

Beginning with 3DESIGN> jewel: The Basics



© Vision numeric SA. 2004

Copyright

Information contained in this manual is subject to change without notice and does not represent a commitment by **Vision numeric SA**. The software described in this manual is provided under license agreement and may be used or copied only in accordance with the terms of such license. No part of this publication may be translated, reproduced or transmitted in any form or by any means (electronic or mechanical) for any purpose without the express permission of **Vision numeric SA**.

Copyright © **Vision numeric SA** 2004 – R 040603

Important

Vision numeric SA shall not be responsible for any loss (including, but not limited to profits) or damages whatsoever arising out of or related to this manual, or the use of the product, or any use thereof.

Trademarks

Type3 is registered trademark of **Vision numeric SA**.

Microsoft, **Windows** are registered trademarks of the **Microsoft Corporation**.

Other trademarks that appear in this publication are the property of their respective holders.

Contents

OPERATING REQUIREMENTS	- 5 -
A. Hardware	- 7 -
B. Software	- 7 -
INSTALLATION PROCEDURE	- 9 -
A. Installation steps	- 11 -
B. Using the USB dongle	- 11 -
C. License activation	- 11 -
INTERNET CONNECTION	- 13 -
A. Installation via the Internet	- 15 -
B. Live updates	- 15 -
3DESIGN PHILOSOPHY	- 17 -
A. Launching the software	- 19 -
B. The Working area	- 20 -
C. The Work process	- 28 -
D. The Tree	- 33 -
E. Materials and reference elements	- 37 -
AN INTUITIVE HANDLING...	- 41 -
A. The Help System: a context-sensitive companion	- 43 -
B. Full 3D samples	- 45 -
C. Getting started with 3DESIGN	- 45 -
INDEX	- 47 -

Operating requirements

Hardware	7
Software	7



A. HARDWARE

- Processor 2GHz Pentium IV,
- RAM 512 MB,
- Available disk space 1 GB,
- Monitor/screen (resolution: 1024*768 in 16 bits),
- USB port or a Network card
- Video card: NVIDIA GeForce III (64 or 128 MB),
- Three-button mouse. If you have a two-button mouse, refer to the Appendix of the **3DESIGN> jewel Exercise book** to discover useful shortcut keys.

B. SOFTWARE

- Microsoft Windows 2000, Windows XP,
- Any Web browser if you want to download updates from the 3DESIGN web site and get Bonuses (to do so, it is strongly advised to have a high-bandwidth connection)!



These are the recommended minimum requirements. You may run 3DESIGN software with a less powerful configuration, but the calculation time will be higher and the software running less optimized (e.g., display delays).

Installation procedure

Installation steps	11
Using the USB dongle	11
License activation	11



A. INSTALLATION STEPS

You can install 3DESIGN software from the CD-ROM that we sent you. Just follow the instructions to install it correctly.

1. Close all programs.
2. Insert the 3DESIGN CD into your CD-ROM drive.
The installation starts automatically, if not, follow the steps 2b, 2c and 2d.
 - 2b. Run Windows Explorer.
 - 2c. Select your CD-ROM drive.
 - 2d. Double-click on **setup.exe**.
3. Follow the instructions displayed on the screen.
4. Once the installation completed, restart your computer.

B. USING THE USB DONGLE

The USB dongle plug-in does not require to turn off your computer. It is automatically taken into account.

Be careful, you have to unplug the USB dongle BEFORE installing the software. Plug it before launching 3DESIGN.

C. LICENSE ACTIVATION

Your 3DESIGN application may work with or without a dongle. If you use a dongle, the license is linked to it and can be transferred from a computer to another but always for a single user. On the contrary, if you do not have any dongle, the license is linked to the computer and cannot be transferred. In this case, it is necessary to have an Internet connection.

If you are connected to the Internet, the license is updated on the website and the application will automatically find it.

If you are not connected, open the license file (with the ***.lic** extension) that we provided you.

If you do not have this license file, send us your **User identifier** by e-mail and we will send you back the corresponding license file. To get your User identifier, just launch 3DESIGN, the **User identifier** code is displayed in the starting dialog box.

If you do not have a license file nor a dongle (in case you have just downloaded the software from our web site), then you will receive by e-mail a link that redirect you to the 3DESIGN web site to select and order your license.

Thanks to your Internet connection, you will be able to download 3DESIGN updates. This way, you will always have the most up-to-date version of the software.

