

This topic is not currently used, but is here for experimentation of jumping to a secondary window in an onentry macro without having to show the main window.

Note: Onentry macros always happen AFTER the topic has been entered.

Asymetrix 3D F/X



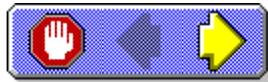
Welcome!

This Startup Assistant introduces Asymetrix 3D F/X and explains how to quickly create 3D [snapshots](#) and [animations](#).

Follow the instructions in the Startup Assistant. You'll need about 10 minutes to complete the tasks. Click the right arrow button to start, or click the stop sign button to exit the Startup Assistant.

Note Click the blue text for details about an element.

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About Asymetrix 3D F/X

You can quickly create a 3D [snapshot](#) or [animation](#) using these basic steps:

- 1 Add a starter [scene](#) to the [Scene Preview window](#).
- 2 Modify the [models](#) in the scene.
- 3 [Generate](#) a 3D snapshot or animation of the scene.

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Asymetrix 3D F/X elements

In the Startup Assistant, you'll work with these elements of Asymetrix 3D F/X:

- ◆ [Scene Preview window](#)
- ◆ [Catalog](#)
- ◆ [Position palette](#)
- ◆ [Animation palette](#)

Display these elements now by choosing them from the View menu.

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Select a view mode

You can view the [models](#) in your [scene](#) in [boxes](#), [wireframes](#), or [solid models](#) mode.

- Click  on the toolbar to switch your scene to wireframe mode, so you can see some 3D details but changes to the scene will display more quickly than boxes or solid models.

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Add a starter scene

A starter [scene](#) is one in which [models](#) and [lights](#) have already been placed, ready for you to work with them.

- 1 In the [Catalog](#), click the Scenes tab.
- 2 Click the Sample scene in the Catalog, then drag it into the [Scene Preview window](#).

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Add a model

You can add a variety of [models](#) from the [Catalog](#) to your [scene](#).

- 1 In the Catalog, click the Models tab.
- 2 Click the Red Ball model in the Catalog, then drag it into the [Scene Preview window](#).

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Modify a text model

The starter [scene](#) you added contains a [text model](#).

- 1 In the [Scene Preview window](#), double-click the word "Sample."
- 2 In the Create Text Model dialog box, replace the word "Sample" with your company's name, then click OK.

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Move a model

You can [move](#) a [model](#) left, right, up, or down in a [scene](#).

- Click  on the [Position palette](#), then click the Red Ball model and drag it in any direction in the scene.

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Move a model forward

You can also move a [model](#) forward or back in a [scene](#).

- 1 Click  on the [Position palette](#).
- 2 Press Shift and click the Red Ball model while dragging to the left to move it forward, or to the right to move it back in the scene.

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Scale a model

You can [scale](#) a [model](#) to a new size.

- Click  on the [Position palette](#), then click the Red Ball model and drag to scale the model to the size you want.

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Rotate a model

You can [rotate](#) a [model](#) to a new orientation.

- ◆ Click  on the [Position palette](#), then click the Red Ball model and drag in the direction you want to rotate.

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Apply a surface

You can apply a [surface](#) to a [model](#) to change its appearance.

- 1 Click  on the toolbar to switch to [Solid Models](#) view so you can see the model's surface.
- 2 In the [Catalog](#), click the Surfaces tab, scroll to and click the Blue Glass surface, then drop it onto the Red Ball model.

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You've created a scene

The [scene](#) includes a [backdrop](#) that Asymetrix 3D F/X displays automatically. You can hide or show the backdrop by pressing F4.

You can now either generate a [snapshot](#) of the [scene](#), or add [animation paths](#) to your [models](#) and generate an [animation](#).

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Generate a snapshot

You can [generate](#) a [snapshot](#) from a [scene](#).

- 1 Click  to generate a snapshot. Generating can take up to a minute.
- 2  To save the snapshot, click , enter a file name in the Save As dialog box, and then click OK.
- 3 Click the minimize button on the Snapshot window.

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Animate a model

You can animate a [model](#) by adding one or more [animation paths](#) to it.

- 1 In the [Catalog](#), click the Paths tab, scroll to and click the Spin Y Axis path, then drop it onto the company name text model in the Scene Preview window.
- 2 Click  on the [Animation palette](#) to view the animation.

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Generate an animation

Now that you've added an [animation path](#) to a [model](#), you can [generate](#) an [animation](#).

- 1 From the Scene menu, choose Generate Animation.
- 2 Enter a name in the Output File box, then click OK. Generating can take up to five minutes.

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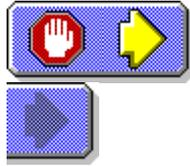
That's all it takes

You're ready to create your own 3D [snapshots](#) and [animations](#) by following these basic steps:

- 1 Select a starter [scene](#) and [models](#) from the [Catalog](#), and drag them into the [Scene Preview window](#).
- 2 Modify the scene by [moving](#), [scaling](#), or [rotating](#) the models in it, or by adding [surfaces](#) to the models.
- 3 When you're satisfied with your scene, generate a snapshot from it, or add [animation paths](#) to your models and then generate an animation.

Click the stop sign button to exit the Startup Assistant.

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animation

Series of frames in which changing bitmaps show motion over time. Animations are saved in audio/video interleaved (.AVI) format.

Animation palette



Palette containing buttons you can use to play animations in the Scene Preview window.

animation path

Path (containing motion and direction) that you assign to a model to create an animation.

backdrop

The background of scene. Can be a color, gradient, or bitmap.

Boxes



View mode you can choose in which the models are drawn as bounding boxes in the Scene Preview window. This view generates fastest.

Catalog



Window that contains predefined scene elements. You can drag elements from the Catalog and drop them into the Scene Preview window to add them to a scene.

generate

To translate a 3D scene into a snapshot or animation (saved in bitmap or audio/video interleaved format, respectively); known as rendering. Generating draws scenes in a higher resolution and more detail than is visible in the Scene Preview window.

For a snapshot, generating translates the scene into a bitmap.

For an animation, generating combines models and animation paths to create an audio/video interleaved (.AVI) file.

light

Effect that brightens models in a scene. Ambient light brightens every surface of a model. Directional light (such as Default Left Light) brightens the surfaces of the model that face toward the light. Lights are always positioned outside the scene.

models

3D objects (clip art, pictures, and text) that create a scene.

move

To change a model's position in 3D space.

Position palette



Palette containing tools that rotate, move, and scale models in the Scene Preview window.

rotate

To turn a model around an axis or center point.

scale

To reduce or increase a model's size.

scene

Collection of elements in the Scene Preview window. A scene includes all models (their attributes and positions), surfaces, animation paths, lights, and the backdrop.

Scene Preview window

Window in which you arrange, edit, and manipulate models to create a 3D scene.

snapshot

Bitmap generated from a scene you create.

Solid Models



View mode you can choose in which models are drawn as solids in the Scene Preview window. This view displays all characteristics of models, including their surfaces and shadows, and generates slowest.

surface

Appearance of a model's exterior (such as gold or marble).

text model

Model created from text.

Wireframes



View mode you can choose in which models are drawn as wireframes in the Scene Preview window. This view displays some 3D characteristics of models, and generates quickly.

