
Lumion 3d Material Library



so i have opened up the plugin for revit in lumion. as you can see from the image on the right, i have an entire folder for each model that i have imported. i have selected snapshot from revit and then the model was imported and saved. this is also called the "model bucket" in lumion. i found this model in the folder where lumion stored all of its exported project assets and i was able to open it up in lumion. notice that the default folder name for this model is lumion_snapshot_revit_model. the second thing that we have to do is to create an image of the revit model. to do that, we are going to use the lumion scripting language. lumion's scripting is built around the python language, which makes it very easy to program and troubleshoot. here is an example of a simple script that we can use to create a 3d model of a revit model. remember that lumion will interpret the script in the same way that we can write any programming language for a computer. by default, lumion creates an image with the same name as the revit model. however, if you look at the file in your project folder, you can see that lumion creates 3 images. the first image is a normal 3d model. the second image is simply a normal map. the third image is a uv texture map. if you wish to create a normal map, we need to go into the scripting language and tell it that we want to create a normal map using a specific script command called "mapping". on the scripting page, we can find this command using the drop-down menu. the script command is added to the "mapping_commands" array. if we now press the run button, we can see that we have created a 2d normal map with the scripts. notice that we have added the mapping commands just before the "create_cube()" function, and that is where the normal map is created. after the mapping command is processed, the object is redrawn with a normal map (image on the left).

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one button above the material name will start the material preview. it will show you all the information we have available about that particular material. this includes: name material type include/exclude from rendering available in scene the materials library can be accessed from the materials panel (window on the left), or by using the new 'materials' button at the top of the workspace (where the render and camera view buttons are normally located). the first button in the preview is the 'material control' button. this button allows you to instantly change any of the settings of the material preview. you can change the diffuse color, glossiness, and even the metallic and emissive color (and intensity) of a material. also change the color of the specular highlight, and finally change the transparency of the material preview. in the materials panel (left), you can also see the status of the material preview. when you click on the preview button, you will see the material controls with the material preview in the center. this preview will change from a white background to the material preview. you can change settings on the material preview from the material control button. note: the preview will not change until you either click on the material controls button, or you click on the preview itself. you can click on the material controls button again to reset the preview to a white background, and the preview will then update. the second button in the preview is the 'exclude from rendering' button. if you have the material listed in your scene, but are excluding it from rendering, the material preview will show the materials name, but it will be set to a transparent color. if you do not have the material listed in your scene, the preview will be empty. Sec8ef588b

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