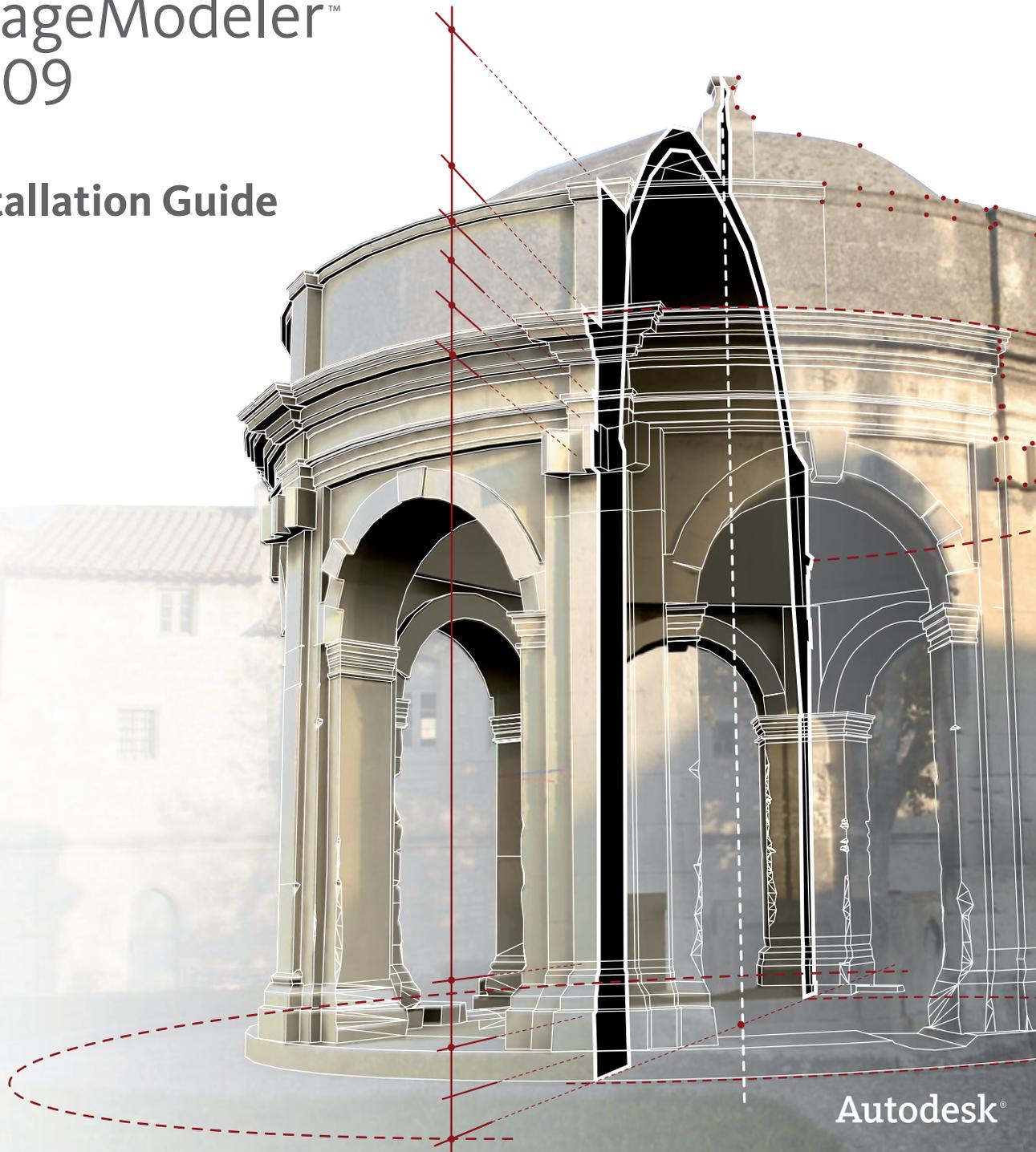


Autodesk® ImageModeler™ 2009

Installation Guide



Autodesk®

© 2008 Autodesk, Inc. All Rights Reserved. Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Trademarks

Portions related to Jpeg6b are copyright ©1991-1998, Thomas G. Lane.

