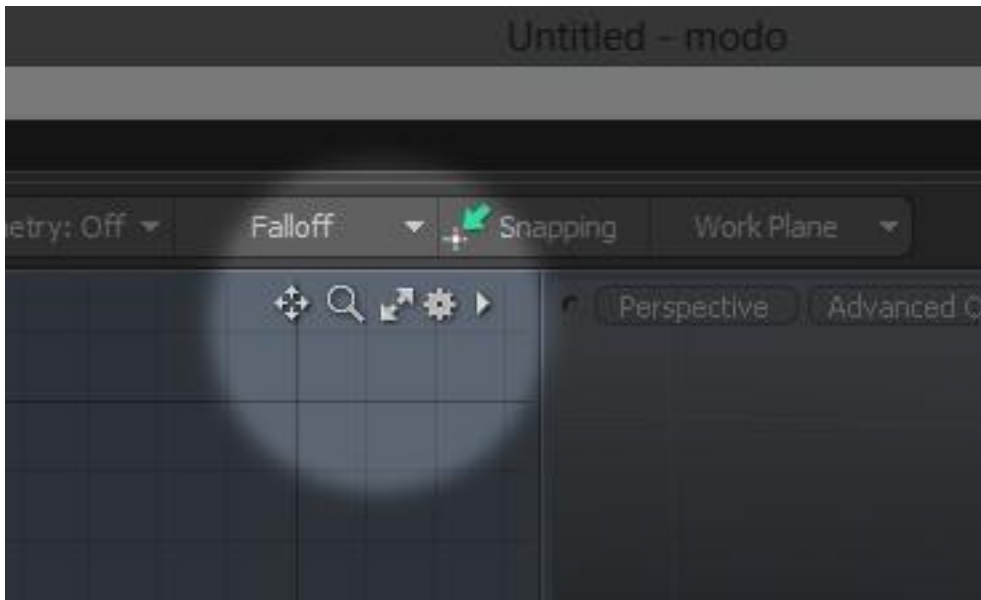
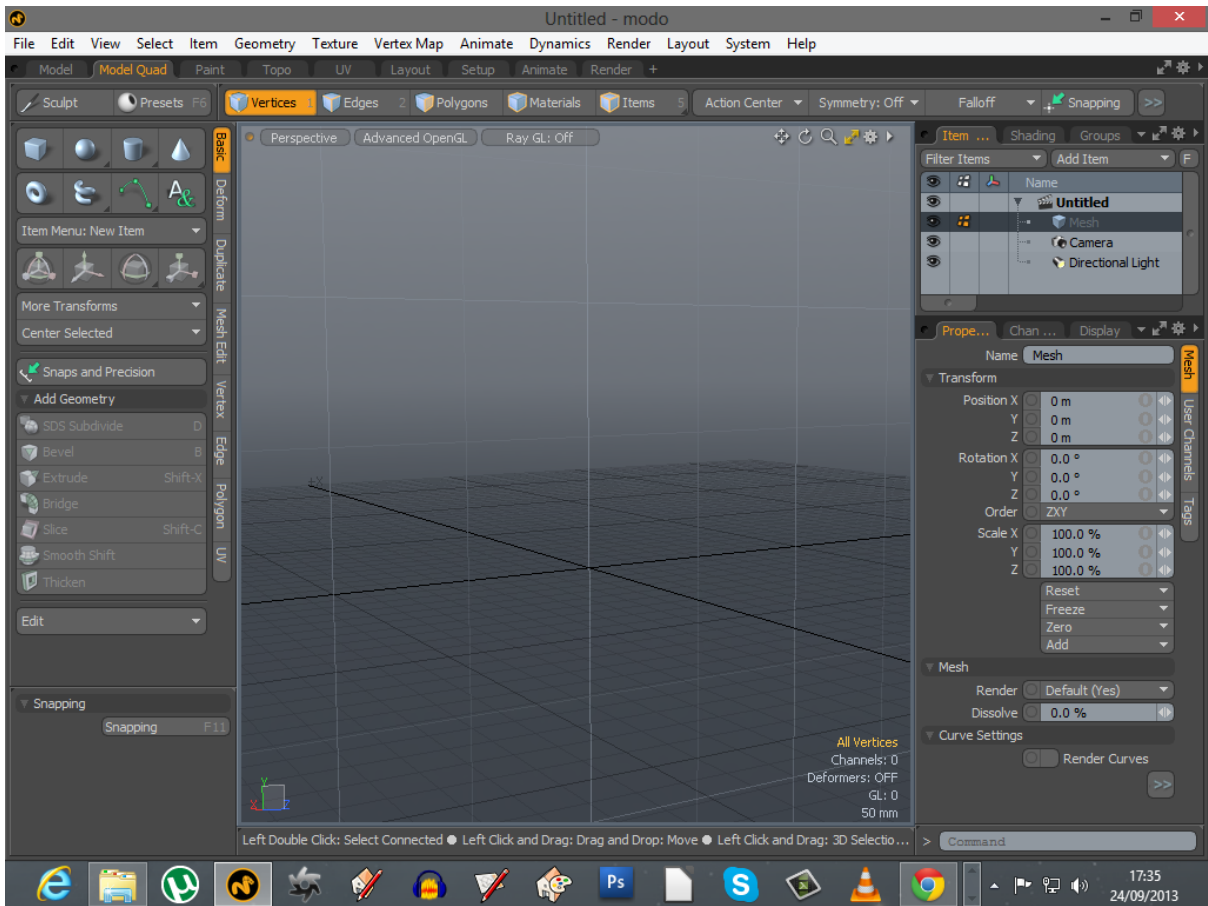
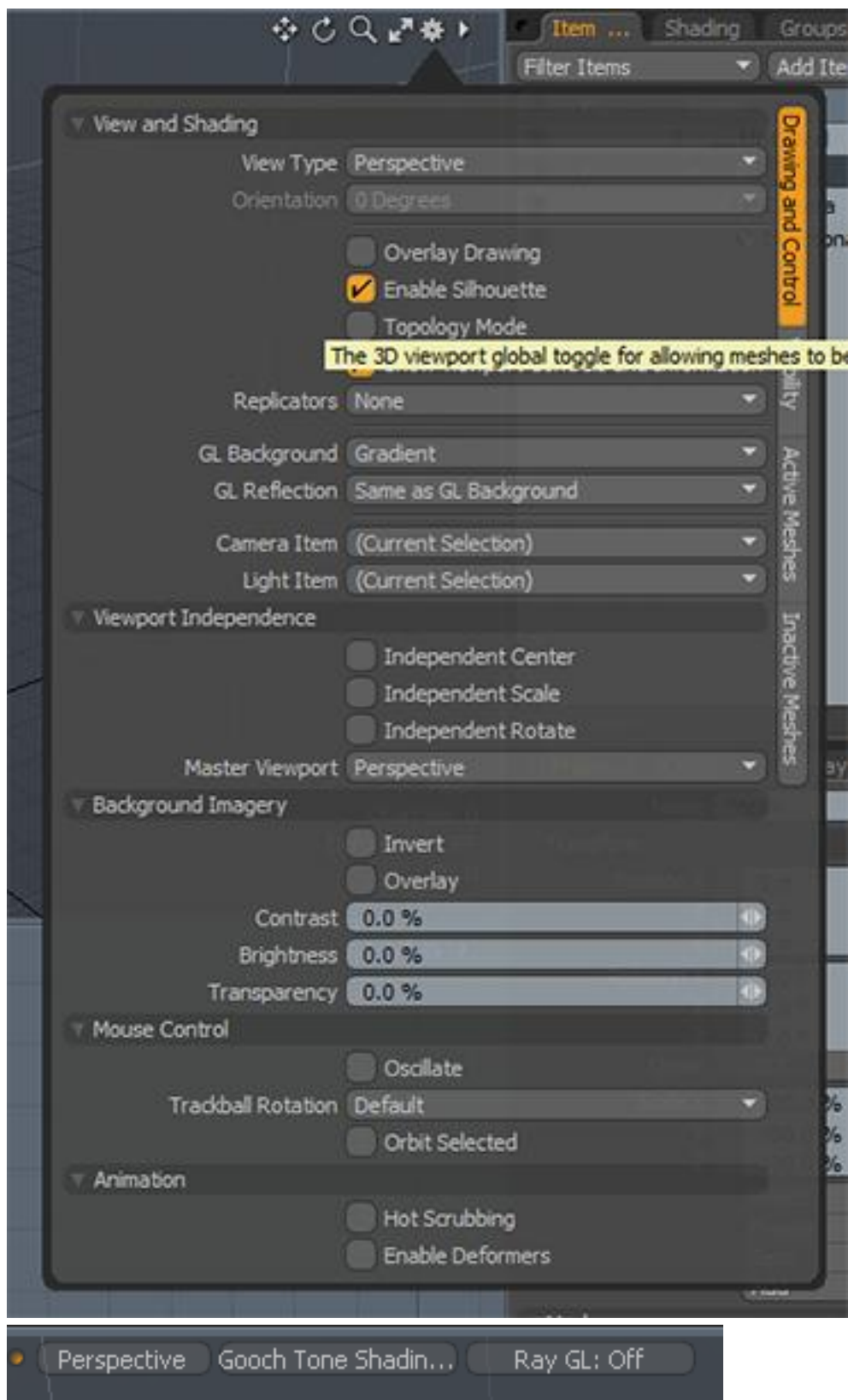
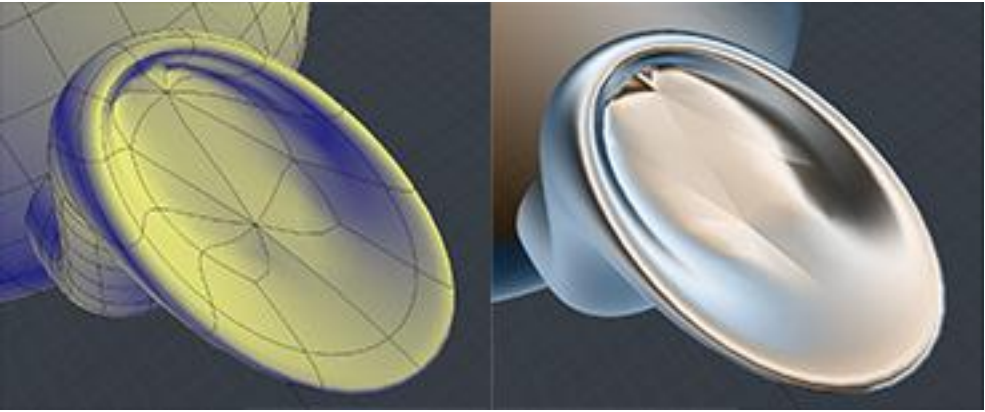


Chapter 1



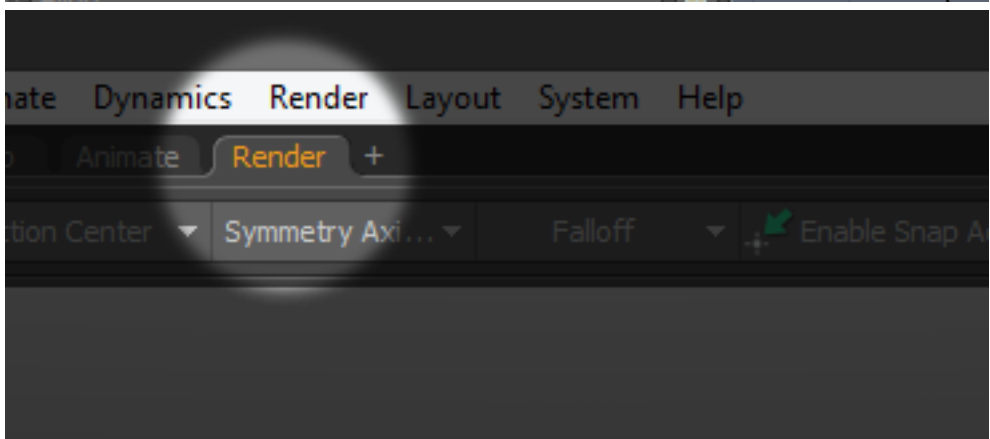
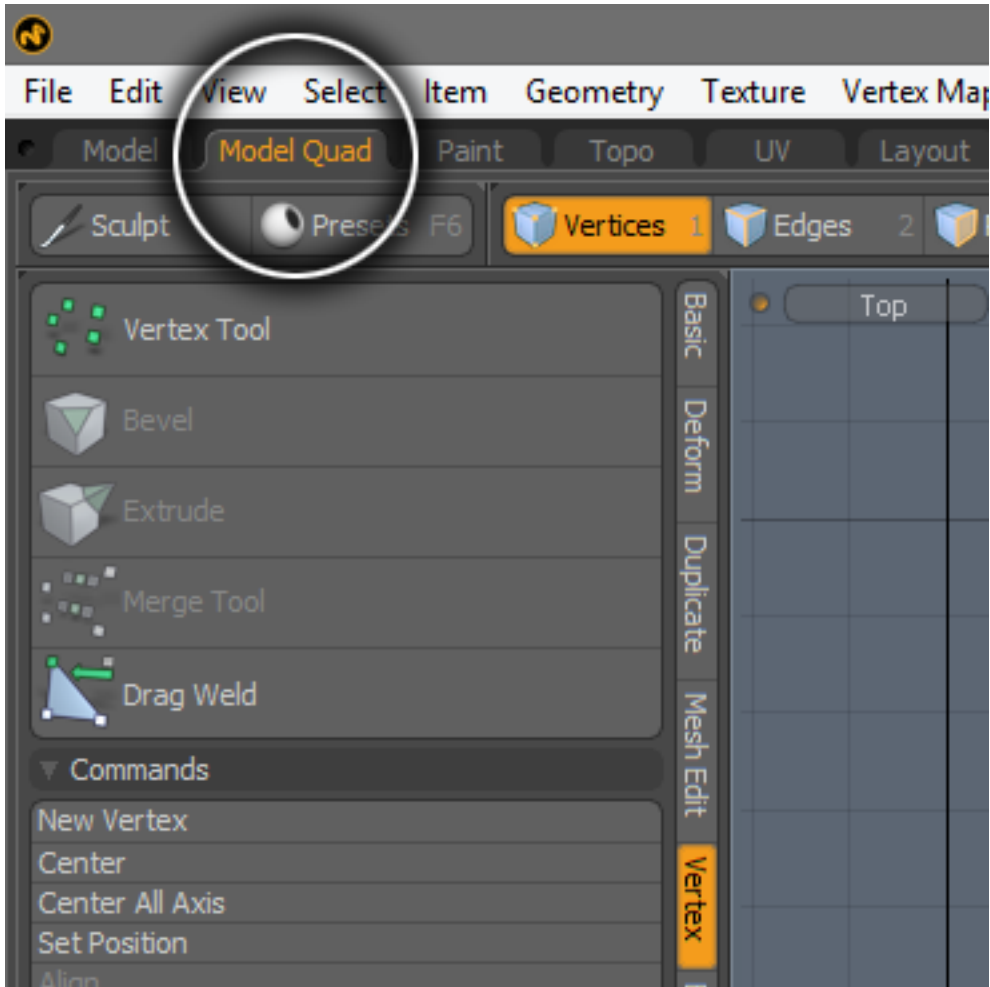


