



Object Grouping Utility

User Guide

OGU was developed exclusively for and is marketed by:

Winterbrose Arts & Graphics

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LICENSE

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SYSTEM REQUIREMENTS

To use OGU, you will need Windows XP or higher operating system with at least a Pentium 3 class of CPU and 1 gigabyte of memory. Windows updates must be current and include the required dot-Net Framework updates. OGU has been tested and works with Win XP, Vista and Win 7.

DESCRIPTION

OGU is an advanced object grouping utility that *Imports* a 3D Model in the Wavefront Object (OBJ) file format and *Exports* an equivalent OBJ file with all the polygonal face/surface entries organized by Groups and Materials. Most 3D software handles the face/surface entries haphazardly and even though the object seems unaffected, it creates a nightmare for any manual modifications or searches through these portions of the OBJ file.

TURN THIS	INTO THIS
<pre> g Head_UpperJaw usemtl Head f 36493/36493/36499 36523/36523/36529 36613/36613/36619 g Head_LowerJaw usemtl Teeth f 36632/36632/36638 36679/36679/36685 36610/36610/36616 f 36558/36558/36564 36610/36610/36616 36653/36653/36659 usemtl Head f 36288/36288/36294 36524/36524/36530 36423/36423/36429 g Head_UpperJaw usemtl Head f 36153/36153/36158 35870/35870/35875 35885/35885/35890 usemtl Teeth f 36063/36063/36068 36100/36100/36105 36043/36043/36048 g Head_LowerJaw usemtl Teeth f 36850/36850/36856 36800/36800/36806 36846/36846/36852 f 36544/36544/36550 36594/36594/36600 36592/36592/36598 g Head_UpperJaw usemtl Head f 36481/36481/36487 36364/36364/36370 36584/36584/36590 usemtl Teeth f 36676/36676/36682 36691/36691/36697 36752/76417/36758 </pre>	<pre> g Head_UpperJaw usemtl Head f 36493/36493/36499 36523/36523/36529 36613/36613/36619 f 36153/36153/36158 35870/35870/35875 35885/35885/35890 f 36481/36481/36487 36364/36364/36370 36584/36584/36590 usemtl Teeth f 36063/36063/36068 36100/36100/36105 36043/36043/36048 f 36676/36676/36682 36691/36691/36697 36752/76417/36758 g Head_LowerJaw usemtl Teeth f 36632/36632/36638 36679/36679/36685 36610/36610/36616 f 36558/36558/36564 36610/36610/36616 36653/36653/36659 f 36850/36850/36856 36800/36800/36806 36846/36846/36852 f 36544/36544/36550 36594/36594/36600 36592/36592/36598 usemtl Head f 36288/36288/36294 36524/36524/36530 36423/36423/36429 </pre>

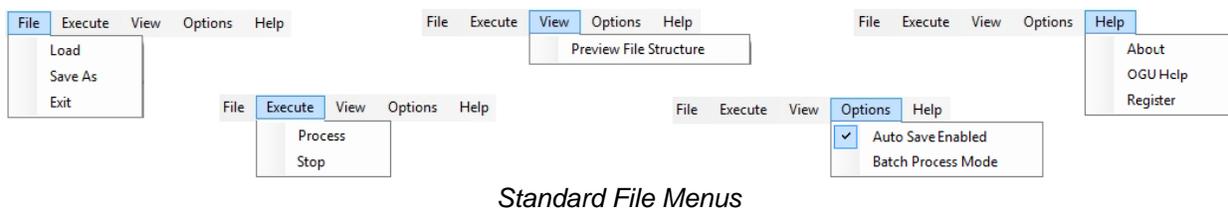
After processing, there is only one reference to each Material per Group in the OBJ file making texture changes in as little as one find and replace.

FEATURES

When you use OGU, you will find that it is very easy to use, and processes large files quickly while keeping your original data files intact.

EASY

OGU couldn't be easier to use; featuring a standard File Menu to access all available actions and on-screen button controls for the most common ones.



Standard File Menus



On-Screen Buttons

LOAD: Loads an OBJ file for processing.

SAVE AS: Save copies of processed OBJ.

EXIT: Exits or Closes the OGU program.

PREVIEW: Displays Old/New File Structures

PROCESS: Process the loaded OBJ file.

STOP: Halts processing of OBJ file.

AUTO-SAVE: Disable to preview multiple files

BATCH PROCESS: Enable Batch Processing

ABOUT: Shows Details of OGU Development

OGU HELP: Built-in Assistance for Using OGU

REGISTER: Register for product activation key

SAFE

OGU is designed to keep your original data safe; it will not overwrite your original OBJ file. Once you have imported/loaded your new OBJ file and tested it for completeness, you can rename the new file to the original filename to match any other application specific files that need it (ie MTL).

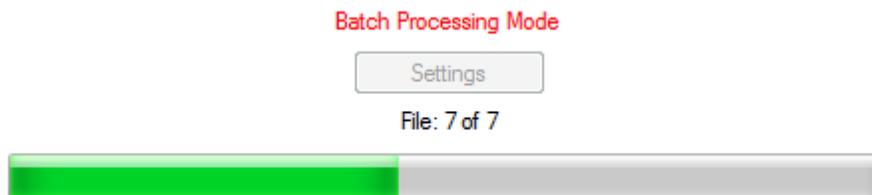
Input Filename: *Alien_Creature.obj*
Output Filename: *Alien_Creature_OGU.obj*

INTERACTIVE

You do not have to guess on how fast your file(s) conversions are progressing. The progress bar keeps you informed of the status of the current file being processed.