Internet connection

Installation via the Internet	15
Live updates	15



A. INSTALLATION VIA THE INTERNET

You can download 3DESIGN software and its updates from the Internet.

Even if you have already installed 3DESIGN on your computer from the CD-ROM, you need to install it again via the Internet to update 3DESIGN.

To do so, connect you to the website <http://www.3designjewel.com>, select the **Try 3DESIGN** thumbnail and follow the instructions.

After filling in your personal data, you will receive an e-mail allowing you to enter the "3DESIGN Community". Connect you to the 3DESIGN web site thanks to the link given in the e-mail. You can then launch the installation of 3DESIGN.

If your license has not been activated yet, you need to do it. Refer to the corresponding section to know the activation process.

B. LIVE UPDATES

Thanks to your maintenance contract, you have the possibility to always have the most up-to-date version of the software.

As soon as the software is improved or when a new function is released, you can download the latest version without any delay.

Do not hesitate to contact our [sales department](mailto:salesdpt@type3.com) for further information (salesdpt@type3.com).

3DESIGN philosophy

Launching the software	19
The Working area	20
1. Tools and Edition modes	21
2. Views	23
3. Main Editor context menu	27
The Work process	28
1. Edition and selection	28
2. Selection order	28
3. Properties tab	30
4. Preview	32
5. Validation / Cancellation	32
6. Keeping track of your know-how	33
The Tree	33
1. The Part	34
2. The Rendering	34
3. Axes and planes	34
4. Icons	35
5. Tree context menu	36
Materials and reference elements	37
1. Material database	37
2. Catalog	39


In this chapter, you will find a quick description of the 3DESIGN architecture. Get the gist of it and afterwards find out more by yourself...

A. LAUNCHING THE SOFTWARE


When you run the software, it opens on a web page. Then, you have two options: to visit the **3DESIGN**

homepage  or to start working!


The 3DESIGN homepage presents information about the

product , the possibilities it offers and the results you may obtain. On this page, you will have at your

disposal some examples  and general information

 about the software running before creating your own pieces.

If you prefer to start working at once, create a new part, a new sketch, or open a recent document, click on the

corresponding icon .

Even if you want to start working on an imported document, you need to create a new part before. The import and export formats are for example: IGES, STEP, VDA-FS, SMS SAT files...

For some functions, you may import *.jpg, *.gif, or *.png files.

Finally, you can save your work in the 3DESIGN format: *.vtf.

All managing files possibilities are available under the *File* menu.

You can open several windows at the same time. The windows can edit the same document or each window can edit a different document.

To open another window when one is already working, select the *Window* menu > *New window*.

Be careful, working with several windows requires more resources from your computer; make sure it is powerful enough before starting several sessions.

(See **I. Operating and System requirements**).


B. THE WORKING AREA

The four available tabs are the **Tree**, the **Properties**, the **Tools** and the **Help system**. They can be customized as you like.

For each window, you can display any tab you want and this way, you can set your own configuration, the most convenient for you. The size of the windows can also be modified, the central window, the **Main Editor**, adjusts automatically.

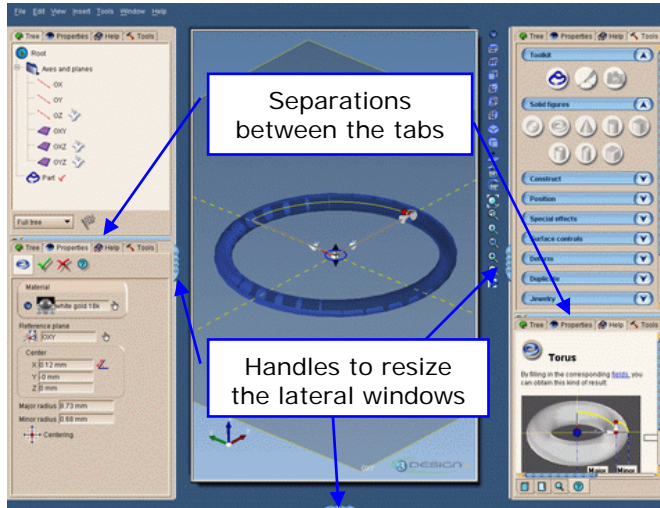
If the size of your lateral window is too small, the tabs may not be visible, then move them with the tab arrows



When using the splitting arrows , you can maximize or minimize a tab or get back to its previous size.

