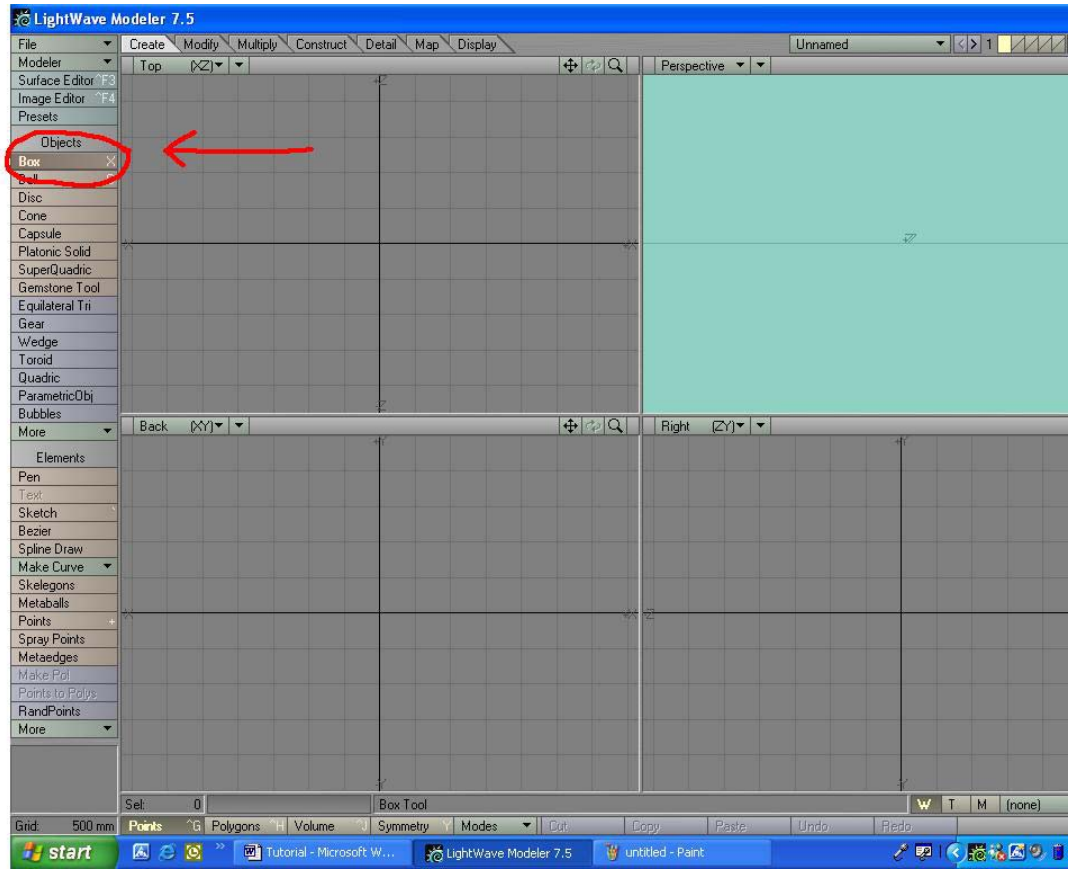
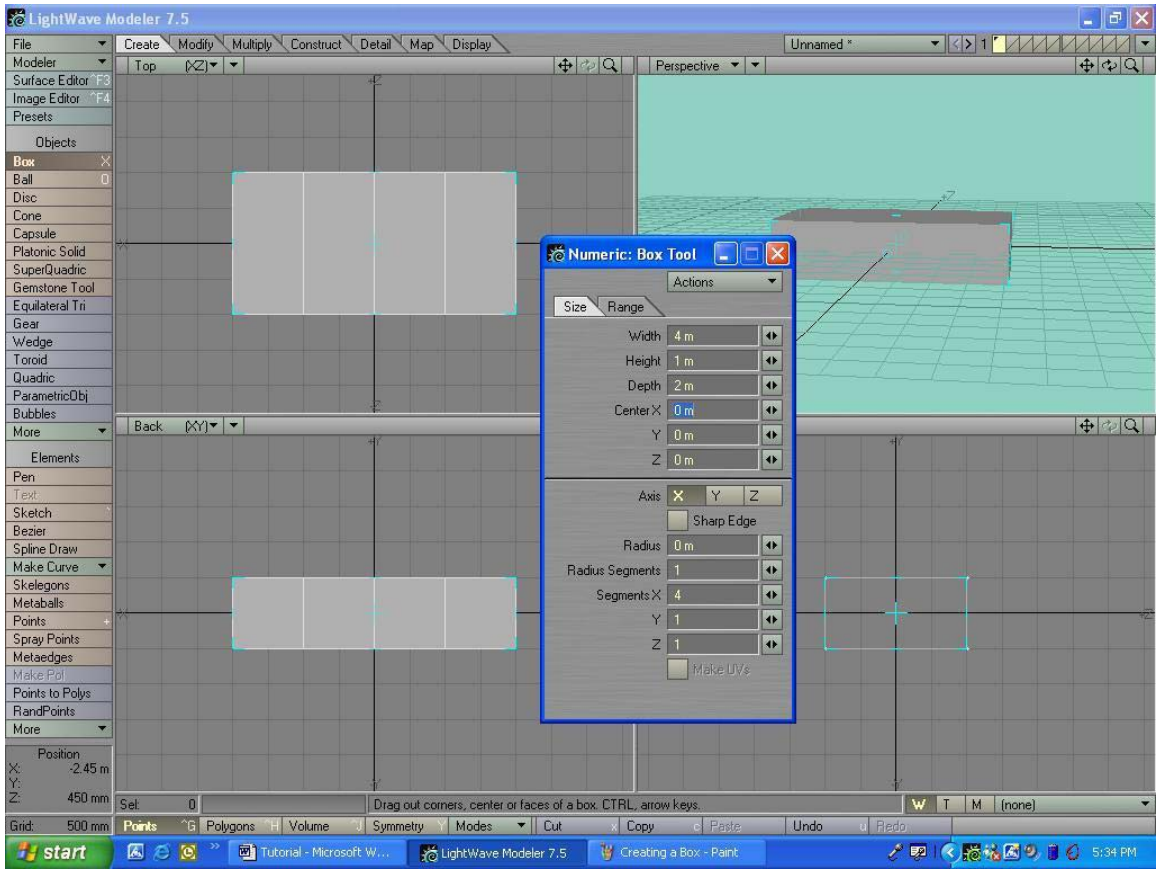
SasLite Tutorial