All Rights Reserved except as specified below. Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions: (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation. (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group". (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind. ansi2knr.c is included in this distribution by permission of L. Peter Deutsch, sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA. ansi2knr.c is NOT covered by the above copyright and conditions, but instead by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do. The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh).

Another support script, install-sh, is copyright by M.I.T. but is also freely distributable. It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code. The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders. We are required to state that "The Graphics Interchange Format © is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated".

Portions related to Libtiff are Copyright ©1988-1997 Sam Leffler. Copyright ©1991-1997 Silicon Graphics, Inc. Permission to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that (i) the above copyright notices and this permission notice appear in all copies of the software and related documentation, and (ii) the names of Sam Leffler and Silicon Graphics may not be used in any advertising or publicity relating to the software without the specific, prior written permission of Sam Leffler and Silicon Graphics. THE SOFTWARE IS PROVIDED "AS IS" AND WITHOUT WARRANTY OF ANY KIND, EXPRESS, IMPLIED OR OTHERWISE, INCLUDING WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL SAM LEFFLER OR SILICON GRAPHICS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER OR NOT ADVISED OF THE POSSIBILITY OF DAMAGE, AND ON ANY THEORY OF LIABILITY, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

Portions related to F2c are Copyright 1990 - 1997 by AT&T, Lucent Technologies and Bellcore. Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both the copyright notice and this permission notice and warranty disclaimer appear in supporting documentation, and that the names of AT&T, Bell Laboratories, Lucent or Bellcore or any of their entities not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. AT&T, Lucent and Bellcore disclaim all warranties with regard to this software, including all implied warranties of merchantability and fitness. In no event shall AT&T, Lucent or Bellcore be liable for any special, indirect or consequential damages or any damages whatsoever resulting from loss of use, data or profits, whether in an action of contract, negligence or other tortious action, arising out of or in connection with the use or performance of this software.

The following are registered trademarks or trademarks of Autodesk, Inc., in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, ADI, Alias, Alias (swirl design/logo), AliasStudio, Alias|Wavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Insight, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Can You Imagine, Character Studio, Cinestream, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Create>what's>Next< (design/logo), Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design|Studio (design/logo), Design Web Format, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, FBX, Filmbox, FMDesktop, Freewheel, GDX Driver, Gmax, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOUT, Incinerator, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LandXplorer, LocationLogic, Lustre, Matchmover, Maya, Mechanical Desktop, MotionBuilder, Movimento, Mudbox, NavisWorks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, Reactor, RealDWG, Real-time Roto, REALVIZ, Recognize, Render Queue, Retimer,Reveal, Revit, Showcase, ShowMotion, SketchBook, SteeringWheels, Stitcher, StudioTools, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual Construction, Visual Drainage, Visual Landscape, Visual Survey, Visual Toolbox, Visual LISP, Voice Reality, Volo, Vtour, Wiretap, and WiretapCentral.

The following are registered trademarks or trademarks of Autodesk Canada Co. in the USA and/or Canada and other countries: Backburner, Discreet, Fire, Flame, Flint, Frost, Inferno, Multi-Master Editing, River, Smoke, Sparks, Stone, and Wire.

The following are registered trademarks or trademarks of Moldflow Corp. in the USA and/or other countries: Moldflow MPA, MPA (design/logo), Moldflow Plastics Advisers, MPI, MPI (design/logo), Moldflow Plastics Insight, MPX, MPX (design/logo), Moldflow Plastics Xpert.

All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Contents

Chapter 1	Installing ImageModeler.....	1
	What is Autodesk® ImageModeler™ 2009?.....	3
	ImageModeler Interoperability	3
	About this guide.....	4
	Type conventions	4
	Preparing for Installation	5
	Administrative Permission Requirements	5
	Minimum system requirements	5
	Software	5
	Hardware	6
	Installing ImageModeler 2009	7
	Uninstalling ImageModeler	8
	To use the ImageModeler Uninstall Wizard	8
	To use the Windows Control Panel Uninstall Wizard	8
	Learning About New Features	9
	Autodesk Product Support.....	9
	User Guide and Online Tutorials	9
Chapter 2	Autodesk Licensing	11
	Autodesk Stand-Alone Licensing.....	13
	Manage Your Stand-Alone License	14

Check Product Information	14
License usage types	14
License behaviors	14
View Product Information	15
To view product information	15
Update Your Serial Number	16
To update your serial number	16
Register and Activate ImageModeler	17
Online Registration and Activation	17
To activate ImageModeler	17
Offline Registration and Activation	18
To register ImageModeler offline	18



Installing ImageModeler

What is Autodesk® ImageModeler™ 2009?

