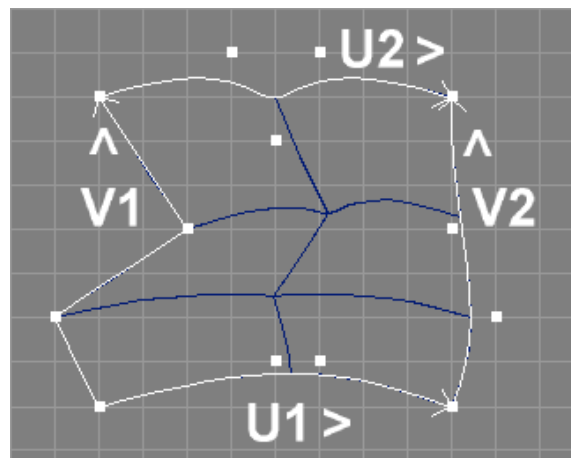


Figure 68: Gordon Surface with Parameter Curves (white)

The curves may be of arbitrary length and order. It is e.g. possible to use a curve of order 2 and length 6 with a second curve of order 4 and length 4 and a third curve with order 3 and 5 control points for the U parametric dimension. Note, however, that in the general case only non-rational curves can be used as parameter curves for a Gordon surface. If the parameter curves are rational, the weight information of the curves will simply be ignored. However, since Ayam 1.13 there is a special case allowed: if exactly four parameter curves are present, their weight information will be used properly. Mind that for a correct surface interpolation the curves weights have to match in the respective end points.

The Gordon object has the generating NURBS curves as child objects and watches their changes and adapts to them automatically. Separation of the two sets of curves has to be done using an empty level object. The first set of curves determines the U direction and the second set of curves the V direction of the Gordon

surface. For the example surface in the image above, the child objects of the Gordon object would have to look like this in the Ayam object tree view:

```
+-Gordon
| U1 (NCurve)
| U2 (NCurve)
| Level
| V1 (NCurve)
\ V2 (NCurve)
```

The creation of a Gordon surface is computationally expensive. It involves (interpolated) skinning of the two sets of parameter curves, finding the intersection points of the two sets of parameter curves, interpolating the matrix of intersection points, making the three resulting surfaces compatible, and finally combining the three surfaces into the resulting Gordon surface. If there are lags while editing the parameter curves of a Gordon surface, consider switching to lazy notification.

In order to ease the computationally intensive intersection detection for Ayam a third parameter object may be specified (separated from the two sets of parameter curves by a second empty level object). This third parameter object should be a NURBS patch object that describes all intersection points by its control points. If present, this intersection patch always takes precedence over the intersection points calculated internally. A "NoExport" tag should be added to this patch, to prevent it from appearing in RIB output.

The object hierarchy of a Gordon object using such a patch may look like this:

```
+-Gordon
| U1 (NCurve)
| U2 (NCurve)
| Level
| V1 (NCurve)
| V2 (NCurve)
| Level
\ Intersections (NPatch)
```

The complete template for the Gordon object hierarchy, consequently, is as follows:

```
+-Gordon
| U1 (NCurve)
| U2 (NCurve)
| [...]
| Un (NCurve) ]
| Level
| V1 (NCurve)
| V2 (NCurve)
| [...]
| Vn (NCurve) ]
| [Level
\ Intersections (NPatch) ]
```

The Gordon object watches the child objects and adapts to them automatically via the notification mechanism.

The following table briefly lists some capabilities of the Gordon object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Gordon	NCurve*/Level/NPatch	Yes	NPatch <sup>+</sup>	No*

Table 70: Gordon Object Capabilities

### GordonAttr Property

The following parameters of the Gordon object control the creation of the Gordon surface.

If the parameter "WatchCorners" is switched on, Ayam will check for all four outer parameter curves, whether they touch in their endpoints. If not, the endpoints will be corrected. If Ayam can determine which curve was modified last, the other curve that should meet at the endpoint in question will be modified. If Ayam finds no information on modifications, the U curves take precedence (i.e. the V curves will be modified). Note that this works only properly with clamped curves. Furthermore, only NCurve, ICurve, or ACurve objects will be modified, but end point data will be derived from any objects providing a NCurve (e.g. ExtrNC).<sup>1</sup>

The parameters "Order\_U" and "Order\_V" determine the desired order of the resulting surface in U and V direction. However, depending on the number and configuration of curves used in the U or V direction, it may not be possible to create a Gordon surface of the desired order. If "Order\_U" or "Order\_V" are 0, a default value of 4 will be used.

See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

To help in the exact configuration of the Gordon surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

### Caps and Bevels

The Gordon object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are:

U0 – first curve of first set,

U1 – last curve of first set,

V0 – first curve of second set, and

V1 – last curve of second set.

### Conversion Support

The Gordon surface, the bevels, and the caps may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the Gordon surface in the following order: u0 bevel, u0 cap, u1 bevel, u1 cap, v0 bevel, v0 cap, v1 bevel, v1 cap.

Integrated bevels or caps do not appear as extra objects.

The Gordon object provides a list of NURBS patch objects in the same order as created upon conversion.

<sup>1</sup> Since 1.21.

### RIB Export

Gordon objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: u0 bevel, u0 cap, u1 bevel, u1 cap, v0 bevel, v0 cap, v1 bevel, v1 cap.<sup>1</sup>

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>2</sup>

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.20.



### 4.7.9 Bevel Object

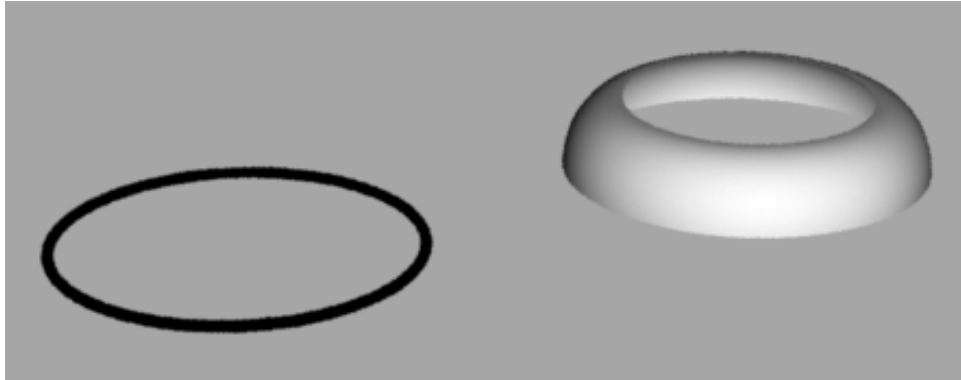


Figure 69: Bevel Object (left: Curve, right: Resulting Bevelled Surface)

The Bevel object forms a bevelled surface from a single parameter curve. The bevel cross section shape may be defined by a second curve. Consequently, the template for the object hierarchy of a Bevel object looks like this:

```
+--Bevel
|  NCurve
\  [NCurve]
```

Bevels are also available as properties of different tool objects (e.g. Extrude or Sweep). In fact, Bevel objects use the same creation algorithm as bevel properties but offer increased flexibility in terms of e.g. material settings. Surfaces created from bevel properties always share the material settings of the progenitor tool object. In contrast, Bevel objects may have their own material settings. Bevel objects are available in Ayam since version 1.10.

Note that the parameter curve of a Bevel object should be closed and planar to achieve best results; see section 5.3.16 [To XY Tool \(page 244\)](#) for information on how to easily achieve this. If the curve is closed or periodic, the appropriate curve type should be set in the curve object, otherwise the bevelled surface may expose defects.

Since Ayam 1.19 the Bevel object supports a second parameter curve that defines the bevels cross section shape. It should run from 0,0 to 1,1. If present, the type parameter is ignored as the shape of the bevel is completely defined by the second curve. Note that even if the curve should end at 1,1, this is not mandatory and therefore allows for bevels of differing width and height to be created.

The Bevel object watches the child object and adapts to it automatically via the notification mechanism.

The following table briefly lists some capabilities of the Bevel object.

Type	Parent of	Material	Converts to / Provides	Point Edit
Bevel	NCurve <sup>+</sup>	Yes	NPatch	No*

Table 71: Bevel Object Capabilities

### BevelAttr Property

The following parameters of the Bevel object control the creation of the bevelled surface:

- "BevelType" determines the shape of the bevel by choosing from a set of cross section curves:
  - "Round" a quarter circle,
  - "Linear" a straight bevel,
  - "Ridge" a more complex ridged surface,
  - "RoundToCap" a surface that starts in the direction of a progenitor surface tangent and rounds off to a cap surface (tangents must be present as tag on the parameter curve), this types provides a smoother transition from the progenitor surface to the bevel than a round bevel, see also the image below,
  - "RoundToNormal" a surface that starts in the direction of a progenitor surface tangent and rounds off to a mean normal, see also the image below, normals and tangents must be present as tag on the parameter curve, the mean normal can also be provided by a MN tag, see section 4.11.19 MN (Mean Normal) Tag (page 227),
  - Any curves defined in a global level named "Bevels" also appear as potential bevel type. Those curves should follow the rules laid out above for the second parameter curve of the Bevel object.

See also the following image for a comparison of some bevel types.

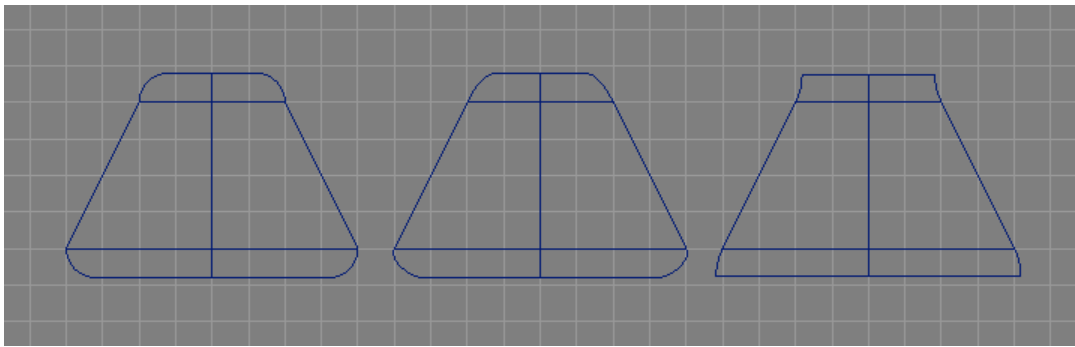


Figure 70: Bevel Types (l: Round, m: RoundToCap, r: RoundToNormal)

Note that the bevel types "RoundCapped" and "LinearCapped" are no longer available<sup>1</sup>, use the "Caps" property to create caps.

- "Radius" controls the size and direction of the bevelled surface when seen from the top of the parameter curve. Note that the size of the bevel is expressed in units defined by the object coordinate system of the controlling object. Scale values of the controlling object affect the bevel size. Negative values are allowed and reverse the surface.
- "Revert" allows to revert the sense of the bevelled surface, should it round inwards or outwards? The sense may also be controlled using the direction of the parameter curve and, additionally, the sense in a different dimension may also be affected by using negative values for the bevel radius.
- "Force3D" switches to 3D mode for all bevel types; if this is enabled, non-planar parameter curves are supported, but normals and tangents must be present as PV tag on the parameter curve.

<sup>1</sup> Since 1.21.

To create the tag with the normal and tangent information, the "Extract" option of the ExtrNC object can be used. Otherwise PV tags of appropriate name, storage class, and data type must be created manually or with the help of the scripting interface. Consider the following example script:

```
crtOb NCurve -length 4 -order 2 -cv {0 0 0 1 1 0 0 1 0 1 0 1 0 0 0 1}
uS;sL
addTag PV "N,varying,n,4, -1,0,0, 1,0,0, 0,1,0, -1,0,0"
addTag PV "T,varying,n,4, 0,0,1, 0,0,1, 0,0,1, 0,0,1"
```

However, when bevels are created via the Bevels property, the normals and tangents will be extracted from the surface automatically and no PV tags need to be created.

Also note that the planarity and exact shape defined by rational coordinate values (e.g. circular arcs) will not be preserved by the bevel types that support non-planar curves with one exception: RoundToCap bevels on fully planar curves/boundaries do preserve the boundary shape fully (unless overridden by "Force3D").<sup>1</sup>

See section 4.6.1 [NPatchAttr](#) (page 144) for a description of the two attributes "DisplayMode" and "Tolerance" of the "BevelAttr" property.

To help in the exact configuration of the bevel surface, the "NPInfo" field always displays the parameters of the created NURBS patch.

### Conversion Support

The bevelled surface may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

### RIB Export

Bevel objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

PV tags are supported.<sup>2</sup>

---

<sup>1</sup> Since 1.23.    <sup>2</sup> Since 1.20.

#### 4.7.10 Cap Object

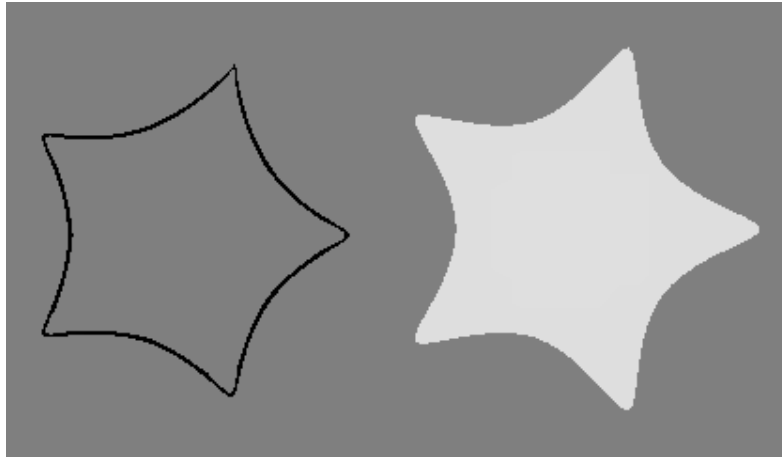


Figure 71: Cap Object (left: Curve, right: Resulting Cap Surface)

The Cap object forms a surface that fills a closed NURBS curve. Since Ayam 1.21, four different types of cap surfaces with different characteristics and parameter curve requirements are supported: Trim, Gordon, Simple, and Simple3D.

The **Trim** cap type needs planar parameter curves but they may be concave. Furthermore, if multiple curves are present as child objects, the curves following the first curve define holes in the cap surface, similar to the parameter curves of an extruded surface (see also section 4.7.2 Using Holes and Bevels (page 156)).

Consequently, the template for the object hierarchy of a Cap object in Trim mode looks like this:

```
+-Cap
| Outline(NCurve)
| [Hole1(NCurve)]
+-[Hole2(Level)
| Part1(NCurve)
\ Part2(NCurve)]
```

Note that the cap generation may fail, if the control points of the first curve have weights and the curve leaves the convex hull of the control polygon.

The **Gordon** cap type supports only a single parameter curve but this curve may be non planar. Internally the Cap object will split the parameter curve into four sections and build a Gordon surface from the four sections (see the following image for an example).

The **Simple** cap type just extends the parameter curve linearly to a middle point, not supporting non planar curves well and not supporting concave curves at all but ensuring compatibility with the progenitor curve/surface (which may be important for tessellation or further surface processing).

The **Simple3D** cap type extends the parameter curve to a middle point via an additional planar and circular ring of control points, therefore rounding more smoothly to the middle (especially useful for non planar parameter curves or parameter curves with discontinuities), and retains all other characteristics of the Simple type.

A MP tag can be set to the Cap object to control the middle point in both simple modes (see section 4.11.20 MP (Mean Point) Tag (page 227)).

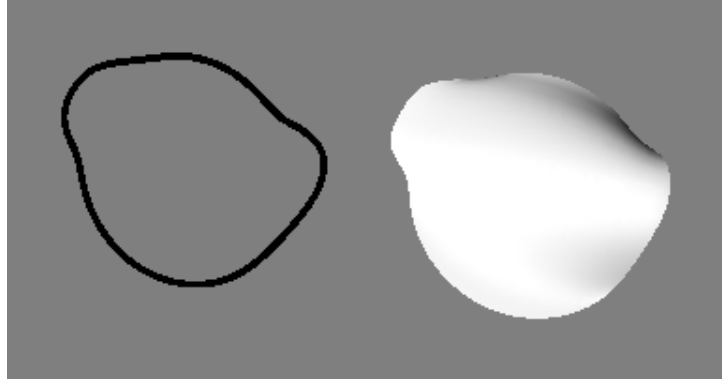


Figure 72: Cap from Non-Planar Curve (left: Curve, right: Resulting Cap Surface)

See also the following table for an overview on the available cap types:

Type	Planar	Concave	Holes	Compatibility / Integration
Trim	Yes	Yes	Yes	No
Gordon	No	No	No	No
Simple	Yes	No	No	Yes
Simple3D	No	No	No	Yes

Table 72: Cap Types Overview

The Cap object watches the child objects and adapts to them automatically via the notification mechanism.

The following table briefly lists some capabilities of the Cap object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Cap	NCurve <sup>+</sup>	Yes	NPatch	No*

Table 73: Cap Object Capabilities

### CapAttr Property

The following parameters control the cap creation process.

The attribute "Type" allows to select one of the following cap creation methods:

- "Trim": a trimmed NURBS surface,
- "Gordon": an untrimmed Gordon surface,
- "Simple": a simple cap that extends linearly to a middle point,
- "Simple3D": a simple cap with an additional ring of control points that therefore rounds more smoothly to the middle especially for non planar parameter curves.

See also the general discussion about the Cap object above.

The "Fraction" parameter allows to adjust the placement of the additional control point ring in Simple3D mode.

See section 4.6.1 `NPatchAttr` (page 144) for a description of the two attributes `"DisplayMode"` and `"Tolerance"` of the `"CapAttr"` property.

To help in the exact configuration of the cap surface, the `"NPInfo"` field always displays the parameters of the created NURBS patch.

### Conversion Support

The cap surface may be converted to an ordinary NURBS patch using the main menu entry `"Tools/Convert"`.

### RIB Export

Cap objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

PV tags are supported.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

#### 4.7.11 ConcatNP (Concatenate NURBS Patches) Object

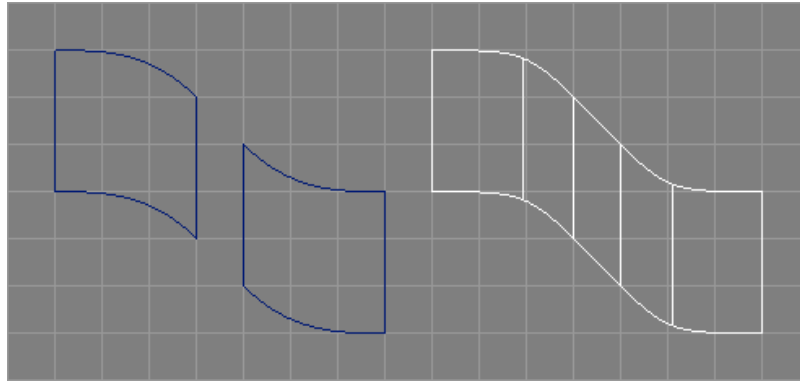


Figure 73: ConcatNP Object (white) From Two NURBS Patches (blue)

The ConcatNP object concatenates all child objects, which should be NURBS patches or provide NURBS patches to a single NURBS patch (see also the image above).<sup>1</sup>

The concatenation simply breaks all surfaces into curves, makes the curves compatible, and joins them to the concatenated surface.

Also NURBS curves or objects that provide NURBS curves can be used as parameter objects.<sup>2</sup>

Eventually present trim curves will be copied and transformed to the appropriate place and orientation in the concatenated surface, according to the new knot domain.<sup>3</sup>

Since the ConcatNP object also provides a NURBS patch, it is possible to use it as child object for another ConcatNP object (with possibly different parameters). This way, a hierarchy of ConcatNP objects can be used to emulate patch based modelling to certain extents.

Attributes like display mode and tolerance for the new concatenated patch are simply taken from the first parameter patch.

The following table briefly lists some capabilities of the ConcatNP object.

Type	Parent of	Material	Converts to / Provides	Point Edit
ConcatNP	NPatch* / NCurve*	Yes	NPatch	No*

Table 74: ConcatNP Object Capabilities

#### ConcatNPAttr Property

The following parameters control the concatenation process.

- Using "Type", open, closed, or periodic concatenated patches may be created. If a closed surface is to be created and also "FillGaps" (see below) is enabled, an additional fillet will be created for the last and the first child surface to close the concatenated surface.
- "Order" is the desired order of the concatenated surface (in U direction), the default value (0) leads to a cubic surface. If the desired order is 1, the respective order from the first of the parameter surfaces is taken. If the desired order is higher than the number of curves (i.e. the total number of control points

<sup>1</sup> Since 1.16. <sup>2</sup> Since 1.20. <sup>3</sup> Since 1.21.

of all surfaces in their desired directions plus the number of eventually present parameter curves), it will be lowered to the number of curves silently.

- "FillGaps" creates fillet surfaces for all gaps between the parameter surfaces of the ConcatNP object. No fillet will be created if the end curves of two parameter surfaces match or if parameter curves are present between the parameter surfaces in question.

Similar to the fillets for concatenated curves, the fillet surface will be constructed from four control points (in U direction). However, the tangent vectors will not be calculated directly, but instead derived from the respective control points.

- "FTLength" determines the distance of the inner fillet control points from their respective end points. This value can be adapted for smaller/larger gaps between parameter surfaces. If this parameter is negative, the distance between the two surfaces in the respective border points will be multiplied in so that a more pleasing fillet shape results in configurations where the distances between the respective border points vary a lot (see also the image below).

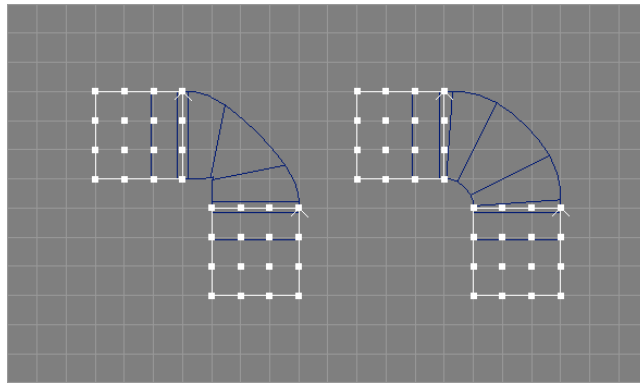


Figure 74: Concatenated Surfaces (blue) with Fillets (left: FTLength 0.3, right: FTLength -0.3)

- If "Revert" is enabled, the orientation of the concatenated surface will be reversed (in U direction).
- The "Knot-Type" parameter allows to choose a knot vector for the concatenated surface in U direction. Similar to the ConcatNC object, only "Custom" knots allow to preserve the shapes of the parameter surfaces completely, but this comes at the price of multiple internal knots (see also 4.5.1 [ConcatNCAttr Property \(page 137\)](#)). In addition, for "Custom" knots, all parameter surfaces will be elevated to a common maximum order or at least be clamped in the respective direction prior to the splitting to curves but after the fillet creation. Furthermore trim curves of the progenitor surfaces will only be copied to the resulting surface, if the "Knot-Type" parameter is "Custom".
- The "UVSelect" option is a string that can be used to control the splitting direction for each parameter surface individually. Valid characters in this string are "u", "U", "v", and "V". The uppercase variants lead to a reverted surface in the respective direction. To connect two surfaces that share the same orientation "over a corner" "UVSelect" should be set to "uV" (see also the image below). The default value for "UVSelect", an empty string, is equivalent to "u" for all patches. Also incomplete strings will lead to "u" for all remaining patches. There is no need to specify a value for fillets, those will always be created in a way so that they can be split along the U direction.
- "Compatible" controls whether the curves should be made compatible before the concatenated surface is built from them. If this option is turned off (the default), the curves are made compatible. Turn this option on if the surfaces to be concatenated are already compatible and their knot vectors are unclamped. The output surface will then also be unclamped (in V direction).



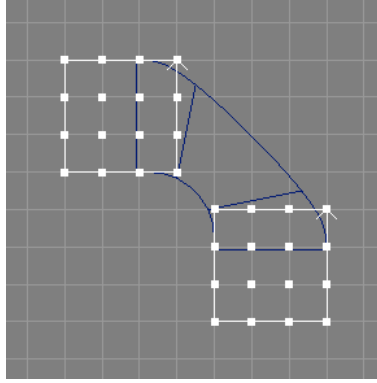


Figure 75: Concatenating two Surfaces with UVSelect == "uV"

- Finally, a "NPInfo" field informs about the actual configuration of the created NURBS patch.

### Caps and Bevels

The ConcatNP object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are U0, U1, V0, and V1.

### Conversion Support

The concatenated surface may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels and caps follow the concatenated surface in the following order: U0 bevel, U0 cap, U1 bevel, U1 cap, V0 bevel, V0 cap, V1 bevel, V1 cap.

Integrated bevels or caps do not appear as extra objects.

The ConcatNP object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

ConcatNP objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: U0 bevel, U0 cap, U1 bevel, U1 cap, V0 bevel, V0 cap, V1 bevel, V1 cap.<sup>1</sup>

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>2</sup>

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.20.

#### 4.7.12 ExtrNP (Extract NURBS Patch) Object

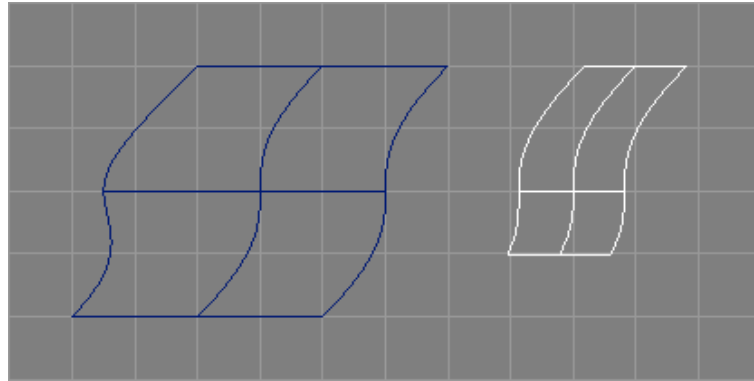


Figure 76: Extracted Surface (white) from Arbitrarily Shaped Surface (blue)

The ExtrNP object extracts a NURBS patch from another NURBS patch object, for use as parameter object for other tool objects (see image above).<sup>1</sup>

It also works with NURBS patch providing objects, so that the following example hierarchy is valid:

```
--NPatch
+-ExtrNP
  \ Instance_of_NPatch(Instance)
```

Note that using an instance object of some other surface object (as shown in the above example) is in fact the recommended way of using the ExtrNP object. Therefore, the main menu entry "Tools/Create/ExtrNP" will automatically create an instance of the currently selected object and move it to the newly created ExtrNP object.

As the geometry of the extracted surface is completely defined by the master surface, ExtrNP objects do not support own transformation attributes.<sup>2</sup> However, if a NP tag makes the Transformation property available again, the transformation attributes will be employed as usual.<sup>3</sup>

Also note that eventually present trim curves will *not* be honored properly.

The following table briefly lists some capabilities of the ExtrNP object.

Type	Parent of	Material	Converts to/Provides	Point Edit
ExtrNP	NPatch	Yes	NPatch	No*

Table 75: ExtrNP Object Capabilities

#### ExtrNPAttr Property

The extraction process is controlled by the following attributes:

- "UMin", "UMax", "VMin", and "VMax" are parametric values that control which part of the original surface is to be extracted. The valid range of parameter values depends on the knot vectors of the original surface.

<sup>1</sup> Since 1.14. <sup>2</sup> Since 1.19. <sup>3</sup> Since 1.21.

- "Relative" controls whether the parametric values should be interpreted in a relative way.<sup>1</sup> If enabled, a parametric value of 0.5 always extracts from the middle of the knot vector, regardless of the actual knot values, and the valid range for the parametric values is then consequently 0.0-1.0.
- "PatchNum" allows to select a patch from a list of patches delivered e.g. by a beveled Extrude object as child of the ExtrNP object. This way it is possible to extract a patch from a bevel or cap surface of e.g. a Revolve object.
- See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".
- Finally, a "NPInfo" field informs about the actual configuration of the extracted NURBS surface.

### Caps and Bevels

The ExtrNP object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are U0, U1, V0, and V1.

### Conversion Support

The extracted surface may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels or caps follow the extracted surface in the following order: U0, U1, V0, V1.

Integrated bevels or caps do not appear as extra objects.

The ExtrNP object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

ExtrNP objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If bevels or caps are present, those follow as potentially trimmed NURBS patch primitives in the following order: U0, U1, V0, V1.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>2</sup>

---

<sup>1</sup> Since 1.15.    <sup>2</sup> Since 1.20.

#### 4.7.13 OffsetNP (Offset NURBS Surfaces) Object

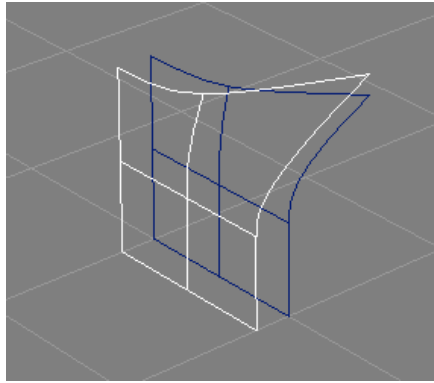


Figure 77: Offset Surface (white) from NURBS Surface (blue) with Offset 0.2

The OffsetNP object creates offset surfaces from NURBS surfaces using a simple algorithm: each control point is moved along a normal vector obtained by all direct neighboring control points.<sup>1</sup> The offsetting also works for closed and periodic surfaces in any possible combinations in the two dimensions.<sup>2</sup> Degenerate surfaces are supported.<sup>3</sup> However note that rational surfaces are still not supported. No attempt is made to prevent collisions or self intersections.

The offset surface will always match the original surface in width, height, orders, and knots. See also the image above. Trim curves are copied verbatim from the parameter surface to the offset surface.

As the geometry of the offset surface is completely defined by the master surface and the offset parameter, OffsetNP objects do not support own transformation attributes.<sup>4</sup>

The following table briefly lists some capabilities of the OffsetNP object.

Type	Parent of	Material	Converts to/Provides	Point Edit
OffsetNP	NPatch	Yes	NPatch	No*

Table 76: OffsetNP Object Capabilities

#### OffsetNPAttr Property

The following parameters control the offsetting process:

- "Offset" determines the distance between original surface and offset surface. Negative values are allowed.
- See section 4.6.1 NPatchAttr (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".
- Finally, a "NPInfo" field informs about the actual configuration of the created NURBS surface.

#### Caps and Bevels

<sup>1</sup> Since 1.17. <sup>2</sup> Since 1.19. <sup>3</sup> Since 1.21. <sup>4</sup> Since 1.19.

The OffsetNP object supports the standard caps as lined out in section 4.10.5 Caps Property (page 216) and the standard bevels as lined out in section 4.10.6 Bevels Property (page 216).

The boundary names are U0, U1, V0, and V1.

### Conversion Support

The offset surface may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the bevels or caps follow the offset surface in the following order: U0, U1, V0, V1.

Integrated bevels or caps do not appear as extra objects.

The OffsetNP object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

OffsetNP objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If bevels or caps are present, those follow as potentially trimmed NURBS patch primitives in the following order: U0, U1, V0, V1.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

#### 4.7.14 Text Object



Figure 78: Text Object set in Verdana

Text objects may be used to easily create objects that form letters or even whole words in very high quality. For that, they parse TrueType font description files, extract the Bezier curves from the font description, sort the curves, connect them properly and finally extrude them. As with the Extrude objects, caps and bevels may be created automatically.

Parsing of TrueType font descriptions is quite tricky. For the sake of brevity and ease of the implementation, Ayam does not support elaborate TrueType features like kerning tables, that e.g. control distances between certain letters (You are not going to typeset a book with Ayam anyway, aren't you?). Therefore you might experience wrong letter distances from time to time. If this happens, just create a Text object for each letter, and arrange the objects as you like.

The Text object can be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

The following table briefly lists some capabilities of the Text object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Text	No	Yes	NPatch <sup>+</sup>	No*

Table 77: Text Object Capabilities

#### TextAttr Property

The following attributes control the creation of the text objects.

- Using "FontName" a TrueType font description file is specified. Those files usually have the file name extension ".ttf". Only real TrueType font files, containing Bezier curve font descriptions, are supported. There are also rastered, bitmap containing TrueType font description files, those will not work.
- Using "String" you specify the letters to be created. This entry (and the corresponding data structures) are Unicode clean. This means you can put any Unicode letters into this entry. You should of course make sure, that the specified letters are included in the selected font file.
- "Height" controls the height of the extruded object.
- "Revert" reverts the sense of inside-outside detection mechanism for the cap generation. Depending on the actual font description file (or even letter) you may need to toggle this to get caps.

- "UpperCap", "LowerCap", work like for the Extrude object (see section 4.7.2 [ExtrudeAttr Property](#) (page 156) for a more exhaustive description of those parameters).
- "Add Lower Bevel!", "Add Upper Bevel!": Since Ayam 1.10 the bevel parameters of the text object are saved in bevel parameter tags and the property GUI changed to conform to all other bevel supporting tool objects. The old options "LowerBevel", "UpperBevel", "BevelType", "BevelRadius", and "RevertBevels" are no longer available. They were replaced with new dynamic tag creating bevel property GUI sections that are accessible through the new command entries "Add Lower Bevel!" and "Add Upper Bevel!" respectively. If one of those entries is used, a bevel parameter tag is created and more options will be made available in the property GUI to adjust the bevel parameters or remove the tag again. A more thorough discussion of those options is available in section 4.7.9 [BevelAttr Property](#) (page 177). Just one note: for some fonts, the bevel radius has to be set to really small values (about 0.0008) to get proper bevels and caps. This is because of sharp corners in some letters that lead to self overlapping borders of the bevel surfaces with high values for the bevel radius.

See section 4.6.1 [NPatchAttr](#) (page 144) for a description of the other two attributes "DisplayMode" and "Tolerance".

### Conversion Support

The extruded surfaces, the bevels, and the caps, may be converted to ordinary NURBS patches using the main menu entry "Tools/Convert".

If bevels or caps are present, an enclosing Level object will be created and the caps follow the extruded surfaced in the following order: end bevel, end cap, start bevel, start cap.

The Text object provides a list of NURBS patch objects in the same order as created upon conversion.

### RIB Export

Text objects will be exported as NURBS patch primitives:

```
RiNuPatch(...);
```

If caps or bevels are present, those follow as potentially trimmed NURBS patch primitives in the following order: end bevel, end cap, start bevel, start cap.

PV tags are supported but all NURBS patch primitives will get the same set of tags.<sup>1</sup>

---

<sup>1</sup> Since 1.20.

### 4.7.15 Trim Object

The Trim object may be used in hierarchies of tool objects to trim NURBS patch providing objects otherwise unavailable to trimming like e.g. a Revolve object.<sup>1</sup>

The first child of the Trim object is the NURBS patch providing object and the second object is the trim curve (defined in the parametric space of the NURBS surface). More curves and loops may follow. All parameter curves must obey the rules for trimming as outlined in section 4.6.1 Trim Curves (page 145). The surface may already be trimmed and there may be multiple provided patches, however, only one of them will be trimmed by the Trim object.

The object hierarchy of a Trim object, thus, looks like this:

```
+--Trim
| Surface(Revolve)
| Trim_1(NCurve)
+--[Trim_2(Level)
| | NCurve
| \ NCurve
| ...
\ Trim_n(ICurve) ]
```

The following table briefly lists some capabilities of the Trim object.

Type	Parent of	Material	Converts to/Provides	Point Edit
Trim	NPatch/NCurve <sup>+</sup> /Level <sup>+</sup>	Yes	NPatch	No

Table 78: Trim Object Capabilities

### TrimAttrib Property

The following parameters control the trimming process:

- "PatchNum" allows to select a patch, should the NURBS patch providing object deliver a list. This way, a bevel of an extrusion might be trimmed.
- "ScaleMode" controls how the trim curve is scaled to the NURBS patch parameter space:  
In mode "Absolute" no scaling happens.  
In mode "Relative" the trim curves are expected to be defined between 0 and 1 (in x *and* y dimension) and will be scaled to the patch appropriately, no matter how the parametric space of the patch actually looks like (i.e. it works the same for a patch where the knots range from 0 to 1, 0 to 2, or even 3 to 3.5).

### Conversion Support

The trimmed surface may be converted to an ordinary NURBS patch using the main menu entry "Tools/Convert".

<sup>1</sup> Since 1.16.



**RIB Export**

Trim objects will be exported as NURBS patch primitives:

```
RiNuPatch (...);
```

PV tags are currently not supported.

## 4.8 Polygonal and Subdivision Objects

These objects complement the Ayam feature set and allow objects modelled in the polygonal or subdivision modelling paradigms to be included in Ayam scenes.

### 4.8.1 PolyMesh Object

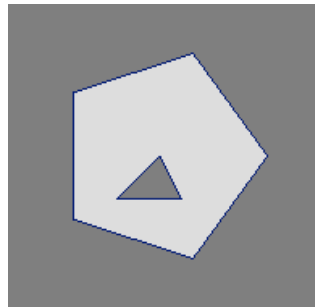


Figure 79: PolyMesh Example

The PolyMesh object may be used to include objects that have been modeled using the polygonal modelling paradigm in Ayam scenes.

There are just a few special modelling actions for this type of object (see section 2.2 [PolyMesh tools](#) (page 31)), but its control points can be selected and modified as it can be done with other object types, e.g. curves.

The PolyMesh object is equivalent to the general points polygons primitive of the RenderMan interface. This means, each PolyMesh object may contain multiple general (convex or concave) polygons, which in turn may consist of an outer loop and an arbitrary number of inner loops that describe holes in the polygon (see also the image above, showing a polygonal mesh with one pentagonal face and a triangular hole). The loops use a point indexing scheme to efficiently reuse coordinate values. This general approach requires a so called tessellation to be carried out, in order for the PolyMesh object to be shaded. For the tessellation, Ayam uses routines of the GLU library.

Avam is able to automatically create face normals for PolyMeshes. They will be calculated while tessellating the PolyMesh and be perpendicular to the plane determined by the first three vertices of the outer loop of a polygon. Furthermore, Ayam supports vertex normals (normals stored for every control point).

Note that storing single triangles in PolyMesh objects will lead to a real waste of memory. The merge tool (main menu "Tools/PolyMesh/Merge") can be used to combine many PolyMesh objects into a single PolyMesh object.

The following table briefly lists some capabilities of the PolyMesh object.

Type	Parent of	Material	Converts to/Provides	Point Edit
PolyMesh	No	Yes	SDMesh	Yes

Table 79: PolyMesh Object Capabilities

### PolyMeshAttr Property

The PolyMeshAttr GUI just displays some information about the PolyMesh object:

- "NPolys" the number of polygons.
- "NControls" the total number of control points defined.
- "HasNormals" is 1 if the object uses vertex normals, else it is 0.

### Conversion Support

PolyMesh objects may be converted to SDMesh objects using the main menu entry "Tools/Convert".<sup>1</sup>

Note that no verification of the usability of the mesh as base mesh for a subdivision surface is carried out. Usually, such meshes have to be manifold and may not contain T-junctions.

### RIB Export

PolyMesh objects will be exported as `RiPointsGeneralPolygons` primitives (regardless of whether the actual configuration would fit into a simpler polygonal primitive of the RenderMan interface, e.g. a `RiGeneralPolygon`).

PV tags are supported.

---

<sup>1</sup> Since 1.11.

### 4.8.2 SDMesh Object

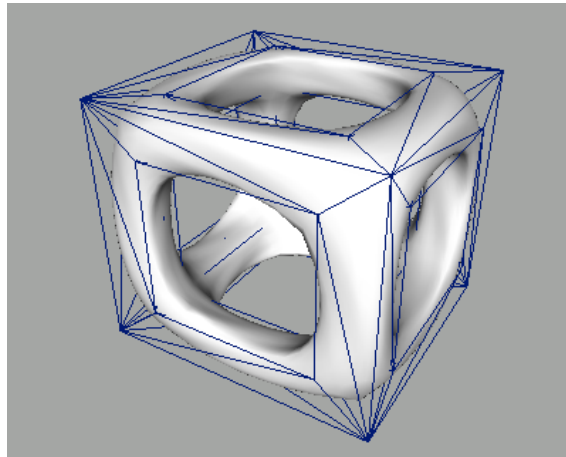


Figure 80: SDMesh object with original polygonal mesh (blue)

The SDMesh object may be used to include objects that have been modeled using the subdivision modelling paradigm in Ayam scenes (see also the image above).

There are no special modelling actions for this type of object, but its control points can be selected and modified as it can be done with other object types, e.g. curves.

The SDMesh object is equivalent to the Subdivision Mesh primitive of the RenderMan interface. This means, each SDMesh object may contain multiple faces with arbitrary number of vertices that form a polygonal mesh. This polygonal mesh is then successively refined using a subdivision scheme and, depending on the number of refinement (or subdivision) steps, results in a more or less smooth surface. There are several different subdivision schemes, but the scheme currently supported by most RenderMan compliant renderers is named "Catmull-Clark".

Tags may be specified for faces, edges, or vertices to control the subdivision process (e.g. to create sharp corners or edges in the resulting surface). All tags known from the RenderMan interface (hole, crease, corner, and interpolateboundary) are supported by Ayam, but they may currently not be changed by the user.

Unless the "subdiv" plugin (available since Ayam 1.19) is loaded, Ayam is not able to do the subdivision and show the resulting smooth surface. All that is shown in wire-frame and shaded views is the original polygonal mesh.

The following table briefly lists some capabilities of the SDMesh object.

Type	Parent of	Material	Converts to/Provides	Point Edit
SDMesh	No	Yes	PolyMesh	Yes

Table 80: SDMesh Object Capabilities

### SDMeshAttr Property

The SDMeshAttr GUI just displays some information about the SDMesh object:

- "Scheme", is the subdivision scheme, currently available schemes are Catmull-Clark and Loop.<sup>1</sup>

<sup>1</sup> Since 1.11.

- "Level" is the number of subdivision steps that should be carried out when subdividing the mesh for preview. This subdivision needs the "subdiv" plugin.
- "DrawSub" allows to switch between the control polygon and the subdivided polygon outlines when drawing the mesh.
- "NFaces", the number of faces.
- "NControls", the total number of control points defined.

### Conversion Support

SDMesh objects may be converted to PolyMesh objects.<sup>1</sup>

Note however that only the original, unrefined, control polygon (i.e. the base mesh) will be converted unless the "Level" attribute is not zero *and* the "subdiv" plugin is loaded.

### RIB Export

SDMesh objects will be exported as subdivision mesh primitives:

```
RiSubdivisionMesh(...);
```

PV tags are supported.

---

<sup>1</sup> Since 1.11.

## 4.9 Script and Custom Objects

These objects create/modify arbitrary other objects from scripts or define entirely new object types via the custom object plugin mechanism.

### 4.9.1 Script Object

Script objects are the most flexible object type of Ayam. They may be used to create new objects, modify existing objects, or realise mechanisms like constraints using small scripts that are embedded in the Script objects themselves.

Those small embedded scripts may employ functionality from Tcl and the Tcl scripting interface of Ayam (see also section [6 Scripting Interface \(page 267\)](#)).

Script objects may also use arbitrary, plugin provided, scripting languages, like JavaScript, provided by the "jsinterp" plugin (see also: [6.6 JavaScript Scripting Interface \(page 338\)](#)).<sup>1</sup>

### Script Object Usage

The script of a Script object will be run each time the script is modified and each time the notification callback of the Script object is called (e.g. because one of the children of the Script object changed). As long as the script of a Script object is executed, Ayam will not process any events except for checking whether the script emergency hotkey <Ctrl+C>, that may also be used to escape from infinite loops in the Ayam console, is pressed. Calling commands and procedures that lead to the processing of events or that are slow because they manipulate or update the GUI of Ayam should be avoided. In particular, the following procedures and commands should *not* be used: uS, uCR, uCL, selOb, plb\_update, undo!

Script objects may also create their own property GUIs for e.g. script parameters.<sup>2</sup> This may be accomplished by adding tags of type "NP" with the name of the new property as value to the Script object (menu entry "Special/Tags/Add Property"). The script itself is responsible for data management and property GUI creation (see section [4.9.1 ScriptAttr Property \(page 199\)](#) below).

There is also a tag type to remove properties ("RP").<sup>3</sup> Using this tag, the actual script code can be hidden and thus users are blocked from unintentionally changing it.

Starting with Ayam 1.16, the environment for running Script objects scripts has been refined to allow more complex scripts (that traverse the scene or use the clipboard) to be written: When a script is running, the current level is the child level of the respective Script object. Furthermore, the object clipboard is saved for running the script and re-established after the script finished, and the "CreateAtMark" option is disabled.

The binary and source distributions of Ayam contain several example scripts for Script objects in the "ayam/bin/scripts" and "ayam/src/scripts" directories, respectively. In addition, there are example scene files using Script objects in the "ayam/scn/scripts" directory.

The following table briefly lists some capabilities of the Script object.

---

<sup>1</sup> Since 1.18.   <sup>2</sup> Since 1.8.2.   <sup>3</sup> Since 1.12.

Type	Parent of	Material	Converts to/Provides	Point Edit
Script	Any <sup>+</sup>	No	Any <sup>+</sup>	No*

Table 81: Script Object Capabilities

### ScriptAttr Property

This section discusses the available Script object types and additional controlling parameters.

- If "Active" is disabled, the script will not be run.
- "Type" is the type of the Script object. Three types of Script objects are currently available:
  - "Run", the script will be run and no special action will take place.
  - "Create", the script will be run and will create and parameterise new objects. After running the script, the newly created object(s) will automatically be moved into the internal data structure of the Script object. The Script object will look like and act as an object of the type that the script created. If the script creates e.g. a NCurve object, the Script object may be used as parameter object of a tool object that needs a NCurve, e.g. a Sweep:

```

+-Sweep
  | Cross_Section (Script)
  \ Path (NCurve)

```

If the newly created object has to be selected by the script code for further parameterisation purposes, the selection should be done using the scripting interface command "sL" (which performs a hidden selection in the safe interpreter context). Consequently, the most simple example script for a Script object of type "Create" looks like this:

```
crtOb NCurve
```

Or, with further parameterisation

```

crtOb NCurve
sL
setProperty NCurveAttr (Order) 2

```

- "Modify", if the Script object has child objects, these child objects will be temporarily moved into the internal data structure of the Script object. A copy of all child objects will be created as new children of the Script object. A selection of the new child objects will be established, then the script will be run. Usually, the script modifies one of the selected objects (moves control points, adds tags, or does something similar). Afterwards, the two sets of objects will be exchanged, the modified objects will be moved to the internal data structure of the Script object while the unmodified original child objects will again be child objects of the Script object. The modified objects will henceforth be provided upstream to potential parents. If certain actions in the script shall be restricted to one of the child objects of the Script object, the "withOb" command may be used to accomplish this easily. The Script object will look like and act as an object of the type of the first child object of the Script object. If the Script object has e.g. a NCurve object as first child, the Script object may be used as parameter object of a tool object that needs a NCurve, e.g. a Sweep:

```

+-Sweep
+-Cross_Section (Script)
  | \ NCurve
  \ Path (NCurve)

```

A simple example script for a Script object of type "Modify" that needs a single NURBS curve as child object may look like this:

```
revertC
```

Note: In order to make this work for objects that are not supported by the `revertC` command directly but provide NURBS curves (e.g. `ExtrNC` objects or instances of NURBS curves) the code has to look like this:

```
convOb -inplace; revertC
```

- "Script" is the script code. The corresponding widget is a standard Tcl text widget that allows to directly edit the code. It is also possible to edit the code in an external editor and copy it to the Script object using the operating system clipboard and the "Paste (Replace)" context menu entry of the text widget. If the first line of the script is a comment like

---

```
# Ayam, save array: <arrayname>
```

---

then the global Tcl array `<arrayname>` will be saved with the Script object to Ayam scene files. The array must contain an entry "SP" that lists all individual parameters of the Script object. Note that only parameters from this list will be saved to Ayam scene files. Note also, that "SP" must *never* contain "SP". All copies of a Script object must share the same set of individual vs. shared parameters. If objects need to store differing/individual amounts of parameter data, lists can be used as individual parameters.

Script objects may also use arbitrary, plugin provided, scripting languages.<sup>1</sup> To switch to a different language, the first line of the script must be a comment (in the syntax of the other language) with the keyword "use:" followed by the language name, as provided by the corresponding plugin, e.g. for JavaScript the first line should look like this:

---

```
/* Ayam, use: JavaScript */
```

---

The special comments for saving of array items and language switching can be used in conjunction like this:

---

```
/* Ayam, use: JavaScript, save array: MyArr */
```

---

### Safe Interpreter

In Ayam versions prior to 1.16 Script object scripts could use any functionality of Tcl, Tk, and the Tcl scripting interface of Ayam which posed a huge security risk. This is no longer the case. Script objects scripts now run in a safe interpreter with reduced instruction set. They can no longer write to the file system, get onto the network, or confuse the application state. Direct access to Tk is also completely blocked, but Script objects still can have their own property GUIs (refer to the examples below).

In particular, the following Tcl commands are *not* available in the safe interpreter: `cd`, `encoding`, `exec`, `exit`, `fconfigure`, `file`, `glob`, `load`, `open`, `pwd`, `socket`, `source`, `unload`; `auto_exec_ok`, `auto_import`, `auto_load`, `auto_load_index`, `auto_qualify`, `unknown` (the missing `unknown` and autoloading facilities lead to further unavailability of commands normally available via autoloading, like e.g. `parray`, `history`).

The `puts` command is available in a limited fashion: only access to the `stdout` and `stderr` channels is allowed.

---

<sup>1</sup> Since 1.18.



Ayam scripting interface commands that directly manipulate the user interface are also not available (`uS`, `rV` etc.). Please refer to the documentation of the scripting interface commands about their availability in the safe interpreter (see section [6.2 Procedures and Commands \(page 270\)](#)).

In addition, access to global variables deserving protection like `env`, `ay`, `ayprefs` is not allowed. In fact, the safe interpreter has a completely separate set of variables. Transfer of data between both interpreters must be arranged manually from the Ayam interpreter (i.e. with scripts that run in the Ayam console).

With the help of scripts, that run in the Ayam interpreter, more commands may be transferred to or made available in the safe interpreter. But this may, of course, open security holes again.

Full access from Script objects to the complete scripting interface may be re-enabled by recompiling Ayam. If this is enabled and scene files containing Script objects are loaded, Ayam will raise a warning dialog, offering to temporarily disable all Script objects that will be read. The Script objects will be disabled using their "Active" Script object property and may be enabled again after careful inspection of the script code manually or using the main menu entry "Special/Enable Scripts".

### Transformation Support

Even though, initially, Script objects do not show and use the Transformations property, they can support transformations under certain circumstances. To enable this support, a NP tag with the value "Transformations" must be added to the Script object (i.e. the Transformations property must be visible in order to be effective).

Now, the result(s) of the script can, additionally, be manipulated by the standard interactive modelling actions, like move or scale.

Note, that upon provide or conversion the transformations from the Script object will be added to the transformations of the objects created by the script in the same way as by the delegate transformations tool, which fails for complex setups. However, this problem can be avoided by using the "applyTrafo" command on the created objects in the script.

### Conversion Support

Script objects convert to the objects they create/modify using the main menu entry "Tools/Convert".

When converting in place, some special rules are in effect:

if there is just one created/modified object, its tags are appended to the tags of the Script object and its material setting only takes precedence if there is actually a material set.

If there are multiple created/modified objects, the Script object is transformed into a Level object, keeping its tags and material settings. The created/modified objects will become children of the new Level object (with tags and material properties unchanged).

The current children of the Script object will be removed prior to conversion. If this fails (e.g. due to references), they may end up in the object clipboard.

When the script created a master object and instances of this master, normal conversion will *not* be able to duplicate this relationship (due to the copy semantics of instance objects, see also section [4.2.9 Instances and the Object Clipboard \(page 113\)](#)). To get around this, just copy the Script object and then use in place conversion on the copy.

## RIB Export

Script objects will be exported to RIB files as the objects they create/modify.

## Script Object Examples

This section illustrates the development of a Script object for parametric lines, otherwise unavailable in Ayam.

We start with a simple version, that first creates a NURBS curve object with two control points and then places the control points each at +/- half the desired line length on the x axis. Just copy the following code to the Script property of a Script object of type "Create", and activate it.

---

```
set length 1
crtOb NCurve -length 2
sL
setPnt 0 [expr {-length/2.0}] 0.0 0.0 1.0
setPnt 1 [expr {length/2.0}] 0.0 0.0 1.0
```

---

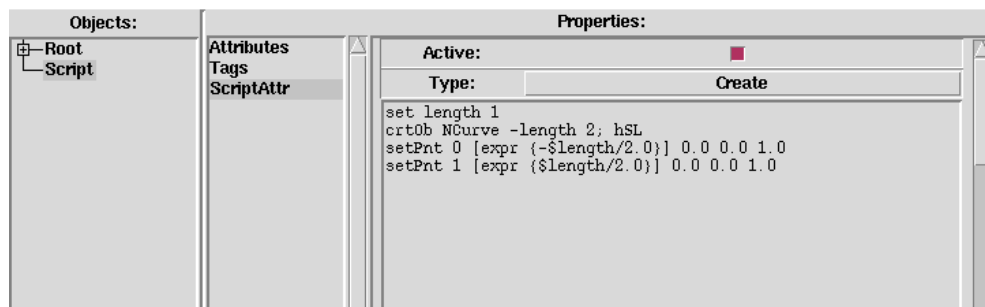


Figure 81: Simple Script for Parametric Line Primitive

This code works, but if lines of a different length than 1 are needed, the user must edit the script which is not very convenient and error prone. A complete, easy to use, and safe GUI for the length parameter can be added by changing the script code ("# ^^^" lines designate changed or added code):

---

```
# Ayam, save array: LineAttrData
if { ![info exists ::LineAttrData] } {
    array set ::LineAttrData {
        Length 1
        SP {Length}
    }
}
if { ![info exists ::LineAttrGUI] } {
    set w [addPropertyGUI LineAttr]
    addParam $w LineAttrData Length
}
set length $::LineAttrData(Length)
# ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
crtOb NCurve -length 2
sL
setPnt 0 [expr {-length/2.0}] 0.0 0.0 1.0
setPnt 1 [expr {length/2.0}] 0.0 0.0 1.0
```

---

and by adding a "NP" (new property) tag to the Script object with the value "LineAttr", resulting in a new clickable graphical user interface as can be seen in the following image:

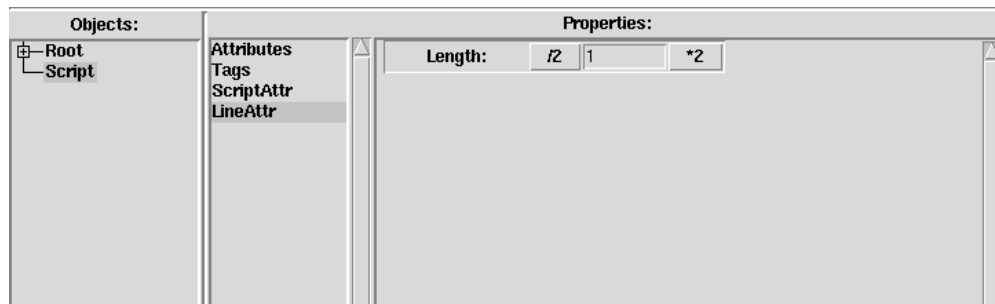


Figure 82: Parametric Line Primitive with Parameter GUI

The GUI setup code creates a Tcl array essential to manage the data of an Ayam object property (LineAttrData). Then, the LineAttr property GUI is created and a GUI element is added to the GUI using "addParam". Note that the "addPropertyGUI" command expects for a property named "SomePropertyName" a corresponding property data array named "SomePropertyNameData" to exist. The GUI setup code should just run once, therefore it checks for the presence of the variable LineAttrGUI (which is set on the first run of "addPropertyGUI") first. See also sections [6.2.21 Property GUI Management \(page 315\)](#) and [6.1.4 Global Property Management and Data Arrays \(page 268\)](#) for more information about property GUIs and the Ayam scripting interface.

Finally, to enable saving of the parameter value in the new property "LineAttr" to scene files, a comment must be prepended to the script ("Ayam, save array: LineAttrData"), and to enable multiple and individually parameterised copies of this Script object, a "SP" entry needs to be added to the "LineAttrData" array as well.

The complete script is also available as example script file "scripts/crtlinegui.tcl" in the Ayam distribution.

In addition, a second example demonstrates the scene traversal and hierarchy building capabilities available to Script objects since Ayam 1.16.

Create a Script object, and add two children to it, a box and a NURBS curve (order 2, knot type: chordal works best). Then add the following script to the Script object:

---

```
# this script needs object type "Modify" and two children:
# a box/sphere and a curve
withOb 1 {estlenNC len}
cutOb
crtOb Clone
goDown -1
pasOb -move
goUp
sL
getProp
set CloneAttrData (NumClones) [expr round($len)]
setProp
```

---

This little script first determines the length of the curve, then it creates a Clone object and moves the children of the Script object to it (via the object clipboard). Finally, the Clone object is parameterised, so that the trajectory is completely filled (assuming that each copy of the first child needs 1 length unit on the trajectory) with objects. The curve can now be modified using interactive modelling actions, or its length can be changed, and the trajectory will always be completely filled with an appropriate number of box objects. See example image below (compare the Clone configurations from the two different trajectory curves):

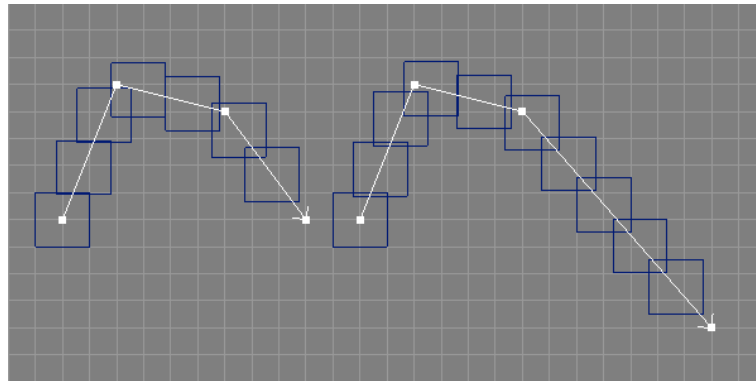


Figure 83: Hierarchy Building Script Object Example

### 4.9.2 Custom Objects Management

Custom objects are plugins that extend the Ayam capabilities by defining entirely new types of e.g. geometric objects. This may be done easily, because the Ayam core is written in a modelling paradigm independent way.