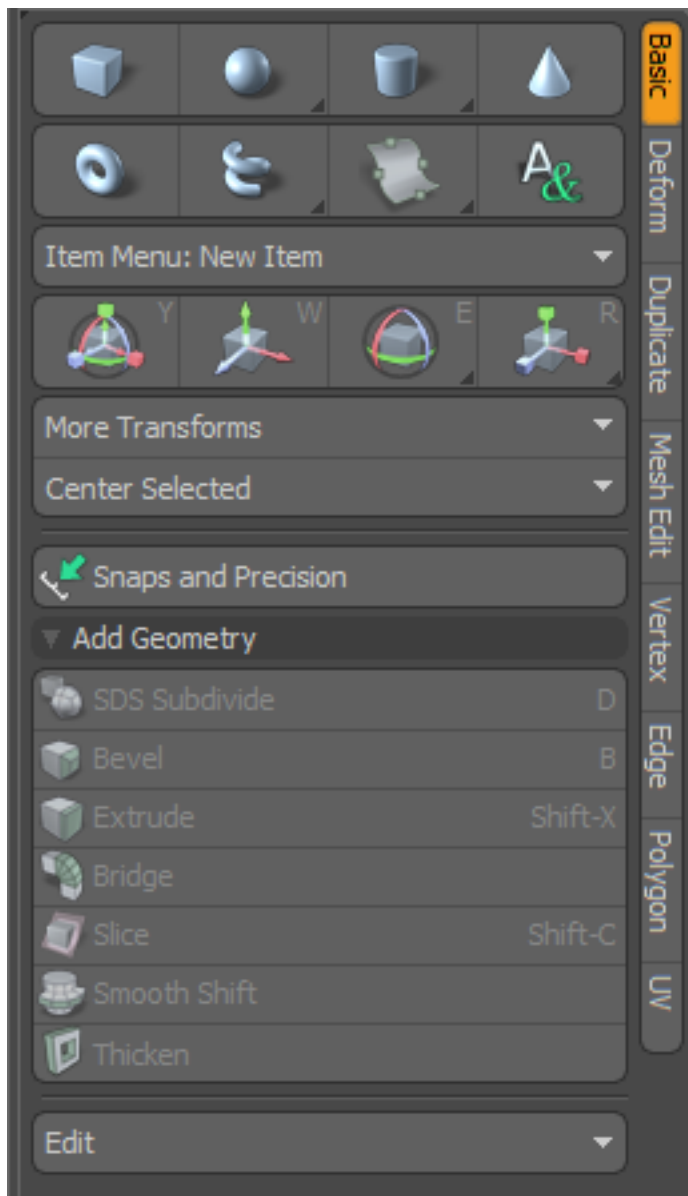
- Wireframe
- Solid
- Vertex Map
- Shaded
- Texture
- Shaded Texture
- Advanced OpenGL
- ✓ Gooch Tone Shading
- Cel Shading
- Reflection

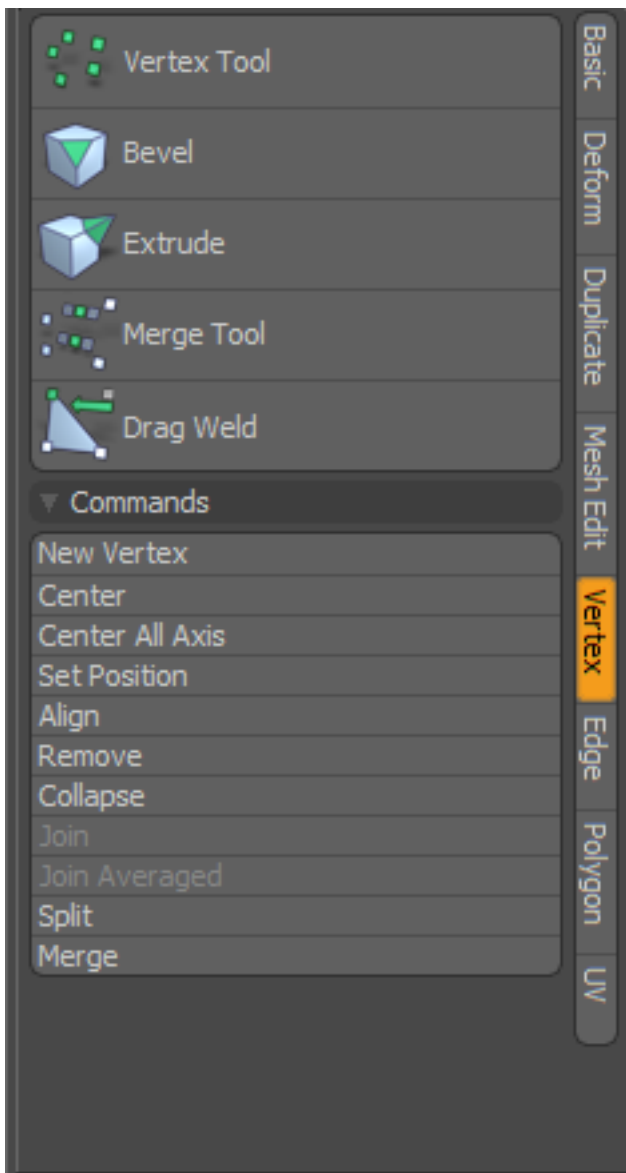









File Edit View Select Item Geometry Texture Vertex Map Animate Dynamics Render Lay


Model Model Quad Paint Topo UV Layout Setup Animate Render +









 Extrude	Basic
 Extend Z	Deform
 Bevel	Duplicate
 Bridge	Mesh Edit
 Slide	Vertex
 Add Loop	Edge
 Add Point	Polygon
▼ Commands	
Spin V	UV
Collapse	
Remove	
Join	
Join Averaged	
Split	
Grow Quads	
Fill Quads	
Split Normals	

 Extend















 Bevel




 Bridge

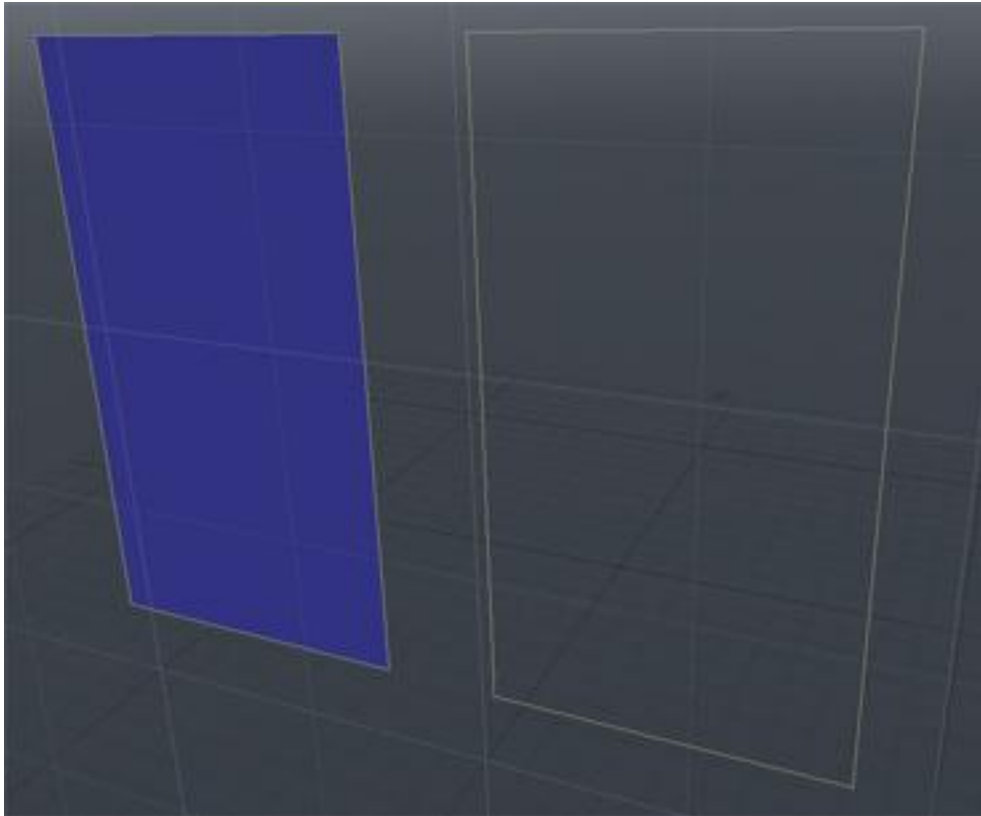
 Slide

 Add Loop

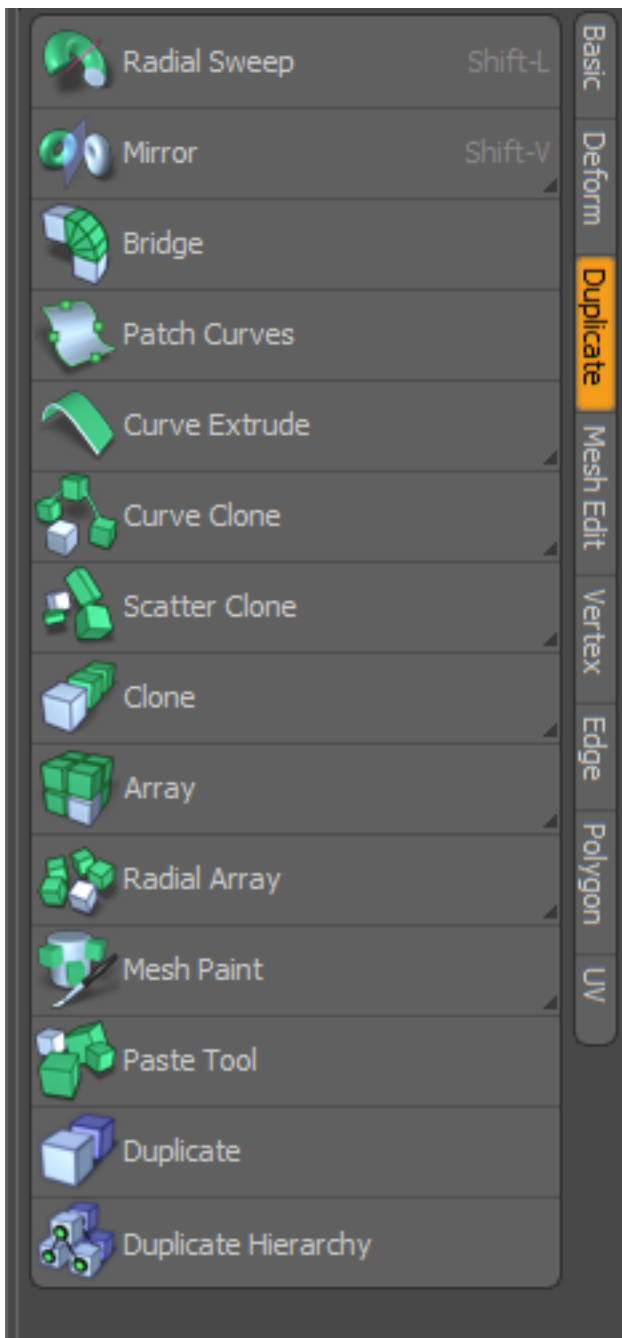
Remove











 Radial Sweep	Shift-L	Basic
 Mirror	Shift-V	Deform
 Bridge		Duplicate
 Patch Curves		Mesh Edit
 Curve Extrude		Vertex
 Curve Clone		Edge
 Scatter Clone		Polygon
 Clone		UV
 Array		
 Radial Array		
 Mesh Paint		
 Paste Tool		
 Duplicate		
 Duplicate Hierarchy		





 Bevel
 Smooth Shift
 Bridge
Flip

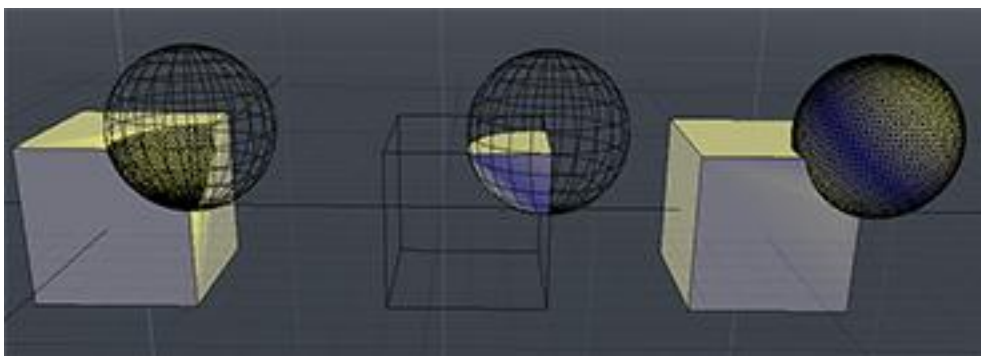
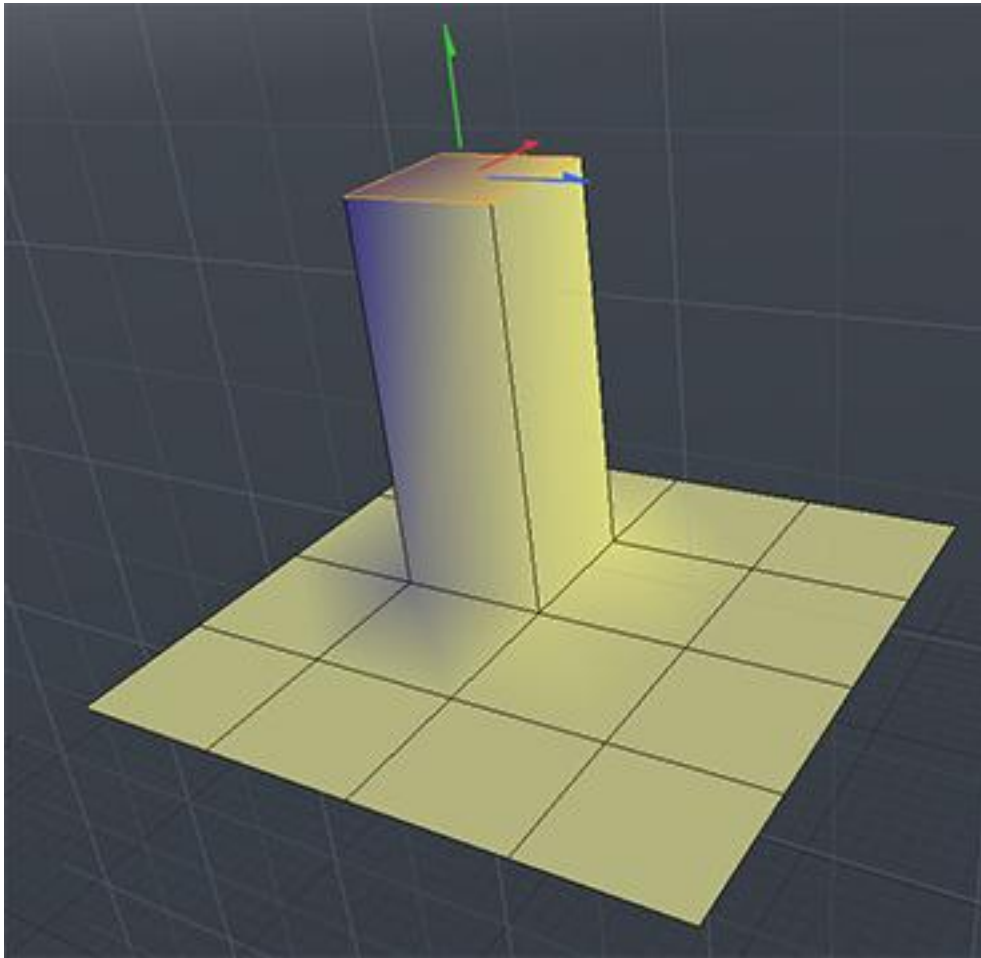


Set Material



 Slice	Shift-C	Basic
 Curve Slice		Deform
 Edge Slice	C	Duplicate
 Pen Slice		Mesh Edit
 Loop Slice	Alt-C	Vertex
 Axis Slice		Edge
 Julienne		Polygon
 Tack Tool		UV
 Bevel	B	
 Extrude	Shift-X	
▼ Commands		
Subdivide		
Boolean		
Solid Drill		
Axis Drill		
Mesh Cleanup		

 Edge Slice
 Pen Slice
 Loop Slice
 Extrude



Item List Shading Groups Images +

Filter Items Add Item F

Eye	Grid	Color	Name
Eye			▼ Untitled
Eye	Grid		Mesh
Eye			Camera
Eye			Directional Light