by Cha Lee

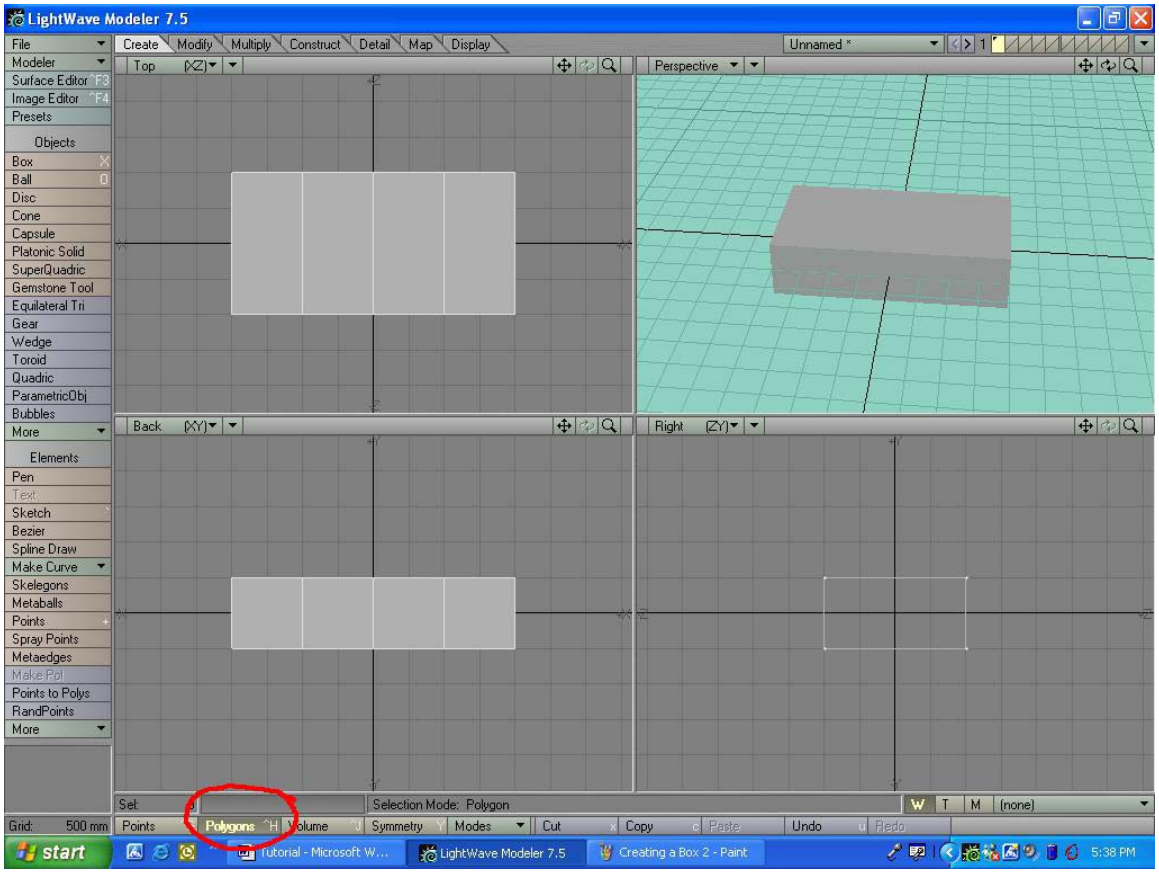
First create a box using the box tool in modeler: under Create Tab->Box.



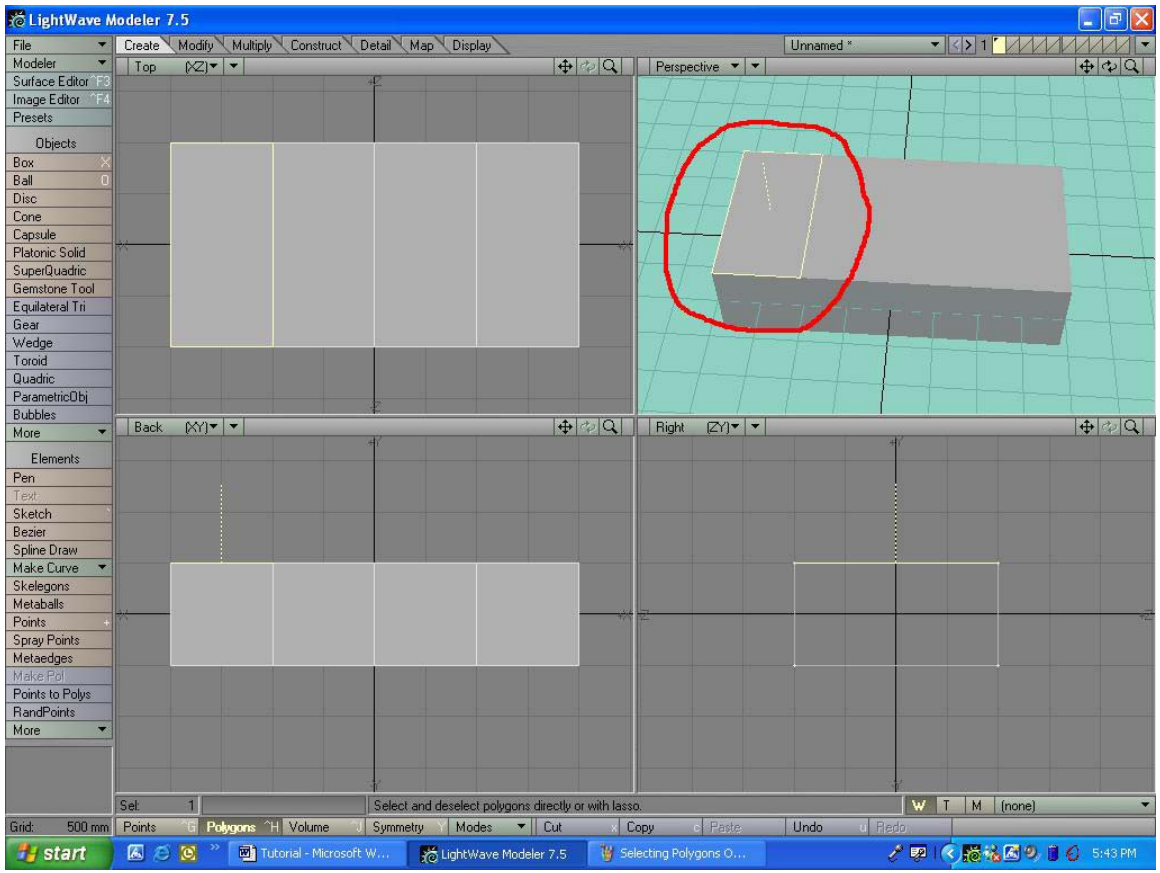
Next hit the “n” key to bring up the numerical box tool module and enter these numbers:



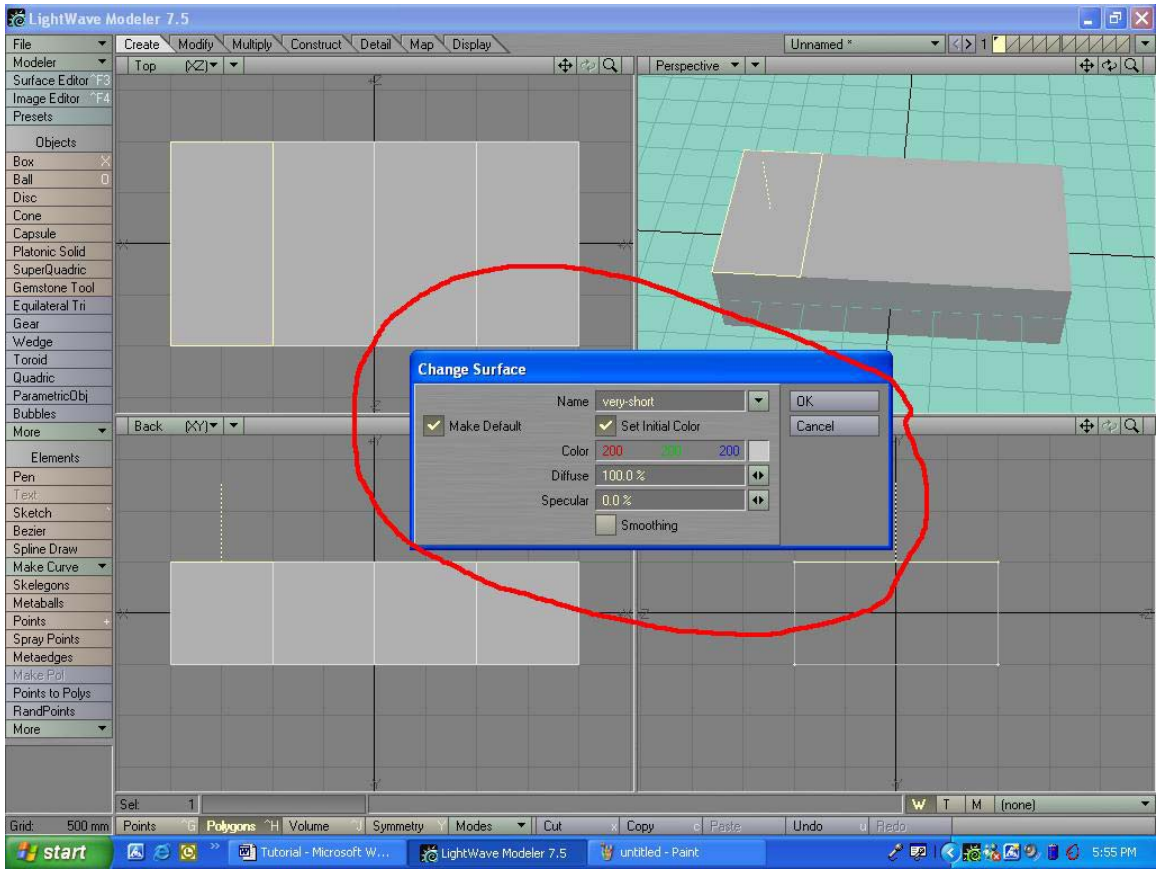
Now hit enter and your box should be done. Close the numeric box tool and select “polygons” on the bottom left or hit the space bar once.



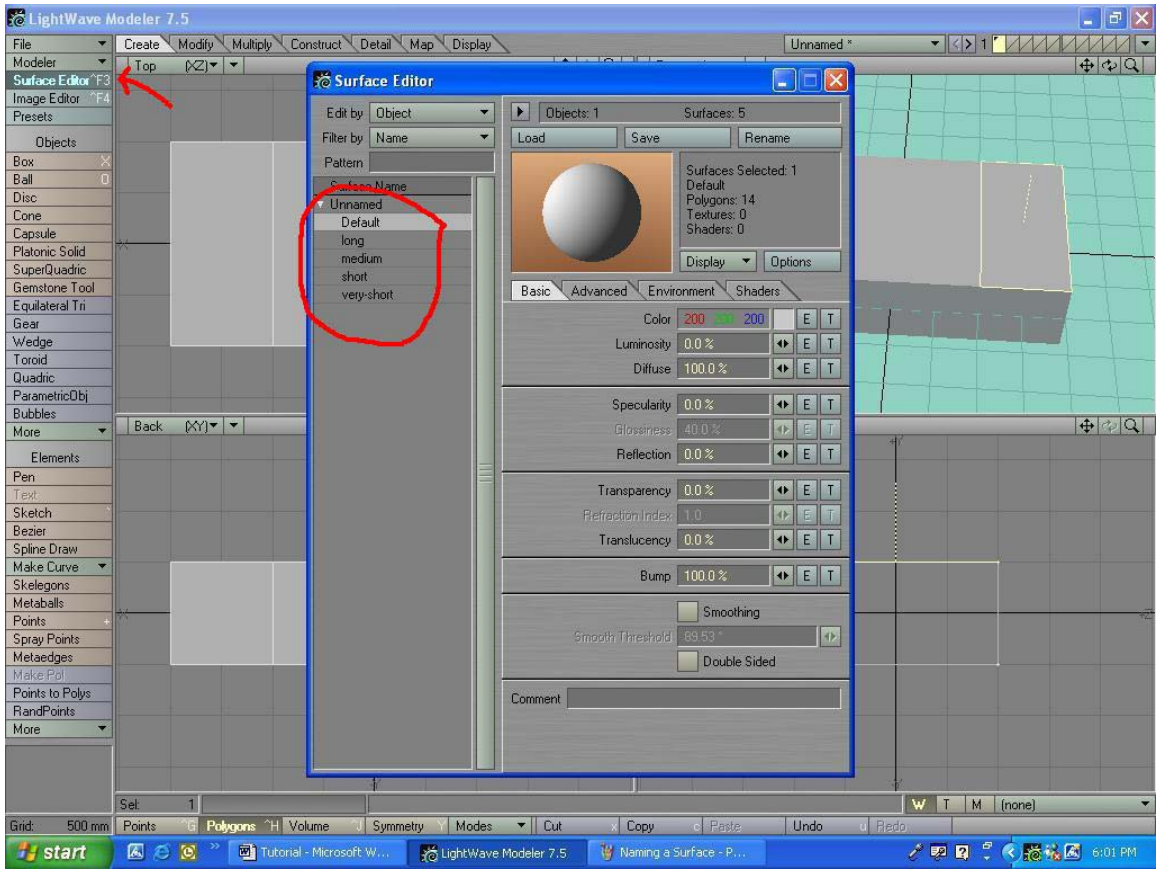
Now you will want to name each of the four surfaces located on the top of the box, so select each surface.



