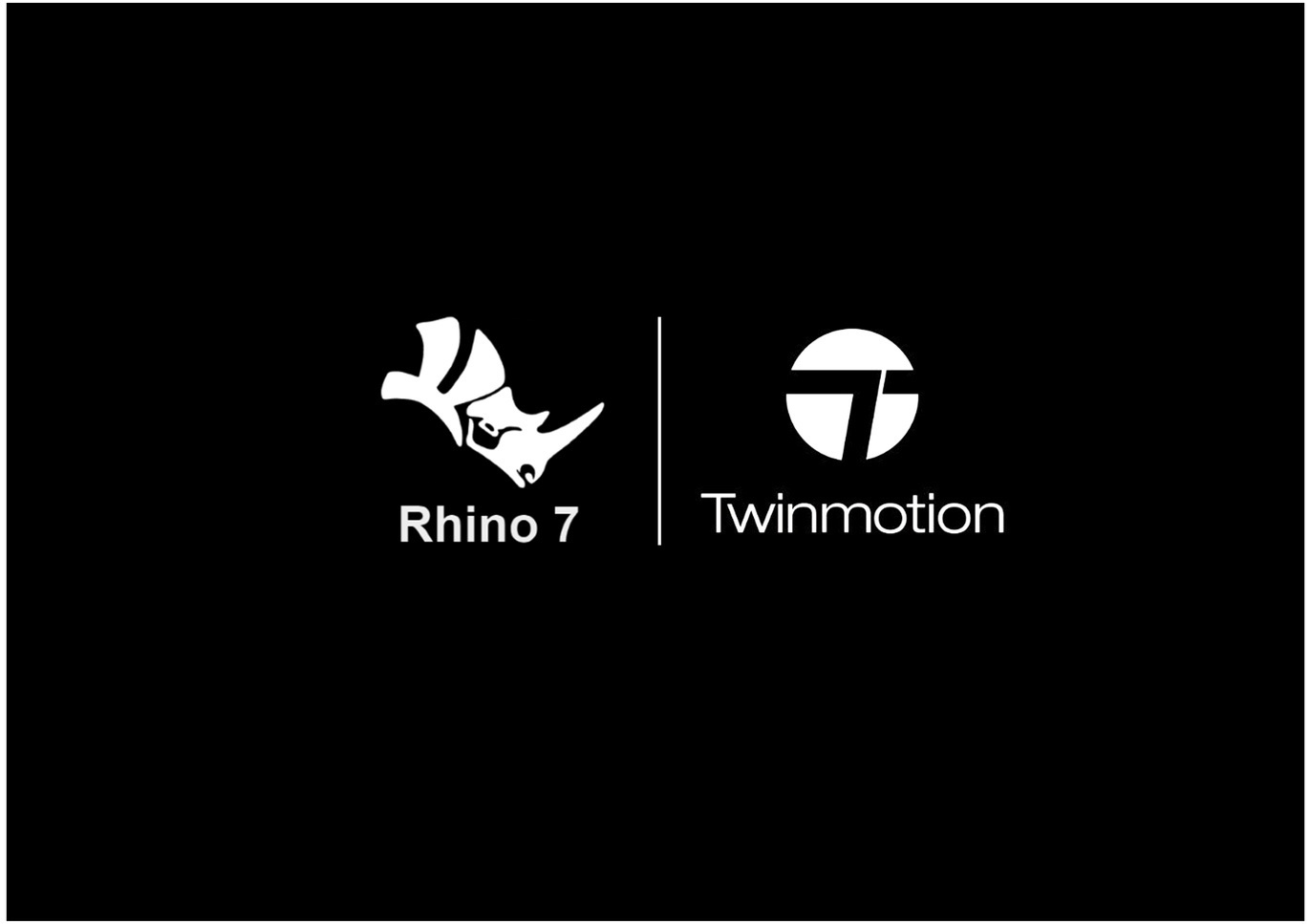
# RHINO- TWINMOTION TUTORIAL



# INTRODUCTION

## What is Twinmotion

Twinmotion is an intuitive, high-quality real-time architectural visualization tool that lets you take your BIM or CAD models to high-quality images, panoramas, standard or 360° VR videos

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# Twinmotion Tutorial 1&2- basics of Twinmotion

The tutorial recordings can be found on the DRH website
(link- https://www.drh.nz/2021/09/15/twinmotion-tutorial-1/)

In tutorial 1& 2- demonstrating:

1 Transition from Rhino to Twinmotion (pg 5-10)
2 Basics of Twinmotion &  Applying materials (pg 11-15)

In tutorial 3- demonstrating:

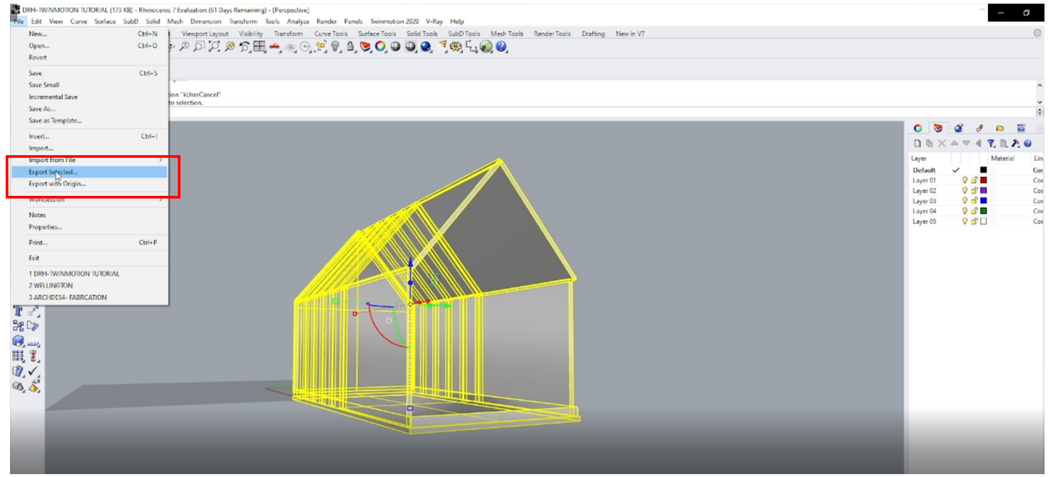
1 Demonstrating Architectural render and animation ( pg 16-20)
2 Exporting

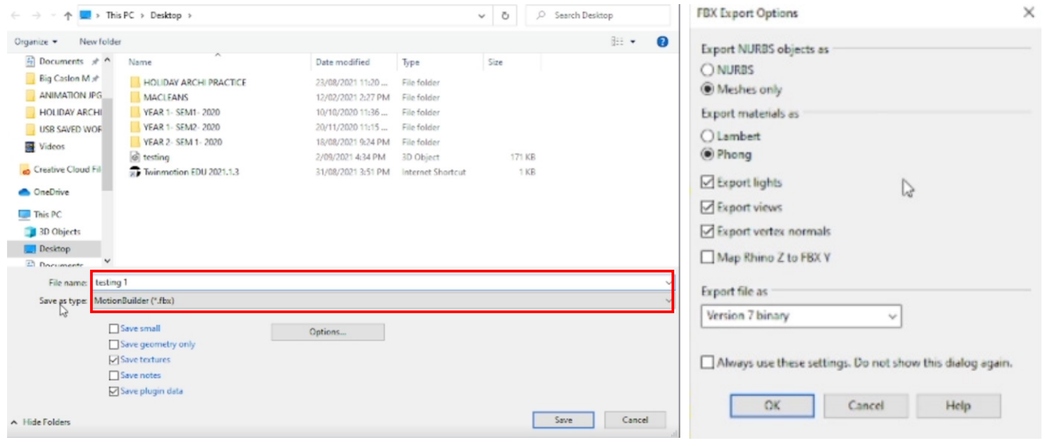
# 1st way of Importing to Twinmotion

There are two ways of importing your file into the Twinmotion software:

1 The first way demonstrated here is to export from rhino and import it into Twinmotion. (pg 6- 8)

2 The second way of transfering the file to Twinmotion is through using the Live sync-plug in. (pg 7-11)




1 Open up the rhino file you want to import to Twinmotion

2 Select all objects on Rhino

3 Choose File > Export Selected

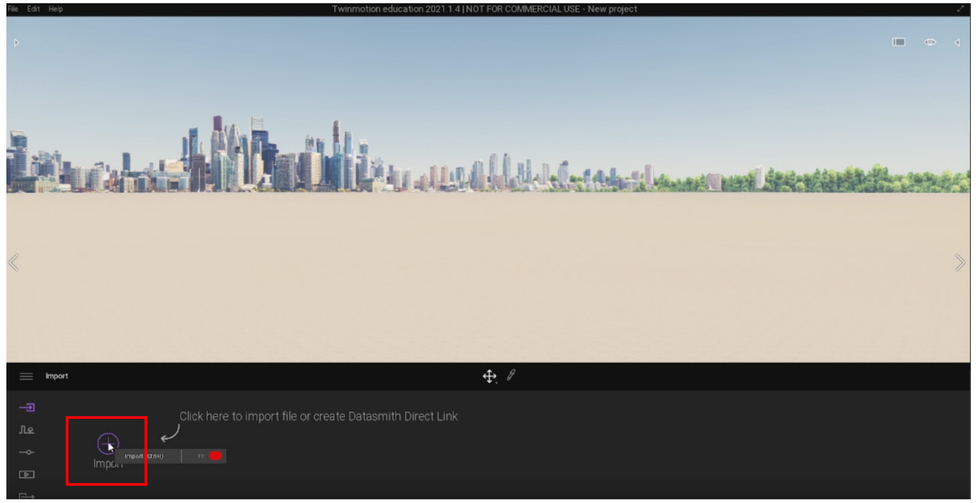
4 Save the file as a Motion Builder fbx file, named (Testing 1)

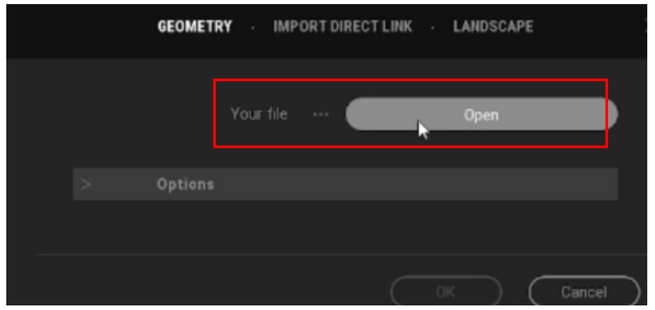
5 Make sure to tick the boxes for ‘Save textures’ and ‘Save Plugin Data’

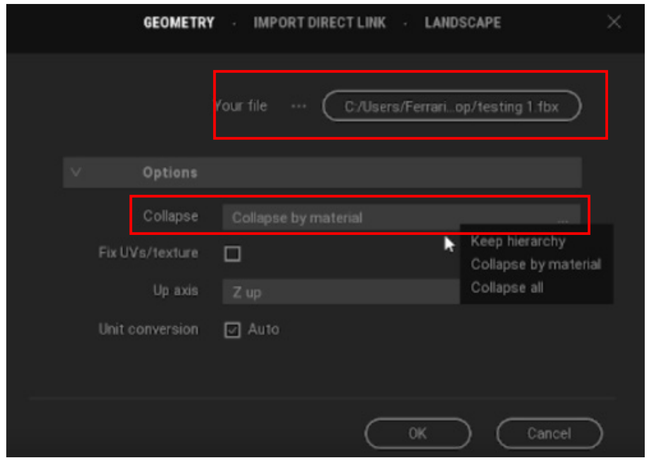
6. The FBX Export Option will pop up, keep default and press ‘ok’

# 1st way of Importing to Twinmotion

Opening a project in Twinmotion is much like opening a file in any other software program. In this demonstration, you will work with an existing Twinmotion project to help you understand the organization and structure of the interface, and will soon create your own animation




1 This is the default screen for Twinmotion

2 To import your model, press the Import button on the left hand side corner

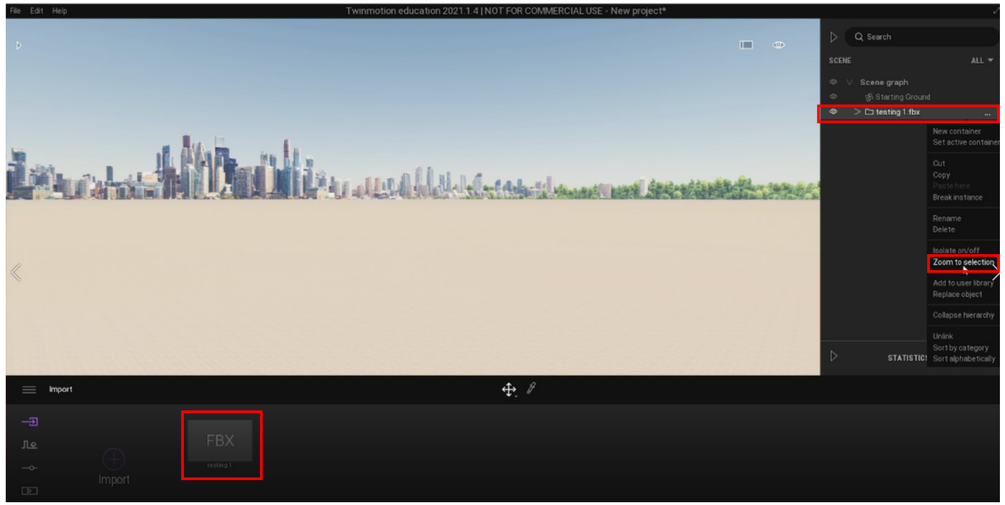
3 Open and find your file (Testing 1)

4 After you have selected your file, your file
name should be seen next to 'Your file'

5 Expand the options key

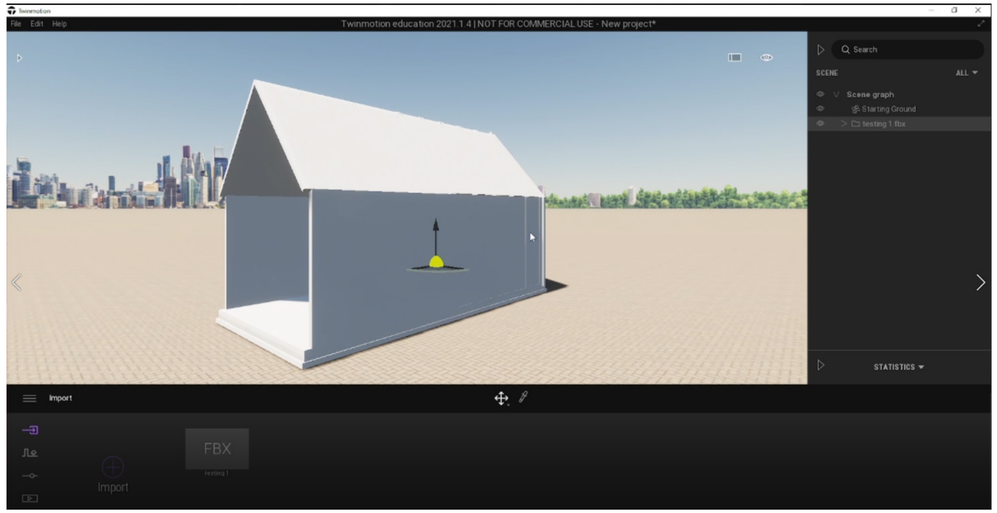
6 Next to the 'Collapse', select to to use 'keep hierachy', this will allow you to keep the layers of rhino

# 1st way of Importing to Twinmotion




After importing your FBX (testing 1) model, there should be a FBX object next to the import button.

