

Tools

Model and Image Windows



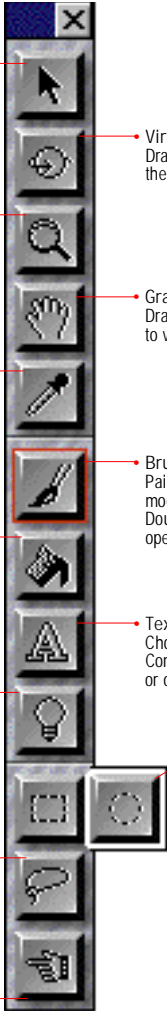
Fractal Design
DETAILER

**QUICK
REFERENCE
CARD**

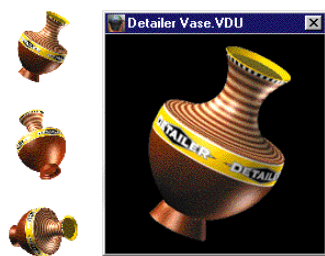
FOR WINDOWS



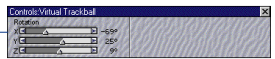
- Object Selection**
Click on the object you want to detail.
- Virtual Trackball**
Drag the model to rotate the view.
- Magnifier**
Click in image or on model to view closer. Alt+click to shrink.
- Grabber**
Drag in image or on model to view different areas.
- Dropper**
Click in image or on model to sample color.
- Brush**
Paint in an image or on the model by applying strokes. Double-click Brush icon to open Brushes palette.
- Paint Bucket**
Choose tool, choose material in Controls palette, click in image or on model to fill.
- Text**
Choose tool, set font/size in Controls palette, click in image or on model and type text.
- Light**
Click on model to add light. Use Controls palette to set brightness.
- Selection**
Hold down to pop up icon and choose between Rectangular and Oval Selection. Drag in image to select an area. Use Shift key to constrain proportions.
- Lasso**
Drag to enclose a freehand selection area.
- Floater Adjuster**
Click a selection to float it. Alt+click to float a copy. Drag floaters in image or across model surface.



Model Window

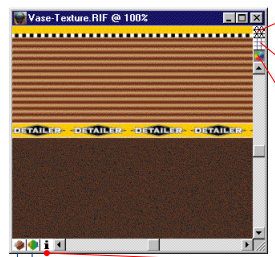


- Choose **Edit menu > Preferences > Model** to change background color and tracking display.
- To resize window, choose **Window menu > Set 3D View Size**.



When the Virtual Trackball tool is selected, drag the sliders to rotate the model view around the separate axes.

Image Window

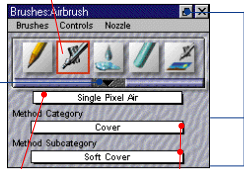


- Click to show/hide mesh overlay on map image.
- Click to show/hide grid overlay on image.
- Click to use Edit Mask mode. When the icon is dark (in Edit Mask mode), click to return to color mode. This applies to the canvas or to a selected floater.
- Press "i" for image info.

Mask Disabled	Masked Inside	Masked Outside	Clear View	View Red Mask	View Selection
Draw anywhere in the image.	Draw only inside selections/masked areas.	Draw only inside selections/masked areas.	Canvas mask is not shown.	Canvas mask appears as a red overlay.	Canvas mask is converted to a selection.

Brushes

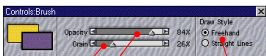
- Choose a brush by clicking its icon.
- Press on icon until green dot appears beneath it to lock this brush to the drawer front. Repeat (dot goes away) to unlock.



- Choose a variant of the current brush.
- View/change method of current brush.

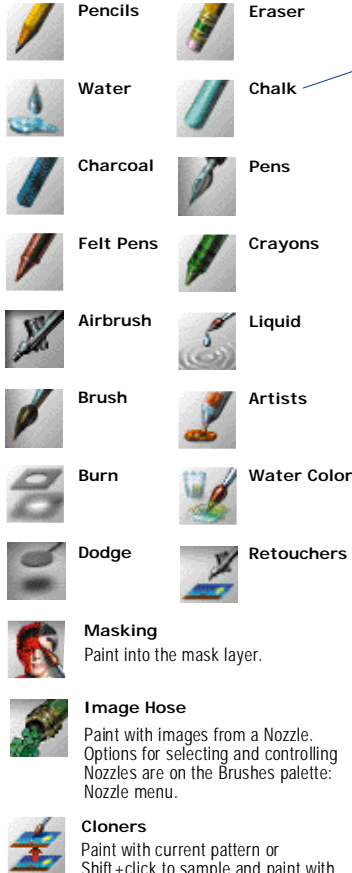


- Choose a brush by name.
- Open other brush libraries.



