STREETVIEW4D

Create almost endless reflection images to light and reflect your scene

GREAT SUMMIT

Version 1.3 - December 2017

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1. Introduction

Streetview4D is a Cinema 4D plugin that creates 360° images using Google Street View.
Just select a Google Street View panorama, copy & paste it into the plugin, which will then create your own image that you can use to light your scene, add reflections or just use it as a texture.

The plugin also contains over 20 beautiful 360° panoramas that you can use to create your own images. Furthermore, the plugin offers an Sky Rig, so you can use the images created, straight away.

Some examples of images created using the StreetView4D plugin:

For more information, tutorials, additional panorama examples and FAQ, please visit our website at www.thegreatsummit.com.

Note: Google Street View 8 bit versus HDR 32 bit.
Although Google Street View format is only 8 bit, you can save the 360° output file as an (fake) HDR file. The main reason is that people are most familiar with this format when it comes to reflection maps and to light scenes. It is also possible to store it as a JPG file.

1.1 Copyright & Disclaimer

Street View content is licensed / copyrighted by Google.
Panoramas added by users (User content) may be subject to copyright.
Please see Google Street View Terms.

www.thegreatsummit.com does not take any responsibility concerning copyright issues.
Downloading and using Street View images is the user's responsibility.

1.2 Version 1.3 changes

- License policy change.
  For this plugin version v1.3, license and support policy has been changed!
  This plugin does not require a license file based on your Cinema 4d license.

- HDR or JPG file format.
  Using the "JPG" checkbox, you can now select between a HDR or JPG file format for the output file.
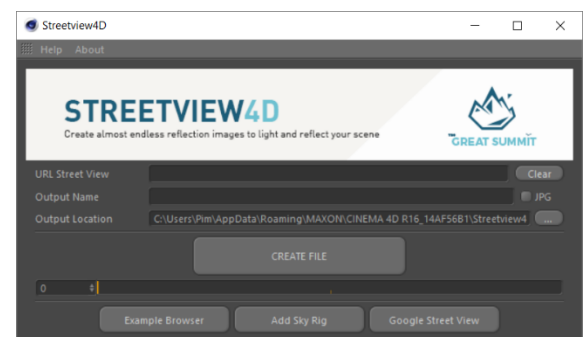
2. Installation

When you buy the plugin from our website, you will receive an email with a zip file containing the plugin. Unzip the File in the Maxon Cinema 4D plugins folder.

Note: For this plugin version v1.3, license and support policy has been changed!
This plugin does not require a license file based on your Cinema 4d license.
So, when you buy the plugin, you do not need to enter your Cinema 4d.

Compatibility
- CINEMA 4D R16 or later (latest build for each version).
- Studio, Visualize, Broadcast and Prime, Student.
- Both Mac & PC builds are included.
- 64 bit only.

Requirements
- An Internet connection.

2.1 Demo version

The Streetview4D Demo version has the following restrictions:
- Output will be a grayscale 8 bits jpg file.
- Although the Example Browser shows 4x6 panoramas, only the first one of each category (Nature, Underwater, Architecture and Inside) can be selected.

**Note:**   For the Streetview4D Demo version no license is required.
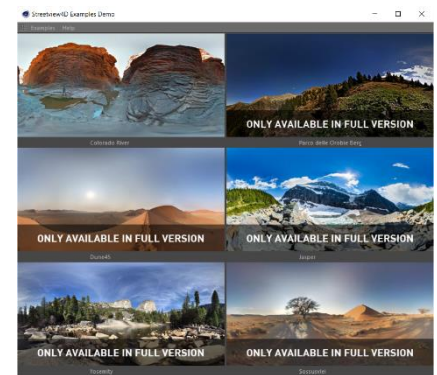
3. Using StreetView4D

Using StreetView4D is very easy.
a) Copy any Google Street View Panorama URL into the "URL Street View" field of the plugin.
b) Give it a name using the "Output Name" field.
c) Select JPG if you want the output format to be jpg.
d) Click "CREATE FILE".