Right now, you can not see your model because its not within the set view. To see your model:




1 Click on the right hand top corner arrow to expand the layers within Twinmotion. This will show all the layers.
On the very botton layer, thats the FBX model ( testing 1)

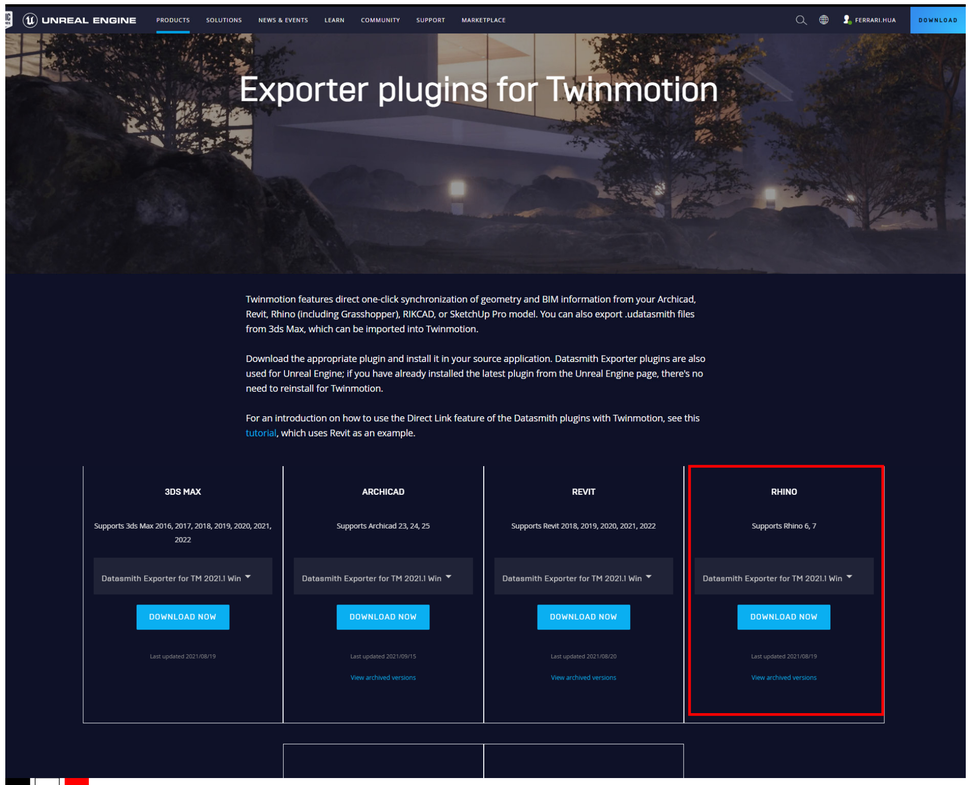
2 Click on the three dots next to the testing 1 named layer, and it will expand the folder ( like so above)

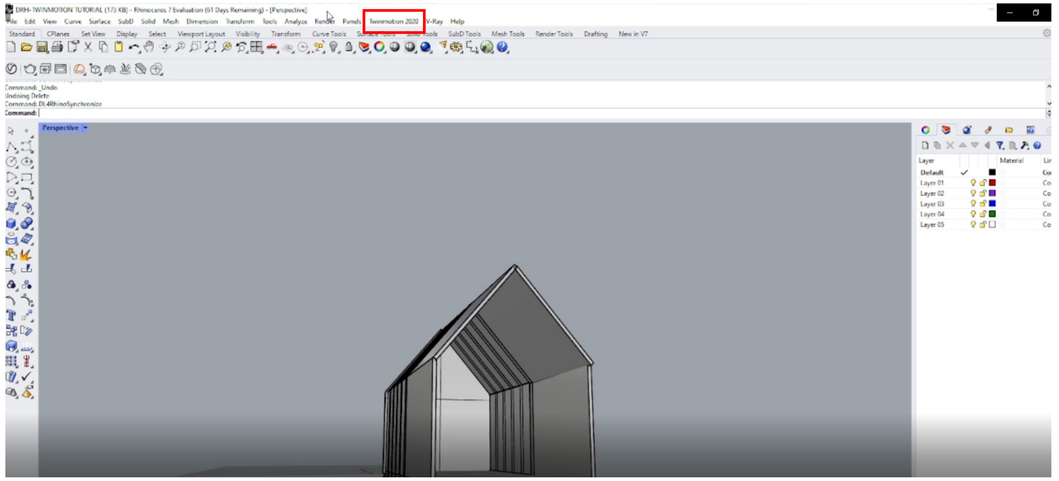
3 Find the 'Zoom to selection', the model should appear on the screen after

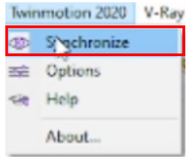
Note: 'Zoom to selection' can be used whenever you can not find your model within the Twinmotion software

# 2nd way of Importing to Twinmotion

Twinmotion live-sync plugin features direct one-click synchronization of geometry and BIM information from your Archicad, Revit, Rhino. You can also export .udatasmith files from 3ds Max, which can be imported into Twinmotion.
Link for download- https://www.unrealengine.com/en-US/twinmotion/plugins?sessionInvalidated=true



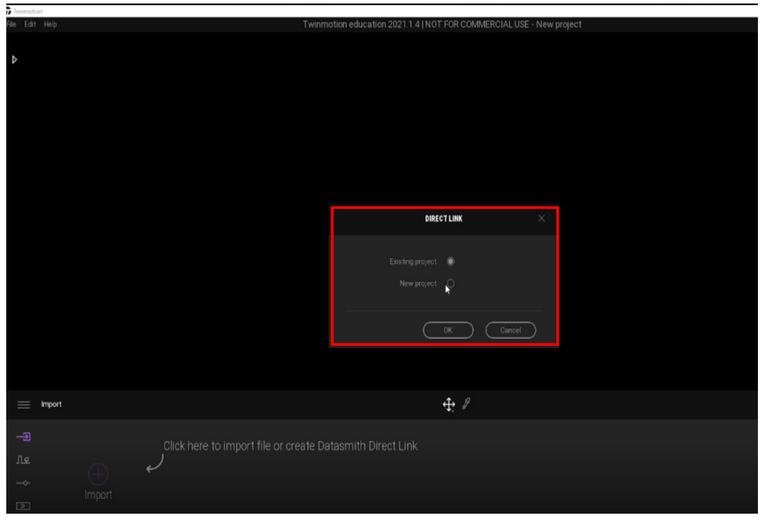




Once you have downloaded live sync plugin installed, there should be a ‘Twinmotion 2020’ icon on the top of your rhino tab.

Press on the eye icon, ‘synchronize’ your rhino model with Twinmotion. It will upload the information onto the software

