

RENOMI

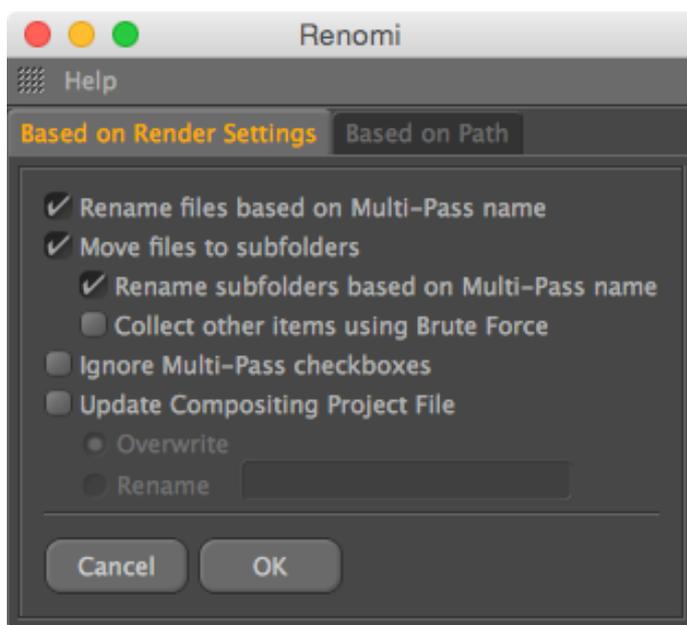
Documentation for v1.3

Author: Tomas Šinkūnas // www.rendertom.com

Developer: Simonas Mikulėnas // [LinkedIn](#)

RENOMI is Python driven Cinema 4D plugin that helps organise image sequences.

ABOUT



By default, when you render Multi-Pass sequences to image files (*Multi-Layer File* is switched OFF in *Render Settings* -> *Save* panel) you end up with hundreds of files in one folder. For my taste, well, it doesn't look good. I prefer every Multi-Pass sequence to be placed in it's custom folder, like *Shadow* passes should go to *Shadow* folder, *RGBA* images should be placed in *RGBA* folder and so on. This way you maintain clean and tight file and folder structure.

On the other hand, Cinema 4D does not rename your rendered Object Buffers, so you end up with general default naming like "*object_1*", "*object_2*". So there's no way to know what *object_1* refers to in your Cinema 4D scene.

Here's where **RENOMI** comes in hand:

1. Rename rendered files to match their names in Render Settings (Object Buffer especially),
2. Move each render pass to appropriate folder (*Shadow* images go to *Shadow* folder, *RGBA* images go to *RGBA* folder etc),
3. Rename subfolders based on filename,
4. Update *Compositing Project File* to match new names and folders.

All this is done based on current render settings – plugin will look for output directory for *main sequence* and *Multi-Pass Images* from *Render Settings* dialog box and perform actions based on this criteria. If you have renamed Object Buffers to something like *OB1-Cube*, *OB2-Sphere* then plugin will respect that and you will get what you expected.

HOW TO INSTALL

Paste **RENOMI** folder with all it's content to Cinema 4D Plugins folder.

MacOSX: Applications / MAXON / CINEMA 4D Rxx / plugins

Windows: Program Files\MAXON\CINEMA 4D Rxx\plugins\

RENOMI is Python driven plugin, so it should run on Cinema 4D R12 and above. Once you installed plugin, make sure to restart Cinema 4D.

On Cinema 4D R12 you'll find **RENOMI** plugin under *Python -> Plugins -> RENOMI*

On newer versions simply under *Plugins -> RENOMI*

SETTINGS

Rename files based on Multi-Pass name

For example you have 2 objects on your scene – Cube and Sphere. Cube has *Compositing Tag with Object Buffer #1*, and Sphere has *Compositing Tag with Object Buffer #2*. Now, when you add Object Buffer in Render Settings, by default it is named as *Object Buffer with ID#1*. If you are clever enough, you go and rename that to something like *OB1-Cube* and set it's *ID to #1*. Same follows for Sphere – add another Object Buffer in Render Settings, rename it to something like *OB2-Sphere* and give it *ID#2*. However, when you render out, your naming is not preserved – you end up with names like *object_1* and *object_2*. And that's a shame.

However, once you run **RENOMI**, it will find those generic *object_#* and will perform renaming based on how they appear in Render Settings. So *object_1* will be renamed to *OB1-Cube*, *object_2* will be renamed to *OB2-Sphere* and so on.

You can also rename other passes as well. For example, rename *Global Illumination* Multi-Pass to something like *GI* or *Shadow* to *Shadow_Area*, *Diffuse* to *Diff* etc and run the plugin – all your rendered images will be renamed as well.

Move files to subfolders

Imagine you have animation that is 100 frames long and you are rendering 5 Multi-Passes (*Shadow, Specular, Reflection, RGBA Image, and Object Buffer*). You will end up with 500 files in one folder. That's OK in some cases, but what if each Multi-Pass sequence file (*Shadow, Specular* etc) was in it's own appropriate folder? Wouldn't that make your life just a little bit easier?