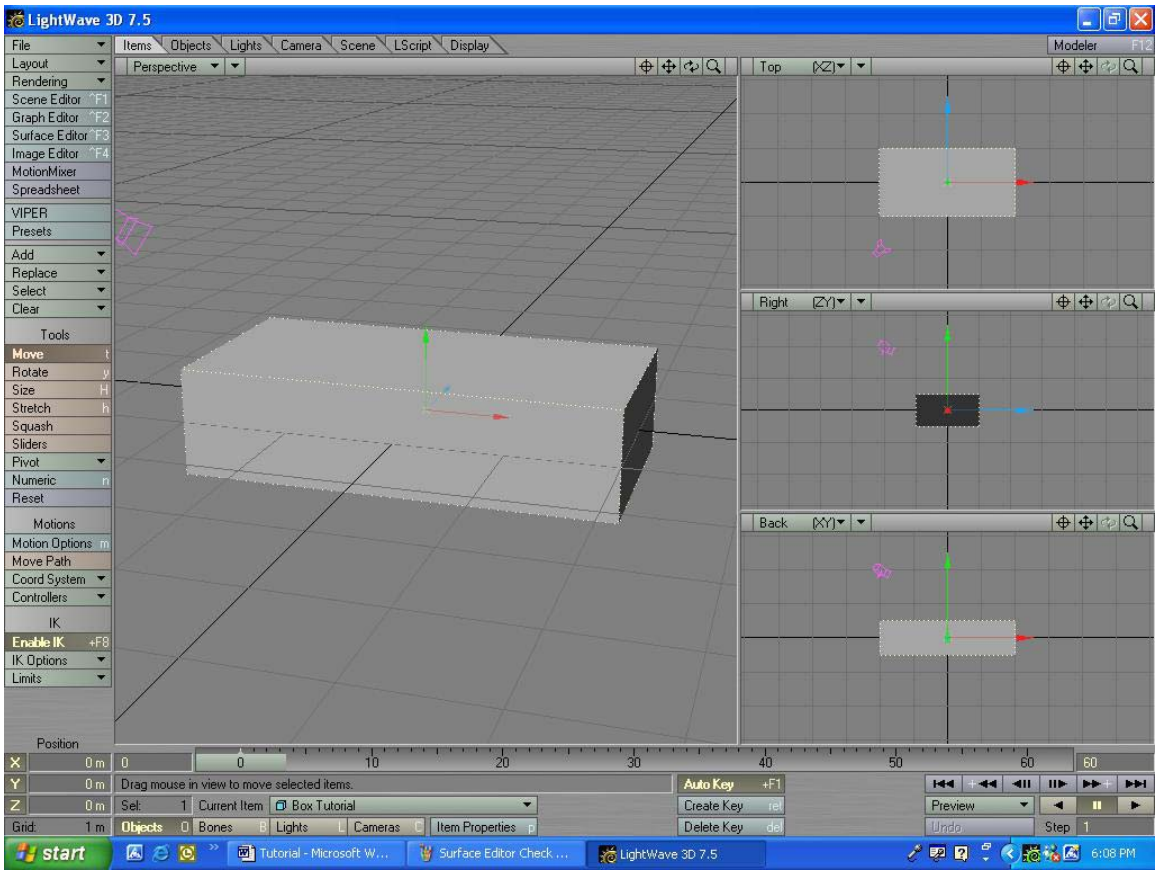
Next name each of the surfaces by hitting the “q” key to bring up the “Change Surface” module.



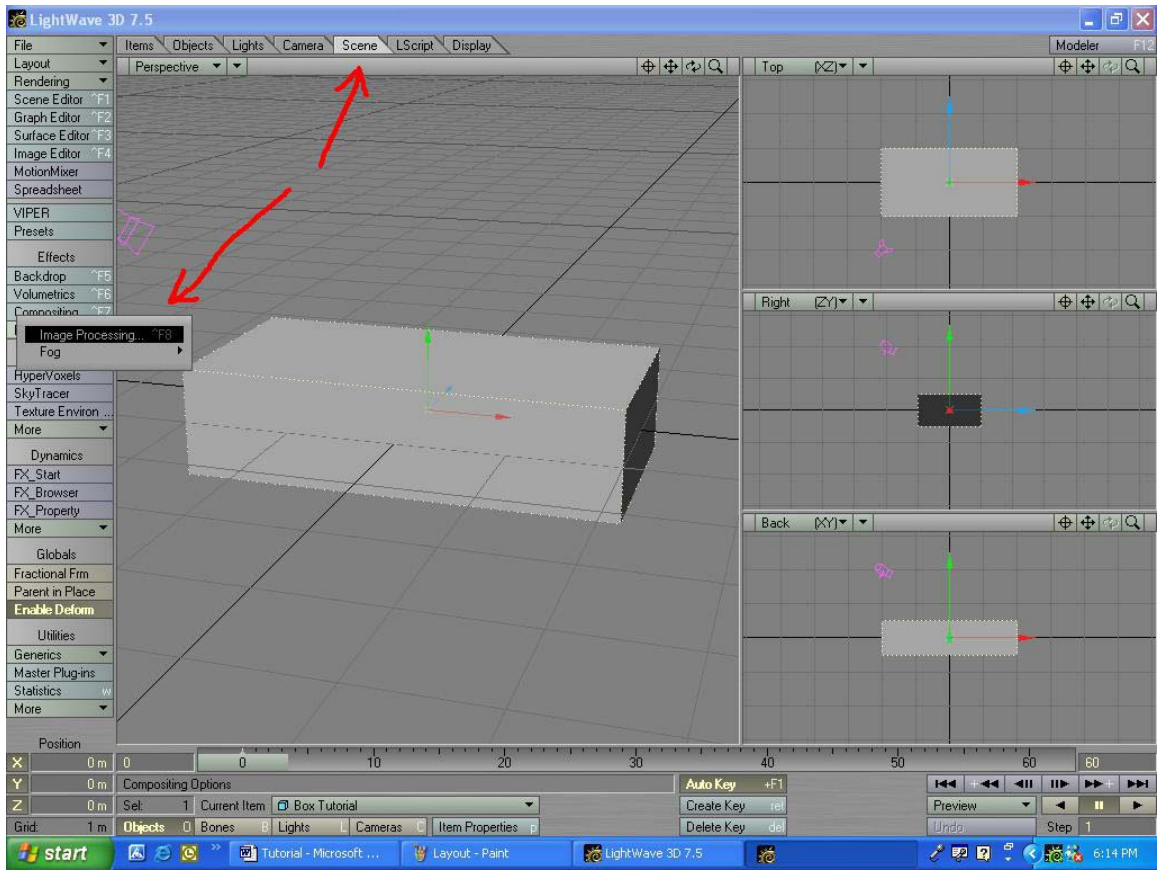
Check to see if you have all your surfaces in Surface Editor.