Properties Channels Display Lists +

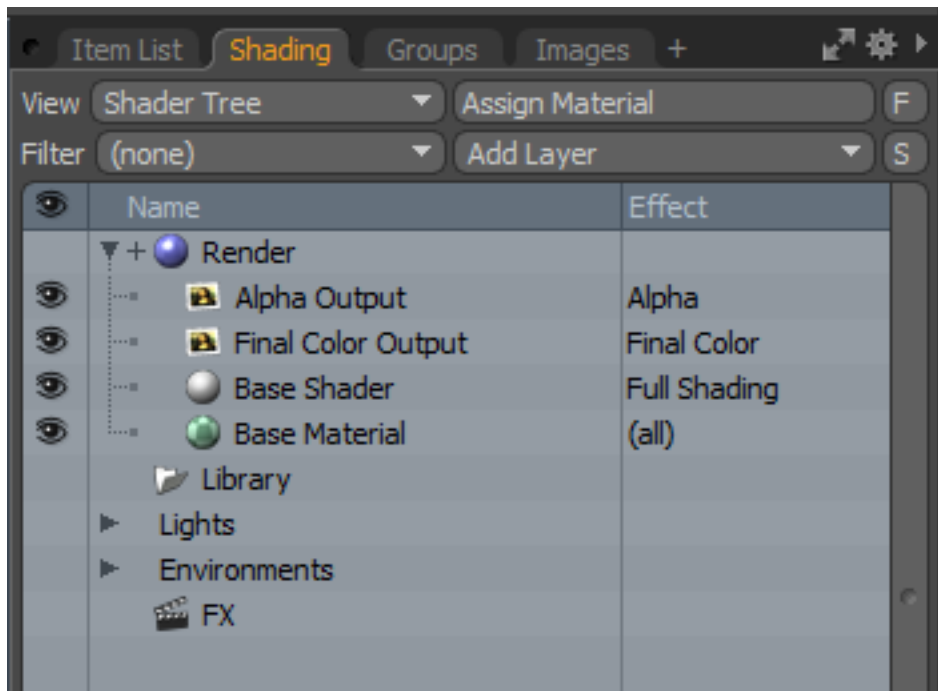
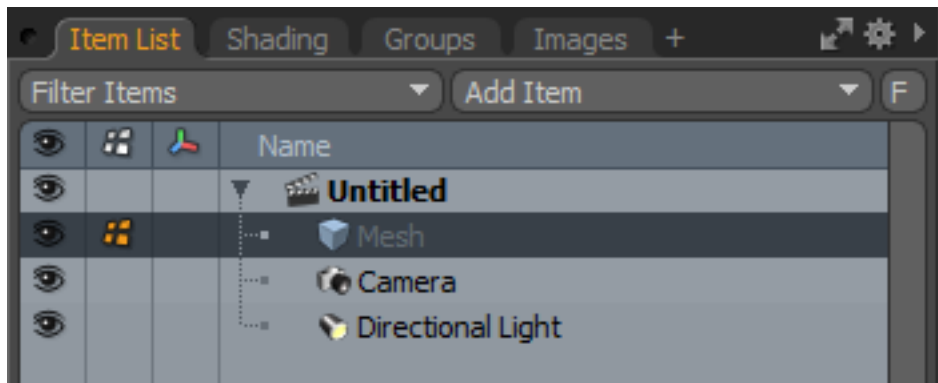
Name	Type
▶ Weight Maps	
▶ UV Maps	
▶ Morph Maps	
▶ Particle Maps	
▶ Other Maps	

Pipeline Presets

E	V	A	Tool	Preset

Statistics Info

+	-	Name	Num	Sel
+	-	▶ Vertices	0	...
+	-	▶ Edges	0	...
+	-	▶ Polygons	0	...



Properties Channels Display Lists +

Name Camera

▼ Transform

Position X 0 m

Y 750 mm

Z 4 m

Rotation X -5.0 °

Y 0.0 °

Z 0.0 °

Order ZXY

Scale X 100.0 %

Y 100.0 %

Z 100.0 %

Reset

Zero

Add

Set Target

Target Distance 4 m

Sync to View

▼ Projection

Projection Type Perspective

Focal Length 50 mm

Angle of View 39.5978 °

Lens Distortion 0.0

▼ Film Back

Film Back Preset Default (35mm SLR)

Film Width 36 mm

Camera View

Camera Effects

User Channels

Tags

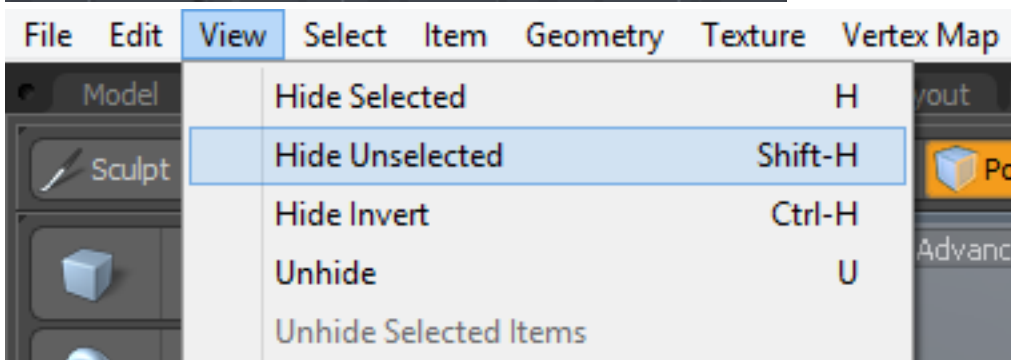
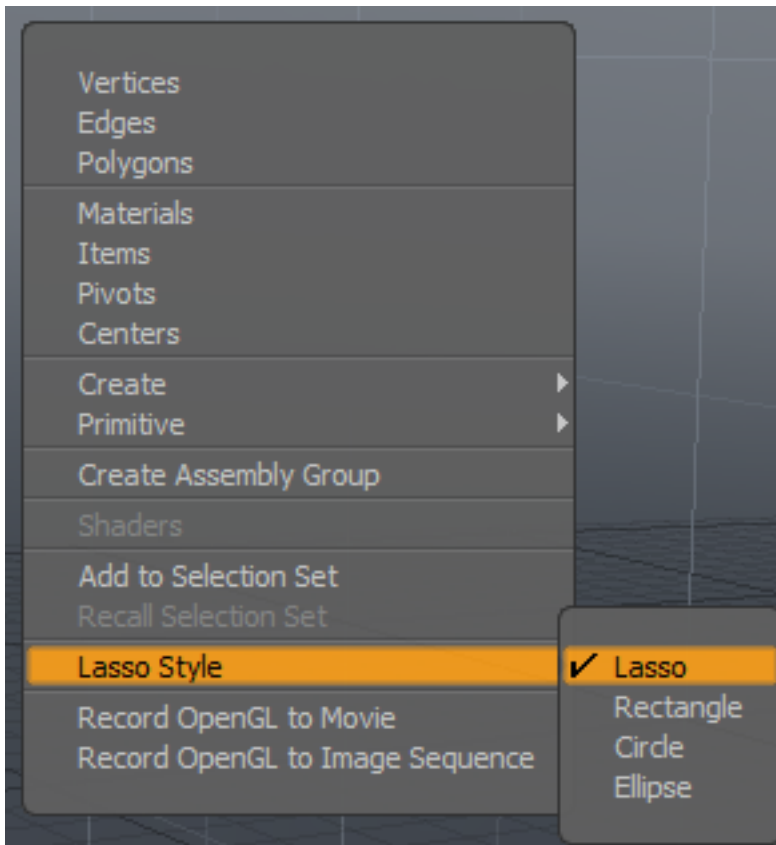
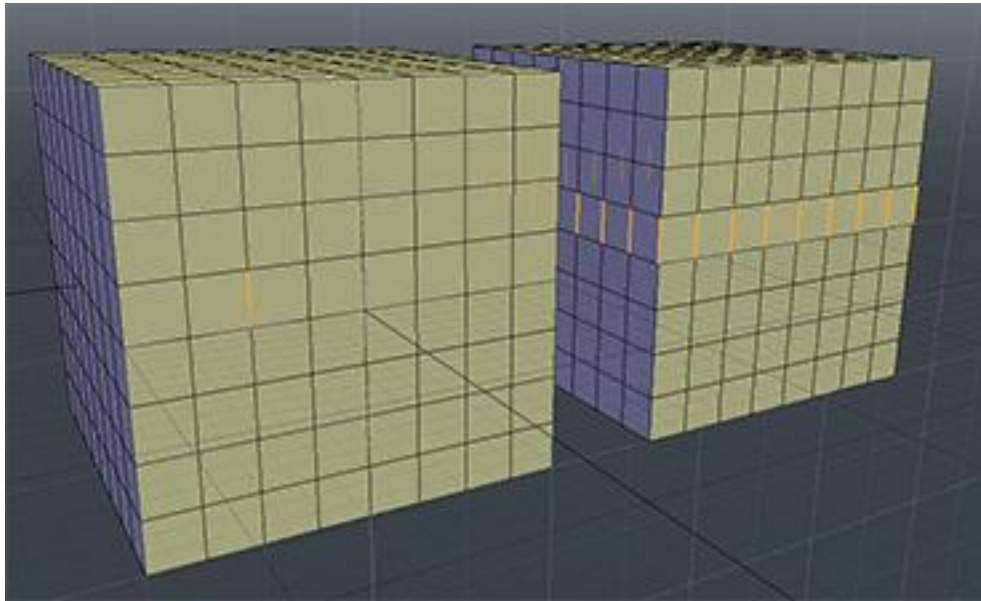
Vertices 1

Edges 2

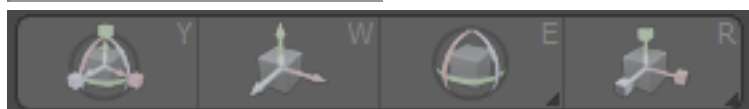
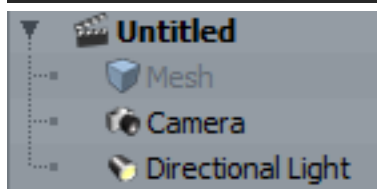
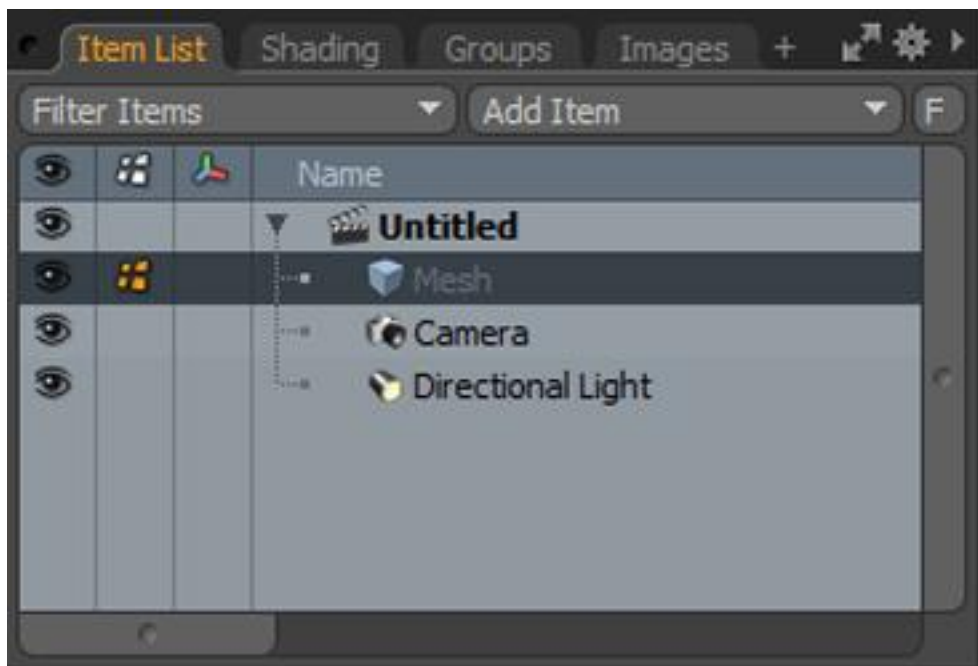
Polygons

Materials

Items 5



Chapter 2



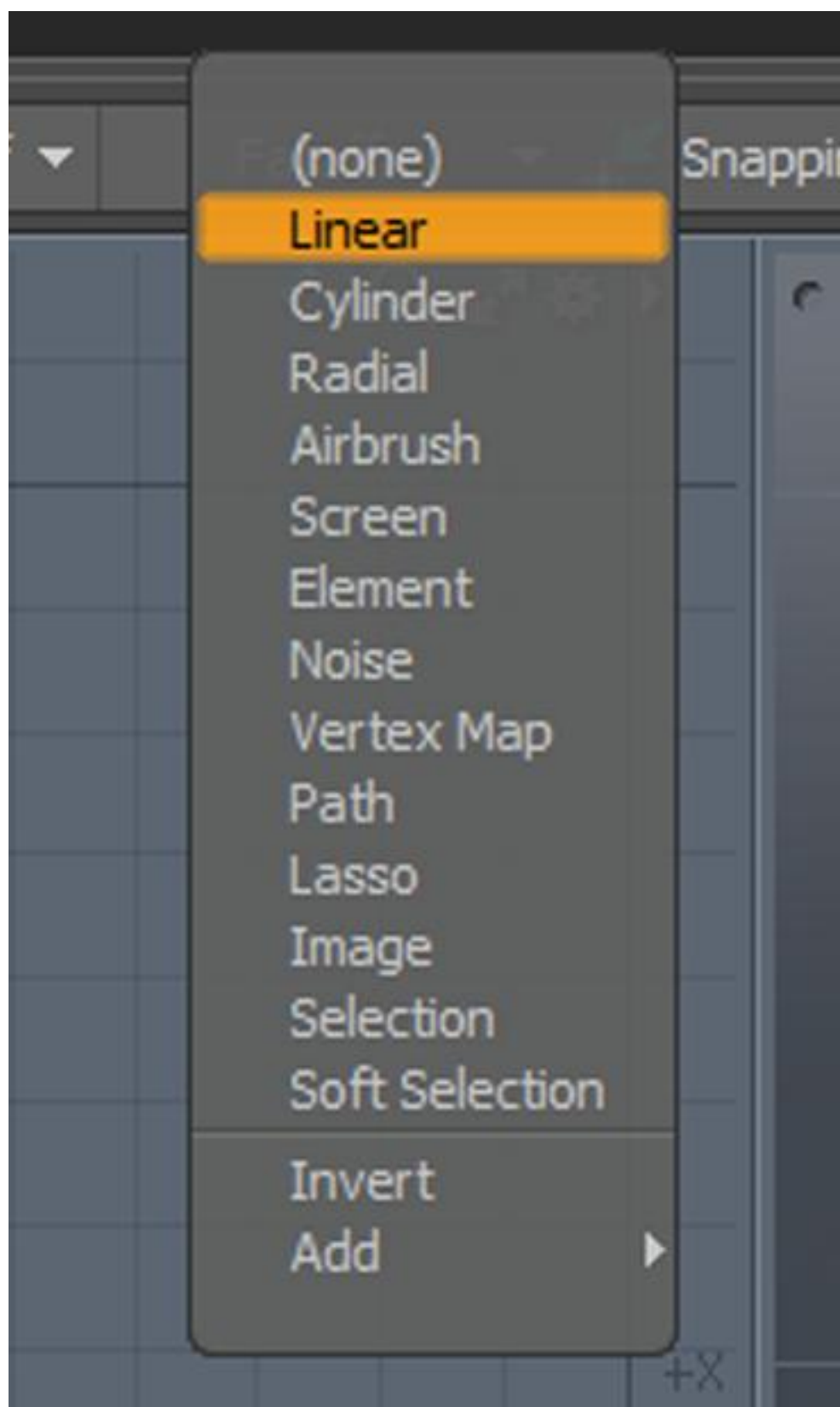
+

ns

ay GL

ry: C

- Automatic
- Selection
- Selection Border
- Selection Center Auto Axis
- Element
- Screen
- Origin
- Parent
- Local
- Pivot
- Pivot Center Parent Axis
- Center ▶
- Axis ▶
- Item World
- Item Local
- Item Parent
- Element Mode ▶



(none)

