General
  Title Bar
    Shows name of the Item and the precises frame (time) at which the cell
    is located.

  On/Off   (switch)
    Slide the switch to turn the display of the item on/off.

    The item will not show in the View windows or Active Camera Preview
    when off.

    The item will not render when off.

  Item name   (data field)
    Make entry (characters) to change the name of the Item.

  check boxes

Click to toggle effect on/off. On activates special settings; Off reverts the

    information to default.

  Cell Velocity/Time curves   (button)
    Click button to access dialog box. Determines the manner in which a
    "changing
attribute" "enters" and "exits" the Cell time frame.

    For example: if you have intuitively set a camera to pass by an object at a
    particular frame/cell; and you want it to smoothly decelerate as it approaches
    the object, then smoothly accelerate as it passes by, you would set the
    Velocity/Time curve for the camera to Ease In/ Ease Out. In this case the
    "changing attribute" is Location.

    If you want an attribute to "flash on" just for the one cell, use Injection
    (no velocity/time curve).

  Smooth Animation curves   (button)
    Click to toggle between four presets (curve in/out, curve in/straight out,

straight in/ curve out, straight in/straight out). Applies only to Location
changes. Automatically adjusts the path of an item as it traverses a change in
location.For example: if you have set an item to move in a straight line
between four successive points reaching each point at a particular frame; the
item may be set to move straight in/straight out of the first point, and curve
in/out of the remaining three; the curved path is automatically set using
Smooth Animation curves.

Include Parental Influences   (check box)

Applies only to items within a folder(s). Determines whether or not the
attributes of applied/set for the folder(s) will apply to this object.

For example: suppose you have a folder with several spheres and cubes and
wish to apply a texture to all but one of them; you would apply the texture to
the folder, then turn off the Include Parental Influences for the one which you
want to skip.

Attributes bin
Holds externally applied attributes: Animators, Textures, Sounds,
and Shaders.
To apply an external Attribute:

Access the Attributes window (□-2), then choose the Attribute type from the
pull-down menu; drag the icon for the desired Attribute from the window and
drop it in the bin.

Object Cell Info dialog

Revert   (button)
Click to return all entries in Base Information data fields to the default settings.

Test   (button)
   Makes a small test-rendering of the object using the current selected

render engine.

Looks (button)
   Access dialog box for intuitively applying surface effects. See Surface
   Explore/Expert document for detailed information.

Base Information   (two radio buttons)
   Determines which set of information will display in the Cell Info dialog box:

   Alter these settings in two successive Cell Info dialog boxes to animate
   an object using precise settings.

   Geometry

      Offset   x, y, z   (check box; three data fields)
         Make entries (inches) to determines the precise change in location of the
         object from its original location. With the check box off, defaults to zero.

         Suppose you want the item to move in a straight line in the x-direction 12
         inches, in the first second: set the Offset to zero at time 00.0 , then set the
         Offset to 12 at time 01.0.

      Center   x, y, z   (check box; three data fields)
         Make entries (inches) to determine the precise location of the center point
         of the object(s). Does not affect location of the object.

      Scale   x, y, z (check box; three data fields)
         Make entries (0 < number) to precisely enlarge/reduce the size of the
         object. (0.5 = 1/2 size; 1 = same size).

      Rotation   x, y, z   (heck box; three data fields)
         Make entries (degrees) to precisely set the change in rotation from the
         original orientation of the object. (i.e. enter 15 in the x data field to rotate
         the item 15 degrees on the x-axis).

      Linear Velocity   x, y, z   (check box; three data fields)
         Make entries (inches per second) to set the object moving at a precise
         speed in one of the coordinate directions.

      Angular Velocity   x, y, z   (check box; three data fields)
         Make entries   (degrees per second) to set the object spinning on a

coordinate axis about the the Center Point of the object.

Mass   (one data field)
Make an entry (grams) to precisely determine the weight of the object.
No application for this variable yet.

Elasticity (one data field)
Make an entry (0 < whole number >101) to precisely determine the
rebound of the object when it strikes another object. Must be used in
conjunction with the Collision Detection and Gravity Animators.Zero
Elasticity would make the object stick (no rebound). 100% Elasticity would
make the object bounce indefinitely.

Breakability   (one data field)

Make an entry (0 < whole number >101) to precisely determine how
easily the object will break away from its group (folder) when the Wind
Animator is applied).

This is not a particle systems type of attribute for creating
explosions etc.

Rotation Order   (check box; pull-down menu)
Make a selection from the pull-down menu. The rotation order is important
when an object is made to rotate on multiple axes from an initial
orientation to some other final orientation.
See in-depth discussion in Presenter Reference Manual.

Cast Shadow   (check box)
Determines whether or not the object will cast a shadow.

Surface
In most cases, you will need to make several tests using various
combinations to find the right mix for the surface effect you want, or use the
Explore mode in the Looks dialog box (click the Looks button).

Object Color   (check box; color chit; two radio buttons)
Determines object color. Choose Model Color radio button to use the color
assigned in ModelPro. Choose the top radio button to make a custom
color. Click on the color chit to access standard color picker.

Refraction Index   (data field)
Make an entry (0 < number > 2) to determine how light will distort as it
passes through the object. Low values indicate little distortion, high values
indicate large distortion.

Specular Size/Ks/Color

Make entries (0 < whole number >101) to precisely determine the size and color of the highlight(s) created on the object.

Choose a Specular Color to make the highlight a color other than the light color.

Reflectivity/Reflect Color

Make entry (0 < whole number >101) to precisely determine how mirror-like the surface will be.
Choose a Reflect Color to tint the reflection.