- Set opacity for the brush.
- Choose the drawing style.
- Set grain interaction.

The default brushes library:



The variants for one of the brushes:

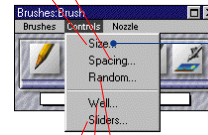


- Build (compile) changes to brush controls.
- Create new brush dab shape, make square selection, then Capture Brush.
- Remove current variant.
- Return current variant to default settings.
- Create new variant of current brush.
- Save settings to variant.
- Create brush icon, make square selection of it, then Save Brush to create a new brush.
- Manage brush libraries.

To set brush cursor options: choose **Edit menu > Preferences > General**.

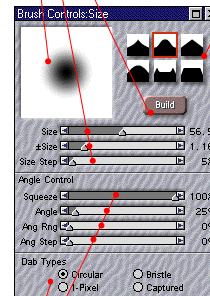
To set stylus/mouse tracking: choose **Edit menu > Preferences > Brush Tracking**.

- Change brush dab size.
- Change dab spacing.



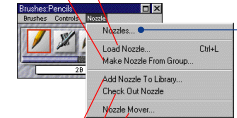
- Change randomness.
- Change color flow to brush.
- Change input control factors.

- Preview of brush dab. Click to toggle view (soft view shown).
- Change brush size with these sliders.
- Build the brush.
- Cross-sections of available brush tips.



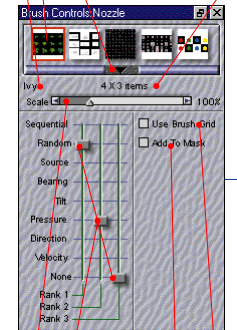
- Change dab angle options.
- Choose from four Dab Types.

- Create Nozzle file from selected group of floaters.
- Load the Image Hose from a Nozzle file.



- Manage Nozzle libraries.
- Open selected (in palette) Nozzle in image window.
- Add currently loaded Nozzle to library.

- Name of selected Nozzle file.
- Choose a Nozzle.
- Open drawer to access more Nozzles.
- Nozzle description.



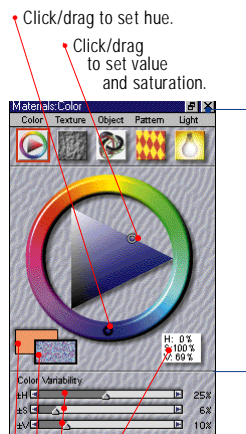
- Add Nozzle image mask to canvas mask.
- Constrain images to the nozzle grid.
- Move sliders to change indexing rule for each rank.
- Resize Nozzle images.

Color

Gradation

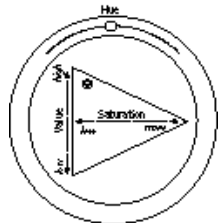
Texture

Object

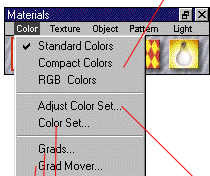


- Hue, saturation, value of current color. Click to show RGB.
- Set color variability for brush.
- Primary color.
- Secondary color.

Click the rectangle for the color you want to set.



Other palette displays.

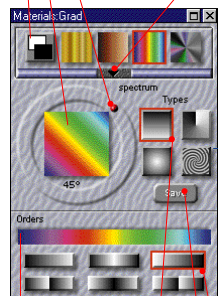


- Open Color Set palette.
- Open current Color Set.
- Open Gradations palette.
- Manage gradation libraries.

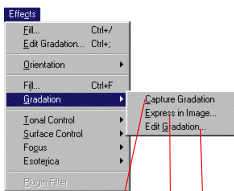
Two-point gradation. Use this with primary/secondary colors to create your own.

Gradation preview.

- Click/drag to change angle.
- Open drawer for library of grads.



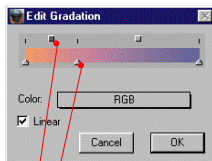
- Choose the type.
- Add current gradation to library.
- Preview shows the effect of order change.
- Choose the gradation order.



Select narrow rectangle of image, then capture gradation.

Put gradation's colors into image.

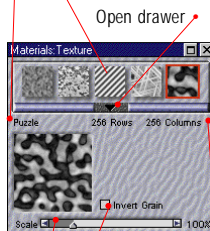
Open the current gradation for editing.



