

Vivaty Create: Getting Started



Thanks for your interest in Vivaty Create. This guide will explain how to get started with creating and submitting your 3D scenes and objects. Vivaty Create is just in its pilot phase, so we ideally want both your content AND your input on how to shape our developer/creator program.

Vivaty Create Developer Program	
Pilot Phase now open!	
Submissions:	Send your scenes & objects to vivatycreate@vivaty.com
Prizes:	Cash and Fame! Your creations could be featured in Vivaty Scenes. Details and rules at developer.vivaty.com .
Feedback:	Be part of our Vivaty Create Council and get your voice heard. Send us ideas at developers@vivaty.com
Dates:	Contest ends on 11:59 PST on 9/22/08. Winners announced by 10/13/08.
Vivaty Scenes:	Beat our stuff! Check out Vivaty Scenes at: http://apps.facebook.com/vivatybeta http://gallery.aim.com/detail/551

Background

The Vivaty scenes that you have enjoyed so far were created by the talented group of artists and developers inside the company. Now that we have laid the groundwork, we want to begin the process of allowing our users to contribute original 3D content to Vivaty.

We are being as accommodating as we can in the way in which you submit your content. We want to open the initial launch to as many participants as possible. Therefore, we will accept submissions in a variety of Web3D formats: X3D, VRML, and COLLADA.

Vivaty is built on X3D, an open 3D standard. This should make the migration of your creations fairly painless. If you are already familiar with creating content in X3D, then please feel free to use whatever process you are most comfortable with. If you are new to X3D, you can use your favorite professional tools such as Max or Maya, or you can use free tools, such as Vivaty Studio, Blender, or Google Sketchup. More details of the submission pipeline can be found below.

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Your Scenes and Objects

The content found in Vivaty Scenes can be broken into three categories, Scenes, Objects, and Avatars. The modeling and animation of avatars is a bit over the top for the initial developer launch. Therefore, we are currently limiting the scope to Scenes and Objects.

Scenes are 3D environments that Vivaty users can explore, socialize in and customize. Scenes can be realistic, like the current Vivaty Scenes templates, or fantasy-based. Stylistically, scenes can be hip and modern, old and funky, or anything else you desire. Use your imagination! Just keep in mind that Vivaty scenes are built to human scale (1 unit = 1 meter) so that avatars can hang out in style and move around comfortably.

Objects are things that can be added to Vivaty scenes. Objects can be as simple as a brick, or as complicated as a YouTube video player or Facebook friends' list. Don't think of an object as being limited to a static 3D model; we are also looking for interactive and animated content.

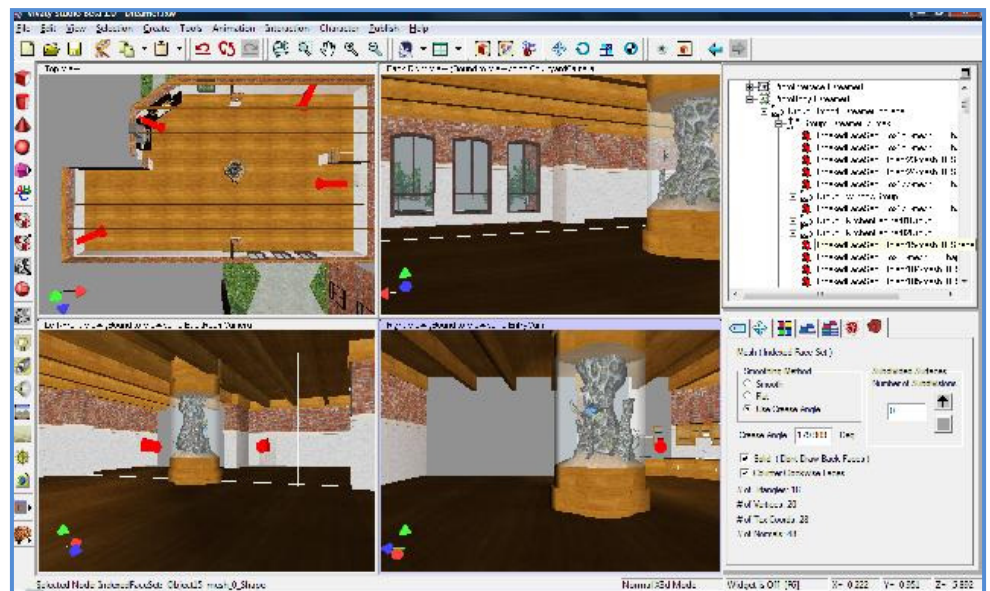
Vivaty scenes come with a set of "starter objects" that provide the initial look and feel of the environment. We suggest that you decorate your scenes with objects of your own creation - but we will also accept empty scenes that have not been decorated with objects. Please keep in mind that if your scene is selected for inclusion in Vivaty Scenes, users will be able to modify, add, and delete objects from the scene using the Vivaty Scenes editor.