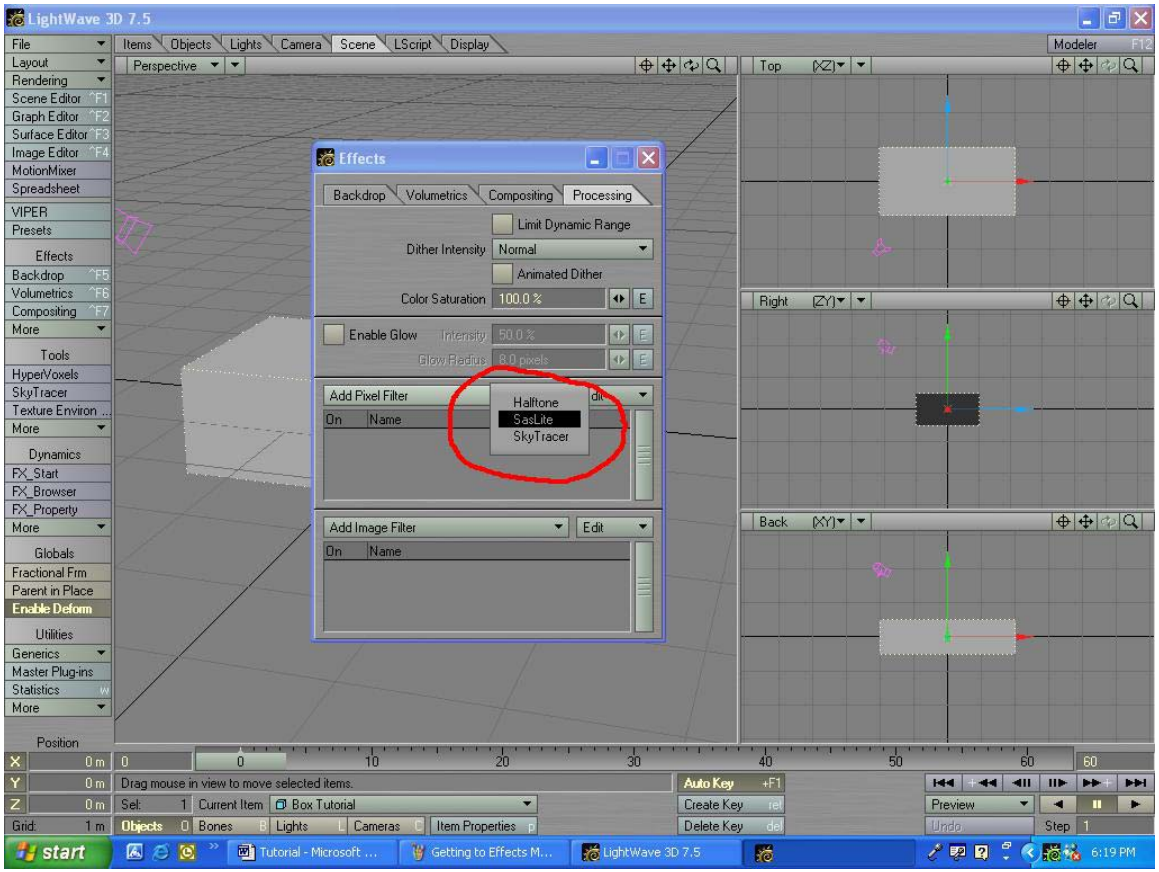
Next save your object and open it up in layout.



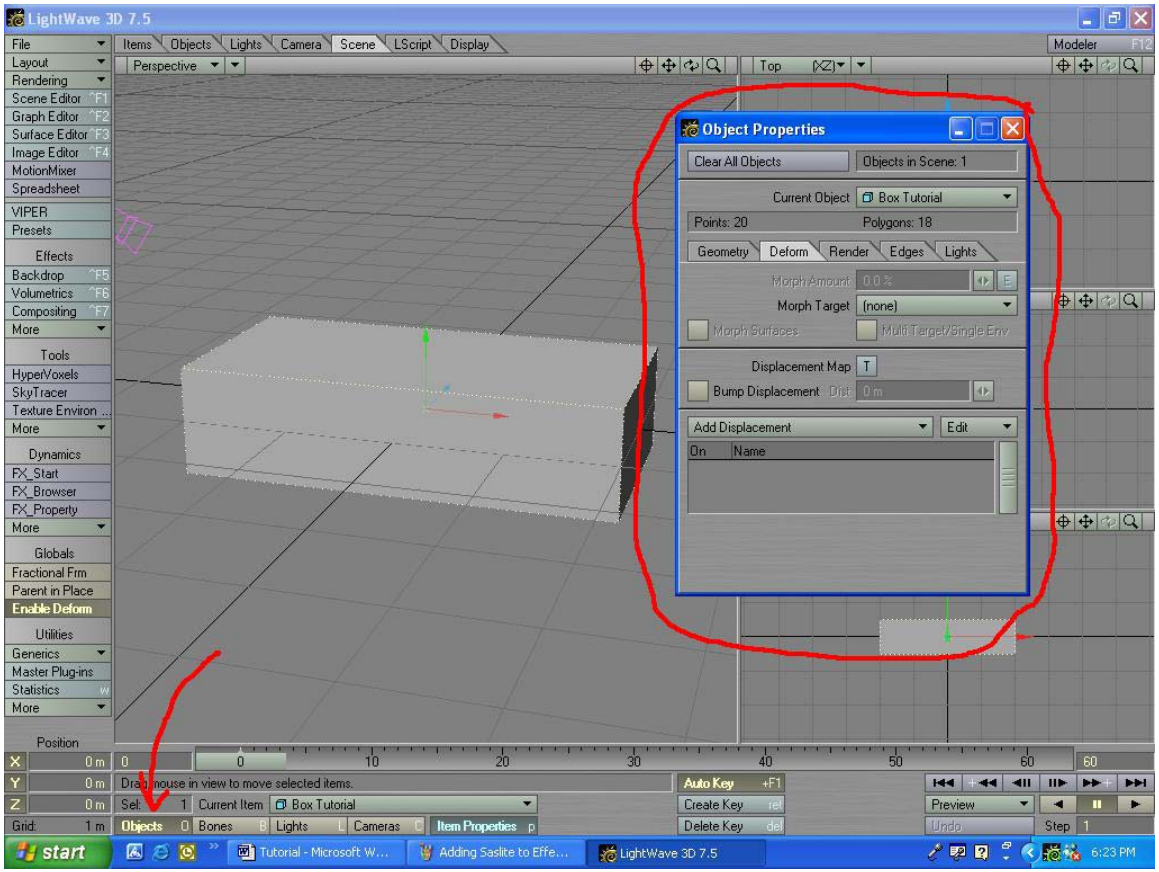
Now it's time for Saslite! To use Saslite, you must first turn on the pixel filter and displacement plug-ins for Saslite. To turn on the pixel filter, first select "Scene Tab -> Effects -> more -> image processing" to get to the Effects module. Or you can hit "control + F8" to bring up the Effects module. Remember to add all plug-ins for this to work!!!