The **Windows** menu enables you to work in full screen or in a resizable window.

Concerning the help system, you can display different sections at the same time (see section **IV. A. Help system**).



1. Tools and edition modes

a. Tools

The work environment is very dependent on the current job. Different tools are available for each edition mode. If you are working on a part or a sketch (what we call a document item), you do not have access to the same tools.

It is obvious that some tools are usable for any document item and thus are always available.

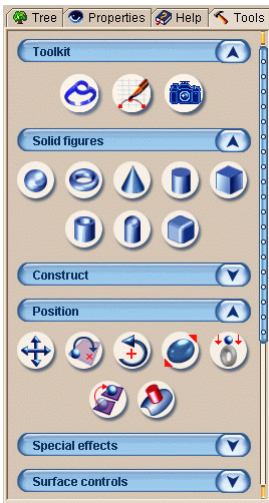
Many tools can be found both in the menus and in the **Tools** tab. For example, the **Insert** menu indicates you all available shapes that can be created according to your current Edition mode.

When tools appear in gray, they may be available for the current document item but they are inactive because your selection has not been done completely or the previous operation is not completed.

If you do not understand how to run a function, do not hesitate to refer to the help system.

Here are the tools of the ...

Part module and of the... Sketch module



When clicking with the mouse wheel (or the central button if you got a three-button mouse) on a section title, i.e. one blue bar, all other tool boxes close and only the one you select remains open.

b. Edition modes: Part, Sketch or Rendering

You can work in 3D in the *Part* module, draw profiles or shapes in the *Sketch* module or make nice renderings in the *Rendering* module.



The *Part* module

This module enables you to create surfaces and solids such as spheres, cylinders, swept surfaces, etc. and to act on them by applying mirrors, Boolean operations,

duplications, etc. If you are in the *Sketch* module, you only have to double-click on *Part* in the Tree to switch back to the *Part* module.



The *Sketch* module

With this module, you are able to draw by freehand curves, geometrical figures, symmetrical curves, etc. that you can use afterwards in the *Part* module as a profile or an extrusion path. To get into the *Sketch* module, you would be well-advised to select first the plane in which you will work in the *Sketch* module and then click on the **Sketch** icon in the **Toolkit** section. If no plane is selected, the OXY plane is assigned by default.

To exit the Sketch module and get back to the Part module, you can either double-click on Part in the Tree or



click the **Exit current editor** icon




The *Rendering* module

When working in the rendering module, you will be able to use very nice visual effects, to apply textures or to create an environment to set off your object. At the end, you will get a realistic rendering of your creation.

2. Views

a. Displaying mode

When you open a new part, the default plane is the OXY plane (OX and OY axes visible). To display the hidden

planes and axes (symbolized by a Ghost ) , you only have to right-click on each of them and to select the *Show* option in the context menu.

When a plane is selected, its name appears in **blue** and **italic** characters and the axis or the plane itself turns blue.

You can change the view angle by right-clicking on the planes - or on the XYZ arrows - and moving them to the desired position.

You can make your object spin round: right-click on it and drag the mouse quickly on one side outside the Main editor, the object starts to turn round on itself. Just click in the Main editor to stop it.

If you want to focus on a particular area of your plane, click the wheel **and** the right button of your mouse and, without releasing them, drag your plane on one side or the other.









The XYZ arrows are always visible in each viewport and enable you to know the exact direction of the axes, if they do not appear clearly in the planes.


What you see in the Main Editor is always reflected in the Tree, in the **Axes and planes** folder. Please refer to the section **IV. C. 3. Axes and planes**.

b. View angles

You can find as well at your disposal a wide range of different views and zooms. They are located on the right-hand side of the Main Editor. You are therefore able to see

any side of your creation (top , bottom , front , back , right , left ). It is also possible to


have a perspective view  or to come back to the


starting view, i.e. the isometric one . Each view is associated with a shortcut key to facilitate its use, e.g. the shortcut of the Perspective view is **Ctrl+8**.

When working on a complex object, use the views to select one of its "hidden" sides. For example if you want

to twist your object vertically, it would be easier to select the top side if you have a top view.

You also have the possibility to turn the view in the

clockwise direction  or in the counter-clockwise

direction .

All these view options are also available in the **View** menu.

c. Viewports 

Many possibilities are at your disposal to customize the display of the working environment. You can get only one display of your work in the central screen (**Main Editor**), but you can also divide it up in different ways to get a different representation. Many displaying modes are available, and you can switch from one to the other any time you want. The same way, you can modify the position and size of the various tabs.