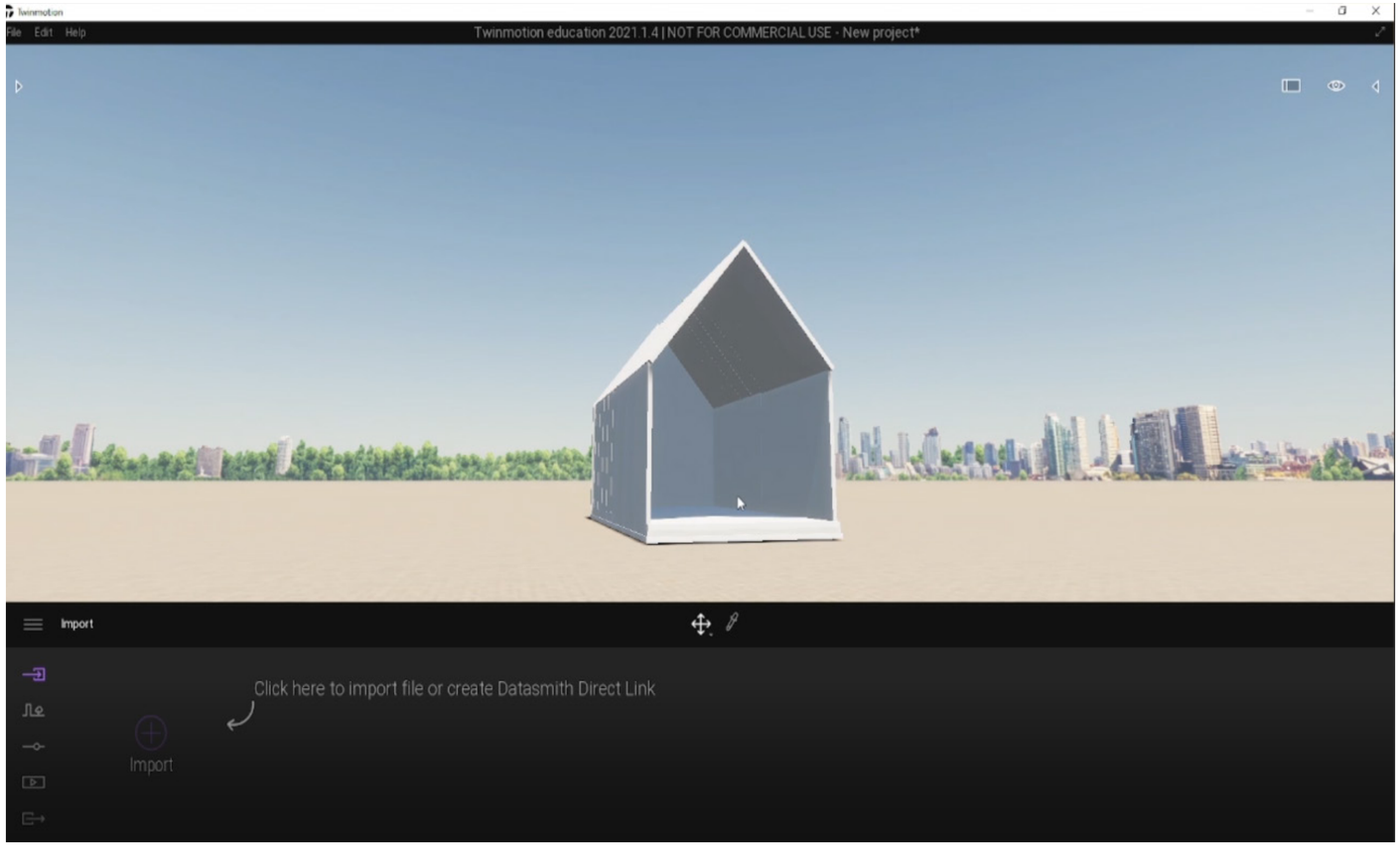
# 2nd way of Importing to Twinmotion




After 'synchronizing', Twinmotion will automatically open and will have this notification

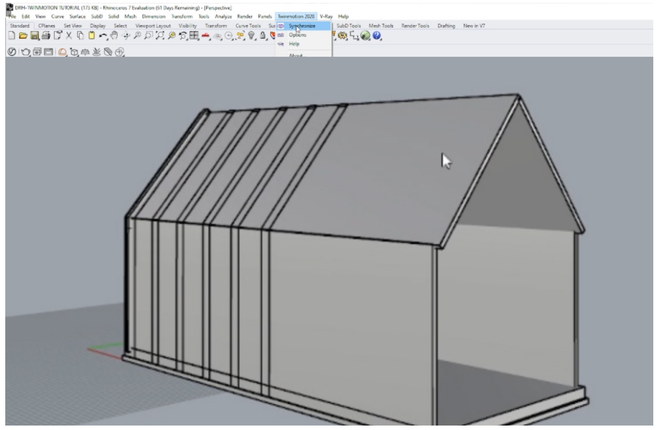
1 If its the first time you synchronize with this rhino model > select new project

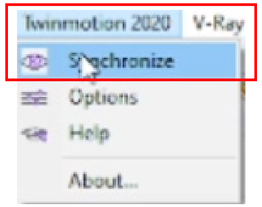
2 If you have already worked on this model before > select existing project.

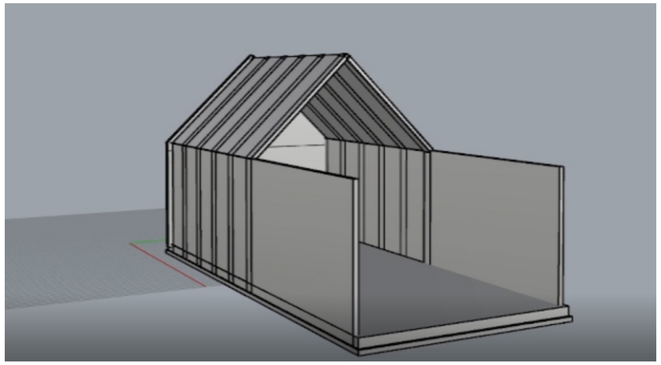



Once it loads, you will be able to see your model, like so

# 2nd way of Importing to Twinmotion

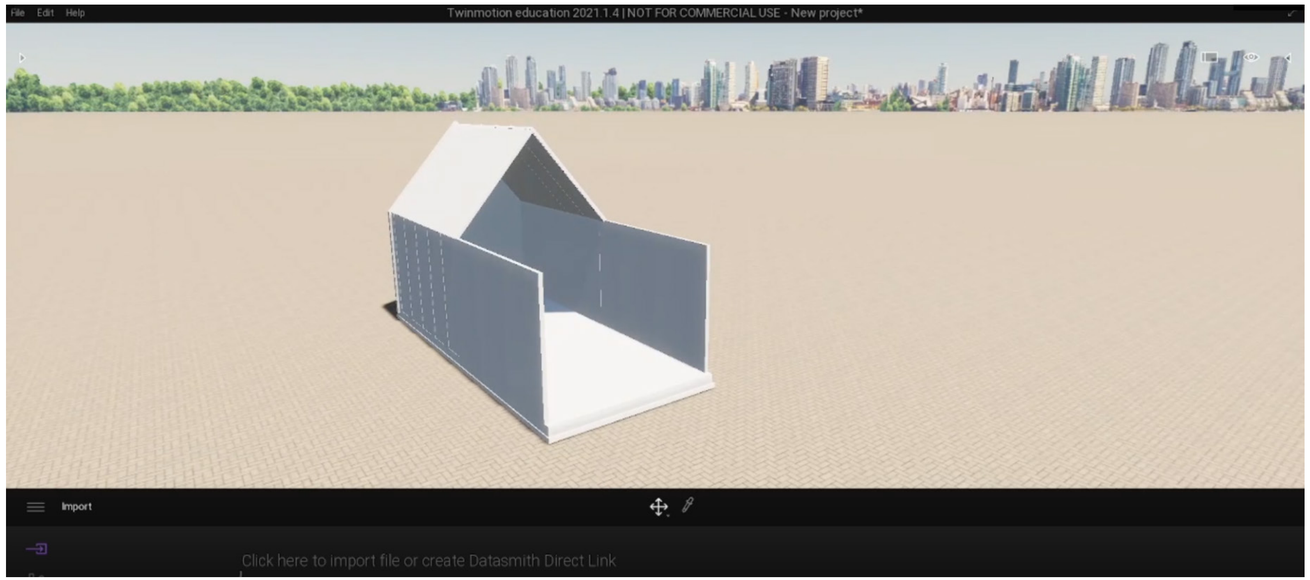




With the Twinmotion live sync plugin. Any changes you have made in rhino can be reflected immediately on Twinmotion

For example, lets remove the roof for the demonstration:

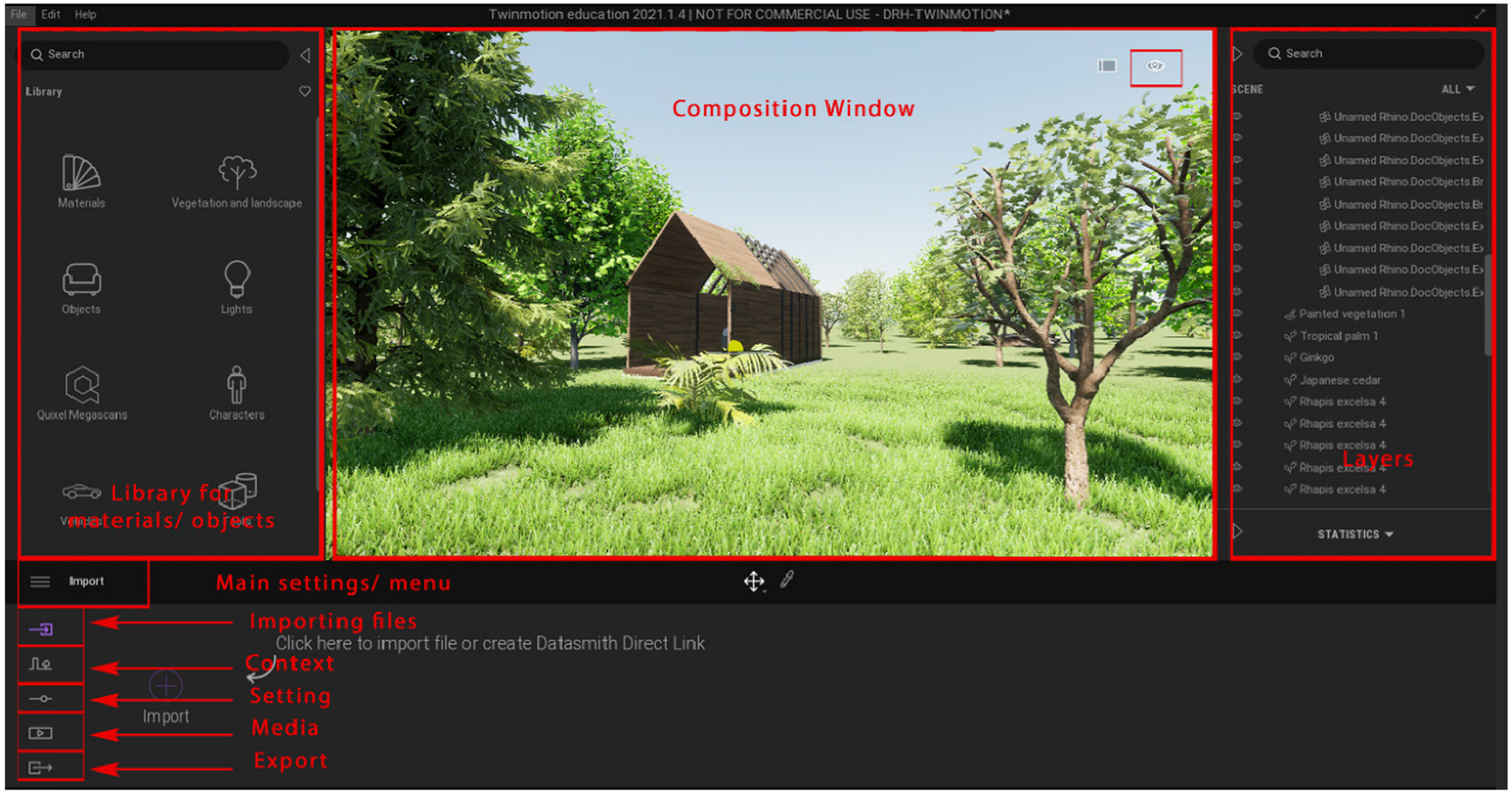



1 Remove roof from rhino

2 Same process as before, go to the top bar and press synchronize, this will guide you to the twnmotion software

3 As you can see, the roof has been removed. Feel free to plan around with the

# Settings for Twinmotion

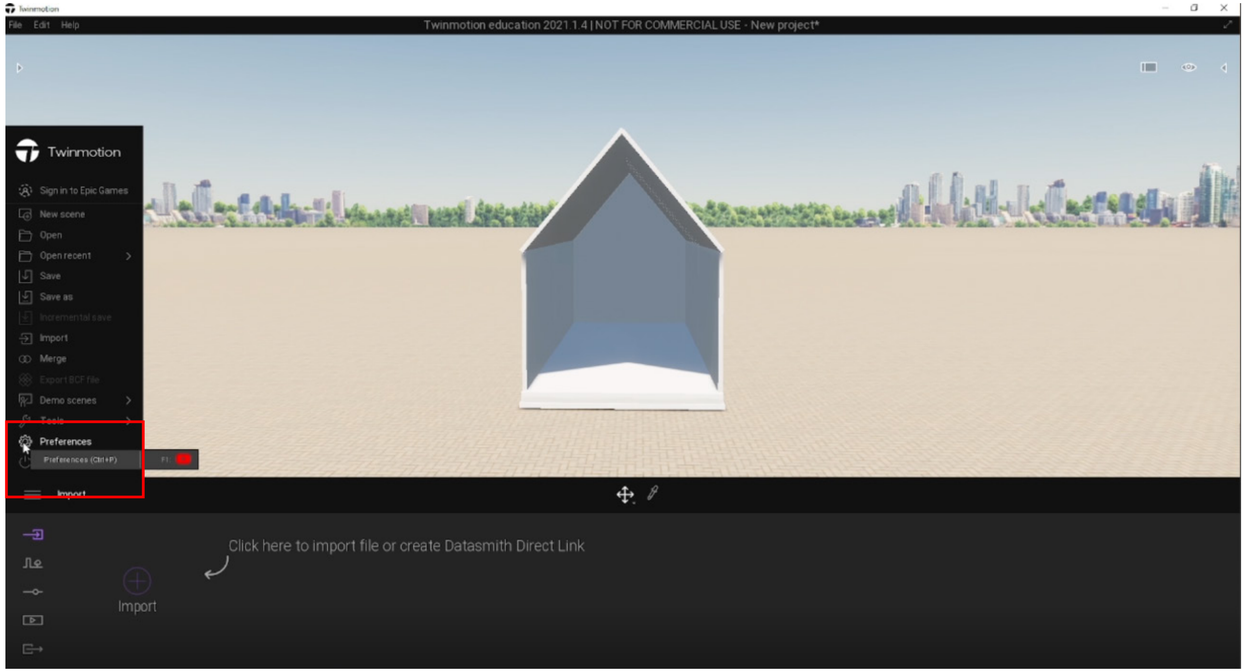


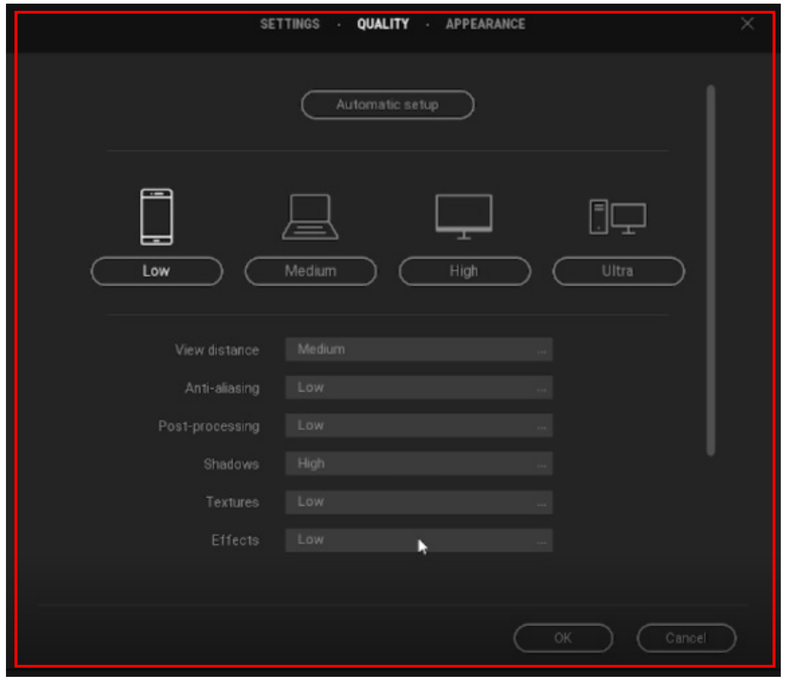

The Twinmotion Interface

This is the interface for Twinmotion, the slides below will cover and give you a basic understanding and a demonstration of working with these menus and setting

