

# September

## September - Subdivision Mesh Utilities

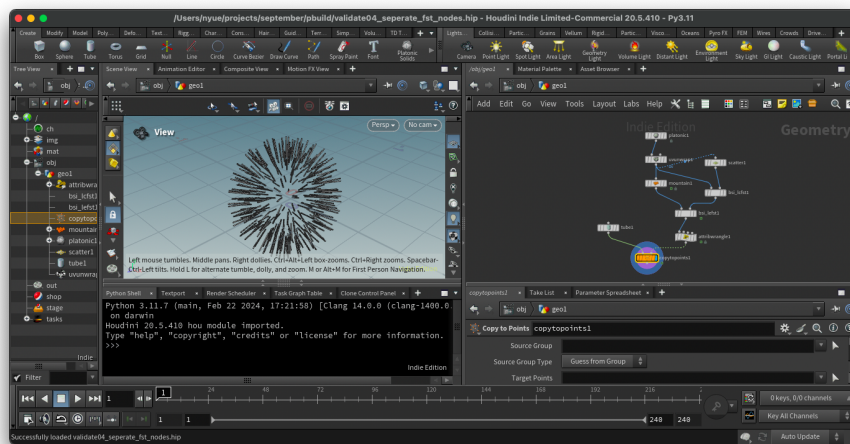


Figure 1: September - Subdivision Mesh Utilities

September is a collection of utilities for working with subdivision meshes, in particular the limit evaluation at U,V texture coordinates on the polygonal cage.

These utilities are design for those who wish to work with low polygon count meshes in UV space.

### Software license

To obtain a license for this software, please follow the instructions in the document LICENSING in the docs directory.

### Installation - Houdini package generation

To ease the plugins installation, the easiest way is to run the following script  
Windows

```
<installation-directory>\bin\setup_houdini_package.cmd
```

Linux/macOS

```
<installation-directory>/bin/setup_houdini_package.sh
```

## Licensing

### Querying the ethernet address

To query the ethernet address, run the `query-address` script in the `<unzipped-directory>/bin` directory

Send the text to [sales@bethelsight.ca](mailto:sales@bethelsight.ca)

### Installing the license file

If you are a registered customer, you will receive a license file “september.lic”

Save the file in the unzipped location of the september software package

### Verifying the license file

To verify that the license file is working you can run the `verify-license` script in the `<unzipped-directory>/bin` directory

## Examples

To generate a test scene HIP file, run

```
hython <unzipped-directory>/examples/generate_test_scene04.py
```

If the plugin is installed and loadable, it will create the HIP file `validate04_seperate_fst_nodes.hip`

You should then be able to test the plugin by loading the example HIP file that was generated