Custom objects may also define own modelling tools. Those can usually be found in the "Custom" main menu.

Unlike other modelling helper plugins, custom object plugins will be loaded automatically with the scene files that contain such objects. Note, that this only works properly if the preference option "Main/Plugins" is correctly set.

Several custom object plugins are already distributed with Ayam. Those are documented in the next sections.

### 4.9.3 SfCurve (Superformula Curve) Object

The SfCurve object creates a superformula curve from four parameters named *m*, *n1*, *n2*, and *n3* (see also the image below). The superformula is a generalization of the superellipse; in polar coordinates it is defined as:

$$r(t) = \left( \cos\left(\frac{m \cdot t}{4}\right)^{n2} + \sin\left(\frac{m \cdot t}{4}\right)^{n3} \right)^{-\frac{1}{n1}} \quad (1)$$

where *r* is the radius and *t* the angle. The SfCurve object allows to specify start and end values for *t* as well as the number of sample points in between.

The generated NURBS curve is always closed, but the order may be configured freely.

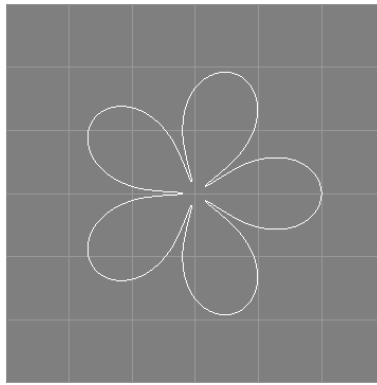


Figure 84: Superformula Curve from Parameters 10, 22, -11, 3

The following table briefly lists some capabilities of the SfCurve object.

Type	Parent of	Material	Converts to / Provides	Point Edit
SfCurve	No	No	NCurve	No*

Table 82: SfCurve Object Capabilities

### SfCurveAttr Property

The SfCurve object provides the following parameters:

- The parameters "M", "N1", "N2", and "N3" control the superformula.
- "TMin" is the start angle.
- "TMax" is the end angle.

Note that the angle defined by "TMin" and "TMax" may actually be larger than 360, as can be seen in the image below:

Also note that e.g. setting "TMin" to 1 and "TMax" to 361 may deliver better results than using the default values.

- "Sections" is the number of sample points. Curves with sharp features may need high values of about 100.
- "Order" is the desired order of the curve.

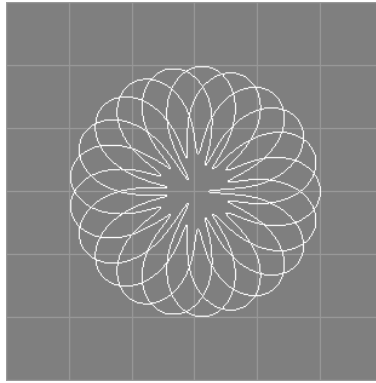


Figure 85: Superformula Curve with TMax 1440

- See section 4.4.1 [NCurveAttr](#) (page 126) for a description of the parameters: "Tolerance" and "DisplayMode".

### Conversion Support

The superformula curve may be converted to an ordinary NURBS curve using the main menu entry "Tools/Convert".

### RIB Export

SfCurve objects never directly appear in RIB output (only indirectly as trim curve).

#### 4.9.4 Metaball Object

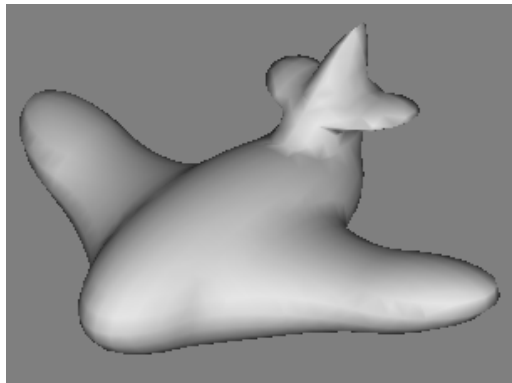


Figure 86: A Metaball Object from Six Meta Components

A metaball object is a custom object (see also section 4.9.2 Custom Object (page 205)). It allows you to model with implicit surfaces in realtime.

To start modelling you should first create a "MetaObj" object using the menu entry "Create/Custom Object/MetaObj" (if this menu entry is not available, you have to load the "metaobj" plugin using the menu entry "File/Load Plugin" first). "Create/Custom Object/MetaObj" creates a so called meta world with a single meta component (a sphere) in it. The meta world is represented by a "MetaObj" object and the component by a "MetaComp" object which is a child of the "MetaObj" object.

The complete template for the MetaObj object hierarchy, consequently, looks like this:

```
+--MetaWorld(MetaObj)
|  C1(MetaComp)
|  [...]
|  Cn(MetaComp)
```

The following table briefly lists some capabilities of the MetaObj and MetaComp objects.

Type	Parent of	Material	Converts to/Provides	Point Edit
MetaObj	MetaComp <sup>+</sup>	Yes	PolyMesh	No
MetaComp	No	No	N/A	No

Table 83: MetaObj/MetaComp Object Capabilities

Meta components live only in a meta world, therefore it makes no sense to create "MetaComp" objects in other places except as a child of a "MetaObj" object. Type, parameters, and transformation attributes of the meta components define the function of an implicit surface. The "MetaObj" object, that represents the meta world, evaluates this function on a regular three-dimensional grid and creates a polygonal representation for a specific function value (the so called threshold value).

#### MetaObjAttr Property

The following attributes control the creation of the implicit surface:



- With the parameter "NumSamples" you specify the resolution of the three-dimensional regular grid, on which the implicit function is evaluated, in each dimension. A higher number of samples results in better quality but more polygons are created and more CPU power and memory are needed. For modelling you should set this to a lower value of about 40. For final rendering you may increase this to about 160.
- "IsoLevel", defines the threshold value for that a polygonal representation of the implicit function should be created. Normally, you should not need to change this value.
- To show the actual bounds of the meta world, you may enable the "ShowWorld" parameter.

New in Ayam 1.5 is an adaptive calculation mode of the implicit surface. It may be switched on using the new attribute "Adaptive". In the adaptive calculation mode, Ayam tries to vary the resolution of the resulting polygonal mesh according to the features of the implicit surface in order to capture fine details, even though a coarse grid is used. This is not done using a successively refined grid but by a refinement of the triangles created by the original algorithm (see also XXXX). You may control the adaptation process using three parameters: "Flatness", "Epsilon", and "StepSize". If "Adaptive" is set to "automatic", Ayam will not use the adaptive calculation while a modelling action is in progress. This mode has been introduced, because the adaptive mode may consume a considerable amount of CPU resources.

While modelling with meta balls you may add other "MetaComp" objects to the "MetaObj" object and parameterise them. A "MetaComp" object has the following properties.

#### MetaCompAttr Property

- "Formula" specifies the type of the meta component. The following types are available: Metaball, Torus, Cube, Heart, and Custom. The latter gives you the possibility to use your own formulas.
- With the parameter "Negative" you define a component with a negative effect on the implicit function value. Negative components are not visible on their own but they are useful for modelling holes. Just try it.

The other parameter are specific to the type of the component:

#### Metaball

- "Radius" sets the radius of the metaball
- "EnergyCoeffA", "EnergyCoeffB", and "EnergyCoeffC" are some parameters for the metaball formula. Usually you can leave those parameters at their default values. If you change them, be careful.

#### Torus

- "Ri" the inner radius of the torus
- "Ro" the outer radius if the torus
- "Rotate" rotates the torus about 90 degree

### Cube

- "EdgeX", "EdgeY", and "EdgeZ", let you define the sharpness of the edges of the cube

### Custom

- "Expression" is a piece of Tcl script, that represents your own custom formula for a meta component. The expression may call any Tcl commands to calculate a field value from the current grid position, which is given in the global variables "x", "y", and "z". The expression has to return the field value in the global variable "f". Here is an example for a custom expression:

---

```
set f [expr {pow($x,4)+pow($y,4)+pow($z,4)}]
```

---

Note that those expressions are called many times and since they are programmed in Tcl, this can be quite slow. You should use any tricks (like the curly braces in the expr-statement above) to speed up the expression.

### Conversion Support

Metaball objects may be converted to PolyMesh objects using the main menu entry "Tools/Convert".

### RIB Export

Metaball objects will be exported as RiPointsGeneralPolygons primitives (regardless of whether the actual configuration would fit into a simpler polygonal primitive of the RenderMan interface, e.g. a RiGeneralPolygon).

PV tags are currently not supported.

#### 4.9.5 SDNPatch Object

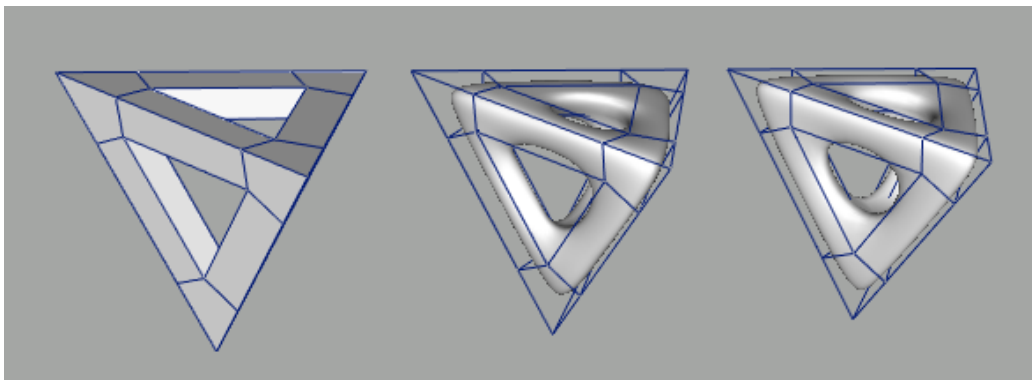


Figure 87: SDNPatches, l: control mesh, m: subdivided mesh with knot, r: subdivided mesh without knot

The SDNPatch custom object is available since Ayam 1.16 and allows to model with Subdivision NURBS, which extend the traditional subdivision schemes with knot values (see also the image above, where in the middle mesh a knot value has been set in the left hand side of the mesh). The SDNPatch plugin is based on libsnurbs by Tom Cashman.

There are some special modelling actions for Subdivision NURBS defined (see below) and there are PLY import/export facilities. Furthermore, there are two conversion operations that convert NURBS patch and PolyMesh objects to SDNPatch objects. Thus, SDMesh objects may be converted in two steps to SDNPatch objects, first to a PolyMesh then to the SDNPatch.

Please note that the plugin is still in experimental state, there is limited error checking and crashes may occur, if the special modelling actions are used.

The following table briefly lists some capabilities of the SDNPatch object.

Type	Parent of	Material	Converts to/Provides	Point Edit
SDNPatch	No	Yes	PolyMesh	Yes

Table 84: SDNPatch Object Capabilities

#### SDNPatchAttr Property

The SDNPatchAttr property allows to set the following SDNPatch specific attributes:

- "Degree" is the degree of the subdivision NURBS surface, the only valid values are currently 3, 5, and 7.
- "Level" is the subdivision level, a high level leads to many polygons and a smooth surface; useful values range from 0 to 5.

#### SDNPatch Modelling Actions

This section, briefly, explains the special modelling actions defined for the SDNPatch custom object. In order to select a face or edge for such an operation, just select all the control points defining the face or edge. All modelling actions can be started via the "Custom/SDNPatch" main menu.

- "Face Extrude", new faces are inserted in the mesh at all edges of the selected faces, the selected faces themselves are displaced along their respective normals. If this operation is picking the wrong direction, try to revert all faces first, see below. Since Ayam 1.17 this operation has two parameters that control the offset of the extrusion operation (parameter "Length") and a scaling factor applied to the new displaced set of control points (parameter "Scale"). The length parameter may be negative, to revert the direction of the extrusion.
- "Face Remove", the selected face is removed from the mesh.
- "Face Merge", the first two selected faces are removed from the mesh, the neighboring patches of the second face are connected to the neighboring faces of the first face. The decision, which vertices of the faces will actually be connected, depends on the relative vertex distances: you need to move the two faces near each other to make clear, how the new connection shall be established.
- "Face Connect", the first two selected faces are removed from the mesh, the neighboring patches of the second face are connected to the neighboring faces of the first face via a set of new faces. The decision, between which vertices of the faces the new faces are built, depends on the relative vertex distances: you need to move the two faces near each other to make clear, how the new connection shall be established.
- "Reset All Knots", set all knot values to 1.0 (the default).
- "Set Knot", set the knot value of the selected edge.
- "Revert", reverts all faces.
- "Merge", merges multiple SDNPatch objects into one new.
- "Import PLY", import a PLY file.
- "Export PLY", export the currently selected SDNPatch object to a PLY file.

In addition, there are two conversion operations that convert NURBS patch objects (or NURBS patch providing objects) and PolyMesh objects (or PolyMesh providing objects) to SDNPatch objects.

Note that the PolyMesh to SDNPatch conversion only accepts closed quadrilateral polygon meshes (Triangles are omitted) and expects an optimized mesh (i.e. adjacent faces should share the same vertices).

### Conversion Support

SDNPatch objects may be converted to PolyMesh objects using the main menu entry "Tools/Convert".

### RIB Export

SDNPatch objects will be exported as `RiPointsGeneralPolygons` primitives (regardless of whether the actual configuration would fit into a simpler polygonal primitive of the RenderMan interface, e.g. a `RiGeneralPolygon`).

PV tags are currently not supported.

## 4.10 Standard Properties

Most Ayam objects have standard properties. They are used to control transformations and common attributes of objects. The following sections describe the standard properties "Transformations", "Attributes", "Material", "Shaders", and "Tags".

### 4.10.1 Transformations Property

Use the "Transformations" property to edit the location, orientation, and size of an object.

The corresponding property GUI contains the following elements:

- "Reset All!" immediately resets all transformation attributes to the default values.
- "Translate\_X (\_Y, \_Z)" is the displacement of the object from the world origin in X (Y, Z) direction.
- "Rotate\_X (\_Y, \_Z)" is the angle (in degrees) of the rotation of the object around the X (Y, Z) axis. See below for more information on how to use these entries.
- "Quaternion" the quaternion that is used to determine the orientation of the object in space.
- "Scale\_X (\_Y, \_Z)" determines a scale factor that will be applied to the object in the direction of the local X (Y, Z) axis.

The transformations are applied to the object in the following order: Scale, Rotation, Translation.

How to use the rotation attributes?

The orientation of an object in space may be expressed using so called Euler angles. This notation (simply three angles determining a rotation about the principal axes of the coordinate system) suffers from a phenomenon called *gimbal lock*.

To avoid gimbal locks, Ayam internally holds the orientation of an object in a quaternion. This quaternion not only holds information about the angles but also about the order in which partial rotations occurred.

It is important to know, that the values of the angles of the rotation property must not be read in a way that the object will first be rotated around X by x-angle degrees then around Y by y-angle degrees then around Z by z-angle degrees. In fact, no information about the order in which partial rotations occurred may be derived from that three values. This implies, that e.g. the values 0 0 45 may actually denote a different orientation than the very same values 0 0 45.

Rotating an object is easy, simply *add* the amount about which the object shall be rotated to the value currently displayed in the appropriate entry.

For example, if an object is to be rotated 45 degrees about X and the x-angle entry displays a 30, enter 75. Then press the apply button.

If multiple entries are changed the rotations made will be in the order X (if changed) then Y (if changed) then Z (if changed). Do not change more than one entry at once unless you exactly know what you are doing.

Undoing a single rotation works in the same way, just use a subtraction instead of an addition.

Undoing all rotations (resetting the object to its original orientation) is simple too: enter 0 for all three entries at once, then press apply.

To copy just the orientation of an object to other objects using the property clipboard, all Translate and Scale property elements should be marked/selected via double clicks, then "Edit/Copy Property" can be used. Just marking the Rotate elements and then using "Edit/Copy Marked Prop" will *not* work, because then the quaternion will not be copied properly.

#### 4.10.2 Attributes Property

The "Attributes" property of an object contains currently:

- "ObjectName", the name of the object. It is also displayed in the object listbox or tree and may be written to RIB streams.
- "Hide", if this attribute is set this object is not drawn. It may also be excluded from RIB export.
- "HideChildren", if this attribute is set, the child objects of this object are not drawn. This attribute is e.g. used by "NPatch" objects to prevent the trim curves from being drawn in normal views.
- "RefCount", just displays how many objects point to this object e.g. through master-instance or object-material relationships. Objects with a reference count higher than zero may not be deleted.

#### 4.10.3 Material Property

The "Material" property allows you to connect geometric objects to material objects (see also section 4.2.5 Material Object (page 102)). The material property GUI consist of the following elements:

- "Clear Material!" immediately clears any connection of the current object to its material.
- "Add/Edit Material!" adds a material to the current object (if it has none) and immediately selects the new material object for editing. If the current object already has a material, this material object is searched for and selected for editing.
- "Materialname" is the name of the material of this object. If you change the name, the object will be disconnected from the old material and connected to the new material. An easier way to connect geometric objects to material objects is to simply drop the geometric objects onto the material object using drag and drop in the tree view.

#### 4.10.4 Shader Properties

Shader properties are used to attach shaders of a certain type to objects. The name of the property contains the type of the shader, e.g. light shaders may be attached using a property named "LightShader" only. Other types of shaders or shader properties available are: "Surface", "Displacement", "Interior", "Exterior", "Atmosphere", and "Imager".

Each shader property GUI, even if no shader is attached to an object, starts with the "Set new shader."-button. This button allows to select a new shader of the appropriate type. If you press the "Set new shader."-button, a dialog with a list of shaders pops up. If this list is empty, Ayam is probably not set up properly (or you simply do not have shaders of the appropriate type). Check the preference setting "Main/Shaders". After a new shader has been set, the arguments of the shader will be parsed and a GUI will be generated to allow the arguments of the shader to be filled with values.

The "Delete shader."-button may be used to delete the current shader from the selected object.

The "Default Values."-button resets all arguments of the shader to the default values. See also section 4.10.4 Working with Shaders (page 215) below.

All other elements of the shader property GUI depend on the currently attached shader, i.e. they represent the arguments of the shader function.

### Shader Parsing

Parsing a shader incorporates detecting the type of the shader and reading the names, types, and default values of all shader arguments.

Shaders will be parsed on the following occasions:

- application startup,
- "Scan for Shaders!" button in preferences dialog,
- "Special/Scan Shaders" menu entry,
- "ScanShaders" option in "Select Renderer" dialog,
- "Default Values" button in shader property GUI.

Note that currently, Ayam only works properly with shaders that have at most two dots in their file name and that Ayam will simply skip all array arguments (and emit a warning message) while parsing a shader. Those array arguments consequently never appear in the shader property GUIs and RIBs exported by Ayam. Also note that default values for shader arguments of type color will be silently clamped to the range 0-255.

Some shaders use array arguments to define transformation matrices. If this is the case and you have access to the shader source code you may want to modify those shaders to enable working with the transformation matrix carrying shader arguments. To do this, just change all definitions of transformation matrix carrying floating point arrays to real matrices. For instance, if the shader contains a

```
"float a_matrix_parameter[16]"
```

change this to

```
"matrix a_matrix_parameter".
```

Note that these changes of the shader argument definitions probably also require changes of the shader source code that uses those arguments. Ayam is able to deal with matrices because of their fixed size of 16 float values, and because libslcargs is able to deliver the default values for a matrix (but not for an array!).

If Ayam has been compiled without a shader parsing library (e.g. without libslcargs), Ayam will parse XML files created by "sl2xml" from the K-3D project (see "<http://www.k-3d.org/>") instead of compiled shaders. The "Set new shader."-button will in this case always open a file requester, allowing you to select a XML file, that has been created by sl2xml. Furthermore, the "Default Values."-button will not be available; you have to use "Set new shader." instead.

From version 1.3 on, Ayam also supports shader parsing plugins to allow parsing of shaders compiled with different shader compilers, see also section 8.7 Shader Parsing Plugins (page 383).

### Working with Shaders

The "Default Values."-button resets all arguments of the shader to the default values. Additionally, the compiled shader will be parsed again and the property GUI will be adapted (new shader arguments will appear, removed shader arguments will disappear). Therefore, this button is quite handy if you have to

deal with changing shaders: just edit the shader, recompile it, then back in Ayam just hit the "Default Values."-button. Note that this destroys your possibly carefully adjusted shader argument values.

If you want to keep the old shader argument values when a shader changes, simply copy the shader property using the property clipboard (main menu: "Edit/Copy Property") before you load the new default values and paste the property back using "Edit/Paste Property" after loading of the new default values. Beware! This works properly only, if the type of existing shader arguments does not change and if no shader arguments are removed in the new version of the shader.

It is also possible to just copy certain parameter values (shader arguments whose types do not change) by selecting them using double-clicks on the parameter names in the shader property GUI and then use e.g. "Edit/Copy Marked Prop" (see also the description of the property clipboard in section 2.1.2 Properties (page 21)).

#### 4.10.5 Caps Property

Many tool object have a "Caps" property to easily close the created surface.

The exact names of the attributes available in this property are object type specific as each object types boundary names are different: the boundary names of a Skin object are e.g. "Left", "Right", "Start", and "End", whereas the boundary names of a NPatch object are "U0", "U1", "V0", and "V1".

To reduce GUI clutter, initially, the Caps property only contains buttons that allow to enable/disable the associated cap and control appearance of further options.

For each enabled cap a menu button will appear that allows to set the corresponding cap type (see section 4.7.10 CapAttr Property (page 181) for more information on the available cap types).

In addition, the Caps property allows to create caps that integrate with the progenitor surface of the corresponding tool object (after the potential integration of bevels) via the additional parameter "Integrate". However, integration is only supported for the cap types "Simple" and "Simple3D". If integration is enabled and there is a bevel that is not integrating with the progenitor surface, the cap will integrate into the bevel instead. Integration will change the number of provided objects and the parameters of the progenitor surface.

#### 4.10.6 Bevels Property

Many tool object have a "Bevels" property to easily round the otherwise sharp borders of the created surface.

The exact names of the attributes available in this property are object type specific as each object types boundary names are different: the boundary names of a Skin object are e.g. "Left", "Right", "Start", and "End", whereas the boundary names of a NPatch object are "U0", "U1", "V0", and "V1".

To reduce GUI clutter, initially, the Bevels property only contains buttons that allow to enable/disable the associated bevel and control appearance of further options.

Many attributes of the Bevels property are also available for the Bevel object (see also 4.7.9 BevelAttr Property (page 177)). In addition to those attributes, the Bevels property allows to integrate the created bevel surface with the progenitor surface of the corresponding tool object via the additional parameter



"Integrate". Integration will change the number of provided objects and the parameters of the progenitor surface.

#### 4.10.7 Tags Property

Use the "Tags" property to edit the tags of an object.

The tags property GUI consists of the following standard elements:

- "Remove all Tags!" immediately removes all tags from the object.
- "Remove Tag!" is a menu, that allows to quickly select and remove a single tag from the object.
- "Add Tag!" opens a small dialog window, where a new tag type and value may be entered (see also the image below). After pressing the "Ok" button, a new entry will be added to the tags property, displaying the new tag. Just click on the entry to get back to the dialog, to remove the tag using "Clear" then "Ok", or to change the type or value of the tag.



Figure 88: Add/Edit Tag Dialog

All tag entries have a context menu, where the corresponding tag can be copied/added to the property clipboard.<sup>1</sup>

The next sub-sections describe the tag types currently available in Ayam and the plugins distributed with Ayam. Note that foreign extensions and plugins may define their own types.

### 4.11 Tags

Tags provide an easy way to attach arbitrary information (e.g. additional RenderMan interface attributes, special attributes for plugins, or even scripts) to objects. A tag consists of two strings, one defining the type and one defining the value of the tag.

Tags may be manipulated via the tags property GUI (see section 4.10.7 Tags Property (page 217)) or the scripting interface.

The following two tables contains a compact list of tag names and short explanations, for all tag types that are known in Ayam and in all accompanying extensions (plugins); tag types marked with an asterisk are for internal use only.

<sup>1</sup> Since 1.21.

Name	Description
ANS	After Notify Script
AsWire	X3D export control
BNS	Before Notify Script
BP	Bevel Parameter
CP	Cap Parameter
CIDR	Importance Driven Rendering
CCIDR	Importance Driven Rendering
DANS	Disabled After Notify Script
DBNS	Disabled Before Notify Script
DC	Depth Complexity
HC	Has Children*
IDR	Importance Driven Rendering
IIDR	Importance Driven Rendering
MI	Material ID*
MN	Mean Normal
mn	master name*
MP	Mean Point
NM	Notify Master*
NO	Notify Object*
NoExport	Export Control
NP	New Property
NT	Normals Tangents

Table 85: Tags Overview (1/2), \* – internal

#### 4.11.1 RiAttribute Tag

The tag type "RiAttribute" can be used to attach arbitrary RenderMan interface attributes to objects. This is handy if a renderer with lots of RiAttributes that differ from the standard RiAttributes is in use.

"RiAttribute" tags attached to a geometric object override "RiAttribute" tags possibly attached to the material object of this geometric object.

In order to create a tag of type RiAttribute, the type string must be "RiAttribute". The syntax of the value string is as following:

```
<attrname>, <paramname>, <paramtype>, <param>
```

where

<attrname> is the name of the attribute (e.g. "render");

<paramname> is the name of the parameter (e.g. "displacementbound");

<paramtype> is a single character defining the type of the parameter (it may be one of f – float, g – float pair, i – integer, j – integer pair, s – string, c – color, p – point); and finally

<param> is the value of the parameter itself (e.g. a float: "1.2", an integer value: "3", a string: "on", a color: "1,1,1" or a point: "0.4,0.5,1.0").

Name	Description
OI	Object ID*
PV	Primitive Variable
RiAttribute	RenderMan Export
RiDisplay	RenderMan Export
R3IDR	Importance Driven Rendering
RIDR	Importance Driven Rendering
RiHider	RenderMan Export
RiOption	RenderMan Export
RP	Remove Property
SaveMainGeom	Geometry Management
SavePaneLayout	Geometry Management
SP	Selected Points
TC	Texture Coordinates
TM	Transformation Matrix*
TP	Tessellation Parameters
UMM	U Min Max
VMM	V Min Max

Table 86: Tags Overview (2/2), \* – internal

**Example**

Some examples for valid RiAttribute tags:

```
RiAttribute render, truedisplacement, i, 1
RiAttribute dice, numprobes, j, 3, 3
RiAttribute radiosity, specularcolor, c, 0.5, 0.5, 0.5
```

**Notes**

The "RiAttribute" tag handles just a single parameter at once. Also note that "RiAttribute" tags may be created much more easily using the menu entry "Special/Tags/Add RiAttribute". The database of RiAttributes for this GUI may be extended by editing the ayamrc file, see section 8.4 Ayamrc File (page 376).

**4.11.2 RiOption Tag**

The tag type "RiOption" can be used to attach arbitrary RenderMan interface options to the scene. This is handy if a renderer with lots of RiOptions that differ from the standard RiOptions is in use. However, they will be only used by the RIB exporter if they are attached to the "Root" object. The syntax is similar to the "RiAttribute" tag type, see above.

**Example**

```
RiOption radiosity, steps, i, 16
RiOption shadow, bias0, f, 0.01
```

### Notes

RiOption tags may be created easily using the menu entry "Special/Tags/Add RiOption". Tags created with this GUI will always be added to the "Root" object. It does not have to be selected when the GUI is used. Furthermore, the database of RiOptions for this GUI may be extended by editing the ayamrc file, see section 8.4 Ayamrc File (page 376).

#### 4.11.3 TC (Texture Coordinates) Tag

The tag type "TC" can be used to attach texture coordinates to objects or materials.

The "TC" tag always contains a list of eight comma separated float values, that specify a mapping for four 2D points (a quadrilateral) in texture space from the default values (0,0), (1,0), (0,1), and (1,1) to the new specified values.

#### Example

```
TC 0,0,10,0,0,10,10,10
```

Changes the texture coordinate space so that more and smaller tiles of a texture would be displayed on a primitive.

```
TC 0,0,0,1,1,0,1,1
```

Flips the texture coordinate space over two corners. A shader normally generating vertical stripes will create horizontal stripes now.

```
TC 0,1,0,0,1,1,1,0
```

Turns the texture coordinate space by 90 degrees. A shader normally generating vertical stripes will create horizontal stripes now.

### Notes

"TC" tags attached to a geometric object override "TC" tags possibly attached to the material object of this geometric object.

The exact behaviour of an object equipped with a "TC" tag depends heavily on the shader and its use of the texture coordinates.

Note also that using "TC" tags, the texture coordinates of entire primitives are changed. To change the texture coordinates of sub-primitives (e.g. of single control points of a NURBS patch) "PV" (Primitive Variable) tags must be used instead.

To ease setting of "TC" tag values Ayam provides a special graphical editor as outlined below.

The texture coordinate editor may be opened using the main menu entry "Special/Tags/Edit TexCoords" and lets you edit texture coordinate tags in an intuitive way.

For that, the current texture coordinates are displayed as a black polygon in a canvas with regard to the original (default) values, that are displayed in gray. Small arrows point to positive s and t direction respectively.

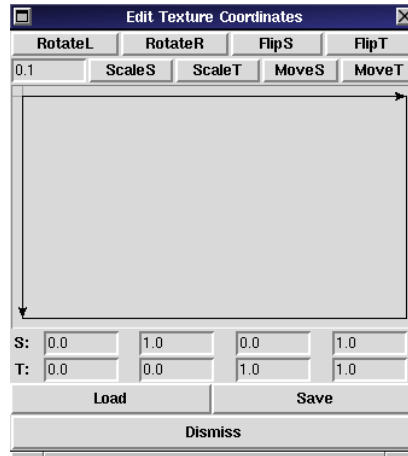


Figure 89: Texture Coordinate Editor

The "RotateR" and "RotateL" buttons shift the coordinate values between the four points. This results in a 90 degree rotation of the texture space.

The "FlipS" and "FlipT" buttons flip the texture coordinate values in s and t direction respectively. This is useful, if, for example, a texture mapping shall be corrected for an image that appears upside down.

The next buttons allow to move (using "MoveS" and "MoveT") and scale (using "ScaleS" and "ScaleT") the texture coordinates by a specific amount that is given in the first entry field.

The "Load" and "Save" menu buttons allow to:

- load the default texture coordinate values ((0,0), (1,0), (0,1), (1,1)),
- load texture coordinates from a selected BPatch object: The xy coordinates of the four points of the selected BPatch will be interpreted as st coordinates. This allows for more complex transformations of the texture coordinates e.g. rotations about an angle of 45 degrees. For that just create a BPatch object, rotate it accordingly, then load the coordinates into the texture coordinate editor.
- load TC tags from the selected object,
- save the texture coordinates to a BPatch object,
- save TC tags to a selected object. Note that it is not possible to directly save the TC tag to multiple selected objects. But the property clipboard can be used to copy the tag after saving to a single object.

Note that the tag numbers in the menu entries count TC tags only.

The texture coordinate dialog is mode-less, it may stay open while modeling. The "Dismiss" button closes the dialog.

#### 4.11.4 PV (Primitive Variable) Tag

The tag type "PV" can be used to attach arbitrary data to geometric primitives and even sub-primitives. With the help of primitive variables texture coordinates can be attached to a NURBS patch primitive or attach distinct colors to the faces or even to single vertices of a polygonal mesh. In the latter case, the data is properly interpolated by the RenderMan renderer before it is handed over to the surface shader.

When rendering, all data defined in a "PV" tag is handed over to the surface shader that is attached to the respective geometric primitive using additional shader parameters. For RIB export, proper "RiDeclare" statements will be created automatically by Ayam.

However, Ayam does not check, whether the shaders actually use the data from the "PV" tag.

The syntax of the value string of a PV tag is as following:

```
<name>, <detail>, <type>, <ndata>, <data>
```

where

<name> is the name of the primitive variable;

<detail> (or storage class) should be one of "uniform", "varying", "vertex", or "constant";

<type> is a single character describing the type of the data (one of "c" (color), "f" (float), "g" (float[2]), "n" (normal), "p" (point), "s" (string), or "v" (vector), see also the documentation of the "RiAttribute" tag above);

<ndata> is an integer number describing how many data elements will follow; and

<data> is a comma separated list consisting of <ndata> elements of type <type>.

### Examples

```
PV mycolor, constant, c, 1, 0, 1, 0
```

adds a single color value (0,1,0), which is the same all over the primitive, the respective surface shader should have a parameter "color mycolor";

```
PV mys, varying, f, 4, 0.1, 0.2, 0.3, 0.4
```

could be used to add a distinct float value to each corner point of a four point NURBS patch (of order, width, and height 2), the respective surface shader should have a parameter "varying float mys".

### Notes

The following data types are *not* supported: "i", "j". Support for the data types "n" (normal), and "v" (vector) was added in Ayam 1.17.

Not all geometric objects currently honour PV tags on RIB export. The geometric objects currently supporting PV tags are: SDMesh, PolyMesh, PatchMesh, NPatch, and BPatch. Most tool objects that internally create NPatch objects also support PV tags.<sup>1</sup> Mind that the same set of tags will be used for all surfaces that make up the tool object, e.g. the swept surface, its bevels, and its caps.

Furthermore, the number of data elements, which depends on the detail or storage class, the type of geometric primitive, and the configuration of the geometric primitive is *not* checked by Ayam. Some RIB writing libraries, however, do verify the numbers and silently omit the primitive variable if there are mismatches. The RIB should be examined for the presence of the primitive variable after export, especially, if PV tags were added or edited manually.

#### 4.11.5 RiHider Tag

The tag type "RiHider" can be used to choose and parameterise different algorithms for hidden surface removal when rendering the exported scene with a RenderMan compliant renderer. RiHider tags have to be

<sup>1</sup> Since 1.20.

attached to the root object in order to be used. The syntax of a RiHider tag is quite similar to a RiAttribute tag: "<type>, <parameterlist>" where "<parameterlist>" is a comma separated list of triplets consisting of name, type, and value of a parameter.

### Example

A RiHider tag could look like this:

```
RiHider hidden, depthfilter, s, midpoint
```

#### 4.11.6 RiDisplay Tag

The tag type "RiDisplay" can be used to add output files of different type (e.g. containing depth-buffer information) to the scene or to directly control the output format when rendering the exported scene with a RenderMan compliant renderer. RiDisplay tags have to be attached to the Root object in order to be used. The syntax of a RiDisplay tag is as follows: "<name>, <type>, <mode>, <parameterlist>", where name is e.g. a file or device name, type specifies the destination of the image data (e.g. screen or file), mode specifies which information should be stored or displayed (e.g. color values: rgb, or depth values: z), and "<parameterlist>" is a comma separated list of triplets consisting of name, type, and value of a parameter.

### Example

A RiDisplay tag to add output of the depth-buffer information to the file "imagez.tif" could look like this:

```
RiDisplay imagez.tif, file, z
```

### Notes

The name will be automatically changed to "+name" on RIB export if it does not already start with a plus.

#### 4.11.7 AsWire Tag

The tag type "AsWire" switches export of certain objects from surface to wire-frame mode. The value string of this tag is ignored. All that counts is the presence of the tag. Note that only X3D export honours this tag.

#### 4.11.8 NoExport Tag

The tag type "NoExport" can be used to exclude certain objects from exported RIBs. The value string of this tag is ignored. All that counts is the presence of the tag. Child objects of objects with the "NoExport" tag will also be excluded from the RIB. Since Ayam 1.6, light objects also honour the "NoExport" tag. Note that regardless of potentially present "NoExport" tags, RIB archives will be created for all referenced objects all the time (even if "NoExport" tags are added to all instances).

#### 4.11.9 SaveMainGeom Tag

The tag type "SaveMainGeom" can be used to save the geometry of the main window and the toolbox window (if open) to a scene file. For that the scene saving code checks for the presence of a "SaveMainGeom" tag for the Root object and fills it with the current geometry information. The scene reading code checks for the presence of a "SaveMainGeom" tag for the Root object after replacing a scene and re-establishes the geometries of main and toolbox window.

#### 4.11.10 SavePaneLayout Tag

The tag type "SavePaneLayout" can be used to save the relative sizes of the internal windows of the main window when Ayam runs in the single window GUI mode to a scene file. For that the scene saving code checks for the presence of a "SavePaneLayout" tag for the Root object and fills it with the current geometry information. The scene reading code checks for the presence of a "SavePaneLayout" tag for the Root object after replacing a scene and re-establishes the geometries of the internal windows.

#### 4.11.11 TP (Tessellation Parameter) Tag

The tag type "TP" can be used to save tessellation parameters to objects of type "NPatch" (and objects that may be converted to "NPatch" objects). Those tessellation parameters will be used when the NPatch object is tessellated for e.g. a conversion to a PolyMesh object. The syntax of the TP tag is: "<smethod>, <sparamu>, <sparamv>[, <refinetrim>]" where "<smethod>" is an integer value between 1 and 6, describing which sampling method to use (1 – ParametricError, 2 – PathLength, 3 – DomainDistance, 4 – NormalizedDomainDistance, 5 – AdaptiveDomainDistance, and 6 – AdaptiveKnotDistance) and "<sparamu>" and "<sparamv>" are float values describing the respective parameter value for the chosen sampling method. The second parameter value is ignored for the sampling methods 1 and 2.

The last value, "refinetrim", is an integer between 0 and 5 controlling how many times the trim curves are to be refined before tessellation for improved tessellation fidelity along trim edges. The "refinetrim" value may be omitted and defaults to 0.

Note that the syntax of the "TP" tag changed in Ayam 1.9, the old syntax only allowed one parameter.

TP tags may be easily created using the tessellation GUI, that can be started with the main menu entry "Tools/Surface/Tessellate" (see also section 5.6.5 Tessellation Tool (page 265)).

#### Example

A TP tag could look like this:

```
TP 1,0.5,0.6
```

#### 4.11.12 DC (Depth Complexity) Tag

The tag type "DC" is only used by the AyCSG CSG preview plugin to store the depth complexity of CSG primitives. The syntax of the DC tag is: "<dcval>" where "<dcval>" is a positive integer value describing the depth complexity of the CSG primitive. See also section 8.10 CSG preview using the AyCSG plugin (page 385) for more information regarding the depth complexity value.



**Example**

A DC tag (valid for e.g. a torus) could look like this:

```
DC 2
```

**4.11.13 NP (New Property) Tag**

The tag type "NP" (new property) may be used to add new property GUIs to single objects. The value of the tag is the name of a new property. The necessary code to manage the property data and the windows that make up the property GUI itself have to be present in the Tcl context of Ayam before the user clicks on the new property in the property list box.

**Example**

```
NP Transformations
```

**4.11.14 RP (Remove Property) Tag**

The tag type "RP" (remove property) may be used to remove GUI access to a property from single objects. The value of the tag is the name of the property to be removed. The GUI access will be blocked by simply omitting the property from the property listbox. Note well: the property is still present and active in the objects themselves and values may still be set using the scripting interface.

**Example**

```
RP Script
```

removes direct access to the Script property of a Script object. Ideally, the Script object also has a "NP" tag, to allow direct control of script parameters. This way, the user does not see the script (code), just a clean parameter GUI.

**4.11.15 BNS (Before Notify Script) Tag**

The tag type "BNS" (before notify script) may be used to add scripts to an object, that will be run *before* the notification of that object starts. A notification, in turn, will be executed because e.g. one of the children of the object changed (see also section 8.2 [The Modelling Concept Tool-Objects](#) (page 371)).

**Example**

A simple BNS tag could look like this:

```
BNS puts "notify callback about to fire"
```

A more useful example (that is also available as example scene "ayam/scn/scripts/bntag.ay"):

```
BNS getProp;set ::RevolveAttrData(Sections) ...
... \[expr int(\$::RevolveAttrData(ThetaMax)/10)\];setProp
```

This tag computes the number of sections from the `thetamax` value of a Revolve object. Whenever the `thetamax` is changed, the number of sections adapt, so that each section always spans the same angle. The backslash characters are only necessary when entering the script in the add/edit tag dialog. They merely avoid that the dialog evaluates the `expr` command. The function call `int()` is needed because the C code for the `setProp` command of the `RevolveAttr` property only looks for integer data in the variable `Sections` and without `int()` the variable would contain incompatible floating point data.

#### Notes

In Ayam versions prior to 1.16 BNS tag scripts could use any functionality of Tcl, Tk, and the Tcl scripting interface of Ayam which posed a huge security risk. This is no longer the case. BNS tag scripts now run in a safe interpreter with reduced instruction set. They can no longer write to the file system, get onto the network, or confuse the application state, see also section 4.9.1 [Safe Interpreter \(page 200\)](#). Consequently, the warning dialog that appeared when files with BNS tags were loaded is also gone.

The original functionality can still be re-enabled by recompiling Ayam. If this is enabled and scene files containing BNS tags are loaded, Ayam will again raise a warning dialog, offering to temporarily disable all such tags that will be read for obvious security reasons. To disable a BNS tag, Ayam simply changes its type from "BNS" to "DBNS" (disabled before notify script). It will not be executed then. Disabled notify script tags may be enabled after careful inspection by simply changing their type back to "BNS" or by using the main menu entry "Special/Enable Scripts".

#### 4.11.16 ANS (After Notify Script) Tag

The tag type "ANS" (after notify script) may be used to add scripts to an object, that will be run *after* the notification of that object completed. The notification, in turn, will be executed because e.g. one of the children of the object changed (see also section 8.2 [The Modelling Concept Tool-Objects \(page 371\)](#)).

#### Example

A simple ANS tag could look like this:

```
ANS puts "notify callback completed"
```

#### Notes

In Ayam versions prior to 1.16 ANS tag scripts could use any functionality of Tcl, Tk, and the Tcl scripting interface of Ayam which posed a huge security risk. This is no longer the case. ANS tag scripts now run in a safe interpreter with reduced instruction set. They can no longer write to the file system, get onto the network, or confuse the application state, see also section 4.9.1 [Safe Interpreter \(page 200\)](#). Consequently, the warning dialog that appeared when files with ANS tags were loaded is also gone.

The original functionality can still be re-enabled by recompiling Ayam. If this is enabled and scene files containing ANS tags are loaded, Ayam will again raise a warning dialog, offering to temporarily disable all such tags that will be read for obvious security reasons. To disable a ANS tag, Ayam simply changes its type from "ANS" to "DANS" (disabled before notify script). It will not be executed then. Disabled notify script tags may be enabled after careful inspection by simply changing their type back to "ANS" or by using the main menu entry "Special/Enable Scripts".

#### 4.11.17 UMM/VMM (U/V Min Max) Tag

The tag types "UMM" (u min max) and "VMM" (v min max) may be used to store additional parametric domain trimming values to NURBS curve and NURBS patch objects. Note that the GLU NURBS display modes do not honor those tags, but the RIB export does.

##### Example

An UMM tag could look like this:

```
UMM 0.4,0.6
```

#### 4.11.18 BP (Bevel Parameters) Tag

The tag type "BP" (bevel parameters) is used by all bevel supporting tool objects to store their bevel information. The syntax of the BP tag is:

```
"<side>,<type>,<radius>,<revert>"
```

where "<side>" is an integer value from 0 - 3 defining the side of the surface, where the bevel should be applied to, "<type>" is an integer value from 0 - 4 defining the type of the bevel, "<radius>" is a floating point value defining the radius of the bevel, and "<revert>" is either 0 or 1 and may be used to revert the bevel.

##### Example

A BP tag could look like this:

```
BP 0,0,0.1,0
```

#### 4.11.19 MN (Mean Normal) Tag

The tag type "MN" (mean normal) can be added to the Bevel object to control the mean/target normal of the "RoundToNormal" bevel mode. The tag value is a list of three comma separated floating point numbers, a 3D vector. The vector does not have to be normalized.

##### Example

A MN tag could look like this:

```
MN 0.0,1.0,0.1
```

#### 4.11.20 MP (Mean Point) Tag

The tag type "MP" (mean point) can be added to the Cap object or objects with caps to control the middle point of the "Simple" and "Simple3D" caps. This is useful if e.g. the automatically calculated mean point of the parameter curve is off. The tag value is a list of three comma separated floating point numbers, a 3D vector, followed by an integer value between 0 and 3 designating the cap. On Cap objects, the cap number may be omitted.

**Example**

A MP tag could look like this:

```
MP 0.5,0.25,0.1,0
```

**4.11.21 Internal Tags**

The following tags are used by Ayam internally only; they will *not* appear in the tags property GUI and they can *not* be deleted or changed using the scripting interface.

- **OI (Object ID) Tag**

This tag is used by the RIB exporter and the scene storage facility to establish links between instance objects and the master objects they are pointing to.

- **MI (Material ID) Tag**

This tag is used by the RIB exporter and the scene storage facility to establish links between material objects and the objects they are assigned to.

- **HC (Has Children) Tag**

This tag is used by the scene storage facility.

- **TM Tag**

Internal binary tag to store transformation matrices, used by the AyCSG plugin.

- **mn Tag**

Internal tag used by the X3D import/export plugin.

- **NO/NM Tags**

These tags are internal binary tags that transport the notification across the scene.

- **NT Tag**

This tag is an internal binary tag that carries normals and tangents for curves extracted from surfaces.

## 5 NURBS Modelling Tools

This section describes NURBS curve and surface related modelling tools.

Note that pressing the <F1> key in tool dialog windows can be used to directly jump to the appropriate sub-section of this part of the documentation.

### 5.1 General Remarks

All NURBS modelling tools are accessible via the "Tools" menu of the main window or the toolbox. In addition, there are also corresponding scripting interface commands.

Many modifying tools work on multiple selected objects and execute the selected operation on all those selected objects in the order of their appearance in the current level.

Tools that take only NURBS curves or only NURBS surfaces from the selection will warn if the selection contains objects of unsuitable type, but processing will continue regardless.

In case of an error, however, the processing of multiple selected objects immediately stops, possibly leaving modified *and* unmodified objects behind.

If an operation executed successfully on an object, the selected points may be removed from the object. Then the notification of the object will be run. The notification of the parent object(s) will be run after processing of all selected objects finished.

Tools that create tool objects may use the clipboard to move the new children around, i.e. the clipboard contents are lost afterwards.

## 5.2 Curve Creation Tools

These tools create parametric curve objects.

### 5.2.1 Circular B-Spline Tool

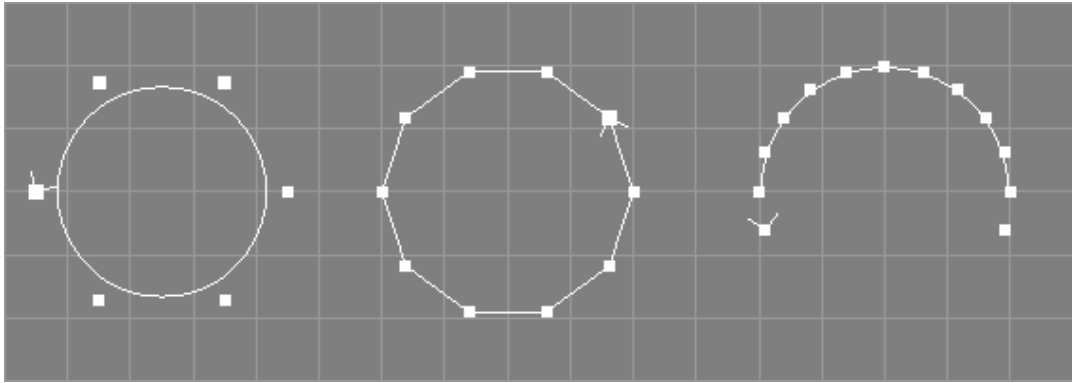


Figure 90: B-Spline Curves Created by the Circular B-Spline Tool

#### Arguments

Radius, Arc, Sections, Order.

#### Operation

This tool creates a non-rational B-Spline curve with  $\text{Sections}+1+\text{Order}$  (Arc=360.0) or  $\text{Sections}+1+(\text{Order}/2)$  (other Arc values) control points in the XY plane. The control points are arranged in a circle of the given radius, centered around the origin. This gives the curve a circular appearance (see image above) but it is *not* a true circle: If only few control points are used, the radius of the circular curve is clearly smaller than the specified radius value (see the left curve in the image above). Furthermore, shape, parameterisation, and curvature of the B-Spline curve are not exactly as one would expect from a circle. To create true circular curves, the NURBCircle tool (see below) should be used instead.

#### Notes

Sections must be at least 1.

If Arc is 360.0, the first  $n$  control points of the new curve will be identical to the last  $n$  (where  $n$  is  $\text{Order}-1$ ). Compare the left and middle curves in the image above which are of order 4 and 2 respectively, the first having 3 and the latter just having  $2-1=1$  equal control points. If Arc is 360.0, the curve will also be marked periodic and the generation of multiple points will be enabled, so that point edit actions know that they may need to move two points (see also section 4.4.1 [Multiple Points](#) (page 129)).

If Arc is smaller than 360.0, the curve will be open, and, as is natural for a B-Spline curve, will not interpolate the first and last control points unless the order is 2 (see the right curve in the image above, which was created with an arc value of 180.0, 10 sections, and order 4).

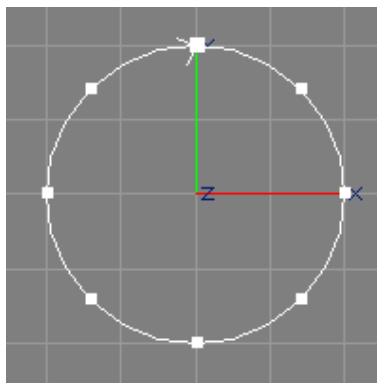


Figure 91: A NURBS Circle

### 5.2.2 NURBCircle Tool

#### Arguments

Radius, Arc.

#### Operation

The NURBCircle tool creates a circular NURBS curve of desired radius and arc in the XY plane, centered around the origin (see also the image above). The order of the curve will be 3. The number of control points used differs according to the arc, e.g. 9 points for full circles, 5 for half circles, 3 for a quarter circle.

#### Notes

The NURBS curve created by the NURBCircle tool is rational (uses weights). This means, editing the curve (e.g. moving control points) may lead to unpredicted results (the curve does not behave exactly as wished). If the curve is to be modified further, a closed B-Spline, created with the Circular B-Spline tool (see above), should be used instead. Additionally, the created curve will be marked as closed and the generation of multiple points will be enabled, so that point edit actions know that they may need to move two points. See also section 4.4.1 Multiple Points (page 129).

A NURBS circle created by this tool can be used to easily create a NURBS torus by moving the circle along X a bit and then revolving it. The amount of movement determines the radius of the torus, whereas the radius of the circle determines the thickness.

### 5.2.3 Rectangle Tool

#### Arguments

Width, Height

#### Operation

The rectangle tool creates a non-rational, piecewise linear, planar, centered NURBS curve of rectangular shape and twice the specified width and height in the XY plane (see also the image above).

#### Notes

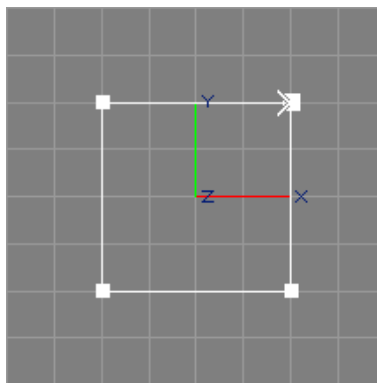


Figure 92: A Rectangle

The created curve will be marked as closed and the generation of multiple points will be enabled, so that point edit actions know that they may need to move two points. See also section 4.4.1 [Multiple Points](#) (page 129).

#### 5.2.4 TrimRect Tool

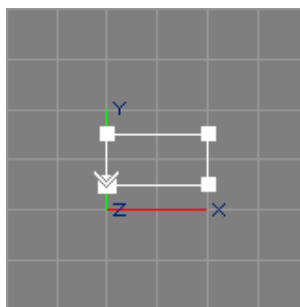


Figure 93: A TrimRect

#### Arguments

The TrimRect tool takes the selected NPatch objects (or NPatch providing objects<sup>1</sup>) from the selection. If the current level is inside a NPatch object, the respective parent object is used.

#### Operation

For each selected patch, the TrimRect tool creates a non-rational, piecewise linear, planar NURBS curve of rectangular shape in the XY plane, that fits in the (u, v) parameter space of this NURBS patch, for use as outer trim curve. See also the image above, depicting a rectangle for a NPatch defined on the knot intervals

0.0, 0.0, 1.0, 1.0

and

0.0, 0.08 $\bar{3}$ , 0.1 $\bar{6}$ , 0.25, ..., 0.75, 0.8 $\bar{3}$ , 0.91 $\bar{6}$ , 1.0.

The created curve will be marked as closed and the generation of multiple points will be enabled, so that point edit actions know that they may need to move two points. See also section 4.4.1 [Multiple Points](#) (page 129).

<sup>1</sup> Since 1.22.



The "CreateAtMark" option is ignored.

See section 4.6.1 [Trim Curves \(page 145\)](#) for a more detailed discussion of trim curves and how to use the rectangular curve created by the TrimRect tool.

### 5.2.5 Tween Curve Tool

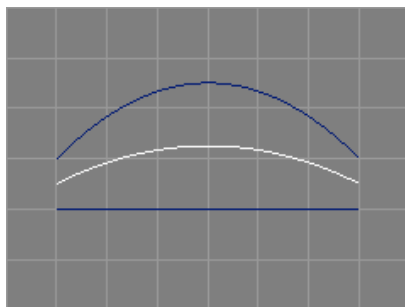


Figure 94: Tweened Curve (white) from two Parameter Curves (blue) with  $r$  0.5

#### Arguments

The tween curve tool takes two NURBS curves from the selection and requests a parameter  $r$ .

#### Operation

The selected NURBS curves will be interpolated (tweened) and a new curve incorporating features from both of the original curves will be created. See also the image above. The parameter  $r$  defines the ratio of influence of the first and the second curve (the latter using  $1-r$ ).

```
|-NCurve      |-NCurve
|-NCurve      ==>  |-NCurve
|-NCurve      |-NCurve
```

#### Notes

The two curves must be of the same length and order. They need not be defined on the same knot vector, however.

If a third curve is selected, the parameter  $r$  is ignored and this third curve defines the ratio of influence with its y coordinates.

If one of the curves knot vector types is "Custom" or the respective knot vector types are different, the resulting knot vector type will be "Custom" and the knot values will also be interpolated/tweened. Otherwise a matching knot vector will be generated according to the type.

The original NURBS curves will not be deleted by this tool.

See also the documentation of the corresponding scripting interface command [6.2.11 tweenNC \(page 298\)](#).

To tween NURBS curve providing objects or incompatible NURBS curve objects, a Script object must be used, as shown in the distributed example scene file "tweenc.ay" and script "tweenc.tcl".

### 5.3 Curve Modification Tools

These tools modify parametric curve objects.

Unless noted otherwise, PV tags are *not* supported/modified by these tools.

#### 5.3.1 Revert Tool

##### Arguments

The revert tool takes all NCurve, ICurve, and ACurve objects from the selection.

##### Operation

The direction of the selected curves will be reversed. This tool also reverts the relative knot distances of NURBS curves so that for example a NURBS curve defined on the (asymmetric) knot vector

```
"0.0 0.0 0.0 0.75 1.0 1.0 1.0"
```

will get the new knot vector

```
"0.0 0.0 0.0 0.25 1.0 1.0 1.0"
```

after reversal. This ensures that the shape of a NURBS curve does not change during reversal. Interpolating and approximating curves may change their shape as the underlying interpolation/approximation algorithms are not direction-invariant.

##### Notes

The direction of a curve is shown as a small arrow at the end of the curve.

Eventually selected points will still be selected after this operation.

See also the documentation of the corresponding scripting interface command [6.2.11 revertC](#) (page 298) and the related tools for surfaces [5.5.1 Revert U Surface Tool](#) (page 255) and [5.5.2 Revert V Surface Tool](#) (page 255).

#### 5.3.2 Refine Tool

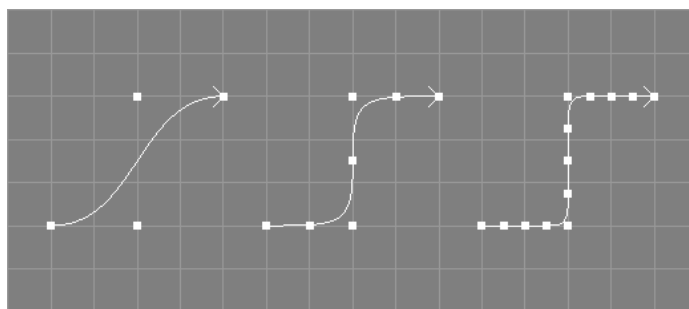


Figure 95: Successive Application of Refine Tool

##### Arguments

The refine tool takes all NCurve, ICurve, and ACurve objects from the selection.<sup>1</sup>

<sup>1</sup> ICurve and ACurve since 1.21.

### Operation

The selected curves will be refined by inserting a control point in the middle of each control point interval, changing the shape of the curve. The original control points will not be changed. For periodic NURBS curves, no control points will be inserted in the last  $p$  intervals (where  $p$  is the degree of the curve), this allows to maintain the periodicity, see also the image below where a periodic curve of length 9 (8 sections) has been refined, resulting in a periodic curve of length 15 (not 17). If there are

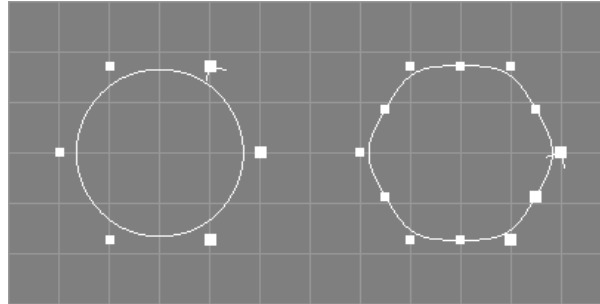


Figure 96: Refining a Periodic NURBS Curve

selected points, only the intervals between the first and the last selected point are refined, see also the image below. The point selection will be adapted so that the refine tool can be applied multiple times.

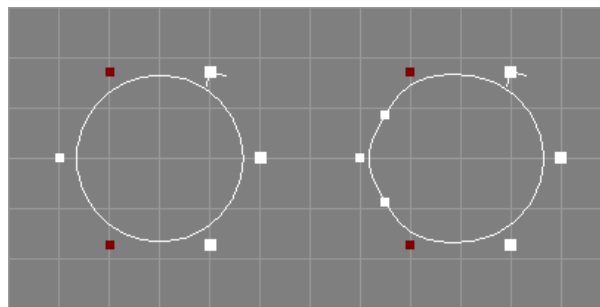


Figure 97: Refining a Selected Region

### Notes

See also the documentation of the corresponding scripting interface command [6.2.11 refineC](#) (page 297).