# Settings for Twinmotion

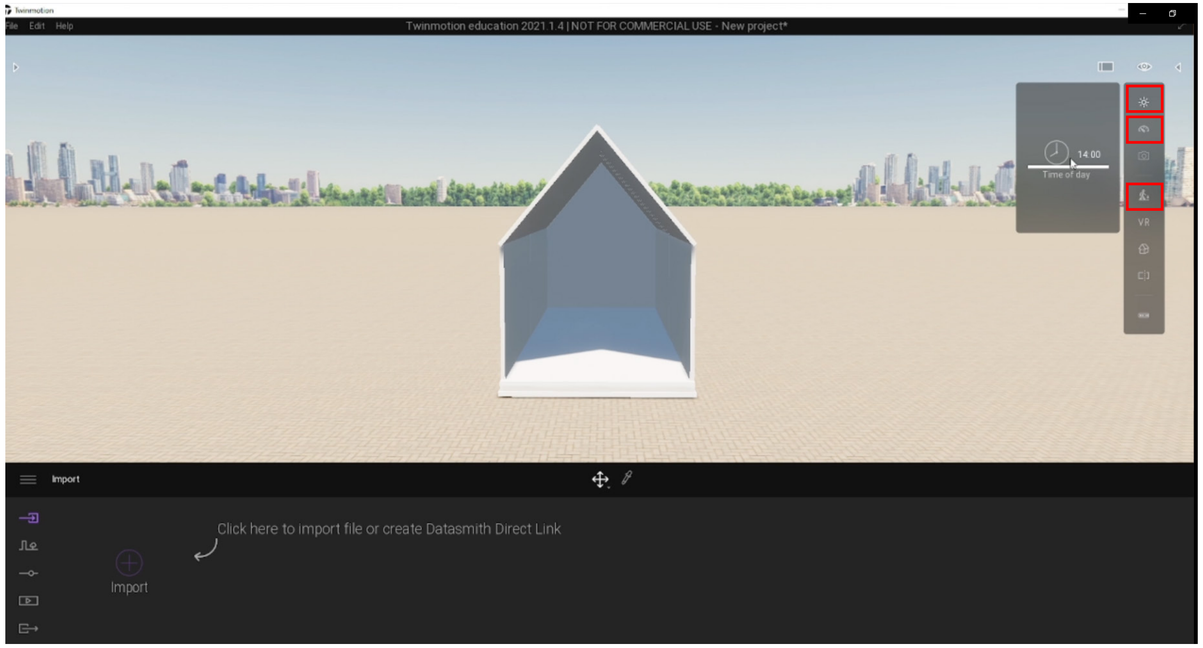
Changing the quality  of the viewport quality allows you to run the software smoother and faster.  (This does not effect the outcome of the rendering quality.)




SETTING-
1 Burger menu,
2 Go to preferences
3 Select quality
 set to low > view distance to medium > shadow to high

# Settings for Twinmotion



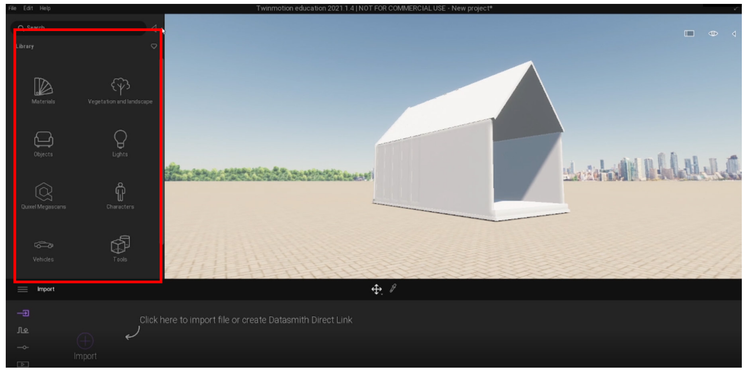

EYE ICON SETTING-

1 The sun icon- able to adjust the time of the day, to cast some interesting shadow.

2 Speed- adjust your move speed
- the car being the fastest
- feet being the slowest speed

3 Click the figure brings you down to eye level

# Library and applying material texture




On the left hand side of the interface, after expanding the arrow, you will find the Library; Here you can see a list of Twinmotion's built in objects and material such as vegetation, furniture, lighting, human figures etc... that can be added into your model.

For now, we will apply glass material onto the roof of the building.

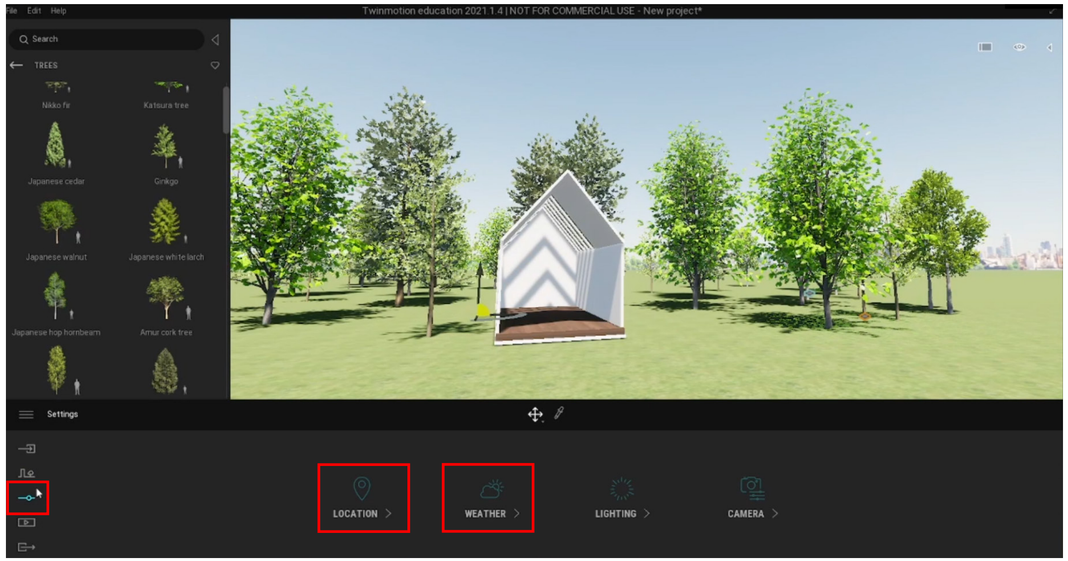
1 Go into Library> Material> Glass> Select the glass you want for the roof

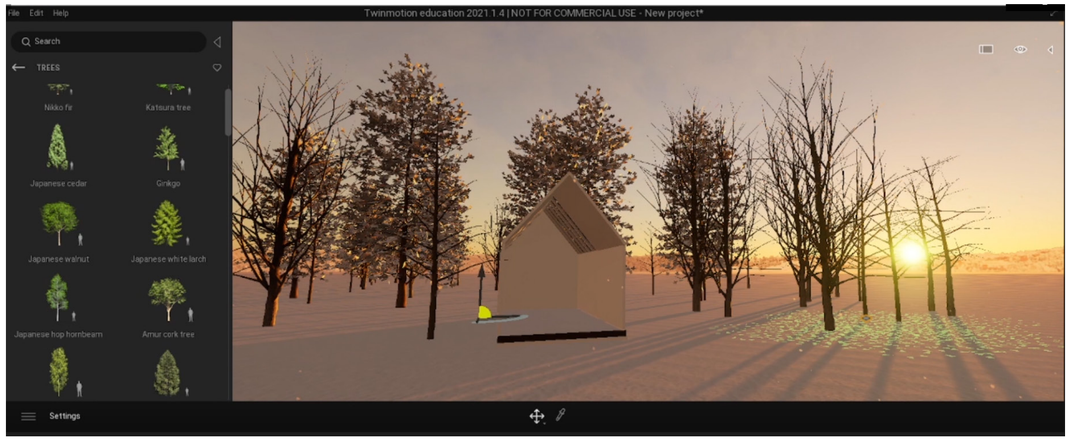
2 Drag the material onto the surface

3 Depending on the material. For example, the wood texture is big for the surface, so remember to rescale it to the right proportion.

4 There are many other objects, such as trees in the Library, feel free to drag and drop them into the scenary.

# Library and applying material texture




On the left hand side, where the mouse is.