- Click to add color control point.
- Drag the point where you want it.
- Press Backspace to remove control point.
- Click the square, then choose a blending method (Color, Linear).

Name of current texture

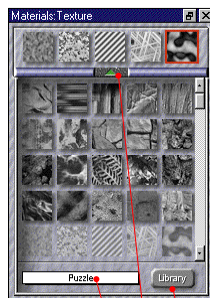
- Choose the texture you want.



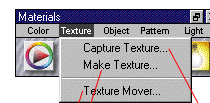
Dimensions of texture tile in pixels: Columns=width, Rows=height.

Make light pixels become dark and vice versa.

Change size of texture tile.



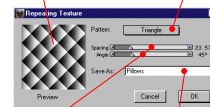
- Choose an item by name.
- Close the drawer.
- Open alternate libraries.



- Select rectangle of image, then Capture Texture to library.
- Open texture design dialog.
- Manage texture libraries.

Preview shows results of your settings.

Choose repeating pattern type.



Change size and angle.

Name the texture. It will be added to the current library.

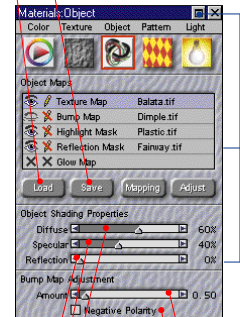
Select an object in the model by clicking on it with the Object Selection tool.

The Materials: Object palette shows the maps and settings for the selected object.

The map control features of the Object palette are also available on the Map menu.

Load a map for the selected (highlighted) type. You may also double-click the listing.

Save the selected map image.



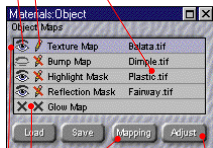
- Change the amount of color the object shows.
- Change the object's tendency to show highlights.
- Change object's tendency to reflect environment.
- Invert the bump effect.
- Change level of bump effect.

Floaters

Click the Eye icon to hide/show map on model.

Click the Pencil icon for the map you want to edit.

Name of map image file.



Change mapping method for the selected map.

Open Adjust Mapping dialog for selected map.

No maps loaded.

The selected map is highlighted.



Map visible on model. Click to hide.



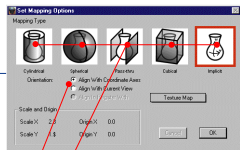
Map hidden. Click to show.



Map not active for editing. Click to activate.



Map active for editing.

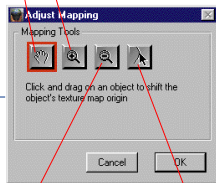


Choose the mapping mode for this map.

Set the alignment of this map (not valid with implicit mapping).

Drag on model to move map on surface.

Click on model to decrease map tiling (repetitions).



Click on model to increase map tiling (repetitions).

Click on model to set Pass-thru direction.

Some Adjust Mapping tools do not apply under certain mapping methods.

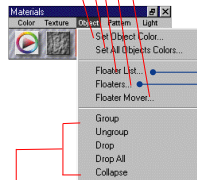
Set base color for selected object.

Set base color for all objects in model.

Open Floater List palette.

Open Floaters library.

Manage floater libraries.



These floater commands are available as buttons on the Floater List palette.



Open alternate floater library.

Choose a floater by name.

Add floaters to library by dragging them into palette.

Use a floater by dragging its icon from palette into your image.

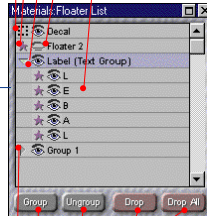
Icon of Reference floater.

Icon of Image floater.

Click to close the group.

Floater is hidden. Click to show.

Click name to select floater. Press Enter key to open selected floater's Attributes dialog.



Merge all floaters/groups with the canvas.

Merge selected floater/group with the canvas.

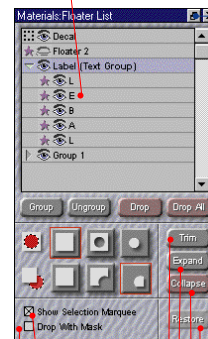
Ungroup selected group.

Group selected floaters to control as a unit.

Click to open the floater group.

Floaters higher in list cover lower floaters.

Drag floater/group names to change their level (display order) and to move them in and out of groups.



Show/Hide floater's selection marquee.

Enable to place floater's mask in canvas mask when dropping.