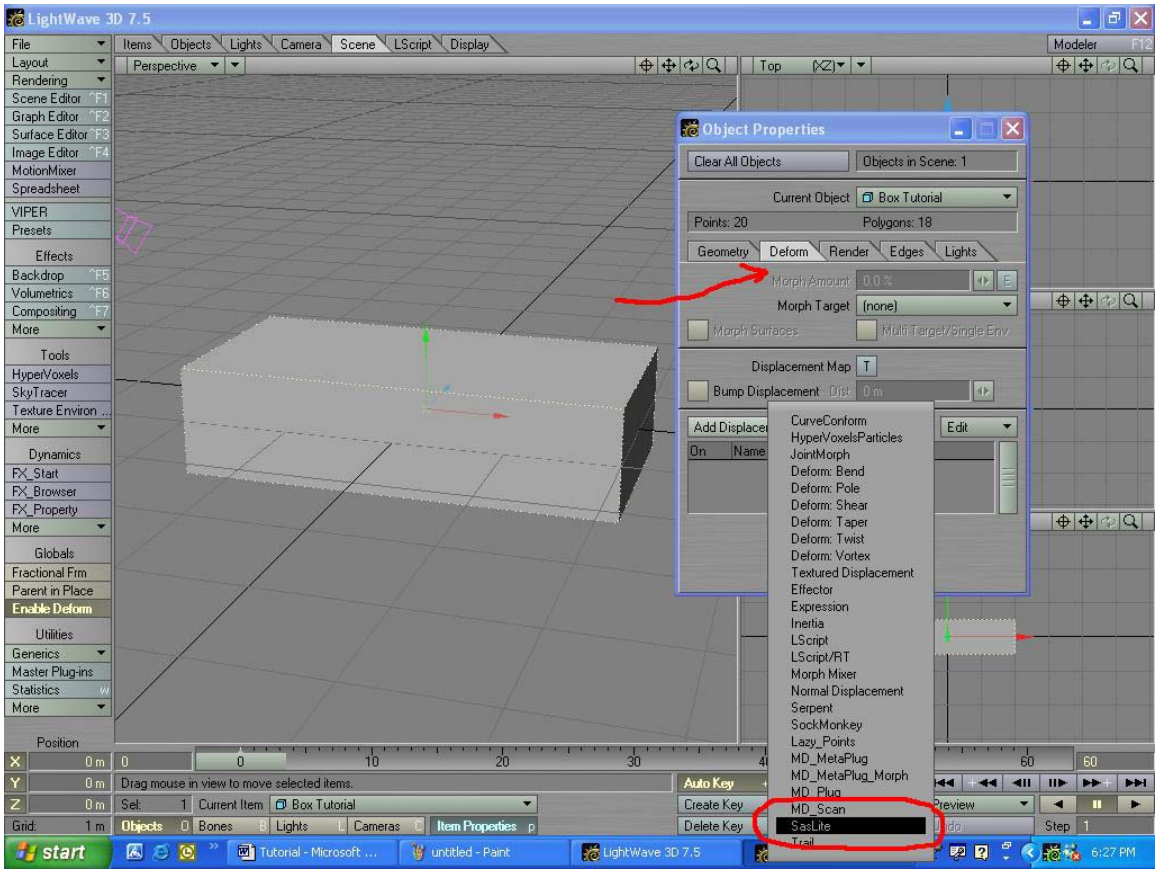
Now the Effects module should pop up. Go to the Processing Tab and click on the “Add Pixel Filter” option and choose Saslite.



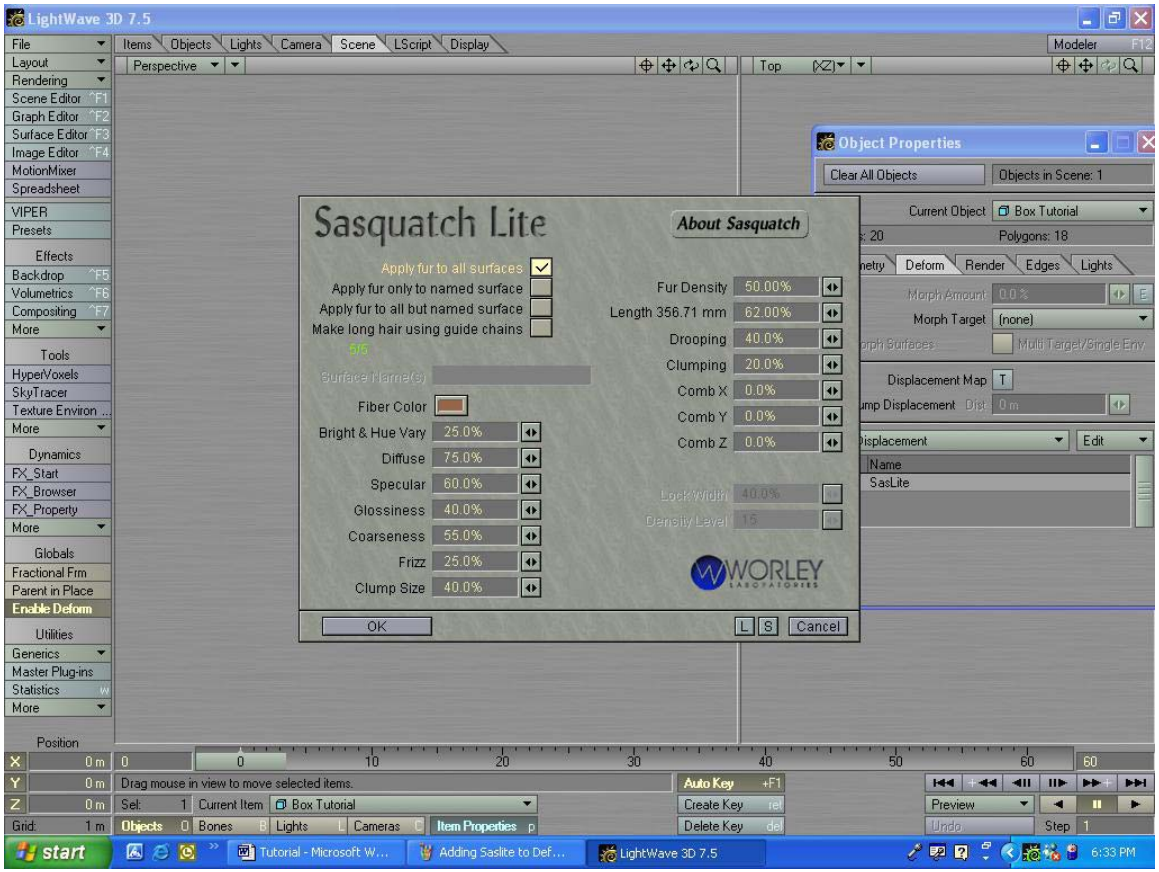
Close the Effects module and make sure you are in object mode by selecting “Objects” on the bottom left. Then hit the “p” key to bring up the properties page.