To see simultaneously different sides of your creation, you also have the possibility to split up the Main Editor into two, three or four spaces. The numerous options available in the menu will enable you to keep one view static, to work in another one and, for example, to turn the object in a third one in order to visualize the changes you have just made.







Thus you can set the views number and position (e.g., the main one on the left with two small views on the right, or the main one at the top with three small views at the bottom). But it is also possible to decide which side of the object will be displayed, for example, when you split the window into two vertical spaces, you can have the isometric and top views or the front and right views.



Click and try

In the **View** menu, select the **Viewport layout** command, then select **Other viewport layout** and finally the **Three vertical VP (L)** option. This means that you will get three different views of your object and two of them will be on the left hand side.

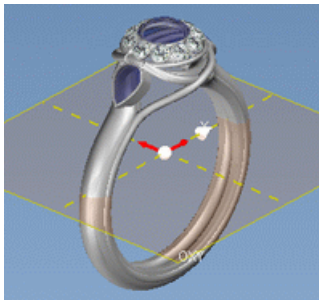
d. Zooms

You can use as well several zooms, such as a zoom in  or out , a zoom with a scale of 1  (i.e. a view of the normal size of the object) or with a scale equals to 10 , a zoom on the selection  or a global zoom  (on the whole plane). Zoom commands are also available in the **View** menu. Once you start to zoom, click in the Main Editor to stop it. You can also zoom using the mouse wheel or the shortcut keys **Ctrl with +** of the numeric keypad to zoom in and **Ctrl with -** of the numeric keypad to zoom out.

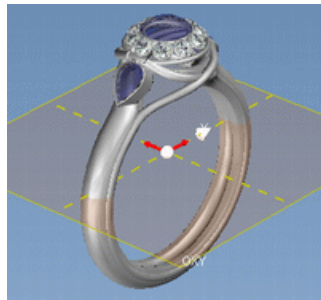
e. Perspective

It is also possible to choose between two perspective views to visualize your creation: the **Perspective** view or the **Orthogonal** view. The Perspective view is much more pleasing to the eye; it is a natural view with vanishing lines. The Orthogonal view is more precise, and makes the alignment of items easier. They may seem to be very similar according to your zoom setting.

Two different views:



... the orthogonal view



... and the perspective view.

3. Main Editor context menu

When working in the Main Editor, you can easily act on the elements by using their context menu. To do so, select an item (it turns blue) and right-click.

As for the context menu of the Tree items, you can *Edit* or *Delete* them and you can change their appearance: *Hide*, *Show* and *Freeze* options.

In addition to this, it is possible to zoom on the object you are pointing at.

C. THE WORK PROCESS

1. Edition and selection

To select an item, you can click on it in the Main Editor or on its name in the Tree. A *selected* item, a plane, an axis, a 3D or 2D object... appears in blue in the Main Editor and its name is also displayed in blue and italic in the Tree.

Before selecting, if you want to be sure that you are going to select the right object, just let your cursor on it (without clicking). The object you are pointing on is highlighted. It appears in gray in the Tree.


An *edited* item is displayed with a red tick next to it in the Tree. To edit an item, you have to right-click on its name and to choose the *Edit item* option in the context menu. You can also double-click on it. Both actions can be carried out in the Tree or directly in the Main Editor.


Selecting an item is necessary when you want to apply a function on it or when you want to modify it.

You need to edit an item if you want to modify its parameters.

2. Selection order

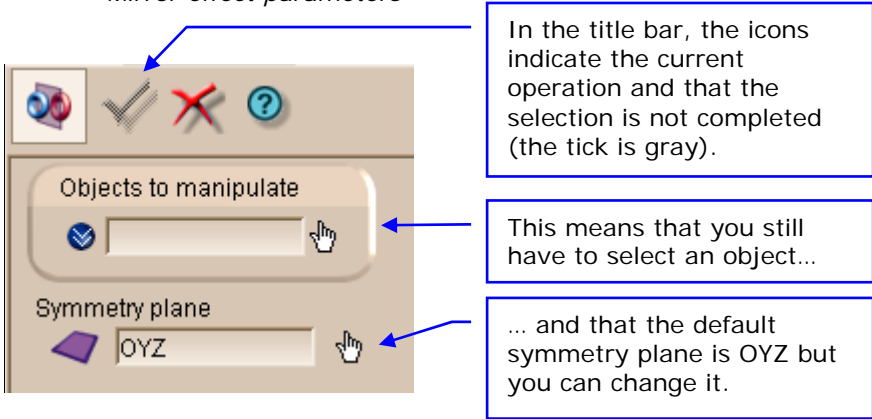
When you want to run functions that require various items, the selection order of these items is clearly indicated in the **Properties** tab. Each item to be selected

is represented by a small hand . From top to bottom, you can then easily select all required items to run the function properly.