### 5.3.3 Refine Knots Tool

#### Arguments

The refine knots tool takes a number of NURBS curves from the selection.

### Operation

The knot vectors of the selected NURBS curves will be refined by inserting a knot in the middle of each inner knot interval without changing the shape of the curve.

### Notes

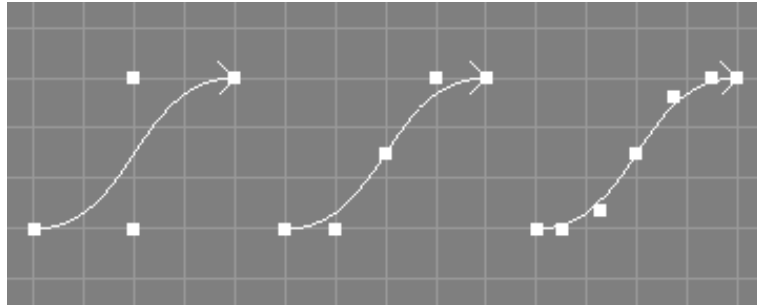


Figure 98: Successive Application of Refine Knots Tool

Because a new knot is inserted in the middle of each interval, knot vectors of type NURB and B-Spline will not change in type. See the image above for an example of a successive refinement of a simple NURBS curve. Note that the shape of the curve does not change, but the position of certain control points does.

The point selection will be removed from the processed objects.

See also the documentation of the corresponding scripting interface command [6.2.11 refineknNC](#) (page 297) and the related tool for surfaces [5.5.4 Refine Knots Surface Tool](#) (page 256).

### 5.3.4 Coarsen Tool

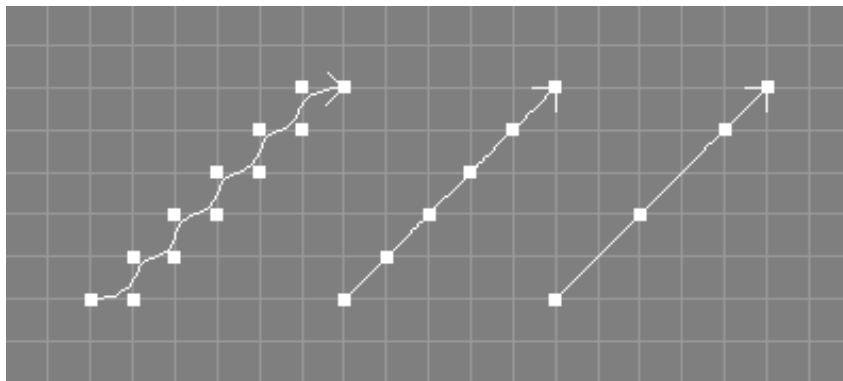


Figure 99: Successive Application of Coarsen Tool

#### Arguments

The coarsen tool takes a number of NURBS curves from the selection.

#### Operation

Every second control point in the control vectors of the selected NURBS curves will be deleted. If the new length of the curve would be smaller than the current order, the coarsen tool will not change anything.

#### Notes

For periodic curves the coarsen tool will not remove control points from the first (last)  $p$  intervals (where  $p$  is the degree of the curve).

For closed curves, the coarsen tool will not remove the last point.

The coarsen tool will also remove knot values from curves with custom knot vectors.

The point selection will be removed from the processed objects.

See also the documentation of the corresponding scripting interface command [6.2.11 coarsenNC](#) (page 297).

### 5.3.5 Elevate Tool

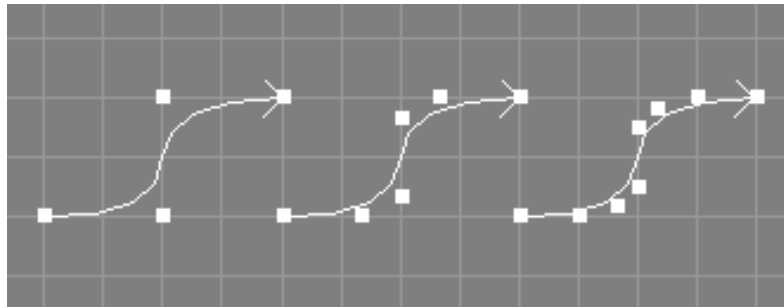


Figure 100: Successive Application of Elevate Tool (Order 3 (left), 4 (middle), 5 (right))

#### Arguments

The elevate tool takes a number of NURBS curves from the selection and additionally requests an integer value.

#### Operation

The order of the selected NURBS curves will be raised by the specified integer value without changing the shape of the curve.

#### Notes

If the knot vector of the curve is not clamped, it will be clamped automatically. The knot type of the curve will be changed to custom. New control points will be added and the position of old control points may be changed in the progress.

The point selection will be removed from the processed objects.

See also the documentation of the corresponding scripting interface command [6.2.11 elevateNC](#) (page 296) and the related tool for surfaces [5.5.5 Elevate Surface Tool](#) (page 256).

### 5.3.6 Extend Tool

#### Arguments

The extend tool takes a number of NURBS curves from the selection and additionally requests a point in space.

#### Operation

The selected NURBS curves will be extended to the specified point in space without changing the already existing shape of the curves.

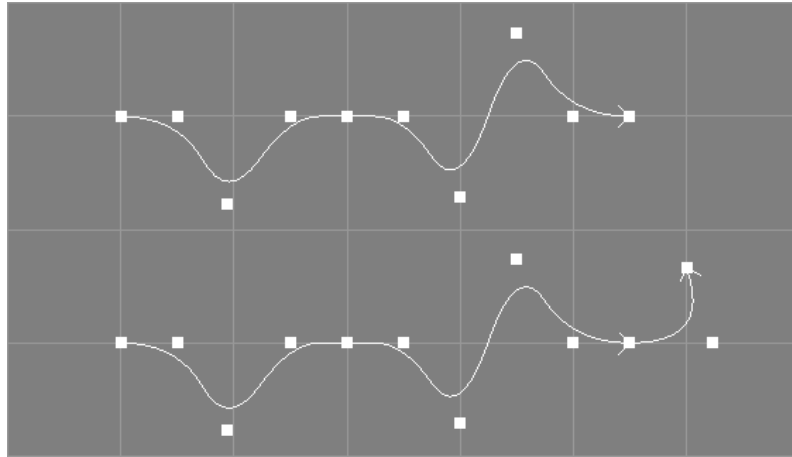


Figure 101: Extend Tool Example (Original Curve (upper), Original Curve and Extended Curve Superimposed (lower))

If the knot vector of a curve is not clamped at the end, it will be clamped automatically. The knot type of each curve will be changed to custom. A new control point will be added and the position of old control points may be changed in the progress.

#### Notes

Due to the constraints that only one control point will be added to the curve and the current shape must be maintained, the new curve may form unusual/unwanted big arcs if the new point deviates too much from the tangent in the endpoint of the original curve.

The point selection will be removed from the processed objects.

See also the documentation of the corresponding scripting interface command [6.2.11 extendNC](#) (page 296).

### 5.3.7 Clamp Tool

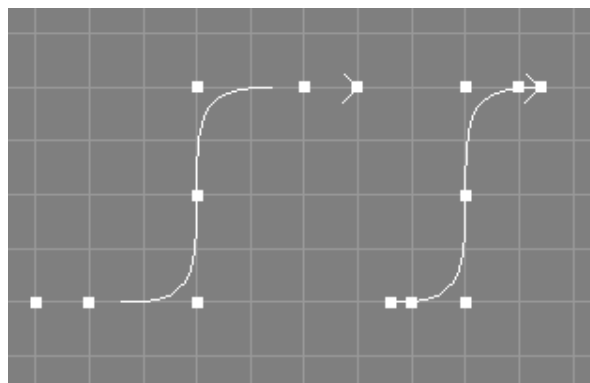


Figure 102: Clamp Tool (left: original curve, right: clamped curve)

#### Arguments

The clamp tool takes a number of NURBS curves from the selection.

### Operation

The knot vectors of the selected NURBS curves will be changed using knot insertion so that the first and the last knot have a multiplicity equal to the order of the curve, without changing the shape of the curve. The curve will interpolate the first and the last control point afterwards (if also the weights of those points are 1.0).

### Notes

The knot type of the curves will be changed to "Custom".

The point selection will be removed from the processed objects.

In Ayam versions prior to 1.18 it was an error if the curve was already clamped at either side, this is no longer the case. Furthermore, curves with multiple knots in the end region(s) could not be clamped, this works ok now.

See also the documentation of the corresponding scripting interface command [6.2.11 clampNC](#) (page 296) and the related tool for surfaces [5.5.6 Clamp Surface Tool](#) (page 257).

### 5.3.8 Unclamp Tool

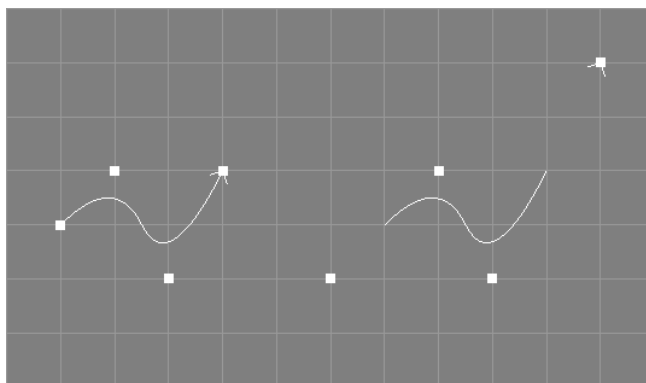


Figure 103: Unclamp Tool (left: original curve, right: unclamped curve)

### Arguments

The unclamp tool takes a number of NURBS curves from the selection.

### Operation

The knot vectors of the selected NURBS curves will be changed so that there are no multiple knots at the respective ends of the knot vectors. The shape of the curve will not change but the position of some control points will. The knot type of the curve can be changed to type "Custom".

### Notes

Unclamping is *not* an exact reversal of clamping (and vice versa).

However, as the unclamp operation only works on completely clamped curves, the unclamp tool may need to clamp the curve first.

The point selection will be removed from the processed objects if the curve needs to be clamped before unclamping.

See also the documentation of the corresponding scripting interface command [6.2.11 unclampNC](#) (page 296) and the related tool for surfaces [5.5.7 Unclamp Surface Tool](#) (page 258).

### 5.3.9 Insert Knot Tool

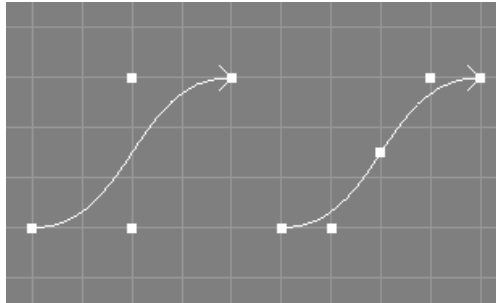


Figure 104: Insert Knot Tool (left: original curve, right: a knot has been inserted 1 time at  $u=0.5$ )

#### Arguments

The insert knot tool takes a number of NURBS curves from the selection and requests two additional values, a parametric value  $u$  and an integer value  $i$ .

#### Operation

The specified knot value  $u$  will be inserted  $i$  times into the knot vector of the selected curves, without changing the shape of the curve(s).

#### Notes

The knot type of the curves will be changed to "Custom".

The point selection will be removed from the processed objects.

See also the documentation of the corresponding scripting interface command [6.2.11 insknNC](#) (page 296) and the related tool for surfaces [5.5.8 Insert Knot Surface Tool](#) (page 258).

### 5.3.10 Remove Knot Tool

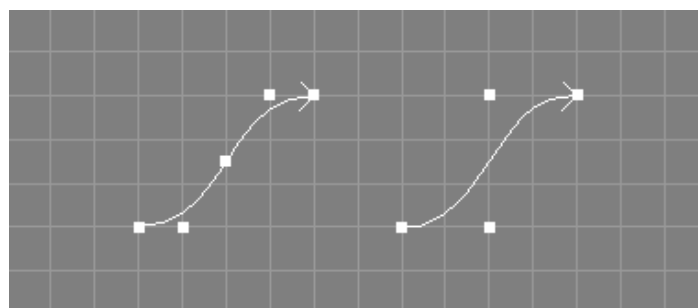


Figure 105: Remove Knot Tool (left: original curve, right: the knot at  $t=0.5$  has been removed 1 time)

#### Arguments



The remove knot tool takes a number of NURBS curves from the selection and requests three additional values, a parametric value  $t$ , an integer value  $r$ , and a tolerance value  $tol$ .

### Operation

The knot at the specified parametric value  $t$  will be removed  $r$  times from the knot vector of the selected curves if the shape of the resulting curve does not deviate more than  $tol$  from the original curve in any point. Since Ayam 1.20 the knot to remove may also be specified using its (zero based) index in the knot vector (i.e. by entering "-i 3" instead of "0.5" for the knot vector "0 0 0 0.5 1 1 1").

If the knot can not be removed  $r$  times due to the tolerance given, an error is reported and the original curve is left unchanged.

### Notes

If  $tol$  is "0.0" the remove knot tool tries to work without changing the shape of the curve, i.e. only superfluous knots will be removed. If  $tol$  is "Inf" (infinity) the specified knot will be removed regardless of potential curve changes.

The point selection will be removed from the processed objects.

See also the documentation of the corresponding scripting interface command [6.2.11 remknNC](#) (page 297) and the related tool for surfaces [5.5.9 Remove Knot Surface Tool](#) (page 259).

## 5.3.11 Concat Tool

### Arguments

The concat tool takes two NURBS curves from the selection.

### Operation

The selected NURBS curves will be concatenated and a new third curve will be created.

-NCurve		-NCurve
-NCurve	==>	-NCurve
		-NCurve

### Notes

If one of the curves has weights, the resulting curve will have weights too. If the knot type of the first curve is "Custom", it will be converted to "NURB", otherwise the knot type of the new curve will be that of the first selected curve. Due to those changes of the knot values, the resulting curve might differ from the original curves.

The original NURBS curves will not be deleted by this tool.

See also section [4.5.1 ConcatNC Object](#) (page 136).

## 5.3.12 Split Tool

### Arguments

The split curves tool takes a number of NURBS curves from the selection and additionally requests a parametric value  $u$ .

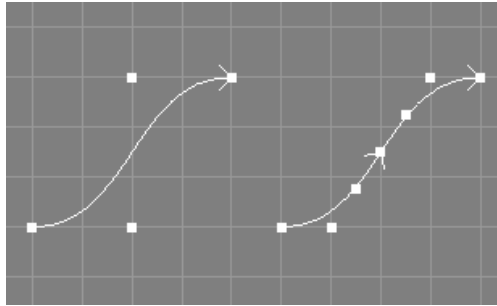


Figure 106: Split Tool (left: original curve, right: resulting split curves for  $t=0.5$ )

### Operation

The selected NURBS curves will be split into two NURBS curves at the designated parametric value  $u$ . The splitting process involves application of knot insertion, so that all new curves will get a custom knot vector.

```
| -NCurve      ==>  | -NCurve
                   | -NCurve
```

### Notes

The original selected NURBS curve objects will be changed.

All new curve objects will be appended to the current level.

The point selection will be removed from the original curves.

See also the documentation of the corresponding scripting interface command [6.2.11 splitNC](#) (page 299) and the related tool for surfaces [5.5.10 Split Surface Tool](#) (page 260).

### 5.3.13 Curve Trim Tool

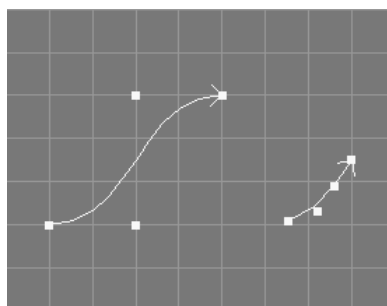


Figure 107: Trim Tool (left: original curve, right: resulting trimmed curve for  $u_{min}=0.1$ ,  $u_{max}=0.5$ )

### Arguments

The trim curves tool takes all selected NURBS curves from the selection and additionally requests two parametric values,  $u_{min}$  and  $u_{max}$ .

### Operation

The selected NURBS curves will be trimmed to the designated parametric range ( $u_{min}$ ,  $u_{max}$ ).

### Notes

The trimming process involves the application of knot insertion so that the curves will get a custom knot vector.

The point selection will be removed from the original objects.

See also the documentation of the corresponding scripting interface command [6.2.11 trimNC](#) (page 299).

#### 5.3.14 Plot Curvature Tool

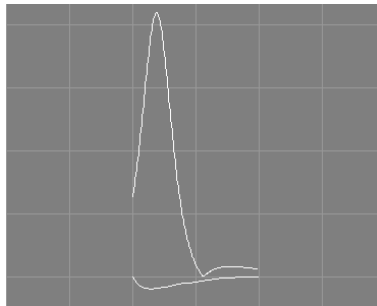


Figure 108: Curvature Plot (top) of simple NURBS curve (bottom)

### Arguments

The plot curvature tool takes a number of NURBS curves from the selection and requests three additional values: the number of data points, the width value and the height value.

### Operation

A new NURBS curve, depicting the curvature of the selected NURBS curve, will be created for each of the selected NURBS curves. The curvature plots will have a length defined by the number of data points and will be scaled to the specified width and by the specified height value. See also the image above.

#### 5.3.15 Shift Closed Curve Tool

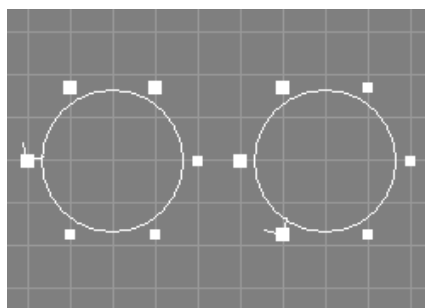


Figure 109: Shift Closed Curve Tool (left: Closed B-Spline Curve, right: Shifted Curve)

### Arguments

The shift closed curve tool takes a number of closed curves (NCurve, ICurve, and ACurve objects are supported), from the selection and requests one additional integer parameter  $i$ .

### Operation

The control points of the curve(s) will be shifted  $i$  times. The parameter  $i$  may be negative to revert the direction of the shifting. For a simple closed curve, shifting with  $i=1$ , the first control point will get the coordinates of the former last control point. This means, positive shifts occur in the direction of the curve. Note that for closed and periodic NURBS curves, the multiple points will be managed correctly.

### Notes

Eventually selected points will still be selected after this operation. See also the image above.

See also the documentation of the corresponding scripting interface command [6.2.11 shiftC](#) (page 299).

### 5.3.16 To XY Tool

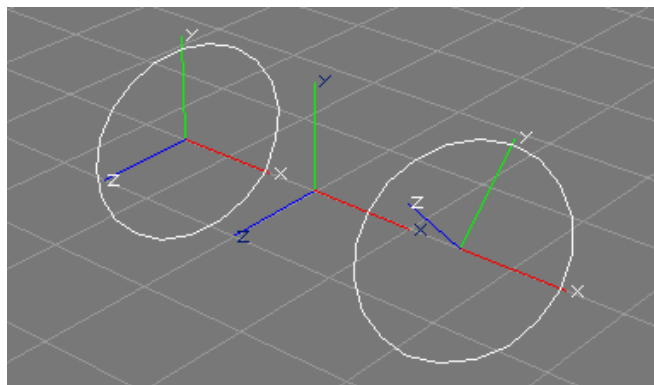


Figure 110: To XY Tool (left: original curve, right: modified curve)

### Arguments

The To XY tool takes a number of NCurve, ACurve, or ICurve objects from the selection. The curves should be planar. Curves that form a single straight line are not supported.

### Operation

The control points of the curve(s) will be rotated, so that they are in the XY plane of the respective object space defined by the curve object(s). Additionally, the rotation attributes of the curve object(s) will be changed so that the curve does not change its orientation with regard to other objects or the world space. The scale attributes will be reset to 1.0.

See also the image above, where the left curve, planar but not defined in the XY plane will be changed, so that it is defined in the XY plane (mind the two different object coordinate systems in conjunction with the world coordinate system in the middle).

### Notes

A reverse operation, apart from undo, would be to apply the current transformation attributes to the control points of the curves.

See also the documentation of the corresponding scripting interface command [6.2.11 toXYC](#) (page 299).

### 5.3.17 Make Compatible Tool

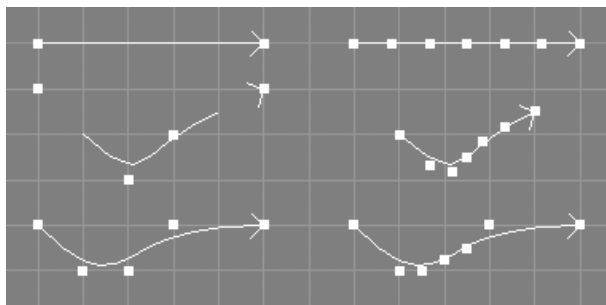


Figure 111: Make Compatible Tool (left: Original Curves, right: Compatible Curves)

#### Arguments

The make compatible tool takes a number of NURBS curves from the selection and requests a level.

#### Operation

The curves will be made compatible, so that, based on the level parameter given, they are of the same length, order and defined on the same knot vector.

#### Notes

This tool does not change the geometry of the curves. However, since clamping, degree elevation, and knot insertion may be used on the curves, their order, knot vectors, and control points may be changed.

The orders of all curves will simply be raised to the maximum order of all curves; no attempt is made to check, whether lowering orders leads to a simpler result.

The point selection will be removed from the original objects.

See also the documentation of the corresponding scripting interface command [6.2.11 makeCompNC](#) (page 300) and the related tool for surfaces [5.5.14 Make Compatible Tool](#) (page 262).

### 5.3.18 Rescale Knots to Range Tool

#### Arguments

The rescale knots to range tool takes a number of NURBS curves from the selection and requests a range (two float values).

#### Operation

The knot vectors of the curves will be scaled, so that their first and last values match the given range.

#### Notes

Since Ayam 1.20 the knot type of the curve does not have to be "Custom" anymore. Furthermore, rescaling the knots does not change the knot type.

This tool does not change the geometry of the curves.

See also the documentation of the corresponding scripting interface command [6.2.11 rescaleknNC](#) (page 298) and the related tool for surfaces [5.5.12 Rescale Knots to Range Surface Tool](#) (page 261).

### 5.3.19 Rescale Knots to Mindist Tool

#### Arguments

The rescale knots to mindist tool takes a number of NURBS curves from the selection and request a minimum distance value.

#### Operation

The knot vectors of the curves will be scaled, so that no two knots have a distance smaller than the given minimum distance (except for multiple knots).

#### Notes

Since Ayam 1.20 the knot type of the curve does not have to be "Custom" anymore. Furthermore, rescaling the knots does not change the knot type.

This tool does not change the geometry of the curves.

See also the documentation of the corresponding scripting interface command [6.2.11 rescaleknNC](#) (page 298) and the related tool for surfaces [5.5.13 Rescale Knots to Mindist Surface Tool](#) (page 261).

### 5.3.20 Collapse Points Tool

#### Arguments

The collapse tool expects a selected NURBS curve or NURBS patch and a number of selected (tagged) control points (see section [3.10 Selecting Points](#) (page 74) for information on how to select (tag) control points).

#### Operation

The selected control points will be made a single multiple point, all points will get the coordinate values of the last tagged point. This means that the shape of the curve/surface can change.

The point selection will be removed from the original objects.

### 5.3.21 Explode Points Tool

#### Arguments

The explode tool expects a selected NURBS curve or NURBS patch and a number of selected (tagged) multiple points (see section [3.10 Selecting Points](#) (page 74) for information on how to select (tag) control points).

#### Operation

The points forming the selected multiple points will be made to simple points again and may be edited separately. The shape of the curve/surface will not change.

**Notes**

The control points should immediately be edited (i.e. moved apart) after exploding, to avoid that they automatically collapse to a multiple point again, as Ayam will re-create the multiple points on several occasions like reading of a scene, inserting/deleting points, or applying the NCurveAttr/NPatchAttr property if all single control points of the multiple point(s) still have identical coordinate values (and the "CreateMP" attribute of the curve or patch object is activated).

The point selection will be removed from the original objects.

To explode all multiple points of a curve/surface at once, disable the "CreateMP" attribute.

## 5.4 Surface Creation Tools

These tools create parametric surface objects.

### 5.4.1 NURBSphere Tool

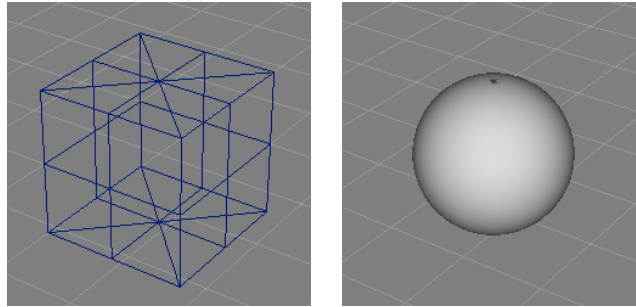


Table 87: NURB Sphere (l: Control Polygon, r: Shaded Surface)

#### Arguments

Radius.

#### Operation

The NURBSphere tool creates a half circle NURBS curve of given radius and revolves it about the Y axis thus forming a sphere.

#### Notes

Due to the construction method, the NURBS surface is degenerate at the poles which can lead to shading artefacts (compare the image above).

### 5.4.2 NURBSphere2 Tool

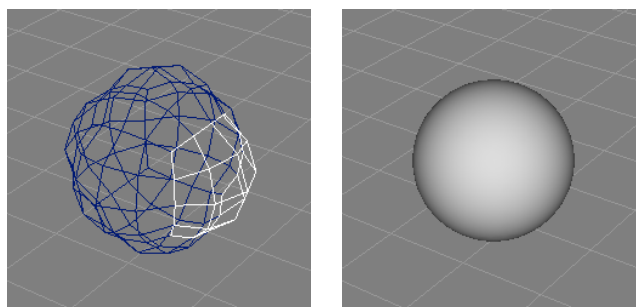


Table 88: Cobb NURB Sphere (l: Control Polygon, r: Shaded Surface)

#### Arguments

None.



**Operation**

The NURBSphere2 tool creates a Cobb NURB sphere of radius 1.0, consisting of six NURBS patches arranged in a configuration resembling a box, see also the above image.

**Notes**

The NURBS patches are of comparatively high order (5).

**5.4.3 Revolve Tool****Arguments**

The revolve tool takes the selected objects from the selection.

**Operation**

The tool creates a Revolve object, and moves the selected objects to it.

```
| -NCurve      ==>  +-Revolve
                   \ -NCurve
```

**Notes**

See section [4.7.1 Revolve Object \(page 153\)](#) for more information regarding the revolve object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

**5.4.4 Swing Tool****Arguments**

The swing tool takes the selected objects from the selection.

**Operation**

The tool creates a Swing object, and moves the selected objects to it.

```
| -CrossSection(NCurve)      +-Swing
| -Trajectory(NCurve)      ==> | -CrossSection(NCurve)
                               \ -Trajectory(NCurve)
```

**Notes**

See section [4.7.3 Swing Object \(page 158\)](#) for more information regarding the Swing object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curves selected and the current level will also be changed.

### 5.4.5 Extrude Tool

#### Arguments

The extrude tool takes the selected objects from the selection.

#### Operation

The tool creates an Extrude object, and moves the selected objects to it.

```
| -NCurve          +-Extrude
| -NCurve          ==>  | -NCurve
                        \ -NCurve
```

#### Notes

See section [4.7.2 Extrude Object \(page 155\)](#) for more information regarding the Extrude object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

### 5.4.6 Sweep Tool

#### Arguments

The sweep tool takes the selected objects from the selection.

#### Operation

The tool creates a Sweep object, and moves the selected objects to it.

```
| -NCurve          +-Sweep
| -NCurve          ==>  | -NCurve
                        \ -NCurve
```

#### Notes

See section [4.7.4 Sweep Object \(page 160\)](#) for more information regarding the Sweep object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

### 5.4.7 Bevel Tool

#### Arguments

The bevel tool takes the selected objects from the selection.

#### Operation

The tool creates a Bevel object, and moves the selected objects to it.

-NCurve		+-Bevel
	==>	\ -NCurve

**Notes**

See section 4.7.9 [Bevel Object \(page 177\)](#) for more information regarding the Bevel object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

**5.4.8 Cap Tool****Arguments**

The cap tool takes the selected objects from the selection.

**Operation**

The tool creates a Cap object, and moves the selected objects to it.

-NCurve		+-Cap
-NCurve	==>	-NCurve
		\ -NCurve

**Notes**

See section 4.7.10 [Cap Object \(page 180\)](#) for more information regarding the Cap object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

**5.4.9 Birail1 Tool****Arguments**

The birail1 tool takes the selected objects from the selection.

**Operation**

The tool creates a Birail1 object, and moves the selected objects to it.

-NCurve		+-Birail1
-NCurve	==>	-NCurve
-NCurve		-NCurve
		\ -NCurve

**Notes**

See section 4.7.5 [Birail1 Object \(page 164\)](#) for more information regarding the Birail1 object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

#### 5.4.10 Birail2 Tool

##### Arguments

The birail2 tool takes the selected objects from the selection.

##### Operation

The tool creates a Birail2 object, and moves the selected objects to it.

-NCurve		+-Birail2
-NCurve		-NCurve
-NCurve	==>	-NCurve
-NCurve		-NCurve
		\ -NCurve

##### Notes

See section 4.7.6 [Birail2 Object \(page 167\)](#) for more information regarding the Birail2 object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

#### 5.4.11 Gordon Tool

##### Arguments

The gordon tool takes the selected objects from the selection.

##### Operation

The tool creates a Gordon object, and moves the selected objects to it.

-NCurve		+-Gordon
-NCurve		-NCurve
-Level		-NCurve
-NCurve	==>	-Level
-NCurve		-NCurve
		\ -NCurve

##### Notes

See section 4.7.8 [Gordon Object \(page 173\)](#) for more information regarding the Gordon object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

### 5.4.12 Skin Tool

#### Arguments

The skin tool takes the selected objects from the selection.

#### Operation

The tool creates a Skin object, and moves the selected objects to it.

```

|-NCurve          +-Skin
|-NCurve          ==>  |-NCurve
|-NCurve          |-NCurve
                   \-NCurve

```

#### Notes

See section [4.7.7 Skin Object \(page 170\)](#) for more information regarding the Skin object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

### 5.4.13 Trim Tool

#### Arguments

The trim tool takes the selected objects from the selection.

#### Operation

The tool creates a Trim object, and moves the selected objects to it.

```

|-NPatch          +-Trim
|-NCurve          ==>  |-NPatch
|-NCurve          |-NCurve
                   \-NCurve

```

#### Notes

See section [4.7.15 Trim Object \(page 192\)](#) for more information regarding the Trim object.

This tool uses the object clipboard to move the objects so that the original clipboard contents are lost when this tool finishes.

Holding down the <Ctrl> key while clicking on the corresponding icon in the toolbox will keep the parameter curve selected and the current level will also be changed.

### 5.4.14 Tween Surfaces Tool

#### Arguments

The tween tool takes two NURBS patches from the selection and requests a parameter  $r$ .

### Operation

The selected NURBS patches will be interpolated (tweened) and a new patch incorporating features from both of the original patches will be created. The parameter  $r$  defines the ratio of influence of the first and the second patch (the latter using  $1-r$ ).

```

|-NPatch          |-NPatch
|-NPatch          ==>  |-NPatch
                    |-NPatch

```

### Notes

The two patches must be of the same width, height, uorder, and vorder. They need not be defined on the same knot vectors, however.

If one of the patches knot vector types is "Custom" or the respective knot vector types are different, the resulting knot vector type will be "Custom" and the knot values will also be interpolated/tweened. Otherwise a matching knot vector will be generated according to the type.

The original NURBS patches will not be deleted by this tool.

See also the documentation of the corresponding scripting interface command [6.2.11 tweenNP](#) (page 305).

## 5.5 Surface Modification Tools

These tools modify parametric surface objects.

Unless noted otherwise, PV tags are *not* supported/modified by these tools.

### 5.5.1 Revert U Tool

#### Arguments

The revert u tool takes a number of NURBS patches, IPatch, BPatch, or PatchMesh objects from the selection.

#### Operation

The control point arrays of the selected objects will be reversed in the U dimension (width). For NURBS patches this tool also reverts the relative knot distances of the corresponding knot vector so that the surface does not change in shape. For IPatch objects the respective derivatives are reverted.

#### Notes

PV tags will not be modified.

See also the documentation of the corresponding scripting interface command [6.2.11 revertuS](#) (page 298) and the related tool for curves [5.3.1 Revert Tool](#) (page 234).

### 5.5.2 Revert V Tool

#### Arguments

The revert v tool takes a number of NURBS patches IPatch, BPatch, or PatchMesh objects from the selection.

#### Operation

The control point arrays of the selected objects will be reversed in the V dimension (height). For NURBS patches this tool also reverts the relative knot distances of the corresponding knot vector so that the surface does not change in shape. For IPatch objects the respective derivatives are reverted.

#### Notes

PV tags will not be modified.

See also the documentation of the corresponding scripting interface command [6.2.11 revertvS](#) (page 298) and the related tool for curves [5.3.1 Revert Tool](#) (page 234).

### 5.5.3 Swap UV Tool

#### Arguments

The swap uv tool takes a number of NURBS patches, IPatch, BPatch, or PatchMesh objects from the selection.

**Operation**

The U and V dimension of the selected objects will be swapped (width, height, and all other dimension related parameters will be exchanged) without altering the shape of the patches.

**Notes**

The point selection will be removed from the original object(s).

PV tags will not be modified.

See also the documentation of the corresponding scripting interface command [6.2.11 swapuvS](#) (page 298).

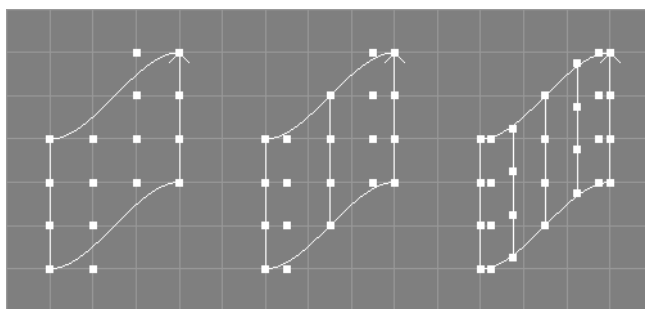
**5.5.4 Refine Knots Surface Tool**

Figure 112: Successive Application of Refine Knots Surface (U) Tool

**Arguments**

The refine knots surface tool takes a number of NURBS patches from the selection.

**Operation**

The respective knot vectors of the selected NURBS patches will be refined without changing the shape of the patches. New control points will be added and the position of old control points may be changed in the progress (see also the image above).

**Notes**

The respective knot type of the patch may be changed to "Custom".

The point selection will be removed from the original object(s).

There are also tools available that refine only the U or V knots.

See also the documentation of the corresponding scripting interface commands [6.2.11 refineuNP](#) (page 303) and [6.2.11 refinevNP](#) (page 303) and the related tool for curves [5.3.3 Refine Knots Tool](#) (page 235).

**5.5.5 Elevate Surface Tool****Arguments**

The elevate surface tool takes a number of NURBS patches from the selection and additionally requests two integer values.



## Operation

The order of the selected NURBS patches will be raised by the specified integer values without changing the shape of the patches.

## Notes

If the knot vector of the patch is not clamped, it will be clamped automatically. The knot type of the patch will be changed to "Custom". New control points will be added and the position of old control points may be changed in the progress.

The point selection will be removed from the original objects.

There are also tools available that elevate a patch in U or V direction only.

See also the documentation of the corresponding scripting interface commands [6.2.11 elevatenuNP](#) (page 303) and [6.2.11 elevatevNP](#) (page 303) and the related tool for curves [5.3.5 Elevate Tool](#) (page 237).

### 5.5.6 Clamp Surface Tool

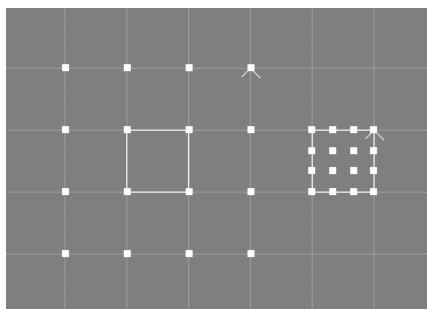


Figure 113: Clamp Surface Tool (left: Original Patch with B-Spline Knot Vectors, right: Clamped Patch)

## Arguments

The clamp surface tool takes a number of NURBS patches from the selection.

## Operation

The knot vectors of the selected NURBS patches will be changed using knot insertion so that the first and the last knot (in each direction) have a multiplicity equal to the order of the patch (in the respective direction).

## Notes

The shape of the patches will not change but the position of some control points will. The patches interpolate the first and the last control points in the respective direction afterwards (if also the weights of those points are 1.0). The knot types of the patches will be changed to type "Custom".

The point selection will be removed from the original object(s).

There are also tools available that clamp a patch in U or V direction only.

See also the documentation of the corresponding scripting interface commands [6.2.11 clampuNP](#) (page 300) and [6.2.11 clampvNP](#) (page 300) and the related tool for curves [5.3.7 Clamp Tool](#) (page 238).

### 5.5.7 Unclamp Surface Tool

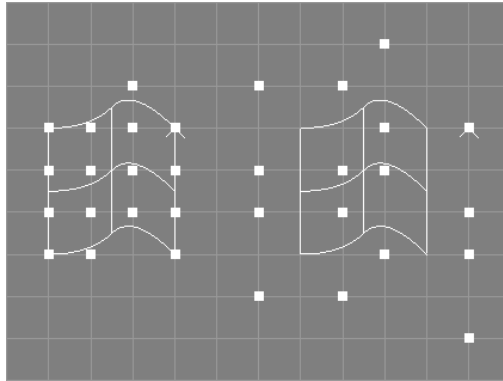


Figure 114: Unclamp Surface Tool (left: Original Patch, right: Unclamped Patch)

#### Arguments

The unclamp surface tool takes a number of NURBS patches from the selection.

#### Operation

The knot vectors of the selected NURBS patches will be changed so that there are no multiple knots at the respective ends of the knot vectors. The shape of the patches will not change but the position of some control points will. The knot types of the patches may be changed to type "Custom".

#### Notes

Unclamping is *not* an exact reversal of clamping (and vice versa).

However, as the unclamp operation only works on completely clamped surfaces, the unclamp tool may need to clamp the surface first.

There are also tools available that unclamp a patch in U or V direction only.

The point selection will be removed from the original object(s) if the surface needs to be clamped for unclamping.

See also the documentation of the corresponding scripting interface commands [6.2.11 unclampuNP](#) (page 301) and [6.2.11 unclampvNP](#) (page 301) and the related tool for curves [5.3.8 Unclamp Tool](#) (page 239).

### 5.5.8 Insert Knot Surface Tool

#### Arguments

The insert knot surface tool takes a number of NURBS patches from the selection and requests two additional values, a parametric value  $t$  and an integer value  $i$ .

#### Operation

The specified knot ( $t$ ) will be inserted  $i$  times into the knot vector of the selected patches, without changing their shape.

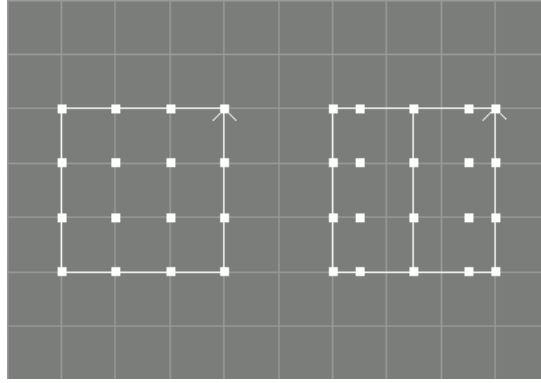


Figure 115: Insert Knot Surface Tool (left: original patch, right: a knot has been inserted 1 time at  $t=0.5$ )

### Notes

The knot type of the patch will be changed to "Custom".

This tool does not change the geometry of the patches.

The point selection will be removed from the original object(s).

See also the documentation of the corresponding scripting interface commands [6.2.11 insknuNP](#) (page 302) and [6.2.11 insknvNP](#) (page 302) and the related tool for curves [5.3.9 Insert Knot Tool](#) (page 240).

### 5.5.9 Remove Knot Surface Tool

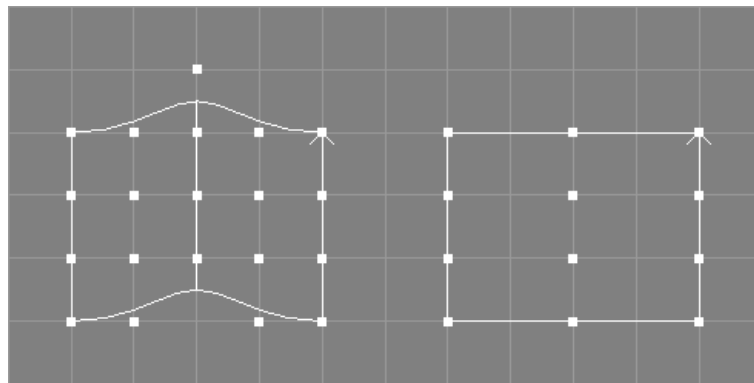


Figure 116: Remove Knot Surface Tool (left: original surface, right: the knot at  $t=0.5$  has been removed 1 time)

### Arguments

The remove knot surface tool takes a number of NURBS surfaces from the selection and requests three additional values, a parametric value  $t$ , an integer value  $r$ , and a tolerance value  $tol$ .

### Operation

The knot at the specified parametric value  $t$  will be removed  $r$  times from the knot vector of the selected surfaces if the shape of the resulting surfaces does not deviate more than  $tol$  from the original surfaces in any point. Since Ayam 1.20 the knot to remove may also be specified using its (zero based) index in the knot vector (i.e. by entering "-1 3" instead of "0.5" for the knot vector "0 0

0 0.5 1 1 1").

If the knot can not be removed  $r$  times due to the tolerance given, an error is reported and the original surface is left unchanged.

### Notes

If *tol* is "0.0" the remove knot tool tries to work without changing the shape of the surface, i.e. only superfluous knots will be removed. If *tol* is "Inf" (infinity) the specified knot will be removed regardless of potential surface changes.

The point selection will be removed from the original object(s).

See also the documentation of the corresponding scripting interface commands [6.2.11 remknuNP](#) (page 302), and [6.2.11 remknvNP](#) (page 302) and the related tool for curves [5.3.10 Remove Knot Tool](#) (page 240).

## 5.5.10 Split Surface Tool

### Arguments

The split surface tool takes a number of NURBS patches from the selection and requests a parametric value  $t$  (in U or V parametric dimension, respectively).

### Operation

The patches will be split at the parametric value  $t$  into two patches (in U or V parametric dimension, respectively) using knot insertion.

```
| -NPatch      ==>    | -NPatch
                   | -NPatch
```

### Notes

The original patch object(s) will be modified.

The point selection will be removed from the original object(s).

Eventually present trim curves will not be honored properly.

See also the documentation of the corresponding scripting interface commands [6.2.11 splituNP](#) (page 303), [6.2.11 splitvNP](#) (page 303) and the related tool for curves [5.3.12 Split Tool](#) (page 241).

## 5.5.11 Interpolate Surface Tool

### Arguments

The interpolate surface tool takes a number of NURBS patches from the selection and requests an additional parameter  $o$ .

### Operation

The patches will be modified so that they interpolate all original control points with the desired interpolation order  $o$ . See also the image above.

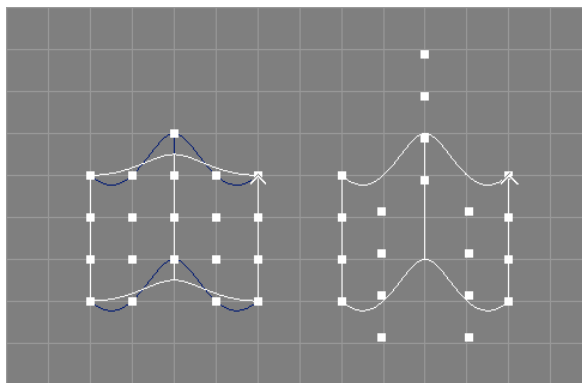


Figure 117: Interpolate Surface Tool (left-white: original surface, left-blue and right: interpolated surface)

### Notes

The point selection will be removed from the original object(s).

See also the documentation of the corresponding scripting interface commands [6.2.11 interpuNP](#) (page 304) and [6.2.11 interpvNP](#) (page 304).

### 5.5.12 Rescale Knots to Range Surface Tool

#### Arguments

The rescale knots to range surface tool takes a number of NURBS patches from the selection and requests a range.

#### Operation

The knot vectors of the patches will be scaled, so that their first and last values match the given range. Trim curves, if present, will also be scaled to match the new range.

### Notes

Since Ayam 1.20 the knot type of the surface does not have to be "Custom" anymore. Furthermore, rescaling the knots does not change the knot type.

This tool does not change the geometry of the patches.

See also the documentation of the corresponding scripting interface command [6.2.11 rescaleknNP](#) (page 301) and the related tool for curves [5.3.18 Rescale Knots to Range Tool](#) (page 245).

### 5.5.13 Rescale Knots to Mindist Surface Tool

#### Arguments

The rescale knots to mindist surface tool takes a number of NURBS patches from the selection and request a minimum distance value.

#### Operation

The knot vectors of the patches will be scaled, so that no two knots have a distance smaller than the given minimum distance (except for multiple knots). Trim curves, if present, will also be scaled to match the new range.

### Notes

Since Ayam 1.20 the knot type of the surface does not have to be "Custom" anymore. Furthermore, rescaling the knots does not change the knot type.

This tool does not change the geometry of the patches.

See also the documentation of the corresponding scripting interface command [6.2.11 rescaleknNP](#) (page 301) and the related tool for curves [5.3.19 Rescale Knots to Mindist Tool](#) (page 246).

#### 5.5.14 Make Surfaces Compatible Tool

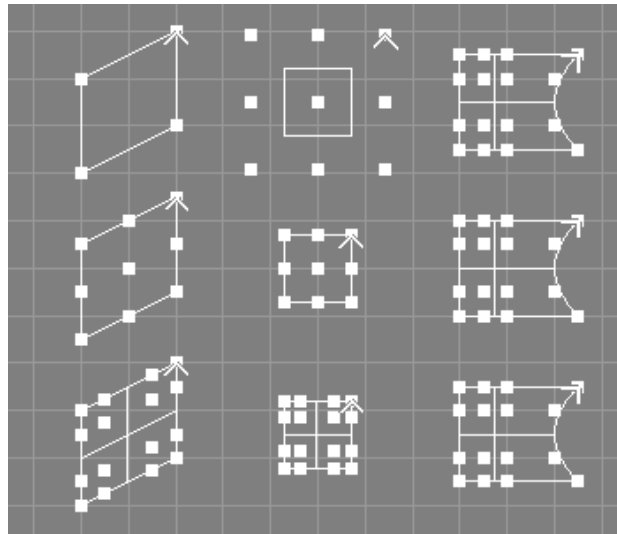


Figure 118: Make Compatible Tool (u: Original Surfaces, m: Compatible by Order, l: Fully Compatible Surfaces)

### Arguments

The make compatible tool takes a number of NURBS surfaces from the selection and requests a side and a level.

### Operation

The surfaces will be made compatible, so that, based on the side and level parameters given, they are of the same orders, width/height, and defined on the same knot vector.

### Notes

This tool does not change the geometry of the surfaces. However, since clamping, degree elevation, and knot insertion may be used on the surfaces, their order, knot vectors, and control points may be changed.

The orders of all surfaces will simply be raised to the maximum order of all surfaces; no attempt is made to check, whether lowering orders leads to a simpler result.

The point selection will be removed from the original objects.

See also the documentation of the corresponding scripting interface command [6.2.11 makeCompNP](#) (page 306) and the related tool for curves [5.3.17 Make Compatible Tool](#) (page 245).

## 5.6 Conversion Tools

These tools convert between parametric objects.

### 5.6.1 Extract Curve Tool

#### Arguments

The extract curve tool takes the first of the selected objects from the selection.

#### Operation

The tool creates an instance the first of the selected objects then creates an ExtrNC object and moves the instance to it.

```
| -NPatch ==> | -NPatch
               +-ExtrNC
               \-Instance_of_NPatch (Instance)
```

#### Notes

This tool uses the object clipboard to move the objects around so that the original clipboard contents are lost when this tool finishes.

See section [4.5.2 ExtrNC Object \(page 139\)](#) for more information regarding the ExtrNC object.

### 5.6.2 Extract Patch Tool

#### Arguments

The extract patch tool takes the first of the selected objects from the selection.

#### Operation

The tool creates an instance from the first of the selected objects then creates an ExtrNP object and moves the instance to it.

```
| -NPatch ==> | -NPatch
               +-ExtrNP
               \-Instance_of_NPatch (Instance)
```

#### Notes

This tool uses the object clipboard to move the objects around so that the original clipboard contents are lost when this tool finishes.

See section [4.7.12 ExtrNP object \(page 186\)](#) for more information regarding the ExtrNP object.

See also the documentation of the corresponding scripting interface command [6.2.11 extrNP \(page 304\)](#).

### 5.6.3 Break into Curves Tool

#### Arguments

The break into curves tool takes all NURBS patches from the selection and requests a direction parameter.

#### Operation

The selected NURBS patches will be broken into NURBS curves, along the given direction (U or V). If the option "ApplyTrafo" is set, the transformations of the NPatch objects will be applied to the control points and the NCurve objects will be created with default transformation attributes, otherwise the NCurve objects will get the transformation attributes of the respective NPatch.

-NPatch		-NPatch
		-NCurve
	==>	-NCurve
		-NCurve
		-NCurve

#### Notes

The original NURBS patch objects are not deleted. See also the documentation of the corresponding scripting interface command [6.2.11 breakNP](#) (page 305).

### 5.6.4 Build from Curves Tool

#### Arguments

The build from curves tool takes a number of NURBS curves from the selection.

#### Operation

The selected NURBS curves will be parsed, all curves that are of equal length or longer than the first selected curve will be used to form a new NURBS patch of the following dimensions: Width: length of the first selected curve, Height: number of used curves. The order in U direction (Order\_U) will be equal to the number of used curves for numbers of two to four and four for bigger numbers of used curves. The knot type in U direction (Knot-Type\_U) will always be NURB. Other parameters (Order\_V, Knot-Type\_V, Knots\_V) are taken from the first curve.

-NCurve		-NCurve
-NCurve		-NCurve
-NCurve	==>	-NCurve
-NCurve		-NCurve
		-NPatch

#### Notes

The original NURBS curve objects are not deleted.

See also the documentation of the corresponding scripting interface command [6.2.11 buildNP](#) (page 305).



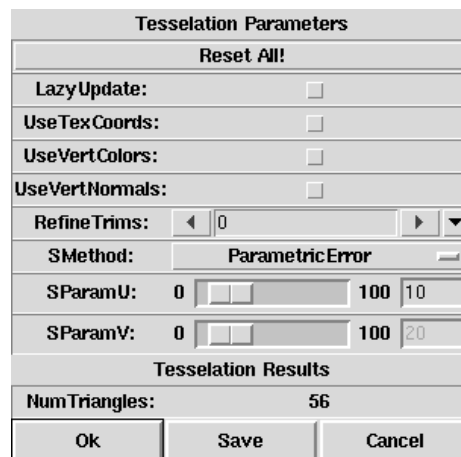


Figure 119: GUI of Tessellation Tool

### 5.6.5 Tessellation Tool

#### Arguments

The tessellation tool takes all NURBS patches and NURBS patch providing objects from the selection.

#### Operation

A modal dialog box (see image above) will pop up, that allows to select a tessellation method via a drop-down menu and to tune the corresponding tessellation parameter(s) using a slider and an entry widget. The initial method and parameter values will be derived from the "TP" tag of the first of the selected objects (if it has such a tag).

The selected or provided NURBS patches will be tessellated with the chosen method and parameters. The PolyMesh objects created by the tessellation will immediately be displayed in all view windows instead of the original objects. Whenever tessellation method or parameters are changed, the tessellation will be recomputed and displayed, thus, allowing an immediate estimation of the tessellation quality and the number of created polygonal elements.

If the option "LazyUpdate" is enabled, updates of the tessellation that normally occur while dragging the slider(s) will be deferred until the mouse button is released. The initial value of this option will be determined from the "LazyNotify" preference setting.

The options "UseTexCoords" and "UseVertColors" control processing of texture coordinates and vertex colors stored as PV tags in the objects to be tessellated (see also section 4.11.4 PV Tag (page 221)). When enabled, the resulting PolyMesh objects will also have PV tags of the respective type. Note that the PV tags must be named as defined by the hidden preference options "PVTexCoordName" and "PVColorName" respectively. By default those are set to "st" and "Cs".

If the "UseTexCoords" option is enabled, but no matching PV tag is present, texture coordinates will be generated from the data provided by a TC tag or (if no TC tag is present) from the knot values of the NURBS surfaces to be tessellated.<sup>1</sup> See also section 4.11.3 TC (Texture Coordinates) Tag (page 220).

The option "UseVertNormals" controls processing of vertex normals stored as PV tags in the objects to be tessellated (see also section 4.11.4 PV Tag (page 221)). When enabled, the resulting

<sup>1</sup> Since 1.21.

PolyMesh objects will have normals derived from these tags instead of normals derived from the NURBS surface.

Note that the PV tags must be named as defined by the hidden preference option "PVNormalName". By default this is set to "N", so that a correct example tag looks like this:

```
PV N,varying,n,4,0,0,1,0,0,1,1,1,0,0,0,1
```

.

The option "RefineTrims" controls how many times the trim curves are to be refined before tessellation for improved tessellation fidelity along trim edges.<sup>1</sup>

The option "Primitives" allows to keep the quads created by the tessellation (mode "TrianglesAndQuads") or to synthesize new quads from compatible triangles (mode "Quads").<sup>2</sup>

If the "Ok" button is pressed, the tessellation tool will be closed and all selected objects will be replaced by their tessellated counterparts. The original objects will be deleted.

If referenced/master objects are among the selected objects or their children, and if any of their references are not selected or a child of the selected objects (i.e. would not be deleted also), then those master objects will not be deleted but moved to the clipboard instead.

If the "Save" button is used, the tessellation dialog will be closed and "TP" tags containing the currently selected method and parameter value will be added to all selected objects. These tags can be evaluated later, when the respective objects are converted to PolyMesh objects (e.g. upon export). Since Ayam 1.11 the conversion mechanism of objects keeps the "TP" tags intact, so that e.g. tessellation parameters saved to a Sphere or a Revolve object will also be preserved, and can also be used later when the object will eventually be converted to a PolyMesh (via a NURBS patch).

If "Cancel" is used, the dialog will be closed and all selected objects remain unchanged.

## Notes

The tessellation tool will block most other parts of Ayam while it is running, i.e. it is not possible to change the selection or run other tools. It is, however, possible to adjust view parameters while the tessellation tool is open, to examine the tessellation result more closely or from different viewing angles.

The values of the parameter slider bounds may be changed by simply entering values that are out of the current bounds into the respective entry widget, then pressing the <Tab> key. Range and resolution of the slider will be recalculated automatically from the value in the entry widget.

PV tags that do not provide enough data for the surface to be tessellated will be silently ignored.

The PolyMesh objects created by this tool will *not* be optimized.

See section 2.10.5 [Miscellaneous Preferences](#) (page 61) for a more extensive discussion of the tessellation methods and their parameter(s).

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.23.

## 6 Scripting Interface

The Ayam scripting interface consists of a number of Tcl procedures and Tcl commands that are also used internally by the application. The main menu entry "File/New" for instance calls the scripting interface command "newScene" (among other commands). Using the scripting interface means to call these commands on your own possibly in a mix with standard Tcl script code.

Furthermore, using Tcl and its introspection capabilities, you could easily modify the code Ayam consists of. This is, however, not recommended for good reasons (unless you read the Ayam source code and really know, what you are doing). So watch out for already existing procedures and commands when implementing your own. Using procedures and commands not listed in this documentation is dangerous too. Implementation and interfaces of those procedures and commands may change in future versions of Ayam without notice.

In Tcl, all variables, procedures, and commands are case sensitive, it really is "sL" and *not* "s1" and *not* "SL".

The scripting interface may be used directly from the console of Ayam. You can, of course, also write scripts in your own Tcl script files, that may be loaded at any time into Ayam using the console and the Tcl command "source". You can also arrange for a script file to be executed automatically on every application startup using the preference setting "Main/Scripts". Moreover, on the X11 and Aqua window systems, Ayam is able to execute script code sent via the Tk "send" command or the AppleScript "tell" command from external applications.

In contrast to other modelling environments, in Ayam there is another way to run scripts. In Ayam, scripts may also be attached to Script objects and run when the notification mechanism updates the scene. See also section 4.9.1 Script object (page 198). Even normal objects can trigger scripts upon notification using BNS or ANS tags. See also sections 4.11.15 Before Notify Script (page 225) and 4.11.16 After Notify Script (page 226).

Note that most of the scripting interface commands listed in this documentation work in the background, without changing anything to the Ayam GUI and Ayam view windows, for the sake of execution speed. If you want your changes to become visible you have to update the various parts of the GUI (property GUIs, view windows) explicitly (see also section 6.2.14 Updating the GUI (page 310)). However, since Ayam 1.13 it is also possible to automatically run GUI updating commands in the console by using <Shift+Return> instead of <Return> when issuing scripting interface commands.

If you want your changes to be recorded in the undo buffer, you have to arrange for this manually too (see the documentation of the undo command: 6.2.22 Undo (page 319)).

From scripts it may be necessary to check whether an error occurred during the execution of a command. All commands return TCL\_OK in *any* case, so checking their return value avails to nothing, but they set the global Tcl variable "ay\_error" to a value higher than 1 if an error occurred. You need to set ay\_error to zero before and check it after the operation in question to see whether the operation performed successfully:

---

```
proc myProc { } {  
    set ::ay_error 0  
    copOb  
    if { $::ay_error > 1 } {  
        ayError 2 "myProc" "Error copying object!"  
    }  
}
```

---

## 6.1 Global Variables and Arrays

Several global variables and arrays exist in the Ayam Tcl context, that may be useful for scripts.