Transparency/Trans Color

Make entry (0 < whole number >101) to precisely determine how "see-through" the object will be.

There must be an object behind the transparent one for the effect to show.

Glow/Glow Color

Make entry (0 < whole number >101) to determine how much shading will occur across the surface of the object. High Glow will result in less shading (solid color object).

This does not make the item "glow" in the conventional sense, like a halo for instance.

Diffuse/Diffuse Color

Make entry (0 < whole number >101) to determine how the shading speads across the object (gradation of color). A high value makes the shading spread across the entire object. A low value makes the shading spread across a localized area near the highlight(s).

Cameras, Lights, and Microphones have their own Cell Info dialogs

Point Light Cell Info dialog
On/Off   (switch)
The light will not affect the scene when off.

Location   (check box; three data fields)
Make entries (inches) to precisely determine the location of the light in the scene.

Brightness   (check box; data field)
Make an entry (number > 0) to precisely determine the size of the sphere of
influence of the light (observe View windows to see effect.)

Color   (check box; color chit)
Click on the color chit to access standard color picker. Determines the color of
the light.

Cast Shadows   (check box)
Determines whether or not the light will cause objects to cast shadows.

Parallel Light Cell Info dialog
On/Off (switch)
The light will not affect the scene when off.

Location   (check box; three data fields)
Make entries (inches) to precisely determine the location of the light in
the scene.

Target (check box; three data fields)
Make entries (inches) to precisely determine the location of the target.
Determines the direction the light is pointing.

Brightness   (check box; data field)
Make an entry (0 > number < 101) to determines the intensity of the light.

Color (check box; color chit)
Click on the color chit to access standard color picker. Determines the color of
the light.

Cast Shadows   (check box)
Determines whether or not the light will cause objects to cast shadows.

Spot Light Cell Info dialog
On/Off   (switch)
The light will not affect the scene when off.

Location (check box; three data fields)
Make entries (inches) to precisely determine the location of the light in
the scene.

Target   (check box; three data fields)
Make entries (inches) to precisely determine the location of the target.

Determines the direction the light is pointing.

Field of View
Make entry (degrees) to precisely determine the size of the spot.

Soft Edge Angle (degrees)
Make entry (degrees) to precisely determine to size of the soft edge of
the spot.

Brightness   (check box; data field)
Make an entry (0 > number < 101) to determines the intensity of the light.

Color   (check box; color chit)
Click on the color chit to access standard color picker. Determines the color of
the light.

Cast Shadows   (check box)
Determines whether or not the light will cause objects to cast shadows.

Projector Light Cell Info dialog
On/Off   (switch)
The light will not affect the scene when off.

Location   (check box; three data fields)
Make entries (inches) to precisely determine the location of the light in
the scene.

Target   (check box; three data fields)
Make entries (inches) to precisely determine the location of the target
Determines the direction the light is pointing.

Field of View   (check box; data field)
Make entry (degrees) to precisely determine the size of the projected image.

Brightness   (check box; data field)
Make an entry (0 > number < 101) to determine the intensity of the light.

Bank
Make an entry (degrees) to determine the angle of the projected image. The
projector is rotated on the axis determined by the line between the projector
and its target.

Cast Shadows   (check box)
Determines whether or not the light will cause objects to cast shadows.

Camera Cell Info dialog

On/Off (switch)
The camera will not record the scene when off.

Location (check box; three data fields)
Make entries (inches) to precisely determine the location of the camera in
the scene.

Target (check box; three data fields)
Make entries (inches) to precisely determine the location of the target
Determines the direction the camera is pointing.

Bank Angle (check box; data field)
Make an entry (degrees) to determine the angle of the recorded image. The
camera is rotated on the axis determined by the line between the camera and
its target.

Field of View (check box; data field)
Make entry (degrees) to precisely determine the how much of the scene the
camera can record.

Focus (check box; data field)
Determines depth of field. Only available when using RenderMan
rendering engine.

Fstop (check box; data field)
Determines how much light gets into the camera. For use in creating motion
blur effect.
Only availabel when using RenderMan rendering engine.

Shutter Speed (check box; data field)
Determines how long the frame exposure is. For use in creating motion
blur effect.
Only available when using RenderMan rendering engine.

Cast Shadows (check box)
Determines whether or not the light will cause objects to cast shadows.

Omni-directional Microphone Cell dialog

On/Off (switch)
The microphone will not record sounds when off.

Location (check box; three data fields)
Make entries (inches) to precisely determine the location of the microphone in

the scene.

Sensitivity   (check box; data field)
Make an entry (number > 0) to precisely determine the size of the sphere of influence of the microphone (observe View windows to see effect.)

Attach to Track   (check box; pull-down menu)
Choose from the pull-down menu to cause the microphone to record sounds to Mono, Stereo Right, or Stereo Left.

Directional Microphone Cell dialog
On/Off (switch)
The microphone will not record sounds when off.

Location   (check box; three data fields)
Make entries (inches) to precisely determine the location of the microphone in the scene.

Target   (check box; three data fields)
Make entries (inches) to precisely determine the location of the target
Determines the direction the light is pointing.

Active Angle (data field)
Make entry (degrees) to precisely determine the cone of influence of the microphone.

Drop-Off Angle (data field)
Make entry (degrees) to precisely determine drop-off in sensitivity about the cone of influence of the microphone.

Sensitivity   (data field)
Make entry (inches) to precisely determine the sensitivity of the cone of influence.

Attach to Track   (check box; pull-down menu)
Choose from the pull-down menu to cause the microphone to record sounds to Mono, Stereo Right, or Stereo Left.