To select an item, first click on the hand; it turns red . Then you can either click on the item in the Main Editor or click on its name in the Tree. The latter way of selection is very practical when your object is made of numerous elements.

Moreover, you always know what kind of item you have to select since the corresponding icon appears at the beginning of the line.

Mirror effect parameters






The image shows a software dialog box titled "Mirror effect parameters". At the top, there is a title bar with four icons: a 3D object, a checkmark, a red X, and a question mark. Below this, there are two main sections. The first section is labeled "Objects to manipulate" and contains a double arrow icon on the left and a text input field with a hand cursor on the right. The second section is labeled "Symmetry plane" and contains a purple square icon on the left and a text input field containing "OYZ" with a hand cursor on the right. Three blue callout boxes with arrows point to these elements: the top box points to the title bar icons, the middle box points to the "Objects to manipulate" input field, and the bottom box points to the "Symmetry plane" input field.



In the title bar, the icons indicate the current operation and that the selection is not completed (the tick is gray).

This means that you still have to select an object...

... and that the default symmetry plane is OYZ but you can change it.

Some icons are displayed in the **Properties** tab to indicate the number of items you may select.

When you see this **Warning** sign  , it means that no item is selected. The **Add** icon  enables you to add objects when working in the *List* mode. First click on the Add icon then select one item. The **Remove** icon  - when active- allows you to suppress items. When no more items can be suppressed, it turns gray.

When additional parameters can be set or to select several items, click on the double arrow  to display the entire parameter box. Then you can close it with another click on the double arrow  once you have entered all parameters.

3. Properties tab

For any item, you can see and change its parameters. When editing an item, its parameters appear in the **Properties** tab, where you can change its position and dimensions.

To define the position of your item, you have to enter the coordinates of its center, or the ones of the center of its base. It is possible to center automatically the item by

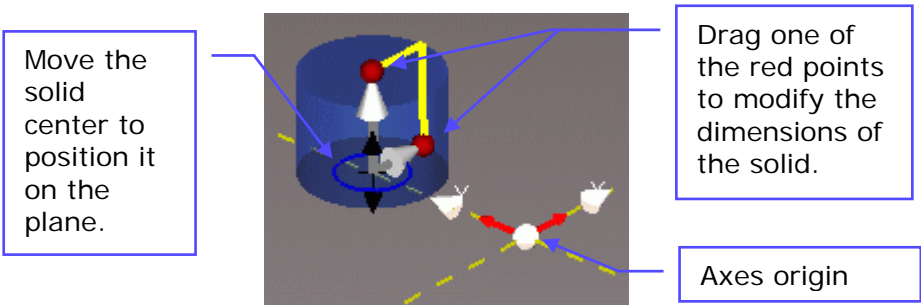


clicking on the corresponding icon .

The dimensions of the items can be given in positive or negative values.

You also have the possibility to modify your item by freehand: when you edit it, it appears with a small blue circle that represents its center and indicates its position. By dragging the black arrows, you modify its Z coordinate. By acting on the red points, you can enlarge or reduce the size of the object.


How to modify a solid by freehand:





Click and try





Click on the **Cylinder** icon , then, in the Main Editor, click once to position the center of the base of the cylinder. Drag the cursor laterally to define the radius and then vertically to define the height of the cylinder.

Now, you can move the whole cylinder: click on the




blue circle and drag it laterally or click on the small black arrows to move the cylinder vertically.


You can also adjust the size of the cylinder by clicking one of the red points  and dragging it.

When the cylinder has the correct size and positioning, click on the green tick  in the **Properties** tab to validate it.


By default, the material assigned to any new item is the one chosen when launching the software for the first time. Nevertheless, you can change it at any time: this option is available for the **Solid figures** at the top of the

Properties tab. Just click on the hand  next to the name of the material to make the corresponding dialog box appear. For any other item, you can change the


material with the **Set material** function .