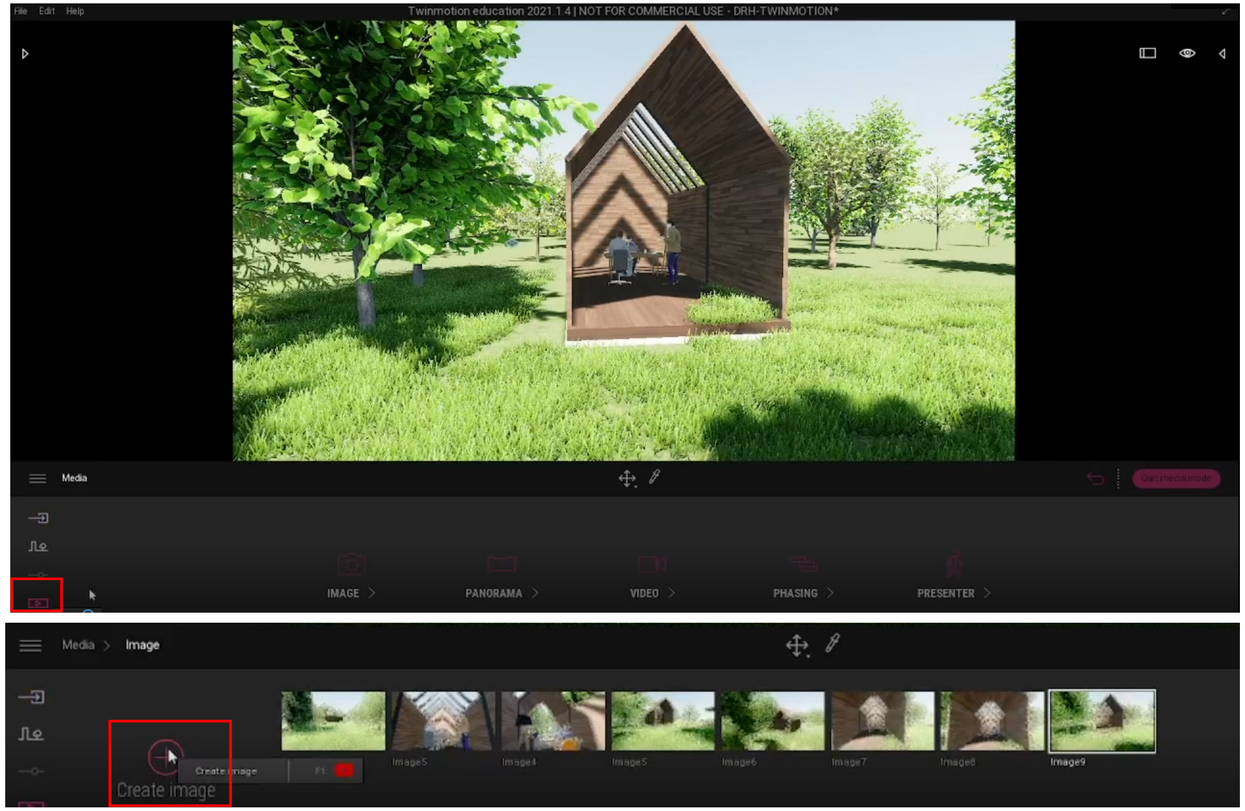
This allows you to change the location, time of day, the month, north offset, background, wether/ season, lighting and gives you camera filters etc.

The picture below, demonstrated in the Twinmotion tutorial 1, changed:

1 Changed the time of day

2 Changed the season

# Creating Images



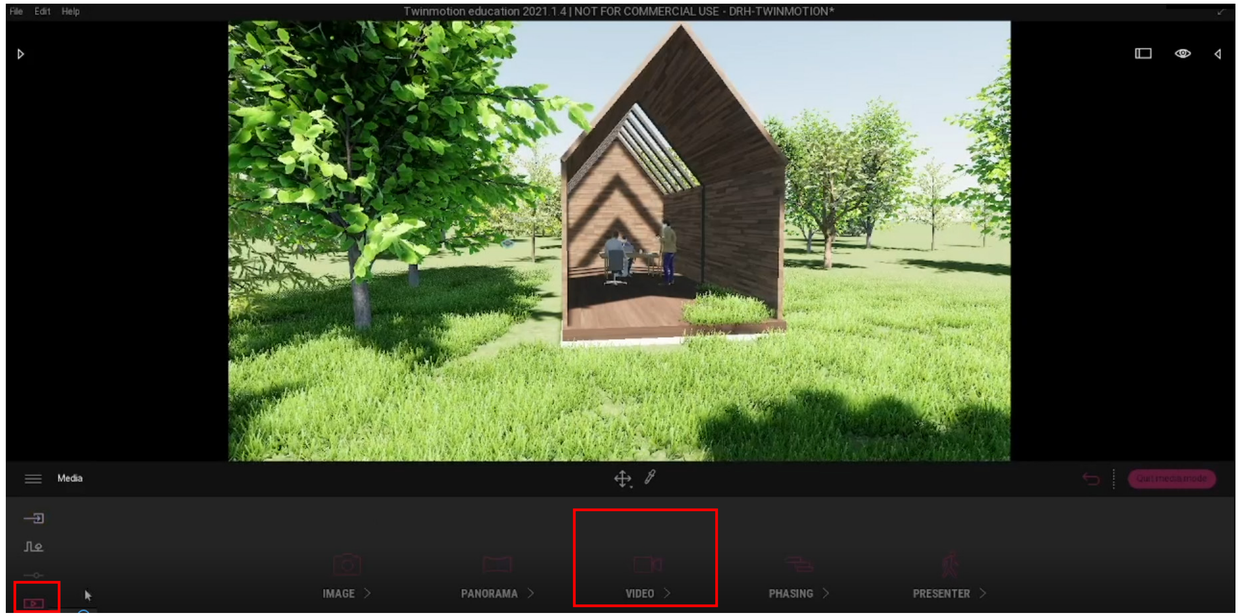

So when the model is ready to go, you are able to create some images and also prepare for the animation.

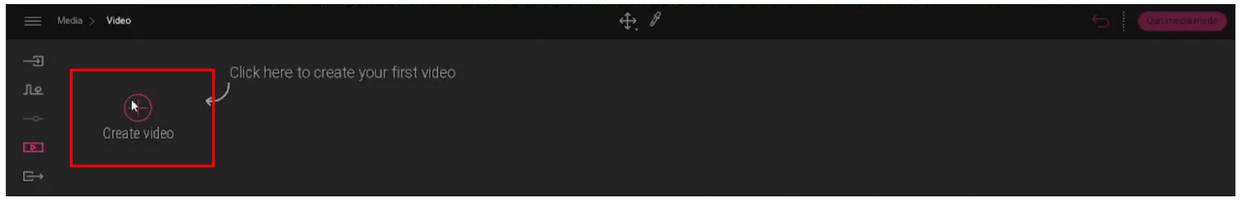
To save your view:
1 go to 'Media' on the left hand corner

2 go into 'Image' ( there are many options here, such as animation, panorama etc)

3 press 'Create image' and now your view is saved and you are able to come back to it at anytime.

# Creating Animations




The saved images used earlier will be the starting point for our animation.

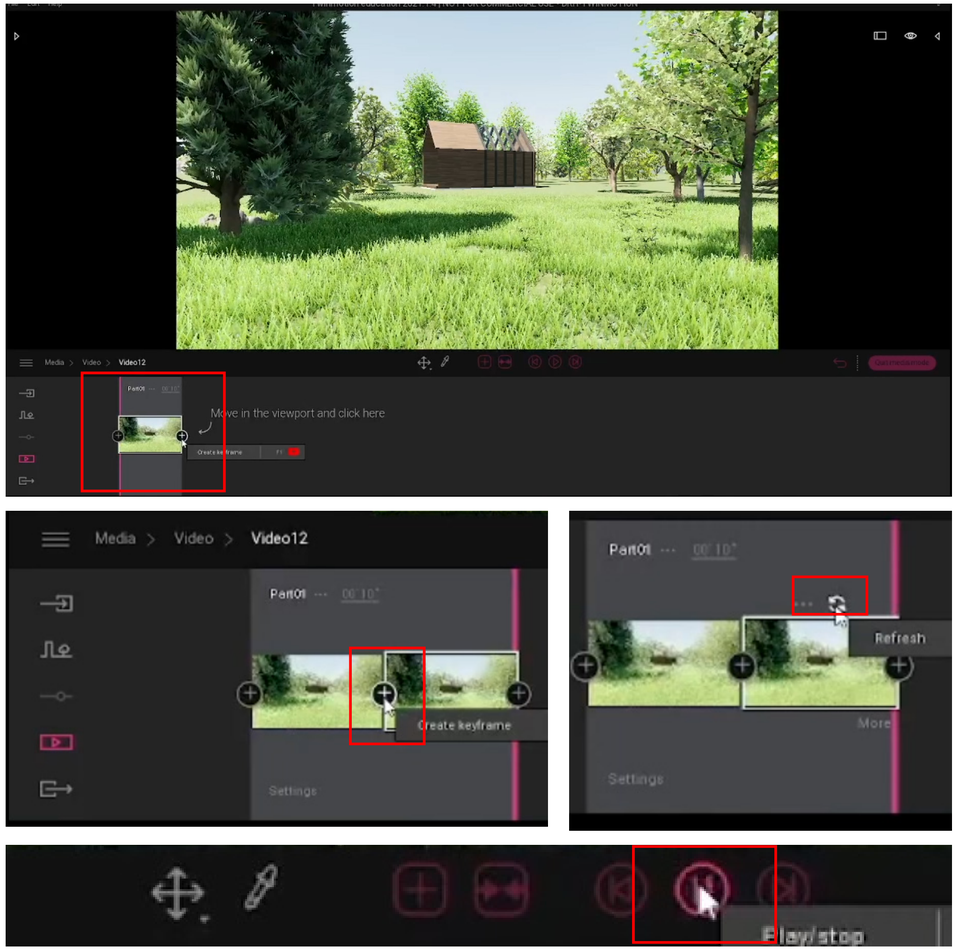
If you're not familiar with animation it's quite simple, basically have to do is set up a beginning point and an end point for Twinmotion and then Twinmotion will basically animate all the frames in between.