When using Batch Processing Mode, a file count will appear above the progress bar displaying the number of the current file being processed along with the total number of files flagged for conversion.



USES

One digital artist saves animated OBJ sequences in Smith-Micro's POSER, then processes those files with OGU for use in Adobe AFTER EFFECTS. During beta testing, two separate collections totaling over 300 objects were batch processed by the artist who stated, "it works perfectly".

DEMO

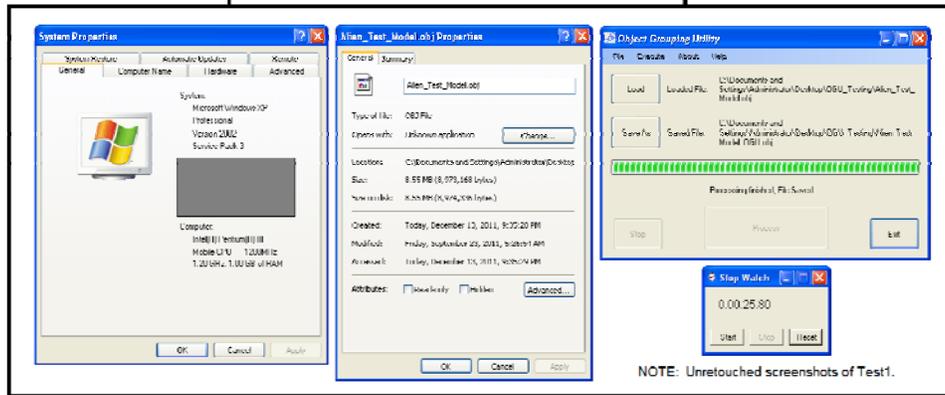
The SAVE function is disabled in the Demo (demonstration mode), but will allow you to load and process an OBJ file so that you can preview the output generated by processing it with OGU.

NOTE: In demo mode, Preview only works with single file processing. Batch Processing will only display progression status.

FAST

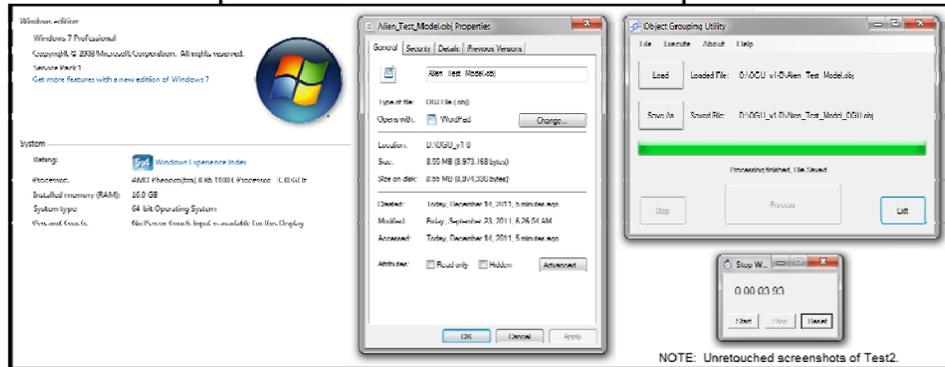
OGU is Lightning Fast! You will be amazed at how quickly files are processed even on older systems; a 1Ghz WinXP system processed an 8Mb object in under 30 seconds. Check out these actual live data tests on legacy versus up-to-date machine. Individual results depend on system.

OGU Speed Test 1
System: WinXP, Pentium3, 1.2Ghz, 1Gb RAM
Input File: 8.55 Mbytes
Process Time: 25.80 seconds



NOTE: Unretouched screenshots of Test1.

OGU Speed Test 2
System: Win7, AMD PhenomII X6, 3.3 Ghz, 16Gb RAM
Input File: 8.55 Mbytes Alien_Test_Model.OBJ
Process Time: 3.93 seconds



NOTE: Unretouched screenshots of Test2.

HOW TO USE

Single File

Using OGU is as simple as Loading OBJ file, Processing it and Saving it using this simple 3-step process. And if you can't remember all of that, just click Help / OGU Help on the Main menu for built-in assistance.

STEP-1:

Use File/Load or Click the Load Button to load the OBJ file to be processed.

STEP-2:

Use Execute/Process or Click the Process button to process the loaded OBJ file. After processing, you will automatically (see note) be prompted for the name/location to Save the Newly Organized OBJ file.

STEP-3:

To Save additional copies of the Processed OBJ file, use File/Save As or click the Save As button.

Batch Processing

Batch Processing is relatively simple and is folder-based instead of filename-based. We recommend you create a separate "input" folder/directory for the collection of OBJ files to be processed and an "output" folder/directory for the resulting OGU processed files. In this fashion you can copy/move the processed files more quickly more easily.

STEP-1:

Select Options/Batch Process Mode from the Main Menu bar.

STEP-2:

In the popup dialog, check the Enable Batch Processing Mode checkbox, then click the "..." buttons to choose your "input" and "output" folders. NOTE: The input and output locations can be the same folder.

STEP-3:

Click the Process button to batch process all OBJ files in the Input folder.

REFUND POLICY

There is a strict No Refund/No Return policy for electronically downloaded software products. Prior to purchasing the OGU Software, we strongly advise that you download the DEMO version to ensure it meets your functional expectations and is compatible with your operating system and hardware configuration.