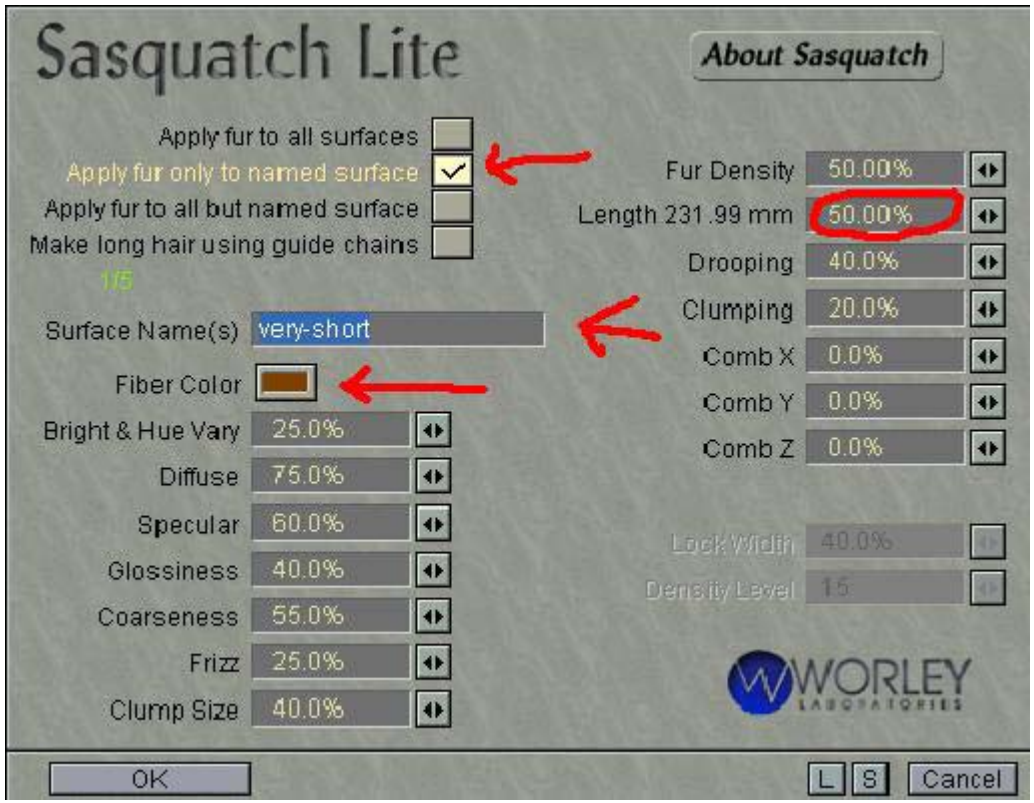
Now select “Add Displacement” under the Deform tab and select Saslite.



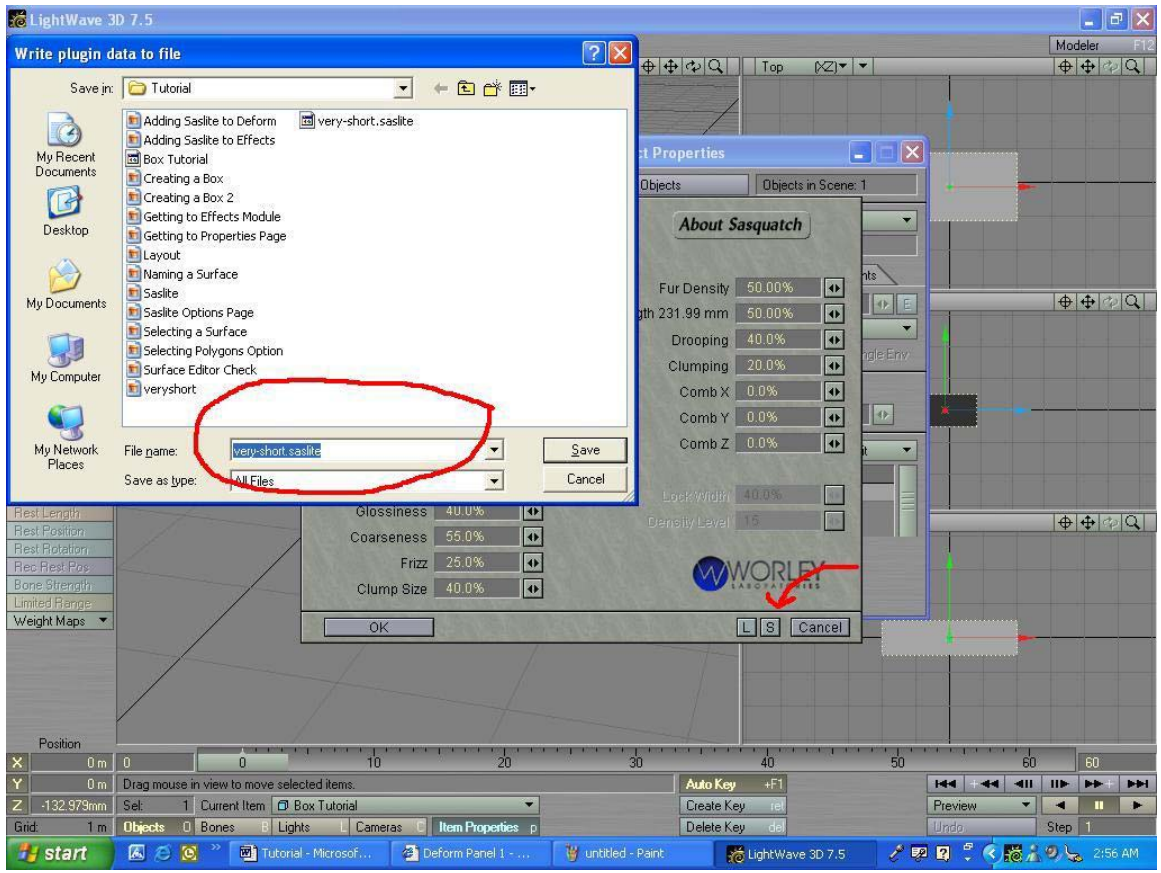
Now double click on “Saslite” in the “Add Displacement” window and the Saslite options module will pop up. Here you set the options for Saslite.



