

# Ray Dream 3D™ 1.0.2

## User Guide and Quick Reference Card Errata

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### QUICK REFERENCE CARD

On the Quick Reference Card, the Infinite Plane tool appears in its own tool group. This tool is now located on a flyout tool group, along with the other geometric primitives (sphere, cone, cube, etc.).

### USER GUIDE

Several errors were caught after the User Guide went to print. These errors have been corrected in the online help files and in the electronic documentation which appears on your CD in PDF format.

Page 44/Col 2: Click the extension button (key) before changing alignment settings.

Page 46/Col 1: The illustration is in Horizontal mode. During this point, of the tutorial, you will be in Time Line mode.

Page 48/Col 1: "5 Hold the Shift key and drag the oval to the right." should be changed to "Hold the Shift key and drag the oval to the left."

Page 77/Col 2: Step 2 "Shaders tab" should be changed to "Objects tab"

Page 253/Col 3: The controls for the Natural-Media (ThinkFish) renderer are as follows:

Line Color & Surface Color swatches: Allow you to set the line color and surface (fill) color of objects in the rendered image. These swatches are disabled if the chosen style uses objects' actual colors or preset line and surface colors.

Default Lighting checkbox: When this option is enabled, the actual scene lighting is ignored and default lighting is used.

Show Background checkbox: When this option is enabled, the Style's background is used. When it is disabled, the scene's background (as set in the Scene Settings:Effects tab) is used. This option is disabled if the chosen style does not include a custom background.

Line Thickness: Allows you to set the thickness of the lines in the rendering.

Sketchiness: Controls the length of the lines in the rendering. A high sketchiness setting results in longer lines, giving a looser, more hand-drawn feel. A low setting results in shorter lines, which produces smoother curves. Styles which are by their nature "sketchy" (e.g., Sketch 1, Sketch 2) tend to look better with higher settings. Styles which have continuous lines (e.g., Basic Draw, Silk Screen) tend to look better with lower settings.

Auto Preview checkbox: When this option is enabled, Ray Dream Studio automatically redraws the preview when you change settings.

Preview Scene checkbox: When this option is enabled, the actual contents of your scene are used in the preview. When it is disabled, a cube is used.

Refresh Preview button: Click this button to update the preview after changing the contents of your scene, or the Sketchiness setting.