### 6.1.1 Global Variables

- The "ay\_error" variable holds the current error state. See also section [6.2.20 Reporting Errors](#) (page 314).
- The variable "i" is used by all "forAll" command variants. See also section [6.2.17 Applying Commands to a Number of Objects](#) (page 312).
- The variable "aymark" is an array that contains the current mark coordinates.<sup>1</sup>

### 6.1.2 The Global Array ay

The global array "ay" holds application state variables. Furthermore, you can find the paths to important widgets (e.g. the tree widget for the object hierarchy or the currently active view) in this array. Use "parray ay" in the console to see what is there. More documentation to come.

### 6.1.3 The Global Array ayprefs

The global array "ayprefs" holds preferences data. The *complete* array is saved in the "ayamrc" file upon exit, so be careful when adding new elements to this array. See also section [8.4 Ayamrc File](#) (page 376). Use "parray ayprefs" in the console to see what is there. More documentation to come.

Note that changes to this array on the Tcl side do not immediately take effect as the data needs to be transferred to the C context using the "setPrefs" command. See also section [6.2.15 Managing Preferences](#) (page 311).

### 6.1.4 The Global Property Management and Data Arrays

For every property, a corresponding global arrays exists, where the property is managed. For the Transformations property, this array looks like this:

---

<sup>1</sup> Since 1.21.

---

```

Transformations {
arr    transfPropData
sproc  setTrafo
gproc  getTrafo
w      fTrafoAttr
}

```

---

The first entry, "arr", designates the name of the global property data array (thus, transformation data is stored in an array called "transfPropData"). The entries "sproc" and "gproc" designate the set-property and get-property callbacks (procedures or commands) respectively. If sproc or gproc are empty strings (""), standard callbacks named "setProp" or "getProp" should be used to get or set the property values. But for the transformations property, the "setTrafo" and "getTrafo" commands should be used. The last entry, "w", is the name of the main property GUI window. To get the full widget path of this window, the current value of ay(pca) needs to be prepended.

Note that the global property data array only holds useful data when the respective property GUI is active, or when it has been filled explicitly by the so called get-property callback.

The following global arrays and callbacks to get or set the data exist:

property	array	get-property callback	set-property callback
Transformations	transfPropData	getTrafo	setTrafo
Attributes	attrPropData	getAttr	setAttrp
Material	matPropData	getMat	setMat
Tags	tagsPropData	getTagssp	setTagssp

Table 89: Property Arrays and Callbacks

Note that this list is pretty much incomplete, however you can always infer such information using commands like "parray Tags" in the Ayam console.

See also section [6.2.5 Manipulating Properties](#) (page 288) for more information on how to edit property values from the scripting interface.

Since Ayam 1.16, the global property management array may be created easily using the new scripting interface command "addPropertyGUI".

## 6.2 Procedures and Commands

This section provides documentation on the most important scripting interface procedures and commands of Ayam sorted by category.

Note that the "help" command in the Ayam console can be used to directly jump to the appropriate subsection of this part of the documentation.

All procedures and commands are documented in the following scheme:

- **Synopsis:** "command param1 param2 [optionalparam1]" (syntax of the command and its parameters),
- **Background:** does the command run in the background, **Undo:** can the result of the command be undone, **Safe:** is the command available in the safe interpreter (for Script objects and notify script tags), **Type:** Procedure – this is actually not a command but a procedure implemented in Tcl
- **Description:** detailed description of the command and its parameters,
- **Notes:** additional information completing the detailed description,
- **Example:** "command 1 2" (example application of the command with explanation of expected results).

### 6.2.1 Getting Help on Scripting Interface Commands

Since Ayam 1.8.2 a scripting interface command named "help" is available, that displays the help of scripting interface commands using a web browser (similar to the "Help on Object" feature):

- Synopsis: "help command"
- Background: N/A, Undo: No, Safe: No
- Description: Fire up a web browser and display the help for the designated Ayam scripting interface command.
- Example: "help help" displays the help of the help command.

### 6.2.2 Managing Objects

To create new objects the "crtOb" command can be used.

- Synopsis: "crtOb type [args]"
- Background: Yes, Undo: No, Safe: Yes
- Description: New objects may be created with the command "crtOb", "type" may be derived from the object type names, as displayed in the tree view. The new object will be created and linked to the scene as last object in the current level, no part of the GUI (object selection widget, property GUI, views) will be updated. Furthermore, the new object will *not* be selected. Depending on the type, further arguments may (or have to) be given; some object types expect other objects to be selected upon creation.

All arguments consist of a option name part and a value part (i.e. it is "-center 1" and *not* "-center" and also *not* "-center=1"). The option names can be abbreviated. Useful default and fallback values exist (see below). The arguments can be mixed freely (their order is not important)

and repeated. If arguments are repeated, only the last set value is used, even if this leads to errors and application of fallback values later on.

Here is a comprehensive list of available arguments sorted by object type:

- "NCurve": NURBS curves accept the following arguments:
  - \* "-length": length of the new curve, the length defaults to 4.
  - \* "-order": order of the new curve, the order defaults to 4. If a value greater than the length is specified, the order will be made identical to the length value.
  - \* "-kt": the knot type of the new curve, must be one of 0 – Bezier, 1 – BSpline, 2 – NURB, 3 – Custom, 4 – Chordal, 5 – Centripetal. A knot vector of specified type will automatically be created. The knot type defaults to 2 – NURB. If a custom knot vector is specified using the "-kv" option below, the knot type will always be set to 3 – Custom.
  - \* "-kv": the knot vector of the new curve. The value of this option is a list of floating point numbers of length curve length plus curve order, e.g. for a curve with 2 control points and order 2, specify 4 knots: "-kv {0.0 0.0 1.0 1.0}". The knot vector defaults to an automatically created knot vector of the type specified by the "-kt" option above.
  - \* "-kn": the knot vector of the new curve. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-kv" option above.
  - \* "-cv": the control vector of the new curve. The value of this option is a list of floating point numbers that describe the 4D euclidean rational (weight *not* multiplied in) coordinates of the control points.  
 This list may also only specify one point, which is then taken as starting point and DX/DY/DZ (see below) are used to create the missing control points automatically.  
 To specify a complete control vector, this list should have length·4 elements, e.g. for a curve of length 3, specify 12 values: "-cv {0.0 0.0 0.0 1.0 1.0 0.0 0.0 1.0 2.0 0.0 0.0 1.0}".
  - \* "-cn": the control vector of the new curve. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-dx": the value of this option specifies the distance of automatically created control points in the x dimension, default is 0.25.
  - \* "-dy": the value of this option specifies the distance of automatically created control points in the y dimension, default is 0.0.
  - \* "-dz": the value of this option specifies the distance of automatically created control points in the z dimension, default is 0.0
  - \* "-center": If the value of the "-center" option is 1, the new curve will be centered. The default value is 0, no centering. This option is only in effect if no "-cv" option is specified.
  - \* "-createmp": The "-createmp" option toggles creation of multiple points. The default value is 0.



Examples:

1. **"crtOb NCurve"**

creates a curve with length 4, order 4, standard (clamped) NURBS knot vector, control points at 0 0 0, 0.25 0 0, 0.5 0 0, 0.75 0 0 (all weights 1).

2. **"crtOb NCurve -center 1"**

creates a centered curve with length 4, order 4, standard (clamped) NURBS knot vector, control points at -0.375 0 0, -0.125 0 0, 0.125 0 0, 0.375 0 0 (all weights 1).

3. **"crtOb NCurve -length 5 -center 1 -dx 0.5"**

creates a centered curve with length 5, order 4, standard (clamped) NURBS knot vector, control points at -1 0 0, -0.5 0 0, 0 0 0, 0.5 0 0, 1 0 0 (all weights 1).

In versions of Ayam prior to 1.17, NURBS curves only accepted the **"-length"** argument.

- "ICurve": Interpolating curves accept the following arguments:
  - \* "-type": the type of the new curve, must be one of 0 – Open, 1 – Closed; default is 0.
  - \* "-length": length (number of data points to interpolate) of the new curve; the length defaults to 4.
  - \* "-order": order of the new curve, the order defaults to 4. If a value greater than the length is specified, the order will be made identical to the length value.
  - \* "-pt": the parameter type of the new curve, must be one of 0 – Chordal, 1 – Centripetal, 2 – Uniform; default is 0.
  - \* "-cv": the control vector of the new curve. The value of this option is a list of floating point numbers that describe the 3D (non rational) coordinates of the control points. This list may also only specify one point, which is then taken as starting point and DX/DY/DZ (see below) are used to create the missing control points automatically. To specify a complete control vector, this list should have curve length · 3 elements, e.g. for a curve of length 3, specify 9 values: "-cv {0.0 0.0 0.0 1.0 0.0 0.0 2.0 0.0 0.0}".
  - \* "-cn": the control vector of the new curve. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-dx": the value of this option specifies the distance of automatically created control points in the x dimension, default is 0.25.
  - \* "-dy": the value of this option specifies the distance of automatically created control points in the y dimension, default is 0.0.
  - \* "-dz": the value of this option specifies the distance of automatically created control points in the z dimension, default is 0.0
  - \* "-center": If the value of the "-center" option is 1, the new curve will be centered. The default value is 0, no centering. This option is only in effect if no "-cv" option is specified.
  - \* "-derivs": the value of this option controls whether user defined end derivatives should be used: 0 – no, 1 – yes, default is 0.
  - \* "-sdlen": the value of this option specifies the relative length (in relation to the distance of the first and second control point) of the start derivative, default is 0.125.
  - \* "-sderiv": is the start derivative, specified as a list of three float values. The derivative is specified relative to the first control point. The start derivative defaults to an automatically created derivative of a direction taken from the first two control points and length specified by the "-sdlen" option.
  - \* "-edlen": the value of this option specifies the relative length (in relation to the distance of the second to last and last control point) of the end derivative, default is 0.125.
  - \* "-ederiv": is the end derivative, specified as a list of three float values. The derivative is specified relative to the last control point. The end derivative defaults to an automatically created derivative of a direction taken from the last two control points and length specified by the "-edlen" option.

Examples:

1. **"crtOb ICurve"**

creates a curve with length 4, order 4, data points at 0 0 0, 0.25 0 0, 0.5 0 0, 0.75 0 0.

2. **"crtOb ICurve -l 5 -sderiv {0.0 -0.5 0.0} -ederiv {0.0 -0.5 0.0} -derivs 1 -center 1"**

creates a curve with length 5, order 4, data points at -0.5 0 0, -0.25 0 0, 0 0 0, 0.25 0 0, 0.5 0 0, end derivatives pointing straight upwards with length 0.5 in their respective end.

In versions of Ayam prior to 1.17, interpolating curves only accepted the **"-length"** argument.

- "ACurve": Approximating curves accept the following arguments:
  - \* "-type": the type of the new curve, must be one of 0 – Open, 1 – Closed; default is 0.
  - \* "-length": length (number of data points to approximate) of the new curve, the length defaults to 4.
  - \* "-alength": number of control points to use for the approximating curve, the alength defaults to 3.
  - \* "-order": order of the new curve, the order defaults to 3. If a value greater than the length is specified, the order will be made identical to the length value.
  - \* "-symmetric": toggles creation of symmetric curves, must be one of 0 – Asymmetric, 1 – Symmetric; default is 0.
  - \* "-cv": the control vector of the new curve. The value of this option is a list of floating point numbers that describe the 3D (non rational) coordinates of the control points. This list may also only specify one point, which is then taken as starting point and DX/DY/DZ (see below) are used to create the missing control points automatically. To specify a complete control vector, this list should have curve length · 3 elements, e.g. for a curve of length 3, specify 9 values: "-cv {0.0 0.0 0.0 1.0 0.0 0.0 2.0 0.0 0.0}".
  - \* "-cn": the control vector of the new curve. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-dx": the value of this option specifies the distance of automatically created control points in the x dimension, default is 0.25.
  - \* "-dy": the value of this option specifies the distance of automatically created control points in the y dimension, default is 0.0.
  - \* "-dz": the value of this option specifies the distance of automatically created control points in the z dimension, default is 0.0
  - \* "-center": If the value of the "-center" option is 1, the new curve will be centered. The default value is 0, no centering. This option is only in effect if no "-cv" option is specified.

Examples:

1. **"crtOb ACurve -length 6"**

creates an approximating curve from 6 data points: 0 0 0, 0.25 0 0, 0.5 0 0, 0.75 0 0, 1 0 0, 1.25 0 0.

2. **"crtOb ACurve -l 5 -center 1"**

creates a centered approximating curve from 5 data points: -0.5 0 0, -0.25 0 0, 0 0 0, 0.25 0 0, 0.5 0 0.

In versions of Ayam prior to 1.17, approximating curves only accepted the "-length" argument.

- "NPatch": NURBS patches accept the following arguments:
  - \* "-width": width of the new patch, the width defaults to 4.
  - \* "-height": height of the new patch, the height defaults to 4.
  - \* "-uorder": order of the new patch in U parametric dimension, the order defaults to 4. If a value greater than the width is specified, the order will be made identical to the width value.
  - \* "-ukt": the U knot type of the new patch, must be one of 0 – Bezier, 1 – BSpline, 2 – NURB, 3 – Custom, 4 – Chordal, 5 – Centripetal. A knot vector of specified type will automatically be created. The knot type defaults to 2 – NURB. If a custom knot vector is specified using the "-ukv" option below, the knot type will always be set to 3 – Custom.
  - \* "-ukv": the U knot vector of the new patch. The value of this option is a list of floating point numbers of length width plus patch U order, e.g. for a patch with width 2 and U order 2, specify 4 knots: "-ukv {0.0 0.0 1.0 1.0}". The knot vector defaults to an automatically created knot vector of the type specified by the "-ukt" option above.
  - \* "-un": the U knot vector of the new patch. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-ukv" option above.
  - \* "-vorder": order of the new patch in V parametric dimension, the order defaults to 4. If a value greater than the height is specified, the order will be made identical to the height value.
  - \* "-vkt": the V knot type of the new patch, must be one of 0 – Bezier, 1 – BSpline, 2 – NURB, 3 – Custom, 4 – Chordal, 5 – Centripetal. A knot vector of specified type will automatically be created. The knot type defaults to 2 – NURB. If a custom knot vector is specified using the "-vk v" option below, the knot type will always be set to 3 – Custom.
  - \* "-vk v": the V knot vector of the new patch. The value of this option is a list of floating point numbers of length height plus patch V order, e.g. for a patch with height 2 and V order 2, specify 4 knots: "-vk v {0.0 0.0 1.0 1.0}". The knot vector defaults to an automatically created knot vector of the type specified by the "-vkt" option above.
  - \* "-vn": the V knot vector of the new patch. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-vk v" option above.
  - \* "-cv": the control vector of the new patch. The value of this option is a list of floating point numbers that describe the 4D euclidean rational (weight *not* multiplied in) coordinates of the control points. This list may also only specify one point, which is then taken as starting point and UDX/UDY/UDZ and VDX/VDY/VDZ (see below) are used to create the missing control points automatically. To specify a complete control vector, this list should have width · height · 4 elements, e.g. for a patch of width 2 and height 2, specify 16 values: "-cv {0.0 0.0 0.0 1.0 1.0 0.0 0.0 1.0 2.0 0.0 0.0 1.0 2.0 1.0 0.0 1.0}".
  - \* "-cn": the control vector of the new patch. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-udx": the value of this option specifies the distance of automatically created control points in the x dimension between points in a row (U parametric dimension, along width), default is 0.25.
  - \* "-udy": the value of this option specifies the distance of automatically created control points in the y dimension between points in a row (U parametric dimension, along width), default is 0.0.
  - \* "-udz": the value of this option specifies the distance of automatically created control

points in the z dimension between points in a row (U parametric dimension, along width), default is 0.0

- \* `"-vdx"`: the value of this option specifies the distance of automatically created control points in the x dimension between points in a column (V parametric dimension, along height), default is 0.0.
- \* `"-vdy"`: the value of this option specifies the distance of automatically created control points in the y dimension between points in a column (V parametric dimension, along height), default is 0.25.
- \* `"-vdz"`: the value of this option specifies the distance of automatically created control points in the z dimension between points in a column (V parametric dimension, along height), default is 0.0
- \* `"-center"`: If the value of the `"-center"` option is 1, the new patch will be centered. The default value is 0, no centering. This option is only in effect if no `"-cv"` option is specified.
- \* `"-createmp"`: The `"-createmp"` option toggles creation of multiple points. The default value is 0.

Examples:

1. `"crtOb NPatch"`  
creates a flat patch with width 4, height 4, uorder 4, vorder 4, standard (clamped) NURBS knot vectors, control points arranged in a equidistant grid in the XY plane from 0 0 0 to 0.75 0.75 0 (all weights 1).
2. `"crtOb NPatch -vdy 0 -vdz 0.25"`  
creates the same patch as above in the XZ plane (ground plane).
3. `"crtOb NPatch -udy 0.25"`  
creates a sheared version of the standard NURBS patch in the XY plane.
4. `"crtOb NPatch -udy 0.25 -vdz 0.25"`  
creates a 3D sheared version of the standard NURBS patch.
5. `"crtOb NPatch -width 2 -height 2 -center 1 -udx 2 -vdy 2"`  
creates a centered patch with width 2, height 2, uorder 2, vorder 2, standard (clamped) NURBS knot vectors, control points at -1 0 0, 1 0 0, -1 1 0, 1 1 0 (all weights 1).
6. `"crtOb NPatch -width 3 -height 2 -uorder 2 -cv {-1 0 1 1 1 0 1 1 -1 0 0 1 1 0 0 1 -1 1 0 1 1 1 0 1}"`  
creates a angular patch in the XZ and XY plane (remove `-uorder 2` to get a smooth shape).

In versions of Ayam prior to 1.17, NURBS patches only accepted the `"-width"` and `"-height"` argument.

- "IPatch": Interpolating patches accept the following arguments:
  - \* "-width": width of the new patch, the width defaults to 4.
  - \* "-height": height of the new patch, the height defaults to 4.
  - \* "-uorder": order of the new patch in U parametric dimension, the order defaults to 4. If a value greater than the width is specified, the order will be made identical to the width value. A value of 0 switches off interpolation along U.
  - \* "-ukt": the U parameterisation type, must be one of 0 – Chordal (default), 1 – Centripetal, 2 – Uniform.
  - \* "-vorder": order of the new patch in V parametric dimension, the order defaults to 4. If a value greater than the height is specified, the order will be made identical to the height value. A value of 0 switches off interpolation along V.
  - \* "-vkt": the V parameterisation type, must be one of 0 – Chordal (default), 1 – Centripetal, 2 – Uniform.
  - \* "-deriv\_u": the end derivative mode for U, must be one of 0 – None (default), 1 – Automatic, or 2 – Manual. In manual mode full derivative vectors must be provided via "-ederiv\_u" and "-sderiv\_u".
  - \* "-edlen\_u": the length of automatically calculated end derivatives at end of patch in U (default 0.125).
  - \* "-sdlen\_u": the length of automatically calculated end derivatives at start of patch in U (default 0.125).
  - \* "-ederiv\_u": end derivatives for U at end of patch. The value of this option is a list of 3 · height floating point numbers. There is no default value.
  - \* "-sderiv\_u": end derivatives for U at start of patch. The value of this option is a list of 3 · height floating point numbers. There is no default value.
  - \* "-deriv\_v": the end derivative mode for V, must be one of 0 – None (default), 1 – Automatic, or 2 – Manual. In manual mode full derivative vectors must be provided via "-ederiv\_v" and "-sderiv\_v".
  - \* "-edlen\_v": the length of automatically calculated end derivatives at end of patch in V (default 0.125).
  - \* "-sdlen\_v": the length of automatically calculated end derivatives at start of patch in V (default 0.125).
  - \* "-ederiv\_v": end derivatives for V at end of patch. The value of this option is a list of 3 · width floating point numbers. There is no default value.
  - \* "-sderiv\_v": end derivatives for V at start of patch. The value of this option is a list of 3 · width floating point numbers. There is no default value.
  - \* "-cv": the control vector of the new patch. The value of this option is a list of floating point numbers that describe the 3D non rational coordinates of the data points to be interpolated. This list may also only specify one point, which is then taken as starting point and UDX/UDY/UDZ and VDX/VDY/VDZ (see below) are used to create the missing control points automatically. To specify a complete control vector, this list should have width · height · 3 elements, e.g. for a patch of width 2 and height 2, specify 12 values: "-cv {0.0 0.0 0.0 1.0 0.0 0.0 2.0 0.0 0.0 2.0 1.0 0.0}".
  - \* "-cn": the control vector of the new patch. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-udx": the value of this option specifies the distance of automatically created control

points in the x dimension between points in a row (U parametric dimension, along width), default is 0.25.

- \* `"-udy"`: the value of this option specifies the distance of automatically created control points in the y dimension between points in a row (U parametric dimension, along width), default is 0.0.
- \* `"-udz"`: the value of this option specifies the distance of automatically created control points in the z dimension between points in a row (U parametric dimension, along width), default is 0.0
- \* `"-vdx"`: the value of this option specifies the distance of automatically created control points in the x dimension between points in a column (V parametric dimension, along height), default is 0.0.
- \* `"-vdy"`: the value of this option specifies the distance of automatically created control points in the y dimension between points in a column (V parametric dimension, along height), default is 0.25.
- \* `"-vdz"`: the value of this option specifies the distance of automatically created control points in the z dimension between points in a column (V parametric dimension, along height), default is 0.0
- \* `"-center"`: If the value of the `"-center"` option is 1, the new patch will be centered. The default value is 0, no centering. This option is only in effect if no `"-cv"` option is specified.



Examples:

1. **"crtOb IPatch"**  
creates a flat patch with width 4, height 4, uorder 4, vorder 4, chordal parameterisation, data points arranged in a equidistant grid in the XY plane from 0 0 0 to 0.75 0.75 0.
2. **"crtOb IPatch -vdy 0 -vdz 0.25"**  
creates the same patch as above in the XZ plane (ground plane).
3. **"crtOb IPatch -udy 0.25"**  
creates a sheared version of the standard IPatch in the XY plane.
4. **"crtOb IPatch -udy 0.25 -vdz 0.25"**  
creates a 3D sheared version of the standard IPatch.
5. **"crtOb IPatch -width 3 -height 3 -center 1 -udx 2 -vdy 2"**  
creates a centered patch with width 3, height 3, uorder 3, and vorder 3.

- "PolyMesh": Polymeshes accept the following arguments:
  - \* "-polys": the value of this option specifies the number of polygons/faces in the mesh. The number of polygons defaults to 0.
  - \* "-loops": the value of this option specifies the number of loops per polygon. It is therefore a list of positive integer values of a length equal to the value of the "-polys" option. The default value of this option is a list of proper length with all elements set to 1 (only normal polygons, without holes, are specified).
  - \* "-nverts": the value of this option specifies the number of vertices per loop. It is therefore a list of positive integer values of a length equal to the sum of all elements of the "-loops" option. The default value of this option is a list of proper length with all elements set to 3 (only triangles are in the mesh).
  - \* "-iverts": the value of this option specifies all the (zero based) indices of the vertices of all loops. It is therefore a list of integer values of a length equal to the sum of all elements of the "-nverts" option. The default value of this option is a list of proper length with the elements set to a sequence of integers so that the control points are used in the same order as specified via the "-cv" option (0, 1, 2, 3, ...).
  - \* "-cv": the control points of the new mesh. The value of this option is a list of floating point numbers that describe the 3D (non rational) coordinates of the control points. The indices specified via the "-iverts" option point to this list. If the "-vnormals" option is 1, also vertex normals are specified in this list (directly following the coordinate values of each control point) and stride is 6, otherwise stride is 3. This list must have a length of stride by the highest value in the list provided via the "-iverts" option. The default value of this option is an empty list, this implies that this option must be specified to create a non-empty PolyMesh object.
  - \* "-cn": the control points of the new mesh. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-vnormals": determines whether vertex normals are present. The default value is 0 – no vertex normals are present.

Examples:

1. `"crtOb PolyMesh -p 1 -cv {0 0 0 1 0 0 0 1 0}"`  
creates a polymesh with a single triangular face.
2. `"crtOb PolyMesh -p 2 -cv {0 0 0 1 0 0 1 1 0 0 1 0} -iv {0 1 2 0 2 3}"`  
creates a polymesh with two connected (vertex sharing) triangular faces.
3. `"crtOb PolyMesh -p 3 -cv {0 0 0 1 0 0 1 1 0 0 1 0 1.5 0 0 1.5 1 0} -iv {0 1 2 0 2 3 1 4 5 2} -nv {3 3 4}"`  
creates a polymesh with two triangles and one quad all connected (vertex sharing).
4. `"crtOb PolyMesh -p 1 -loops {2} -cv {0 0 0 1 0 0 0 1 0 .25 .25 0 .5 .25 0 .25 .5 0}"`  
creates a polymesh with one triangular face that has a triangular hole.

Notes:

Besides checking the lengths of arrays, maximum indices, and minimum number of vertices per loop, there is *no* error checking. Undetected errors include: degenerated or non-planar polygons, hole loops geometrically outside or touching the outline loop, disagreeing loop winding orders between faces, non-manifold meshes, unused control points. Those errors may be problematic for further processing steps – some may go unnoticed in Ayam and will only be detected later in other applications.

- "SDMesh": Subdivision meshes accept the following arguments:
  - \* "-scheme": the value of this option specifies the subdivision scheme, it may be set to 0 – Catmull-Clark or 1 – Loop only. Default is 0.
  - \* "-faces": the value of this option specifies the number of faces in the mesh. The number of faces defaults to 0.
  - \* "-nverts": the value of this option specifies the number of vertices per face. It is therefore a list of positive integer values of a length equal to the number of faces. The default value of this option is a list of proper length with all elements set to 3 (only triangles are in the mesh).
  - \* "-verts": the value of this option specifies all the (zero based) indices of the vertices of all faces. It is therefore a list of integer values of a length equal to the sum of all elements of the "-nverts" option. The default value of this option is a list of proper length with the elements set to a sequence of integers so that the control points are used in the same order as specified via the "-cv" option (0, 1, 2, 3, ...).
  - \* "-cv": The value of this option is a list of floating point numbers that describe the 3D (non rational) coordinates of the control points. The indices specified via the "-verts" option point to this list. This list must have a length of 3 multiplied by the highest value in the list provided via the "-verts" option. The default value of this option is an empty list, this implies that this option must be specified to create a non-empty SDMesh object.
  - \* "-cn": the control points of the new mesh. The value of this option is a variable name (with optional array and namespace specifier). The value of this variable must be compatible to the "-cv" option above.
  - \* "-tags": the value of this option specifies a number of tags. It is therefore a list of positive integer values of arbitrary length. The only allowed values are 0 – hole, 1 – corner, 2 – crease, and 3 – interpolateboundary. The default value of this option is an empty list: no tags.
  - \* "-args": the value of this option specifies the number of integer and floating point arguments per tag. It is therefore a list of positive integer values of length: double number of tags. The even entries specify the number of integer and the odd entries the number of floating point arguments per tag. The content of this list is partially dictated by the "-tags" option, e.g. a crease entry has at least two integer arguments and one floating point argument. The default value of this option is list of proper length, with all elements set to zero (no tags have any arguments).
  - \* "-intargs": the value of this option specifies the integer arguments of all tags. It is therefore a list of integer values of length sum of all even elements given by the "-args" option.
  - \* "-doubleargs": the value of this option specifies the floating point arguments of all tags. It is therefore a list of double values of length sum of all odd elements given by the "-args" option.

Examples:

1. `"crtOb SDMesh -f 4 -v {0 1 3 1 2 3 0 3 2 0 2 1} -cv {0 0 0 1 0 0 0 0 -1 0.5 1 -0.5}"`  
creates a tetrahedral (four triangular faces) mesh.
2. `"crtOb SDMesh -f 4 -v {0 1 3 1 2 3 0 3 2 0 2 1} -cv {0 0 0 1 0 0 0 0 -1 0.5 1 -0.5} -tags {1} -args {1 1} -intargs {0} -doubleargs {3.0}"`  
creates a tetrahedral mesh with a semi-sharp corner.
3. `"crtOb SDMesh -f 4 -v {0 1 3 1 2 3 0 3 2 0 2 1} -cv {0 0 0 1 0 0 0 0 -1 0.5 1 -0.5} -tags {1} -args {2 1} -intargs {0 1} -doubleargs {10.0}"`  
creates a tetrahedral mesh with a crease.

Notes:

Besides checking the lengths of arrays, maximum indices, and minimum number of vertices per face, there is *no* error checking. Undetected errors include: degenerated or non-planar faces, faces with unsuitable vertex counts (for the selected subdivision scheme), non-manifold meshes, unused control points, wrong tag arguments. Those errors may be problematic for further processing steps – some may go unnoticed in Ayam and will only be detected later in other applications.

- "Level": Levels must be given an additional argument determining the type of the new level, this argument may be one of: "0" (level), "1" (union), "2" (intersection), "3" (difference), or "4" (primitive).

Examples:

1. **"crtOb Level 0"**  
creates a simple level object.
2. **"crtOb Level 3"**  
creates a CSG difference level object.

- "Material": Materials must be given an additional argument giving the name of the new material.

Example:

1. **"crtOb Material Wood"**  
creates a material named Wood.

- "Instance": creates an instance of the selected object.
- ...

- Example: Create a sphere and update the GUI: `"crtOb Sphere; uS; rV"`.

There are some helper commands, that create certain often used curves:

`crtNCircle` – create NURBS circle:

- Synopsis: `"crtNCircle [-r radius] [-a arc]"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command creates a circular NURBS curve with radius as defined via the `-r` option and arc as defined via the `-a` option. The curve always starts on the positive X axis. The radius defaults to 1.0 and the arc to 360.0. The arc option supports negative values. See also section [5.2.2 NURB Circle Tool \(page 231\)](#).

`crtClosedBS` – create closed (circular) B-Spline:

- Synopsis: `"crtClosedBS [-s sections] [-o order] [-a arc] [-r radius]"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command creates a circular B-Spline curve with desired number of sections (defaults to 6), order (defaults to 4), arc (defaults to 360.0, negative values are allowed), and radius (defaults to 1.0). The curve always starts on the positive X axis. See also section [5.2.1 Circular B-Spline Tool \(page 230\)](#).

`crtNRect` – create a rectangular NURBS curve:

- Synopsis: `"crtNRect [-w width] [-h height]"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command creates a centered rectangular NURBS curve of twice the given width and height in the XY plane.

crtTrimRect – create a rectangular bounding trim curve:

- Synopsis: `"crtTrimRect"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command creates a rectangular NURBS curve that fits the parameter space of the currently selected NPatch object (or the current parent object, if it is a NPatch). The `"CreateAtMark"` option is ignored. See also section 5.2.4 TrimRect Tool (page 232).

delOb – delete object(s):

- Synopsis: `"delOb"`
- Background: Yes, Undo: No, Safe: Yes
- Description: Delete the selected object(s) and their children from the scene. This operation fails for the root object. This operation may fail for master objects (objects with instances/references) or for parent objects with master objects among their children. In case of failure, an error will be reported and the undeletable object(s) will be moved to the end of the current level. The root object, however, will never be moved.

getType:

- Synopsis: `"getType varname"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command writes the type of the selected object into the variable `varname`. The types are the well known strings that are displayed in the hierarchy list box if the objects are not named (NPatch, NCurve, Sphere, etc.).

getName:

- Synopsis: `"getName varname"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command writes the name of the selected object into the variable `varname`.

nameOb:

- Synopsis: `"nameOb name"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: This command sets the name of the selected object(s).

hasChild:

- Synopsis: `"hasChild"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command returns 1 if the selected object has child objects, otherwise it returns 0.

### 6.2.3 Manipulating the Selection

These commands are probably the most important ones, because many other scripting interface commands operate on selected objects only:

`selOb` – select object(s):

- Synopsis: "`selOb [index]`"
- Background: Yes, Undo: No, Safe: Yes
- Description: Use this command to set or clear the current selection, index may be an ordered list of indices, a single index or empty. If no index is given, the current selection will be cleared. If the single index is -1, the last object will be selected.
- Examples: "`selOb`" clears the current selection, "`selOb 0`" selects the first object in the current level, "`selOb 0 1`" selects the first two objects in the current level.

`sL` – select last object:

- Synopsis: "`sL`"
- Background: No, Undo: No, Safe: Yes
- Description: Select the last object in the current level and, if run in the Ayam interpreter, update the GUI. If run in the safe interpreter (e.g. from a Script objects script) this command will create a hidden selection. This command is often called in a sequence after creating a new object like this:

---

```
# create object
crtOb NCurve
# update tree
uCR
# select new object
sL
```

---

In Script objects scripts the above example command sequence would leave out the "`uCR`" command, as access to the GUI is blocked anyway in this context:

---

```
# create object
crtOb NCurve
# select new object
sL
```

---

- Note: In the main Tcl interpreter, `sL` is a procedure that operates on information in the Tcl context alone, leaving out `uS` or `uCR` before calling `sL` will possibly lead to the wrong objects being selected.

`hSL` – hidden select last object:

- Synopsis: "`hSL`"
- Background: Yes, Undo: No, Safe: No
- Description: Select the last object in the current level but do not update the GUI. Note: prior to Ayam 1.18 this command used to be available in the safe interpreter. This is no longer the case, use "`sL`" instead.

### 6.2.4 Selecting Points

This command manipulates the point selection.

`selPnts` – select points:

- Synopsis: `"selPnts [-get vname | -all | index1 index2 ...]"`
- Background: Yes, Undo: No, Safe: Yes
- Description:
  - If called without arguments, this command deselects all points.
  - If the argument is `"-get"`, this command puts the indices of all currently selected points into the variable specified by the `"vname"` argument.
  - If the argument is `"-all"`, this command selects all points.
  - If the argument contains an index, the corresponding point(s) will be added to the selection; already selected points will not be deselected. The index is zero-based and always one dimensional (even for surfaces). Multiple indices may be provided.
- Notes: In contrast to the tag points modelling action, selecting a single point of a multiple point (of NCurve and NPatch objects) via this command only selects this single point.
- Examples: Given that a single NCurve object is selected,
  1. `"selPnts -all"` selects all points of the curve, and
  2. `"selPnts 0 2"` selects the first and third point of the curve.

### 6.2.5 Manipulating Properties

These procedures allow easy access to object properties from the scripting interface:<sup>1</sup>

`getProperty` – get single property value

- Synopsis: `"getProperty propName(elemname) varname"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure gets a single property element named `elemname` from the property named `propname` of the currently selected object and writes the result into the variable named `varname`. Multiple selected objects are supported and lead to a list of values produced in the output variable.<sup>2</sup>
- Notes: This procedure runs more slowly than calling the appropriate get-procedure and accessing the data array that is associated with the property in question directly, especially if multiple values are to be fetched.  
However, the name of the data array and the appropriate procedure are inferred automatically and errors are caught and reported. See below for more information regarding direct access of property values.
- Example: Given that a single Sphere object is selected, its radius may be retrieved in the variable `"r"` easily using the command

```
getProperty SphereAttr(Radius) r
```

In contrast to using `"getProperty"`, here is an equivalent example for the direct (fast) access of property values:

---

<sup>1</sup> Since 1.9.    <sup>2</sup> Since 1.21.



```
getProp
set r $::SphereAttrData(Radius)
```

See also section 6.1.4 Global Property Management and Data Arrays (page 268).

setProperty – set single property value

- Synopsis: "setProperty propName(elemname) value"
- Background: Yes, Undo: Yes, Safe: Yes, Type: Procedure
- Description: This procedure sets a single property element named elemname of the property named propName for the currently selected object to the new value given in value. Multiple selected objects are supported.<sup>1</sup>
- Notes: This procedure runs more slowly than accessing the data array that is associated with a property and calling the appropriate set-procedure directly, especially if multiple values are to be set. However, the name of the data array and the appropriate procedure are inferred automatically and errors are caught and reported. See below for more information regarding direct access of property values.
- Example: Given that a single Sphere object is selected, its radius may be set to the new value "3.0" easily using the command

```
setProperty SphereAttr(Radius) 3.0
```

In contrast to using "setProperty", here is an equivalent example for the direct (fast) access of property values:

```
getProp
set SphereAttrData(Radius) 3.0
setProp
```

See also section 6.1.4 Global Property Management and Data Arrays (page 268).

## 6.2.6 Clipboard Operations

These commands operate the object clipboard:

copOb – copy object(s):

- Synopsis: "copOb [-append]"
- Background: Yes, Undo: No, Safe: Yes
- Description: Copy the selected object(s) to the object clipboard. If the option "-append" is used, the clipboard will not be cleared before this operation.
- Notes: May fail if the clipboard contains referenced objects. If the append option is set, this operation only fails if there is not enough memory.

cutOb – cut object(s):

- Synopsis: "cutOb [-append]"
- Background: Yes, Undo: No, Safe: Yes
- Description: Move the selected object(s) into the object clipboard. If the option "-append" is used, the clipboard will not be cleared before this operation.

---

<sup>1</sup> Since 1.21.

- Notes: May fail if the clipboard contains referenced objects. If the append option is set, this operation never fails.

pasOb – paste object(s):

- Synopsis: "pasOb [-move]"
- Background: Yes, Undo: No, Safe: Yes
- Description: Copy the selected object(s) from the object clipboard to the current level. If the option "-move" is given, the objects are moved and not copied, i.e. after a move, the clipboard is empty.
- Notes: This operation may fail if the result is an illegal instance configuration (recursive references).

repOb – replace clipboard content with selected object(s):

- Synopsis: "repOb"
- Background: Yes, Undo: No, Safe: Yes
- Description: Swap all objects from the object clipboard with the currently selected object(s). If multiple objects are selected in non consecutive sequences, only the first consecutive sequence or single object is replaced.
- Notes: This operation may fail if the result is an illegal instance configuration (recursive references).

clearClip – clear object clipboard:

- Synopsis: "clearClip"
- Background: Yes, Undo: No, Safe: Yes
- Description: Clears the object clipboard.
- Notes: May fail if the clipboard contains referenced objects.

The following procedures operate the property clipboard, which is totally independent from the object clipboard.

copyProp – copy a property to the property clipboard

- Synopsis: "copyProp [mode]"
- Background: Yes, Undo: No, Safe: No, Type: Procedure
- Description: Copy the currently selected property from the currently selected object to the property clipboard. If mode is 0 (default), all marked entries will be omitted. If mode is 1 only the marked entries will be copied. Property entries are usually marked by double clicks on the respective entry labels but they can also be marked programmatically by adding the respective property element names to the global array "pclip\_omit".

pasteProp – paste a property

- Synopsis: "pasteProp"
- Background: Yes, Undo: Yes, Safe: No, Type: Procedure
- Description: Copy the property from the property clipboard to the currently selected object.

### 6.2.7 Hierarchy Operations

These commands manipulate the current level of Ayam:

goDown:

- Synopsis: "goDown index"
- Background: Yes, Undo: No, Safe: Yes
- Description: Enter the object determined by index. If index is 0 and the current level is inside some other object (not the root) the parent level will be entered instead. If index is -1, the last object of the current level will be entered.

goUp:

- Synopsis: "goUp"
- Background: Yes, Undo: No, Safe: Yes
- Description: Go one level up in the object hierarchy.

goTop:

- Synopsis: "goTop"
- Background: Yes, Undo: No, Safe: Yes
- Description: Go to the top level of the object hierarchy.

The following commands move objects around in the hierarchy:

upOb – shuffle object(s) backward in the current level:

- Synopsis: "upOb"
- Background: Yes, Undo: No, Safe: Yes
- Description: Shuffle the currently selected object(s) backwards (towards the first object) in the current level. Non contiguous selections are supported. If the first of the selected objects is the first in the current level, nothing will be changed, i.e. either all selected objects move, or none.

downOb – shuffle object(s) forward in the current level:

- Synopsis: "downOb"
- Background: Yes, Undo: No, Safe: Yes
- Description: Shuffle the currently selected object(s) forwards (towards the last object) in the current level. Non contiguous selections are supported. If the last of the selected objects is the last in the current level, nothing will be changed, i.e. either all selected objects move, or none.

### 6.2.8 Transformations

These commands transform objects or selected points of objects:

movOb – move objects:

- Synopsis: "movOb dx dy dz"

- Background: Yes, Undo: Yes, Safe: Yes
- Description: Move the selected object(s) by dx in direction of the objects X axis, by dy in direction of the objects Y axis, and by dz in direction of the objects Z axis.

rotOb – rotate objects:

- Synopsis: "rotOb dx dy dz"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Rotate the selected object(s) by dx degrees around the objects X axis, then by dy degrees around objects Y axis, and finally by dz degrees around the objects Z axis. Note the order of the rotations.

scalOb – scale objects:

- Synopsis: "scalOb dx dy dz"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Scale the selected object(s) by a factor of dx in direction of the objects X axis, by a factor of dy in direction of the objects Y axis, and by a factor of dz in direction of the objects Z axis.
- Note: A scale factor of zero is generally a bad idea and thus will be changed to 1.0 silently.

movPnts – move selected points:

- Synopsis: "movPnts dx dy dz"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Move the selected points by dx in direction of the objects X axis, by dy in direction of the objects Y axis, and by dz in direction of the objects Z axis.

rotPnts – rotate selected points:

- Synopsis: "rotPnts dx dy dz"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Rotate the selected points by dx degrees around the objects X axis then by dy degrees around objects Y axis, and finally by dz degrees around the objects Z axis. Note the order of the rotations.

scalPnts – scale selected points:

- Synopsis: "scalPnts dx dy dz"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Scale the selected points by a factor of dx in direction of the objects X axis, by a factor of dy in direction of the objects Y axis, and by a factor of dz in direction of the objects Z axis.
- Note: A scale factor of zero is generally a bad idea and thus will be changed to 1.0 silently.

delegTrafo – delegate transformations:

- Synopsis: "delegTrafo"
- Background: Yes, Undo: Yes, Safe: Yes

- Description: Delegates the transformations associated with the selected objects to their child objects. Additionally, the transformations of the selected objects will be reset to the default values.

This operation fails for complex setups (i.e. if the combination of parent and child transformation is a shear transformations).

`applyTrafo` – apply transformations:

- Synopsis: `"applyTrafo [-sel]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: applies the transformations encoded in the transformation attributes of the selected objects to their points. Either all points (default) or just the selected ones (if the option `"-sel"` is given) are modified. It is no error, if an object has no points at all or if the points are readonly. Additionally, if any points of an object are modified, the transformations of this object will be reset to the default values.

### 6.2.9 Manipulating Shaders

These commands operate the shader properties:

`shaderSet`:

- Synopsis: `"shaderSet shadertype [varname]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Set the shader of type `shadertype` for the selected object. Type may be one of `"surface"`, `"displacement"`, `"light"`, `"imager"`, `"atmosphere"`, `"exterior"` or `"interior"`. If `varname` is not given, the shader in question is deleted from the object instead. Otherwise, `varname` points to an associative array that contains the data (arguments) of the shader. Example content may be created with the `"shaderGet"` command below. The data is *not* checked against the internal shader database for correctness or completeness.

`shaderGet`:

- Synopsis: `"shaderGet shadertype varname"`
- Background: Yes, Undo: No, Safe: Yes
- Description: Get the shader of type `shadertype` for the selected object. Type may be one of `"surface"`, `"displacement"`, `"light"`, `"imager"`, `"atmosphere"`, `"exterior"` or `"interior"`. The shader data will be written to an associative array pointed to by `varname`.

### 6.2.10 Manipulating Tags

These commands may be used to modify the tags of an object:

setTag:

- Synopsis: "setTag type value"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Set a tag with type-string `type` and value-string `value` to the currently selected object(s).  
If a tag of matching type already exists, the new value will be set to the first matching tag. Otherwise a new tag will be added to the selected object(s);  
It is legal to deliver "" as value parameter. This is e.g. needed for the "NoExport" tag type.  
If the tag type is not registered, a corresponding warning message may be emitted. This warning can be inhibited using the hidden preference setting "WarnUnknownTag".
- Examples:
  1. "**setTag NoExport** """  
sets or adds a "NoExport" tag to the selected objects.
  2. "**setTag RP Transformations**"  
sets or adds a "RP" (remove property) tag to the selected objects that hides the Transformations property GUI.

addTag:

- Synopsis: "addTag type value"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Add a tag with type-string `type` and value-string `value` to the currently selected objects.  
It is legal to deliver "" as value parameter. This is e.g. needed for the "NoExport" tag type.  
Potentially existing tags of the designated type will *not* be changed.  
If the tag type is not registered, a corresponding warning message may be emitted. This warning can be inhibited using the hidden preference setting "WarnUnknownTag".
- Examples:
  1. "**addTag NoExport** """  
adds a "NoExport" tag to the selected objects.
  2. "**addTag RP Transformations**"  
adds a "RP" (remove property) tag to the selected objects that hides the Transformations property GUI.

hasTag:

- Synopsis: "hasTag type"
- Background: Yes, Undo: No, Safe: Yes
- Description: This command returns "1" if the selected object has atleast one tag of the designated type. Otherwise "0" is returned.

delTags:

- Synopsis: `"delTags [type]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Delete all tags of designated type from the currently selected objects. If the type parameter is omitted or `"all"`, all tags are deleted from the currently selected objects.
- Examples:
  1. **"delTags"**  
removes all tags from the selected objects.
  2. **"delTags RP"**  
removes all "RP" tags from the selected objects.

getTags:

- Synopsis: `"getTags tvname vvname"`
- Background: Yes, Undo: No, Safe: Yes
- Description: Get all tags from the currently selected object and put them as lists into two variables named tvname for the tag types and vvname for the tag values.

setTags:

- Synopsis: `"setTags tags"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Clear all tags from the currently selected objects and set new tags. The tag types are taken from the list elements with even index numbers and the tag value-strings from the list elements with odd index numbers.
- Examples:
  1. **"setTags {RP Transformations RP Attributes}"**  
replaces all tags from the selected objects with two "RP" tags.

getTag:

- Synopsis: `"getTag tagname vname"`
- Background: Yes, Undo: No, Safe: Yes
- Description: Get the value of a specific tag from the currently selected object and put it into the designated variable. If there is no tag of the specified type, the variable will be set to `" "`.

registerTag:

- Synopsis: `"registerTag type"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command registers the designated tag type.

### 6.2.11 Manipulating NURBS Curves and Surfaces

These are more specialized commands to change NURBS curve and surface properties:

clampNC – clamp NURBS curve:

- Synopsis: "clampNC [-s | -e] "
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Clamp the knot vector of the selected NURBS curves without changing the shape of the curves. The knot type of the clamped curve will be changed to "Custom" and the knots will have  $o$  equal values at the desired side(s), where  $o$  is the order of the curve.

If the side parameter is omitted, both sides are clamped. If the side parameter is "-s" only the start, and if it is "-e" only the end is clamped.

In Ayam versions prior to 1.18 it was an error if the curve was already clamped at either side, this is no longer the case. Furthermore, curves with multiple knots in the end region(s) could not be clamped, this works ok now.

See also section [5.3.7 Clamp Tool \(page 238\)](#).

unclampNC – unclamp NURBS curve:

- Synopsis: "unclampNC [-s | -e] "
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Unclamp the knot vector of the selected NURBS curves without changing the shape of the curves. The knot type of the clamped curve can be changed to "Custom".

If the side parameter is omitted, both sides are unclamped. If the side parameter is "-s" only the start, and if it is "-e" only the end is unclamped.

See also section [5.3.8 Unclamp Tool \(page 239\)](#).

extendNC – extend NURBS curve:

- Synopsis: "extendNC (x y z (w) | -vn varname | -m) "
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Extend the selected NURBS curves to a given point or to the mark without changing the current shape of the curve.

See also section [5.3.6 Extend Tool \(page 237\)](#).

elevateNC – elevate NURBS curve:

- Synopsis: "elevateNC n"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Elevate the order of the selected NURBS curves without changing the shape of the curves by  $n$ . The knot type of the elevated curves will be changed to "Custom".

See also section [5.3.5 Elevate Tool \(page 237\)](#).

insknNC – insert knot into NURBS curve:

- Synopsis: "insknNC u r"



- Background: Yes, Undo: Yes, Safe: Yes
- Description: Insert a new knot at the position specified by  $u$   $r$  times. The valid range for  $u$  is determined by the current knot vector  $U$  as follows:  $U[p] \leq u \leq U[n]$ , where  $p$  is the degree (order-1) of the curve and  $n$  is the length of the curve. The knot type of the curves will always be changed to custom but the shape of the curves will not change. See also section 5.3.9 [Insert Knot Tool](#) (page 240).

remknNC – remove knot from NURBS curve:

- Synopsis: `"remknNC (u | -i ind) r [tol]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Remove a knot at the position specified by  $u$  ( $u$  must be in the valid range of the knot vector of the selected curve)  $r$  times from the curve. Since Ayam 1.20 the knot to remove may also be specified using its (zero based) index in the knot vector (i.e. use `"remknNC -i 3 1"` instead of `"remknNC 0.5 1"` for the knot vector `"0 0 0 0.5 1 1 1"`).

Note that the shape of the curve may be changed by this tool unless the parameter *tol* is specified. If *tol* is specified the new curve does not deviate from the original curve more than *tol* in any point on the curve. If the knot can not be removed  $r$  times due to the tolerance, an error is reported and the original curve is left unchanged.

See also section 5.3.10 [Remove Knot Tool](#) (page 240).

refineC – refine curve:

- Synopsis: `"refineC"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Refine the control vector of the selected curves, changing the shape of the curve. If the curve has selected points, only the interval between the first and the last of the selected points is refined. For periodic NURBS curves, the last  $p$  intervals are not refined (where  $p$  is the degree of the curve).

See also section 5.3.2 [Refine Tool](#) (page 234).

refineknNC – refine knots of NURBS curve:

- Synopsis: `"refineknNC {u1 u2 un}"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Refine the knot vector of the selected NURBS curve without changing the shape of the curve with  $n$  new knots  $\{u1\ u2\ un\}$ . If no list of new knots is given, a new knot is inserted into each interval in the old knot vector.

See also section 5.3.3 [Refine Knots Tool](#) (page 235).

coarsenNC – coarsen NURBS curve:

- Synopsis: `"coarsenNC"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Remove every second control point from the selected NURBS curves.

See also section 5.3.4 [Coarsen Tool](#) (page 236).

revertC – revert curves:

- Synopsis: "revertC"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Revert the direction of the selected NURBS, interpolating, and approximating curves.  
See also section 5.3.1 [Revert Tool \(page 234\)](#).

tweenNC – interpolate (tween) curves:

- Synopsis: "tweenNC [r]"
- Background: Yes, Undo: No, Safe: Yes
- Description: Interpolate (tween) between the first two selected NURBS curves, creating a new curve that incorporates features from the selected curves. The parameter  $r$  defines the ratio of influence of the first and the second curve (the latter using  $1-r$ ). This parameter defaults to 0.5.  
The first two curves must be of the same length and order. They need not be defined on the same knot vector, however.  
If a third curve is selected, the parameter  $r$  is ignored and this third curve defines the ratio of influence with its  $y$  coordinates.  
See also section 5.2.5 [Tween Curve Tool \(page 233\)](#).

revertuS – revert surfaces:

- Synopsis: "revertuS"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Revert the direction of the selected surfaces in the  $u$  parametric dimension.  
See also section 5.5.1 [Revert U Tool \(page 255\)](#).

revertvS – revert surfaces:

- Synopsis: "revertvS"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Revert the direction of the selected surfaces in the  $v$  parametric dimension.  
See also section 5.5.2 [Revert V Tool \(page 255\)](#).

swapuvS – swap dimensions of surfaces:

- Synopsis: "swapuvS"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Swap the dimensions of the selected surfaces (objects of type NPatch, IPatch, BPatch, and PatchMesh), thus exchanging width and height, without altering the shape of the surfaces.  
See also section 5.5.3 [Swap UV Tool \(page 255\)](#).

rescaleknNC – rescale knots of NURBS curves:

- Synopsis: "rescaleknNC [-r rmin rmax | -d mindist]"
- Background: Yes, Undo: Yes, Safe: Yes

- Description: Rescale the knot vector(s) of the selected NURBS curve(s) to the range  $[0.0, 1.0]$  (if no argument is present) or to the range  $[rmin, rmax]$  if the "-r" argument is given or to the minimum distance mindist if the "-d" argument is used. Scaling to a minimum distance ensures that all knots (except for multiple knots) have a distance bigger than mindist afterwards.

Since Ayam 1.20 the knot type of the curve does not have to be "Custom" anymore. Furthermore, rescaling the knots does not change the knot type.

This operation does not change the shape of the curve.

See also section [5.3.18 Rescale Knots to Range Tool \(page 245\)](#).

splitNC – split NURBS curve

- Synopsis: "splitNC u"
- Background: Yes, Undo: No, Safe: Yes
- Description: splits the selected NURBS curves at the designated parametric value  $u$  into two curves, creating one new curve and *modifying the original* selected curve.

See also section [5.3.12 Split Tool \(page 241\)](#).

shiftC – shift control points of a (closed) curve:

- Synopsis: "shiftC i"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: shifts the control points of the selected NCurve, ACurve, and ICurve objects by an amount specified by the parameter  $i$  (which may be negative to revert the direction of the shifting). For a simple closed curve, shifting with  $i=1$ , the first control point will get the coordinates of the former last control point. This means, positive shifts occur in the direction of the curve. Note that for closed and periodic NURBS curves, the multiple points will be managed correctly.

See also section [5.3.15 Shift Closed Curve Tool \(page 243\)](#).

toXYC – move curve to XY plane

- Synopsis: "toXYC"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: moves the control points of the selected NCurve, ACurve, and ICurve objects to their respective XY plane, modifying the transformation attributes accordingly.

See also section [5.3.16 To XY Tool \(page 244\)](#).

trimNC – trim NURBS curve

- Synopsis: "trimNC umin umax"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: trims the selected NURBS curve to the designated parametric range (umin-umax), modifying the original selected curve.

See also section [5.3.13 Curve Trim Tool \(page 242\)](#).

estlenNC – estimate length of NURBS curve:

- Synopsis: "estlenNC [-trafo] varname"

- Background: Yes, Undo: No, Safe: Yes
- Description: estimate the length of the currently selected NURBS curve or NURBS curve providing object and put the result into the designated variable. If the optional parameter `"-trafo"` is given, the transformation attributes of the curve will be applied to the control points for the length estimation.

reparamNC – reparameterise a NURBS curve:

- Synopsis: `"reparamNC type"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: reparameterise all selected NURBS curves to have chordal knots (type: 0), or centripetal knots (type: 1). The knot type of the curve will be changed to `"Custom"`.

isCompNC:

- Synopsis: `"isCompNC [-l level]"`
- Background: Yes, Undo: No, Safe: Yes
- Description: This command returns 1 if the selected NURBS curves are compatible (i.e. defined on the same knot vector), otherwise it returns 0.  
If the option `"-l"` is 0, only the orders of the curves are compared.  
If the option `"-l"` is 1, only the orders and lengths of the curves are compared.

makeCompNC – make NURBS curves compatible

- Synopsis: `"makeCompNC [-f | -l level]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: makes the selected NURBS curves compatible i.e. of the same order and defined on the same knot vector.  
If the option `"-l"` is 0, only the orders will be adapted.  
If the option `"-l"` is 1, only the orders and lengths will be adapted.  
See also section [5.3.17 Make Compatible Tool \(page 245\)](#).

clampuNP – clamp NURBS patch in U direction:

- Synopsis: `"clampuNP [-s | -e]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Clamp the U direction knot vector of the selected NURBS patches without changing the shape of the patches. The knot type will be changed to `"Custom"` and the knots will have  $o$  equal values at start and end (where  $o$  is the order of the patch in U direction).  
If the side parameter is omitted, both sides are clamped. If the side parameter is `"-s"` only the start, and if it is `"-e"` only the end is clamped.  
In Ayam versions prior to 1.18 it was an error if the patch was already clamped at either side, this is no longer the case. Furthermore, patches with multiple knots in the end region(s) could not be clamped, this works ok now.  
See also section [5.5.6 Clamp Surface Tool \(page 257\)](#).

clampvNP – clamp NURBS patch in V direction:

- Synopsis: `"clampvNP [-s | -e]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Clamp the V direction knot vector of the selected NURBS patches without changing the shape of the patches. The knot type will be changed to "Custom" and the knots will have  $o$  equal values at start and end (where  $o$  is the order of the patch in V direction).

If the side parameter is omitted, both sides are clamped. If the side parameter is "-s" only the start, and if it is "-e" only the end is clamped.

In Ayam versions prior to 1.18 it was an error if the patch was already clamped at either side, this is no longer the case. Furthermore, patches with multiple knots in the end region(s) could not be clamped, this works ok now.

See also section [5.5.6 Clamp Surface Tool \(page 257\)](#).

`unclampuNP` – unclamp NURBS patch in U direction:

- Synopsis: `"unclampuNP [-s | -e]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Unclamp the U direction knot vector of the selected NURBS patches without changing the shape of the patches. The knot type can be changed to "Custom".

If the side parameter is omitted, both sides are unclamped. If the side parameter is "-s" only the start, and if it is "-e" only the end is unclamped.

See also section [5.5.7 Unclamp Surface Tool \(page 258\)](#).

`unclampvNP` – unclamp NURBS patch in V direction:

- Synopsis: `"unclampvNP [-s | -e]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Unclamp the V direction knot vector of the selected NURBS patches without changing the shape of the patches. The knot type can be changed to "Custom".

If the side parameter is omitted, both sides are unclamped. If the side parameter is "-s" only the start, and if it is "-e" only the end is unclamped.

See also section [5.5.7 Unclamp Surface Tool \(page 258\)](#).

`rescaleknNP` – rescale knots of NURBS patches:

- Synopsis: `"rescaleknNP [-r[u|v] rmin rmax | -d[u|v] mindist]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Rescale the knot vector(s) of the selected NURBS patch(es) to the range  $[0.0, 1.0]$  (if no argument is present) or to the range  $[rmin, rmax]$  if the "-r" argument is given or to the minimum distance mindist if the "-d" argument is used. The "-ru", "-rv", "-du", and "-dv" variants scale only the designated dimension. Scaling to a minimum distance ensures that all knots (except for multiple knots) have a distance bigger than mindist afterwards. Trim curves, if present, will also be scaled to match the new range. Since Ayam 1.20 the knot type of the curve does not have to be "Custom" anymore. Furthermore, rescaling the knots does not change the knot type. This operation does not change the shape of the patch.

See also sections [5.5.12 Rescale Knots to Range Surface Tool \(page 261\)](#) and [5.5.13 Rescale Knots to Mindist Surface Tool \(page 261\)](#).

- Example: `"rescaleknuNP -ru 0.2 0.3"` scales the u knot vector of the selected NURBS patch objects to the new range (0.2, 0.3).