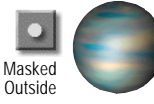
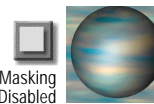
Reduce floater rectangle to minimum.

Increase floater rectangle.

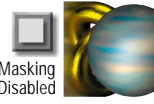
Select floater group, then collapse into single floater.

Revert changes to selected floater's mask.

Floater Mask Modes




Floater and Canvas Mask Interaction Modes

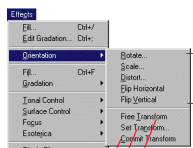


Pattern


Light




- Soften floater's edges.
- Change floater's opacity.
- Change selected floater's composite method.
- Merge selected floater/group with the canvas.
- Group selected floaters.
- Move selected floater to front.
- Move selected floater to back.
- Move selected floater lower/higher one level.



- Manipulate the selected floater or image.
- Convert an Image floater to a Reference floater.
- Change a Reference floater numerically.
- Convert a Reference floater back to an image floater.



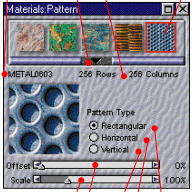
- Use the Text tool to create text floaters.
- Change font size.
- Choose a font.
- Change tracking (letter spacing).



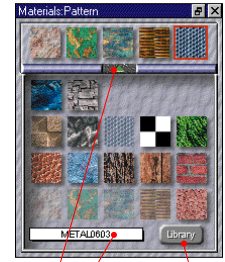
Use the Floater Adjuster tool to manipulate the selected floater(s).

Reference floater:

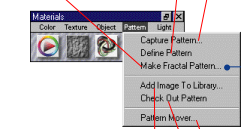
- Drag corner to resize in two dimensions (x,y). Shift key down to constrain. Ctrl key down to rotate.
- Resize (y). Ctrl key down to slant.
- Resize (x). Ctrl key down to slant.

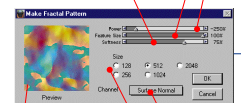
- Name of current pattern.
- Open drawer for library of patterns.
- Dimensions of pattern tile in pixels: Columns=width Rows=height.
- Choose the pattern you want.
- No offset.
- Horizontal offset.
- Vertical offset.
- Percentage to offset.
- Change size of pattern tile.



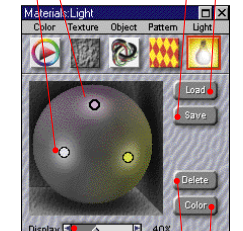
- Choose an item by name.
- Open alternate libraries.
- Close the drawer.



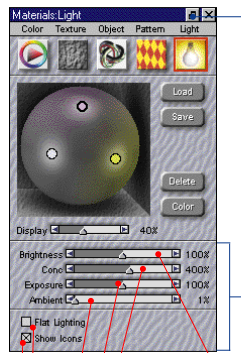
- Select rectangle of image, then capture pattern to library.
- Give current image "wrap-around" characteristics.
- Create seamless fractal patterns.
- Open selected pattern tile in an image window.
- Manage pattern libraries.



- Adjust current image to pattern library.
- Change the magnification power.
- Adjust between "few large" and "many small" features.
- Change softness of feature edges or "blending."
- Preview shows results of your settings.
- Choose size of pattern tile.
- View the fractal in other ways.



- Get saved lights from library.
- Save current lights to library.
- Click inside light icon to select that light. The Selected light's icon is bold.
- Drag an icon to move the light.
- Preview sphere.
- Delete selected light.
- Change color of selected light.
- Change brightness of display in preview sphere.



- Set brightness of selected light.
- Set concentration of selected light.
- Change amount of light entering rendering camera.
- Set level of ambient light.
- Set maximum ambient light.
- Show/hide light icons on preview sphere.



These commands are available as buttons on the Light palette.

Keyboard Shortcuts

Palettes

ToolsCtrl+1
BrushesCtrl+2
MaterialsCtrl+3
ControlsCtrl+4
Hide/Display PalettesCtrl+H

Choosing Tools

Object Selection* o
Virtual Trackball** v
Magnifier m
Dropper d
Brush b
Paint Bucket c
Text t
Light* i
Selection r
Lasso l
Floater Adjuster f

*Model Window must be in front.