You also have the possibility to **Ungroup** an object **by material** .


(See the section about the **Material database** to know which are available and what you can create).


It is also possible to apply a texture on an item. By clicking on the double arrow , you can visualize the four ways to apply the texture: according to the UV axes of the surfaces, spherically, cylindrically (around an axis) or in a planar way.

4. Preview

For many tools or when re-editing an item, you can have an idea of the final result without validating by clicking on the **Eye** . It allows you to preview the resulting object while keeping the possibility to modify the parameters.

5. Validation/Cancellation

When you create an item, you always have to validate its properties by clicking on the **Green tick** . If you decide to cancel the operation, just click on the **Red**

cross  to quit the dialog box. If you do not close the dialog box, you will not be able to run another function.




For all re-edited items, you can change the parameters, but, to apply these modifications, you have to validate them with the green tick. The latter becomes active when the change is taken into account and visible in the central window (if it is inactive, just click in another field to apply the changes).

If you decide not to validate your modifications, you can close the dialog box by clicking on the red cross and the original values will be kept.


When validating changes of the original parameters, you will need to recalculate the following operations. Simply





click on the **Flag** .
(See the section **IV C. 4. d. Calculators.**)

6. Keeping track of your know-how

To remember how you manage to carry out a task or to show it to your co-workers, you can make a screenshot or even a movie of your job. Available in the **View** menu, you can save your **Screenshot to the Clipboard**  or **to a File**  or launch the recording of the **Movie** .

D. THE TREE

The **Tree**  gathers all actions carried out since the moment you open your document. It is possible to display it in three different modes: **Full tree** (all operations), **Simplified tree** (the two first levels of operations) or **Compact tree** (first level of operations only). The Root is divided in two sections: one for the part, i.e. the object you are creating, the other one for the planes and axes. A third section appears for the Rendering once you have made it.

-  The **Root** (to go back to the 3DESIGN Home page)
-  **Axes and planes** folder
-  **Part** section
-  **Rendering** section

1. The Part

When creating objects, surfaces, solids, etc. or importing jewelry items, all operations appear in the Part section. A specific folder is automatically generated when you create curves and geometrical shapes in the Sketch




module, that is the **Sketch** section.

The last operation performed is always on top of the list.


Even if an operation is included in another one, you can still see and change its parameters. The software then indicates that it is necessary to recalculate the previous operations. See the following section (4.d) on the **Calculators**.

2. The Rendering

Once you have carried out a Rendering, the corresponding

branch appears in the Tree . For this rendering, you may set various parameters such as the anti-aliasing, a shadow effect or a photo effect. You get an idea of the final result of your creation that you can pass on to your partners and customers.

3. Axes and planes

By default, you have at your disposal in this folder  the three reference planes: OXY, OXZ and OYZ and the three reference axes: OX, OY and OZ.

Only the OXY plane and OX and OY axes are visible when you start the software. You can add one or several planes and axes, as many as needed; they do not appear in this section but in the **Part** section.

4. Icons

a. Red tick: Item in edition

To edit an item in the Tree, you can double-click on it or you can also right-click on it and choose *Edit item* in the context menu.

When an item is edited, it means that you get access to its parameters. A red tick appears next to the name of the item.

b. Ghost: Hidden item

You can alternately hide or show an item. Right-click on the item and choose between *Hide* or *Show* in the context menu. When an item is invisible, it is displayed with a small ghost next to it.

c. Snowflake: Frozen item

You can freeze an item, i.e. you can isolate it in order to “protect” it when carrying out an operation on the entire part. This function is also useful to make items transparent so you can see entirely elements that are partly hidden.


A frozen item appears with a snowflake next to it.

d. Calculators / Flag : Recalculation after modifying parameters

When changing the parameters of what we could call a “sub-operation” (an operation inside another one) you usually need to recalculate the following operations. In this case, the operations that need to be recalculated are displayed with a calculator next to them and the flag becomes active. By clicking on the flag, all operations previously displayed with a calculator are recalculated.




5. Tree context menu

You can easily open the context menu of an item by right-clicking on it. Then you have many possibilities such as:

- Zooming on an item ,
- Hiding it,
- Showing it or
- Freezing it.

The *Show* option enables to cancel both *Hide* and *Freeze* options (see above the **Icons** section).