`insknuNP` – insert knot into NURBS patch:

- Synopsis: `"insknuNP u r"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Insert a new knot in U direction at the position specified by u, r times. u must be in the valid range of the corresponding knot vector of the selected patches. The valid range is determined by the current knot vector U as follows:  $U[p] \leq u \leq U[n]$ , where p is the degree (order-1) of the patch in U direction and n is the width of the patch. The u knot type of the patches will always be changed to "Custom" but the shape of the patches will not change.

See also section 5.5.8 [Insert Knot Surface Tool](#) (page 258).

`insknvNP` – insert knot into NURBS patch:

- Synopsis: `"insknvNP v r"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Insert a new knot in V direction at the position specified by v, r times. v must be in the valid range of the corresponding knot vector of the selected patches. The valid range is determined by the current knot vector V as follows:  $V[p] \leq v \leq V[n]$ , where p is the degree (order-1) of the patch in V direction and n is the height of the patch. The v knot type of the patches will always be changed to "Custom" but the shape of the patches will not change.

See also section 5.5.8 [Insert Knot Surface Tool](#) (page 258).

`remknuNP` – remove u knot from NURBS surface:

- Synopsis: `"remknuNP (u | -i ind) r [tol]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Remove a knot at the position specified by u (u must be in the valid range of the knot vector of the selected surface) r times from the surface. Since Ayam 1.20 the knot to remove may also be specified using its (zero based) index in the knot vector (i.e. use `"remknuNP -i 3 1"` instead of `"remknuNP 0.5 1"` for the knot vector `"0 0 0 0.5 1 1 1"`). Note that the shape of the surface may be changed by this tool unless the parameter tol is specified. If tol is specified, the new surface does not deviate from the original surface more than tol in any point. If the knot can not be removed r times due to the tolerance, an error is reported and the original surface is left unchanged.

See also section 5.5.9 [Remove Knot Surface Tool](#) (page 259).

`remknvNP` – remove v knot from NURBS surface:

- Synopsis: `"remknvNP (v | -i ind) r [tol]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Remove a knot at the position specified by v (v must be in the valid range of the knot vector of the selected surface) r times from the surface. Since Ayam 1.20 the knot to remove may also be specified using its (zero based) index in the knot vector (i.e. use `"remknvNP -i 3 1"` instead of `"remknvNP 0.5 1"` for the knot vector `"0 0 0 0.5 1 1 1"`). Note that the shape of the surface may be changed by this tool unless the parameter tol is specified. If tol is specified, the new surface does not deviate from the original surface more than tol in any point. If the knot can not be removed r times due to the tolerance, an error is reported and the original surface is left unchanged.

See also section 5.5.9 [Remove Knot Surface Tool](#) (page 259).

refineuNP – refine NURBS surface in U direction:

- Synopsis: "refineuNP [{u1 u2 un}] "
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Refine the selected NURBS surfaces in u direction with n new knots {u1 u2 un} without changing their shape. If no list of new knots is given, a new knot is inserted into each interval in the old knot vector. The u knot type of the refined surfaces may be changed to "Custom".  
See also section 5.5.4 Refine Knots Surface Tool (page 256).

refinevNP – refine NURBS surface in V direction:

- Synopsis: "refinevNP [{v1 v2 vn}] "
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Refine the selected NURBS surfaces in v direction with n new knots {v1 v2 vn} without changing their shape. If no list of new knots is given, a new knot is inserted into each interval in the old knot vector. The v knot type of the refined surfaces may be changed to "Custom".  
See also section 5.5.4 Refine Knots Surface Tool (page 256).

elevateuNP – elevate NURBS surface in U direction:

- Synopsis: "elevateuNP n"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Elevate the u order of the selected NURBS surfaces without changing the shape of the surfaces by n. The u knot type of the elevated surfaces will be changed to "Custom".  
See also section 5.5.5 Elevate Surface Tool (page 256).

elevatevNP – elevate NURBS surface in V direction:

- Synopsis: "elevatevNP n"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Elevate the v order of the selected NURBS surfaces without changing the shape of the surfaces by n. The v knot type of the elevated surfaces will be changed to "Custom".  
See also section 5.5.5 Elevate Surface Tool (page 256).

splituNP – split NURBS patch:

- Synopsis: "splituNP u"
- Background: Yes, Undo: No, Safe: Yes
- Description: Splits the selected NPatch objects into two patches at the parametric value *u*. The selected NPatch will be modified and a new NPatch object will be created and appended as new object to the current level of the scene.  
See also section 5.5.10 Split Surface Tools (page 260).

splitvNP – split NURBS patch:

- Synopsis: "splitvNP v"
- Background: Yes, Undo: No, Safe: Yes



- Description: Splits the selected NPatch objects into two patches at the parametric value  $v$ . The selected NPatch will be modified and a new NPatch object will be created and appended as new object to the current level of the scene.

See also section 5.5.10 Split Surface Tools (page 260).

extrNP – extract NURBS patch:

- Synopsis: `"extrNP umin umax vmin vmax"`
- Background: Yes, Undo: No, Safe: Yes
- Description: Extracts a sub-patch from the selected NPatch objects. The extracted patch will be appended as new object to the current level of the scene. The sub-patch to be extracted is specified by the parametric values umin, umax, vmin, and vmax which have to be in the respective valid knot range.

See also section 5.6.2 Extract Patch Tool (page 263).

interpuNP – interpolate NURBS surface in U direction:

- Synopsis: `"interpuNP [-order order | -ktype type | -closed (0|1) | -sdlen length | -edlen length]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Interpolate the selected NURBS surfaces in U direction with desired order and parameterisation type. Order defaults to 4 and must be higher than 2. The parameterisation type must be one of 0 – Chordal, 1 – Centripetal, or 2 – Uniform, default is Chordal. The interpolation can create a closed surface but this will also increase the width of the resulting NURBS surface (the default is to create an open surface).

Using the options `"-sdlen"` and `"-edlen"` (which both default to 0.0) the length of automatically created start/end derivatives can be adjusted. If any of these is not 0.0, a different interpolation algorithm will be used, which increases the width of the resulting NURBS surface.

The surface will interpolate all current control points after the interpolation and the position of certain control points will be changed in this process so that, after interpolation, the new control points will *not* be interpolated by the surface. The surface will interpolate the old control point positions.

The u knot type of the interpolated surfaces will be changed to `"Custom"`.

interpNP – interpolate NURBS surface in V direction:

- Synopsis: `"interpNP [-order order | -ktype type | -closed (0|1) | -sdlen length | -edlen length]"`
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Interpolate the selected NURBS surfaces in V direction with desired order and parameterisation type. Order defaults to 4 and must be higher than 2. The parameterisation type must be one of 0 – Chordal, 1 – Centripetal, or 2 – Uniform, default is Chordal. The interpolation can create a closed surface but this will also increase the height of the resulting NURBS surface (the default is to create an open surface).

Using the options `"-sdlen"` and `"-edlen"` (which both default to 0.0) the length of automatically created start/end derivatives can be adjusted. If any of these is not 0.0, a different interpolation algorithm will be used, which increases the height of the resulting NURBS surface.



The surface will interpolate all current control points after the interpolation and the position of certain control points will be changed in this process so that, after interpolation, the new control points will *not* be interpolated by the surface. The surface will interpolate the old control point positions.

The *v* knot type of the interpolated surfaces will be changed to "Custom".

**concatS** – concatenate surfaces:

- Synopsis: "concatS [-o order | -t type | -k knottype | -u uvselect]"
- Background: Yes, Undo: No, Safe: No
- Description: Concatenate the selected surface objects into a single NURBS patch.

The option "-o" determines the desired order of the surface in U direction.

The option "-t" allows to set a surface type (0 – open, 1 – closed, 3 – periodic; default 0).

The option "-k" allows to set a knot type (default 1 – NURB).

Finally, the "-u" option allows to specify the uv-select-string.

See also section 4.7.11 [ConcatNPAttr Property \(page 183\)](#) for more information on these options.

**tweenNP** – interpolate (tween) surfaces:

- Synopsis: "tweenNP [r]"
- Background: Yes, Undo: No, Safe: Yes
- Description: Interpolate (tween) between the first two selected NURBS patches, creating a new patch that incorporates features from the selected patches. The parameter *r* defines the ratio of influence of the first and the second patch (the latter using *1-r*). This parameter defaults to 0.5. The two patches must be of the same width, height, uorder, and vorder. They need not be defined on the same knot vectors, however.

See also section 5.4.14 [Tween Surfaces Tool \(page 253\)](#).

**breakNP** – break NURBS patch into curves:

- Synopsis: "breakNP [-a | (-u | -v)]"
- Background: Yes, Undo: No, Safe: Yes
- Description: Breaks the selected NPatch objects into NURBS curves, along parametric dimension U or V (depending on whether the option "-u" or "-v" is specified, default is u).

If the option "-a" is specified, the transformations of the NPatch objects will be applied to the control points and the NCurve objects will be created with default transformation attributes, otherwise the control points will be copied verbatim and the NCurve objects will get the transformation attributes of the respective NPatch.

See also section 5.6.3 [Break into Curves Tool \(page 264\)](#).

**buildNP** – build NURBS patch from curves:

- Synopsis: "buildNP [-a (0|1) | -o order | -t type | -k knottype]"
- Background: Yes, Undo: No, Safe: Yes

- Description: Builds a NURBS patch from the selected NURBS curves. The width of the new patch depends on the number of provided curves and the surface type.

The option "-a" controls, whether the transformation attributes of the NURBS curves shall be applied to the respective control points before building the patch (default 1 – yes).

The option "-o" determines the desired order of the surface in U direction (default  $\min(4, width)$ ).

The option "-t" allows to set a surface type (0 – open, 1 – closed, 3 – periodic; default 0).

The option "-k" allows to set a knot type (default 1 – NURB).

See also section 5.6.4 Build from Curves Tool (page 264).

isCompNP:

- Synopsis: "isCompNP [(-u|-v) | -l level]"
- Background: Yes, Undo: No, Safe: Yes
- Description: This command returns 1 if the selected NURBS surfaces are compatible (i.e. defined on the same knot vector), otherwise it returns 0.  
If the option "-u" is given, only the U dimension will be checked.  
If the option "-v" is given, only the V dimension will be checked.  
If the option "-l" is 0, only the orders of the surfaces are compared.  
If the option "-l" is 1, width/height and orders of the surfaces are compared.

makeCompNP – make NURBS surfaces compatible

- Synopsis: "makeCompNP [-f | (-u|-v) | -l level]"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: makes the selected NURBS surfaces compatible i.e. of the same order and defined on the same knot vectors.  
If the option "-u" is given, only the U dimension will be adapted.  
If the option "-v" is given, only the V dimension will be adapted.  
If the option "-l" is 0, only the orders will be adapted.  
If the option "-l" is 1, only the orders and lengths will be adapted.  
See also section 5.5.14 Make Compatible Tool (page 262).

tobasisPM – convert PatchMesh to a different basis:

- Synopsis: "tobasisPM [-t type | -s step | -b basis]"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Converts all selected PatchMesh objects to a different basis. Both dimensions will be converted to the same basis; it is not an error if one dimension is already of the target basis type.  
The option "-t" controls the new basis type (0 - Bezier, 1 - B-Spline, 2 - CatmullRom, 3 - Hermite, 4 - Power, 5 - Custom), default is 1 (conversion to B-Spline).  
The option "-s" determines the new step size (1 to 4), it defaults to the natural step size of the target basis type and thus can be omitted safely, unless the target type is Custom, in which case the step size *must* be specified.  
The option "-b" allows to convert to a custom basis and thus is a list of 16 floating point values specifying a 4 by 4 basis matrix in column major order. If "-b" is given, the target type defaults to Custom.

### 6.2.12 Manipulating PolyMesh Objects

These are more specialized commands to change PolyMesh properties:

`genfnPo` – generate face normals:

- Synopsis: "`genfnPo`"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Generate face normals for the selected PolyMesh object(s) using the robust Newell algorithm.

The generated normals will be stored in a PV tag.

`gensnPo` – generate smooth normals:

- Synopsis: "`gensnPo`"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Generate smooth vertex normals for the selected PolyMesh object(s), averaging the surrounding face normals of each vertex. The face normals will be weighted by the vertex face-centroid distance, which takes both, face area and face shape, into account. Vertices of hole loops will just get the respective face normal.

Already existing vertex normals will be destroyed.

If face normals already exist, they will be used, otherwise, new face normals will be generated using the same algorithm as implemented in the "`genfnPo`" command above.

`remsnPo` – remove smooth normals:

- Synopsis: "`remsnPo`"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Removes all smooth/vertex normals from the selected PolyMesh object(s).

`flipPo` – flip normals or loops:

- Synopsis: "`flipPo [0|1|2]`"
- Background: Yes, Undo: Yes, Safe: Yes
- Description: Flips smooth/vertex normals of the selected PolyMesh object(s). By default, and if the parameter is 0, also all loops will be flipped. If the parameter is 1, only the normals are reversed. If the parameter is 2, only the loops are reversed.

### 6.2.13 Manipulating Points

Use these two commands to read or manipulate the control points of objects that support point editing.

**getPnt** – get point(s):

- Synopsis: `"getPnt [-trafo | -world | -eval] (index | indexu indexv | u | u v (varx vary varz [varw] | -vn varname) | -all varname) "`

- Background: Yes, Undo: No, Safe: Yes

- Description: Get a control point of the currently selected object and write the coordinate values into the variables `varx`, `vary`, `varz`, and `varw`.

The index arguments needed depend on the type of the selected object, e.g. reading the points of a NURBS curve requires just one index parameter (`index`), whereas reading the points of a NURBS patch requires two index parameters (`indexu` and `indexv`) to be specified.

If the optional argument `"-trafo"` is given, the coordinates will additionally be transformed by the values given in the objects Transformation property.

If the optional argument `"-world"` is used, the coordinates will additionally be transformed to world space.

If the optional argument `"-eval"` is specified, the `"indexu"` and `"indexv"` values are interpreted as parametric values of a NURBS curve or surface and the corresponding point on the curve or surface is delivered in `varx`, `vary`, and `varz`.

If the alternative argument `"-vn"` is given, the coordinate values will be appended to the list variable specified by `"varname"`.

If the alternative argument `"-all"` is used, all coordinate values of the selected objects will be appended to the list variable specified by `"varname"`.

- Notes: In Ayam versions prior to 1.20, only global variables were written, this is no longer the case.

- Examples:

1. `"getPnt 1 x y z w"`

gets the coordinate values of the second point of the selected NURBS curve and writes the values to the variables `"x y z w"`.

2. `"getPnt -eval 0.5 x y z w"`

gets the curve point at parametric value `"0.5"` and writes the values to the variables `"x y z w"`.

setPnt – set point(s):

- Synopsis: `"setPnt [-world] (index | indexu indexv) (x y z [w] | -vn varname) | -all varname)"`

- Background: Yes, Undo: Yes, Safe: Yes

- Description: Set a control point of the currently selected object to the coordinates x, y, z, and w or to coordinates from a list, or set all control points from a list of coordinate values.

The index arguments needed depend on the type of the selected object, e.g. manipulating the points of a NURBS curve requires just one index parameter (index), whereas manipulating the points of a NURBS patch requires two index parameters (indexu and indexv) to be specified.

If the optional parameter `"-world"` is given, the coordinate values are expressed in world space and will be transformed to appropriate object space coordinates before setting.

If the optional parameter `"w"` is omitted, but the selected object has rational points, a default value of 1.0 will be used for the weight.

If the alternative parameter `"-vn"` is used, the coordinate values will be read from the variable specified by `"varname"` which must be a list of double values.

If the alternative parameter `"-all"` is provided, all control points of the selected objects will be set and the coordinate values will be read from the variable specified by `"varname"` which must be a list of double values.

When reading data from list variables, no precision will be lost as there are no double-string-double conversions involved.

- Examples:

1. `"setPnt 1 0.0 0.2 0.3 1.0"`

sets the coordinate values of the second point of the selected NURBS curve object to `"0.0 0.2 0.3 1.0"`.

2. `"setPnt -world 0 0 0 0"`

sets the first point of the selected NURBS curve object to the world origin, regardless of the transformation attributes of the curve object (or any of its potential parent objects).

3. `"setPnt 2 1 0.0 0.2 0.3"`

sets the coordinate values of the second point in the third column of the control mesh of the selected NURBS patch object to `"0.0 0.2 0.3 1.0"`.

### 6.2.14 Updating the GUI

These procedures update various parts of the Ayam user interface:

rV – redraw all views:

- Synopsis: "rV"
- Background: No, Undo: No, Safe: No, Type: Procedure
- Description: Redraws all currently open views, except for iconified views and views where automatic redraw has been turned off.

uS – update select:

- Synopsis: "uS [update\_prop maintain\_selection]"
- Background: No, Undo: No, Safe: No, Type: Procedure
- Description: Update the object listbox or tree view after a change to the object hierarchy. If update\_prop is 0 no update of the property GUIs will take place.  
If maintain\_selection is 1 the old selection will be established again.  
If both arguments are omitted update\_prop defaults to 1 and maintain\_selection to 0.
- Deficiencies: uS completely removes the object tree from the tree widget and rebuilds it, which can be a very time consuming operation (depending on the complexity of the scene). There are some options to speed this process up:
  - If there were just changes to the current level (and below), the global array entry "ay(ul)" (UpdateLevel) may be set to the current level before calling "uS". This will not remove and update the complete scene but just the part below "ay(ul)". Example:

---

```
global ay; set ay(ul) $ay(CurrentLevel); uS;
```

---

- If objects have been created and thus just need to be added to the current level of the object tree view, the command "uCR" may be used instead of "uS".
- If just names or types of objects of the current level changed, the command "uCL cl" may be used instead of "uS".

uCL – update current level:

- Synopsis: "uCL mode [args]"
- Background: No, Undo: No, Safe: No, Type: Procedure
- Description: Update only the current level of the object listbox or tree view after changes. See also the discussion of "uS" above. The parameter "mode" may be "cl" or "cs", where "cl" is the normal operation mode, and "cs" just clears the selection.

uCR – update current level after create:

- Synopsis: "uCR"
- Background: No, Undo: No, Safe: No
- Description: Update only the current level of the object listbox or tree view after objects have been created and need to be added to the current level. See also the discussion of "uS" above.

plb\_update – property listbox update:

- Synopsis: "plb\_update"
- Background: No, Undo: No, Safe: No, Type: Procedure
- Description: Clear the current property GUI, ask the currently selected object for a list of properties and insert them in the property listbox, then rebuild the property GUI of the property with the same index in the property listbox as the property selected before plb\_update was started (this is not necessarily a property of the same type).

Since Ayam 1.13 it is also possible to automatically run GUI updating commands in the console by using `<Shift+Return>` instead of `<Return>`. The commands from the hidden preference setting "AUCOMMANDS" will be executed after the commands from the command line, if the `<Shift>` key is held down. `<Shift+Return>` may also be used without commands on the command line. By default, the "AUCOMMANDS" are "uS; rV; ", leading to updated object tree, property GUI, and views.

### 6.2.15 Managing Preferences

These commands manage preferences data:

getPrefs – get preferences data:

- Synopsis: "getPrefs"
- Background: No, Undo: No, Safe: No
- Description: Copy preferences data from the C to the Tcl context.

setPrefs – set preferences data:

- Synopsis: "setPrefs"
- Background: No, Undo: No, Safe: No
- Description: Copy preferences data from the Tcl to the C context. This is necessary after a change to the global Tcl array "ayprefs" to let all changes take effect.

### 6.2.16 Custom Objects

This command manages custom objects (plugins):

loadPlugin – load custom:

- Synopsis: "loadPlugin name"
- Background: No, Undo: No, Safe: No, Type: Procedure
- Description: Load a custom object (plugin). If name is a complete filename and the designated file exists, it will be loaded directly. Otherwise, the file to load will be searched for in the list of configured plugin directories (see "Plugins" preference setting). Note that it is currently not possible to unload a custom object from Ayam.

### 6.2.17 Applying Commands to a Number of Objects

These procedures and commands help to apply arbitrary commands to a number of selected objects.

forAll:

- Synopsis: `"forAll [(-recursive|-r) r | (-type|-t) t] command"`
- Background: depends, Undo: depends, Safe: No, Type: Procedure
- Description: The forAll procedure executes command for all objects that have been selected currently, or for every object of the current level if nothing has been selected.

If `r` is 1 (this is the default) then forAll will recurse into every object (if it has child objects) before the execution of command. If `r` is 2, the recursion will happen after the execution of command. If `r` is 0, only objects from the current level will be processed.

If the `"-type"` option is given, only objects of the specified type `t` will be processed.

Prior to Ayam 1.22, potential errors from the command(s) were suppressed and processing continued regardless. But this made interactive usage and debugging unnecessarily difficult. From 1.22 on, errors are reported to the user and processing immediately stops. Errors may still be suppressed using the `"catch"` command like this: `"forAll { catch { commands } }"`

As the command will potentially be called multiple times, result values of any kind can not be delivered using the `"return"` command but should rather be collected in global variables.

The global variable `"ay(CurrentLevel)"` will be maintained while a recursive forAll browses the scene. In addition, the global variable `"i"` will be set to the index of the current object.

Note that forAll will run slowly if a property GUI is displayed. By de-selecting the property using e.g. the property context menu first, it will run much faster.

Since Ayam 1.9 forAll correctly maintains the current selection.

- Deficiencies:
  - A recursive forAll will e.g. also descend into NURBS patches (if they have trim curves) and apply the command to the trim curves, which might not exactly be what you want. Use the `"-type"` option in this case.
  - The command will not have access to global arrays unless e.g. one of the following constructs is in use:
 

```
"forAll { uplevel #0 { commands } }"
```

```
"forAll { global arrayname; commands }"
```
  - It is not possible to use commands that change the object hierarchy (e.g. deleting or inserting objects). The commands may just modify existing objects.

withOb – execute a command on certain selected object(s):

- Synopsis: `"withOb index [do] command"`
- Background: depends on command, Undo: depends on command, Safe: Yes
- Description: Use this command to execute command on a single object (designated by index) from a multiple selection without changing the selection state of any objects.
- Example: `"withOb 2 {movOb 0 1 0}"` moves the third object from multiple selected objects. All objects stay selected.



### 6.2.18 Scene IO

These commands help to load scenes from and save them to Ayam scene files:

`replaceScene`:

- Synopsis: `"replaceScene filename"`
- Background: Yes, Undo: No, Safe: No
- Description: clears the current scene, then loads a new scene from the file designated by the `"filename"` parameter.
- Notes: In contrast to using the main menu, further house keeping tasks detailed in section [8.3.1 Opening Scene Files \(page 374\)](#) will *not* be executed. In particular, this command does *not* check or modify the scene changed state and does *not* set the most recently used list. Furthermore, automatic import is not working.

`insertScene`:

- Synopsis: `"insertScene filename"`
- Background: Yes, Undo: No, Safe: No
- Description: inserts a scene from the file designated by the `"filename"` parameter.
- Notes: In contrast to using the main menu, some house keeping tasks detailed in section [8.3.2 Inserting Scene Files \(page 375\)](#) will *not* be executed. In particular, this command does *not* modify the scene changed state.

`saveScene`:

- Synopsis: `"saveScene filename [selected]"`
- Background: Yes, Undo: No, Safe: No
- Description: saves the current scene to the file designated by the `"filename"` parameter. If the optional parameter `"selected"` is 1, only the selected objects will be saved.
- Notes: In contrast to using the main menu, some house keeping tasks detailed in section [8.3.3 Saving Scene Files \(page 375\)](#) will *not* be executed. In particular, this command does *not* modify the scene changed state and does *not* set the most recently used list. Furthermore, automatic export and saving of window geometries are not working.

`newScene`:

- Synopsis: `"newScene"`
- Background: Yes, Undo: No, Safe: No
- Description: clears the current scene.
- Notes: In contrast to using the main menu, this command does *not* check or modify the scene changed state.

### 6.2.19 RIB Export

This command allows to export the current scene to a RenderMan Interface Bytestream (RIB):

wrib – RIB export:

- Synopsis: `"wrib filename [-image imagename] [-smonly | -selonly | -objonly]"`

- Background: Yes, Undo: No, Safe: No

- Description: exports the current scene to a RIB file designated by "filename".

If the argument "-image" is given, the RIB file will create an image file named "imagename" upon rendering. The export will use the camera transformation from the currently selected Camera object.

If the argument "-smonly" is provided, a RIB to render shadow maps will be created and the argument of "-image" will be ignored.

If the argument "-selonly" is used, only the selected (geometric) objects will be exported, which will result in a RIB file not suitable for rendering (no setup, camera transformation, or lights are in it) but for inclusion into other scenes via RiArchive. Likewise "-objonly" leads to a RIB file containing all objects in the scene but not suitable for rendering.

The "wrib" command always needs a selected camera object (unless the "-selonly" or "-objonly" options are given); if there is none or if the camera transformations of the camera associated with a view window shall be used, the corresponding Togl callback for the view might be used like this instead:

---

```
.view1.f3D.togl wrib -file filename.rib
```

---

The Togl callback understands the same options as the "wrib" command.

- Notes: In Ayam versions prior to 1.15, the filename had to be prepended by a "-filename ", this is no longer the case.

### 6.2.20 Reporting Errors

This command is for error reporting from scripts:

ayError:

- Synopsis: `"ayError code place detail"`
- Background: No, Undo: No, Safe: No
- Description: This command reports errors or warnings. You should always use ayError instead of puts because the error reporting mechanism of Ayam features consistently formatted output, compression of repeated messages, and logging. Code should be one of: 1: warning, 2: error, 3: flush messages, 4: unspecified output. There are more codes defined (see ayam.h, look for Return/Error Codes) but they are generally not needed in the Tcl script context. Place should describe the procedure where the error occurred. Detail is the string to be output.
- Notes: The actual output in the Ayam console depends on the preference option "ErrorLevel" see section 2.10.5 Miscellaneous Preferences (page 61).

### 6.2.21 Property GUI Management

These procedures help to manage property GUIs.

addPropertyGUI:

- Synopsis: "addPropertyGUI name"
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure sets up a property GUI management array and creates an enclosing frame for GUI elements whose window name will be returned.

The array will be set up in a way that the data array of the property will be named as the property with the string Data appended, i.e. for MyProperty it will be MyPropertyData.

The get/set procedure entries will be left empty.

After the creation of property GUI elements, "NP" tags must be used to make the new property visible to the user. See also section 4.11.13 NP (New Property) Tag (page 225).

A complete example is available in section 4.9.1 Script Object Examples (page 202).

- Example: "**set w [addPropertyGUI MyProperty]**"

**addParam:**

- Synopsis: `"addParam window arrayname paramname [defaults]"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element for a single integer or floating point number parameter.  
The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
The "arrayname" parameter is the name of the corresponding data array of the property.  
The "paramname" parameter is the name of the parameter.  
The "defaults" parameter is a list of default values. Those values will be presented to the user as an additional drop down menu on the right side of the interface element.
- Example: `"addParam $w MyPropertyData MyFloat {0.1 0.5 1.5}"`

**addString:**

- Synopsis: `"addString window arrayname paramname [defaults]"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element for a single string parameter.  
The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
The "arrayname" parameter is the name of the corresponding data array of the property.  
The "paramname" parameter is the name of the parameter.  
The "defaults" parameter is a list of default values. Those values will be presented to the user as an additional drop down menu on the right side of the interface element.
- Example: `"addString $w MyPropertyData MyString {"a" "b" "abc"}"`

**addCheck:**

- Synopsis: `"addCheck window arrayname paramname"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element for a single boolean parameter realized by a check-button.  
The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
The "arrayname" parameter is the name of the corresponding data array of the property.  
The "paramname" parameter is the name of the parameter.
- Example: `"addCheck $w MyPropertyData MyBool"`

addColor:

- Synopsis: `"addColor window arrayname paramname [defaults]"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element for a single color parameter.  
 The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
 The "arrayname" parameter is the name of the corresponding data array of the property.  
 The "paramname" parameter is the name of the parameter.  
 The "defaults" parameter is a list of default values. Those values will be presented to the user as an additional drop down menu on the right side of the interface element.
- Example: `"addColor $w MyPropertyData MyColor"`

addMenu:

- Synopsis: `"addMenu window arrayname paramname choices"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element for a menu/multiple choice parameter, realized through a drop down menu. The value of the parameter will be the index of the chosen menu item.  
 The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
 The "arrayname" parameter is the name of the corresponding data array of the property.  
 The "paramname" parameter is the name of the parameter.  
 The "choices" parameter is a list of strings that will be presented in the menu.  
 In contrast to the other user interface element generating procedures, the corresponding entry in the property data array *must* exist before this procedure is called.
- Example: `"addMenu $w MyPropertyData MyMenu {Choice1 Choice2}"`

addFile:

- Synopsis: `"addFile window arrayname paramname [defaults]"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element for a file name.  
 The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
 The "arrayname" parameter is the name of the corresponding data array of the property.  
 The "paramname" parameter is the name of the parameter.  
 The "defaults" parameter is a list of default values. Those values will be presented to the user as an additional drop down menu on the right side of the interface element.
- Notes: There is a variation of this procedure for file names meant to be used for saving: "addSFile"
- Example:  
`"addFile $w MyPropertyData MyFile {"/tmp/file1" "/tmp/file2"}"`

**addCommand:**

- Synopsis: `"addCommand window name text command"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element to let the user initiate a command with the help of a push-button.  
The `"window"` parameter should contain the window name as returned by `"addPropertyGUI"` above.  
The `"name"` parameter is the name of the corresponding button widget. The names must be unique in each property GUI.  
The `"text"` parameter is the string to be put on the button.  
The `"command"` parameter is the command to be executed when the button is pushed.
- Example: `"addCommand $w b1 PushMe {puts pushed}"`

**addText:**

- Synopsis: `"addText window name text"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element to display static information, e.g. a parameter section name.  
The `"window"` parameter should contain the window name as returned by `"addPropertyGUI"` above.  
The `"name"` parameter is the name of the corresponding label widget. The names must be unique in each property GUI.  
The `"text"` parameter is the string to be displayed.
- Example: `"addText $w t1 "Angular Parameters:""`

**addInfo:**

- Synopsis: `"addInfo window arrayname paramname"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element to display dynamic textual information.  
The `"window"` parameter should contain the window name as returned by `"addPropertyGUI"` above.  
The `"arrayname"` parameter is the name of the corresponding data array of the property.  
The `"paramname"` parameter is the name of the parameter whose value is to be displayed.
- Example: `"addInfo $w MyPropertyData NumGeneratedElems"`

addProgress:

- Synopsis: `"addProgress window arrayname paramname"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds a property GUI element to display progress information.  
The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
The "arrayname" parameter is the name of the corresponding data array of the property.  
The "paramname" parameter is the name of the parameter where the progress is stored in percent.
- Example: **"addProgress \$w MyPropertyData Progress"**

addVSpace:

- Synopsis: `"addVSpace window name height"`
- Background: Yes, Undo: No, Safe: Yes, Type: Procedure
- Description: This procedure adds an empty property GUI element with defined height to improve the layout of a property GUI.  
The "window" parameter should contain the window name as returned by "addPropertyGUI" above.  
The "name" parameter is the name of the corresponding widget. The names must be unique in each property GUI.  
The "height" parameter is the desired height in pixels.
- Example: **"addVSpace \$w v1 20"**

### 6.2.22 Miscellaneous

Miscellaneous commands:

tmpGet:

- Synopsis: `"tmpGet tmpdir varname [ext]"`
- Background: Yes, Undo: No, Safe: No
- Description: This command calculates a name for a temporary file in tmpdir and puts the complete name (with the optionally present extension appended) into the variable designated by varname.

undo:

- Synopsis: `"undo [redo | save opname [0|1] | clear | rewind]"`
- Background: Yes, Undo: Yes, Safe: No
- Description:
  - If called without arguments, this command performs the undo operation.
  - If the argument is "redo", this command performs the redo operation.

- If the argument is "save", the currently selected objects are saved to the undo buffer for future undo operations. The name of the now following modelling operation *has* to be provided in a second argument ("opname"). This name will be displayed in the default console prompt, to inform the user about which operation would be undone/redone, if undo/redo would be used (e.g. "[Undo:MoveObj/Redo:none].../bin>"). Since Ayam 1.13, a third argument may be given, that controls whether all the children of the selected objects should also be saved. This may be needed if the modelling action that follows the undo save is about to change the selected objects and also their children. Note: undo save does not fail if no objects are selected.
- If the argument is "clear", all currently saved states will be cleared from the undo buffer.
- The argument "rewind" is available since Ayam 1.14. With this command you can undo the last undo save operation. This may be necessary, if a modelling operation failed. Care should be taken, however, to *not* rewind the undo state, when a modelling operation only failed for some (not for all) of the selected objects.

- Example:

---

```
undo save "MovOb"
set ay_error ""
movOb 0 1 0
if { $ay_error > 1 } {
    undo rewind
}
```

---

- Notes: See also section 8.1 The Undo System (page 371).

#### convOb:

- Synopsis: "convOb [-inplace | -check type]"
- Background: Yes, Undo: depends (if -inplace: Yes), Safe: Yes
- Description: This command calls the registered converter for the selected object(s).  
If the option "-inplace" is used, the new object(s) will replace the old object(s).  
If the option "-check" is given, the convOb command does not convert but check, whether a conversion to a given object type would be successful, the result of the check will be returned as 0 – no, or 1 – yes.

#### notifyOb:

- Synopsis: "notifyOb [-all | -modified | -parent]"
- Background: Yes, Undo: No, Safe: Yes\*
- Description: This command calls the registered notification callback for the selected object(s) and their parents, or, if no object is selected, for all objects of the scene.  
If the "-modified" parameter is used, only modified objects will be notified.  
If the "-all" parameter is used, all objects will be notified regardless of the selection.  
If the "-parent" parameter is used, only the current parent object of the current level will be notified.  
Prior to Ayam 1.20 this command was named "forceNot", the old name is still available for compatibility but its use is deprecated.



\*: Since 1.21 this command is also available in the safe interpreter with limited functionality: only the notification callbacks of the selected objects will be executed. No BNS or ANS tags will be considered, notification of parents will not be done, and the complete notification will also be omitted. Hence, in the safe interpreter, this command ignores all parameters.

addToProc:

- Synopsis: `"addToProc procedure addition"`
- Background: Yes, Undo: No, Safe: No, Type: Procedure
- Description: This procedure adds the code from addition to the procedure procedure.
- Note: This procedure uses the introspection facilities of Tcl and works only correctly for procedures, that end with a single `"return;"` statement.

### 6.3 Expression Support in Dialog Entries

Various entries of dialogs for object creation and modelling tools support Tcl variables and expressions.

It is e.g. possible to enter

---

```
$::u
```

---

instead of a numeric knot value in the insert knot tool parameter dialog to infer the parametric value from the global variable `u` (that may have been set before using the find `u` modelling action) and insert a knot at the picked point.

It is also possible to enter complex mathematical expressions:

---

```
[expr sin(45)]
```

---

or call into own procedures (that have to return appropriately typed values):

---

```
[myproc]
```

---

.

Repeated calling of the tool without opening the dialog (using the keyboard shortcut `<Ctrl+T>`), will execute the provided expression again. This means, a number of curves with increasing length can be created by entering into the Ayam console

---

```
set ::myvar 1
```

---

then entering for the length in the create NURBS curve dialog:

---

```
[incr ::myvar]
```

---

then pressing `<Ctrl+T>` multiple times.

## 6.4 Scripting Interface Examples

Here are some complete example scripts for the Ayam Tcl scripting interface.

All examples may be copied from the documentation and pasted directly into the console of Ayam.

### 6.4.1 Moving Objects

The following example script shows how to move a selected object to a specified position in space.

---

```
proc placeOb { x y z } {
    global transfPropData

    # copy Transformations-property data to
    # global array "transfPropData"
    getTrafo

    # set array values according to procedure parameters
    set transfPropData(Translate_X) $x
    set transfPropData(Translate_Y) $y
    set transfPropData(Translate_Z) $z

    # copy Transformations-property data from
    # global array "transfPropData" to selected object
    setTrafo
}
# placeOb
```

---

In order to move all selected objects to 1 1 1 you may enter the following into the console:

---

```
forAll -recursive 0 {placeOb 1 1 1}
```

---

But perhaps you would rather like a small GUI for that? No problem, the following snippet adds an entry to the custom menu that opens a small requester for the x-, y-, and z-values and calls the "placeOb" procedure (defined above) with them:

---

```
global ay
$ay(cm) add command -label "Place Object" -command {
    runTool {x y z} {"X:" "Y:" "Z:"} "forAll -recursive 0 {placeOb %0 %1 %2}"
    plb_update; rV
}
```

---

The trailing "plb\_update; rV" command ensures that the GUI is updated properly and all views display the new position of the moved objects.

### 6.4.2 Moving NURBS points

The following example script snippet shows how to move control points of a NURBS curve.

---

```
# first, we create a new NURBS curve with 30 control points
set len 30
crtOb NCurve -length $len
# update selection
uS
# select last object (the newly created curve)
sL
# prepare moving
set i 0
set r 3.0
set angle 0
set angled [expr 3.14159265/2.0]
while { $i < $len } {

    set x [expr $r*cos($angle)]
    set y [expr $r*sin($angle)]
    set z [expr $i/3.0]

    # move control point to new position
    setPnt $i $x $y $z 1.0

    set angle [expr $angle + $angled]
    incr i
}
# redraw all views
rV
```

---

Now use this as path for a Sweep. For instance, using the next small script.

### 6.4.3 Easy Sweep

The following example script shows how to easily create a sweep from a selected path curve (avoiding the manual and lengthy creation and parameterisation of a suitable cross section).

---

```
proc easySweep { } {  
  # first, we create a sweep object  
  crtOb Sweep  
  
  # now, we need to move the selected curve (path) to  
  # the sweep and create a cross-section curve there too  
  # for that, we move the currently selected curve to the clipboard  
  cutOb  
  
  # enter the Sweep (the last object in the current level)  
  goDown -1  
  
  # now, we create a new curve (a closed B-Spline suitable as cross section)  
  crtClosedBS -s 8  
  
  # select the new object  
  selOb 0  
  
  # now, we rotate and scale the curve  
  rotOb 0 90 0  
  scalOb 0.25 0.25 1.0  
  
  # move trajectory back (we use "-move", because we  
  # really want to move (and not copy) the curve object  
  pasOb -move  
  
  # go up to where we came from  
  goUp  
  
  # finally, update the GUI...  
  uS  
  sL  
  
  # ...and redraw all views  
  rV  
}  
# easySweep
```

---

Run this procedure by selecting a NURBS curve object, then type into the console:

```
» easySweep
```

This command may be added to the main menu as well:

---

```
global ay
$ay(cm) add command -label "Easy Sweep" -command {
  easySweep
}
```

---

After running the above script there should now be a new menu entry "Custom/Easy Sweep" that calls the `easySweep` procedure.

#### 6.4.4 Toolbox Buttons

Here is another example script that shows how you may add buttons to the toolbox. myImage should be an image created e.g. from a GIF file of the size 25 by 25 pixels.

---

```
global ay ayprefs

# create an image from a GIF file:
image create photo myImage -format gif -file /home/user/giffile

set b $ay(tbw).mybutton

# if the button does not already exist:
if { ![winfo exists $b] } {

    # create it:
    button $b -padx 0 -pady 0 -image myImage -command myCommand

    # tell Ayam about the new button:
    # you can use "linsert", to insert the button in a specific
    # place or just append to the end of the list using "lappend"
    lappend ay(toolbuttons) mybutton

    # display the button:
    toolbox_layout

    # from now on, the button will be under the
    # automatic toolbox layout management
}
```

---

This example shows that a) toolbox buttons have to be created in the frame ".tbw.f" for multi-window GUI configurations or ".fv.fTools.f" for single-window GUI configurations, b) Ayam manages a list of all toolbox buttons in the global array "ay" in "ay(toolbuttons)", the order in that list is the order in which the buttons appear in the toolbox, c) automatic layout management is carried out by the procedure "toolbox\_layout".

Adding buttons with just text is a little bit more involved, as the sizes of those buttons often do not fit well in the icon button scheme with its constant button size. However, the procedure "toolbox\_add" can be of considerable help.<sup>1</sup>

See also the script "scripts/topoly.tcl" for an example.

---

<sup>1</sup> Since 1.14.

The following example script adds two buttons to the bottom of the toolbox spanning the whole window (this works best with the standard toolbox layout of 4 by 12 buttons used in the multi-window GUI configuration):

---

```
global ay

# create a frame:
set f [frame $ay(tbw).fcollex]

# calculate the row number below the last row:
set row [expr [lindex [grid size $ay(tbw)] 1] + 1]

# now display the frame at calculated row, spanning the whole window:
grid $f -row $row -column 0 -columnspan [lindex [grid size $ay(tbw)] 0] \
    -sticky we
# create two buttons inside the frame:
button $f.b1 -width 5 -text "Coll." -command { collMP; rV; }
button $f.b2 -width 5 -text "Expl." -command { explMP; rV; }
pack $f.b1 $f.b2 -side left -fill x -expand yes
```

---



## 6.5 Helper Scripts

This sections contains the documentation of some helper scripts that are distributed with Ayam.

The helper scripts may be run via the context menu of the console, the Tcl `"source"` command, or the `"Scripts"` preference setting of Ayam on each start (the latter except for `repairAyam.tcl` and `bgconvert.tcl`).

### 6.5.1 Repair Ayam

The external Tcl script `"repairAyam.tcl"` may be used to repair the application state of Ayam, should it be stuck e.g. in an endless loop of Tcl error messages.<sup>1</sup>

On Unix systems `"repairAyam"` may be started from any shell simply by typing

```
» ./repairAyam.tcl
```

or

```
» wish repairAyam.tcl
```

on the command prompt; if the script detects that it is running on Unix and not in Ayam it will send itself to the Tcl interpreter Ayam is running in using the Tk send command. On Mac OS X Aqua (not X11!) AppleScript events will be used instead of the Tk send command. If this does not work as expected `"repairAyam.tcl"` may still be run via the Ayam console (as on Win32).

On Win32 `"repairAyam.tcl"` has to be started from the Ayam console using the command:

```
» source scripts/repairAyam.tcl
```

or via the consoles context menu: `"Console/Load File"`.

The script `"repairAyam.tcl"` should be considered a *last resort* to help saving the current state of modified objects.

The script will close all views, clean up the application state variables, reset the mouse cursor and the console prompt, and try to update important main window widgets.

Furthermore, the script will also clear the console and try to break potential endless loops running e.g. in the console or in Script objects.<sup>2</sup>

After running `"repairAyam.tcl"` the scene (or the most important objects currently worked on) should be immediately saved to a new scene file, *not* the file currently loaded, using `"File/Save As"` or `"Special/Save Selected"`) and Ayam should be restarted afterwards.

Simply saving the scene using `"File/Save"` or `<Ctrl+s>` should be avoided because views were possibly deleted.

---

<sup>1</sup> Since 1.8.2.    <sup>2</sup> Since 1.9.

### 6.5.2 Convert Everything to Polygons

The script `"topoly.tcl"` recursively browses through the scene and converts everything to a polygonal representation.<sup>1</sup>

After running the script, there is a new button in the toolbox named `"ToPolyMesh"`. Additionally, there is a corresponding entry in the `"Custom"` main menu. Pressing the button or using the menu entry immediately starts the conversion process.

Since the changes of the conversion can not be undone, the conversion will not run if the scene contains unsaved changes.

The conversion will use the current parameters from the preference settings `"SMethod"`, `"SParamU"`, and `"SParamV"`; `"TP"` tags (if present) will override these parameters. TP tags may be created easily using the tessellation tool, see also section 5.6.5 Tessellation Tool (page 265).

### 6.5.3 Convert Everything to NURBS patches

The script `"tonpatch.tcl"` recursively browses through the scene and converts everything to a NURBS patch representation effectively flattening the tool object hierarchy.<sup>2</sup>

After running the script, there is a new button in the toolbox named `"ToNPatch"`. Additionally, there is a corresponding entry in the `"Custom"` main menu. Pressing the button or using the menu entry immediately starts the conversion process.

Since the changes of the conversion can not be undone, the conversion will not run if the scene contains unsaved changes.

### 6.5.4 Restrict the Console

The script `"2lcons.tcl"` (for two line console) may be used to restrict the screen space occupied by the console.

Normally, the Ayam console is resized with the main window and occupies a varying amount of screen space. After running the script, the console will always resize to exactly two lines of text. Different values may be chosen easily by adapting the script.

### 6.5.5 Color the Focus Ring

The script `"colfocus.tcl"` (for **colored focus**) may be used to paint the focus ring in a more visible color.

After running the script, the focus ring will be painted in blue (instead of black): focused sub-windows (views, console, object tree) will be more easily recognizable. Other colors may be used by editing the script.

---

<sup>1</sup> Since 1.13.    <sup>2</sup> Since 1.14.

### 6.5.6 Automatic About Center Actions

The script `"aac.tcl"` (for **automatic about center**) may be used to switch all modelling actions to their about variants with the mark set to the center of the current selection automatically.

After running the script, invoking e.g. the scale 2D action using the shortcut `<s>` will:

- if the modelling mode is object,
  1. set the mark to the center of all selected objects
  2. invoke the about variant of scale 2D

(this is the equivalent of `<sac>`)

- if the modelling mode is point,
  1. set the mark to the center of all selected points
  2. invoke the about variant of scale 2D

(this is the equivalent of `<saC>`)

The script modifies all rotate and scale actions (including their axis confined variants).

Note, that the mark is not reset to a new center, when the selection changes. After a selection change (e.g. by selecting points in a different view) simply restart the action to transform about the new center.

To rotate or scale about a different point than the center, the mark may still be set manually using `<a>`.

To temporarily disable the modified behavior, the global keyboard shortcut `<F11>` can be used.

### 6.5.7 Automatic Point Actions

The script `"apnt.tcl"` (for **automatic point**) may be used to switch the modelling mode to point modelling automatically after a point selection.

After running the script, selecting (tagging) a point using the select point action (shortcut `<t>`) will automatically switch the view to point modelling so that the next modelling actions (e.g. move, via shortcut `<m>`) will always transform the points and not modify the objects transformations. Note that currently the switch to point modelling will also occur, if no points are actually selected, it is just the mouse click that counts.

Selecting all points via the keyboard shortcut `<A>` will switch to point modelling and de-selecting all points via `<N>` will switch to object modelling.<sup>1</sup>

It is also still possible to switch back to object modelling anytime via the keyboard shortcut `<o>`.

To temporarily disable the modified behavior, the global keyboard shortcut `<F12>` can be used.

### 6.5.8 Save Selected Points

The script `"ssp.tcl"` (for **save selected points**) allows to save the point selection to tags of type `SP`.<sup>2</sup>

After running the script, two new buttons appear in the toolbox that allow to save and restore the point selection respectively. There are also two corresponding entries in the custom menu.

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.21.

Note that the tags can be saved to scene files and also copied to different objects.

### 6.5.9 Revert Cursor Key Behavior

The script `"rc.tcl"` (for revert cursor) may be used to get more useful cursor key behavior in primary modelling views (parallel views).

After running the script, the keyboard shortcuts for rotating and panning in parallel views are swapped, e.g. just pressing `<Left>` key will then pan the view, instead of rotating it.

The shortcuts will be swapped again, when the view changes type to `"Perspective"`.

### 6.5.10 Use Ayam as Command Line Converter

The external Tcl script `"bgconvert.tcl"` converts scene files from one 3D file format to another, with the help of Ayam which is running in the background.<sup>1</sup>

In the most simple form, `bgconvert` may be used from a Unix command line (or shell script) like this:

```
»bgconvert.tcl infile.x3d outfile.dxf
```

The above command would load the X3D file `"infile.x3d"` into Ayam and export the scene as DXF file to `"outfile.dxf"`.

For a successful conversion Ayam has to run and the plugins required for the import and export processes need to be available and properly configured (check the `"Plugins"` preference setting). The plugins necessary for the conversion will be loaded automatically.

Import and export options may also be given like this:

```
»bgconvert.tcl "infile.rib -p 1" outfile.dxf
```

In the example above the `"-p 1"` option switches on reading of partial RIB files.

Available options and their syntax may be inquired from the import and export plugin Tcl scripts (e.g. `"plugins/rrib.tcl"`).

### 6.5.11 Access Core Functions from the Toolbox

The script `"zap.tcl"` demonstrates, how arbitrary core functionality that is just available through a main menu entry or the scripting interface might be accessed easily via the toolbox window.

After running the script `"zap.tcl"`, there will be a new toolbox button, labeled `"Zap!"`, that simply runs the `zap` command (which iconifies the complete application).

### 6.5.12 Switch File Dialogs to Kdialog

The script `"kdialog.tcl"` switches all file dialogs of Ayam to use the `kdialog` application of the KDE project instead of the native Tk file dialog.

---

<sup>1</sup> Since 1.15.

### 6.5.13 Switch File Dialogs to Zenity

The script `"zdialog.tcl"` switches all file dialogs of Ayam to use the zenity application of the Gnome project instead of the native Tk file dialog.

### 6.5.14 Use Aqsis from Application Directory

The script `"useaqsisapp.tcl"` sets up Ayam to use Aqsis from the application directory structure (`"/Applications/Aqsis.app"`) on Mac OS X. This is the default installation location of Aqsis on Mac OS X.

The script adapts the executable and shader search paths. Furthermore, environment variables vital for Aqsis to work will be set up properly.

Note that the script does not change the `"RIB-Export/Renderer"` preferences, you still have to switch to Aqsis using the main menu `"Special/Select Renderer"` once.

### 6.5.15 Use Pixie from Library Directory

The script `"usepixie.tcl"` sets up Ayam to use Pixie from the `"/Library/pixie"` directory on Mac OS X. This is the default installation location of Pixie on Mac OS X.

The script adapts the executable, shared library, and shader search paths. Furthermore, environment variables vital for Pixie to work will be set up properly.

Note that the script does not change the `"RIB-Export/Renderer"` preferences, you still have to switch to Pixie using the main menu `"Special/Select Renderer"` once.

### 6.5.16 Replace Icons

The script `"myicons.tcl"` allows to replace the icons of Ayam with a set of user defined ones. The new icons must be GIF image files of size 25 by 25 and reside in the `"icons"` directory relative to the Ayam executable.

The names of the image files may be obtained from the script or by the following scripting interface command (in the Ayam console):

```
» image names
```

Action icon variants (e.g. for the scale about actions) can also be created automatically by changing the `"createVariants"` variable in the script file.

### 6.5.17 Dynamic Tree

The script `"dtree.tcl"` (dynamic/fast tree) replaces some of BWidgets tree code for faster interaction with many objects.

If activated, the tree widget no longer creates a canvas item for every node. Instead, there are only as many canvas items as there are nodes visible in the current scroll region. Therefore, working with many objects in long lists becomes much faster.

In contrast to the normal tree, the DTree does not support initiating a drag-and-drop operation from a currently un-selected level with a single click.

### 6.5.18 Create Truncated Cones

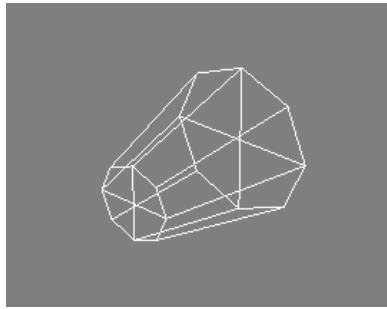


Figure 120: Truncated Cone with ZMax 2.0

The script `"tcone.tcl"` creates truncated cones with arguments similar to the cylinder primitive, see also the above image.

This script must be used in a Script object of type `"Create"`. For convenience, there is also a property GUI; one must add a `"NP"` tag of value `"TConeAttr"` to the Script object to see it.

These are the parameters of the truncated cone:

- `"Closed"` toggles whether the object should be automatically sealed (closed by matching cap surfaces).  
Only when this option is enabled, the cone may be used in CSG operations safely.
- `"ThetaMax"` is the sweeping angle of the cone in degrees, default is 360.
- `"ZMin"` is the base of the cone, default is 0.
- `"ZMax"` is the peak of the cone, default is 1.
- `"RMin"` is the radius of the cone at the base, default is 1.
- `"RMax"` is the radius of the cone at the peak, default is 0.5.

Internally, the script creates a Hyperboloid; further information about conversion capabilities and RIB export may be found in [section 4.3.8 Hyperboloid \(page 125\)](#).

An example scene file containing such an object is distributed with Ayam, see the file:

`"ayam/scn/scripts/tcone.ay"`.

### 6.5.19 Create Polyhedrons from Conway Notations

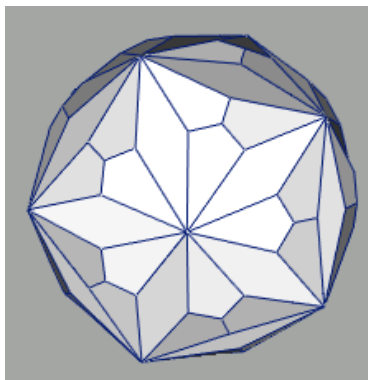


Figure 121: Polyhedron generated from Conway notation: jtD

Since Ayam 1.18 there is a complete example script for the JavaScript scripting interface distributed as "polyhedron.js" which creates polyhedrons from Conway notations. The script is based on the online Polyhedron VRML generator by George W. Hart:

[http://www.georgehart.com/virtual-polyhedra/conway\\_notation.html](http://www.georgehart.com/virtual-polyhedra/conway_notation.html)

This script must be used in a Script object of type "Create". For convenience, there is also a property GUI; to make this GUI visible a "NP" tag of value "PolyhedronAttr" must be added to the Script object.

The Conway notation defines a set of operations executed consecutively on a seed/basic shape. The script currently supports the following seeds and operations (information taken from George W. Harts fine web pages, see also section 8.15 References (page 390)).

#### Seeds:

The Platonic solids are denoted T, O, C, I, and D, according to their first letter. Other polyhedra which are implemented here include prisms: P<sub>n</sub>, antiprisms: A<sub>n</sub>, and pyramids: Y<sub>n</sub>, where n is a number (3 or greater) which must be specified to indicate the size of the base, e.g., Y<sub>3</sub>=T, P<sub>4</sub>=C, and A<sub>3</sub>=O.

#### Operations:

Currently, d, t, k, a, j, s, g, e, b, o, m, r, and p are defined. They are motivated by the operations needed to create the Archimedean solids and their duals from the Platonic solids. The following tables explain the operations in more detail:

These abbreviated explanations were again taken from George W. Hart.



Letter	Name	Description
d	dual	The dual of a polyhedron has a vertex for each face, and a face for each vertex, of the original polyhedron, e.g. $dC=O$ .
$t / \tau n$	truncate all / just $n$ -fold vertices	Truncating a polyhedron cuts off each vertex, producing a new $n$ -sided face for each $n$ -fold vertex.
$k / kn$	kis all / just $n$ -sided faces	The kis operation divides each $n$ -sided face into $n$ triangles. A new vertex is added in the center of each face.
a	ambo	The ambo operation can be thought of as truncating to the edge midpoints. It produces a polyhedron, $aX$ , with one vertex for each edge of $X$ .
j	join	The join operator is dual to ambo, so $jX=dadX=daX$ . $jX$ is like $kX$ without the original edges of $X$ .
e	expand	Each face of $X$ is separated from all its neighbors and reconnected with a new 4-sided face, corresponding to an edge of $X$ . An $n$ -gon is then added to connect the 4-sided faces at each $n$ -fold vertex.
s	snub	The snub operation can be thought of as $eC$ followed by the operation of slicing each of the new 4-fold faces along a diagonal into two triangles. With a consistent handedness to these cuts, all the vertices of $sX$ are 5-fold.
g	gyro	The dual operation to $s$ is $g$ . $g$ is like $k$ but with the new edges connecting the face centers to the $1/3$ points on the edges rather than the vertices.
b	bevel	The bevel operation can be defined by $bX=taX$ .
o	ortho	Dual to $e$ , $oX=deX=jjX$ . $oX$ has the effect of putting new vertices in the middle of each face of $X$ and connecting them, with new edges, to the edge midpoints of $X$ .
m	meta	Dual to $b$ , $m$ is like $k$ and $o$ combined; new edges connect new vertices at the face centers to the old vertices and new vertices at the edge midpoints.

Table 90: Conway Notation Operations

Letter	Name	Description
r	reflect	Changes a left-handed solid to right handed, or vice versa, but has no effect on a reflexible solid. So $rC=C$ , but compare $sC$ and $rsC$ .
p	propellor	Makes each $n$ -gon face into a "propellor" of an $n$ -gon surrounded by $n$ quadrilaterals, e.g. $pT$ is the tetrahedrally stellated icosahedron. Try $pkD$ and $pt6kT$ . $p$ is a self-dual operation, i.e., $dpx=pX$ and $dpX=pdX$ , and $p$ also commutes with $a$ and $j$ , i.e. $paX=apX$ .

Table 91: Additional Operations

## 6.6 JavaScript Scripting Interface

This section contains the documentation of the JavaScript scripting interface which is available after loading of the "jsinterp" plugin.

The JavaScript scripting interface exists since Ayam 1.18 and is based on the Mozilla SpiderMonkey JavaScript engine.

Upon loading, the "jsinterp" plugin creates *one* JavaScript context that lives (with all variables and objects defined therein) until Ayam exits.

### 6.6.1 Accessing JavaScript from Tcl and Script Objects

The JavaScript functionality may be accessed from the Tcl scripting interface via the "jsEval" command. The command can be used either to directly execute JavaScript code provided via the command's argument (Tcl code in **bold**):

```
» jsEval {var a = 0; a = a + 5.5; tclset("a", a);}
```

or to execute JavaScript code from a file:

```
» jsEval -f scriptfile.js
```

Note, that this command is not available in the safe interpreter.

Furthermore, Script object scripts may also be implemented in JavaScript, provided the first line of the script is a comment that instructs Ayam to use the JavaScript interpreter:

```
/* Ayam, use:  JavaScript */  
var a = 0;  
...
```

Note that the JavaScript scripting context inherits the limitations of the calling Tcl context. For example, when running in a Script object, the following code fails:

```
tcleval("exit");
```

because the Tcl command "exit" is not available in the safe interpreter. The command will not fail, when the calling context is the main Tcl interpreter; one can e.g. type into the Ayam console:

```
» jsEval {tcleval("exit");}
```

and Ayam quits (see also section: [4.9.1 Safe Interpreter \(page 200\)](#)).

### 6.6.2 JavaScript Functions

This subsection informs about the global functions additionally available in the Ayam JavaScript interpreter. Those are converted Tcl commands, "tcleval", "tclvar", and "tclset".

