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Generic Export Documentation

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1 Export Generic

The Generic Exporter allows to export to simple and easy to integrate fileformats, and provides many settings to customize your exports.

1.1 Export Settings

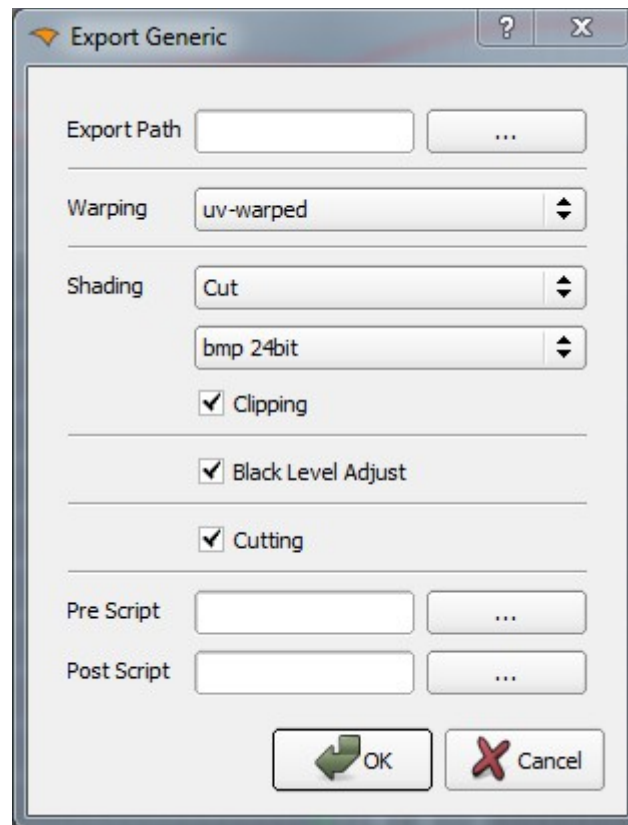


Figure 1: Generic Export Settings

Export Path: The folder to which all exported files will be exported.

Warping: Allows to select between different warping formats:

- none (disabled)
 - uv-warped (csv-file)
 - vertex-warped (csv-file)
 - pixel-warped (warping encoded as pixel color in an image)
- See following sections for detailed descriptions about different warping exports.

Shading: Allows to adjust image format settings.
First select between different warping styles:

- none (disabled)
- Projector(warped, no warping needs to be applied)

- Cut (warping needs to be applied)
- Source (cutting and warping needs to be applied)

Second select between different image formats:

- bmp 24bit (shading encoded in color, should be multiplied with content to apply)
- bmp 32bit color (shading encoded in color, should be multiplied with content to apply)
- png 8bit grayscale (shading encoded as gray-values, should be multiplied with content to apply)
- png 32bit black + alpha (shading encoded in alpha, should be overlayed above content to apply)

Clipping: Enable to integrate Clipping information in exported blend-files (clipping editor, clipping-image in project-settings)

Black Level Adjust: Enable to export Black Level Adjust image. The image should be added to the content in a linear color-space to be applied. As an alternative blendmode, inverse multiply might be a good approximation.

Cutting: Enable to export cutting information as csv-files

Pre Script: An executable or batchfile can be placed here, that should be run before export begins.

Post Script: An executable or batchfile can be placed here, that should be run after export has finished.

1.2 Export Format

Warping, Frustum and Cutting is exported as CSV (Comma Seperated Values), a commonly used exchange format for table based data.

Filename extension: *.csv

Seperator: ;

First Line contains column names. Following lines the data sets.

Additional cumlums might be appended in future.

