THE INTERFACE

Tools

Move View	Move Object
Rotate View	Rotate Object
Magnify View	Size Object
Sphere Tool	Cone Tool
Cylinder Tool	Cube Tool
Rectangle Tool	Oval/Circle Tool
Text Tool	Polyline Tool
Link Tool	Light Source Tool
Camera Tool	

Pre-Built Rendering Settings

Stills ▼ **Movies** ▼ **Effects** ▼

Button Bar

2-D Sculpter

3-D Sculpter   Extrude   Lathe   Sweep

Boolean Modeler

Skin   Unskin   Smooth   Facet

Change Mapping

Group   Ungroup   Lock   Unlock

Show/Hide Palette Buttons

| Tool | ✛ | ▦ | Animation |
| Lighting | ○ | ● | Textures/Shapes |

Lighting

Edit...
New
Delete
Ambient.

Light Meter-
Red indicates
over exposure.

Set ambient
light & color.

Drag to position
directional light.

ᐯ┬S I O N 3d

Shapes & Textures

Floppy disk icon indicates an
unloaded file.

Insert
Edit...
New...

90° Arc ▼
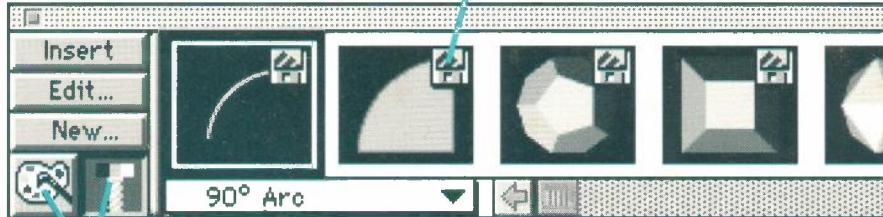
Toggles between textures and shapes.

Apply
Edit...
New... ▼

Brick ▼   120K
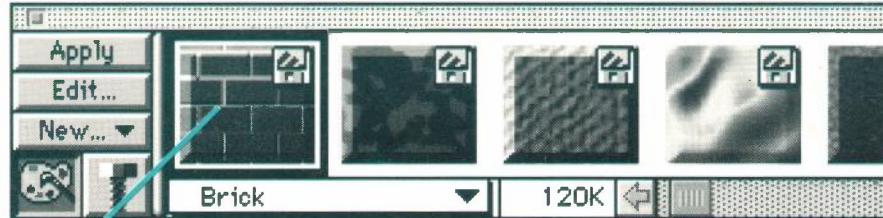
Double Click loads or edits a texture or shape.

Window Views

View direction.

Feedback area indicates position, scale, rotation and other information.

Untitled-2

Position: x = 233, y = 343, z = 8348

Front

Isometric

Rulers available in standard views only

Double Click to split window.

Rulers only in orthographic view.

Option Click to delete divider.

Gray frame indicates the active view.

Window Controls

Display Mode Slider   Perspective Slider

Wire Frame
Hidden Line
Shaded Surface

Orthographic
Normal
Wide Angle
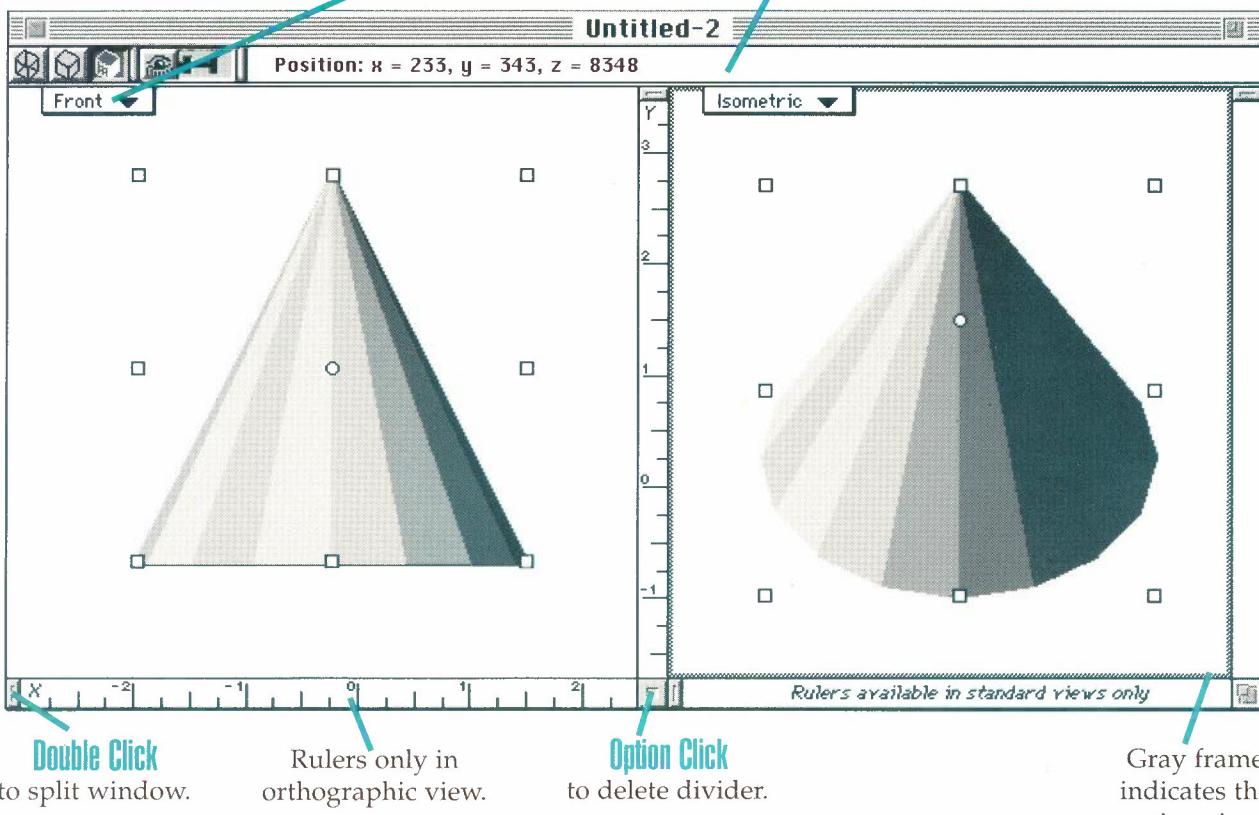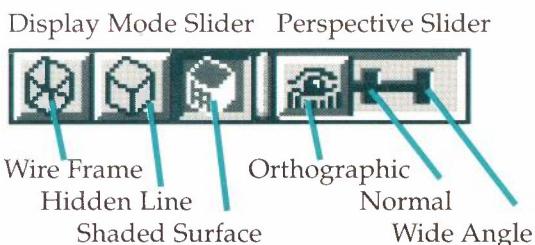
Keyboard Shortcuts