The functionality of Ayam is accessible from JavaScript via a larger set of global functions, named as the corresponding Tcl commands. For instance, Ayam objects can be created in JavaScript using a function call like this:

```
crtOb("NCircle");
```

or, with additional arguments:

```
crtOb("NCircle", "-radius", 3.0);
```

In general, all commands available in the safe Ayam Tcl interpreter are also available as converted function (refer to section 6.2 [Procedures and Commands](#) (page 270) for a more or less complete list of those commands).

Note that Tcl procedures are generally not available as global JavaScript function, but they can be called using "tcleval" as documented in the next paragraph.

#### **tcleval:**

Apart from Tcl commands converted to JavaScript functions, there is the global JavaScript function "tcleval", that allows to evaluate arbitrary Tcl scripts, delivered as string argument:

```
var a = 42;
a = tcleval("puts " + a + "; return 5;");
tcleval("puts " + a);
/* expected output:  42 5 */
```

The "tcleval" function provides access to all the functionality of Ayam that is just available as a Tcl procedure. Note that return values are properly transferred back to JavaScript according to the rules for data conversion as documented below. However, due to the conversion to string data, the overhead of such a call is considerable and data transport should be arranged by other means, see below.

#### **tclvar:**

Using the JavaScript function "tclvar" a link between a Tcl variable and a corresponding variable in the JavaScript context may be established. The "tclvar" function essentially creates a write trace on the Tcl variable, so that changes on the Tcl side are always automatically reflected on the JavaScript side:

```
tclvar("a");
tcleval("set a 42");
tcleval("puts " + a);
/* expected output:  42 */
```

Mind that the corresponding variable on the JavaScript side does *not* exist until the first write operation on the Tcl variable occurs. The Tcl variable, in turn, does not have to exist, when the "tclvar" function is called (i.e. all the work is done in the trace callback). If the variable name contains a namespace specifier, this namespace has to exist, when "tclvar" is called.

Even though it looks a perfect fit, "tclvar" can not be used to manage a property data array (if the array contains components to be saved to Ayam scene files). This is, because upon reading a scene file with such saved array items, the items will be read (and put into the Tcl context) before the script can establish the

write trace using `"tclvar"` and the data from the scene file never arrives in the JavaScript context. There is no easy way to get around this. A suggested way to manage a property data array is shown in the complete examples section below.

**tclset:**

The third global JavaScript function is `"tclset"` that allows to efficiently set Tcl variables from the JavaScript context avoiding conversion to string data and back. For example:

```
var a = 3.3;
var b = new Array(1, 3, 5);
tclset("a", a);
tclset("b", b);
```

sets the Tcl variable `"a"` to the floating point value 3.3, and `"b"` to a list of integer values `{ 1 3 5 }`. Note that the variable names may also point to Tcl array elements:

```
tclset("SphereAttrData(Radius)", 1.2);
```

or contain namespace specifiers

```
tclset("::MyNameSpace::Radius", 1.2);
```

.

### 6.6.3 Data Conversion

When data is transferred from the Tcl to the JavaScript side (e.g. while converting return values of "tcl eval" or variable values linked via "tcl var"), the following conversions are in effect: Scalar data types will be converted to their directly matching counterparts, except for Booleans, which will be converted to integer values. Lists will be converted to Array objects (nesting is allowed and will produce accordingly nested arrays). Associative arrays will be converted to objects with named properties. Unicode strings are currently not supported. See also the table below.

<b>Tcl</b>	<b>JavaScript</b>
Boolean (true, false)	Integer (1, 0)
Integer (2)	Integer (2)
Double (3.14)	Double (3.14)
String ("mystr")	String ("mystr")
List ({0 1 2})	Array ((0, 1, 2))
Array (mya(mye) = 0.1)	Object (mya.mye = 0.1)

Table 92: Tcl to JavaScript Data Conversions

When data is transferred from the JavaScript side to the Tcl side (e.g. as function argument), the following conversions are in effect: Scalar data types will be converted to their directly matching counterparts, Array objects will be converted to lists (nesting is allowed and will produce accordingly nested lists). Unicode strings and objects of a type other than Array (e.g. Boolean) are currently not supported. See also the following table.

<b>JavaScript</b>	<b>Tcl</b>
Integer (2)	Integer (2)
Double (3.14)	Double (3.14)
String ("mystr")	String ("mystr")
Array ((0, 1, 2))	List ({0 1 2})

Table 93: JavaScript to Tcl Data Conversions

The transport/conversion of object properties (to e.g. associative array elements) can be arranged manually like this:

```
var a = new Object();
a.b = 3.14;
tclset("a(b)", a.b);
```

### 6.6.4 Complete Examples

This section contains two complete examples for Script objects written in JavaScript.

For the first example use Script object type "Modify" and put a Sphere as child object of the Script object.

---

```
/* Ayam, use: JavaScript */
tclvar("SphereAttrData");
getProp();
if(SphereAttrData)
{
    tclset("SphereAttrData(ZMin)", -SphereAttrData.Radius);
    tclset("SphereAttrData(ZMax)", SphereAttrData.Radius);
    setProp();
}
```

---

The above script will make sure, that the ZMin and ZMax parameters of the Sphere object always match its radius.

First, a link from the original Sphere object property data array "SphereAttrData" is established, so that when "getProp()" (a converted Tcl Ayam command) is called, also the JavaScript object "SphereAttrData" is filled with meaningful data. The next line (the if) is a safety measure that prevents the script from failing if the child object of the Script object is not a Sphere object. Now the radius value is transferred back to Tcl directly into the property data array to the ZMin and ZMax entries respectively with the help of "tclset". Finally the modified property is transferred back to the Sphere object again with a converted Tcl Ayam command "setProp()".

The next example shows, how to manage a property GUI in a JavaScript implemented Script object script. Use Script object type "Create" and add a tag "NP MyProp" to see the property GUI.

---

```

/* Ayam, use: JavaScript, save array: MyPropData */
var MyPropData = new Object();
if(!tclevel("info exists MyPropData;"))
{
    /* initial script run (but not when loaded from scene file!) */
    MyPropData.MyItem = tclevel("set MyPropData(MyItem) 1.0;");
    tclevel("set MyPropData(SP) {MyItem};");
}
else
{
    /* all following script runs (and also when loaded from scene file!) */
    MyPropData.MyItem = tclevel("set MyPropData(MyItem);");
}
if(!tclevel("info exists MyPropGUI;"))
{
    tclevel("set ::phw [addPropertyGUI MyProp \"\" \"\"];");
    tclevel("addParam $::phw MyPropData MyItem;");
}
crtOb("Sphere");
sL();
getProp();
tclset("SphereAttrData(Radius)", MyPropData.MyItem);
tclset("SphereAttrData(ZMin)", -MyPropData.MyItem);
tclset("SphereAttrData(ZMax)", MyPropData.MyItem);
setProp();

```

---

This example demonstrates how to manage property data using the JavaScript object variable "MyPropData". The property data can be saved to and read from Ayam scene files with the help of a mirroring array variable on the Tcl side (also named "MyPropData"). To make this work properly, the initialisation of the JavaScript object must be constrained to the first script run: when the property data was read from a scene file, initialisation must not be run, instead the read data must be fetched from the Tcl context. This is what the first "if" statement, checking for existence of the mirroring Tcl array variable, in above example is all about.

Following this scheme of dual mirroring data structures on the Tcl and JavaScript sides, now the property GUI is created, which is also constrained to just one script run by a similar "if" statement.

After the GUI, a Sphere object is created and parameterized according to the data in the property GUI, which is used as radius, zmin, and zmax value.

## 6.7 Lua Scripting Interface

This section contains the documentation of the Lua scripting interface which is available after loading of the "luainterp" plugin.<sup>1</sup>

Upon loading, the "luainterp" plugin creates *one* Lua context that lives (with all variables and objects defined therein) until Ayam exits.

### 6.7.1 Accessing Lua from Tcl and Script Objects

The Lua functionality may be accessed from the Tcl scripting interface via the "luaEval" command. The command can be used either to directly execute Lua code provided via the command's argument (Tcl code in **bold**):

```
» luaEval {a = 0; a = a + 5.5; tclset("a", a);}
```

or to execute Lua code from a file:

```
» luaEval -f scriptfile.lua
```

Note, that this command is not available in the safe interpreter.

Furthermore, Script object scripts may also be implemented in Lua, provided the first line of the script is a comment that instructs Ayam to use the Lua interpreter:

```
-- Ayam, use:  Lua
a = 0;
...
```

Note that the Lua scripting context inherits the limitations of the calling Tcl context. For example, when running in a Script object, the following code fails:

```
tcleval("exit");
```

because the Tcl command "exit" is not available in the safe interpreter. The command will not fail, when the calling context is the main Tcl interpreter; one can e.g. type into the Ayam console:

```
» luaEval {tcleval("exit");}
```

and Ayam quits (see also section: [4.9.1 Safe Interpreter \(page 200\)](#)).

### 6.7.2 Lua Functions

This subsection informs about the global functions additionally available in the Ayam Lua interpreter.

Those are converted Tcl commands, "tcleval", "tclvar", and "tclset".

The functionality of Ayam is accessible from Lua via a larger set of global functions, named as the corresponding Tcl commands. For instance, Ayam objects can be created in Lua using a function call like this:

---

<sup>1</sup> Since 1.21.



```
crtOb("NCircle");
```

or, with additional arguments:

```
crtOb("NCircle", "-radius", 3.0);
```

In general, all commands available in the safe Ayam Tcl interpreter are also available as converted function (refer to section 6.2 Procedures and Commands (page 270) for a more or less complete list of those commands).

Note that Tcl procedures are generally not available as global Lua function, but they can be called using "tcleval" as documented in the next paragraph.

#### **tcleval:**

Apart from Tcl commands converted to Lua functions, there is the global Lua function "tcleval", that allows to evaluate arbitrary Tcl scripts, delivered as string argument:

```
a = 42;
a = tcleval("puts " .. a .. "; return 5;");
tcleval("puts " .. a);
-- expected output: 42 5
```

The "tcleval" function provides access to all the functionality of Ayam that is just available as a Tcl procedure. Note that return values are properly transferred back to Lua according to the rules for data conversion as documented below. However, due to the conversion to string data, the overhead of such a call is considerable and data transport should be arranged by other means, see below.

#### **tclvar:**

Using the Lua function "tclvar" a link between a Tcl variable and a corresponding variable in the Lua context can be established. The "tclvar" function creates a write trace on the Tcl variable, so that changes on the Tcl side are always automatically reflected on the Lua side:

```
tclvar("a");
tcleval("set a 42");
tcleval("puts " .. a);
-- expected output: 42
```

Mind that the corresponding variable on the Lua side does *not* exist until the first write operation onto the Tcl variable occurs. The Tcl variable, in turn, does not have to exist, when the "tclvar" function is called (i.e. all the work is done in the trace callback). If the variable name contains a namespace specifier, this namespace has to exist, when "tclvar" is called.

Even though it looks a perfect fit, "tclvar" can not be used to manage a property data array (if the array contains components to be saved to Ayam scene files). This is, because upon reading a scene file with such saved array items, the items will be read (and put into the Tcl context) before the script can establish the write trace using "tclvar" and the data from the scene file never arrives in the Lua context. There is no easy way to get around this. A suggested way to manage a property data array is shown in the complete examples section below.

#### **tclset:**

The third global Lua function is "tclset" that allows to efficiently set Tcl variables from the Lua context avoiding conversion to string data and back. For example:

```
a = 3.3;
b = {1, 3, 5};
tclset("a", a);
tclset("b", b);
```

sets the Tcl variable "a" to the floating point value 3.3, and "b" to a list of integer values { 1 3 5 }. Note that the variable names may also point to Tcl array elements:

```
tclset("SphereAttrData(Radius)", 1.2);
```

or contain namespace specifiers

```
tclset("::MyNameSpace::Radius", 1.2);
```

.

### 6.7.3 Data Conversion

When data is transferred from the Tcl to the Lua side (e.g. while converting return values of `"tcl eval"` or variable values linked via `"tcl var"`), the following conversions are in effect: Scalar data types will be converted to their directly matching counterparts. Lists will be converted to array-tables (nesting is allowed and will produce accordingly nested tables). Associative arrays will be converted to tables with properly named keys. Unicode strings are currently not supported. See also the table below.

<b>Tcl</b>	<b>Lua</b>
Boolean (true, false)	Boolean (true, false)
Integer (2)	Integer (2)
Double (3.14)	Double (3.14)
String ("mystr")	String ("mystr")
List ({0 1 2})	Array ({0, 1, 2})
Array (mya(mye) = 0.1)	Table (mya.mye = 0.1)

Table 94: Tcl to Lua Data Conversions

When data is transferred from the Lua side to the Tcl side (e.g. as function argument), the following conversions are in effect: Scalar data types will be converted to their directly matching counterparts, array-tables will be converted to lists (nesting is allowed and will produce accordingly nested lists). Sparse and mixed tables are currently not supported. Unicode strings are also currently not supported. See also the following table.

<b>Lua</b>	<b>Tcl</b>
Boolean (true, false)	Boolean (true, false)
Integer (2)	Integer (2)
Double (3.14)	Double (3.14)
String ("mystr")	String ("mystr")
Array ({0, 1, 2})	List ({0 1 2})

Table 95: Lua to Tcl Data Conversions

The transport/conversion of table entries (to e.g. associative array elements) can be arranged manually like this:

```
a.b = 3.14;
tclset("a(b)", a.b)
```

### 6.7.4 Complete Examples

This section contains two complete examples for Script objects written in Lua.

For the first example use Script object type "Modify" and put a Sphere as child object of the Script object.

---

```
-- Ayam, use: Lua
tclvar("SphereAttrData")
getProp()
if SphereAttrData then
    tclset("SphereAttrData(ZMin)", -SphereAttrData.Radius)
    tclset("SphereAttrData(ZMax)", SphereAttrData.Radius)
    setProp()
end
```

---

The above script will make sure, that the ZMin and ZMax parameters of the Sphere object always match its radius.

First, a link from the original Sphere object property data array "SphereAttrData" is established, so that when "getProp()" (a converted Tcl Ayam command) is called, also the Lua object "SphereAttrData" is filled with meaningful data. The next line (the if) is a safety measure that prevents the script from failing if the child object of the Script object is not a Sphere object. Now the radius value is transferred back to Tcl directly into the property data array to the ZMin and ZMax entries respectively with the help of "tclset". Finally the modified property is transferred back to the Sphere object again with a converted Tcl Ayam command "setProp()".

The next example shows, how to manage a property GUI in a Lua implemented Script object script. Use Script object type "Create" and add a tag "NP MyProp" to see the property GUI.

---

```
-- Ayam, use: Lua, save array: MyPropData

if tcleval("info exists MyPropData;") == 0 then
    -- initial script run (but not when loaded from scene file!)
    MyPropData = {}
    MyPropData.MyItem = tcleval("set MyPropData(MyItem) 1.0;")
    tcleval("set MyPropData(SP) {MyItem};")
else
    -- all following script runs (and also when loaded from scene file!)
    MyPropData = {}
    MyPropData.MyItem = tcleval("set MyPropData(MyItem);")
end

if tcleval("info exists MyPropGUI;") == 0 then
    -- create property GUI "MyProp"
    tcleval("set ::phw [addPropertyGUI MyProp \"\" \"\"];")
    tcleval("addParam $::phw MyPropData MyItem;")
end

crtOb("Sphere")
sL()
getProp()
tclset("SphereAttrData(Radius)", MyPropData.MyItem)
tclset("SphereAttrData(ZMin)", -MyPropData.MyItem)
tclset("SphereAttrData(ZMax)", MyPropData.MyItem)
setProp()
```

---

This example demonstrates how to manage property data using the Lua object variable "MyPropData". The property data can be saved to and read from Ayam scene files with the help of a mirroring array variable on the Tcl side (also named "MyPropData"). To make this work properly, the initialisation of the Lua object must be constrained to the first script run: when the property data was read from a scene file, initialisation must not be run, instead the read data must be fetched from the Tcl context. This is what the first "if" statement, checking for existence of the mirroring Tcl array variable, in above example is all about.

Following this scheme of dual mirroring data structures on the Tcl and Lua sides, now the property GUI is created, which is also constrained to just one script run by a similar "if" statement.

After the GUI, a Sphere object is created and parameterized according to the data in the property GUI, which is used as radius, zmin, and zmax value.

## 7 Import and Export

This section contains the documentation of all import and export modules of Ayam.

### 7.1 Import and Export Plugin Management

Except for RIB export, all import/export modules of Ayam are plugins that need to be loaded into the application before possible usage. Loading of an import/export plugin may be done in three different ways:

1. *explicitly* via the main menu entry "File/Load Plugin",
2. *automatically* on application startup via a script (by adding e.g. "plugins/loaddx fio.tcl" to the "Scripts" preference setting),
3. *implicitly* via normal scene IO. Implicit loading means one can simply use the main menu entries "File/Open" and "File/Save as" (or the corresponding keyboard shortcuts) and specify a filename with the appropriate extension (e.g. ".dxf").<sup>1</sup> Ayam will then load the matching plugin ("dxfio") and will also open the import (or export) options dialog with the "FileName" option already set to the filename chosen before. Of course, implicit plugin loading requires that the "Plugins" preferences are correctly set.

### 7.2 Import and Export Plugin Overview

The following table lists the Ayam features supported by the various import plugins.

Feature	RIB	OBJ	3DMF(Apple)	DXF	3DM(Rhino)	X3D
Quadrics	Yes	No	Yes	No	Yes	Yes
Trimmed NURBS	Yes	Yes	Yes	No	Yes	Yes
Parametrics	No	No	No	No	No	Yes
Curves	No	Yes	Yes	Yes	Yes	Yes
Transformations	Yes	No	Yes	No	No	Yes
Hierarchy	Yes	No	Yes	No	No	Yes
Instances	Yes	No	No	No	No	No
CSG	Yes	No	No	No	No	No

Table 96: Ayam Features Supported by Various Import Plugins

Not all features of Ayam are supported in the various export options. The following table gives an overview of the supported features per export file format.

<sup>1</sup> Since 1.13.

Feature	RIB	OBJ	3DMF(Apple)	DXF	3DM(Rhino)	X3D
Quadrics	Yes	No <sup>a</sup>	Some <sup>d</sup>	No <sup>b</sup>	Some <sup>d</sup>	Some <sup>d</sup>
Trimmed NURBS	Yes	Yes	Yes	No <sup>b</sup>	Yes <sup>c</sup>	Yes
Parametrics	No <sup>a</sup>	No <sup>a</sup>	No <sup>a</sup>	No <sup>b</sup>	Some <sup>e</sup>	Some <sup>e</sup>
Curves	No	Yes	Yes	Yes	Yes	Yes
Transformations	Yes	No	Yes	No	No	Yes
Hierarchy	Yes	No	Yes	No	No	Yes
Instances	Yes	No	No	No	No	Yes
CSG	Yes	No	No	No	No	No

Table 97: Ayam Features Supported by Various Export Formats

<sup>a</sup> : will be converted to NURBS

<sup>b</sup> : will be converted to PolyMeshes

<sup>c</sup> : 3D trimcurves exported as PolyLines

<sup>d</sup> : some quadrics are converted to NURBS (refer to plugin documentation)

<sup>e</sup> : some parametrics are converted to NURBS (refer to plugin documentation)

Note that a successful export of a 3D scene to a different application not only depends on Ayam but also on the importing application. For instance, many applications claim to read files in the Wavefront OBJ format but only import polygonal data or, even worse, only triangles from such files. By default, Ayam tries to preserve as much information/design intent as possible in the respective export format leading e.g. to the use of NURBS in Wavefront OBJ files. Consequently, to successfully transfer an Ayam scene to a different application, in some cases, manual conversion of the NURBS objects in the Ayam scene to polygonal geometry may be necessary. There is a script provided that helps in doing this ("`topoly.tcl`", see also section 6.5.2 [Convert Everything to Polygons](#) (page 330)).

Avam is not perfect either, as in most import options material and animation data is completely ignored.

The following table gives an overview of the file format versions supported by the various import and export plugins. Import of files from a different version should be considered unsupported.

Format	RIB	OBJ	3DMF(Apple)	DXF	3DM(Rhino)	X3D
Version	3.0	3.0	1.0	14	3.0	3.1

Table 98: Supported File Format Versions Overview

The next sections document the various import and export plugins in detail.

### 7.3 RenderMan Interface Bytestream (RIB) Import

Using the "`rrib`" (for **R**ead **R**IB) plugin RenderMan Interface Bytestreams of version 3.0 can be imported into Ayam. This plugin is based on the Affine library by Thomas E. Burge. Start importing a RIB using the menu entry "File/Import/RenderMan RIB" (if this menu entry is not available, the `rrib` plugin must be loaded using the menu entry "File/Load Plugin" first).

### 7.3.1 RIB Primitive Support

The RIB plugin supports import of the following geometric primitives:

- Quadrics (Sphere, Disk, Cylinder, Cone, Paraboloid, Hyperboloid, Torus),
- bilinear and bicubic patches and patch meshes,
- NURBS patches (with trim curves),
- (general) polygons and (general) polygon meshes,
- subdivision meshes (with all tags).

Furthermore, the plugin supports reading of CSG, object instances, archives, light sources (including area-lights), arbitrary linear transformations (except shear transformations), arbitrary RiOptions and RiAttributes, shaders (except transformation shaders and without array arguments), arbitrary primitive variables (e.g. varying or vertex)<sup>1</sup>, and procedural objects and delayed read archives<sup>2</sup>.

Texture coordinates will import as TC tags (see also section 4.11.3 TC (Texture Coordinates) Tag (page 220)). The handedness of the scene (set via RiOrientation) is tracked and converted to the right-handed default of Ayam.<sup>3</sup>

The RIB plugin does not support reading of curves, implicit surfaces (blobby models) and calls to the RenderMan interface that are not so much useful for a RIB import like e.g. RiMakeTexture.

Unsupported geometric primitives and other calls to the RenderMan interface are silently ignored.

Also note that for NURBS patches and bicubic patch meshes, points of type "P" will be promoted to "Pw". Points of type "Pz" are not supported by the plugin. Trimming of NURBS patches by clamping their knot ranges is also not supported (however, UMM/VMM tags will be created, that contain the new knot minimum and maximum values).<sup>4</sup> See also section 4.11.17 UMM/VMM (U/V Min Max) Tag (page 227).

Furthermore, objects of type (general) polygon and polygon mesh will always be promoted to general polygon meshes.

Object instances are resolved to normal objects while importing. Instances may be easily created again using Automatic Instancing (see section 8.8 Automatic Instancing (page 384)). If there are multiple objects in a RenderMan object instance, an enclosing Level object will be created.<sup>5</sup>

Procedural objects will not be evaluated, instead, RiProc objects will be created, that carry all arguments and create the same sequence of RIB requests upon export as was read upon import.

Note that in the case of serious syntactic errors of the RIB file more informative error messages are printed to the stderr channel of Ayam (which is not redirected to the Ayam console).

### 7.3.2 RIB Import Options

The RIB import may be controlled via different options:

- "ScaleFactor", determines a global scale factor to be applied to all imported objects.
- "ReadFrame", specifies the number of the frame in the RIB to read. A value of -1 means, all frames are to be read. If a frame number is specified and this frame does not show up in the RIB as "FrameBegin <yournumber>" nothing will be imported.

<sup>1</sup> Since 1.7.   <sup>2</sup> Since 1.9.   <sup>3</sup> Since 1.22.   <sup>4</sup> Since 1.9.   <sup>5</sup> Since 1.22.



- "ReadCamera": if this is switched on, a Camera object will be created when the RIB plugin encounters a "WorldBegin". You may drag this camera object onto a perspective View object in Ayam after import to see through the camera of the imported RIB.
- "ReadOptions", controls whether RiOptions are to be imported from the RIB to the scene. Note that those RiOptions will overwrite the current global settings in the Ayam scene.
- "ReadLights", if this is enabled the lights from the RIB will be imported.
- "ReadMaterial", controls whether material objects are to be created for the imported objects. All material objects are created in a special level named "Materials" in the top level of the scene. The plugin tries to keep the number of generated material objects as low as possible by comparing with already existing materials in this level. This also works with material objects that exist before the RRIB plugin is invoked (as long as they reside in this special level).
- "ReadPartial", this option is useful if you want to import partial RIBs (e.g. archives) that do not contain a "WorldBegin". Be careful with this option (i.e. use it only if reading of a RIB fails), as it switches reading of all types of objects on, regardless of the RIB structure.
- "ReadSTrim" if switched off, no simple trims (trims that only run along the border of a NURBS patch and actually do not trim the surface) will be imported if they are the only trim curves.
- "RescaleKnots" allows to rescale the knot vectors of NURBS patches and trim curves so that the distances between different knots are not smaller than the given value. Using a value of 1.0e-04 leads to NURBS that may be safely drawn using GLU. The default value 0.0 means no scaling.
- "Progress": displays the progress of the import in terms of line numbers of the file to import (archives do not advance the progress).

#### 7.4 RenderMan Interface Bytestream (RIB) Export

RenderMan Interface Bytestream (RIB) export is the most important export module of Ayam and in fact justifies its existence. All features of the Ayam object and scene structure are supported (hierarchy, CSG, instances, materials, lights etc.). Furthermore, Ayam also supports direct rendering from view windows, rendering in multiple passes for shadow maps, and permanent previews (where a RenderMan renderer is directly coupled to an Ayam view window).

The documentation on RIB export is spread over the Ayam documentation, this section gives some general information and otherwise just points to the real documentation sections.

RIB export is always available, it does not need a plugin to be loaded. The corresponding main menu entry is "File/Export/RenderMan RIB" and the corresponding keyboard shortcut is <Ctrl+E>. To control the RIB export and rendering, many options exist that are documented in [section 2.10.4 RIB-Export preferences \(page 58\)](#).

There are also some special ways to export RIBs available in the main menu: "Special/RIB-Export"; this is documented in [section 2.2 Special Menu \(page 34\)](#).

Avam can not only export scenes as RIB but also call various RenderMan renderers to directly render the exported RIB files to the screen or to an image file. Documentation on how to export/render directly from a view window can be found in [section 2.5 View Menu \(page 37\)](#).

Invoking RIB export is also possible using the scripting interface, see the [section 6.2.19 RIB export \(page 314\)](#) for more information.

RIB export always honors "NoExport" tags and the "HideChildren" attribute.

## 7.5 Mops Import

In older versions of Ayam, Mops scenes could be imported using the main menu entry: "File/Import Mops". Since Ayam 1.13 Mops import is a plugin named "mopsi". After loading the plugin, Mops scenes may be imported using the main menu entry "File/Import/Mops".

Ayam is able to import most elements of a Mops scene except for RiAttributes attached to arbitrary geometric objects, because attributes and shaders are managed by material objects in Ayam. However, if a Mops object has a surface or displacement shader, a material object with the shaders from the Mops object and its RiAttributes will be automatically created and linked with the geometric object while importing. Only Mops objects with surface or displacement shaders are considered because otherwise a material object would have to be created for every imported Mops object. The material objects are named "mat0", "mat1" and so on. Make sure, that the current scene in Ayam does not contain material objects with those names, otherwise Mops import will not be able to create material objects for the scene to import.

The import options "ResetDM" and "ResetST" control, whether GLU display mode and tolerance settings (see sections 4.4.1 NCurveAttr (page 126), and 4.6.1 NPatchAttr (page 144) for more information about display mode and tolerance) of NURBS primitives should be reset to using global preference values (the default in Ayam) instead of using the values from the Mops scene file.

## 7.6 AutoCAD DXF Import

The "dxfio" plugin allows to import AutoCAD DXF (drawing interchange format) files into Ayam with the help of the Dime library (from Systems in Motion, Kongsberg SIM AS, Norway).

Start importing a DXF file using the main menu entry "File/Import/AutoCAD DXF" (if this menu entry is not available, the dxfio plugin must be loaded using the menu entry "File/Load Plugin" first).

Note that the entire DXF file is read into memory before any geometry is created.

### 7.6.1 DXF Entity Support

The DXF import plugin supports reading of the following DXF entities: 3DFACE, ARC, CIRCLE, ELLIPSE, LINE, SOLID, TRACE, BLOCK, INSERT, POLYLINE, LWPOLYLINE, and SPLINE. Entities not listed here will be silently ignored.

3DFACE entities are imported as PolyMesh objects if either only the first three points are unique (the entity describes a triangle) or the face is planar else as BPatch objects.

ARC, CIRCLE, and ELLIPSE entities will be read as NCircle objects with corresponding "TMin", "TMax" parameters (for arcs and ellipses) and scale transformation values (for ellipses) set.

POLYLINE entities are completely supported:

- Polylines will be imported as NCurve objects;
- PolyMeshes and PolyFaceMeshes will be imported as PolyMesh objects;
- B-Spline and Bezier surfaces will be imported as NPatch objects.

LINE, LWPOLYLINE, and SPLINE entities will be imported as NCurve objects.

SOLID and TRACE entities are imported as BPatch objects.

BLOCK and INSERT entities will be converted to appropriate master (referenced) and instance objects (references).

Bulges and extrusions are *not* supported.

The following table comprehensively lists the supported DXF entities and their Ayam counterparts that will be created upon import.

DXF Entity	AYAM Object
3DFACE	PolyMesh / BPatch
ARC	NCircle
CIRCLE	NCircle
ELLIPSE	NCircle
LINE	NCurve
SOLID	BPatch
TRACE	BPatch
POLYLINE	NCurve / PolyMesh / NPatch
LWPOLYLINE	NCurve
SPLINE	NCurve
INSERT	Instance

Table 99: DXF Import Conversion Table

### 7.6.2 DXF Import Options

The DXF import may be controlled via different options:

- "FileName": is the path and name of the DXF file to import.
- "ReadCurves": if this is disabled, no freeform curves will be imported.
- "ScaleFactor": allows to apply a scaling factor to all imported objects.
- "ReadLayers": Using the "ReadLayers": using this import option, a single layer or a range of layers may be selected for import. By default, all entities from all layers will be imported.
- "RescaleKnots": allows to rescale the knot vectors of imported NURBS curves so that the distances between different knots are not smaller than the given value. A "RescaleKnots" value of 1.0e-04 leads to NURBS that may be safely drawn using GLU. The default value 0.0 means no scaling.
- "Progress": displays the progress of the import; from 0 to 50 percent, Dime is reading the DXF file; from 50 to 100 percent, the dx fio plugin is converting the DXF entities to Ayam objects.

## 7.7 AutoCAD DXF Export

The "dx fio" plugin allows to export Ayam scenes to AutoCAD DXF (drawing interchange format) files with the help of the Dime library (from Systems in Motion, Kongsberg SIM AS, Norway).

Start exporting to a DXF file using the main menu entry "File/Export/AutoCAD DXF" (if this menu entry is not available, the dx fio plugin must be loaded using the menu entry "File/Load Plugin" first).

Note that the entire Ayam scene is converted to a corresponding DXF model in memory before it is written to the DXF file.

Ayam only creates entities of type POLYLINE and SPLINE and misses very much information that could be saved to other formats (e.g. normals and texture coordinates). Therefore, the DXF export format should be avoided if possible.

### 7.7.1 Ayam Object and Properties Support

The export functionality of the dx fio plugin currently covers export of all boxes, quadrics, NURBS, PolyMeshes, instances, clones, script objects (of type "Create" or "Modify"), and objects that may be converted to NURBS curves or surfaces or to PolyMeshes. However, all boxes and quadrics will always be converted to NURBS surfaces and NURBS surfaces will be tessellated to PolyMeshes for export.

The scene hierarchy and CSG operations are fully ignored, all objects will be written as if combined by the union operator.

All transformations will be applied to the control points of the exported objects.

PolyMesh objects will be exported to POLYLINE (subtype PolyFaceMesh) entities. If a PolyMesh object contains faces with holes or with more than four points, it will be tessellated for export. Eventually existing normals will not be exported.

NURBS curves will be exported as SPLINE entities.

Instance objects are resolved for export.

Light sources, as well as Cameras, Views, and Materials are not exported.

Clamping the knot ranges of NURBS curves or surfaces via UMM/VMM tags is not supported. Texture coordinates will not be exported.

### 7.7.2 DXF Export Options

The DXF export may be controlled via different options:

- "FileName": is the path and name of the DXF file to export to.
- "ScaleFactor": allows to apply a scaling factor to all exported objects.
- "WriteSelected": exports only the selected objects.
- "ObeyNoExport": ignores all objects with "NoExport" tags.
- "IgnoreHidden": ignores all hidden objects.
- "WriteCurves": if this is disabled, no freeform curves will be exported.
- "TopLevelLayers": controls whether the top level Level objects in the Ayam scene to be exported should be interpreted as layers. If this option is enabled, all objects in these levels will be placed on the respective layer. Objects that are not in one of those levels will be written to the default layer. Furthermore, top level object names will become layer names.
- "Progress": displays the progress of the export; from 0 to 50 percent, the dx fio plugin is converting the Ayam objects to DXF entities; from 50 to 100 percent, Dime is writing the DXF file.

## 7.8 Wavefront OBJ Import

Since Ayam 1.8.3 a Wavefront OBJ (version 3.0) import facility is available and since Ayam 1.13 it is a plugin ("objio") that needs to be loaded before import. The corresponding main menu entry is "File/Import/Wavefront OBJ" (if this menu entry is not available, the objio plugin must be loaded using the menu entry "File/Load Plugin" first).

### 7.8.1 Wavefront OBJ Statement Support

Wavefront OBJ import supports reading of polygonal lines and faces with vertex normals and texture coordinates (the latter are read as primitive variable tags); statements: `v`, `vt`, `vn`, `l`, `f`.

Furthermore, freeform curves and surfaces (NURBS) with trim curves and with texture coordinates (again read as primitive variable tags) are supported; statements: `vp`, `cstype`, `deg`, `curv`, `curv2`, `surf`, `parm`, `trim`, `hole`, `end`.

Freeform curves and surfaces of basis type `bmatrix`, `cardinal` and `taylor` are currently not supported. Also, import of special curves and points (e.g. curve on surface) is currently not supported. Furthermore, trimming of freeform curves and surfaces by clamping their knot ranges is not supported (however, proper UMM/VMM tags will be created, that contain the new knot minimum and maximum values).<sup>1</sup> See also section 4.11.17 UMM/VMM (U/V Min Max) Tag (page 227). No material and grouping information will be imported. Unsupported statements will be silently ignored.

Wavefront OBJ import expects the file to be syntactically correct. The plugin is not very good in detecting and reporting errors. If the import fails, you might want to use a third party tool first to check whether the Wavefront OBJ file is valid at all.

Furthermore, note that the objio plugin supports Wavefront version 3.0 syntax only, files that use older syntax will not be imported correctly.

### 7.8.2 Wavefront OBJ Import Options

The following options control the Wavefront OBJ import process:

- "FileName": is the name of the Wavefront OBJ file (version 3.0)
- "MergeFaces": controls whether consecutive polygonal faces should be merged into a single PolyMesh object for import. Note that the merged PolyMesh objects probably needs to be optimized if there are vertices used by multiple faces (main menu "Tools/PolyMesh/Optimize").
- "MergePVTags": controls whether the PV tags of PolyMesh objects should be merged as well if they are subject to automatic merging (see above).
- "ReadCurves": if this is disabled, no freeform curves will be imported. This option does *not* influence the import of trim curves.
- "ReadSTrim": if switched off, no simple trims (trims that only run along the border of a NURBS patch and actually do not trim the surface) will be imported if they are the only trim curves.
- "RescaleKnots": allows to rescale the knot vectors of NURBS curves, patches, and trim curves so that the distances between different knots are not smaller than the given value. A "RescaleKnots" value of 1.0e-04 leads to NURBS that may be safely drawn using GLU. The default value 0.0 means no scaling.

---

<sup>1</sup> Since 1.9.

- "ScaleFactor": allows to apply a scaling factor to all imported objects.
- "RationalStyle": determines how rational coordinates are stored in the file to be imported (see also section 1.2.4 Rational Style (page 15));
- "Progress": displays the progress of the import; from 0 to 100 percent, the objio plugin is reading lines from the Wavefront OBJ file and creating Ayam objects. The number may be a bit off occasionally, as the progress meter just counts lines and assumes a fixed medium line length of 28 characters.

## 7.9 Wavefront OBJ Export

Since Ayam 1.7, it is possible to export scenes or objects to the Wavefront OBJ format (version 3.0). Since Ayam 1.13, Wavefront OBJ export is a plugin ("objio") that needs to be loaded before export. The corresponding main menu entry is "File/Export/Wavefront OBJ" (if this menu entry is not available, the objio plugin must be loaded using the menu entry "File/Load Plugin" first).

### 7.9.1 Ayam Object and Properties Support

The Wavefront export currently supports the following objects:

- NCurve and objects that may be converted to NCurve objects (e.g. ICurve, ConcatNC, ExtrNC),
- NPatch (with trim curves) and objects that may be converted to NPatch objects (e.g. BPatch, PatchMesh, Revolve, Sweep, Extrude, Skin, Cap, Gordon, Birail1, Birail2, Text); since Ayam 1.8.3 also Quadrics will be automatically converted to NURBS surfaces and exported,
- PolyMesh and objects that may be converted to PolyMesh objects (MetaObj), faces with holes are not supported by the Wavefront OBJ format and will be tessellated to triangles for export automatically,
- Box,
- Instance, Clone; both will be resolved to normal objects for export as Wavefront OBJ does not support referenced geometry.

Since the Wavefront OBJ format does not support separate transformation attributes, all transformation attributes will be used to transform the coordinate values (the control points) of the exported objects.

The hierarchy of the Ayam scene will be squashed to one level, transformations will be properly delegated to the child objects.

CSG operations are fully ignored, all objects will be written as if combined by the union operator.

The Wavefront OBJ export, currently, ignores all material information. Only geometry information is written to the OBJ file. However, texture coordinates from primitive variable tags will be exported.<sup>1</sup>

UMM/VMM tags are used to trim the knot vectors of exported NURBS objects.<sup>2</sup> See also section 4.11.17 UMM/VMM (U/V Min Max) Tag (page 227).

Light sources, as well as Cameras, and Views will not be exported.

Object names will be exported as `o` statements.

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<sup>1</sup> Since 1.8.3.    <sup>2</sup> Since 1.9.

### 7.9.2 Wavefront OBJ Export Options

The following parameters control the Wavefront OBJ export:

- "FileName": is the filename of the Wavefront OBJ file;
- "WriteSelected": exports only the currently selected object(s);
- "TessPoMesh" automatically tessellates all PolyMesh objects to triangles for export;
- "WriteCurves": toggles writing of NURBS curves and NURBS curve providing objects to the exported Wavefront OBJ file (This option does *not* influence the export of trim curves.);
- "ScaleFactor": allows to apply a scaling factor to all exported objects;
- "RationalStyle": determines how to write rational coordinates (see also section [1.2.4 Rational Style \(page 15\)](#));
- "Progress": displays the progress of the export; from 0 to 100 percent, the objio plugin is writing the Ayam objects to the Wavefront OBJ file.

## 7.10 3DMF (Apple) Import

Using the "mfio" plugin scenes may be imported from the 3DMF format (QuickDraw 3D Metafile) from Apple with the help of a free 3DMF parser created by Duet Development Corp. and distributed by Apple. Start importing a 3DMF file using the menu entry "File/Import/Apple 3DMF" (if this menu entry is not available, the mfio plugin must be loaded using the menu entry "File/Load Plugin" first).

The mfio plugin only supports the 3DMF version 1.0!

### 7.10.1 3DMF Primitive and Attribute Support

The mfio plugin supports import of the following geometric primitives:

- Polyline, Triangle, TriGrid, Polygon, general Polygon, Box,
- NURBS curve, NURBS surface (with trim curves),
- Ellipsoid, Cylinder, Cone, Disk, and Torus.

The following table comprehensively lists the supported 3DMF primitives and their Ayam counterparts that will be created upon import.

The following transformations are supported in 3DMF import:

- Scale,
- Translate,
- Rotate, RotateQuaternion, RotateAxis (if axis is X, Y, or Z).

Furthermore, the import plugin reads the structure of the scene from Container objects. Reference objects will be resolved to normal objects while importing. Instances may be easily created again using Automatic Instancing (see section [8.8 Automatic Instancing \(page 384\)](#)).

Support for import of lights, camera attributes as well as material attributes other than material color and opacity is currently not available.

3DMF Primitive	Ayam Object
Polyline	NCurve
Triangle	PolyMesh
TriGrid	PolyMesh
Polygon	PolyMesh
Box	Box
Ellipsoid	Sphere
Cylinder	Cylinder
Cone	Cone
Disk	Disk
Torus	Torus
NURBCurve	NCurve
NURBCurve2D	NCurve
NURBPatch	NPatch
Container	Level

Table 100: 3DMF (Apple) Import Conversion Table

### 7.10.2 3DMF Import Options

The following parameters, additionally, control the 3DMF import:

- "FileName": is the filename of the 3DMF file to import;
- "ScaleFactor": The "ScaleFactor" option allows to apply a scaling factor to all imported objects.
- "ReadCurves": If the "ReadCurves": import option is switched off, no curves will be imported. This option does *not* influence the import of trim curves.
- "ReadSTrim" if switched off, no simple trims (trims that only run along the border of a NURBS patch and actually do not trim the surface) will be imported if they are the only trim curves.
- "RescaleKnots": allows to rescale the knot vectors of NURBS curves, patches, and trim curves so that the distances between different knots are not smaller than the given value. A "RescaleKnots" value of 1.0e-04 leads to NURBS that may be safely drawn using GLU. The default value 0.0 means no scaling.

## 7.11 3DMF (Apple) Export

Using the "mfio" plugin scenes may be exported to the 3DMF format (QuickDraw 3D Metafile) from Apple with the help of a free 3DMF parser created by Duet Development Corp. and distributed by Apple. Start exporting to a 3DMF file using the menu entry "File/Export/Apple 3DMF" (if this menu entry is not available, the mfio plugin must be loaded using the menu entry "File/Load Plugin" first).

The mfio plugin only supports the 3DMF version 1.0!

### 7.11.1 Ayam Object and Properties Support

The mfio export supports the following geometric objects:



- NURBS curve and NURBS surface (with trim curves) including all NURBS curve/surface providing objects, such as ICurve, Skin etc.,
- Sphere, Disk, Cone, Cylinder, Torus,
- Box, and PolyMesh.

Objects of types not listed here will be converted to NURBS (if possible) or to PolyMesh objects automatically for export.

All transformations are supported and will be written as Translate, Rotate, and Scale transformations, respectively.

All Instance objects will be resolved for export. Level objects (regardless of type) will be written as Container objects.

If an object has a material, the color and opacity of the material will be written as DiffuseColor and TransparencyColor, if the respective red color component has a value different from -1.

Support for export of lights, camera attributes as well as material attributes other than material color and opacity is currently not available.

### 7.11.2 Trim Curves Support

The 3DMF file format specification for version 1.0 is unfortunately very terse, when it comes to trim curves. There is no clearly defined way of specifying them in conjunction with their respective NURBS surface. Furthermore, the method presented here is the only way that works with the free provided 3DMF parser. Trimmed NURBS patches will be written by Ayam like this:

```
Container (
    NURBPatch ( ...
    )
    [transformations & attributes of NURBS patch]
    TrimCurves ( )
    NURBCurve2D ( ...
    )
    Container (
        NURBCurve2D ( ...
        )
        NURBCurve2D ( ...
        )
    )
)
```

1. There will always be an enclosing `Container` for a NURBS patch.
2. If the patch is trimmed, after the `NURBPatch` or potentially present transformations and attributes of the patch, a `TrimCurves` element will follow (which does *not* contain the trim curves but is empty).
3. The trim curves follow now as 2D NURBS curves (`NURBCurve2D` objects for simple trims) or `Container` objects (for trim loops) with multiple 2D NURBS curves until the end of the enclosing container.

4. The transformation attributes of the trim curves will be applied to the NURBS curve control points for export (there will be no transformations or attributes for the trim curve elements).

The Ayam 3DMF import expects the trim curves to be delivered in this manner and can then indeed read them back accurately.

### 7.11.3 3DMF Export Options

The following parameters, additionally, control the 3DMF export:

- "FileName": is the filename of the 3DMF file to export;
- "WriteBinary": This option controls whether the text version or the binary version of the 3DMF file format should be used for export.
- "ScaleFactor": This option allows to apply a scaling factor to all exported objects.
- "WriteSelected": exports only the selected objects.
- "WriteCurves": If this option is disabled, no curves will be written to the exported 3DMF file. This option does *not* influence the export of trim curves.

## 7.12 3DM (Rhino) Import

Since version 1.8.2 Ayam contains a plugin named "onio" that may import scenes from the Rhino 3DM file format using the OpenNURBS toolkit (hence the name of the plugin onio – **OpenNURBS IO**) by Robert McNeel & Associates.

Start importing from a Rhino 3DM file using the menu entry "File/Import/Rhino 3DM" (if this menu entry is not available, the onio plugin must be loaded using the menu entry "File/Load Plugin" first).

The onio plugin only supports import of 3DM files of version 3.0 and earlier.

### 7.12.1 3DM Object Support

The import functionality of the onio plugin currently covers import of all NURBS and BRep objects and objects that may be converted to NURBS with routines from the OpenNURBS toolkit (those objects are: PolylineCurve, PolyCurve, LineCurve, ArcCurve, CurveOnSurface, RevSurface, SumSurface, and PlaneSurface). References will be resolved. Names will be imported, but converted to an ASCII representation. Since Ayam 1.8.3 also Mesh objects will be imported to PolyMesh objects, texture coordinates will be read and appropriate PV tags will be created for them.

The following table comprehensively lists the supported Rhino 3DM primitives and their Ayam counterparts that will be created upon import.

### 7.12.2 3DM Import Options

The 3DM import process is controlled by the following options:

- "ScaleFactor": This option allows to apply a scaling factor to all imported objects.

Rhino 3DM Primitive	Ayam Object
PolyLineCurve	NCurve
PolyCurve	NCurve
LineCurve	NCurve
ArcCurve	NCurve
CurveOnSurface	NCurve
Mesh	PolyMesh
NurbsCurve	NCurve
NurbsSurface	NPatch
RevSurface	NPatch
SumSurface	NPatch
PlaneSurface	NPatch

Table 101: 3DM (Rhino) Import Conversion Table

- "Accuracy": This option controls the tolerance of OpenNURBS internal operations, in this case the value is mostly used for conversion operations to the NURBS form.
- "ReadCurves": If this option is switched off, no curves will be imported. This option does *not* influence the import of trim curves.
- "ReadLayers": Using this import option, a single layer or a range of layers may be selected for import. By default, all objects from all layers will be imported.
- "ReadSTrim": This option helps to ignore single bounding trim loops of NURBS surfaces. Importing this single bounding trim loop would just make the Ayam scene more complex than needed in many cases. If "ReadSTrim" is switched off, no simple trims (trims that only run along the border of a NURBS patch and actually do not trim the surface) will be imported if they are the only trim curves.  
This option replaces the "IgnoreFirstTrim" import option available before Ayam 1.13 with slightly different semantics.
- "RescaleKnots": allows to rescale the knot vectors of NURBS curves, patches, and trim curves so that the distances between different knots are not smaller than the given value. A "RescaleKnots" value of 1.0e-04 leads to NURBS that may be safely drawn using GLU. The default value 0.0 means no scaling. Since Ayam 1.13 also eventually present trim curves will be scaled properly to the new knot ranges of NURBS patches.
- "Progress": displays the progress of the import; from 0 to 50 percent, OpenNURBS is reading the 3DM file into memory; from 50 to 100 percent, the onio plugin is converting the 3DM objects to Ayam objects.

### 7.13 3DM (Rhino) Export

Since version 1.8.2 Ayam contains a plugin named "onio" that exports scenes to the Rhino 3DM file format using the OpenNURBS toolkit (hence the name of the plugin onio – **O**pen**N**URBS **I**O) by Robert McNeel & Associates.

Start exporting to a Rhino 3DM file using the menu entry "File/Export/Rhino 3DM" (if this menu entry is not available, the onio plugin must be loaded using the menu entry "File/Load Plugin" first).

The onio plugin exports 3DM files of version 3.0.

### 7.13.1 Ayam Object and Properties Support

The export functionality of the onio plugin currently covers export of all boxes, quadrics, NURBS, poly-meshes, instances, clones, script objects (of type "Create" or "Modify") and objects that may be converted to NURBS curves or surfaces.

Even though export of planar cap surfaces of various tool objects is fully supported, the export of general trimmed NURBS patches is not well supported. This is because of a missing feature (pushing up 2D trim curves to 3D curves for arbitrary NURBS surfaces) in the OpenNURBS toolkit. A coarse polygonal 3D representation of the 2D trim curves will be created automatically, so that general trimmed NURBS patches may be exported, albeit with lower quality and bigger file size as would be necessary.<sup>1</sup>

UMM/VMM tags are used to trim the knot vectors of exported NURBS objects.<sup>2</sup> See also section 4.11.17 UMM/VMM (U/V Min Max) Tag (page 227).

Since the Rhino 3DM file format does not support hierarchy and transformation attributes per object, the hierarchy of the Ayam scene will be squashed and all transformation attributes will be applied to the control points of the objects for export. CSG operations are fully ignored, all objects will be written as if combined by the union operator. Furthermore, all instance objects will be resolved to normal objects.

All objects will be written to the first layer, the default layer (unless the "TopLevelLayers" option is used). Object names will be exported as well. Names of level objects will be prepended to the names of their child objects. The object hierarchy:

```
+-Arm(Level)
  | MySphere(Sphere)
  \ MyCylinder(Cylinder)
```

for instance, leads to two objects in the Rhino file named "Arm/MySphere" and "Arm/MyCylinder".

### 7.13.2 3DM Export Options

The 3DM export process is controlled by the following options:

- "ScaleFactor": The "ScaleFactor" option allows to apply a scaling factor to all exported objects.
- "Accuracy": The "Accuracy" option controls the tolerance of internal OpenNURBS operations (currently those are: pushing up 2D trim curves to 3D curves and checking NURBS surfaces for planarity).
- "WriteSelected": exports only the selected objects.
- "ObeyNoExport": ignores all objects with "NoExport" tags.
- "IgnoreHidden": ignores all hidden objects.
- "WriteCurves": If this option is disabled, no curves will be written to the exported Rhino 3DM file. This option does *not* influence the export of trim curves.

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<sup>1</sup> Since 1.9.    <sup>2</sup> Since 1.9.

- **"QuadAsBRep"**: If this option is enabled spheres, cylinders, cones, and torii will not be exported as collection of NURBS surfaces (as converted by Ayam) but as BRep objects (as converted by the OpenNURBS toolkit). However, not all features of the quadric objects will be translated in this case:
  - The BRep sphere does not support ZMin, ZMax, and ThetaMax.
  - The BRep cylinder does not support ThetaMax (base caps will be created if the cylinder is closed).
  - The BRep cone does not support ThetaMax (a base cap will be created, if the cone is closed).
  - The BRep torus does not support PhiMin, PhiMax, and ThetaMax.

The **"QuadAsBRep"** option has no effect on the export of disks, hyperboloids, and paraboloids. Those will always be exported as NURBS surfaces.

- **"TopLevelLayers"**: controls whether the top level Level objects in the Ayam scene to be exported should be interpreted as layers. If this option is enabled, all objects in these levels will be placed on the respective layer. Objects that are not in one of those levels will be written to the default layer. Furthermore, top level object names will become layer names.
- **"Progress"**: displays the progress of the export; from 0 to 50 percent, the onio plugin is converting the Ayam objects to 3DM objects; from 50 to 100 percent OpenNURBS is writing the 3DM file.

## 7.14 X3D (Web3D) Import

Since version 1.13 Ayam provides a plugin named **"x3dio"** that may import scenes from the XML based X3D file format published by the Web3D Consortium. The XML parser used in this plugin is based on Expat and SCEW.

Binary and compressed versions of X3D, as well as VRML files are *not* supported. Only pure XML files are read by the x3dio plugin.

Start importing from a Web3D X3D file using the menu entry **"File/Import/Web3D X3D"** (if this menu entry is not available, the x3dio plugin must be loaded using the menu entry **"File/Load Plugin"** first).

### 7.14.1 X3D Element Support

The import functionality of the x3dio plugin currently covers import of the following X3D elements (grouped by components):

- **Geometry3D**: Box, Sphere, Cylinder, Cone, ElevationGrid, Extrusion, IndexedFaceSet, IndexedTriangleSet, IndexedTriangleStripSet, IndexedTriangleFanSet, TriangleSet, TriangleStripSet, TriangleFanSet, IndexedLineSet, and LineSet.

Cylinders with just one cap are imported as two objects (a Cylinder and a Disk). In all other cases and also for Cones, the **"Closed"** attribute of the Ayam object is set according to the cap information of the X3D element.

ElevationGrids are imported as bilinear patch meshes.

- **Geometry2D**: Arc2D, ArcClosed2D, Circle2D, Disk2D, Polyline2D.

Arcs and Circles are imported as NCircle objects. Closed arcs and Polylines are imported as NURBS curves. Disks with an inner radius > 0.0 are imported as flat Hyperboloids (otherwise as Disks).

- **NURBS:** NurbsCurve, NurbsCurve2D, NurbsPatchsurface, TrimmedNurbsPatchsurface, Contour2D, ContourPolyline2D, NurbsSweptSurface, NurbsSwungSurface, NurbsSet.

All NURBS elements are fully supported.

- **CAD:** QuadSet, IndexedQuadSet, CADLayer, CADAssembly, CADPart, CADFace.

CADLayer objects will be imported as top level Level objects. CADAssembly and CADPart objects will be imported as level objects.

- **Light sources:** DirectionalLight, PointLight, SpotLight.

The lights will be directly mapped to the standard RenderMan light sources distant, point, and spot, respectively. Therefore, the "radius" and the "attenuation" attributes of point and spotlights are not supported. However, point and spotlights still have a quadratic falloff with distance.

- **Navigation:** Viewpoint.

Viewpoint elements will be imported as view objects (with corresponding view window) or camera objects depending on the "ReadViewpoints" import option.

- **Non geometric / Scene structure:** Transformation, Shape, Group, StaticGroup, Inline.

Shear transformations are not supported.

The semantics for inlining are currently not fully standards compliant. By default, DEFs in inlined files live in their own namespace. It is not possible to USE a DEF from an inlined file in the inlining file. However, if the "MergeInlineDefs" import option is switched on, *all* DEF namespaces (of inlining and inlined files) will be merged into one big namespace. Now it would be possible to USE a DEF from an inlined file in the inlining file. But beware, this only works correctly, if the DEF names in all the files are unique. It is not possible to transfer single definitions from an inlined file to the inlining file or from the inlining file to the inlined file.

Also note: Inline URLs that do not point to the file system are not supported.

Unsupported X3D elements will be silently ignored. Prototyping and dynamic scenes as well as scripts are not supported.

The following table comprehensively lists the supported Web3D X3D primitives and their Ayam counterparts that will be created upon import.

### 7.14.2 X3D Attribute Support

The "solid", "ccw", and "convex" attributes are always ignored.

The "DEF" and "USE" attributes are supported for all elements, however, the corresponding master-instance relationships are completely resolved upon import. Instances of objects may be easily created again using Automatic Instancing (please refer to section 8.8 Automatic Instancing (page 384)).

Normals will currently not be generated automatically for any X3D element and thus the "creaseAngle" attribute will be fully ignored. Note however, that if normals are specified explicitly, e.g. for an "IndexedFaceSet" element, they will be imported correctly.

Furthermore, if normals, colors, or texture coordinates are provided to an element that imports as a PolyMesh (IndexedFaceSet and the likes) proper PV (primitive variable) tags will be created.<sup>1</sup>

<sup>1</sup> Since 1.17.

<b>X3D Primitive</b>	<b>Ayam Object</b>	<b>X3D Primitive</b>	<b>Ayam Object</b>
<i>Geometry3D:</i>		<i>CAD:</i>	
Box	Box	QuadSet	PolyMesh
Sphere	Sphere	IndexedQuadSet	PolyMesh
Cylinder	Cylinder	CADLayer	Level
Cone	Cone	CADAssembly	Level
ElevationGrid	PaMesh	CADPart	Level
Extrusion	PolyMesh	CADFace	Level
IndexedFaceSet	PolyMesh	<i>Light:</i>	
IndexedTriangleSet	PolyMesh	DirectionalLight	Light
IndexedTriangleStripSet	PolyMesh	SpotLight	Light
IndexedTriangleFanSet	PolyMesh	PointLight	Light
TriangleSet	PolyMesh		
TriangleStripSet	PolyMesh		
TriangleFanSet	PolyMesh		
IndexedLineSet	NCurve		
LineSet	NCurve		
<i>Geometry2D:</i>			
Arc2D	NCircle		
ArcClosed2D	NCurve		
Circle2D	NCircle		
Polyline2D	NCurve		
Disk2D	Disk / Hyperboloid		
<i>NURBS:</i>			
NurbsCurve	NCurve		
NurbsCurve2D	NCurve		
NurbsSurface	NPatch		
NurbsPatchsurface	NPatch		
TrimmedNurbsPatchsurface	NPatch		
NurbsSweptSurface	Sweep		
NurbsSwungSurface	Swing		

Table 102: X3D (Web3D) Import Conversion Table

Moreover, if there is an index provided to the normals, colors, or texture coordinates, the relevant affected data (e.g. the vertex coordinates) will be expanded properly (as RenderMan does not support multiple different indices on the vertex related data). Note that currently the mere presence of an index will lead to this expansion. The potential normal, color, or texture coordinate index is not checked for, whether it is identical to the vertex coordinate index (and thus no expansion would be necessary in the first place).

The "DEF" attributes will be converted to object names in some cases.

### 7.14.3 X3D Import Options

The following options further control the X3D import process:

- "FileName": is the name of the X3D file to be imported
- "ReadCurves": if this is disabled, no freeform curves will be imported. This option does *not* influence the import of trim curves.
- "ReadViewpoints": controls whether viewpoints should be read as view, camera, or not at all.
- "ReadSTrim": if switched off, no simple trims (trims that only run along the border of a NURBS patch and actually do not trim the surface) will be imported if they are the only trim curves.
- "RescaleKnots": allows to rescale the knot vectors of NURBS curves, patches, and trim curves so that the distances between different knots are not smaller than the given value. A "RescaleKnots" value of 1.0e-04 leads to NURBS that may be safely drawn using GLU. The default value 0.0 means no scaling.
- "ScaleFactor": allows to apply a scaling factor to all imported objects.
- "RationalStyle": determines how rational coordinates are stored in the file to be imported (see also section 1.2.4 Rational Style (page 15));
- "Progress": displays the progress of the import; from 0 to 50 percent, the x3dio plugin is reading the XML file, from 50 to 100 percent the x3dio plugin is creating Ayam objects.