1.2.1 UV-Warping / Vertex-Warping

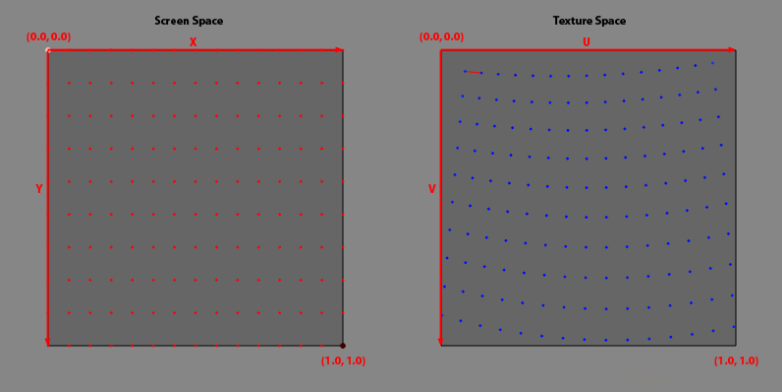
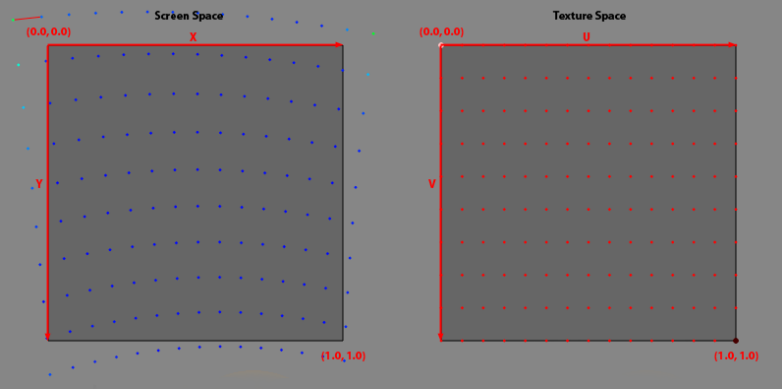
Warping can be exported as a regular grid of vertices. Each vertex has a position, a texture-coordinate and a grid index. Vertices are ordered line-wise from top-left to bottom-right. The grid index (column, row) of the last vertex in file is equal to the number of rows – 1 and the number of columns – 1.

- x, y: position of vertex in normalized screen-space
- u, v: texture coordinate of vertex in normalized texture-space
- column, row: column and row index of vertex. The vertex order is will not be

shuffled, the column and row index is more intended for convenience. Number of columns and rows can be extracted from last vertex.

This grid can be used to generate a mesh by spanning triangles/quads between adjacent vertices. This is the preferred usage for software warping. The position – texture-coordinate pairs can also be used to extract a polynomial transformation.

1.2.1.d Examples:

	Visualization	Data
UV-Warping		<pre> x;y;u;v;column;row 0.0000;0.0000;0.0813;0.0715;0;0 0.0714;0.0000;0.1366;0.0769;1;0 0.1429;0.0000;0.1936;0.0812;2;0 ... 0.8571;1.0000;0.8517;0.9615;12;9 0.9286;1.0000;0.9232;0.9498;13;9 1.0000;1.0000;0.9929;0.9359;14;9 </pre>
Vertex-Warping		<pre> x;y;u;v;column;row -0.1189;-0.0854;0.0000;0.0000;0;0 -0.0222;-0.0958;0.0714;0.0000;1;0 0.0709;-0.1035;0.1429;0.0000;2;0 ... 0.8614;1.0410;0.8571;1.0000;12;9 0.9322;1.0533;0.9286;1.0000;13;9 1.0048;1.0679;1.0000;1.0000;14;9 </pre>

1.2.2 Pixel-Warping

Pixel-Warping Encodes warping data in an image. In each pixel, the corresponding uv-coordinate is encoded.

```

R(8 bit): major u
G(8 bit): minor u
B(8 bit): major v
A(8 bit): minor v

```

The 16 bit integer representation maps the float range $[-0.5, 1.5]$ to integer values $[0, 65535]$. That means 0.0 maps to 16384 and 1.0 maps to 49152.

Values outside of $[-0.5, 1.5]$ are clamped to the nearest allowed value.

In the following text the float representations are named u and v the corresponding integer representations are named ulnt and vlnt.