Now the plugin will start downloading the panorama (consisting of multiple tiles) and convert it to a 360° image file. This image file will be stored in the defined "Output Location" with the given name and extension ".hdr".
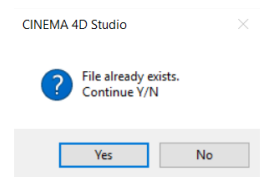If JPG is not selected and with extension ".jpg" if JGP is selected.
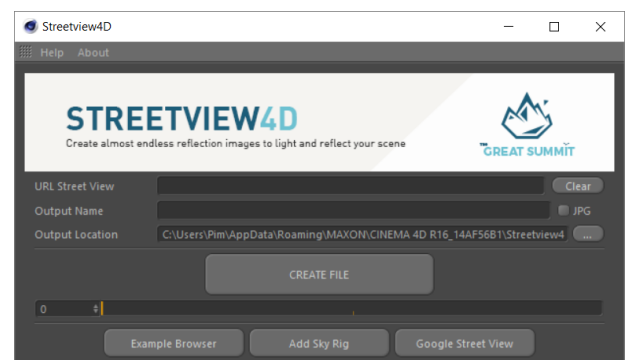
The file will also be loaded into Cinema 4D's Picture Viewer.
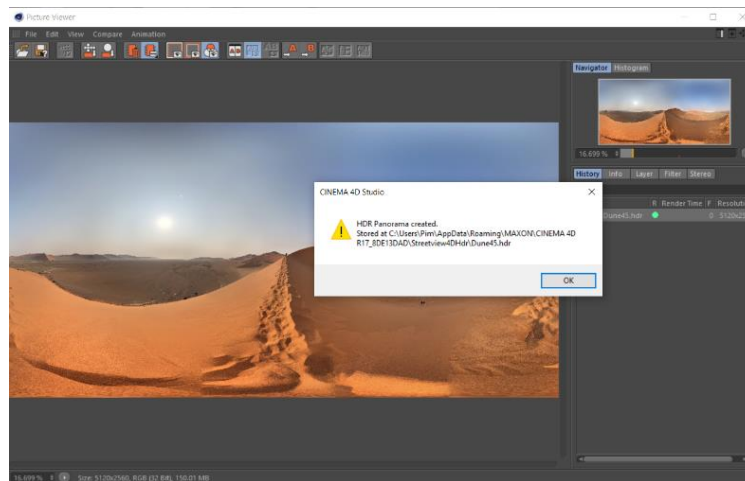
Note: If the given file name already exists (Output Location + Output Name + Ext), a confirmation window is shown.
Clicking "Yes: will overwrite the previously saved file.

The file can now be used to reflect and light your scene. See "3.2 Add Sky Rig".

3.1 Example Browser

The Example Browser offers special (and beautiful) predefined Google Street View panoramas. We defined 4 sub categories (Nature, Underwater, Architecture and Inside) with each 6 panoramas. When you click on of the panoramas, the URL and the name will be copied to "URL Street View" and the "Output Name" fields.
Click "CREATE FILE" to start the downloading.