Linear

Cylinder

Radial

Airbrush

Screen

Element

Noise

Vertex Map

Path

Lasso

Image

Selection

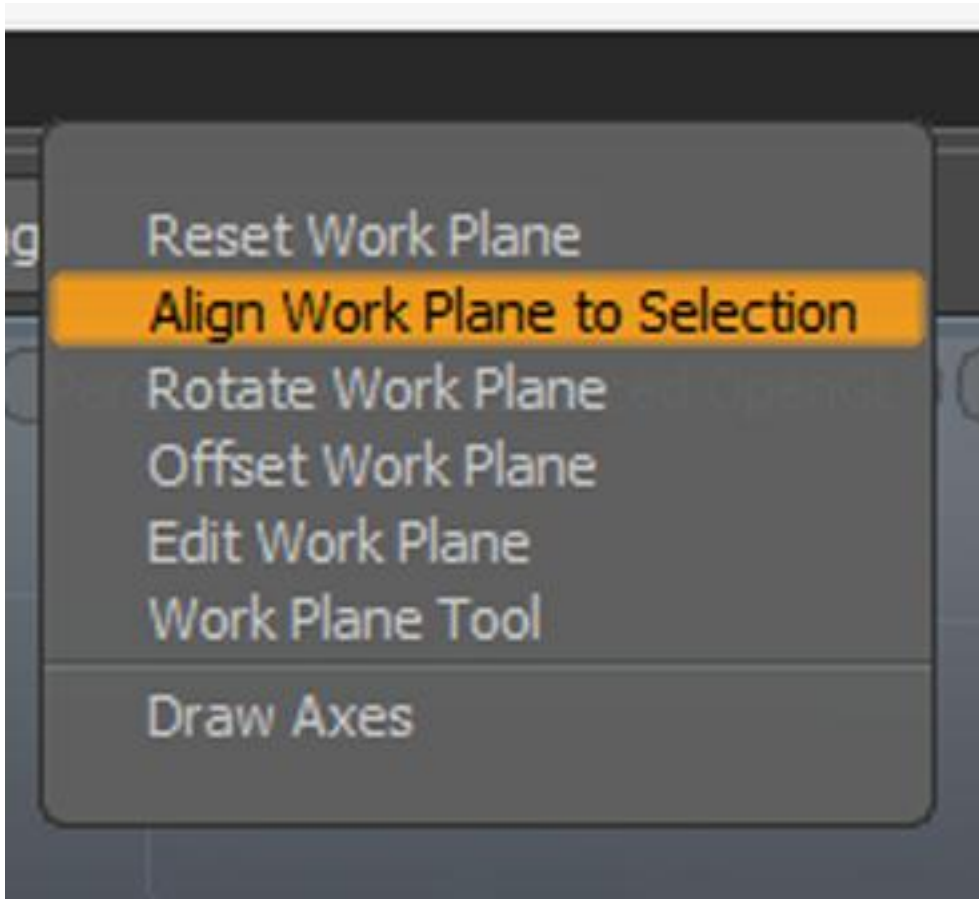
Soft Selection

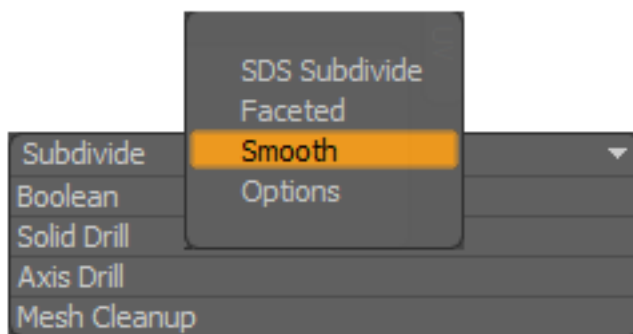
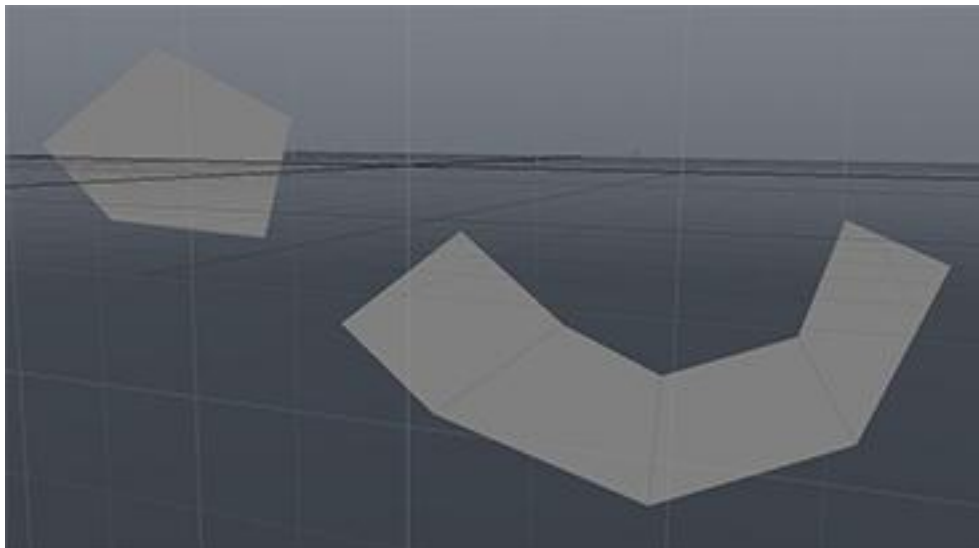
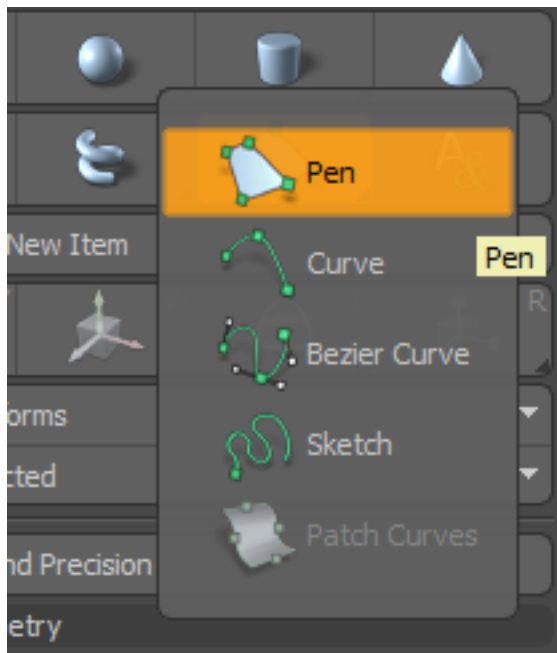
Invert