1.2.2.d Encoding:

```
uInt = MAX(MIN(u * 32767 + 16384, 65535), 0);  
vInt = MAX(MIN(v * 32767 + 16384, 65535), 0);
```

```
r = uInt / 256;  
g = uInt % 256;  
b = vInt / 256;  
a = vInt % 256;
```

1.2.2.e Decoding:

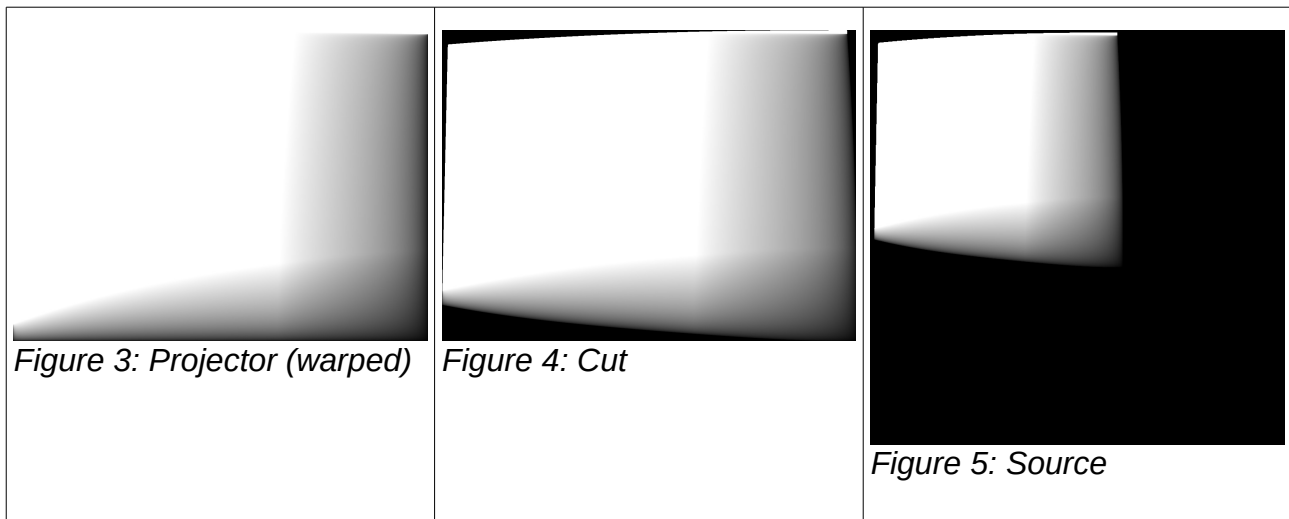
```
uInt = r * 256 + g;  
vInt = b * 256 + a;  
u = (uInt - 16384) / 32767;  
v = (vInt - 16384) / 32767;
```

1.2.2.f Example:



Figure 2: Pixel-Warping Example



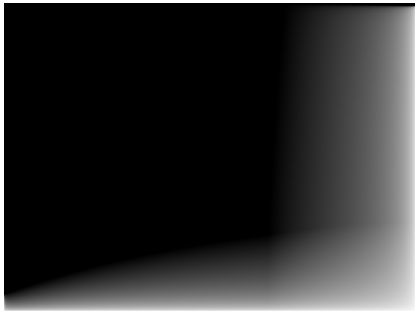

1.2.3 Blending

There are three options to export blending data, as Projector (warped), Cut, or Source image. The result of the Projector (warped) blending is an image with the resolution of the projector that is fitting the already warped projector. Exporting as the blend file as cut results also into an image with projector resolution but in this case the image is unwarped and represented by the defined cutting rectangle. In contrast to this projector based blending files shows the source export the full content space with the appropriate data for each projector; cutting and blending has to be applied if used.



Apart from this types of blending the file format can also be chosen, bmp 24bit, png 32bit color, png 8bit grayscale, png 32bit blacklevel + alpha and xmp 24bit.