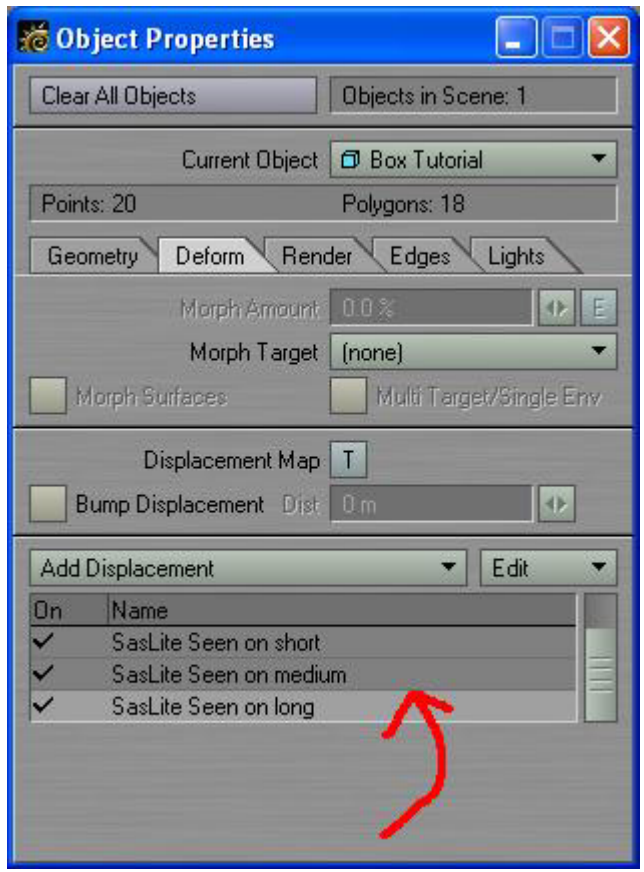
For a detailed explanation of each option you can go to http://www.nullspot.com/html/deform_panel_1.html, a website I found very useful when first trying out Saslite. For now set the options as follows:



Save the options!



Reload, modify, and save for the other four surfaces. You should end up with four SasLite Displacements.



Now it’s time to render. I’ve set up the scene with just the default lights and no background at all. Render the scene and see how it looks. It should look something like this

Here is a picture of a mouse that I did for our group project. You'll have to forgive me if it's not the best mouse in the world, but I was still new at SasLite.

Limitations of SasLite:

Saslite will allow you to use only EIGHT SURFACES!!!!

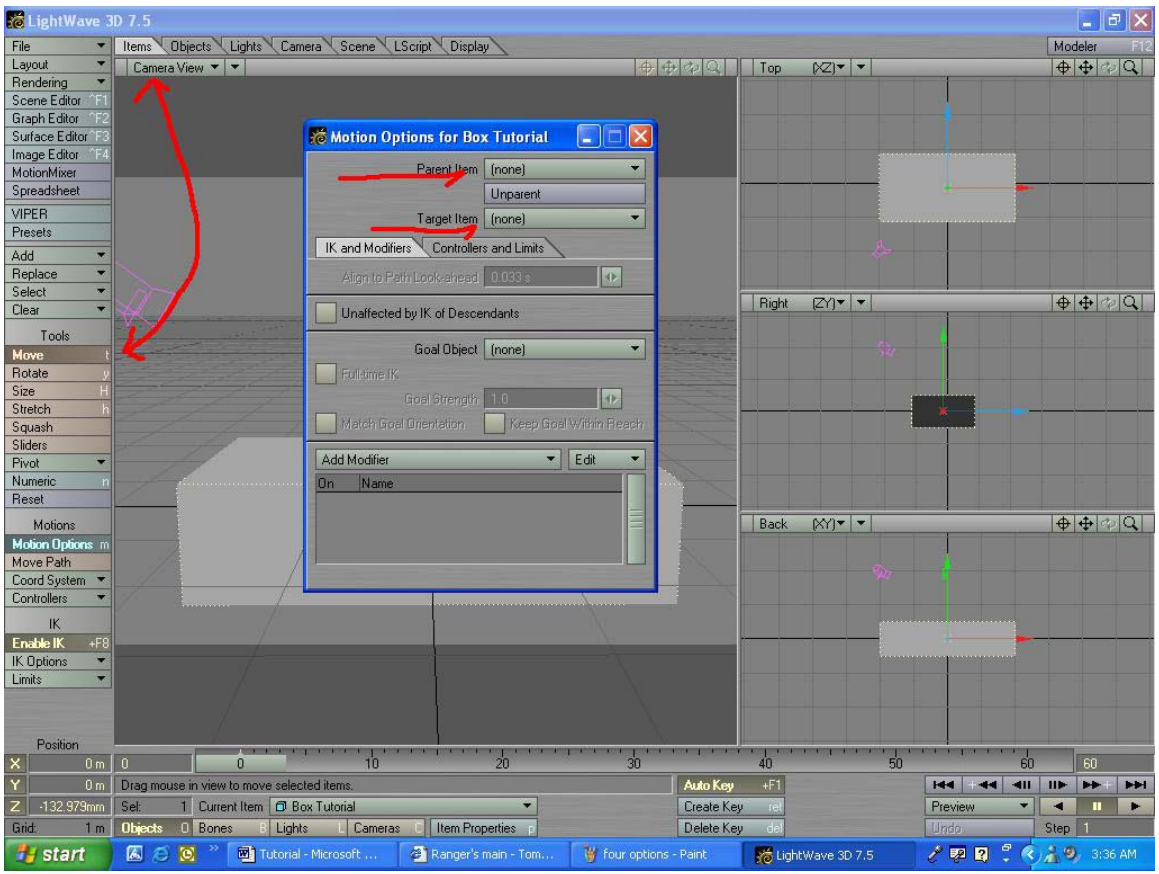
This was of course a very annoying problem to say the least. If you are creating grass or some other surface which does not need varying degrees of length or density, then this wouldn't be a problem. But for organic objects you'll definitely need all eight and more so BEWARE. Saslite is a great tool and can be very effective, but you need to plan ahead.

Saslite will not allow many polygons on a surface.

This problem is similar to the problem A, but there is a solution. I couldn't get Saslite to render on any object with more than twenty thousand polygons, so don't even try. What you need to do is to is severely limit your polygons on surfaces where you know there will be hair.

Solutions:

The best solution I found for these problems is to make each surface an object by itself. This will look weird if all these surfaces are supposed to be one object, but it will go around the polygon count problem if you encounter it. When you import these surfaces into Layout just use the parenting option in the “Motion Options” module. To access this module make sure you are in objects mode and hit the “m” key. Or you can find it in the Items tab -> Motions.



End