It is also possible to

- Delete the item ,
- Rename it ,
- Transform it into a Basic element. The obtained entity will have no history, no properties and, consequently cannot be reedited. You can keep a composite element (with sub-elements, that can be ungrouped or filtered) or just a solid,
- Set it as a Reference object. This is very useful when you apply functions on an object and you want to recover it with all its properties so as to reuse it,
- Edit it , i.e. displaying its parameters or
- Replace it.



Click and try

In the **Tree**, select the **OXY plane**.

Right-click on it to display the corresponding context menu. In this menu, choose the **Hide** option.

The plane is not visible any more in the Main Editor but is still present in the Tree. Only the **OX** and **OY axes** remain visible.

The fact that the item is hidden is represented by a

Ghost  .

E. MATERIALS AND REFERENCE ELEMENTS

1. Material Database


The **Material database** is accessible in the *Tools* menu. A dialog box opens where you can find all available materials. They are divided into two groups. One is fixed and made of the materials supplied with the software; the second group is yours! You can create your own materials.

Any newly created material can be edited (to modify it), suppressed or renamed. You also have the possibility to add folders to classify the materials according to your needs, e.g. Precious metals, Gems, etc.

To create a material, select the **User data** folder and click





on the **Add** icon . The **New material** appears in the

User data folder. Double-click on it or edit it  to open the second dialog box to set the parameters. When re-editing a material, its parameters appear in the same

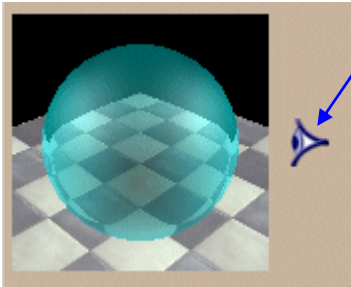
dialog box. You can then modify them and preview the result.

You also have the possibility to use the pre-defined materials: select one of them, copy it by clicking the

corresponding icon  , select the **User data** folder and





paste the material  , you can then rename it and modify it to adapt it to your needs.

Editing and modifying a material



Each time you modify a parameter, you can visualize the possible result by clicking on the Eye.

Many parameters are available such as:

- the shape (ball or box) ,
- the color  –you can use an image instead in order to create a texture effect - ,
- the diffuse light  ,
- the specular effect  ,
- the transparency  ,
- the reflection effect ,
- the density, etc...

You can also visualize the material with a ground, a background and shadows, which is advisable for some of these parameters.

Parameters are presented as drop-down fields, just click on the double arrow to open or close a field.

It is important to set accurately these parameters because they have an influence on the quality of your rendering.

2. Catalog



The **Catalog** contains elements that are standard components for rings, pendants, earrings, bracelets... or items that can help you in your creation such as pre-drawn sections or rendering tools.

It is also possible to import rings that are already completely made.

You have the possibility to create easily any kind of jewels using the Catalog. There, you will find a lot of settings, stones, rings... at your disposal.

You can use them to realize your project but you can also add items you created if you use them frequently. Then you can expand this component database as you need. This way, you can create a whole set of jewels. You only need to save them as symbols.

It is very easy to export a symbol. Once you created the item you want to export (a ring, a link, etc.), select *File* menu > *Export* command. Give a name to your symbol and choose the ***.smb** format. A dialog box gets displayed that allows you to create a small image that will illustrate your symbol in the Catalog.


The JPG file format is automatically applied to the image. Both elements (the symbol and the image) are stored in the directory.

Here is an example of a ring creation with three standard components:




Click and try



Click on the **Catalog** icon . A dialog box gets displayed where you can choose to import a ring, a setting, a stone, etc. Double-click on the item you want to import.

In the **Properties** tab, the name of the item appears at the top of the tab and you can then choose the reference plane, the size and the position of the item. Any change in the properties is automatically visible in the Main Editor, so you can act very precisely.


When completed, validate the import by clicking the green tick .

An intuitive handling...


The Help System	43
1. Context-sensitive help	43
2. Automatic context-sensitive help	43
3. Help in the Properties tab	43
Full 3D samples	45
Getting Started with 3DESIGN	45



A. THE HELP SYSTEM: A CONTEXT-SENSITIVE COMPANION

Thanks to the different tabs, you can display the content of the topics in one tab and the table of contents in another one. Therefore you are able to work by following the instructions of the help topic that corresponds to your current operation. The Help tabs  may be interactive or not.


1. Context-sensitive help

To activate this help mode, you have to select the *Context help* command in the *Help* menu or press **Shift+F1**. The cursor turns into a question mark , then you can click on the icon of which you want to get the explanation.