## 7.15 X3D (Web3D) Export

Since version 1.13 Ayam provides a plugin named "x3dio" that exports scenes to the XML based X3D file format published by the Web3D Consortium. The XML parser used in this plugin is based on Expat and SCEW.

Start exporting to a X3D file using the menu entry "File/Export/Web3D (X3D) " (if this menu entry is not available, the x3dio plugin must be loaded using the menu entry "File/Load Plugin" first).

### 7.15.1 Ayam Object and Properties Support

The export functionality of the x3dio plugin currently covers export of all boxes, quadrics, NURBS, PolyMeshes, instances, clones, script objects (of type "Create" or "Modify") and objects that may be converted to NURBS curves or surfaces or to PolyMeshes (e.g. SDMesh objects).

Some NURBS tool objects can be exported as parametric NURBS nodes, e.g. Sweep objects may be exported as NurbsSweptSurface nodes.

The scene hierarchy (level objects) will be converted to a matching transform node hierarchy.

CSG operations are fully ignored, all objects will be written as if combined by the union operator.

Clamping the knot ranges of NURBS via UMM/VMM tags is not supported.

PolyMesh objects will be exported to IndexedFaceSet nodes. PolyMesh faces with holes are automatically tessellated. PolyMesh faces with more than three points are tessellated if the export option "TessPoMesh" is used. All tessellated faces will be exported to a second IndexedFaceSet element.

Light sources are exported if they are point, distant, or spot lights.



Cameras and Views are exported as Viewpoint nodes. Note however, that X3D always assumes a perspective viewing transformation. This means, views of type "Front", "Side", or "Top" will not be exported properly.

Object names will be converted to DEF attributes.

Instances can be resolved or exported as USE/DEF pairs.

### 7.15.2 Wire-frame Support

The X3D export allows to export wire-frames instead of surfaces for NPatch and PoMesh objects.

To switch an object to wire-frame export, just add a tag "AsWire" to the object.

### 7.15.3 X3D Export Options

The following parameters, additionally, control the X3D (Web3D) export:

- "FileName": is the filename of the X3D file;
- "ScaleFactor": allows to apply a scaling factor to all exported objects (this will be realized by an extra Transform-node in the scene hierarchy);
- "WriteSelected": exports only the currently selected object(s);
- "ObeyNoExport": toggles export of objects with "NoExport" tags;
- "IgnoreHidden": toggles export of hidden objects;
- "WriteCurves": toggles writing of NURBS curves and NURBS curve providing objects to the exported file (This option does *not* influence the export of trim curves.);
- "WriteViews": controls whether views should be exported as view points;
- "WriteParametrics": toggles writing of the following tool objects as plain NURBS surface or the following higher level primitives:
  - Revolve as NurbsSwungSurface,
  - Swing as NurbsSwungSurface,
  - Sweep as NurbsSweptSurface,
  - Extrude as NurbsSweptSurface;
- "WriteMaterials": controls whether appearance and material nodes should be exported for each shape;
- "ResolveInstances": controls whether instance objects should be resolved to normal objects or exported as DEF/USE pairs, note that no attempt is made to detect whether the master objects (the DEFs) will be exported for all exported instances (USE); this may happen especially in conjunction with the X3D export options "WriteSelected" or "IgnoreHidden", incomplete/erroneous X3D files may result unless the "ResolveInstances" option is switched on;
- "TopLevelLayers": arranges for all child objects of top level objects in the Ayam scene to be put in CADLayer nodes;
- "RationalStyle": determines how to write rational coordinates (see also section [1.2.4 Rational Style \(page 15\)](#));
- "WriteX3dom": toggles X3DOM-export mode. If this option is enabled,

1. the X3D export will first read a XHTML template file (named "`x3dom-template.xhtml`"),
  2. then inject the scene to be exported into the X3D "`<Scene>`"-tag of the template (already present child elements of this tag will be preserved),
  3. add width and height of the view window that was exported last as attributes to the "`<X3D>`"-tag,
  4. and finally write the XHTML document to the file specified via the "`FileName`" export option.
- "`Progress`": displays the progress of the export; from 0 to 50 percent, the x3dio plugin is creating a XML document in memory and from 50 to 100 percent this XML document will be written to the X3D file.

## 8 Miscellaneous

This section contains all information about Ayam not fitting into the other main sections.

### 8.1 The Undo System

With the help of the undo system mistakes made while modelling may be corrected.

Note, that only modifications of objects can be undone. This includes changes made by interactive modelling actions, changes made using property GUIs, but also changes to views (type changes or changes to the camera settings associated with a view, unless explicitly disabled using the view attribute "EnableUndo"). It is currently *not* possible to undo any changes to the object hierarchy, including clipboard (e.g. cut, paste) and drag and drop operations. If an object is deleted, it is gone! If an object is, accidentally, moved using drag and drop, undo will *not* help.

The undo system works by storing copies of the different states of changed objects in an undo buffer. It is possible to step backwards through the saved states using <Ctrl+z> (undo) but also forward using <Ctrl+y> (redo).

The storage space occupied by the undo buffer may be adjusted using the preferences option "Modelling/UndoLevels". A value of 0 completely disables the undo system.<sup>1</sup> The value 1 means that there is always one state of the scene that can be restored, plus, a potential undo operation can also always be undone using redo.

The changes that would be undone or redone are shown in abbreviated form in the default prompt of the Ayam console and also in the main menu entries "Edit/Undo" and "Edit/Redo".<sup>2</sup>

Several actions will completely clear the undo buffer (i.e. no undo is possible after one of those actions): New Scene, Open (Replace) Scene, and Close View.

Furthermore, undo/redo operations will also modify objects that reside in the object clipboard (if they have saved states in the undo buffer). This means that the following sequence of operations leads to a sphere placed at "0, 0, 0":

---

```
create Sphere (at 0,0,0)
move Sphere (to 1,1,0)
cut Sphere (to clipboard)
undo
paste Sphere (from clipboard)
```

---

### 8.2 The Modelling Concept Tool-Objects

This section introduces the modelling concept *Tool-Objects*, as used in Ayam.

In a standard modelling application, to create a surface of revolution, one would either first create a curve then call the revolve tool to get an appropriate surface (losing the curve as object, or even keeping it, but without relation to the surface), or call the revolve tool first, which would then require the user to draw a curve with similar results: the created surface will typically lose the relation to the surface of revolution tool and the curve (even if kept intact) will lose the relation to the surface. There is no easy way to change

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.14.

parameters for the surface creation or to change the geometry of the curve later on without doing it all over again.

The modelling concept Tool-Objects overcomes these drawbacks by transforming the revolve *tool* into a scene *object*.

The following example hierarchy shows two objects in a parent-child relation:

```

+-Tool_Object (Revolve)
|           ^
|           :
|   <Notification>
|           :
\ Parameter_Object (NCurve)

```

The parent object is called *Tool-Object* and the child object is called *Parameter-Object*. There is a flow of information from the parameter object to the tool object. This information flow is controlled by the so called *Notification* mechanism. The notification mechanism makes sure that whenever the parameter objects change, the tool object is informed so that it may adapt to the changes. For interactive modelling actions, the notification will be carried out while dragging the mouse or after release of the mouse button (i.e. after the modelling action finished), depending on the main preference setting "LazyNotify".

In the example above, a NURBS curve is the parameter object and the tool object is creating a surface of revolution from the curve data. The NURBS curve and parameters of the Revolve object may change at any time. When saved to an Ayam scene file, no surface data will be written, leading to very small files that additionally contain a modelling history and capture design intent to a certain degree.

Tool objects may be parameter objects of other tool objects:

```

+-Tool_Object (ExtrNP)
+-Parameter_and_Tool_Object (Revolve)
  \ Parameter_Object (NCurve)

```

and there may be more than one parameter object per tool object:

```

+-Tool_Object (Skin)
| Parameter_Object_1 (NCurve)
| Parameter_Object_2 (NCurve)
| ...
\ Parameter_Object_n (NCurve)

```

Tool objects create new geometric objects from the information delivered by the parameter object(s) or they modify the parameter object(s) and deliver them to their respective parent object.

The pure hierarchical dependency scheme may be broken up by instance objects:

```

+-Tool_Object (Revolve)
  \ Parameter_Object (NCurve) ----- .
+-Tool_Object (Revolve)                | !
  \ Parameter_Object (Instance_of_NCurve) <- '

```

In the scene above, the second Revolve tool object depends on the shape of the first parameter object. The Instance object transports the data from one part of the hierarchy to another. The notification mechanism is aware of this and initiates updates in the scene hierarchy wherever needed and efficiently (not updating any objects twice) according to the "CompleteNotify" main preference setting. In the example above, due to complete notification, the second Revolve object will get updated automatically whenever the original NCurve object changes.

Two other mechanisms exist, that help tool objects to get the information they need and to increase flexibility in hierarchy building and modelling: *Provision* and *Conversion*. Both mechanisms are quite similar and convert objects temporarily/transparently (provision) or finally (conversion) from one type to another, e.g. they convert an ICurve (interpolating curve) to a plain NCurve (NURBS curve).

Due to the provision mechanism, an ICurve object could be used instead of an NCurve as parameter object in all examples above easily. And with the help of the conversion mechanism, the Revolve tool objects could be converted to plain NPatch objects (e.g. for modelling operations not available to Revolve objects).

Note that instance objects are subject to a second round of provision, i.e. the master does not need to be of the wanted type but rather provide the wanted type.

Even though, theoretically, every tool could be implemented as tool object, this has not been done in Ayam (mainly, because this would unnecessarily increase the code base). Only the most often used tools that convey and capture much design intent were implemented as tool objects (those are surface or curve creating tools). But also seldom used tools can be elevated to nearly full tool object capabilities through the employment of the concept of scripting objects (see section 4.9.1 Script Object (page 198)).

This can be done easily by e.g. creating Script objects of type "Modify" that call those tools from their script (after possible conversion of the provided object(s) to a proper type, the tool may need to operate on). Even property GUIs to let the user adjust tool parameters as they know it from the other Ayam objects can be added and different tools can be combined in single objects with normal script code for unmatched flexibility. But let us see a simple example first:

```
+-Skin
+-Script
  \ ExtrNC
```

In the scene hierarchy above, the Script object could be simply reverting the extracted curve with code like this:

---

```
convOb -inplace; revertC
```

---

effectively elevating the tool "revertC" to an object.

A more useful example can be found in the Marsrakete sample scene (as available from the Ayam home page). Here, a curve extracted from a patch is trimmed to the right length using a script like this:

---

```
convOb -inplace; trimNC 0.0 0.5
```

---

. See section 4.9.1 Script Object Example (page 202) for information on how this script might be expanded to support a GUI and more error checking.

### 8.3 Scene File Management

This section contains exhaustive information on what exactly happens, when Ayam reads or writes a scene file.

#### 8.3.1 Opening Scene Files

When reading a scene using "File/Open" or the MRU list:

1. Ayam will first check the scene changed state of the currently loaded scene and warn the user, if the current scene contains unsaved changes,
2. then Ayam will clear the undo buffer and the current scene (the clipboard content is not touched, except for instance objects, whose masters are cleared with the scene: those instance objects will be deleted from the clipboard),
3. if the new file appears not to be an Ayam scene file (judged solely by the file name extension) Ayam will try to import the file using an import plugin responsible for the file (automatically loading the matching plugin if not already loaded),
4. Ayam will change the application working directory to the directory of the scene file,
5. now, a backup copy of the file to read will be made (depending on the preference setting "Main/BakOnReplace"), a potentially existing old backup copy will be silently overwritten, note: even if the backup fails, scene reading continues,
6. the header of the scene file will be read to derive the scene file format version,
7. the file will be read with all objects, \*
8. all instances will be connected to their masters using the information stored in "OI" tags; if a master can not be found in the scene, the respective instance object(s) will be removed,
9. all objects will be connected to their materials using the information stored in "MI" tags; if no matching material can be found, the connection will not be established,
10. a complete notification will be run,
11. if the file contains a Root object with "SaveMainGeom" and/or "SavePaneLayout" tags, the respective window/widget geometries from the tags will be re-established,
12. if no errors occurred during reading, the current scene name will be set to that of the file, otherwise the current scene name will be reset to "unnamed" (to avoid clobbering good scene files that failed to load for some reason with a single, maybe even unintentional, press of <Ctrl+S>),
13. the file name will be put to the first most recently used files entry in the file menu,
14. the scene changed state will be reset to "unchanged",
15. if a Root object was read, a save views flag will be set, otherwise it will be cleared and following save operations will not save the root and any views (i.e. scene files without root and views stay scene files without root and views, even if new views are opened and parameterized).

\* When reading objects from a file:

1. if a view object is read, a new view window will be opened (except for the first three view objects in single window GUI mode, where only the configuration of the view objects read will be copied to the already existing view objects of the three internal views),

2. if one object is of a currently undefined type (i.e. defined by a plugin), Ayam will derive a potential plugin name from the object type name and attempt to load the plugin, then scene reading continues,
3. if a material object is read, Ayam will immediately register it; if this registration fails (because there is already a material with that name registered; this material can *only* be in the clipboard, as all other objects were deleted before opening the file), the new material object will be renamed by appending a number and the registration is attempted again, those steps will be repeated until successful (prior to version 1.21 Ayam did not attempt to rename the material and other objects were then connected to the already existing material),
4. if loading of an object fails, Ayam skips to the next object and continues to read from the file.

### 8.3.2 Inserting Scene Files

In contrast to reading scenes via "File/Open" or the MRU list, reading scenes via "File/Insert" does some things differently:

1. the current scene will not be cleared before reading the file,
2. the current level will not be reset before reading the file; if the scene file to be inserted contains no root and no views, the new objects will be created in the current level, otherwise the objects will be created in the topmost level of the scene, which will also be the new current level in any case (after reading),
3. no backup copy will be made of the file to be inserted,
4. if a material is missing from the file, and a matching (by name) material exists in the scene, the objects will be connected to this material,
5. view windows will be opened for every view object read (the internal views will not be changed),
6. the current directory will only be changed during the file read operation,
7. if a material object is read, Ayam will immediately register it; if this registration fails (because there is already a material with that name registered), the new material object will be renamed by appending a number and the registration is attempted again, those steps will be repeated until successful; prior to version 1.21, Ayam did not attempt to rename the material and other objects were then connected to the already existing material,
8. the current file name will not be changed,
9. the scene changed state will be set to "changed",
10. the save views flag will not be changed, this means that inserting a scene file without views into an empty scene (e.g. directly after application startup or after "File/New") and then saving the scene, will enrich the scene file with root and views (in contrast to loading this scene via "File/Open").

### 8.3.3 Saving Scene Files

When saving a scene using "File/Save":

1. Ayam will first check the current scene file name, if the name is "unnamed", a new file name will be requested,
2. if the file appears not to be an Ayam scene file (judged solely by the file name extension) Ayam will try to export the current scene using an export plugin responsible for the file type instead of saving to an Ayam scene file (automatically loading the matching plugin if not already loaded),

3. the geometry of the main window and internal widgets is saved to "SaveMainGeom" and/or "SavePaneLayout" tags (if present in the Root object),
4. "OI" tags and "MI" tags will be created to allow instances to be connected to their respective masters and objects to their materials, when reading the scene file again,
5. then, all objects from the scene will be saved to the file; if the save views flag was cleared while reading the previous scene file, root and views will be omitted (i.e. scene files without root and views stay scene files without root and views, even if new views are opened and parameterized),
6. if no errors occurred during saving the file, the file name will be put to the first most recently used files entry in the file menu, and the scene changed state will be set to "unchanged",
7. if errors occurred, the current scene changed state will be kept.

## 8.4 Ayamrc File

To customize Ayam beyond the capabilities of the preferences dialog, the ayamrc file may be used. This file is either pointed to by the environment variable AYAMRC or is determined as following:

- On Unix it is "~/.ayamrc", where "~" denotes the home directory of the current user.
- On the Win32 platform (Windows95 - XP) it is "\$ (HOME) /ayamrc" if the environment variable HOME exists, else "\$ (TEMP) /ayamrc".
- On Mac OS X Aqua (not X11!) it is "~/Library/Preferences/.ayamrc", where "~" denotes the home directory of the current user.
- On Mac OS X X11 (not Aqua!) it is "~/.ayamrc", where "~" denotes the home directory of the current user.

The ayamrc file is read on each start of Ayam and saved again on exit (if the preference setting "Main/AutoSavePrefs" is enabled).

The ayamrc file contains:

1. preference settings (including some hidden settings that require just occasional tweaking and are not reachable using the GUI preference editor)
2. position and size of the main window and the toolbox window
3. keyboard shortcuts to menu entries and modelling actions
4. RiOption and RiAttribute databases

You may edit the file with any text editor (while Ayam is *not* running), but keep in mind, that the file will be parsed by Tcl. Should you, for some reason, destroy your ayamrc file so that Ayam does not start correctly anymore you can always start Ayam with the command line option "-failsafe". When the application is left the next time, or the main menu entry "File/Save Prefs" is invoked, a correct ayamrc file will be created again. All preference settings will be reset to factory defaults and all your edits of the ayamrc file will be lost, however.

Another way to reset the ayamrc file is to simply delete the file manually or using the main menu entry "Special/Reset Preferences".

To reset single elements to factory defaults, just remove the corresponding lines from the ayamrc file.



Finally, resetting single preference settings without a text editor is also possible with the help of the scripting interface by manipulating the global "ayprefs" array. The following example leads to a reset of the tolerance preference setting to its factory default for the *next* start of Ayam.

```
»unset ayprefs(Tolerance)
```

After unsetting single elements of the preferences array, Ayam should be restarted.

### 8.4.1 Changing Keyboard Shortcuts

You may adapt the keyboard shortcuts used in the GUI to your special needs using the ayamrc file. Note that if you do that, the GUI (the menu entries and the "Show Shortcuts" window) will adapt to your changes but certainly neither this documentation, nor the reference card (unless recreated using the script "refcard.tcl"), nor the tutorials.

Ayam does *not* check for clashes in key bindings. This means, the last set binding for a key will be used.

On Unix, the output of the program "xev" and the manual page for the "bind" command of Tk provide helpful information about which strings may be used to describe key presses. You can also directly use the Ayam console to infer key names, just enter:

```
»toplevel .keytest; bind .keytest <Key> {puts %K}
```

into the Ayam console. Now you can activate the new top level window and type on your keyboard while the Ayam console prints the names of the keys.

For convenience, the special string "Ctrl" will be replaced by "Control" before a shortcut is handed to the bind command.

Example:

---

```
set aymainshortcuts(Prefs) {Ctrl-p}
```

---

sets the keyboard shortcut for opening of the preferences editor to <Ctrl+p>. See the ayamrc file itself for a complete listing of available shortcuts.

### 8.4.2 Hidden Preference Settings

The ayamrc file currently contains the following adjustable hidden preference settings:

- "AALineWidth", line width used for drawing the lines of unselected objects (blue lines in standard color configuration) when anti-aliasing is enabled. The default value is 1.3. Ayam is not checking, whether the specified value is supported by the OpenGL implementation used.
- "AAFudge", offset added to any line ends to accommodate for different OpenGL implementations wrt. anti-aliasing (default 1.0).
- "AASelLineWidth", line width used for drawing the lines of selected objects (white lines in standard color configuration) when anti-aliasing is enabled. The default value is 1.5 (a tad higher than "AALineWidth" above, to make the perceived line width equal compared to normal lines, in the case of drawing a selected curve over a not selected resulting surface). Ayam is not checking, whether the specified value is supported by the OpenGL implementation used.

- "AddViewParams" allows to add custom parameters to the view OpenGL widget creation, like e.g. "-stereo true". The default value is "" (empty string).
- "ALFileTypes", "ALPlugins" two lists that describe file name extensions and corresponding plugins that import and export files of the type designated by the file name extensions.
- "AllowWarp": controls whether the mouse pointer should be moved to the new position of points snapped to the grid while editing (default: 1 – yes).
- "AskScriptDisable" controls the warning dialog that appears if scenes with Script objects or tags are loaded. The default value is 1 – yes, warn about Script objects and tags.
- "AUCommands", commands that will be run in the console when <Shift+Return> is used instead of <Return>. See also section 6.2.14 [Updating the GUI \(page 310\)](#). The default value is "uS;rV;", leading to a complete update of the object hierarchy, the property GUI and all view windows.
- "BackupExt": is the file name extension to be used for backup files. Default values are "~" for Unix and ".bak" for Win32.
- "Balloon": time in ms until the tooltip window appears (default: 1500 - 1.5s).
- "Cat": name of a program that can read from and write to a pipe (used by the Rendering GUI) (default: "cat") (a setting of "cat" will be automatically replaced by "cat.exe" on Win32)
- "ConsoleTakeFocus": can be used to exclude the console from focus traversal via <Tab> when set to 0, the default value is 1.
- "ConsoleCursorEnd", if switched on, the first click into the console will move the cursor to the input prompt, ready for command input, instead of moving the cursor to the point of the click. This option is enabled by default.
- "ConvertTags", a comma separated list of tag names. These tags will be copied verbatim to converted and provided objects. Default value: "TP, TC".
- "CullFaces", enables culling/discarding of back facing polygons prior to display with OpenGL. This can improve the visual quality of shaded surfaces at their edges. Note however, that culling back faces can also disrupt the CSG preview using AyCSG. Default value: 0 – no.
- "CycleHiddenWire", determines whether the slow "HiddenWire" drawing mode is included in the list of modes that are cycled by keyboard (via "Ctrl+PageUp"/"Ctrl+PageDown"), default: 0 – no.
- "DailyTips": a list of strings that appear as tips on startup in the console (default: large).
- "EFlush": time in ms between two flushes of the error message buffer (default: 2000 - 2s).
- "FDShowHidden": controls whether the standard file dialog on Unix shows hidden files (default 1 – yes).
- "FDShowHiddenBtn": controls whether the standard file dialog on Unix shows an extra button that toggles display of hidden files (default 0).
- "FixDialogTitlees", this option prepends the title of a message box that is normally displayed in the window frame of the message box to the message in the box. This may be necessary because on some systems the title string might be displayed in an unreadable font or not at all. On Mac OS X Aqua (not X11!) this option is enabled by default. On all other systems this option is disabled by default.
- "FixImageButtons", enables a workaround for buttons (e.g. in the toolbox) that stay depressed when used. This option is disabled by default on all platforms.

- "FixX11Menu" enables a workaround for non-sticky menus on X11 (displaced menus do not stay open). This option is enabled by default and not used on the Win32 and Aqua platforms.
- "FlashObjects" enables flashing of objects while object picking. When enabled, this option needs a considerable amount of resources due to constant picking operations while the mouse pointer travels over the view window and also leads to a lot of visual noise. Therefore it is disabled by default.
- "IconGamma": this setting may be used to adapt the contrast of all icons (in view menu and the toolbox) to your display gamma. If you are on a SGI it is recommended to set this to about "0.7". The default value "" (empty string) leads to no changes of any icon images.
- "KeepNTmpFiles": how many incarnations of the scene in RIB form (which actually may be split in more than one file due to e.g. instances) created when directly rendering from a view window should be kept on disk (default: 5)
- "Kill": name of a program that kills other processes and accepts a process id as argument (used by the Rendering GUI) (default: "kill") (a setting of "kill" will be automatically replaced by "kill.exe" on Win32) On the Win32 platform you may also use an internal kill command "w32kill" that has been introduced in Ayam 1.4.
- "LineWidth", line width used for drawing the lines of unselected objects (blue lines in standard color configuration). The default value is 1.0. Ayam is not checking, whether the specified value is supported by the OpenGL implementation used.
- "ListTypes" determines, whether the type of an object should be displayed in braces in the tree view or listbox. The default value is 1 – yes, list the types.
- "LoadEnv", controls whether the environment scene file should be read on each application start. The default value is 0 – no file will be read. Saving an environment scene file via the menu entry "Special/Save Environment" or setting a value different from an empty string ("") to the "EnvFile" preference setting will set this option to 1 automatically.
- "MarkHidden" determines, whether hidden objects should be marked (using a preceding exclamation mark) in the tree view or object listbox. The default value is 1 – yes, mark hidden objects.
- "MaxTagLen": the maximum number of characters to be displayed in the buttons in the Tag Property GUI (default: 30).
- "NewLoadsEnv", if this is switched on, Ayam will read the scene file specified by "EnvFile" also when the scene is cleared using the main menu entry "File/New". The default value is 1 – yes, load the environment file on "File/New".
- "NormalizeDigits", determines the number of digits to the right of the decimal point, the transformation attribute and control point normalizing process should leave intact (Default: 6).
- "NormalizePoints", controls whether the selected points should be normalized, after interactive modelling actions (Default: 1 – yes).
- "NormalizeTrafos", controls whether the transformation attributes should be normalized, after interactive modelling actions (Default: 1 – yes).
- "PanDist": the distance about which panning in views by keyboard occurs; positive values are absolute in pixels, negative values are relative to the current window dimension; a value of -10 means a tenth of the current window width/height. The default value is -10.
- "PaneMargins", is a list of currently five floating point values, used as a safety margin for the panes: console vs. hierarchy, hierarchy vs. upper-views, lower-view vs. property, property vs. hierarchy, upper-view-2 vs. upper-view-1 (in this order). These values control the minimum size of a pane expressed in an inverse (1/x) and relative way: the smaller the number, the bigger the margin.

The safety margin of the uppermost horizontal pane (that divides the upper internal views from the hierarchy and the third view) is e.g. a bit larger so that the main menu may not be obscured easily (the corresponding value is 5.0). The default value for the console (20.0) leads to a small margin, so that the console may be shrunk to 2 or even 1 lines of text. The default values are

```
{20.0 5.0 10.0 10.0 10.0}
```

- "PickTolerance": the tolerance used to determine whether an object should be picked or not (default: 5); this setting determines the size of a rectangular area around the picked point in pixels, all objects that are inside or touch this area are considered picked.
- "PolyOffset0", "PolyOffset1" two float values, that control the offsetting of shaded surfaces in the shade and draw drawing mode (so that the curves always appear on top of the surfaces). Default values are 1.0, 1.0.
- "Prompt": controls the prompt for the Ayam console. If set to an empty string, a default of

```
\[Undo:$ay(undoo)/Redo:$ay(redoo)\]\[Repeat:$ay(repo)\].../[file  
tail [pwd]]>
```

will be used, which displays the name of the operations that can be undone and redone, the tool to be repeated, and the last component of the current directory of Ayam like this:

```
[Undo:None/Redo:None] [Repeat:None] .../scn>
```

.

If this would be set to "[pwd]>" the prompt would display the full path name of the current directory instead.

To display the value of an arbitrary Tcl variable in the prompt (e.g. designating the current level in the scene hierarchy) a write trace must be bound to that variable. The write trace in turn must call the procedure "ayam\_updateprompt" and may e.g. be established using a small script like this:

```
trace variable <vname> ayam_updateprompt
```

.

- "PVTexCoordName", default name for texture coordinate PV tags, the default value is "st".
- "PVNormalName", default name for vertex normal PV tags, the default value is "N".
- "PVColorName", default name for vertex color PV tags, the default value is "Cs".
- "SafeAutoFocus" disables AutoFocus (see [section 2.10.1 GUI preference settings \(page 51\)](#)) when certain dialog windows are open, so that they do not get shuffled under other windows by accidental mouse movements on systems where the window manager does only auto raise in conjunction with auto focus. This option is enabled by default on Win32.
- "SDMode", silhouette detection mode for the hidden wire drawing mode, 0 – off, 1 – z-buffer, 2 – color, 3 – z-buffer and color. The default is 3.<sup>1</sup>
- "SelectLast" determines whether clicks into the tree widget (but not on any node) should select the last object of the current level. Default 1 – yes.<sup>2</sup>
- "SelLineWidth", line width used for drawing the lines of selected objects (white lines in standard color configuration). The default value is 1.0. Ayam is not checking, whether the specified value is supported by the OpenGL implementation used.

---

<sup>1</sup> Since 1.21.    <sup>2</sup> Since 1.22.

- "SelXOR\_R", "SelXOR\_G", "SelXOR\_B": determine a color value that is used for drag selection rectangles. Note that the color is not used directly but combined with the color value of already drawn pixels by XOR. The default values are 255 for the red, 128 for the green, and 0 for the blue component.
- "ShiftTab", allows to set a specific keyboard symbol for systems where pressing the Shift together with the Tab key does not produce "<Shift-Tab>" (the default) but some other symbol like e.g. "<ISO\_Left\_Tab>" (many, but not all, modern X11 systems often use this).
- "SimpleToolGUI" controls whether the standard UI elements (as known from the property GUIs) should be used in tool dialogs or just simple entry widgets. Default 0, use standard UI elements.<sup>1</sup>
- "StripShaderArch" determines whether a second extension (the architecture) should be stripped from the file names of compiled shaders when scanning for shaders. Default 1 – yes.<sup>2</sup>
- "SwapMB", "SwapMBSC" allow to swap mouse buttons 2 and 3 on MacOSX/Aqua (not X11!) for specified mouse bindings ("SwapMBSC"), because on MacOSX/Aqua, traditionally, the naming of the middle and rightmost mouse button is reversed compared to X11/Win32. This option is enabled by default on MacOSX/Aqua and allows to use the same set of mouse bindings (the same ayamrc file) for X11 and Aqua without sacrificing user experience. The middle mouse button, by default, zooms the view, and the right one moves the view.
- "toolBoxList": a list of sections or groups of buttons describing the appearance of the toolbox window (default, using all available sections: {trafo trafo2 solids misco nurbs toolobjs points nctools1 nctools2 camera misc}).
- "ToolBoxShrink", controls whether the toolbox window should shrink wrap around its contents after a resize operation. This option is not used in single window GUI mode. Default is 1 – yes.
- "ToolBoxTrans", decides if the toolbox window should be made transient. It will then, depending on the window manager or its configuration, get a different or no decoration, no icon (or no entry in the task bar on Windows), and will always be iconified when the main window gets iconified. Not used in single window GUI mode. The default value is 1 – yes.
- "UseInternalFD" switches to an internal file dialog for loading of plugins. This option is only used on MacOSX/Aqua (not X11!), because there the normal file dialog will not enter application bundle directory structures. This option is enabled by default on MacOSX/Aqua and not used on any other platform.
- "WarnPropPasteToSel": should "Special/Clipboard/Paste Property to Selected" raise a warning requester? (default: 1 – yes)
- "WarnUnknownTag" controls the warning messages for unknown tag types (default: 1 – yes).
- "Wait": set this to "waitPid" to enable the work around for zombie processes created by the Rendering GUI. This is e.g. necessary for the Linux platform.
- "WheelZoom", a float value that controls the zoom factor, for the mouse wheel; the default value is 0.5.

### 8.4.3 RiOption and RiAttributes Database

With the ayamrc file, also the database of RiOptions and RiAttributes may be adapted to the target RenderMan rendering system.

Renderer specific options and attributes can then be added to the scenes using tags and the main menu entries "Special/Tags/Add RiOption" and "Special/Tags/Add RiAttribute", see also sections 4.11.1 RiAttribute Tag (page 218) and 4.11.2 RiOption Tag (page 219).

<sup>1</sup> Since 1.22.    <sup>2</sup> Since 1.22.

The syntax for a new RiOption is quite simple as the following example shows:

---

```
set riopt(runtime) {
  { verbosity s { "silent" "normal" "stats" "debug" } }
}
```

---

This snippet sets the section "runtime" and adds a single option, "verbosity", to it. The option is declared to be of type string using "s" and provided with a list of default values: "{ "silent" "normal" "stats" "debug" }".

To add another option to this section, say the option "op" which shall be an integer value, the aforementioned snippet needs to be changed to:

---

```
set riopt(runtime) {
  { verbosity s { "silent" "normal" "stats" "debug" } }
  { op i }
}
```

---

As you can see, it is not mandatory to provide default values. Be sure to correctly close all the curly braces, otherwise the next start of Ayam may fail.

Available types of parameters are:

- i: a scalar integer value,
- j: a pair of integer values,
- f: a scalar float value,
- g: a pair of float values,
- s: a string value,
- p: a point in space (simply three float values), the default values (if provided) are three float values in curly braces, such as {0.0 1.0 0.0},
- c: a color, the default values (if provided) are three float values in curly braces, such as {1.0 1.0 1.0}.

## 8.5 Environment Variables

This section documents the environment variables used by Ayam.

- "AYAMRC": designates the full filename of the ayamrc file.
- "HOME": path to the ayamrc file (used on Win32 if "AYAMRC" is not set).
- "TEMP": path to the ayamrc file (used on Win32 if "AYAMRC" and "HOME" are not set); also initial value of the "TmpDir" preference setting (used on Win32 if no ayamrc file exists, that specifies "TmpDir").
- "AYNOSPLASH": if this variable is set to 1, the splash screen will not be shown.
- "BROWSER": filename of the preferred WWW browser (used to display the documentation URL).
- "NETSCAPE": (if "BROWSER" does not exist) filename of the Netscape WWW browser (used to display the documentation URL).
- "SHADERS": initial value of "Shaders" preference setting (used if no ayamrc file exists).

## 8.6 Plugins Overview

This section serves as a overview of the various plugins available in Ayam.

There are currently four major types of plugins for Ayam:

### shader parsing plugins

aysdr, ayslb, ayslc, ayslo, ayslo3d, ayslx, ayso.

See also section 8.7 Shader Parsing Plugins (page 383).

### custom objects

metaobj, sdnpatch, sfcurve, csphere.

See also section 4.9.2 Custom Objects (page 205).

### import/export plugins

dx fio, mfio, mopsi, objio, onio, rrib, x3dio.

See also section 7 Import and Export (page 350).

### modelling helper plugins

- jsinterp – JavaScript scripting interface (see section 6.6 JavaScript Scripting Interface (page 338)),
- luainterp – Lua scripting interface (see section 6.7 Lua Scripting Interface (page 344)),
- AyCSG – CSG rendering (see section 8.10 CSG preview using the AyCSG plugin (page 385)),
- IDR – Importance Driven Rendering (see section 8.9 Importance Driven Rendering (page 384)),
- aydnd – inter-application drag and drop,
- subdiv – Catmull-Clark and Loop subdivision for the SDMesh object (see section 4.8.2 SDMesh Object (page 196)).

## 8.7 Shader Parsing Plugins

The following plugins are provided to allow parsing of shaders:<sup>1</sup> "ayslb" for Air, "ayslx" for Aqsis, "ayso" for RDC, "ayslo" for PRMan, "ayslo3d" for 3Delight, "aysdr" for Pixie<sup>2</sup>, and "aygso" for Gelato<sup>3</sup>.

After loading of one of the aforementioned plugins, Ayam will be able to parse shaders compiled with the shader compiler of the respective renderer.

There can only be one active shader parsing plugin. You can not first load ayslb and then ayslx and expect Ayam to parse slb *and* slx shaders.

A shader parsing plugin may be loaded automatically on startup of Ayam using one of the provided Tcl scripts: "loadayslb.tcl", "loadayslo.tcl", "loadayslo3d.tcl", "loadayslx.tcl", "loadayso.tcl", "loadaysdr.tcl", and "loadaygso.tcl". To automatically load a plugin simply add the appropriate script to the preference setting "Main/Scripts" using the "Add" button in the preferences editor.

---

<sup>1</sup> Since 1.3.   <sup>2</sup> Since 1.6.   <sup>3</sup> Since 1.11.

Additionally, those scripts may be further adapted to set a different "Shaders" preference setting or to immediately scan for shaders after loading of the plugin. For that, just remove the leading hash-marks (#) from the corresponding lines in the script. Note that changing the scripts for immediate shader parsing is not necessary if the shader parsing plugin is loaded automatically on startup of Ayam, as the loading of the scripts (and therefore also of the plugin) will happen before the Ayam startup sequence executes the initial shader scanning pass. The shader search path used for the initial shader scanning pass is taken from the "Shaders" preference setting.

If a shader parsing plugin is loaded manually or via unchanged load script, the shaders search path must be adapted manually. Furthermore a shader scan must be initiated manually too. Both actions may be carried out using the preferences editor. Scanning for shaders may also be started using the main menu: "Special/Scan Shaders".

To better accommodate the fast changing world of RenderMan renderers, since Ayam 1.11 all shader parsing plugins are Ayam version independent (but still renderer version dependent *and* Tcl version dependent). This allows to distribute updated shader parsing plugins without updating Ayam too and thus in a higher frequency. Furthermore, compiling a shader parsing plugin is now much easier.

## 8.8 Automatic Instancing

Automatic Instancing is available via the main menu entry: "Special/Instances/Automatic Instancing". Automatic Instancing creates instances from all instantiable objects, using a simple algorithm that recursively compares objects. The comparison of materials and tags may be turned off in the small dialog that pops up after selection of the menu entry "Special/Instances/Automatic Instancing". Here, also the scope of the automatic instantiation can be set to the selected objects, the current level, or all objects in the scene (regardless of current level and selection).<sup>1</sup>

The algorithm is able to create instances of grouping objects too (objects with child objects, e.g. levels or tool-objects like revolve). However, in order for two grouping objects to be instantiated not only all child objects and the grouping objects have to be instantiable, but the child objects also have to be in the right order. It is not sufficient, that for every child of the potential master, a matching child of the potential instance exists. Instantiation of grouping objects may drastically decrease the total number of objects in a scene.

Note that before the automatic instantiation starts, all currently existing instances will be resolved. After instantiation some statistics will be displayed in the console.

More information about this subject can be found in:

*Schultz, R., and Schumann, H.: "Automatic Instancing of Hierarchically Organized Objects", in: Kunii T.L. (ed.): Spring Conference on Computer Graphics (SCCG 2001) Conference Proceedings, Budmerice, Slovakia, 25-28 April 2001, ISBN 80-223-1606-7*

## 8.9 Importance Driven Rendering (IDR)

The importance driven rendering plugin may be used to drastically reduce rendering times while developing a scene. It works in three main steps:

1. Importance values are assigned to elements of the scene.

---

<sup>1</sup> Since 1.21.



2. Two rendering passes are started according to the assigned importance values. Elements of different importance values are mutually masked out using "RiMatte" statements.
3. The resulting partial images are composed to a single resulting image, which is then displayed.

The parameterisation of the two rendering passes ensures, that the total rendering time is lower than the rendering time of a single pass with high quality.

Many options exist to assign importance and parameterise the rendering passes:

Elements of the scenes may be geometric objects, regions in image space, or regions in object space. Importance values are currently just binary values. Assignment may take place manually (using IDR tags) or half-automatic by derivation of importance from currently selected or changed objects. To avoid inconsistency in the resulting images, importance values may be propagated between (geometrically or hierarchically) near objects, or between objects that are related (e.g. from a material to a geometric object).

Parameterisation of the two rendering passes currently includes selection of a different renderer and the possibility to reduce rendering resolution and shading rate. To further reduce rendering times for raytracing renderers, the size of the region to render may be automatically adapted to the elements of the current importance value (including an optimisation run that balances renderer startup times and times needed to render regions not originally occupied by two regions to merge).

Furthermore, caching of partial images is possible. However, the implementation of this feature is not very sophisticated at the moment, as it uses the Unix text tool "diff" to decide whether two RIB streams are identical and hence need no re-rendering.

To start using IDR:

1. load a scene (e.g. the cactus example scene),
2. load the IDR plugin (menu "File/Load Plugin"),
3. open the IDR control window using the main menu "Custom/Open IDR",
4. set the assign mode to "Selection",
5. select an object in the scene (e.g. the object named "Pot"),
6. then press the "Render!" button.

Compare the rendering time with a full render from the view window.

IDR requires that at least the renderer of the second rendering pass honours RiMatte. Since rgl does not honour RiMatte, it is sometimes necessary to simply exclude objects of different importance value. No wrong images are to be expected from this, as rgl does not calculate other than local lighting effects.

More information about this subject can be found in:

*Schultz, R., and Schumann, H.: "Importance Driven Rendering - Using Importance Information in the Rendering Process", in: Hamza M., Sarfraz M. (ed.): Computer Graphics and Imaging (CGIM 2001) Conference Proceedings, Honolulu, Hawaii, 13-16 August 2001, ISBN 0-88986-303-2*

## 8.10 CSG preview using the AyCSG plugin

The AyCSG plugin may be used to resolve and preview CSG operations. For this, the plugin uses image based CSG rendering algorithms provided by the OpenCSG library by Florian Kirsch. The OpenCSG

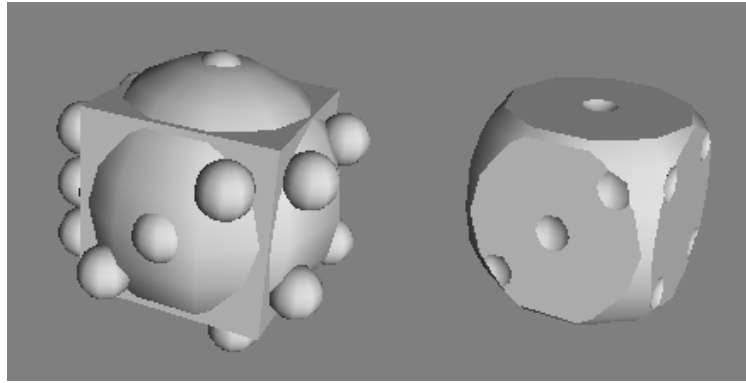


Figure 122: CSG preview example (left without, right with CSG)

library, currently, supports the *Goldfeather* and the *SCS* algorithm. The latter only works properly with convex primitives. Since both, Goldfeather and SCS, are image based rendering algorithms, there is no limit in geometric object types that may be used in CSG hierarchies. You may e.g. use Quadrics, NURBS, and Metaballs in every possible combination. You just have to make sure, that every CSG primitive describes a closed space.

In order for the CSG rendering algorithms to work properly, the depth complexity (convexity) of a primitive must be known. The depth complexity of a primitive determines the maximum number of forward oriented surfaces any ray through this primitive would pass. A regular sphere has a depth complexity of 1, a torus of 2, but do not confuse depth complexity with genus, they are different values. A 3D representation of the letter A e.g. has a genus of 1 but a depth complexity of 3. The depth complexity of a primitive can be stored in a "DC" tag. A torus would e.g. get a tag named "DC" with the value "2". If no "DC" tag is present for a primitive, a default value for the depth complexity of "1" will be used. If you fail to correctly specify the depth complexity, rendering errors, like missing parts of surfaces, will occur.

Note that the correct operation of AyCSG not only depends on the depth complexity but also the winding order of the OpenGL primitives (triangles or quads) used for drawing of the CSG primitives. The winding order has to be consistent in a scene, so that the rendering algorithm can decide what is inside and what is outside by looking at a single OpenGL primitive. For all quadric primitives of Ayam the winding order is always consistent. However, for NURBS patches the winding order depends on the orientation of the patch dimensions. If NURBS patches are used in CSG operations one, consequently, may need to revert the patches (e.g. using the "RevertU" tool, see [5.5.1 Revert U tool \(page 255\)](#)). If the winding order of some of the primitives in a CSG hierarchy is not right, the respective primitives will not be effective in the CSG operations to the extent that the rendered image becomes completely empty.

The AyCSG rendering obeys the "Draw Selection only" and "Draw Level only" view options as well as the hide attribute of objects. If the CSG rendering fails for complete complex scenes, you might still get a preview of the important CSG using objects by selecting them and enabling the "Draw Selection only" view option.

Also note that CSG rendering requires fast graphics hardware (the more fillrate, the better). Furthermore, your OpenGL subsystem has to support the PBuffers extension and, depending on the rendering options chosen, a stencil buffer. Speedups may be achieved using the "GL\_ARB\_occlusion\_query" or "GL\_NV\_occlusion\_query" extensions (if available to you).

Once the AyCSG plugin is loaded successfully you can render the CSG preview in any view window using

the keyboard shortcut `<Ctrl+C>` or using the new button in the menu bar of every view window (see image below). If you hold down `<Shift>` while pressing the button the view will start to continually render CSG (the button stays pressed to signify this) until you click onto the button again.

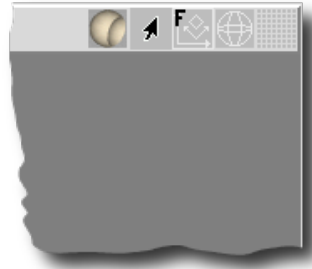


Figure 123: View With AyCSG Icon

The AyCSG plugin supports the following options, that are available through the main menu entry "Custom/AyCSG Preferences":

- "Algorithm" allows to switch between the Goldfeather and SCS algorithm. Note again that the SCS algorithm only works correctly for convex primitives. The "Automatic" setting chooses one of the algorithms based on whether concave primitives (depth complexity  $> 1$ ) are present or not.
- "DCSampling" determines a depth complexity sampling strategy. Quoting from the OpenCSG documentation, the following options are available:
  - "NoDCSampling": Does not employ the depth complexity. This essentially makes the algorithm  $O(n^2)$ , but with low constant costs. This is the standard Goldfeather algorithm, DC tags *must* be present for primitives with a depth complexity greater than one, or rendering errors may occur.
  - "OcclusionQuery": Uses occlusion queries to profit implicitly from depth complexity without calculating it. This is especially useful for the SCS algorithm where this strategy is applied at shape level, resulting in a  $O(n \cdot k')$  algorithm (where  $k' \leq k$ ), without significant constant overhead. This strategy requires hardware occlusion queries, i.e. the OpenGL extension "GL\_ARB\_occlusion\_query" or "GL\_NV\_occlusion\_query". If this is enabled (and the "Algorithm" is set to Goldfeather), DC tags need *not* to be present.
  - "DCSampling": Calculates the depth complexity  $k$  using the stencil buffer. This makes the algorithm  $O(n \cdot k)$ , but with high constant costs. In case of the Goldfeather algorithm, the literature denotes this as layered Goldfeather algorithm. Note that this option requires a stencil buffer which must be enabled on the creation of a view window using additional view parameters (preferences option `AddViewParams`, see also the section on [8.4.2 hidden preference settings](#) (page 377)). If stencil buffers are not enabled, Ayam will automatically add the relevant option to the preferences but this only has an effect on newly created view windows (i.e. you might also want to restart Ayam, if you switch to DCSampling). If "DCSampling" is enabled (and the "Algorithm" is set to Goldfeather), DC tags need *not* to be present as the depth complexity of primitives is calculated internally.
- "OffscreenType": This option allows to switch between two offscreen rendering techniques, PBuffers and Frame Buffer Objects; depending on your graphics hardware and driver, one or the other might work better for you.
- "Optimization": Currently unused.
- "CalcBBS" determines whether bounding boxes should be calculated and used for speed up (not working at the moment).

See also: *Kirsch F. and Doellner J.: "Rendering Techniques for Hardware-Accelerated Image-Based CSG", in: Skala V. (ed.): Journal of WSCG'04, 221-228, ISSN 1213-6972*

### 8.11 Increasing Drawing Speed

In case of sluggish response of the user interface of Ayam (not accounting for long tree update operations) several things to increase drawing speed can be done:

- Hide objects or complete object hierarchies using "Hide" in the "Tools" menu.
- Disable drawing of true NURBS curves/surfaces, if you can. Use the ControlHull display modes.
- If you need to see curves/surfaces, try to increase the (GLU) sampling tolerance of the objects (use a value of about 60.0).
- Switch the primary modelling view to draw just the selected object(s) or the current level.
- Iconify views you do not need, they will not be redrawn then.
- Switch off automatic redrawing of slow redrawing (e.g. shaded) views, and control their redraw by pressing <Ctrl+d> manually.
- Do not create unnecessary caps, they are trimmed NURBS patches that render very slowly.
- Disable "UseMatColor".

### 8.12 Modelling Without Views

To work with very large/complex scenes, it may be necessary to turn off all views. In Ayam this can be done in the multi window GUI mode (see section 2.10.1 GUI preference settings (page 51)). If there are many objects, it is also advisable to switch the object selection widget from tree view mode to list box mode (menu: "Special/Toggle TreeView").

Modelling without views does not work on Apple MacOSX (Aqua) if GLU functionality is involved (as every GLU functionality on MacOSX needs a GL context). GLU is needed for the PolyMesh and NURBS tessellation.

### 8.13 Restrictions and Implementation Deficiencies

Due to the way Ayam is implemented, several restrictions and deficiencies exist:

- Almost all strings in Ayam (scene file names, object names, material names) are restricted to be 7-bit ASCII. If the scene is not to be transported between platforms (e.g. between UNIX and Win32), using 8-bit ASCII should be fine, however.
- The maximum scene depth (i.e. the maximum number of nested levels) depends on the maximum stack size of the operating system Ayam is running on (due to the use of recursion almost everywhere when traversing the scene, e.g. for drawing purposes).
- Ayam internally operates on double precision math, however, no control over roundoff error in lengthy calculations exists. Saving of scene files only uses the precision dictated by the current standard C library. This may degrade the precision of the models. The usage of double precision numbers via the Tcl scripting interface or the GUI also can reduce model precision due to double-string-double-conversions (the precision of those conversion operations can be adjusted by the user via the "TclPrecision" preference setting, however).

- The maximum array size Ayam can handle is 2GB (this is also true on 64Bit platforms), therefore, the maximum NURBS patch dimensions are for example 8192\*8192, the maximum number of control points in a PolyMesh is 89.478.485 (without vertex normals, with vertex normals only half as many) resulting, in the worst case, in 29.826.162 triangles (without vertex normals).
- Materials may only be assigned to complete objects, not to certain parts of objects.
- Undo/Redo are not possible for scene structure changes.
- In the user interface, colors are always represented as three 8-bit RGB values, even though the RenderMan interface allows e.g. for different color sample numbers or floating point samples instead of integers to be used for colors.
- There are no acceleration structures for e.g. drawing and object tree updates. This limits the number of objects that Ayam can handle simultaneously without big lags in redraws or after scene structure changes to about 1000. However, Ayam objects should be high-level objects, not single polygons, anyway, i.e. one usually gets away with about 100 objects for moderately complex scenes, the geometry-heavy Marsrakete uses just 62 objects.
- It is not possible to create a X11 using executable on the Win32 platform.

Ayam user interface deficiencies:

- The application state is often communicated via window title strings only. But certain window systems do not display those titles well, and they are not to be seen in the single window GUI mode at all.

### 8.14 How to Join the Fun

Helping to make Ayam even better will spice up your life too. Here is how to do it:

1. Write/translate tutorials.
2. Create and submit example objects, scenes, and images.
3. Implement custom objects like trees, landscape, sky, XSplines, T-Splines, or whatever you can think of. Note that the license of Ayam does not prevent you from implementing your custom object as shareware or even commercial software. However, free software is preferred for obvious reasons.
4. Donate source to improve several critical parts of the modeler, some ideas are: better (more exact) lighting simulation (is this possible to do with OpenGL at all?), transformation widgets, true support for subdivision surfaces, lift some deficiencies (see above), import/export plugins. The project page of Ayam on SourceForge lists some more tasks and you are always welcome to discuss such matters in the public forum.

Please do not implement custom objects like simple triangles or polygons. This would be something that really is not intended by the Ayam Team, and it would surely show the limits of the current design of all code operating on the scene structure.

Ayam objects should be high-level objects!

Reading the last paragraph you might think that we are a bit biased against polygonal models. We are not. Polygonal models are the only way to preview complex geometry using hardware accelerated graphics, for the moment. But even while RenderMan supports rendering of polygonal models, their use as a primitive is not recommended for good reasons. In other words, use polygonal models in the modeler as quick representation of your higher level objects, but please, if you are going to actually render something, do not

use that polygonal representation. If you want to go a complete polygonal way instead, voila, there are good modelers out there.

## 8.15 References

Suggested reading:

- Advanced RenderMan: Creating CGI for Motion Pictures by Tony Apodaca and Larry Gritz (Morgan-Kaufmann, 1999)
- The RenderMan Companion: A Programmer's Guide to Realistic Computer Graphics by Steve Upstill (Addison-Wesley, 1989)
- Textures and Modelling: A Procedural Approach by Ebert, Musgrave, Peachey, Perlin, and Worley (Academic Press, 1994)

WWW resources related to Ayam:

- If you are reading this document from a local file system, maybe an updated version is available from the internet: <http://www.ayam3d.org/docs/ayam.html>
- Ayam Tutorial #1: <http://www.ayam3d.org/tut1/tutorial1.html>
- The Ayam FAQ: <http://www.ayam3d.org/faq.html>

WWW resources related to RenderMan:

- The RenderMan Repository: <http://www.renderman.org/>
- The RenderMan Academy: <http://www.rendermanacademy.com/>

## 8.16 Acknowledgements

First of all, I would like to express a big "Thank you!" to Bernd (Pink) Sieker. He is the first real Mops user and beta tester, who urged me during the last years via E-Mail and on IRC to fix this particular bug, add some essential features, move the lights again etc. pp. in countless iterations. Bernd, without your help I surely would not be that far, thanks!

Furthermore, I would like to thank the following people:

- Hynek Schlawack: Ayam Makefile configuration GUI
- Florian Kirsch: OpenCSG
- Bertrand Coconnier: implementation of object picking
- Hermann Birkholz: initial implementation of the tree widget, shadow map support, AI, and IDR
- Frank (Copper) Pagels: MetaBalls custom object, TTF parser, providing a lot of good music
- Stephen Echavia: Icons
- Larry Gritz: BMRT
- Benjamin Bederson, Brian Paul et. al.: The Togl Widget
- Jeffrey Hobbs: tkMegaWidget set
- Jan Nijtmans: Tcl/Tk PlusPatches, tcl2c, Wrap

- Georgios Petasis: tkdnd
- Thomas E. Burge: The Affine Toolkit
- Apple, Duet Development Corp.: 3DMF parser
- Mark J. Kilgard: GLUT
- Les A. Piegl and Wayne Tiller: The NURBS Book
- W. T. Hewitt and D. Yip: The NURBS Procedure Library
- Philippe Lavoie: The NURBS++ Library
- Tom Cashman: snurbs (Subdivision NURBS) library
- George W. Hart: Conway notation polyhedron generator
- Everyone involved in the development of Tcl/Tk, OpenGL, The RenderMan Interface

OpenGL (R) is a registered trademark of Silicon Graphics, Inc.