Tab Key cycles through view windows. If only one view is open, the tab key advances the animation time.

Shift/Tab Key cycles backward through view windows. If only one the tab key returns the animation time.

Command/Spacebar Magnification tool.   **Command/Option/Spacebar** D

Option/Suspend Rendering saves current rendering without stopping

Option/Clicking Close Box closes all related windows.

Caps Lock turns on echoing for model window redraws.

Command Key selects all items touched by selection marquee.

**Option Copy/Paste** retains absolute object values for the copied/pa

Animation Palette

Advance	Preview	sec.		1.0		2.0	
Delete	+ −	frames		15		30	
Cube							
Frame rate: 15 ▼							

Length time pointer.
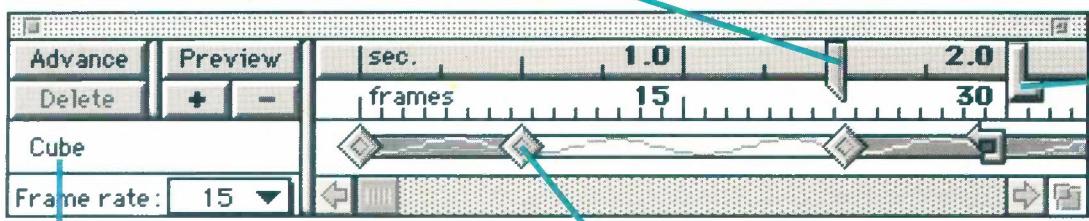
Double Click to edit object.

Command drags event mark without snap-to-time constraint,jumps current time pointer to time of event mark.
Shift Click to select multiple event marks.
Control to scale group of selected marks.

Animation Legend

- ──── No path
- Spline path, no change
- Spline path, changing
- ◇ Selected event mark
- Cycle event mark

Animation Paths

Path segments echo color of texture at the current time in an animation.
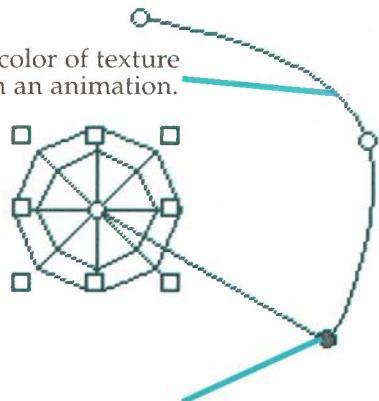
Command Key jumps current time pointer to time of event mark.
Shift Key selects multiple event marks.

view is open,

magnification tool.
the rendering process.

ted item. (Position coordinates, size, etc.)

To order or for additional product information call
1-800-STRATA3D
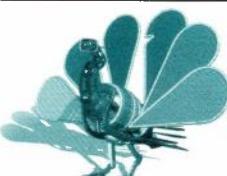
Tool Modifier Keys

	Shift	Option	Control	Command
(hand/view tool)	Constrains view move	Moves view set		
(move tool)	Extends selection, constrains transformation	Leaves a copy of object	Transforms object origin point or texture origin	Transformation independent of origin point, moves origin point
(rotate view tool)	Constrains rotation to 45° increments			Allows rotation of view to be less than 1° increments
(rotate tool)	Extends selection, constrains transformation	Leaves a copy of object	Transforms object's texture	Transformation independent of origin point, moves origin point
(magnify tool)	Drag to magnify without moving viewset center	Demagnifies	Removes mag limit	
(scale tool)	Extends selection, maintains proportions	Scales from geometric center	Transforms object's texture	Transformation independent of origin point
(sphere tool)	Constrains proportions	Draws from center		
(cone tool)	Constrains proportions	Draws from center		
(cylinder tool)	Constrains proportions	Draws from center		
(cube tool)	Constrains proportions	Draws from center		
(plane tool)	Constrains proportions	Draws from center		
(polygon tool)	Constrains proportions	Draws from center		
(text tool)	No modifiers for the text tool			
(line tool)	Constrains lines to 45° increments			
(link tool)	No modifiers for the link tool			
(light tool)	Constrains proportions	Draws from center	Bypasses dialog	
(camera tool)	Opens Render dialog	Draws from center		
Stills ▼		Selects custom rendering settings		

Control — Bypass dialog

Edit...
New
Delete
Ambient...

Control — Toggles from front to back light.