Use Autodesk ImageModeler 2009 to transform 2D images into photorealistic 3D models. ImageModeler has an easy-to-learn, three-step workflow—calibration, modeling and texturing—that allows architects, designers and entertainment content creators achieve stunning results with real-world accuracy.

ImageModeler automatically maps the original photographic images of the object onto the model's surface to create texture maps, resulting in a highly realistic model. The software's editing and texture extraction tools are specifically designed for the image modeling process and streamlines work processes to reduce time and cost for creating digital models.

ImageModeler Interoperability

ImageModeler 2009 offers increased interoperability with other Autodesk products:

- Import 3D models (OBJ) and edit to match the extracted ImageModeler data, or just to enhance your ImageModeler scene
- Export Autodesk FBX®, Autodesk Maya®, DWG and OBJ files

About this guide

This guide will quickly explain what you need to do to install ImageModeler and activate your license. For more information, see “Autodesk Product Support” on page 9.

Type conventions

This guide uses the following type conventions to help you quickly find and understand information:

- Key combinations are capitalized with bold type. For example, press **Ctrl+Z**. For a full list of keyboard combinations, refer to the ImageModeler User Guide.
- Words referring to items within ImageModeler menus and pop-up menus are shown with the symbol > indicating the path to a menu item. For example, when you see **Edit > Preferences**, go to the **Edit** menu and then the **Preferences** item.
- “Click” means click the left mouse button and “right-click” means click the right mouse button.

Preparing for Installation

Before you install ImageModeler 2009, you need to verify that you have the correct rights on your system, and also that your system meets the minimum requirements for running ImageModeler.

Administrative Permission Requirements

To install your ImageModeler, you must have administrator rights. You do not need to have domain administrative rights. See your system administrator for information about administrative rights.

You will need these permissions to:

- Install your product.
- Activate your product.
- Remove your product.

Minimum system requirements

Before installing ImageModeler, make sure that your computer meets the system requirements. If your system does not meet the system requirements, rendering may be compromised and the features of the software may not function as designed.

Software

Autodesk ImageModeler 2009 is supported on the following operating systems:

- Microsoft® Windows XP Professional, (SP2 or higher) 32-bit operating system
- Microsoft® Windows Vista® Business, (SP1) 32-bit operating system

NOTE If Apple QuickTime® is not installed on your Windows machine, you will be prompted to download and install it. Without QuickTime you will not be able to load panoramas in Apple QuickTime® VR format (.mov).

Hardware

ImageModeler 2009 requires a system with the following hardware:

- Intel® Pentium® 4 (or equivalent) processor, 1GHz or faster
- 512 RAM for Windows XP / 1 GIG RAM for Windows Vista (2GB recommended)
- 200 MB free hard drive space (for installation) – 2 GB recommended
- Ethernet adapter
- Qualified hardware-accelerated OpenGL® 1.2 professional graphics card with latest graphics driver available from vendor's site.
- Two-button mouse with mouse driver software

NOTE It may be possible to run ImageModeler 2009 on other hardware configurations, but those systems fall below the requirements for a productive user experience and are therefore neither supported nor recommended.

Installing ImageModeler 2009

The Installation Wizard contains all installation-related material in one place.

- 1 Close all open applications.
- 2 Run the install exe file
- 3 Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the installation. Choose your country or region, click **I Accept**, and then click **Next**.

NOTE If you do not agree to the terms of the license and wish to terminate the installation, click **Cancel**.

- 4 Choose one of the following:
 - Standard Installation - all the program components and tutorial are installed in the default directory, c:\Program Files\Autodesk\ImageModeler 2009
 - Compact Installation – only the application will be installed in the default directory, c:\Program Files\Autodesk \ImageModeler 2009
 - Custom Installation - allows you to choose whether you want to install the tutorial files, and also to choose the directory where you would like ImageModeler to be installed.
- 5 The ImageModeler installation wizard then installs the rest of the components. Click **OK** once the install has finished.