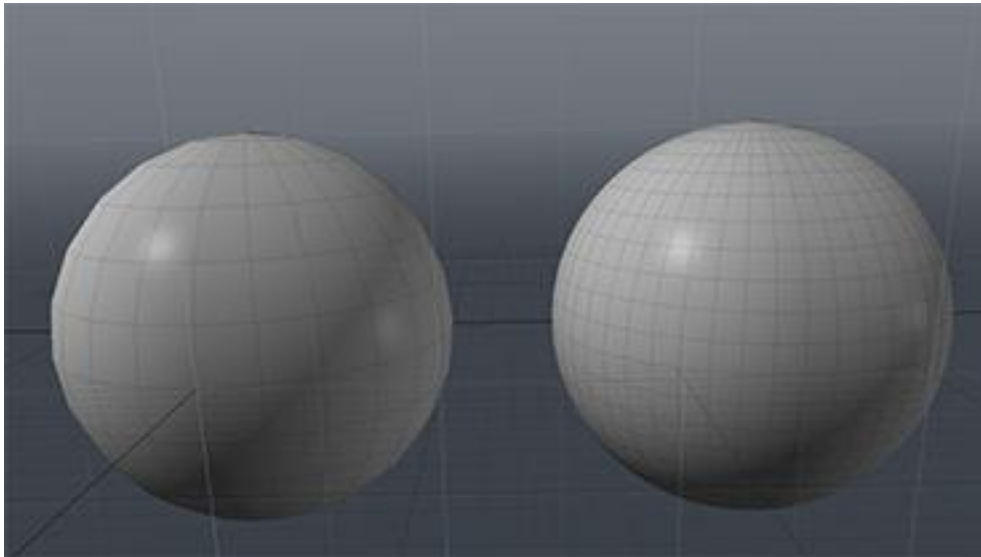
Add ▶


Snapping

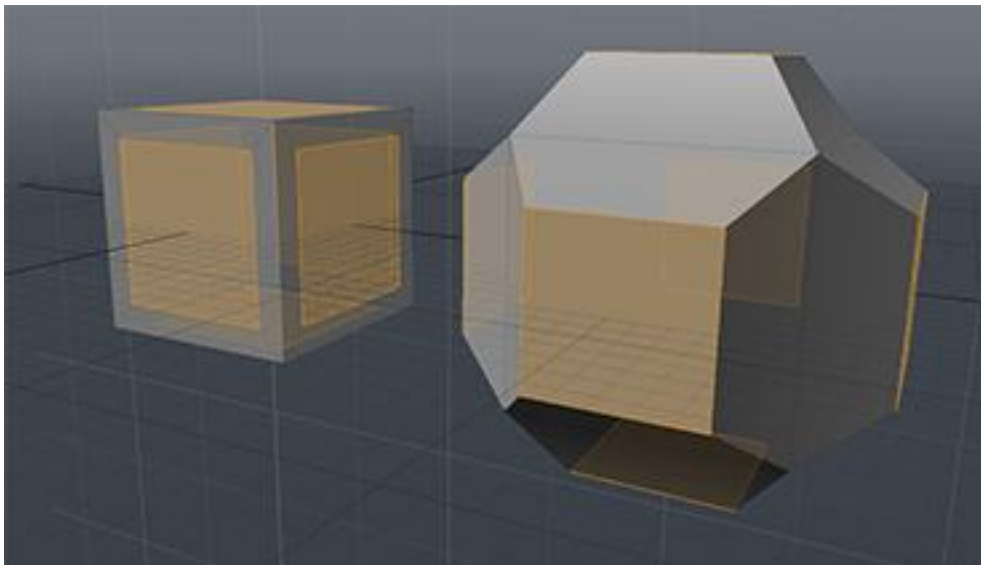
+X



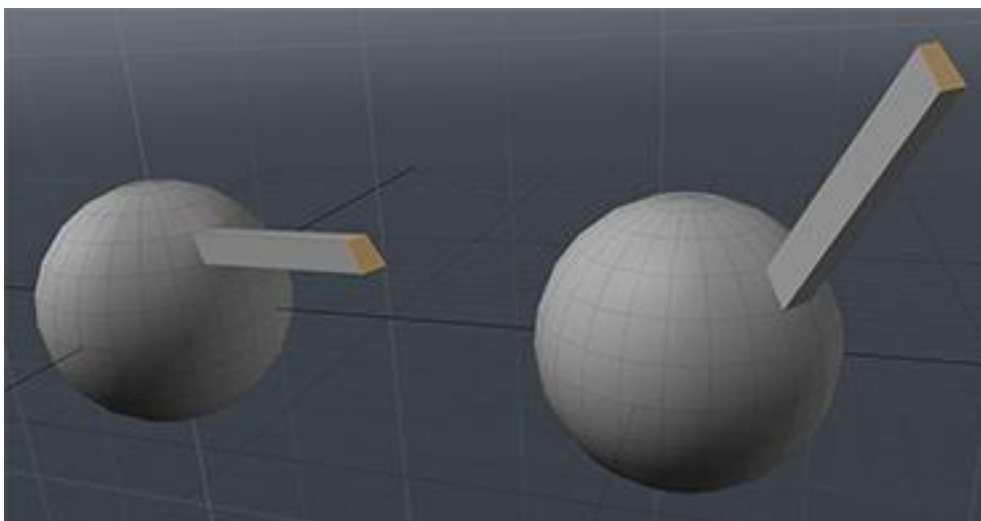




 Bevel

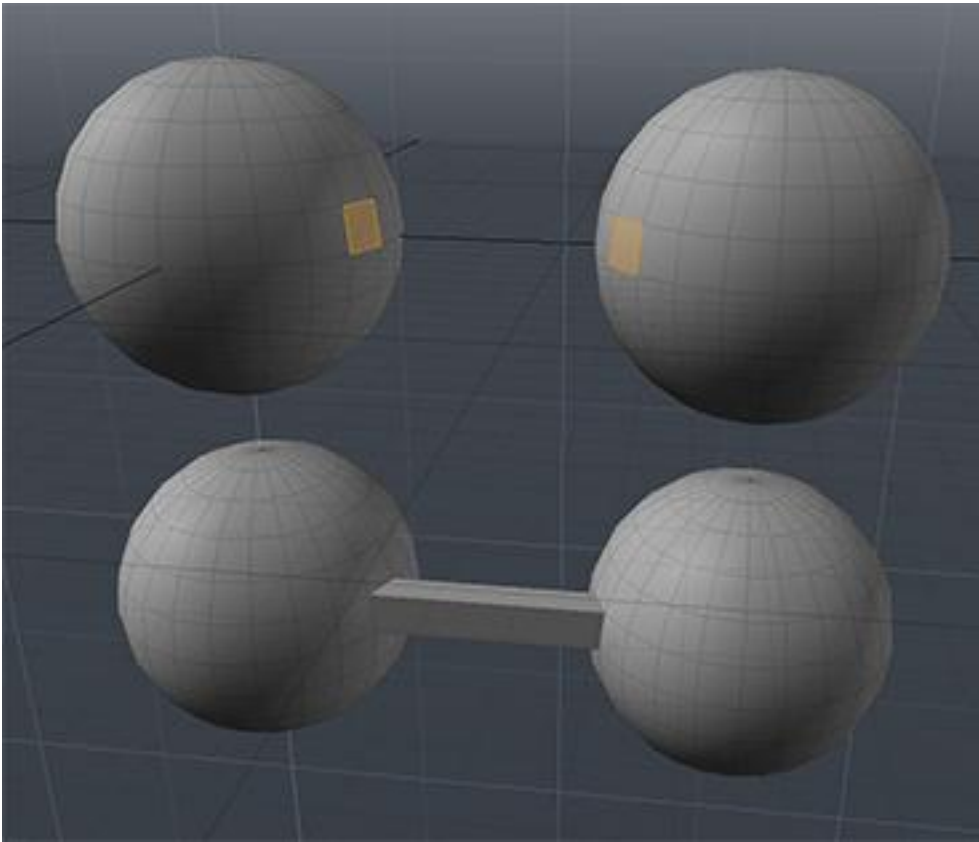


 Extrude

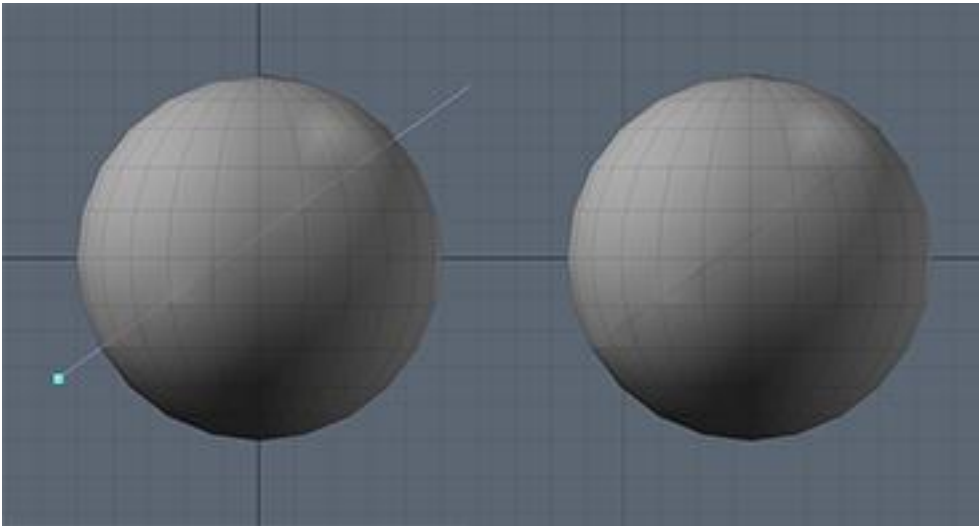




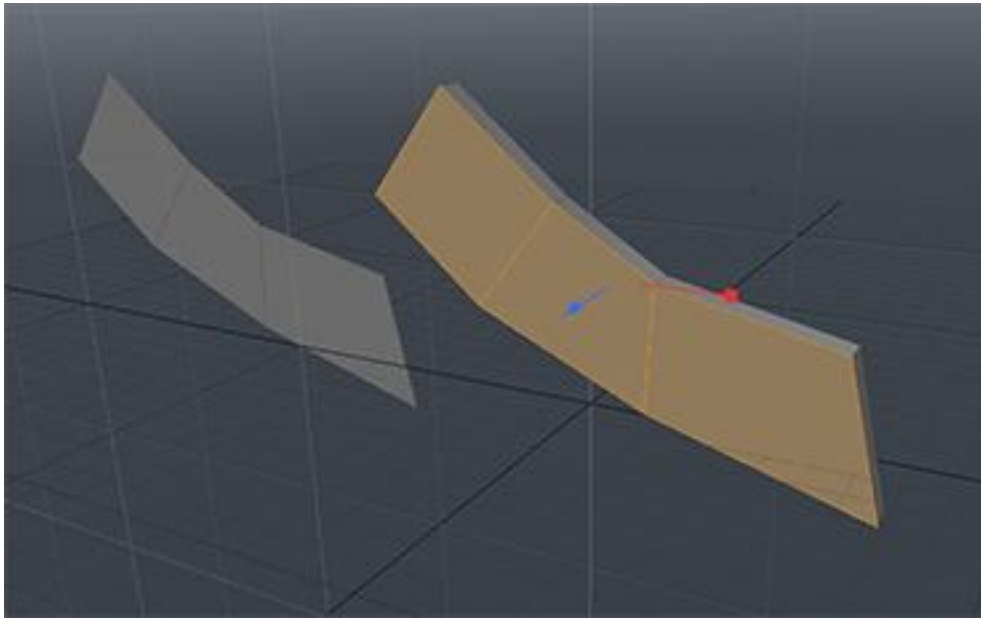
Bridge



















Slice

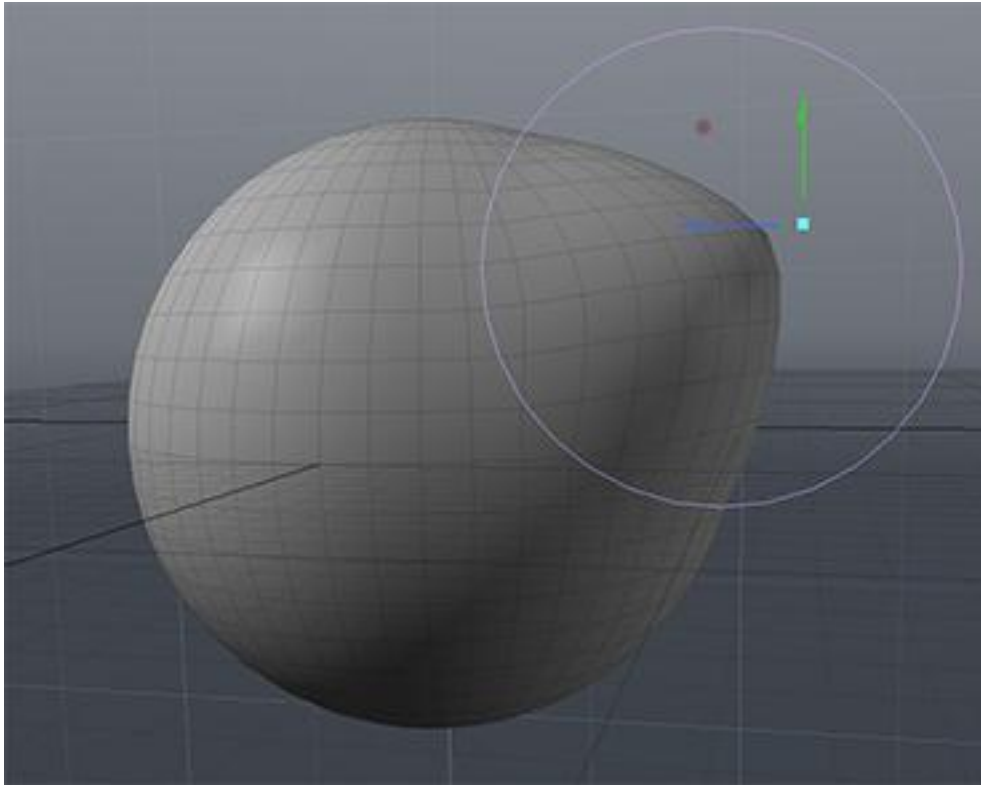


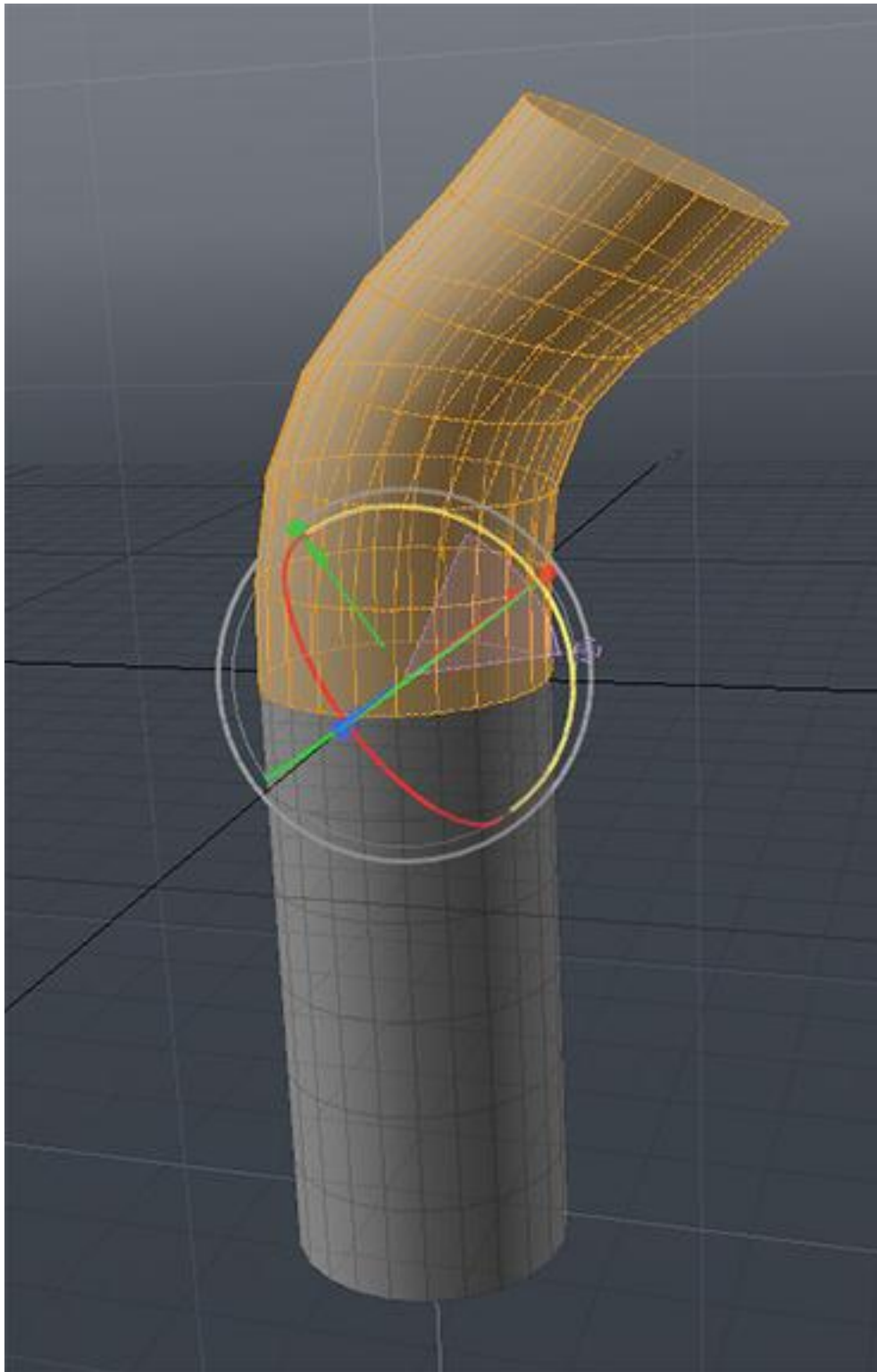
Thicken

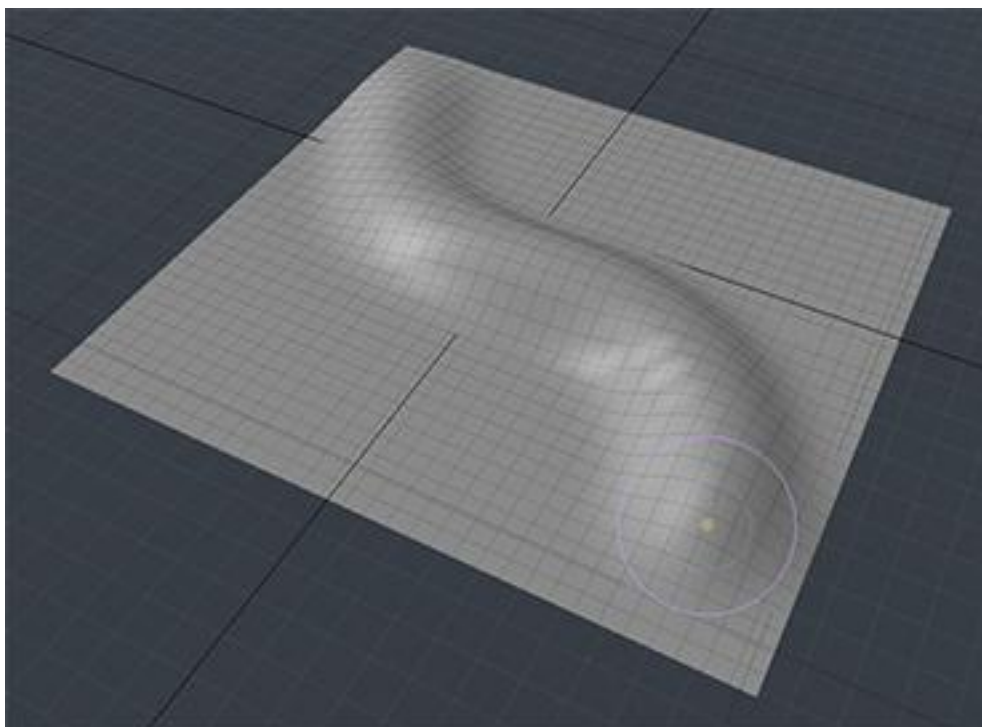


 Element Move	T	Basic
 Flex	Shift-Y	Deform
 Soft Move		Duplicate
 Soft Drag		Mesh Edit
 Shear		Vertex
 Smooth	Shift-S	Edge
 Soft Selection Move		Polygon
▼ Rotate Tools		UV
 Twist		
 Bend	Ctrl-E	
 Vortex		
 Swirl		
▼ Scale Tools		
 Push		
 Sculpt		
 Taper		
 Bulge		

 Element Move

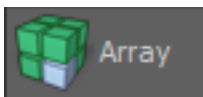
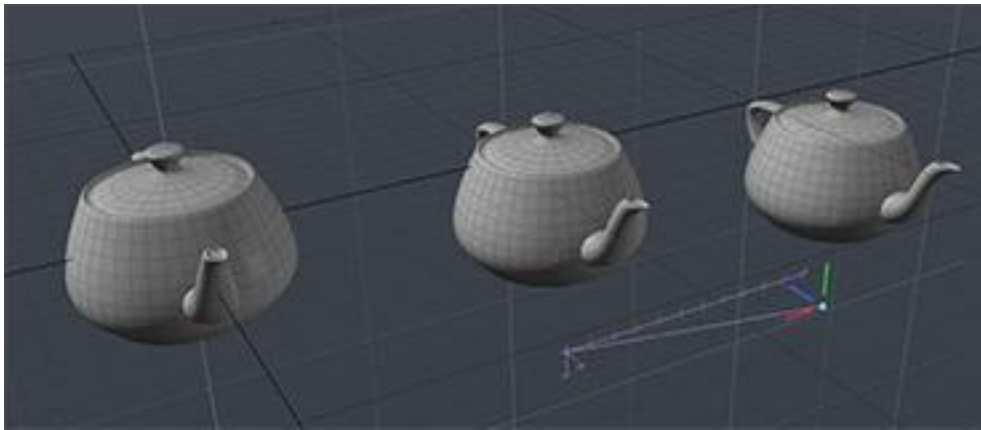
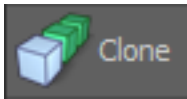
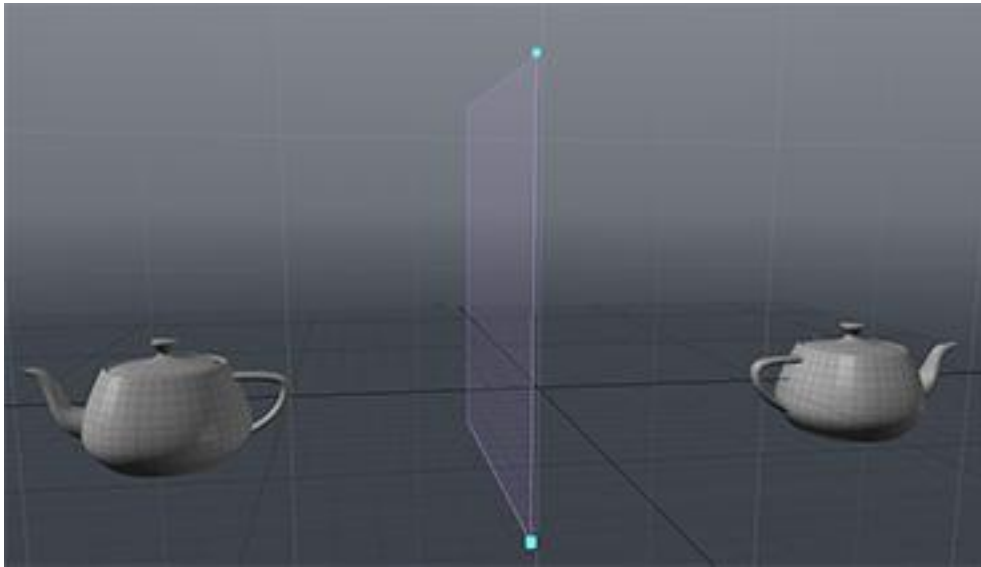


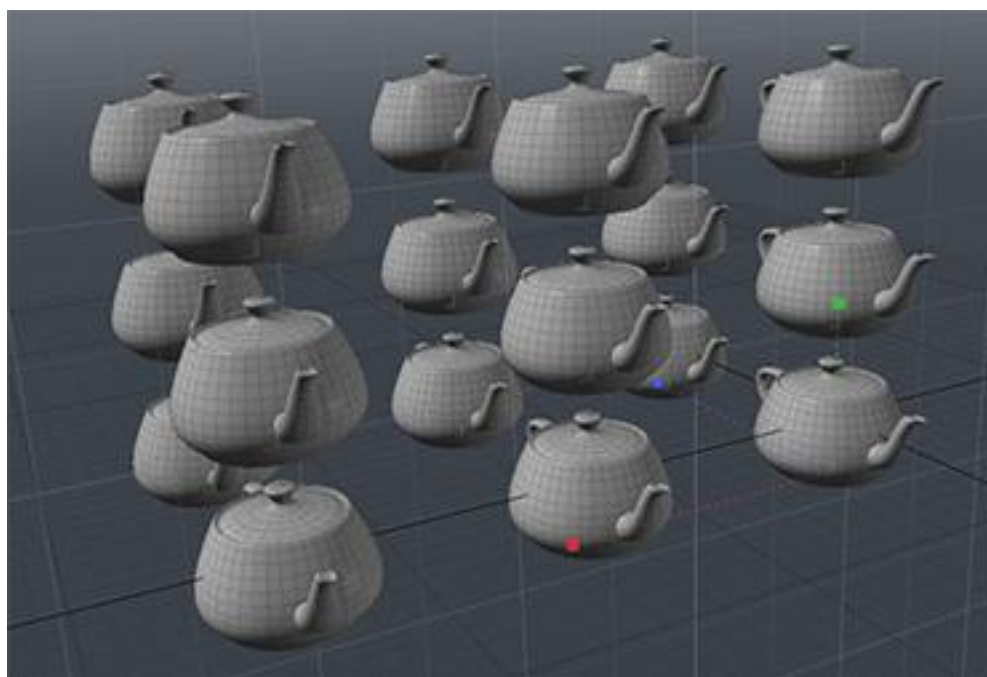














 Radial Sweep	Shift-L	Basic
 Mirror	Shift-V	Deform
 Bridge		Duplicate
 Patch Curves		Mesh Edit
 Curve Extrude		Vertex
 Curve Clone		Edge
 Scatter Clone		Polygon
 Clone		UV
 Array		
 Radial Array		
 Mesh Paint		
 Paste Tool		
 Duplicate		
 Duplicate Hierarchy		