1 go to 'Media' on the left hand corner

2 go into 'Video', for creating animations

3 'Create video' and start the animation.

# Creating animations- scene 1




This scene will be a slow zoom in towards our project, create a cinematic affect.

1 By clicking on the 'Create Video', Twinmotion would have create art first keyframe.

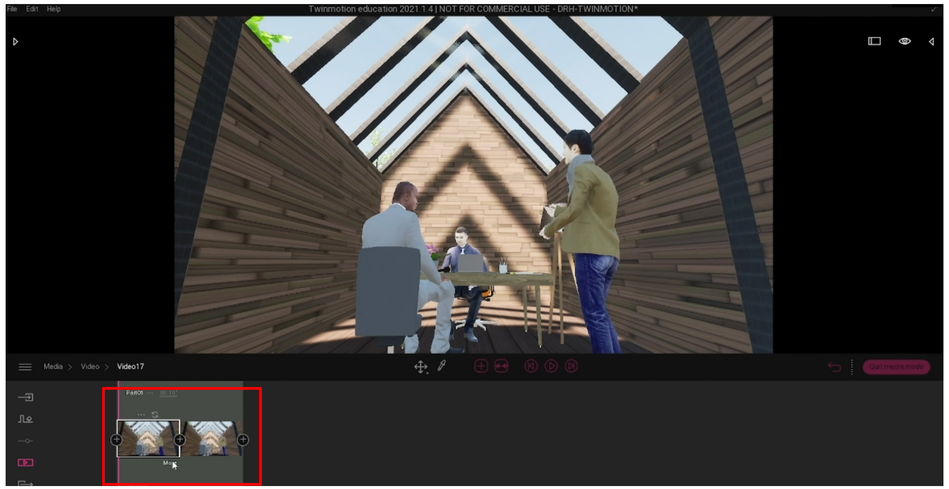
2 However, every animation needs to two keyframes, so click on the plus to make a second key frame.

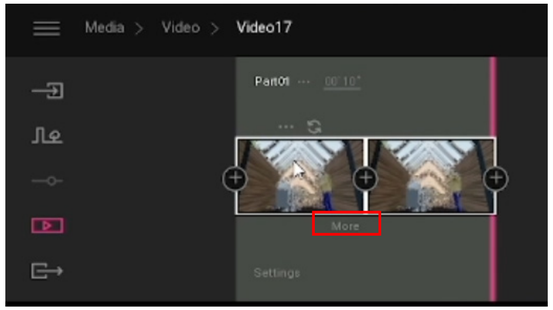
3 Once the second keyframe is selected, I'll slowly walk towards building and then whenever your movement done

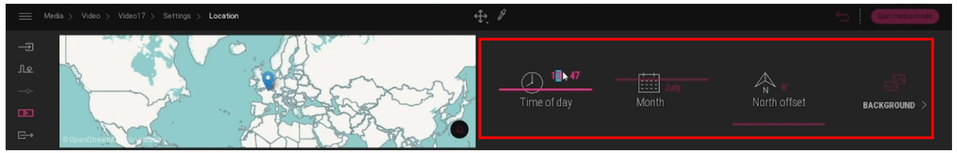
4 Click on this refresh button to capture this view

5 Now, if you click the play button, Twinmotion will automatically make the scenes in between so you get this nice cinematic walk through the forest.

# Creating animations- scene 2




In the second scene, will be focusing on animating the sun shadows, to show the passage of time. There needs to be a difference in time in both keyframes.

1 Same as before go to media> video> click, on the 'Create Video', Twinmotion will create the first keyframe.

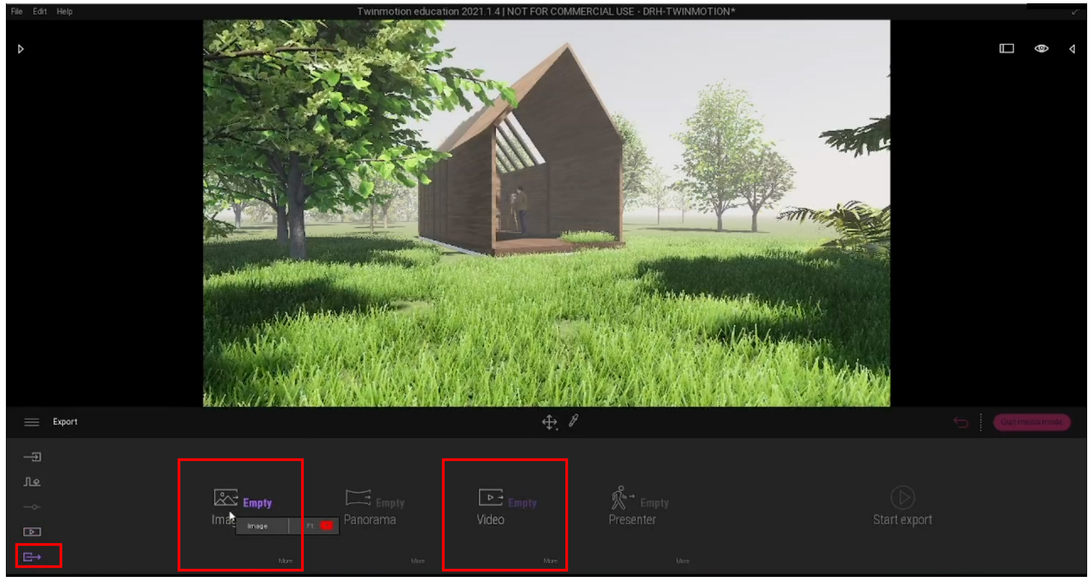
2 Create second keyframe

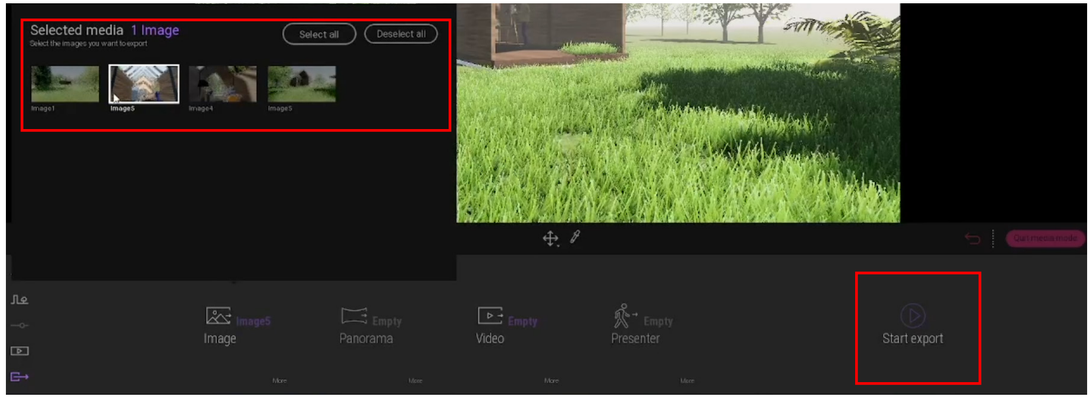
3 To change the time of day:
go into more> location> time of day

4 Select first keyframe, and change the time of day to 9:00
Select second keyframe and change the time of day to 16:00

5 Now, if you click the play button. You can see the sun travelling slowly across the room, from the left to the right.

# Exporting images/ animation scenes




Once you're ready, go to the export

1 go to video, on the bottom left hand corner.

2 Depending on what you want to export, if you want to export a still image render, click on ' Image', if you want to export a animation, click 'Video'

3 select all the ones you do want to export and select 'Start export'.

4 choose your folder of choice to export your footage and the moment and twinmotion will start exporting

# ORA