Projector (warped) as example	Color	Alpha
bmp 24bit		
png 32bit color		

png 8bit grayscale		
png 32bit black + alpha		
xmp 24bit		

1.2.4 Black Level Adjust

The exported black level adjust image is already warped. The image should be added to the content in a linear color-space to be applied.

$$\text{result} = (\text{color}^{\gamma} * (1 - \text{black}^{\gamma}) + \text{black}^{\gamma})^{1/\gamma}$$

including blending:

$$\text{result} = ((\text{color} * \text{blending})^{\gamma} * (1 - \text{black}^{\gamma}) + \text{black}^{\gamma})^{1/\gamma}$$

1.2.5 Frustum (3d)

Informations about virtual camera that should be used for one projector.

- x, y, z: position in millimeter (x, y ground-plane; z vertical)
- heading, pitch, bank: orientation in degrees (heading/yaw/z, pitch/x, bank/roll/y)
- left, right, bottom, top: opening angles in degrees. Left and bottom typically

negative, except for extremely shifted frusti.

- tanLeft, tanRight, tanBottom, tanTop: tangenz values of frustum borders for convenience
- width: width of frustum at distance 1.0 (tanRight – tanLeft)
- height: height of frustum at distance 1.0 (tanTop – tanBottom)

1.2.5.d Example:

```
x;y;z;heading;pitch;bank;left;right;bottom;top;tanLeft;tanRight;tanBottom;tanTop;width;height
0.0000000;0.0000000;0.0000000;-15.00;0.00;0.00;-20.0000000;20.0000000;-20.0000000;20.0000000;-
0.3639702;0.3639702;-0.3639702;0.3639702;0.7279405;0.7279405
```

1.2.6 Cutting (2d)

TheCutting rectangle is defined in normalized texture-space. The Top left corner of texture-space is (0,0), the bottom right corner is (1,1).

- posX, posY: position of the rectangle
- rotation: rotation of rectangle in degrees clock-wise
- extentX, extentY: rectangles extent (width, height)
- pivotX, pivotY: absolut pivot/anchor/rotation-center of rectangle in local coordinates (0,0 -> topLeft corner)
- c0x ... c3y: rectangle corner positions, clockwise, beginning with top-left corner of rectangle.