**In an image window, the Virtual Trackball functions as Rotate Page.

Keyboard Commands

File
New ModelCtrl+N
Open Model/ImageCtrl+O
CloseCtrl+W
SaveCtrl+S
PrintCtrl+P
QuitCtrl+Q

Edit

UndoCtrl+Z
RedoCtrl+Y
CutCtrl+X
CopyCtrl+C
PasteCtrl+V
Paste in RegisterShift+Ctrl+V
Drop Current FloaterShift+Ctrl+D
Select AllCtrl+A
Deselect/ReselectCtrl+D
Auto MaskShift+Ctrl+M
Clear MaskCtrl+U
Invert MaskShift+Ctrl+I

Effects

Last EffectCtrl+/
Second-To-Last EffectCtrl+;
FillCtrl+F
Edit GradationShift+Ctrl+B
EqualizeCtrl+E
Adjust ColorsShift+Ctrl+A
Super SoftenShift+Ctrl+S
Quick WarpShift+Ctrl+F
Canvas
Resize ImageShift+Ctrl+R

Model Window Navigation

Rotate Model View
.....Space Bar+Alt+Drag
Rotate Model (lights remain fixed)
.....Space Bar+Alt+Shift+Drag
Pan ViewSpace Bar+Drag
Zoom inSpace Bar+Ctrl+Click
Zoom out
.....Space Bar+Ctrl+Alt+Click
Define Magnification Area
.....Space Bar+Ctrl+Drag

Image Window Navigation

Zoom inShift+Ctrl+=
Zoom OutCtrl+-
Zoom inSpace Bar+Ctrl+Click
Zoom outSpace Bar+Ctrl+Alt+Click
Pan imageSpace Bar+Drag
Drop Center ImageSpace Bar+Click
Rotate PageSpace Bar+Alt
Constrain rotate to 90°
.....Shift+Alt+Space Bar
Un-rotate Page
.....Space Bar+Alt+Click
Define magnification Area
.....Space Bar+Ctrl+Drag
View SelectionShift+6
Shift PatternSpace Bar+Shift+Drag

Drawing and Visibility Modes

Drawing Modes

Mask DisabledShift+1
Masked InsideShift+2
Masked OutsideShift+3

Visibility Modes

Clear ViewShift+4
View Red MaskShift+5
View SelectionShift+6

Painting and Materials

Brush Controls
Resize BrushCtrl+Alt+Drag
Build BrushCtrl+B
Constrain to 45°
(straight-line mode)Shift
Adjust opacity in 10% increments
.....1-0 keys
Load NozzleCtrl+L
Cloners Brushes
Set Clone SourceShift+Click
Water Color Brushes
Diffuse Wet LayerShift+D
Dry the Wet LayerCtrl+S
(Save the image)
Color Set
Add current color to color set
.....Shift+Ctrl+K
Replace current color in set
.....Alt+Dropper Tool

Gradations

Edit GradationShift+Ctrl+B
Adjust spirality for spiral gradations
.....Ctrl+Drag in angle ring

Paint Bucket Tool

Limit fill extent
.....Click-and-drag Paint Bucket

Virtual Trackball Tool

Rotate model (lights remain fixed)
Shift+drag in the Model Window

Dropper Tool

Dropper access
Brush ToolCtrl
Object Selection ToolCtrl
Paint Bucket ToolCtrl
Rectangular Selection ToolCtrl
Floater Adjuster ToolCtrl
Measure mask densityShift+Click
Replace current color in set
.....Alt+Click
Set Object ColorAlt+Click on Object

Selection Tools

Selection Tools
Constrain to square/circleShift
Adjust current selection rectangle
.....Control+Alt+Click/Drag
Edit rectangular selection
.....Shift+Ctrl+E

Floater

Group selected floatersCtrl+G
UngroupShift+Ctrl+G
.....Shift+Ctrl+U

Floater Adjuster

DuplicateAlt+Click/Drag
Move floater by one screen pixel
.....Arrow Keys

Hide/Display marquee

.....Shift+Ctrl+H
Delete selected floaters
.....Backspace

Adjust opacity in 10% increments
.....1-0 Keys

Select floater in image
.....Click on Floater

De-select all floaters in image
.....Click outside Floaters

Set Transform (selected floater)
.....Shift+X

Floater List

Attribute dialog box for selected
floaterDouble-Click Item

Floater layer order
.....Drag Item

Select/DeselectShift+Click Item

Attribute dialog for current floater
.....Enter

Apply Lighting (2D Effect)

Lighting MoverShift+Ctrl+L

Magic Wand

Add color to selection
.....Shift+Wand

Find all instances in area
.....Selection+Wand

Imported Model Adjustments

Invert NormalsShift+Ctrl+J

Repair NormalsShift+Ctrl+K

Smooth NormalsShift+Ctrl+N