 Mirror

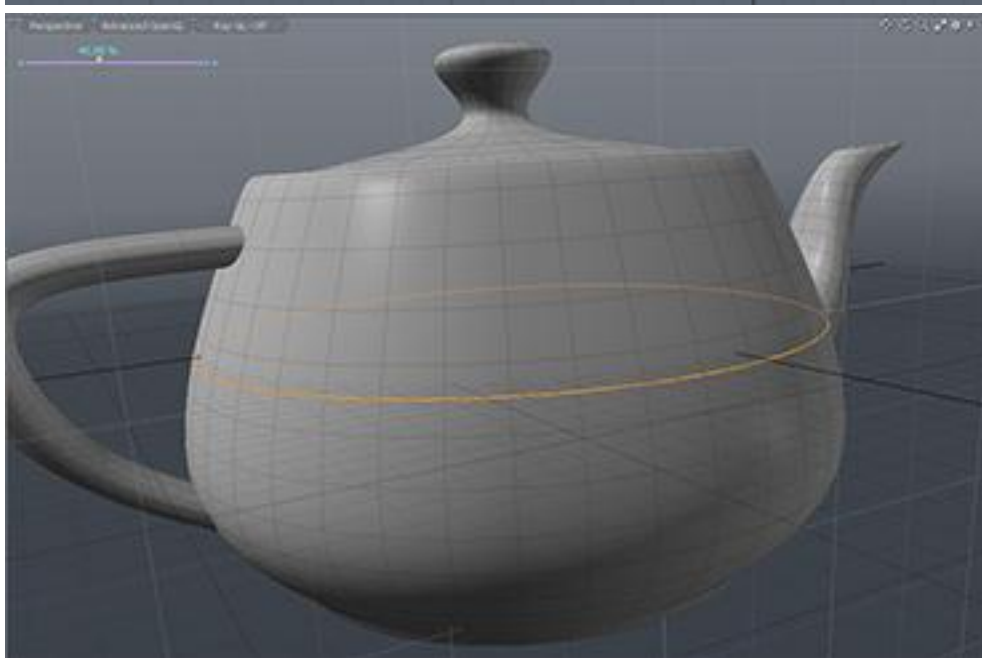
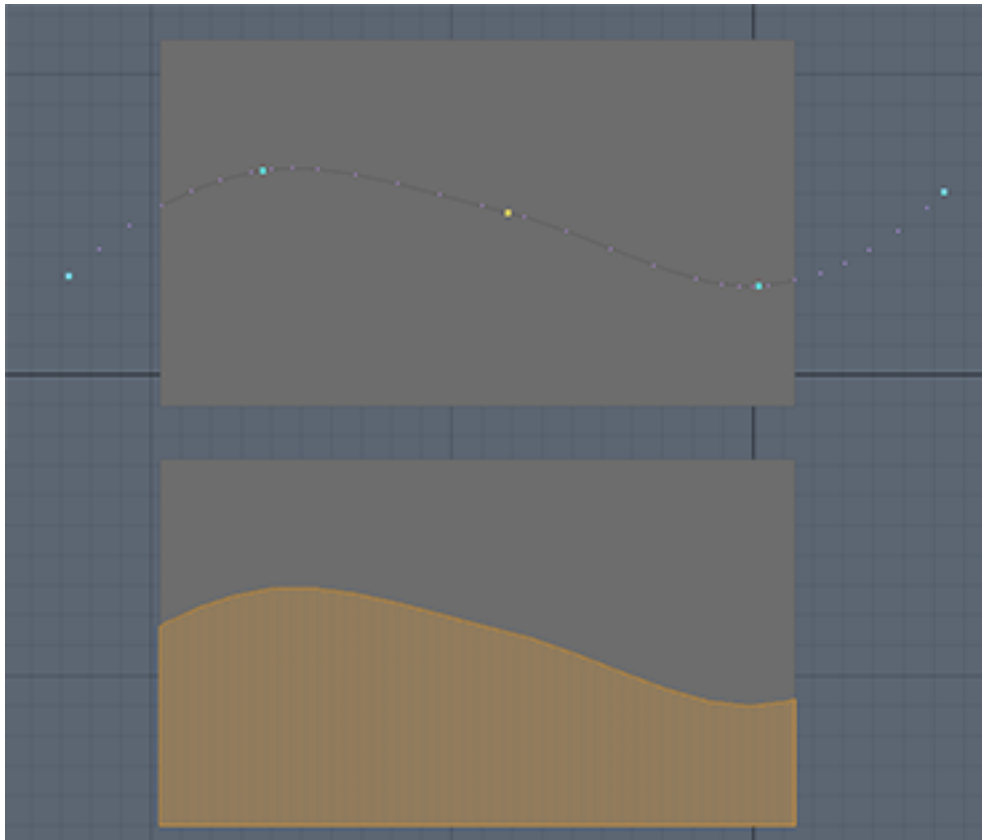




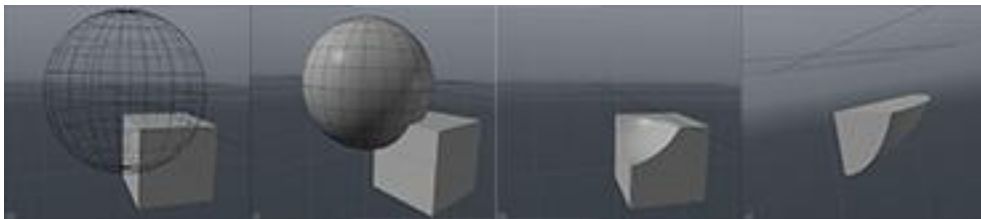
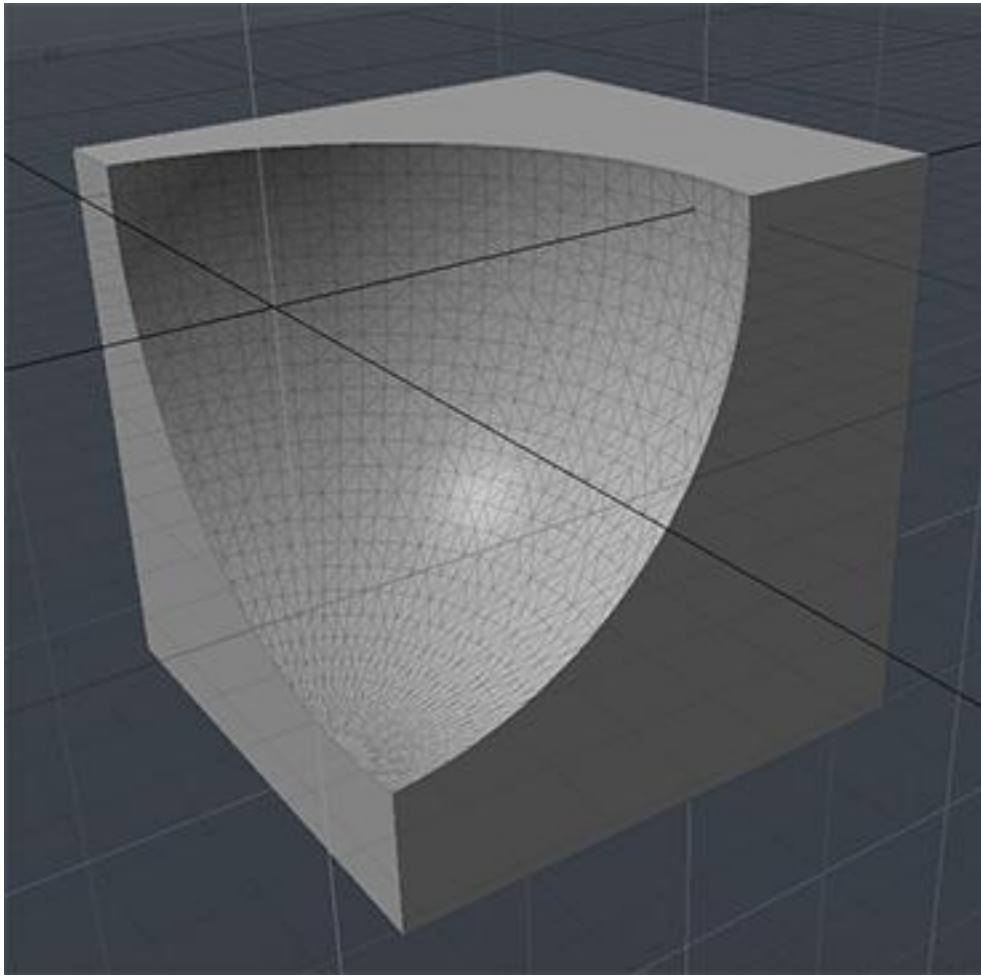
	Slice	Shift-C
	Curve Slice	
	Edge Slice	C
	Pen Slice	
	Loop Slice	Alt-C
	Axis Slice	
	Julienne	
	Tack Tool	
	Bevel	B
	Extrude	Shift-X
▼ Commands		
Subdivide ▼		
Boolean		
Solid Drill		
Axis Drill		
Mesh Cleanup		

Basic
Deform
Duplicate
Mesh Edit
Vertex
Edge
Polygon
UV

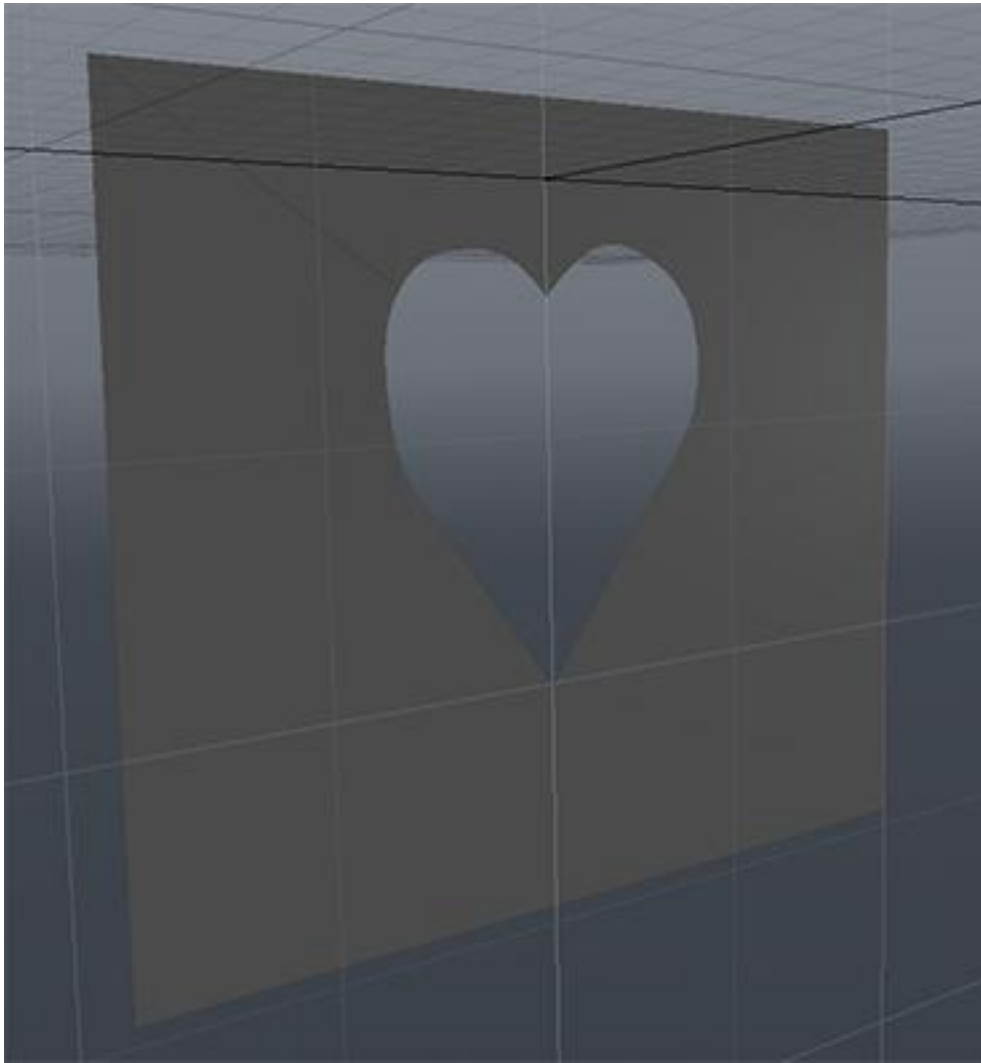
	Curve Slice
	Loop Slice



Boolean



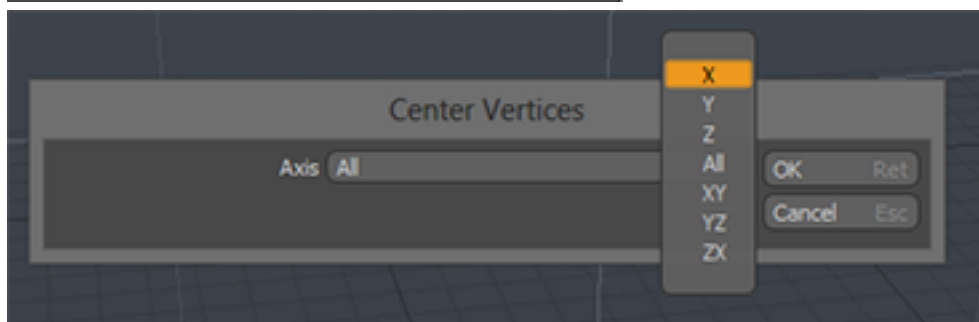
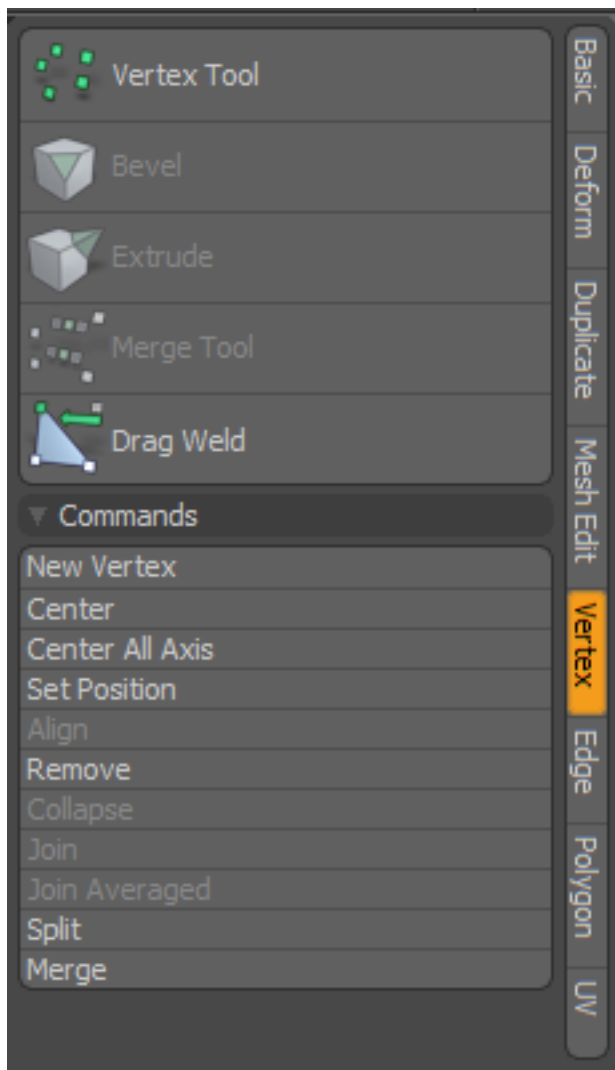
Axis Drill



Mesh Cleanup

Mesh Cleanup

- Remove Floating Vertices
- Remove One Point Polygons
- Remove Two Points Polygons
- Fix Duplicate Points in Polygon
- Remove Colinear Vertices
- Fix Face Normal Vectors
- Merge Vertices
- Merge Disco Values
- Unify Polygons
- Force Unify