TIP If Apple QuickTime® is not installed on your Windows machine, you will be prompted to download and install it. Without QuickTime you will not be able to load panoramas in Apple QuickTime® VR format (.mov).

If you choose not to install the tutorials during the custom install, you can download them from <http://www.autodesk.com/imagemodeler>

The ImageModeler 2009 release notes will be subsequently accessible in the directory where you installed ImageModeler.

Uninstalling ImageModeler

You can either use the ImageModeler uninstall wizard to remove ImageModeler and its components from your system, or you can use the Windows Add or Remove Programs (WindowsXP) or Programs and Features (Vista) uninstall wizard.

To use the ImageModeler Uninstall Wizard

Select **Programs > Autodesk > ImageModeler > Uninstall ImageModeler**.

To use the Windows Control Panel Uninstall Wizard

Windows XP: Select **Start > Control Panel** and do the following:

- 1 Double-click **Add or Remove Programs**.
- 2 From the list of programs, select **Autodesk ImageModeler 2009**.
- 3 Click **Change/Remove**.
- 4 At the prompt, click **Yes** to confirm the removal of the application. The program removes the program files, folders, shortcuts, and registry entries.
- 5 When the files are removed, the Uninstall program indicates the completion of the process. Click **OK**.

Windows Vista: Select **Start > Control Panel** and do the following:

- 1 Double-click **Programs and Features**.
- 2 From the list of programs, right-click **Autodesk ImageModeler 2009**.
- 3 Click **Uninstall**.
- 4 At the prompt, click **Yes** to confirm the removal of the application. The program removes the program files, folders, shortcuts, and registry entries.
- 5 When the files are removed, the Uninstall program indicates the completion of the process. Click **OK**.

Learning About New Features

For more information about the new features, see the “What’s New” section in the ImageModeler 2009 release notes (also available from the website mentioned below).

Autodesk Product Support

Autodesk provides “Up and Ready” support for 30 days from your date of registration covering installation, configuration and licensing of your new Autodesk software.

User Guide and Online Tutorials

To access the ImageModeler user guide, online tutorials or basic product support, go to <http://www.autodesk.com/imagemodeler>

You can also access this site by selecting **Help > Go to Product Center**.

2

Autodesk Licensing

Autodesk Stand-Alone Licensing

This guide provides information and instructions for managing an Autodesk stand-alone license on a single-user workstation.

A stand-alone license allows you to run ImageModeler on a single workstation. To obtain a license, you register your product.

You can use ImageModeler in trial mode for a given number of days from the first time you launch the product. The number of days that a trial mode is active differs between Autodesk products. You can register your license at any time before the trial period expires. After the trial period expires, you cannot run ImageModeler until you register the product.

When you register ImageModeler, you receive an activation code. If you register online, your activation code is automatically retrieved from Autodesk and ImageModeler starts. If you register offline, you request an activation code from Autodesk. Upon receipt, you manually enter the activation code in the Product Activation wizard. The Product Activation wizard is displayed every time you launch a product that has not been registered.

NOTE If you are installing and using ImageModeler on both operating systems of a dual-boot operating system, you must obtain a separate activation code for each operating system.

The license file stays on your workstation when you uninstall ImageModeler. If you reinstall ImageModeler on the same workstation, the license information is still valid. You do not have to reactivate ImageModeler.

Manage Your Stand-Alone License

This section provides information about advanced stand-alone licensing tasks such as license types and behaviors, viewing product information, saving your license file as a text file, updating your serial number, registering and activating ImageModeler, and moving a license.

Check Product Information

You can view detailed information about ImageModeler and your license (such as the license usage type and the license behavior).

License usage types

Commercial A license for a product that was purchased commercially.

Not for Resale A license for a product that is not sold commercially.

Educational (EDU)/Institution A license designed specifically for educational institutions.

Student Portfolio A License for students who are using an Autodesk product as part of their curriculum.