We need content that achieves a balance between quality and efficiency. Vivaty content is deployed over the web, and rendered in real time. It is more similar to a video game than a Pixar creation. Since we are on the web, we can't afford to use extremely high resolution meshes or textures. Therefore, you will need to find the proper compromise resulting in a high quality, low resolution creation. Specific limitations and suggestions on the content size are listed below.

Vivaty Studio

We recommend that you use Vivaty Studio 1.0 Beta as part of your pipeline. It is a free tool that is optimized for creating content for the Vivaty Player. Although the name is new, the tool is mature: Vivaty Studio is based on Flux Studio, which has been used to create web 3D content for years now. All your Flux Studio files will migrate smoothly into Vivaty Studio.

Vivaty Studio (right) is designed to simplify the complicated aspects of X3D for the casual creator, while



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exposing those complicated details and powerful features to advanced creators. Vivaty Studio can be used as a lightweight modeling tool for creating 3D content from the ground up, or it can be used to import COLLADA content that is exported from 3D Studio Max or Maya. Raw 3D models and animations from COLLADA can be composited into a scene. Using the interactive constructs that are handled very well by X3D, the raw content can be transformed into a rich, interactive environment or object that is ready for web deployment. Vivaty Studio is integrated with a Wiki-based users guide, complete with tutorials. For more information about Vivaty Studio, and how to download it now, please go <http://www.vivaty.com/downloads/studio>.

Getting your files into Vivaty Studio

If you are using 3D Studio Max or Maya, we recommend that you use COLLADA as your interchange format. Feeling Software provides free, open source plugins for Max, and Maya. These plugins are available for free download from <http://www.feelingsoftware.com>.

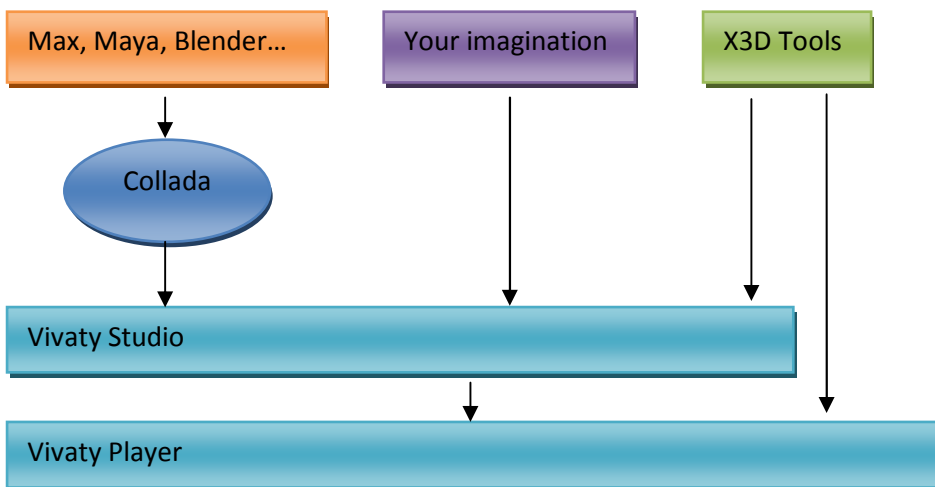
If you are using other Digital Content Creation tools that do not support X3D natively, it is very likely that they have the ability to export to COLLADA. That is probably the best way to get your content into X3D.

Once you have the Feeling Software Collada Exporter plugin setup on your Max or Maya installation, follow these simple steps to play the content in Vivaty Player:

- Export your creation to COLLADA (.dae) format.
- Drag and drop that .dae file into an open Vivaty Studio Window.
- Hit F5 in Vivaty Studio to launch the content in Vivaty Player.

From there, you can use Vivaty Studio to add animations and interactivity.

The figure below shows a variety of different ways that you can get your creations into Vivaty Player:



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The figure shows how you can use your own 3D authoring tools, your native X3D tools, or start with nothing in hand but some fun new ideas. You can take your content into Vivaty Player using Vivaty Studio (which we strongly advise) or experienced X3D developers can go directly into Vivaty Player.

Technical Requirements

All we ask is that you zip up the .x3d file(s), along with all the dependencies, such as textures and sounds, into a single zip file, and send them to: vivatycreate@vivaty.com. If you are using Vivaty Studio in your pipeline, please feel free to include the native Vivaty Studio file (.fxw) in the zip.

We also ask that you follow these guidelines and limitations on the size of the content:

Object Requirements	Recommended	Maximum (for really awesome objects)
Polygon count	300-500 Triangles	1500 Triangles
Textures per object	2	3
Texture resolution	128px X 128px	512px X 512px
File size (compressed)	20Kb	100KB

Scene Requirements	Recommended	Maximum (for really awesome scenes)
Polygon count	3000 triangles	8000 triangles
Textures per scene	10	25
Texture resolution	8 @ 128px X 128px 2 @ 512px X 512px	20 @ 128px X 128px 5 @ 512px X 512px
File size (compressed)	200Kb	500KB

The File sizes listed for the X3D content refer to the uncompressed ASCII. The limitations and guidelines presented for scenes do not include the objects that you might place in the scene.

If you have any questions about the content development launch, please send them to: developers@vivaty.com.

Good Luck!