The RenderMan (R) Interface Procedures and Protocol are: Copyright 1988, 1989, 2000 Pixar All Rights Reserved

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## 9 Index

### Overview:

**O** – page 392  
**A** – page 392  
**B** – page 393  
**C** – page 393  
**D** – page 395  
**E** – page 396  
**F** – page 396  
**G** – page 397  
**H** – page 397  
**I** – page 398  
**J** – page 398  
**K** – page 399  
**L** – page 399  
**M** – page 399  
**N** – page 400  
**O** – page 400  
**P** – page 401  
**Q** – page 402  
**R** – page 402  
**S** – page 404  
**T** – page 406  
**U** – page 407  
**V** – page 408  
**W** – page 408  
**X** – page 408  
**Y** – page 409  
**Z** – page 409

### Index:

#### O

2lcons.tcl: 6.5.4 example/helper script (page 330)  
 3DM:  
     • 7.12 3DM (Rhino) Import (page 362),  
     • 7.13 3DM (Rhino) Export (page 363)  
 3DMF:  
     • 7.10 3DMF (Apple) Import (page 359),  
     • 7.11 3DM (Apple) Export (page 360)

#### A

aac.tcl: 6.5.6 example/helper script (page 331)  
 AAFudge: 8.4.2 hidden preference setting (page 377)  
 AALineWidth, AASelLineWidth: 8.4.2 hidden preference setting (page 377)  
 About: 2.2 main menu entry (page 36)  
 Accuracy:  
     • 7.12.2 3DM (Rhino) import option (page 362),  
     • 7.13.2 3DM (Rhino) export option (page 364)  
 ACurve: 4.4.3 ACurve object (page 132)  
 Action:  
     • 3 interactive actions (page 65)  
     • 2.9 object search option (page 46)  
 Active: 4.9.1 Script attribute (page 199)  
 Add RiOption, RiAttribute, Property: 2.2 Tag management (page 35)  
 Adaptive: 4.9.4 MetaObj attributes (page 208)  
 AdaptiveDomainDistance, AdaptiveKnotDistance: 2.10.5 NURBS tessellation mode (page 61)  
 AddExtensions: 2.10.1 preference setting (page 51)  
 addPropertyGUI: 6.2.21 scripting interface command (page 315)  
 addTag: 6.2.10 scripting interface command (page 294)  
 addToProc: 6.2.22 scripting interface command (page 321)  
 AddViewParams: 8.4.2 hidden preference setting (page 377)  
 ALength: 4.4.3 ACurve attribute (page 132)  
 ALFileTypes, ALPlugins: 8.4.2 hidden preference setting (page 377)  
 AllowWarp: 8.4.2 hidden preference setting (page 377)  
 Algorithm: 8.10 AyCSG plugin option (page 385)  
 Align to Object:  
     • 2.5 view menu entry (page 39),  
     • 2.6 view action (page 41)  
 ANS: 4.11.16 tag type (page 226)  
 AntiAlias Lines: 2.5 view menu entry (page 39)  
 apnt.tcl: 6.5.7 example/helper script (page 331)  
 Apply: 2.1.2 apply property GUI (page 21)  
 Apply To All/Selected: 2.2 main menu entry (page 32)



applyTrafo: 6.2.8 scripting interface command (page 293)  
 Archives: 4.2.1 RenderMan interface option (page 90)  
 Area Light: 4.2.4 creation of (page 101)  
 Array: 4.2.7 Clone object (page 107)  
 AskScriptDisable: 8.4.2 hidden preference setting (page 377)  
 Atmosphere: 4.2.1 property (page 91)  
 Attributes:  
     • 4.10.2 attributes property (page 214),  
     • 4.2.5 RenderMan/BMRT attributes property (page 102)  
 AUCommands: 8.4.2 hidden preference setting (page 377)  
 AutoCAD DXF:  
     • 7.6 AutoCAD DXF import (page 354),  
     • 7.7 AutoCAD DXF export (page 355)  
 AutoFocus: 2.10.1 preference setting (page 51)  
 Automatic Instancing: 2.2 main menu entry (page 34)  
 Automatic Redraw: 2.5 view menu entry (page 39)  
 AutoResize: 2.10.1 preference setting (page 51)  
 AutoSavePrefs: 2.10.1 preference setting (page 51)  
 Attribute: 4.11.1 RiAttribute tag type (page 218)  
 ayamrc: 8.4 Ayamrc File (page 376)  
 ayError: 6.2.20 scripting interface command (page 314)

## B

B-Spline:  
     • 4.4.1 knot type (page 126)  
     • 4.6.4 PatchMesh basis type (page 151)  
 Background: 2.10.3 preference setting (page 56)  
 Background Image: 4.2.2 View attribute (page 94)  
 BackupExt: 8.4.2 hidden preference setting (page 377)  
 BakOnReplace: 2.10.1 preference setting (page 51)  
 Balloon: 8.4.2 hidden preference setting (page 377)  
 Basis\_U, Basis\_V: 4.6.4 PatchMesh attribute (page 151)  
 BeamDistrib: 4.2.4 Light attribute (page 96)  
 Bevel:  
     • 4.7.9 Bevel object (page 177),

- 5.4.7 Bevel tool (page 250),
- 4.10.6 Bevels property (page 216),
- 4.7.2 using bevels (page 156),

Bevel3D: 4.5.3 offset mode (page 143)

BevelRadius, BevelRevert, BevelType: 4.7.9 Bevel attribute (page 177)

Bezier:

- 4.4.1 knot type (page 126),
- 4.6.4 PatchMesh basis type (page 151)

bgconvert.tcl: 6.5.10 example/helper script (page 332)

BGImage: 4.2.2 View attribute (page 94)

bicubic/bilinear PatchMesh: 4.6.4 PatchMesh object (page 151)

Birail1:

- 4.7.5 Birail1 object (page 164),
- 5.4.9 Birail1 tool (page 251)

Birail2:

- 4.7.6 Birail2 object (page 167),
- 5.4.10 Birail2 tool (page 252)

BNS: 4.11.15 tag type (page 225)

Bound: 4.2.5 RenderMan/BMRT attribute (page 102)

BoundCoord: 4.2.5 RenderMan/BMRT attribute (page 102)

Box: 4.3.1 Box object (page 118)

BP: 4.11.18 tag type (page 227)

BPatch: 4.6.3 BPatch object (page 150)

Break: 5.6.3 NPatch tool (page 264)

breakNP: 6.2.11 scripting interface command (page 305)

BType\_U, BType\_V: 4.6.4 PatchMesh attribute (page 151)

Build: 5.6.4 NCurve tool (page 264)

buildNP: 6.2.11 scripting interface command (page 305)

## C

CalcBBS: 8.10 AyCSG plugin option (page 385)

Camera:

- 4.2.3 Camera object (page 95),
- 4.2.2 view property (page 93)

Cap:

- 4.7.10 Cap object (page 180),

- 5.4.8 Cap tool (page 251),
  - 4.10.5 Caps property (page 216)
- CastShadows: 4.2.5 RenderMan/BMRT attribute (page 102)
- Cat: 8.4.2 hidden preference setting (page 377)
- Catmull Rom: 4.6.4 PatchMesh basis type (page 151)
- Chamfer: 4.7.9 Bevel object (page 177),
- CheckLights: 2.10.4 preference setting (page 58)
- Chordal: 4.4.1 knot type (page 126)
- Center All Points: 2.2 main menu entry (page 32)
- Centripetal: 4.4.1 knot type (page 126)
- Circle:
  - 5.2.2 NURBS circle tool (page 231),
  - 4.4.4 NCircle object (page 134)
- Clamp:
  - 5.3.7 NCurve tool (page 238),
  - 5.5.6 NPatch tool (page 257)
- clampNC: 6.2.11 scripting interface command (page 296)
- clampuNP: 6.2.11 scripting interface command (page 300)
- clampvNP: 6.2.11 scripting interface command (page 300)
- Clear: 2.2 main menu entry (page 34)
- ClearHighlight: 2.9 object search option (page 46)
- ClearClipboard: 2.9 object search option (page 46)
- clearClip: 6.2.6 scripting interface command (page 290)
- Clipboard:
  - 2.2 edit menu entries (page 28),
  - 2.2 special menu entries (page 34),
  - 6.2.6 scripting interface commands (page 289)
- Clone: 4.2.7 Clone object (page 107)
- Close: 2.1.1 tree context menu entry (page 18)
- Closed:
  - 4.3.2 Sphere attribute (page 119),
  - 4.3.4 Cone attribute (page 121),
  - 4.3.5 Cylinder attribute (page 122),
  - 4.3.6 Torus attribute (page 123),
  - 4.3.7 Paraboloid attribute (page 124),
  - 4.3.8 Hyperboloid attribute (page 125),
  - 4.4.1 NCurve attribute (page 126),
  - 4.5.1 ConcatNC attribute (page 137)
- Closed B-Spline: 5.2.1 closed B-Spline tool (page 230)
- Close\_U, Close\_V:
  - 4.6.4 PatchMesh attribute (page 151),
  - 4.6.2 IPatch attribute (page 148)
- coarsenNC:
  - 6.2.11 scripting interface command (page 297),
  - 5.3.4 coarsen tool (page 236)
- Cobb NURBS Sphere: 5.4.2 create surface tool (page 248)
- Collapse:
  - 5.3.20 collapse points tool (page 246),
  - 2.1.1 tree context menu entry (page 18)
- colfocus.tcl: 6.5.5 example/helper script (page 330)
- Color:
  - 4.2.5 RenderMan/BMRT attribute (page 102),
  - 4.2.4 Light attribute (page 96)
- Compatible: 4.7.11 ConcatNP attribute (page 183)
- CompleteNotify: 2.10.2 preference setting (page 54)
- Concat: 5.3.11 Concat tool (page 241)
- ConcatNC: 4.5.1 ConcatNC object (page 136)
- ConcatNP: 4.7.11 ConcatNP object (page 183)
- concatS: 6.2.11 scripting interface command (page 305)
- Cone: 4.3.4 Cone object (page 121)
- ConeAngle, ConeDAngle: 4.2.4 Light attribute (page 96)
- Connect: 2.2 Connect PolyMesh tool (page 31)
- Console: 2.1.3 main window component (page 24)
- ConsoleCursorEnd: 8.4.2 hidden preference setting (page 377)
- ConsoleTakeFocus: 8.4.2 hidden preference setting (page 377)
- Context Menu:
  - 2.1.1 object tree context menu (page 18),
  - 2.1.1 object listbox context menu (page 20),
  - 2.1.2 property listbox context menu (page 21),
  - 2.1.3 console context menu (page 25),
  - 4.9.1 Script object context menu (page 200),
  - 4.10.7 Tags property context menu (page 217),
  - 3.11 Numeric point edit context menu (page 78)

- Convert: 2.2 main menu entry (page 31)
- ConvertTags: 8.4.2 hidden preference setting (page 377)
- convOb: 6.2.22 scripting interface command (page 320)
- Coons Patch: 4.7.8 Gordon object (page 173)
- copOb: 6.2.6 scripting interface command (page 289)
- Copy: 2.2 main menu entry (page 28)
- Copy (Add): 2.2 main menu entry (page 34)
- Copy Property:
- 2.2 main menu entry (page 28),
  - 2.1.2 copying properties (page 21)
- Create: 2.2 create menu (page 29)
- CreateAtMark: 2.10.2 preference setting (page 54)
- CreateMP:
- 4.4.1 NCurve attribute (page 126),
  - 4.6.1 NPatch attribute (page 144)
- Create ShadowMap:
- 2.2 main menu entry (page 34),
  - 2.5 view menu entry (page 37)
- crtClosedBS: 6.2.2 scripting interface command (page 285)
- crtNCircle: 6.2.2 scripting interface command (page 285)
- crtNRect: 6.2.2 scripting interface command (page 285)
- crtTrimRect: 6.2.2 scripting interface command (page 286)
- crtOb: 6.2.2 scripting interface command (page 270)
- CSG:
- 4.2.6 Level object (page 104),
  - 8.10 AyCSG CSG preview plugin (page 385)
- CullFaces: 8.4.2 hidden preference setting (page 377)
- Curvature: 5.3.14 NCurve tool (page 243)
- Curves: 4.4 curve primitives (page 126)
- Custom:
- 2.2 custom menu (page 33),
  - 4.2.4 light type (page 96),
  - 4.6.4 PatchMesh basis type (page 151)
- Custom Object: 4.9.2 what is (page 205)
- Cut: 2.2 main menu entry (page 28)
- Cut (Add): 2.2 main menu entry (page 34)
- cutOb: 6.2.6 scripting interface command (page 289)
- CycleHiddenWire: 8.4.2 hidden preference setting (page 377)
- Cylinder: 4.3.5 Cylinder object (page 122)
- ## D
- DANS: 4.11.16 tag type (page 226)
- Data: 4.2.12 RiProc attribute (page 116)
- DC: 4.11.12 tag type (page 224)
- DCSampling: 8.10 AyCSG plugin option (page 385)
- DefaultAction: 2.10.2 preference setting (page 54)
- DefaultMat: 2.10.4 preference setting (page 58)
- Degree: 4.9.5 SDNPatch attribute (page 211)
- DelayedReadArchive: 4.2.12 RiProc attribute (page 116)
- delegTrafo: 6.2.8 scripting interface command (page 292)
- Delete:
- 2.2 main menu entry (page 28),
  - 3.15 delete points (page 79)
- delOb: 6.2.2 scripting interface command (page 286)
- Deselect All Points: 2.2 main menu entry (page 32)
- Derivatives: 4.4.2 ICurve attribute (page 131)
- Derivatives\_U, Derivatives\_V: 4.6.2 IPatch attribute (page 148)
- Difference: 4.2.6 Level object (page 104)
- Direct Editing: 3.11 edit points (page 76)
- Disk: 4.3.3 Disk object (page 120)
- Displacement: 4.2.5 shader (page 102)
- Display: 4.11.6 RiDisplay tag type (page 223)
- DisplayMode:
- 4.4.1 NCurve attribute (page 126),
  - 4.6.1 NPatch attribute (page 144)
- Distant: 4.2.4 light type (page 96)
- DBNS: 4.11.15 tag type (page 225)
- Docs: 2.10.1 preference setting (page 51)
- Double Size: 2.5 view menu entry (page 39)
- downOb: 6.2.7 scripting interface command (page 291)
- DrawGrid, DrawLevel, DrawSel, DrawBG: 4.2.2 View attribute (page 94)
- Draw BGImage: 2.5 view menu entry (page 39)
- Draw Grid: 2.5 view menu entry (page 39)
- Draw Level only: 2.5 view menu entry (page 39)
- Draw Object CS: 2.5 view menu entry (page 39)

Draw Selection only: 2.5 view menu entry (page 39)  
 DrawSub: 4.8.2 SDMesh attribute (page 196)  
 dtree.tcl: 6.5.17 example/helper script (page 333)  
 DXF:  
   • 7.6 DXF import plugin (page 354),  
   • 7.7 DXF export plugin (page 355)  
 DynamicLoad: 4.2.12 RiProc attribute (page 116)

**E**

Edit:  
   • 3.11 edit points action (page 76),  
   • 2.2 edit menu (page 28)

Edit Local:  
   • 2.5 view menu entry (page 39),  
   • 3.21 Editing in Local Space (page 82)

Edit TexCoords: 2.2 Tag management (page 35)  
 EditSnaps: 2.10.2 preference setting (page 54)  
 EDLen: 4.4.2 ICurve attribute (page 131)  
 EFlush: 8.4.2 hidden preference setting (page 377)  
 Elevate:  
   • 5.3.5 NCurve tool (page 237),  
   • 5.5.5 NPatch tool (page 256)

elevateNC: 6.2.11 scripting interface command (page 296)  
 EnableUndo: 4.2.2 View attribute (page 94)  
 Enable Scripts: 2.2 main menu entry (page 34)  
 EndBevel: 4.7.2 Extrude attribute (page 156)  
 EndCap: 4.7.2 Extrude attribute (page 156)  
 EnvFile: 2.10.1 preference setting (page 51)  
 Environment Variables: 8.5 Environment Variables (page 382)  
 Epsilon: 4.9.4 MetaObj attributes (page 208)  
 ErrorLevel: 2.10.5 preference setting (page 61)  
 estlenNC: 6.2.11 scripting interface command (page 299)  
 evaluate curve/surface: 6.2.13 scripting interface command (page 308)  
 ExcludeHidden: 2.10.4 preference setting (page 58)  
 Expand: 2.1.1 tree context menu entry (page 18)  
 ExpGain, ExpGamma: 4.2.1 RenderMan interface option (page 90)  
 Explode: 5.3.21 explode points tool (page 246)  
 Export:

- 7.13 3DM (Rhino) export (page 363),
- 7.11 3DMF (Apple) export (page 360),
- 7.7 AutoCAD DXF Export (page 355),
- 7.9 OBJ (Wavefront) export (page 358),
- 7.4 RIB Export (page 353),
- 7.14 X3D Export (page 365)

Export RIB: 2.2 main menu entry (page 25)

Expression: 4.9.4 MetaComp attribute (page 209)

extendNC: 6.2.11 scripting interface command (page 296)

Extend: 5.3.6 extend curve tool (page 237)

Exterior: 4.2.5 shader (page 102)

Extract:

- 5.6.1 extract curve tool (page 263),
- 5.6.2 extract patch tool (page 263)

ExtrNC:

- 4.5.2 ExtrNC object (page 139),
- 5.6.1 ExtrNC tool (page 263)

ExtrNP:

- 4.7.12 ExtrNP object (page 186),
- 5.6.2 ExtrNP tool (page 263),
- 6.2.11 scripting interface command (page 304)

Extrude:

- 4.7.2 Extrude object (page 155),
- 5.4.5 Extrude tool (page 250)

## F

FAQ: 8.15 Ayam FAQ WWW reference (page 390)

Far: 4.2.2 camera property (page 93)

FDSHowHidden, FDSHowHiddenBtn: 8.4.2 hidden preference setting (page 377)

File:

- 2.2 file menu (page 25),
- 4.2.11 RiInc attribute (page 116),
- 4.2.12 RiProc attribute (page 116)

FillGaps:

- 4.5.1 ConcatNC attribute (page 137),
- 4.7.11 ConcatNP attribute (page 183)

FilterFunc: 4.2.1 RenderMan interface option (page 90)

FilterWidth: 4.2.1 RenderMan interface option (page 90)

FindU: 3.17 modelling action (page 80)  
 FindUV: 3.18 modelling action (page 81)  
 FixDialogTitles: 8.4.2 hidden preference setting (page 377)  
 FixImageButtons: 8.4.2 hidden preference setting (page 377)  
 FixX11Menu: 8.4.2 hidden preference setting (page 377)  
 FlashObjects: 8.4.2 hidden preference setting (page 377)  
 FlashPoints: 2.10.2 preference setting (page 54)  
 Flatness: 4.9.4 MetaObj attributes (page 208)  
 Flip Loops/Smooth Normals: 2.2 polymesh tool (page 31)  
 flipPo: 6.2.12 scripting interface command (page 307)  
 FontName: 4.7.14 Text attribute (page 190)  
 forAll: 6.2.17 scripting interface command (page 312)  
 Force3D: 4.7.9 Bevel attribute (page 177)  
 Force Notification: 2.2 main menu entry (page 31)  
 Formula: 4.9.4 MetaComp attribute (page 209)  
 Fraction: 4.7.10 Cap attribute (page 181)  
 FRender, FRenderPT, FRenderUI: 2.10.4 preference setting (page 58)  
 From:
 

- 4.2.2 camera property (page 93),
- 4.2.4 Light attribute (page 96)

 From Camera:
 

- 2.2 main menu entry (page 34),
- 2.5 view menu entry (page 39)

 Front: 2.5 view menu entry (page 38)  
 FTLength:
 

- 4.5.1 ConcatNC attribute (page 137),
- 4.7.11 ConcatNP attribute (page 183)

## G

Gen. Face/Smooth Normals: 2.2 polymesh tool (page 31)  
 genfnPo: 6.2.12 scripting interface command (page 307)  
 gensnP: 6.2.12 scripting interface command (page 307)  
 getName: 6.2.2 scripting interface command (page 286)

getPnt: 6.2.13 scripting interface command (page 308)  
 getPrefs: 6.2.15 scripting interface command (page 311)  
 getProperty: 6.2.5 scripting interface command (page 288)  
 getTag: 6.2.10 scripting interface command (page 295)  
 getTags: 6.2.10 scripting interface command (page 295)  
 getType: 6.2.2 scripting interface command (page 286)  
 Gimbal Lock: 4.10.1 avoiding gimbal locks (page 213)  
 Global: 3.21 Editing in Local Spaces (page 82)  
 GlobalMark: 2.10.2 preference setting (page 54)  
 GLU: 2.10.3 preference setting (page 56)  
 goDown: 6.2.7 scripting interface command (page 291)  
 goTop: 6.2.7 scripting interface command (page 291)  
 Gordon:
 

- 4.7.8 Gordon object (page 173),
- 5.4.11 Gordon tool (page 252)

 goUp: 6.2.7 scripting interface command (page 291)  
 Grid:
 

- 4.2.2 View attribute (page 94),
- 2.10.3 drawing preference setting (page 56)

## H

Half Size: 2.5 view menu entry (page 39)  
 HandleSize: 2.10.2 preference setting (page 54)  
 hasChild: 6.2.2 scripting interface command (page 286)  
 hasTag: 6.2.10 scripting interface command (page 294)  
 Height:
 

- 4.2.1 RenderMan interface option (page 90),
- 4.3.1 Box attribute (page 118),
- 4.3.4 Cone attribute (page 121),
- 4.6.1 NPatch attribute (page 144),
- 4.6.2 IPatch attribute (page 148),
- 4.6.4 PatchMesh attribute (page 151),
- 4.7.2 Extrude attribute (page 156),
- 4.2.2 View attribute (page 94),
- 4.7.14 Text attribute (page 190)



## Help:

- 2.2 main menu entry (page 36),
- 6.2.1 scripting interface command (page 270)

Help on object: 2.2 main menu entry (page 36)

Hermite: 4.6.4 PatchMesh basis type (page 151)

Hidden Preferences: 8.4.2 hidden preference settings (page 377)

HiddenWire:2.5 view menu entry (page 39)

## Hide:

- 2.2 main menu entry (page 31),
- 4.10.2 attribute (page 214)

Hide All: 2.2 main menu entry (page 31)

Hider: 4.11.5 RiHider tag type (page 222)

HighlightColor: 2.9 object search option (page 46)

Hole: 4.7.2 using holes (page 156)

hSL: 6.2.3 scripting interface command (page 287)

Hyperboloid: 4.3.8 Hyperboloid object (page 125)

**I**

IconGamma: 8.4.2 hidden preference setting (page 377)

ICurve: 4.4.2 ICurve object (page 130)

IDR: 8.9 IDR plugin (page 384)

IgnoreHidden: 7.13.2 3DM (Rhino) export option (page 364)

IgnoreNormals: 2.2 Optimize PolyMesh tool option (page 31)

Image: 2.10.4 preference setting (page 58)

Imager: 4.2.1 property (page 91)

## Import:

- 7.12 3DM (Rhino) Import (page 362),
- 7.10 3DMF (Apple) Import (page 359),
- 7.6 AutoCAD DXF Import (page 354),
- 7.5 Mops Import (page 354),
- 7.3 RIB Import (page 351),
- 7.8 Wavefront OBJ Import (page 357),
- 7.14 X3D Import (page 365)

Importance Driven Rendering: 8.9 IDR plugin (page 384)

## Insert:

- 2.2 main menu entry (page 25),
- 3.15 insert points (page 79)

insknNC: 6.2.11 scripting interface command (page 296)

insknNP: 6.2.11 scripting interface command (page 302)

insknvNP: 6.2.11 scripting interface command (page 302)

## Insert Knot:

- 5.3.9 NCurve tool (page 240),
- 5.5.8 NPatch tool (page 258)

insertScene: 6.2.18 scripting interface command (page 313)

Instance: 4.2.9 Instance object (page 112)

Instant Apply: 2.1.2 instant apply facility (page 21)

## Integrate:

- 4.10.5 Bevel attribute (page 216),
- 4.10.6 Cap attribute (page 216)

Intensity: 4.2.4 Light attribute (page 96)

Interior: 4.2.5 shader (page 102)

## Interpolate:

- 4.7.4 Sweep attribute (page 161),
- 4.7.7 Skin attribute (page 171),
- 5.5.11 NPatch tool (page 260)

Interpolation: 4.10.2 RenderMan/BMRT attribute (page 214)

InterpolCtrl: 4.7.6 Birail2 attribute (page 168)

Intersection: 4.2.6 Level object (page 104)

InvertMatch: 2.9 object search option (page 46)

Invert Selection: 2.2 main menu entry (page 32)

IPatch: 4.6.2 IPatch object (page 148)

isCompNC: 6.2.11 scripting interface command (page 300)

isCompNP: 6.2.11 scripting interface command (page 306)

IsLocal: 4.2.4 Light attribute (page 96)

IsoLevel: 4.9.4 MetaObj attribute (page 208)

IsOn: 4.2.4 Light attribute (page 96)

## IsRat:

- 4.4.1 NCurve attribute (page 126),
- 4.6.1 NPatch attribute (page 144),
- 4.6.4 PatchMesh attribute (page 151)

**J**

JavaScript: 6.6 JavaScript Scripting Interface (page 338)

**K**

kdiallog.tcl: 6.5.12 example/helper script (page 332)

Keyboard Shortcuts:

- 2.3 main window shortcuts (page 36),
- 2.2 main menu shortcuts (page 25),
- 2.6 view window shortcuts (page 41),
- 2.5 main menu shortcuts (page 37),
- 2.1.1 object tree shortcuts (page 18),
- 2.1.1 object list shortcuts (page 20),

Kill: 8.4.2 hidden preference setting (page 377)

Knots: 4.4.1 NCurve attribute (page 126)

Knot-Type:

- 4.4.1 NCurve attribute (page 126),
- 4.5.1 ConcatNC attribute (page 137),
- 4.7.11 ConcatNP attribute (page 183)

Knot-Type\_U:

- 4.6.1 NPatch attribute (page 144),
- 4.6.2 IPatch attribute (page 148),
- 4.7.7 Skin attribute (page 171)

Knot-Type\_V:

- 4.6.1 NPatch attribute (page 144),
- 4.6.2 IPatch attribute (page 148)

**L**

Last (None): 2.2 main menu entry (page 31)

Lathe: 4.7.1 Revolve object (page 153)

LazyNotify: 2.10.2 preference setting (page 54)

LazyUpdate: 5.6.5 tessellation option (page 265)

Length:

- 4.3.1 Box attribute (page 118),
- 4.4.1 NCurve attribute (page 126),
- 4.4.3 ACurve attribute (page 132),
- 4.4.2 ICurve attribute (page 131)

Level:

- 4.2.6 Level object (page 104),
- 4.8.2 SDMesh attribute (page 196),
- 4.9.5 SDNPatch attribute (page 211)

Light:

- 4.2.4 Light object (page 96),
- 2.10.3 preference setting (page 56)

LightAttr: 4.2.4 property (page 96)

LightShader: 4.2.4 light (page 96)

Linear: 4.7.9 Bevel type (page 177)

LineWidth: 8.4.2 hidden preference setting (page 377)

ListTypes: 8.4.2 hidden preference setting (page 377)

LoadEnv: 8.4.2 hidden preference settings (page 377)

Load Plugin: 2.2 main menu entry (page 25)

Local:

- 4.2.2 View attribute (page 94),
- 3.21 Editing in Local Spaces (page 82)

Locale: 2.10.1 preference setting (page 51)

Loft: 4.7.7 Skin object (page 170)

LogFile: 2.10.1 preference setting (page 51)

Logging: 2.10.1 preference setting (page 51)

LowerBevel: 4.7.14 Text attribute (page 190)

LowerCap: 4.7.14 Text attribute (page 190)

Lua: 6.7 Lua Scripting Interface (page 344)

**M**

MajorRad: 4.3.6 Torus attribute (page 123)

Make Compatible:

- 5.3.17 NCurve tool (page 245),
- 5.5.14 NPatch tool (page 262)

Mark:

- 4.2.2 View attribute (page 94),
- 3.9 modelling action (page 73)

MarkHidden: 8.4.2 hidden preference settings (page 377)

Master: 2.2 edit menu entry (page 28)

Material:

- 4.2.5 Material object (page 102),
- 2.2 edit menu entry (page 28)

Materialname:

- 4.2.5 attribute (page 103),
- 4.10.3 material property attribute (page 214)

MaxRayLevel: 4.2.1 RenderMan interface option (page 90)

MaxTagLen: 8.4.2 hidden preference settings (page 377)

MaxX, MaxY, MaxZ: 4.2.12 RiProc attribute (page 116)

## Menu:

- 2.2 main menu (page 25),
- 2.5 view menu (page 37),
- 2.1.1 tree context menu (page 18),
- 2.1.1 listbox context menu (page 20),
- 3.11 numeric point edit menu (page 78)

Merge: 2.2 PolyMesh tool (page 31)

MergeFaces 7.8 Wavefront OBJ import option (page 357)

MergePVTags 7.8 Wavefront OBJ import option (page 357)

MetaObj, MetaComp: 4.9.4 MetaObj object (page 208)

## mfio Plugin:

- 7.10 3DMF (Apple) import (page 359),
- 7.11 3DMF (Apple) export (page 360)

MinorRad: 4.3.6 Torus attribute (page 123)

MinSamples, MaxSamples: 4.2.1 RenderMan interface option (page 90)

MinX, MinY, MinZ: 4.2.12 RiProc attribute (page 116)

Mirror: 4.2.8 Mirror object (page 110)

MN: 4.11.19 tag type (page 227)

Modelling: 3 Modelling Actions (page 65)

Mode: 4.5.3 OffsetNC attribute (page 143)

Mops Import: 7.5 Import of Mops Scenes (page 354)

## Move:

- 2.6 view action (page 41),
- 3.4 modelling action (page 70)

movOb: 6.2.8 scripting interface command (page 291)

movPnts: 6.2.8 scripting interface command (page 292)

MP: 4.11.20 tag type (page 227)

Multiple Point: 4.4.1 Multiple Points (page 129)

myicons.tcl: 6.5.16 example/helper script (page 333)

**N**

nameOb: 6.2.2 scripting interface command (page 286)

NCDisplayMode: 2.10.3 preference setting (page 56)

NCDisplayModeA: 2.10.3 preference setting (page 56)

NCircle: 4.4.4 NCircle object (page 134)

NCurve: 4.4.1 NCurve object (page 126)

Near: 4.2.2 camera property (page 93)

Negative: 4.9.4 MetaComp attribute (page 209)

Network Surface: 4.7.8 Gordon object (page 173)

New: 2.2 main menu entry (page 25)

NewLoadsEnv: 8.4.2 hidden preference settings (page 377)

newScene: 6.2.18 scripting interface command (page 313)

NoExport: 4.11.8 tag type (page 223)

NormalEpsilon: 2.2 optimize PolyMesh tool option (page 31)

NormalizedDomainDistance: 2.10.5 NURBS tessellation mode (page 61)

NormalizeDigits, NormalizePoints, NormalizeTrafos: 8.4.2 hidden preference setting (page 377)

notifyOb: 6.2.22 scripting interface command (page 320)

NP: 4.11.13 tag type (page 225)

NPatch: 4.6.1 NPatch object (page 144)

NPDisplayMode: 2.10.3 preference setting (page 56)

NPDisplayModeA: 2.10.3 preference setting (page 56)

NumClones: 4.2.7 Clone attribute (page 108)

NumSamples: 4.9.4 MetaObj attribute (page 208)

NURB: 4.4.1 knot type (page 126)

NURBCircle: 5.2.2 NURBS circle tool (page 231)

NURBCurve: 4.4.1 NCurve object (page 126)

NURBPatch: 4.6.1 NPatch object (page 144)

NURBS: 6.2.11 scripting interface commands (page 296)

NURBSphere: 5.4.1 NURBS sphere tool (page 248)

**O**

ObeyNoExport: 7.13.2 3DM (Rhino) export option (page 364)

## OBJ:

- 7.8 Wavefront OBJ import (page 357),
- 7.9 Wavefront OBJ export (page 358)

Object: 2.10.3 preference setting (page 56)

Objectname: 4.10.2 attribute (page 214)

## Objects:

- 2.1.1 main window component (page 17),
- 4 object types (page 84)



- OffsetNC: 4.5.3 OffsetNC object (page 142)
- OffsetNP: 4.7.13 OffsetNP object (page 188)
- OI: 4.11.21 tag type (page 228)
- Open:
  - 2.2 main menu entry (page 25),
  - 2.1.1 tree context menu entry (page 18)
- OpenNURBS:
  - 7.12 3DM (Rhino) Import (page 362),
  - 7.13 3DM (Rhino) Export (page 363)
- Optimize: 2.2 PolyMesh tool (page 31)
- OptimizeCoords: 2.2 optimize PolyMesh tool option (page 31)
- OptimizeFaces: 2.2 optimize PolyMesh tool option (page 31)
- OptimizeNew: 2.2 merge PolyMesh tool option (page 31)
- OptimizePV: 2.2 optimize PolyMesh tool option (page 31)
- Optimize: 2.2 merge PolyMesh tool option (page 31)
- Option: 4.11.2 RiOption tag type (page 219)
- Order:
  - 4.4.1 NCurve attribute (page 126),
  - 4.4.3 ACurve attribute (page 132),
  - 4.4.2 ICurve attribute (page 131),
  - 4.7.1 Revolve attribute (page 153),
  - 4.7.11 ConcatNP attribute (page 183)
- Order\_U:
  - 4.6.1 NPatch attribute (page 144),
  - 4.6.2 IPatch attribute (page 148),
  - 4.7.7 Skin attribute (page 171),
  - 4.7.8 Gordon attribute (page 175)
- Order\_V:
  - 4.6.1 NPatch attribute (page 144),
  - 4.6.2 IPatch attribute (page 148),
  - 4.7.8 Gordon attribute (page 175)
- P**
- P1, P2: 4.3.8 Hyperboloid attribute (page 125)
- PanDist: 8.4.2 hidden preference setting (page 377)
- PaneMargins: 8.4.2 hidden preference setting (page 377)
- Paraboloid: 4.3.7 Paraboloid object (page 124)
- Parameter: 4.5.2 ExtrNC attribute (page 140)
- Parameter Object: 8.2 modelling concept (page 371)
- ParametricError: 2.10.5 NURBS tessellation mode (page 61)
- ParamType: 4.4.2 ICurve attribute (page 131)
- pasOb: 6.2.6 scripting interface command (page 290)
- Paste: 2.2 main menu entry (page 28)
- Paste (Move): 2.2 main menu entry (page 34)
- Paste Property: 2.2 main menu entry (page 28)
- Paste Property to Selected: 2.2 main menu entry (page 34)
- Patch Based Modelling: 4.7.11 ConcatNP object (page 183)
- PatchMesh: 4.6.4 PatchMesh object (page 151)
- PatchNum:
  - 4.5.2 ExtrNC attribute (page 140),
  - 4.7.12 ExtrNP attribute (page 186),
  - 4.2.10 Select attribute (page 115),
  - 4.7.15 Trim attribute (page 192)
- PatchSamples: 4.2.1 RenderMan interface option (page 90)
- PathLength: 2.10.5 NURBS tessellation mode (page 61)
- Perspective: 2.5 view menu entry (page 38)
- PhiMin, PhiMax: 4.3.6 Torus attribute (page 123)
- Pick: 3.3 selecting objects by picking (page 67)
- PickCycle: 2.10.2 preference setting (page 54)
- PickEpsilon: 2.10.2 preference setting (page 54)
- PickTolerance: 8.4.2 hidden preference setting (page 377)
- Pivot: 3.6 modelling action (page 70)
- Plane: 4.2.8 Mirror attribute (page 110)
- Plot Curvature: 5.3.14 NCurve tool (page 243)
- Point: 4.2.4 light type (page 96)
- polyhedron.js: 6.5.19 example/helper script (page 336)
- PolyMesh: 4.8.1 PolyMesh object (page 194)
- PolyMesh tools: 2.2 PolyMesh tools (page 31)
- PolyOffset: 8.4.2 hidden preference setting (page 377)
- Power: 4.6.4 PatchMesh basis type (page 151)
- PPRender: 2.10.4 preference setting (page 58)
- Preferences:
  - 2.10 Preferences (page 50),
  - 8.4.2 hidden preference settings (page 377)
- Procedurals: 4.2.1 RenderMan interface option (page 90)

Prompt: 8.4.2 hidden preference setting (page 377)  
 Properties: 2.1.2 main window component (page 21)  
 Property Clipboard: 2.1.2 property clipboard (page 22)  
 Primitive: 4.2.6 Level object (page 104)  
 Primitive Variable: 4.11.4 tag type (page 221)  
 Primitives: 5.6.5 tessellation option (page 265)  
 PRManSpec: 4.2.1 RenderMan interface option (page 90)  
 PV: 4.11.4 tag type (page 221)  
 PVColorName: 8.4.2 hidden preference setting (page 377)  
 PVNormalName: 8.4.2 hidden preference setting (page 377)  
 PVTexCoordName: 8.4.2 hidden preference setting (page 377)

## Q

QuadAsBRep: 7.13.2 3DM (Rhino) export option (page 364)  
 QRender, QRenderPT, QRenderUI: 2.10.4 preference setting (page 58)  
 Quat: 4.10.1 transformations property (page 213)  
 QuickDraw 3D Metafile:
 

- 7.10 3DMF import (page 359),
- 7.11 3DMF export (page 360)

 Quick Render: 2.5 view menu entry (page 37)

## R

Radius:
 

- 4.3.2 Sphere attribute (page 119),
- 4.3.3 Disk attribute (page 120),
- 4.3.4 Cone attribute (page 121),
- 4.3.5 Cylinder attribute (page 122),
- 4.4.4 NCircle attribute (page 134),
- 4.7.9 Bevel attribute (page 177),
- 4.9.4 MetaComp attribute (page 209)

 RadSteps: 4.2.1 RenderMan interface option (page 90)  
 RationalPoints: 2.10.2 preference setting (page 54)  
 RationalStyle:
 

- 1.2.4 concept explanation (page 15),

- 7.10.2 3DMF import option (page 360),
- 7.11.3 3DMF export option (page 362),
- 7.8.2 Wavefront OBJ import option (page 357),
- 7.9.2 Wavefront OBJ export option (page 359),
- 7.14.3 X3D import option (page 368),
- 7.15.3 X3D export option (page 369)

rc.tcl: 6.5.9 example/helper script (page 332)

ReadCurves:

- 7.6.2 DXF import option (page 355),
- 7.10.2 3DMF (Apple) import option (page 360),
- 7.8 Wavefront OBJ import/export option (page 357),
- 7.12.2 3DM (Rhino) import option (page 362),
- 7.14.3 X3D import option (page 368)

ReadFrame, ReadCamera, ReadOptions, ReadLights, ReadMaterial, ReadPartial: 7.3.2 RIB import option (page 352)

ReadLayers:

- 7.6.2 DXF import option (page 355),
- 7.12.2 3DM (Rhino) import option (page 362)

ReadSTrim:

- 7.8 Wavefront OBJ import option (page 357),
- 7.12.2 3DM (Rhino) import option (page 362),
- 7.3.2 RIB import option (page 352),
- 7.14.3 X3D import option (page 368)

Rebuild: 2.1.1 tree context menu entry (page 18)

Rectangle: 5.2.4 TrimRect tool (page 232)

RedirectTcl: 2.10.5 preference setting (page 61)

Redo:

- 8.1 The Undo System (page 371),
- 2.2 main menu entry (page 28)

Redraw:

- 2.5 view menu entry (page 37),
- 8.11 speeding up (page 388),
- 4.2.2 View attribute (page 94)

Refcount: 4.10.2 attribute (page 214)

Reference Counter:

- 4.2.9 Instance object (page 112),
- 4.2.5 Material object (page 102)

- Reference: 4.2.9 instance type (page 113)
- References: 8.15 literature (page 390)
- Refine:
- 5.3.2 curve tool (page 234),
  - 5.5.4 surface tool (page 256)
- Refine Knots:
- 5.3.3 NCurve tool (page 235),
  - 5.5.4 NPatch tool (page 256)
- refineC: 6.2.11 scripting interface command (page 297)
- refineknNC: 6.2.11 scripting interface command (page 297)
- RefineTrims: 5.6.5 tessellation option (page 265)
- refineuNP: 6.2.11 scripting interface command (page 303)
- refinevNP: 6.2.11 scripting interface command (page 303)
- registerTag: 6.2.10 scripting interface command (page 295)
- Relative:
- 4.5.2 ExtrNC attribute (page 140),
  - 4.7.12 ExtrNP attribute (page 186)
- Rem. Smooth Normals: 2.2 PolyMesh tool (page 31)
- remknNC: 6.2.11 scripting interface command (page 297)
- remknuNP: 6.2.11 scripting interface command (page 302)
- remknvNP: 6.2.11 scripting interface command (page 302)
- remsnPo: 6.2.12 scripting interface command (page 307)
- Remove Property: 2.2 Tag management (page 35)
- Remove Knot:
- 5.3.10 NCurve tool (page 240),
  - 5.5.9 NPatch tool (page 259)
- RemoveMerged: 2.2 merge PolyMesh tool option (page 31)
- Render:
- 2.5 view menu entry (page 37),
  - 2.10.4 preference setting (page 58)
- Renderer: 2.2 select a different renderer (page 34)
- RenderMode: 2.10.4 preference setting (page 58)
- RenderPT, RenderUI: 2.10.4 preference setting (page 58)
- Repair Ayam: 6.5.1 Tcl helper script (page 329)
- Reparameterise: 6.2.11 scripting interface command (page 300)
- Replace: 2.2 main menu entry (page 34)
- replaceScene: 6.2.18 scripting interface command (page 313)
- repOb: 6.2.6 scripting interface command (page 290)
- Rescale Knots to Mindist: 5.3.19 NURBCurve tool (page 246)
- Rescale Knots to Range: 5.3.18 NURBCurve tool (page 245)
- rescaleknNC: 6.2.11 scripting interface command (page 298)
- rescaleknNP: 6.2.11 scripting interface command (page 301)
- RescaleKnots:
- 7.6.2 DXF import option (page 355),
  - 7.12.2 3DM (Rhino) import option (page 362),
  - 7.3 RIB import option (page 351),
  - 7.8 Wavefront OBJ import option (page 357)
- Reset: 2.1.2 reset property GUI (page 21)
- ResetDM, ResetST: 7.5 Mops import option (page 354)
- Reset Preferences: 2.2 main menu entry (page 34)
- Reset Weights: 3.11 reset weights action (page 76)
- ResInstances: 2.10.4 preference setting (page 58)
- Resolve all Instances: 2.2 main menu entry (page 34)
- ResolveInstances: 7.15.3 X3D (Web3D) export option (page 369)
- Revert:
- 5.3.1 Revert tool (page 234),
  - 4.7.14 Text attribute (page 190),
  - 4.5.1 ConcatNC attribute (page 137),
  - 4.5.3 OffsetNC attribute (page 143),
  - 4.5.2 ExtrNC attribute (page 140),
  - 4.7.11 ConcatNP attribute (page 183)
- RevertBevels: 4.7.14 Text attribute (page 190)
- revertC: 6.2.11 scripting interface command (page 298)
- RevertU, RevertV:
- 5.5.1 Revert U tool (page 255),
  - 5.5.2 Revert V tool (page 255)
- Revolve:
- 4.7.1 Revolve object (page 153),
  - 5.4.3 Revolve tool (page 249)

RGBA\_ONE, RGBA\_MIN, RGBA\_MAX,  
RGBA\_Dither: 4.2.1 RenderMan interface  
option (page 90)

Rhino:

- 7.12 3DM (Rhino) Import (page 362),
- 7.13 3DM (Rhino) Export (page 363)

RiAttribute:

- 4.2.5 property (page 102),
- 4.11.1 tag type (page 218),
- 8.4.3 RiOption and RiAttributes Database (page 381)

RIB import: 7.3 RIB Import (page 351)

RIBFile: 2.10.4 preference setting (page 58)

RiDisplay: 4.11.6 tag type (page 223)

Ridge: 4.7.9 Bevel type (page 177)

RiHider: 4.11.5 tag type (page 222)

RiInc: 4.2.11 RiInc object (page 116)

RiOption: 4.11.2 tag type (page 219)

RiOptions:

- 4.2.1 RenderMan interface options property (page 90),
- 8.4.3 RiOption and RiAttributes Database (page 381)

RISandard: 2.10.4 preference setting (page 58)

RMax: 4.3.7 Paraboloid attribute (page 124)

Roll: 4.2.2 Camera attribute (page 93)

Root: 4.2.1 Root object (page 90)

Rotate:

- 2.6 view action (page 41),
- 3.5 modelling action (page 70),
- 4.7.4 Sweep attribute (page 161),
- 4.2.7 Clone attribute (page 108)

Rotation:

- 4.10.1 transformations property (page 213),
- 4.10.1 using the transformations property (page 213)

Rotational Sweep: 4.7.3 Swing object (page 158)

rotOb: 6.2.8 scripting interface command (page 292)

rotPnts: 6.2.8 scripting interface command (page 292)

Round, RoundToCap, RoundToNormal: 4.7.9 Bevel  
type (page 177)

RP: 4.11.14 tag type (page 225)

Ruled surface: 4.7.7 Skin object (page 170)

RunProgram: 4.2.12 RiProc attribute (page 116)

rV: 6.2.14 scripting interface command (page 310)

## S

SafeAutoFocus: 8.4.2 hidden preference setting  
(page 377)

Samples: 4.2.4 Light attribute (page 96)

Samples\_X: 4.2.1 RenderMan interface option (page 90)

Samples\_Y: 4.2.1 RenderMan interface option (page 90)

Save: 2.2 main menu entry (page 25)

Save as: 2.2 main menu entry (page 25)

Save Environment: 2.2 main menu entry (page 34)

Save Prefs: 2.2 main menu entry (page 25)

Save Selected as: 2.2 main menu entry (page 34)

SaveAddsMRU: 2.10.5 preference setting (page 61)

SaveDialogGeom: 2.10.5 preference setting (page 61)

SaveMainGeom: 4.11.9 tag type (page 224)

SavePanelLayout: 4.11.10 tag type (page 224)

saveScene: 6.2.18 scripting interface command (page 313)

Scale:

- 4.10.1 transformations property (page 213),
- 3.7 modelling action (page 71)

ScaleFactor:

- 7.6.2 DXF import option (page 355),
- 7.7.2 DXF export option (page 356),
- 7.12.2 3DM (Rhino) import option (page 362),
- 7.13.2 3DM (Rhino) export option (page 364),
- 7.8 Wavefront OBJ import option (page 357),
- 7.9 Wavefront OBJ export option (page 358),
- 7.3.2 RIB import option (page 352)

ScaleMode 4.7.15 Trim attribute (page 192)

scalOb 6.2.8 scripting interface command (page 292)

scalPnts 6.2.8 scripting interface command (page 292)

Scan Shaders:

- 2.2 main menu entry (page 34),
- 2.10.1 preference dialog (page 51),
- 4.10.4 shader parsing (page 215)

Scheme: 4.8.2 SDMesh attribute (page 196)

Scope: 2.9 object search option (page 46)

- Script:
  - 6 scripting interface (page 267),
  - 4.9.1 Script object (page 198)
- Scripts: 2.10.1 preference setting (page 51)
- SDLen: 4.4.2 ICurve attribute (page 131)
- SDMesh: 4.8.2 SDMesh object (page 196)
- SDNPatch: 4.9.5 SDNPatch object (page 211)
- Sections:
  - 4.7.4 Sweep attribute (page 161),
  - 4.7.1 Revolve attribute (page 153),
  - 4.7.5 Birail1 attribute (page 165),
  - 4.7.6 Birail2 attribute (page 168)
- Select:
  - 4.2.10 Select object (page 115),
  - 2.1.1 select objects with the tree/listbox (page 17),
  - 3.3 select objects action (page 67),
  - 3.10 select points action (page 74)
- Select All: 2.2 main menu entry (page 28)
- Select All Points: 2.2 main menu entry (page 32)
- Select None: 2.2 main menu entry (page 28)
- Select Renderer: 2.2 main menu entry (page 35)
- Selected Objects: 2.2 main menu entry (page 34)
- Selection: 2.10.3 preference setting (page 56)
- SelectLast: 8.4.2 hidden preference setting (page 377)
- SelLineWidth: 8.4.2 hidden preference setting (page 377)
- selOb: 6.2.3 scripting interface command (page 287)
- selPnts: 6.2.4 scripting interface command (page 288)
- SelXOR\_R, SelXOR\_G, SelXOR\_B: 8.4.2 hidden preference setting (page 377)
- Set BGImage: 2.5 view menu entry (page 39)
- Set Gridsize: 2.5 view menu entry (page 39)
- Set FOV: 2.5 view menu entry (page 39)
- SetMark: 4.2.2 View attribute (page 94)
- setPnt: 6.2.13 scripting interface command (page 309)
- setPrefs: 6.2.15 scripting interface command (page 311)
- setTag: 6.2.10 scripting interface command (page 294)
- setTags: 6.2.10 scripting interface command (page 295)
- setProperty: 6.2.5 scripting interface command (page 289)
- SfCurve: 4.9.3 SfCurve object (page 206)
- Shade:
  - 2.10.3 preference setting (page 56),
  - 2.5 view menu entry (page 39)
- Shader: 4.10.4 properties (page 214)
- Shader Parsing: 8.7 shader parsing plugins (page 383)
- Shaders:
  - 2.10.1 preference setting (page 51),
  - 4.2.1 RenderMan interface option (page 90),
  - 6.2.9 scripting interface commands (page 293)
- ShadingRate: 4.10.2 RenderMan/BMRT attribute (page 214)
- ShadowBias: 4.2.1 RenderMan interface option (page 90)
- ShadowMaps:
  - 2.10.4 preference setting (page 58),
  - 4.2.4 using shadowmaps (page 98)
- Shadows: 4.2.4 Light attribute (page 96)
- Shift: 5.3.15 curve tool (page 243)
- ShiftTab: 8.4.2 hidden preference setting (page 377)
- Show: 2.2 main menu entry (page 31)
- Show All: 2.2 main menu entry (page 31)
- Show Shortcuts: 2.2 main menu entry (page 36)
- Show Tooltips: 2.2 main menu entry (page 36)
- Side:
  - 2.5 view menu entry (page 38),
  - 4.5.2 ExtrNC attribute (page 140)
- SimpleToolGUI: 8.4.2 hidden preference setting (page 377)
- SingleWindow: 2.10.1 preference setting (page 51)
- Skin:
  - 4.7.7 Skin object (page 170),
  - 5.4.12 Skin tool (page 253)
- sL: 6.2.3 scripting interface command (page 287)
- SMChangeShaders: 2.10.4 preference setting (page 58)
- SMethod: 2.10.5 preference setting (page 61)
- SMFileFormat: 2.10.4 preference setting (page 58)
- SMFileType: 2.10.4 preference setting (page 58)
- SMRender, SMRenderUI, SMRenderPT: 2.10.4 preference setting (page 58)



- SMRes: 4.2.4 Light attribute (page 96)
  - Snap Points to Grid: 3.12 modelling action (page 78)
  - Snap3D: 2.10.2 preference setting (page 54)
  - Solids: 4.3 solid primitives (page 118)
  - SP: 4.9.1 Script object (page 199)
  - SParamU, SParamV: 2.10.5 preference setting (page 61)
  - Special: 2.2 special menu (page 34)
  - Sphere:
    - 4.3.2 Sphere object (page 119),
    - 5.4.1 NURBS sphere tool (page 248)
  - Split:
    - 5.3.12 NCurve tool (page 241),
    - 5.5.10 NPatch tool (page 260),
    - 2.2 PolyMesh tool (page 31)
  - Split Curve: 3.19 modelling action (page 81)
  - splitNC: 6.2.11 scripting interface command (page 299)
  - splituNP: 6.2.11 scripting interface command (page 303)
  - splitvNP: 6.2.11 scripting interface command (page 303)
  - Spot: 4.2.4 light type (page 96)
  - ssp.tcl: 6.5.8 example/helper script (page 331)
  - StartBevel: 4.7.2 Extrude attribute (page 156)
  - StartCap: 4.7.2 Extrude attribute (page 156)
  - StdDisplay: 4.2.1 RenderMan interface option (page 90)
  - Step\_U, Step\_V: 4.6.4 PatchMesh attribute (page 151)
  - StepSize: 4.9.4 MetaObj attributes (page 208)
  - STESS: 2.10.3 preference setting (page 56)
  - Stretch: 3.7 modelling action (page 71)
  - String: 4.7.14 Text attribute (page 190)
  - StripShaderArch: 8.4.2 hidden preference setting (page 377)
  - Subdivision Mesh: 4.8.2 SDMesh object (page 196)
  - Superformula Curve: 4.9.3 SfCurve object (page 206)
  - Surface: 4.2.5 shader (page 102)
  - Surfaces: 4.6 surface primitives (page 144)
  - SwapMB: 8.4.2 hidden preference setting (page 377)
  - Swap UV: 5.5.3 surface tool (page 255)
  - swapuvS 6.2.11 scripting interface command (page 298)
  - Sweep:
    - 4.7.4 Sweep object (page 160),
    - 5.4.6 Sweep tool (page 250)
  - Swing:
    - 4.7.3 Swing object (page 158),
    - 5.4.4 Swing tool (page 249)
  - Symmetric: 4.4.3 ACurve attribute (page 132)
  - Symmetry: 4.2.8 Mirror object (page 110)
- T**
- Tag: 2.10.3 preference setting (page 56)
  - Tags:
    - 4.11 tags property (page 217),
    - 6.2.10 scripting interface commands (page 294)
  - TC: 4.11.3 tag type (page 220)
  - tclval:
    - 6.6.2 JavaScript scripting interface function (page 339),
    - 6.7.2 Lua scripting interface function (page 345)
  - TclPrecision: 2.10.5 preference setting (page 61)
  - tclset:
    - 6.6.2 JavaScript scripting interface function (page 340),
    - 6.7.2 Lua scripting interface function (page 345)
  - tclvar:
    - 6.6.2 JavaScript scripting interface function (page 339),
    - 6.7.2 Lua scripting interface function (page 345)
  - tccone.tcl: 6.5.18 example/helper script (page 335)
  - Tessellate: 5.6.5 NPatch tool (page 265)
  - TessPoMesh 7.9 Wavefront OBJ export option (page 358)
  - Text: 4.7.14 Text object (page 190)
  - Textures: 4.2.1 RenderMan interface option (page 90)
  - Texture Coordinates:
    - 4.11.3 tag type (page 220),
    - 4.11.3 texture coordinate editor (page 220)
  - ThetaMax:
    - 4.3.2 Sphere attribute (page 119),
    - 4.3.3 Disk attribute (page 120),

- 4.3.4 Cone attribute (page 121),
  - 4.3.5 Cylinder attribute (page 122),
  - 4.3.6 Torus attribute (page 123),
  - 4.3.7 Paraboloid attribute (page 124),
  - 4.3.8 Hyperboloid attribute (page 125),
  - 4.7.1 Revolve attribute (page 153)
- Threshold: 4.9.4 MetaObj attributes (page 208)
- TMin, TMax: 4.4.4 NCircle attribute (page 134)
- TmpDir: 2.10.1 preference setting (page 51)
- To:
- 4.2.2 camera property (page 93),
  - 4.2.4 Light attribute (page 96)
- tobasisPM: 6.2.11 scripting interface command (page 306)
- To Camera: 2.5 view menu entry (page 39)
- Toggle Toolbox: 2.2 main menu entry (page 34)
- Toggle TreeView: 2.2 main menu entry (page 34)
- Tolerance:
- 2.10.3 preference setting (page 56),
  - 4.4.1 NCurve attribute (page 126),
  - 4.6.1 NPatch attribute (page 144)
- ToleranceA: 2.10.3 preference setting (page 56)
- tonpatch.tcl: 6.5.3 example/helper script (page 330)
- Tool Objects: 8.2 modelling concept (page 371)
- Toolbox: 2.8 toolbox window (page 45)
- toolBoxList: 8.4.2 hidden preference setting (page 377)
- ToolBoxShrink: 8.4.2 hidden preference setting (page 377)
- ToolBoxTrans: 8.4.2 hidden preference setting (page 377)
- Tools: 2.2 tools menu (page 31)
- Top: 2.5 view menu entry (page 38)
- TopLevelLayers:
- 7.7.2 DXF export option (page 356),
  - 7.13.2 3DM (Rhino) export option (page 364),
  - 7.15.3 X3D (Web3D) export option (page 369)
- topoly.tcl: 6.5.2 example/helper script (page 330)
- Torus: 4.3.6 Torus object (page 123)
- To XY: 5.3.16 To XY tool (page 244)
- TP: 4.11.11 tag type (page 224)
- Transformations: 4.10.1 transformations property (page 213)
- Translation: 4.10.1 transformations property (page 213)
- Tree View: 2.1.1 Tree View (page 17)
- Trim:
- 4.7.15 Trim object (page 192),
  - 5.4.13 Trim tool (page 253),
  - 2.5 view menu entry (page 38)
- Trim Curve: 4.6.1 using trim curves (page 145)
- trimNC: 6.2.11 scripting interface command (page 299)
- TrimRect: 5.2.4 TrimRect tool (page 232)
- TrueDisp: 4.10.2 RenderMan/BMRT attribute (page 214)
- truncated cone: 6.5.18 example/helper script (page 335)
- Tween:
- 5.2.5 NCurve tool (page 233),
  - 5.4.14 NPatch tool (page 253)
- tweenNC: 6.2.11 scripting interface command (page 298)
- TwmCompat: 2.10.1 preference setting (page 51)
- Type:
- 4.2.6 Level attribute (page 104),
  - 4.2.4 Light attribute (page 96),
  - 4.6.4 PatchMesh attribute (page 151),
  - 4.2.2 View attribute (page 94),
  - 4.9.1 Script attribute (page 199),
  - 4.2.12 RiProc attribute (page 116),
  - 4.7.10 Cap attribute (page 181),
  - 4.4.1 NCurve attribute (page 126),
  - 4.4.2 ICurve attribute (page 131),
  - 4.7.11 ConcatNP attribute (page 183)
- ## U
- uCL: 6.2.14 scripting interface command (page 310)
- uCR: 6.2.14 scripting interface command (page 310)
- UMax, UMin: 4.7.12 ExtrNP attribute (page 186)
- UMM: 4.11.17 tag type (page 227)
- Unclamp:
- 5.3.8 NCurve tool (page 239),
  - 5.5.7 NPatch tool (page 258)
- unclampNC: 6.2.11 scripting interface command (page 296)

unclampuNP: 6.2.11 scripting interface command (page 301)

unclampvNP: 6.2.11 scripting interface command (page 301)

Undo:

- 8.1 The Undo System (page 371),
- 2.2 main menu entry (page 28),
- 6.2.22 scripting interface command (page 319)

UndoLevels: 2.10.2 preference setting (page 54)

Union: 4.2.6 Level object (page 104)

upOb: 6.2.7 scripting interface command (page 291)

UpperBevel: 4.7.14 Text attribute (page 190)

UpperCap: 4.7.14 Text attribute (page 190)

Up Vector: 4.2.2 camera property (page 93)

uS: 6.2.14 scripting interface command (page 310)

useaqsapp.tcl: 6.5.14 example/helper script (page 333)

UseGrid:

- 4.2.2 View attribute (page 94),
- 2.5 view menu entry (page 39)

UseInternalFD: 8.4.2 hidden preference setting (page 377)

UseMatColor: 2.10.3 preference setting (page 56)

UseTexCoords: 5.6.5 tessellation option (page 265)

UseVertColors: 5.6.5 tessellation option (page 265)

UseVertNormals: 5.6.5 tessellation option (page 265)

usepixie.tcl: 6.5.15 example/helper script (page 333)

UseSM: 4.2.4 Light attribute (page 96)

UVSelect: 4.7.11 ConcatNP attribute (page 183)

## V

Variance: 4.2.1 RenderMan interface option (page 90)

View:

- 4.2.2 View object (page 93),
- 2.4 Anatomy of a View (page 37)

ViewAttrib: 4.2.2 property (page 94)

VMax, VMin: 4.7.12 ExtrNP attribute (page 186)

VMM: 4.11.17 tag type (page 227)

## W

Wait: 8.4.2 hidden preference setting (page 377)

WarnPropPasteToSel: 8.4.2 hidden preference setting (page 377)

WarnUnknownTag: 8.4.2 hidden preference setting (page 377)

WatchCorners: 4.7.8 Gordon attribute (page 175)

Watertight Tessellation: 2.2 Connect PolyMesh tool (page 31)

Wavefront OBJ:

- 7.8 Wavefront OBJ import (page 357),
- 7.9 Wavefront OBJ export (page 358)

Weight:

- 3.11 single point weight editing (page 76)
- 1.2.4 rational style (page 15)

WheelZoom: 8.4.2 hidden preference setting (page 377)

Width:

- 4.2.1 RenderMan interface option (page 90),
- 4.3.1 Box attribute (page 118),
- 4.6.1 NPatch attribute (page 144),
- 4.6.2 IPatch attribute (page 148),
- 4.6.4 PatchMesh attribute (page 151),
- 4.2.2 View attribute (page 94)

withOb: 6.2.17 scripting interface command (page 312)

wrib: 6.2.19 scripting interface command (page 314)

WriteCurves:

- 7.8 Wavefront OBJ import/export option (page 357),
- 7.13.2 3DM (Rhino) export option (page 364),
- 7.15.3 X3D (Web3D) export option (page 369)

WriteMaterials: 7.15.3 X3D (Web3D) export option (page 369)

WriteParametrics: 7.15.3 X3D (Web3D) export option (page 369)

WriteIdent: 2.10.4 preference setting (page 58)

WriteSelected:

- 7.13.2 3DM (Rhino) export option (page 364),
- 7.9 Wavefront OBJ export option (page 358)

WriteViews: 7.15.3 X3D (Web3D) export option (page 369)

WriteX3dom: 7.15.3 X3D (Web3D) export option (page 369)



**x**

## X3D:

- 7.14 X3D (Web3D) Import (page 365),
- 7.15 X3D (Web3D) Export (page 368)

**y**

.

**z**

Zap Ayam: 2.2 main menu entry (page 34)

zap.tcl: 6.5.11 example/helper script (page 332)

zdialog.tcl: 6.5.13 example/helper script (page 333)

## ZMin, ZMax:

- 4.3.2 Sphere attribute (page 119),
- 4.3.3 Disk attribute (page 120),
- 4.3.5 Cylinder attribute (page 122),
- 4.3.7 Paraboloid attribute (page 124)

## Zoom:

- 4.2.2 camera property (page 93),
- 2.6 view action (page 41)

## Zoom to All:

- 2.5 view menu entry (page 39),
- 2.6 view action (page 41)

## Zoom to Object:

- 2.5 view menu entry (page 39),
- 2.6 view action (page 41)