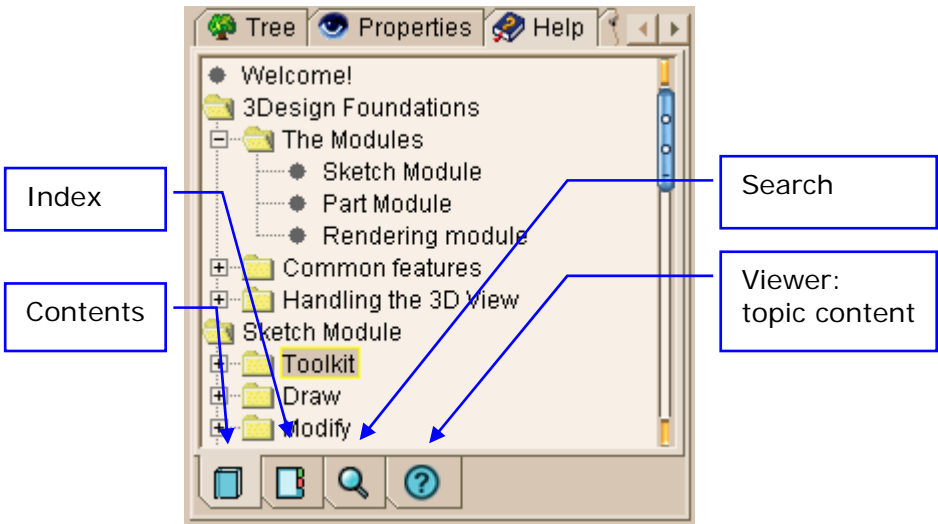
2. Automatic context-sensitive help


As a faithful companion, the context-sensitive help starts automatically on the appropriate topic when the cursor remains a few seconds on a tool. It is active by default, but you can deactivate it by pressing **Ctrl+F1** or deselecting *Auto-context help* in the *Help* menu.



3. Help in the Properties tab


When launching a function, you can call the help whenever you need by clicking on the Help icon  of the function **Properties** tab.

What are the Help tabs for?



 *Click and try*

In one lateral window, open the **Help** tab on the **Content** thumbnail . In another lateral window, open the **Help** tab on the **Viewer** thumbnail .

Now, let your mouse cursor a few seconds on an icon, for example, the **Rotation** icon .

The content of both **Help** tabs is updated, the corresponding topic gets displayed in the **Viewer** part, and the title of the function appears in the **Content** (i.e. the table of contents).

B. FULL 3D SAMPLES

You have at your disposal some 3D examples that will show you how easy it is to create jewels in 3DESIGN. They

are available from the 3DESIGN homepage  . Click

on this icon  to display the page.

C. GETTING STARTED WITH 3DESIGN

In order to discover the numerous possibilities of 3DESIGN, you can work on exercises especially created for you. They are available in the **3DESIGN> jewel Exercise book**.

Follow carefully the different steps that will guide you through the creation of simple examples. You will quickly understand how to use the many tools at your disposal and you will be fully capable to carry out your own projects.

Index



A

Axes, - 23 -
Axes and planes folder, - 34 -

C

Calculator sign, - 35 -
Catalog, - 39 -
Context menu
 Main Editor, - 27 -
 Tree, - 36 -

D

Displaying modes, - 23 -

E

Edition of an item, - 28 -

F

File formats, - 19 -
Flag sign, - 35 -
Freeze, - 35 -

G

Ghost *See* Hide

H

Hardware requirements, - 7 -
Help system, - 43 -
Hide, - 35 -

M

Main Editor, - 25 -
Material Database, - 37 -

P

Parameters *See* Properties
Part module, - 22 -
Part section, - 34 -

Planes, - 23 -
Preview, - 32 -
Properties, - 30 -

R

Rendering module, - 23 -
Rendering section, - 34 -

S

Selection order, - 28 -
Selection signs, - 29 -
Sketch module, - 23 -
Snowflake *See* Freeze
Software requirements, - 7 -

T

Tabs
 Help system, - 43 -
 Properties, - 30 -
 The Tree, - 33 -
 Tools, - 21 -
Tree, - 33 -
Tree signs, - 35 -

U

Updates, - 15 -

V

Viewports, - 25 -
Views, - 24 -

W

Window, - 20 -
Working area, - 20 -

Z

Zooms, - 26 -

