

WELCOME TO STRATA VISION3d 5.0

Strata Vision3d 5.0 fully supports QuickDraw 3D. The new features of this product will revolutionize the way you work in 3D. Have fun with real-time textured model manipulation and editing!

In addition to the award-winning rendering and animation options currently available in Vision3d, now you can also render scenes as Apple™ QuickTime VR files to create virtual reality worlds and objects which you can view interactively. Or create 3D worlds for the World Wide Web (WWW) through direct support for Virtual Reality Modeling Language (VRML).

Vision3d 5.0 fully supports multiprocessor technology - including Apple Computer's multiprocessing and the Genesis MP™ System from Daystar. Take advantage of two or more 604 chips, and watch your renderings really move. Vision3d 5.0 also supports hardware acceleration, including Apple's QuickDraw 3D acceleration board.

In addition, the Raytracing renderer is now optimized for Vision3d 5.0. With or without hardware acceleration, Raytracing is faster.

Thank you for reading this file. Please take the time to read it carefully - it contains information about successfully installing the software package. It also contains important operating information. You may wish to print this document so you can have a hard copy to faithfully follow during the balance of the installation process.

SYSTEM REQUIREMENTS

- 68k or a Power Mac
- A hard-disk drive with a minimum of 20 Mb.
- 16 Mb of RAM.
- Apple System 7.1.2 or later. System 7.5.1 (or later) is recommended.
- QuickDraw 3D - Version 1.0.2, included in this package, must be installed.
- Vision3d 5.0 is optimized for the 604 chip, but will run well on the 601 and 603.

INSTALLATION

DISABLE VIRUS PROTECTION: Strata Incorporated has stringent anti-virus procedures in place throughout its operation. Everything possible is done to maintain the integrity of the Vision3d product up to the point when you open the package. For peace of mind, you should scan the Vision3d installation disks before beginning, then turn off ALL virus protection during the actual installation process. After you have completed the installation, you can turn your anti-viral cdevs and extensions back on.

If you have the GateKeeper™ virus sentry, it absolutely **MUST** be disabled before installation of Vision3d. GateKeeper is very aggressive in its protection and has the potential to actually corrupt the application as it is installed, making it unusable. Once the Vision3d application folder is in place, GateKeeper can be used without concern.

TO INSTALL the Vision3d application and support files, double-click the Installer application and follow its on-screen instructions. Context-sensitive help is also provided at the bottom of the installer window as you move the cursor over the icons in the window.

TO INSTALL Apple's QuickDraw 3D, follow the instructions in the Read Me on the QuickDraw 3D Install Disk provided in this package.

The Dicer and the Navigable Movie Player are available from Apple Computer as part of the QuickTime VR Authoring Tools Suite. The Dicer is needed to transform Vision3d's QTVR Panoramic rendering into a walk-through panorama that can be viewed interactively. The Navigable Movie Player is needed to transform Vision3d's object rendering into a QTVR Object movie. After these movies have been converted using Apple's tools, they may be viewed with Apple's QTVR Player. To get the QTVR Player, see Strata Inc.'s home page on the Internet at <http://www.strata3d.com>. Once you have accessed Strata's home page, go to the Vision3d `Facts' section.

AFTER INSTALLATION: If you have System 7.1.2, a Thread Manager will be installed in the Extension Folder in your active System Folder. You will need to restart your machine before you run Vision3d. The Thread Manager is not required with System 7.5 or later, and will not be installed.

If you are using a Power Mac 9500, be sure you are running with System Enabler v1.1. If not, you need to update your system to this version.

PLEASE NOTE: On Power Macs be sure that the “Modern Memory Manager” option is turned on in the Memory control panel in order to render images in Vision3d. On true Power Macintosh machines, this will need to be done only once. But on older Macintoshes with an upgrade card installed, you may forget when switching from 680X0 operation to Power Mac mode.

PERSONALIZATION: Upon launching Vision3d for the first time, you will be presented with a personalization dialog. In addition to entering your name and organization, you are **REQUIRED** to enter a serial number and a name (not a company name). If you don't, a message will appear telling you that the serial number is invalid. Vision3d will not run without the correct serial number. You are provided a unique serial number in the product box. Enter it **EXACTLY** as it is presented. This same serial number must also be attached to (or written on) the registration card you return to Strata Incorporated to become a registered owner — entitling you to technical support access and many other benefits. Please refer to the beginning of Chapter 1 in the User Manual for further information about personalizing your copy of Vision3d and entering the serial number.

MEMORY CONSIDERATIONS

VIRTUAL MEMORY: There is absolutely **NO SUBSTITUTE** for real RAM. Using any form of disk space to simulate memory (such as Apple's Virtual Memory) will slow all Vision3d 5.0 functions. If you have enough RAM, you should disable Virtual Memory and the image spooling option within Vision3d through the Preferences command. This will improve your performance.

VIRTUAL IMAGE CACHE: If you run out of memory while rendering, you may want to use Vision3d's virtual image cache. You should have at least ten megabytes of free space on your hard disk drive. Virtual image cache is used when the "Spooling for Rendering" check box is turned on in the Preferences command's dialog box. If you do not have enough RAM to render a particular image, you can use this option. Even if you have enough RAM and even though this may result in additional accessing of the hard disk, turning on the virtual image cache can often improve performance. The size of this cache file on the hard-disk drive varies with the number of objects and texture maps in the 3-D model, the dimensions and resolution of a rendering, and the type of rendering method used. Extremely large projects may require as much as 50-60 megabytes of disk space.

TROUBLE-SHOOTING

1. If the message: "The Application Vision3d 5.0 could not be opened because StrataAppKernal could not be found" appears, it is because not enough RAM is available. To free up more RAM before launching, reduce the partition size in the application's Get Info window, or quit other applications that may be running.
2. Please note that our new features can be memory intensive due to the numerous calculations performed, so be patient. This is especially true with the Boolean modeler. Also be aware that performing Boolean operations will produce polygonal surfaces for the resulting objects. You may wish to smooth them, using the Smooth modeler, if they appear faceted.
3. When editing a skinned object in the 3d Sculpter, selected handles will not automatically de-select when you click on another handle. To de-select one or more handles on skinned objects, simply click away from the object in the window.
4. Occasionally, when you import a model from a different file format, it will appear very small - you will not be able to see the object at all, just the selection handles. This is due to a difference in coordinate systems, and is easily corrected. Make the object larger by using the Transform command or the Resize tool. NOTE: The Raytracer and Raydiosity™ renderers will not function properly with these very small objects.

5. On some models, lighting will not appear correctly in Smooth Shading display. If the object doesn't render correctly, you may need to flip the mesh faces. See the User Manual, page 3.116.

6. Some 3DMF files containing objects with holes or nurbs cannot be imported in the current version of Vision3d. If this occurs, a warning dialog will appear.

7. While using the Wireframe, Quick Shading and Smooth Shading renderers, you will not be able to use the Render Later command.

8. In the Edit Primitive dialog, the pop-up menu which determines the number of facets will remain on Auto, and cannot be changed.

FURTHER ASSISTANCE

For further information about purchasing Strata libraries and accessories, contact your nearest Apple Macintosh software dealer, or telephone Strata Inc. at 1-800-6STRATA. Technical support for registered owners is available at (801) 628-9751. Please DO NOT call the toll-free number for technical support. It is reserved for sales purposes and you cannot be transferred to the technical services group from that number.

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