Set Vertex Position

Axis X Y Z

Value

Work Plane

World Space

Merge Vertices


Range

Keep 1-Vertex Polygons

Distance


Test Morph Map Positions


Merge Discontinuous UV Values

 Extrude

 Extend

 Bevel

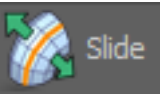
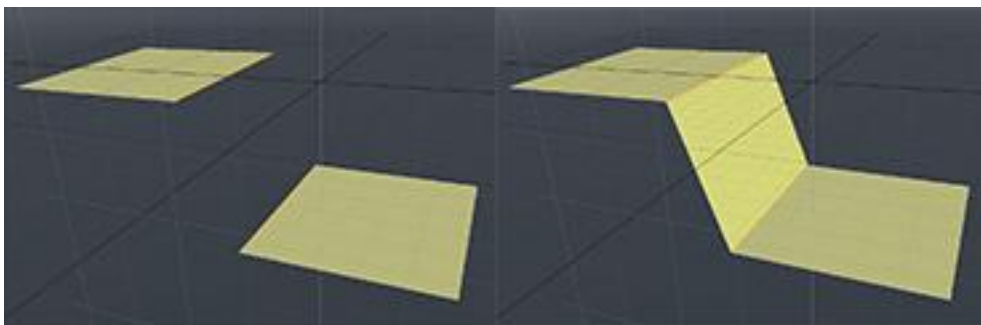
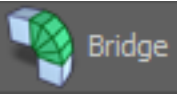
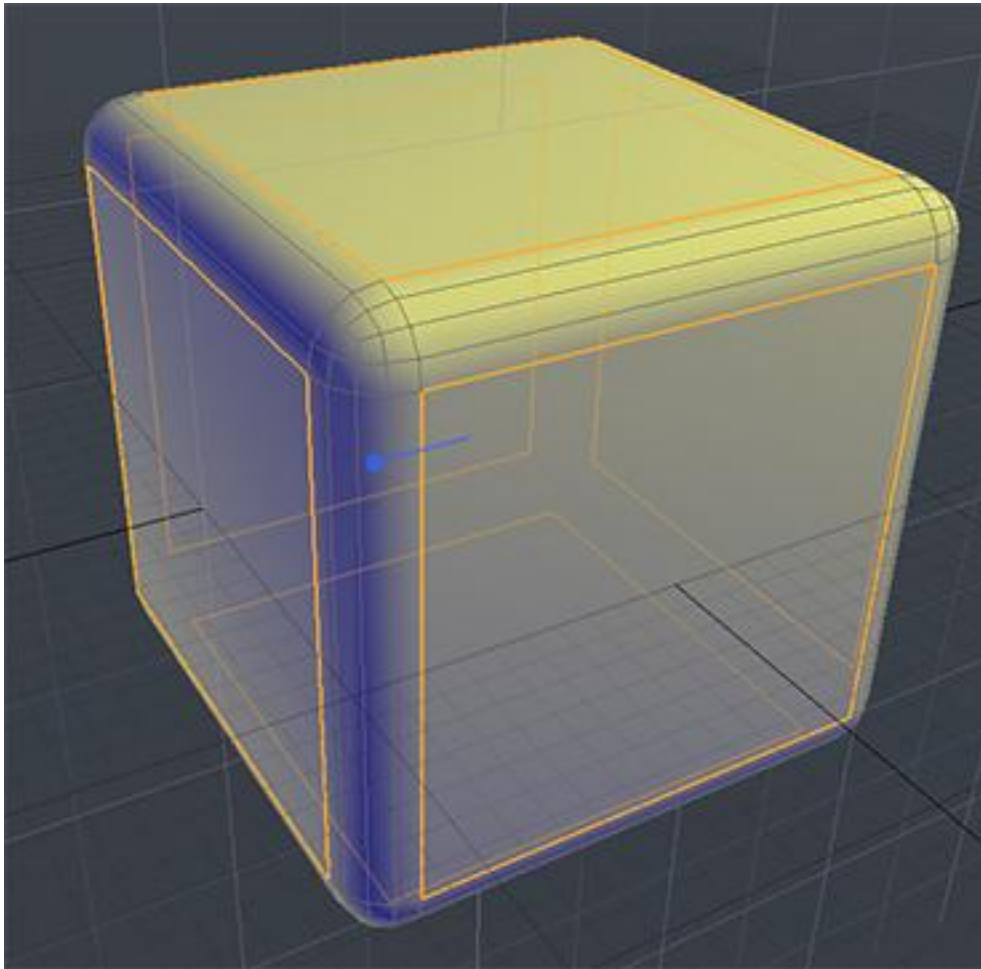
 Bridge

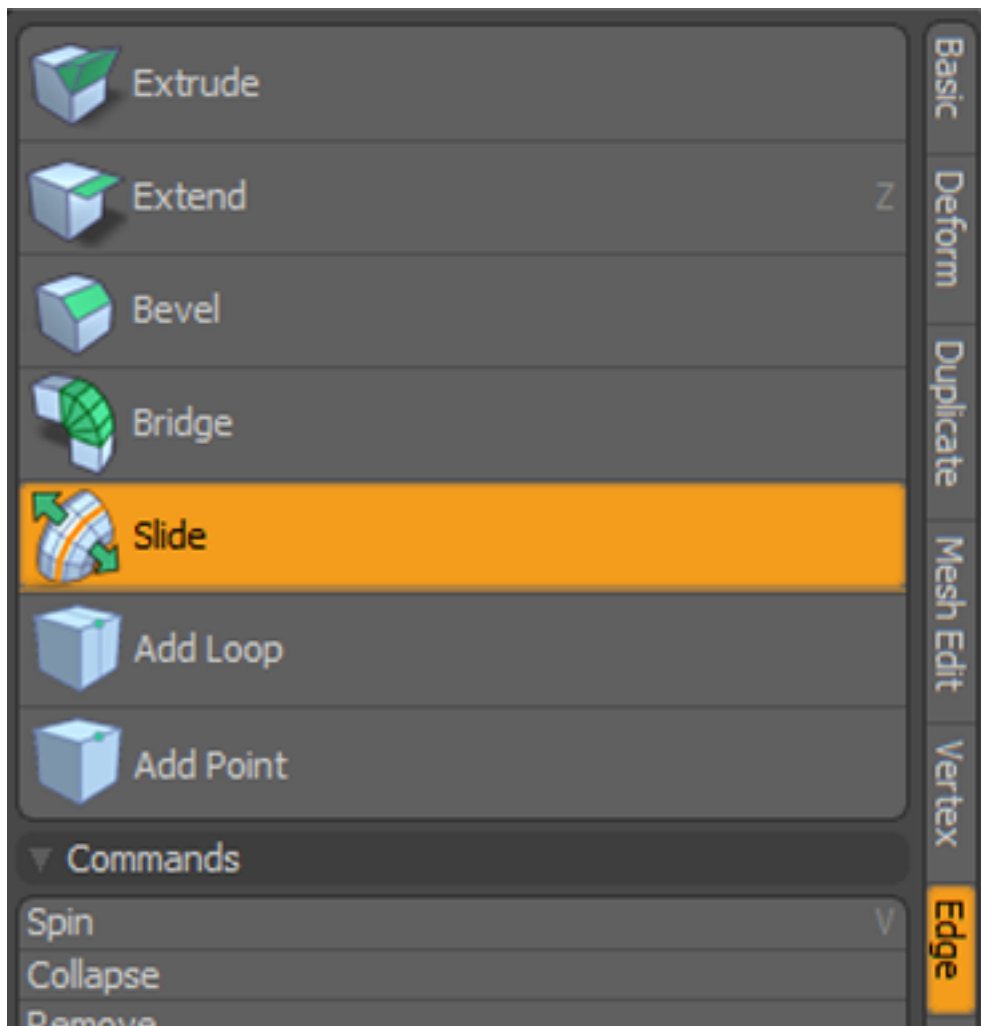
 Slide

 Add Loop

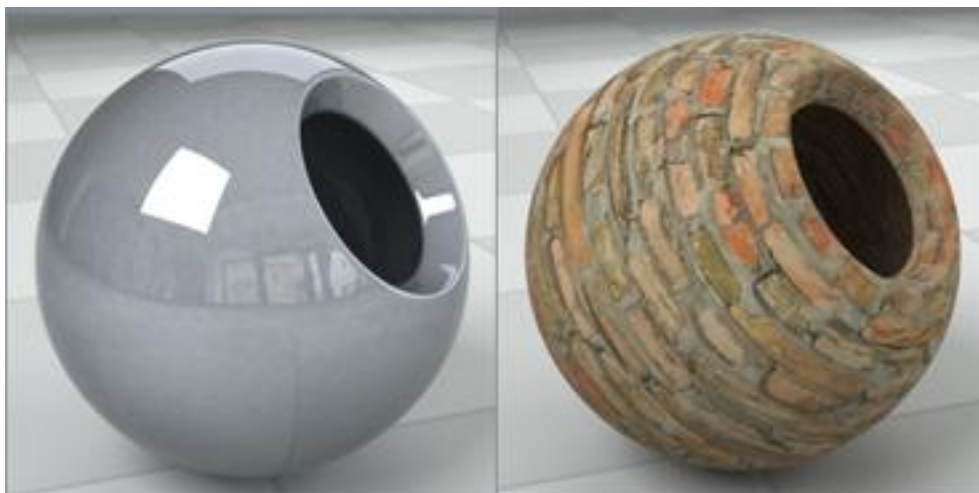
 Add Point

 Bevel





Chapter 3



Polygon Set Material

Name

Color

Diffuse

Specular

Smoothing

Make Default

Add to Library

Item ... **Shading** Groups Images + ↗ ⚙

View Assign Material

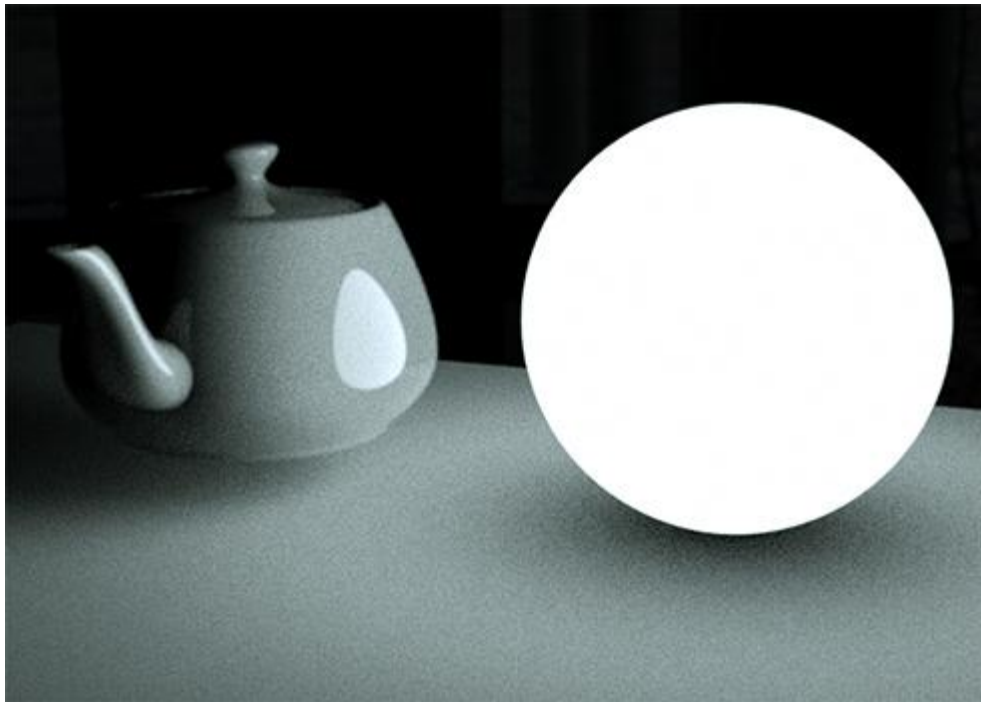
Filter Add Layer

	Name	Effect
	▼ + Render	
	Alpha Output	Alpha
	Final Color Output	Final Color
	Base Shader	Full Shading
	Base Material	(all)
	Library	
	▶ Lights	
	▶ Environments	
	FX	

