IgNite

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IgNite is the 'go to' productivity and workflow tool set artists use to speed up daily work, bringing everything into one location, including loading scripts and 10 bespoke plugins to enhance your work.

Working with IgNite, you have a complete ingestion to render UI toolset to assist with your modelling, animation and rendering workflow. Within the UI we have developed bespoke plugins only available with IgNite, which we believe make this toolset unique.

It features the first networkable playblast animation preview, CAD cleanup and mesh retopologizing tools as well as the ability to submit multiple cameras to render.

Furthermore, if you need to save 3D assets to your library from within your scene, our AMI (Asset Management Interface) tool is built in to assist you.

The plugin automatically configures itself to match the render settings selected by an artist.

Bespoke plugins included with IgNite;
Forensic, Scribe, Sculpt, Jumble, Illumi, Ami, Siclops, Unite, Complii, Submit

Plugin Features

- Scene setup tools
- Camera export - Nuke and AE
- Playblast - Up to 4K network play blasts (Thinkbox Deadline)
- Custom Maxscript launcher
- Object and animation tools
- Select and rename tools
- Much more!

Utility Tools

- Submit - Multi camera render submission (Thinkbox Deadline)
- Complii - Render pass preparation tool
- Unite - Relinks missing file paths
- Jumble - Random object selection and transforms
- Sculpt - Poly tools including retopologize
- Scribe - Spline tools including clean up
- Ami - 3d asset management, ingest and search/import.
- Forensic - Scene check and repair
- Illumi - HDRI wizard

Video
http://www.sinisoftware.com/support/training/video/9wGbu9k00ds

Forensic, Scene check and repair tool
This plugin is used when an artist needs to check the Integrity of a scene, especially after importing CAD files.

It generates an overall report that artists can use to gain insight into the scene and rapidly fix and repair problems.

Scribe, Shape and Spline manipulation
These tools are designed to help with shape and spline manipulation.

Features
- CAD fix to city block/plot.
- Bulk attaching and exploding of slines
- Optimisation and subdivision of splines
- Full diagnostic of scene splines. Remove overlapping segments.
- Conform spline shapes to any 3d mesh surface

Sculpt, Polygon and mesh plugin
These tools are designed to help with mesh and poly manipulation.

Features
- Retopologize box and plane objects
- Bulk attach and explode of 3d objects
- Full diagnostic of scene splines. Remove double faces

Jumble, Random transformation plugin
Complete transformation and selection toolset.

Features
- Select by percentage (random, small or large volume)
- Realtime transform of objects

Illumi, HDRI plugin
One click HDRI setup. The plugin has been developed to allow artists an intuitive interface to review HDRI content, adjust the position of sun and click install. The software loads the HDRI file and sets up the scene ready to render or continue to refine. To assist artists the HDRI file is linked to a compass helper in the scene.

SiNi Software has partnered with HDRI-Skies as exclusive professional high-end content provider. A selection of 16k HDRI's are included with IgNite. Further collections are being developed for sale.

Ami, Asset Management Interface
Ami Ingest is used to save, categorize and file 3d assets to your library including associated materials and maps. Select an asset within a scene, the software automatically hides everything else, sets up a studio scene around the asset, sets the renderer and lighting. You then select the thumbnail view and add metadata info. The asset is then filed and the scene is reset to normal.

Ami Library allows artists the ability to search your library assets using thumbnails and metadata searches. When an asset is selected artists have the option of importing as 3d mesh or ProxSi (universal proxy).

SiClops, Camera control and tools

(In development) The plugin is set to current renderer. It allows the user to control and set multiple cameras, with asset camera clipping culling objects outside of field of view and loading LOD assets from project or library depending distance from camera. Works with ProxSi and 3rd Party proxies.

Unite, Relinking tools
(In development) Checks the scene for missing meshes, textures, scripts, xrefs, plugins, simulations, proxies and allows you a fast mechanism to relink and repath the scene.

Complii, Render Ready Tools
(In development) Works with SiClops and preps a scene for submitting to render.

Submit, Render wizard
(In development) Submit all your cameras to local or cloud render farms.

NOTE: We are working with Rebus Render farm to ensure their management software works with SiNi products. We will expand Submit to work with Backburner and other cloud rendering services.