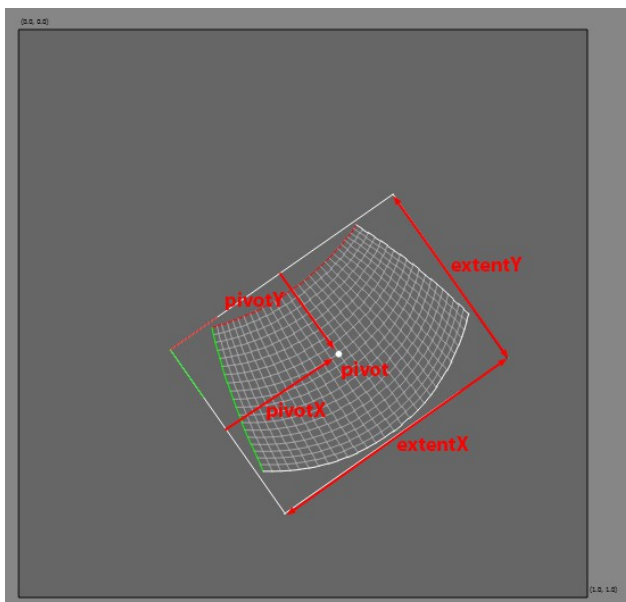


Figure 6: Cutting rectangle parameters local

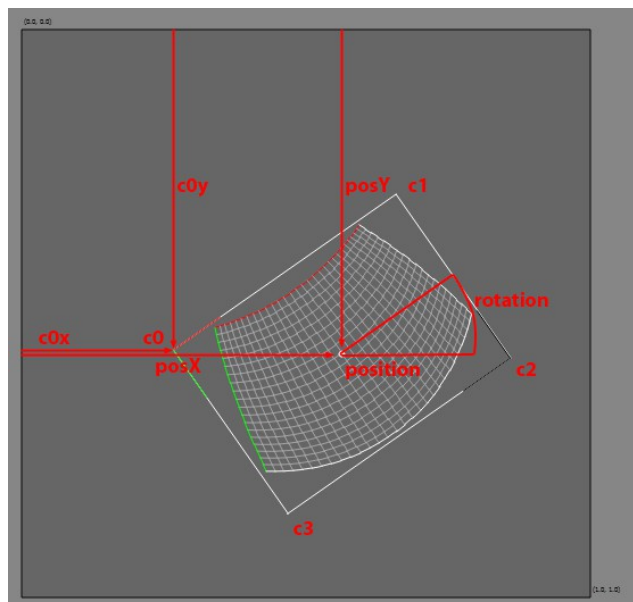


Figure 7: Cutting rectangle parameters global

1.2.6.d Example:

From *.csv file:

```
posX;posY;rotation;extentX;extentY;pivotX;pivotY;c0x;c0y;c1x;c1y;c2x;c2y;c3x;c3y
0.5629;0.5713;-
35.0000;0.4780;0.3503;0.2390;0.1752;0.2667;0.5649;0.6582;0.2907;0.8591;0.5777;0.4676;0.8519;0.2667;0
.5649
```

Reformatted for human readability:

```
posX: 0.5629
posY: 0.5713
rotation: -35.0
extentX: 0.478
extentY: 0.3503
pivotX: 0.239
pivotY: 0.1752
c0x: 0.2667
c0y: 0.5649
```

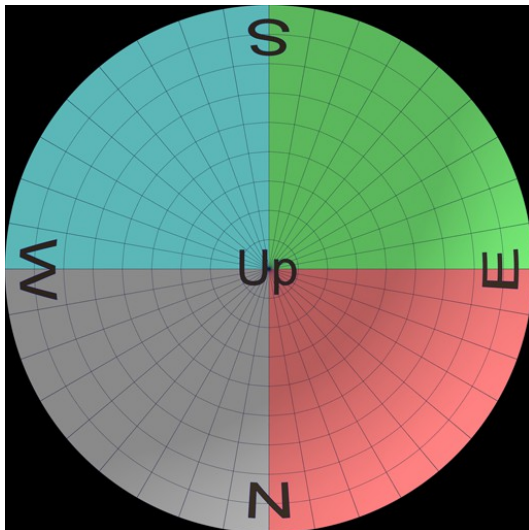


Figure 8: Example Master

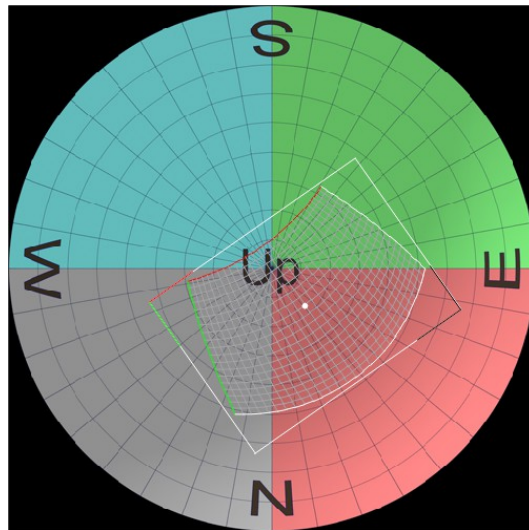


Figure 9: Master with cutting rectangle overlay

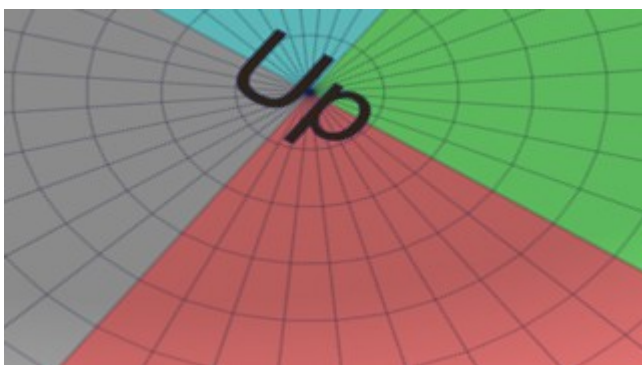


Figure 10: Cutting result