Besides the examples, you can of course select your own Street View panoramas. Just copy & paste the Street View URL and the plugin will do the rest.
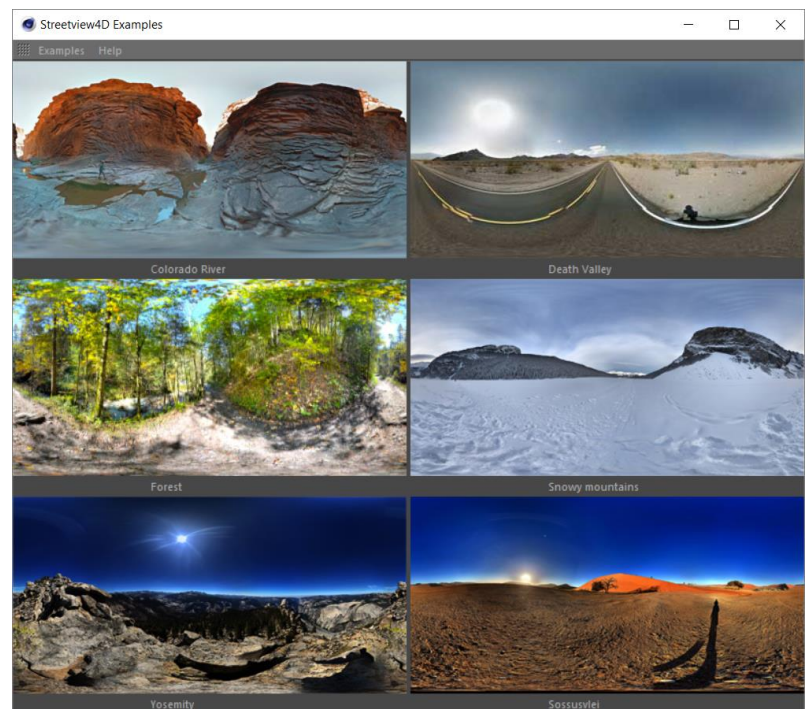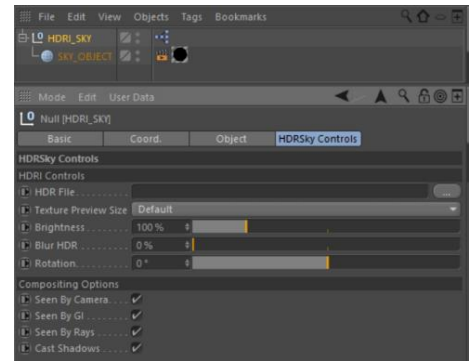
3.2 Add Sky Rig

This will add a Sky object / rig to your scene.
Using the HDR Sky Controls you can use the image file that was just downloaded / created.

Note. To see the full resolution of the image file, set "Texture Preview Size" to "No Scaling" or to a high resolution.

3.3 Google Street View

This will open http://maps.google.com in your standard browser. This way you can start searching for your favorite panorama using Google Street View.

Note. Google Street View is an ongoing project that also supports User Content.
This means that panorama resolution may differ or even change in the future.
We will do everything to update our plugin whenever the Google Street View interface changes to ensure optimal compatibility.

Tip: When you use Google Street View main page (https://www.google.nl/intl/en-GB/maps/streetview/) to get some of the best panoramas, please select a panorama and then click on **"View on Google Maps"**.

4. Additional information

Error messages.
"Error constructing panorama"

1. Please check if your computer is connected to the Internet.
   One way of checking is to click **Google Street View** (see 3.3).

2. Google Street View is an ongoing project that also supports User Content.
   User content is not always 100% compatible with the interface the plugin uses to load the panorama.
   If the error is consistent, please report the issue including the Street View URL to our support department, so we can look into a solution for this (different) URL.

<u>Black areas around image file.</u>
Some User Content panoramas are not always 100% compatible with the Google Street View standards and will show up with a black area around the image file.
Best way to solve this, is to edit the image file using (for example) Adobe Photoshop and cut out the corners.

5. Quick Overview

1) Copy & Paste Street View URL   *2) Create image file*   *3) Light your scene*
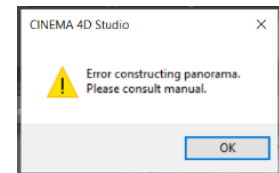
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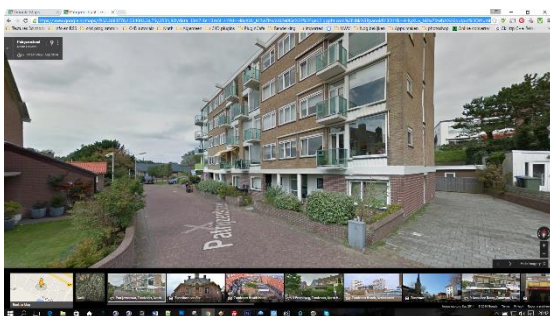
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