Rename subfolders based on Multi-Pass name

If this function is enabled, then folder will be named based on Multi-Pass name and all associated image sequence files will be moved to this directory.

Collect other items using Brute Force

A fancy way to tell that all files will be collected to separate folders. This, however, only applies in situation when you have sequential files (name001, name002 etc) in same folder where Cinema 4D does actual rendering. This can be any kind of documents (doc, txt, rtf), images, sound, video files – you name it – as long as they have sequential naming they will be collected to separate folders.

This feature is recommended if you are using *Separate Lights* feature (*Render Settings -> Multi-Pass -> Separate Lights*) or performing a Stereoscopic render.

NOTE – *Compositing Project File* is not updated with items that are moved using Brute Force option.

Ignore Multi-Pass checkboxes

By default **RENOMI** will read your Multi-Pass information from Render Settings and will apply actions only to enabled Multi-Passes. This function will override your checkboxes in Multi-Pass settings and will perform action on each and every pass that you have in the list.

Update compositing project file

If you have saved *Compositing Project File* for your scene (After Effects, Combustion, Final Cut, Motion, Shake, Nuke) then it's a good idea to enable this box and let **RENOMI** update compositing project file with new file names and updated hierarchy.

You can either choose to override existing one or make a copy of original file.

NOTE – Not all applications accept files with unicode character in filenames. Please check *Unicode compatibility table* below for more information.

Unicode compatibility table

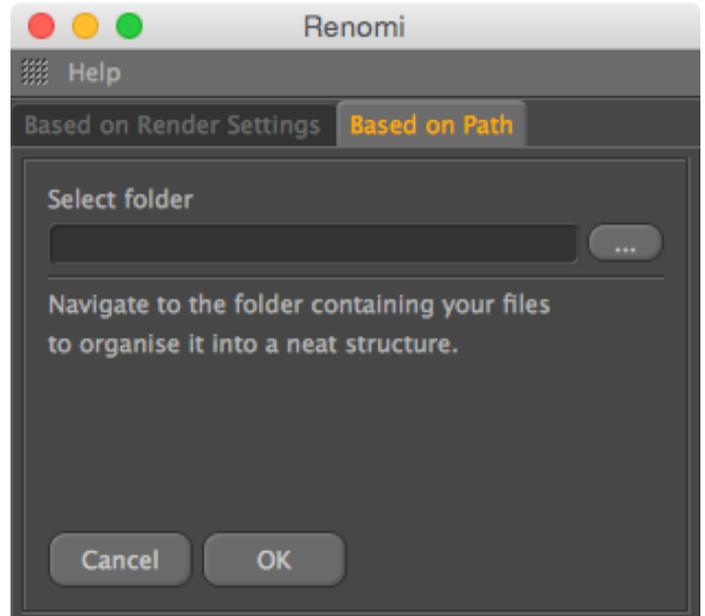
	Regular Name	Name with Spaces	Name with unicode
After Effects	YES	YES	YES/NO*
Combustion	YES	NO	NO
Final Cut	YES	YES	NO
Motion	YES	YES	YES
Shake	YES	NO	NO
Nuke	YES	YES	YES

* After Effects supports some unicode characters, but not all of them. That depends on your After Effects language interface

Based on Path

This tab works as a stand alone application and has nothing to do with the other tab.

If you have a folder containing hundreds of different rendered files (shadows, speculars, object buffers etc) you can run this plugin to clean this hierarchy. You will end up with nice folder structure, that contains appropriate sequences – Shadows will be moved to Shadow folder, Specular sequence will be moved to Specular folder and so on.



REQUIREMENTS:

Cinema 4D R12 (only EN interface) and newer (any language interface).
Runs on both MAC OSx and Windows machines,

RELEASE NOTES

- v1.3. August 10, 2015
 - Initial release on aescrpts.com
- v1.2. November 24, 2014
 - *Bug Fix*: Regular images are collected to folders if rendered to same folder as Multi-Pass Images;
 - *Improvement*: Option to collect other sequential files such as *Separate Lights pass* or *Stereoscopic* images;
 - *Improvement*: Some special characters are now allowed in file names;
- v1.12. September 16, 2013
 - *Update*: Supports all Compositing Project Files (After Effects, Combustion, Final Cut, Motion, Shake, Nuke);
 - *Update*: Renomi will work out different incremental formats (leading numbers) like '##', '###', '####', '#####', '#####', etc;
- v1.0.2.2. August 19, 2013
 - *Bug Fix*: Fixed bug when Object Buffers from 10 to 19 would go to Folder OB1, Object Buffers 20 to 29 would go to Folder OB2 etc. while executing "Move Files to Subfolders" function.
- v1.0.1.13. July 21, 2013
 - Initial release.