License behaviors

Trial A license that allows individuals to try the product in trial mode for a specified number of days. The trial period starts the first time you launch your product. When the trial period expires, the product must be registered and activated in order to continue use.

Permanent Allows permanent use of an Autodesk product.

Term Extendable Allows access to an Autodesk product for a limited period of time. The term can be extended at any time.

Term Non-Extendable Allows access to an Autodesk product for a limited period of time. The term cannot be extended.

View Product Information

You can view detailed information about ImageModeler and your product license, such as the license usage type and the license behavior.

To view product information

- 1 Launch ImageModeler.
- 2 From the **Help** menu, click **About ImageModeler**.
- 3 In the **About ImageModeler** window, view details about your product and product license.
- 4 To close the window, click **OK**.

Update Your Serial Number

If you installed ImageModeler with the trial serial number (000-00000000), you should update that trial serial number with a valid serial number. Your valid serial number is located in the *Autodesk Upgrade and Licensing Information* email you received when you purchased or upgraded ImageModeler online.

When you register and activate ImageModeler, you are asked for the product serial number, which gets automatically updated upon completion of the activation process.

If you have a multi-product bundle of software that uses a single serial number, only the first product you register and activate displays the updated serial number. For other products to display the serial number, you need to update them from the Help menu.

NOTE In order for the updated serial number to display, you need to be logged into the system with administrator rights.

To update your serial number

- 1 Launch ImageModeler.
- 2 Select **Help > Activate**.
- 3 In the **ImageModeler Activation** window, enter your product serial number.
- 4 Click **Activate**.

NOTE If you have lost your serial number and you are in the US, Canada or Latin America, contact the Autodesk Business Center (ABC) at 800-538-6401 for assistance.

For users in other parts of the world, go to this website and select your country for product support contact information in your region:

<http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=11241929>

- 5 Click **Close**.
- 6 Exit ImageModeler and restart for the updated activation to take effect.

NOTE To see the updated serial number in Vista, exit the product, right-click the product icon, and click **Run** as an Administrator.

Register and Activate ImageModeler

Before you can activate the license for ImageModeler, you need to go through the registration process. Once registered, the activation process is greatly simplified. You can register and activate ImageModeler either when you start the program or while you are running ImageModeler.

There are two ways to register and activate ImageModeler: *Online* and *Offline*.

Online Registration and Activation

Online registration and activation requires that you have Internet access. This process allows you to create one or more password protected user accounts that can be accessed when activating any Autodesk product(s).

To activate ImageModeler

- 1 Launch ImageModeler
- 2 Select **Help > Activate**
- 3 In the **ImageModeler Activation** dialog box, enter your user account information and click **Next**.
- 4 Onscreen instructions will inform you of registration and activation status. Click **Close**.
- 5 Restart ImageModeler for the activation to take effect.

NOTE When you enter your user account information, make sure you have both the product key and the serial number from your product purchase confirmation email.

Offline Registration and Activation

If online registration and activation is not possible, you can register and activate ImageModeler offline. Your registration data can be submitted by email, fax, or phone (Americas only). Within two business days, your activation code is sent back to you by email or fax.

Offline registration and activation is necessary under the following conditions:

- An online request has timed out (or you don't have internet access)
- A processing error occurred such as an invalid serial number

To register ImageModeler offline

- 1 If you are unable to register online, the Register Today's Connect to the Internet page indicates the reason why online registration and activation failed. Click the **Use Another Method** link.
- 2 On the Product Registration page, specify the following:
 - Whether ImageModeler will be registered to a company or individual.
 - The country or region where ImageModeler will be used.
 - If the product is an upgrade, you need the previous ImageModeler serial number.Click **Next**.
- 3 Enter your personalization data on the Customer Information page and choose how you'd like to receive your activation code - email, fax, or postal mail. Click **Next**.
- 4 Review your personalization data on the Customer Information page and choose the method you'll use to submit your request. Your request can be sent by email, fax or phone. If you choose Send My Request by Email, an email message will display for you to complete. If you choose to forward your request by fax or phone, the Contact Autodesk page will display with pertinent contact information.
- 5 If you want to print a copy of your registration information, select the Select Open Activation Request Form. When you are finished, click **Close**.