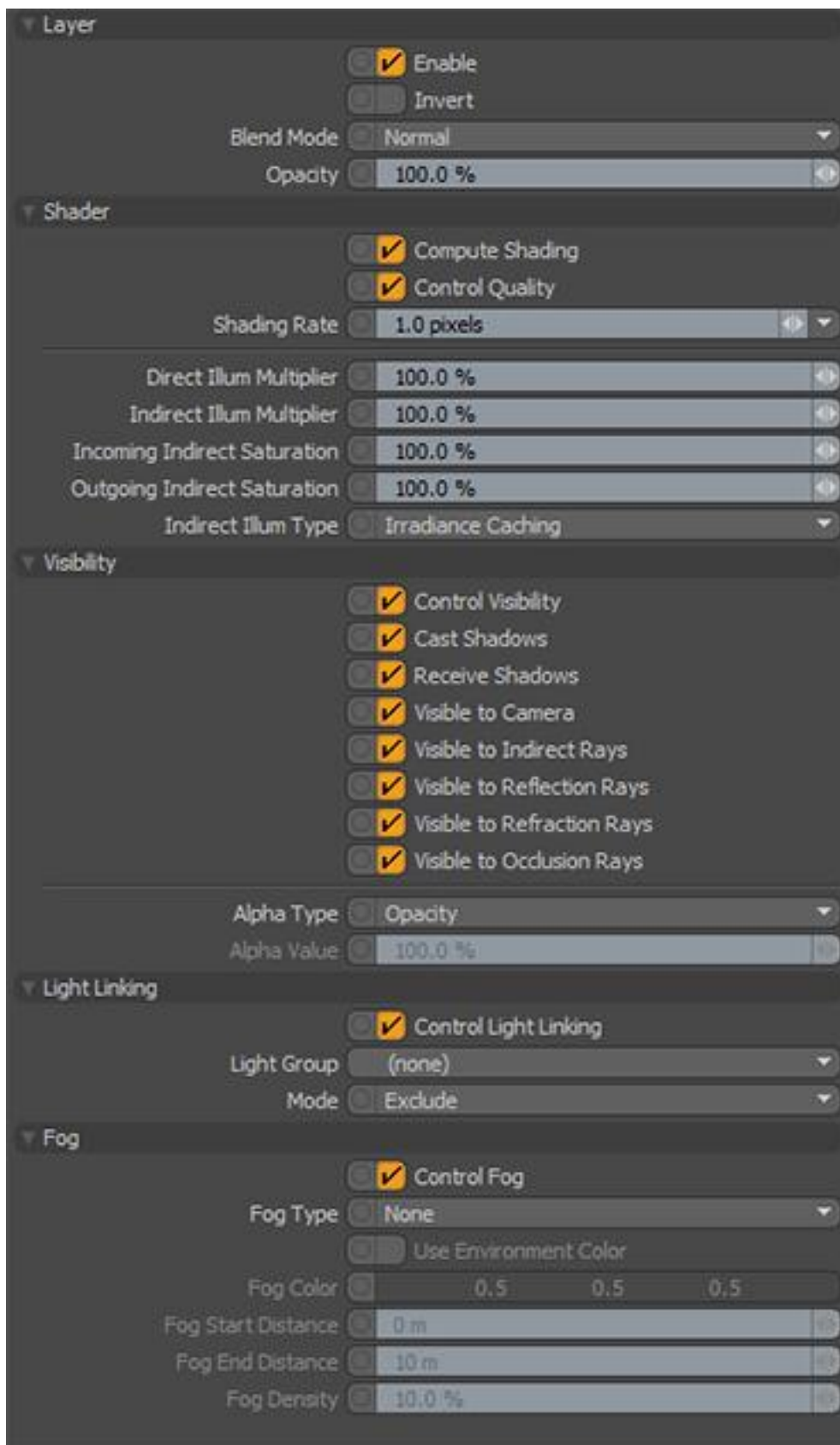


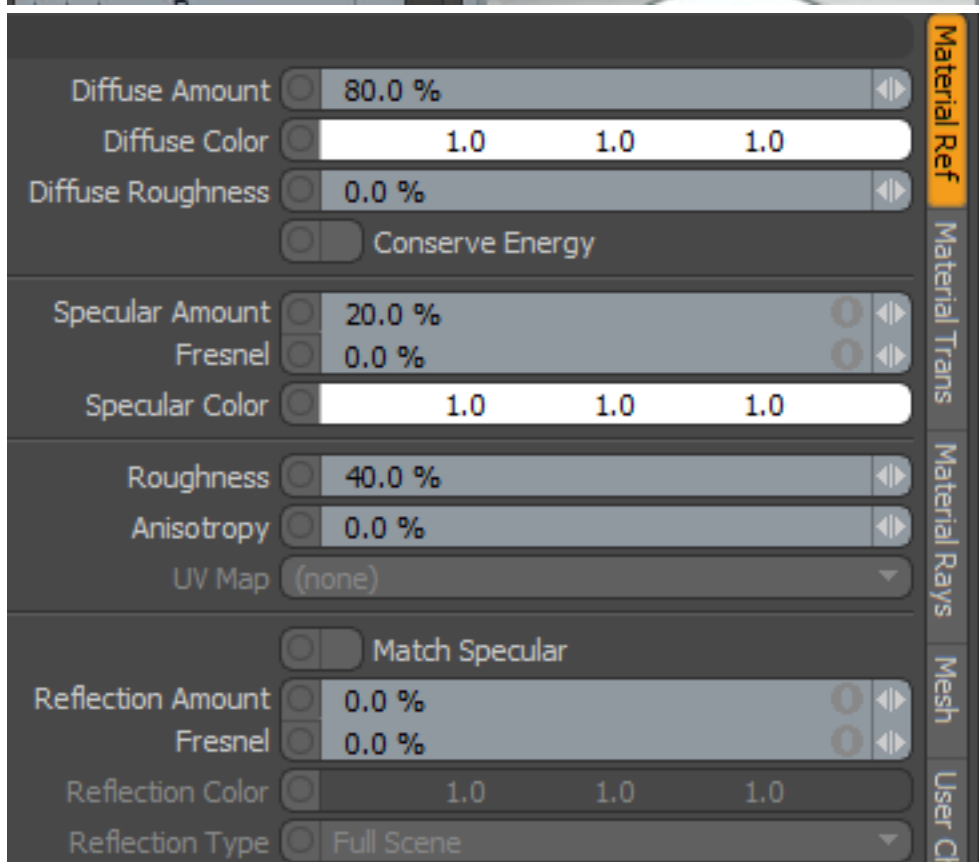
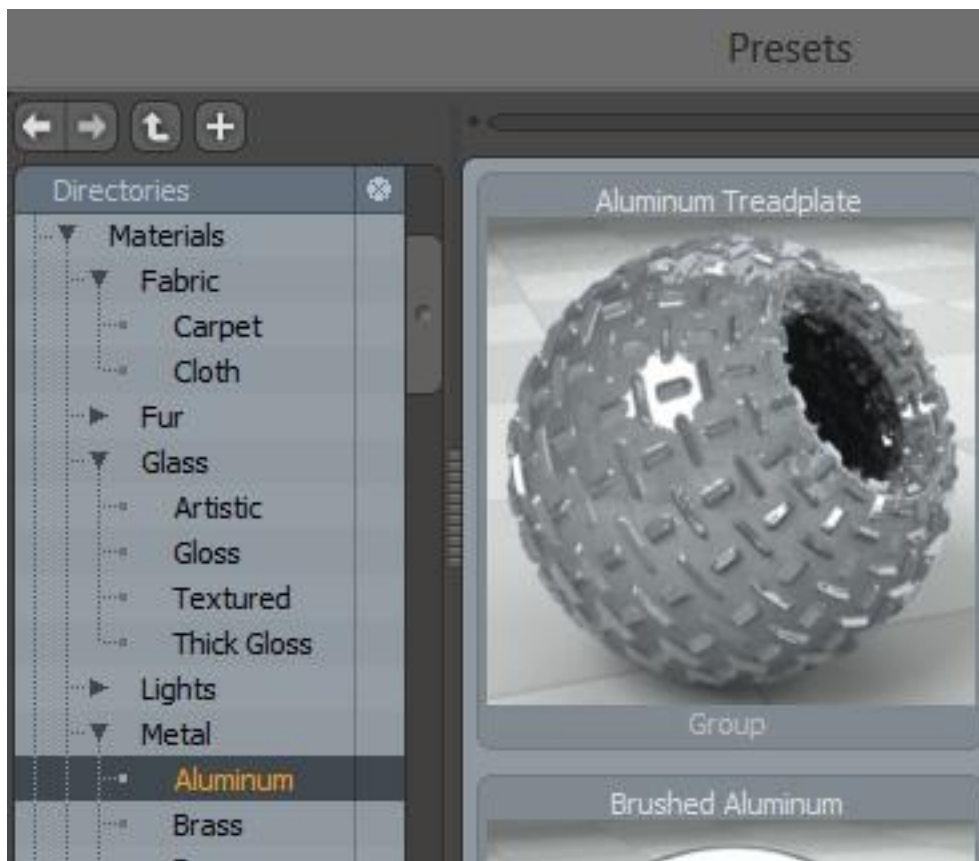


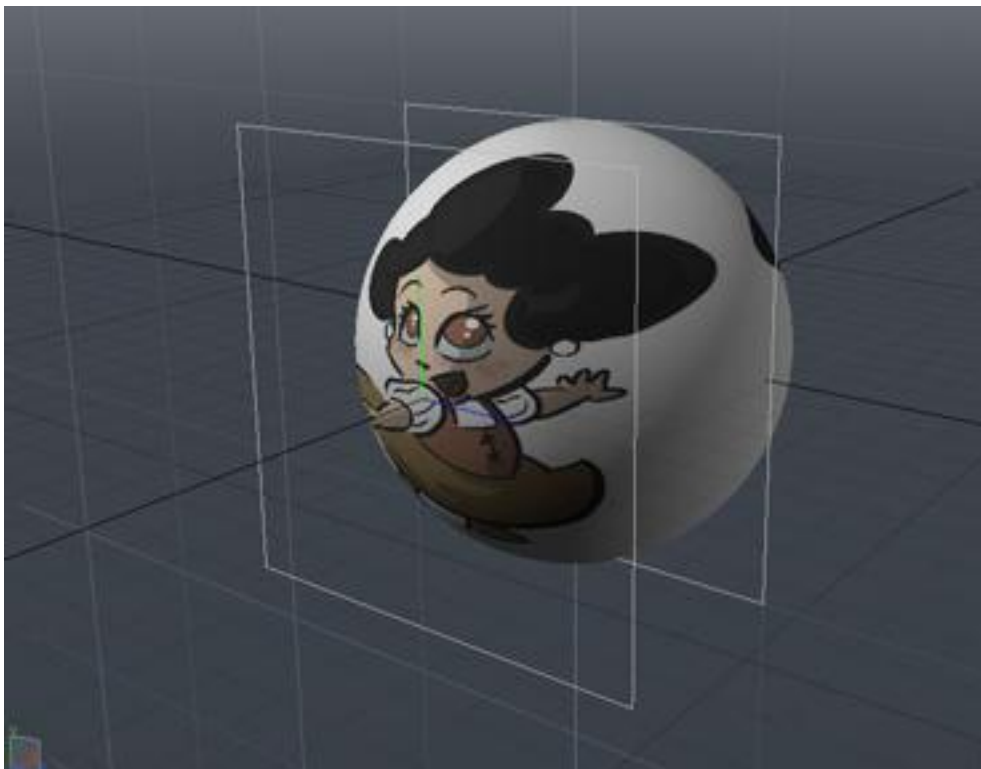
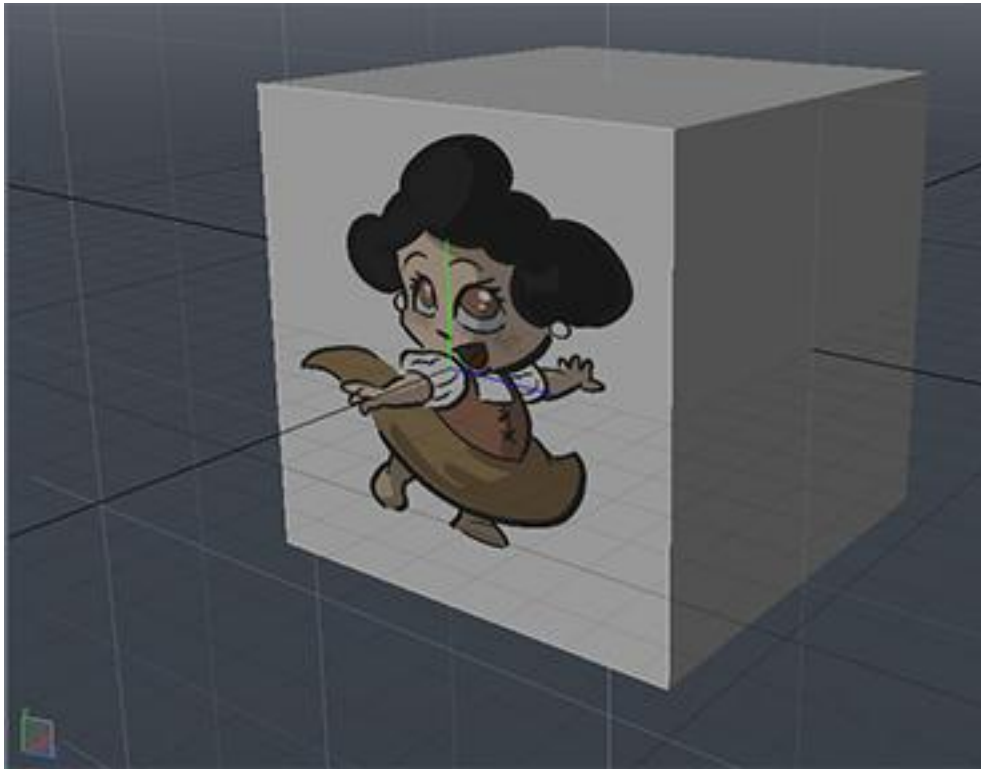


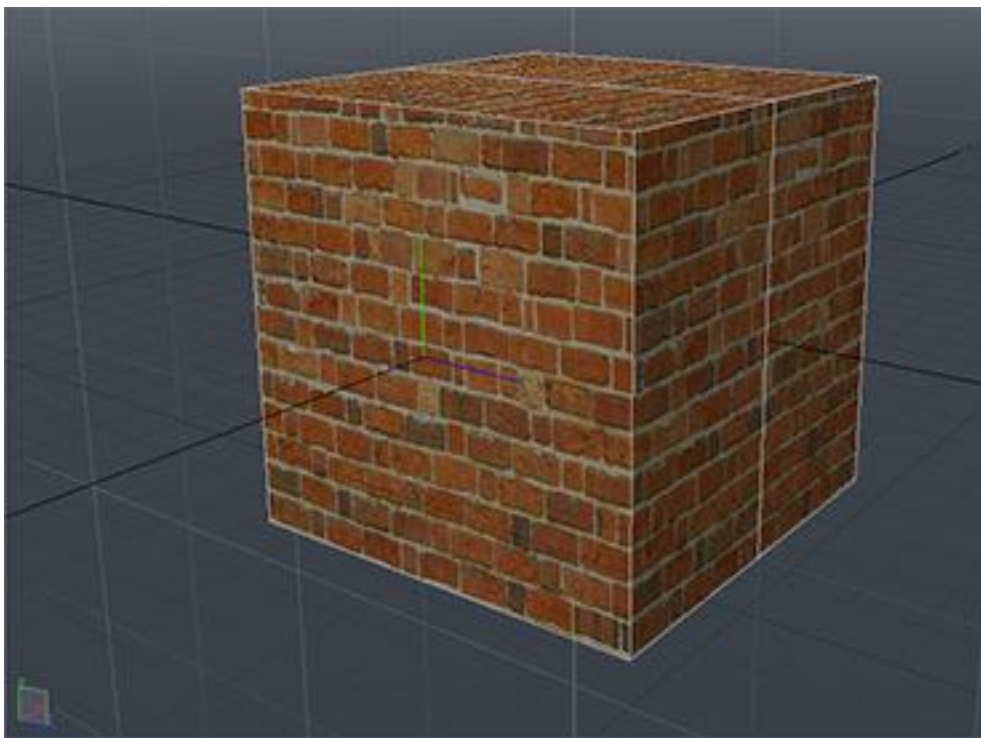
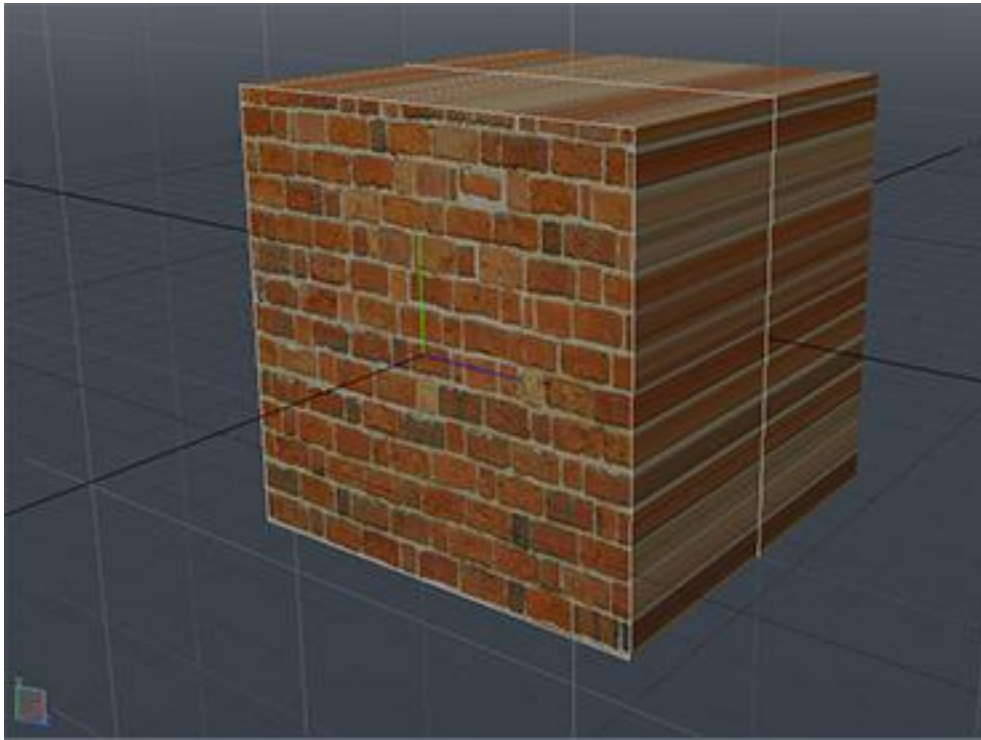


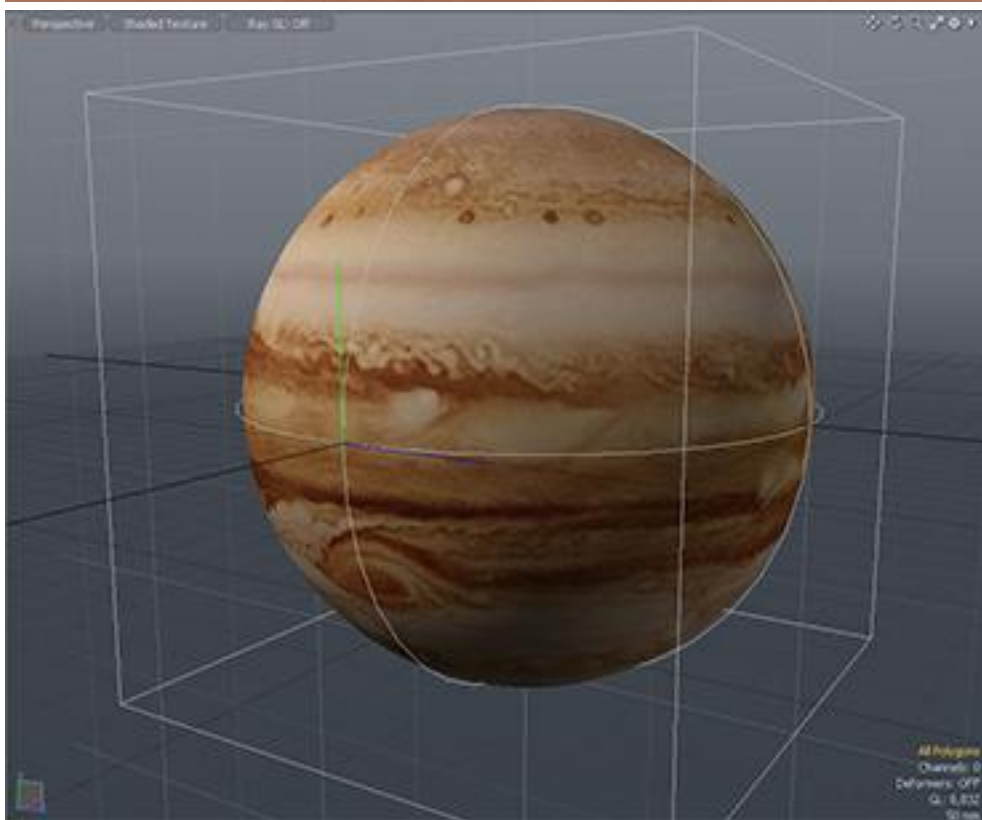
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Base Shader	Full Shading (all)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> Base Material	

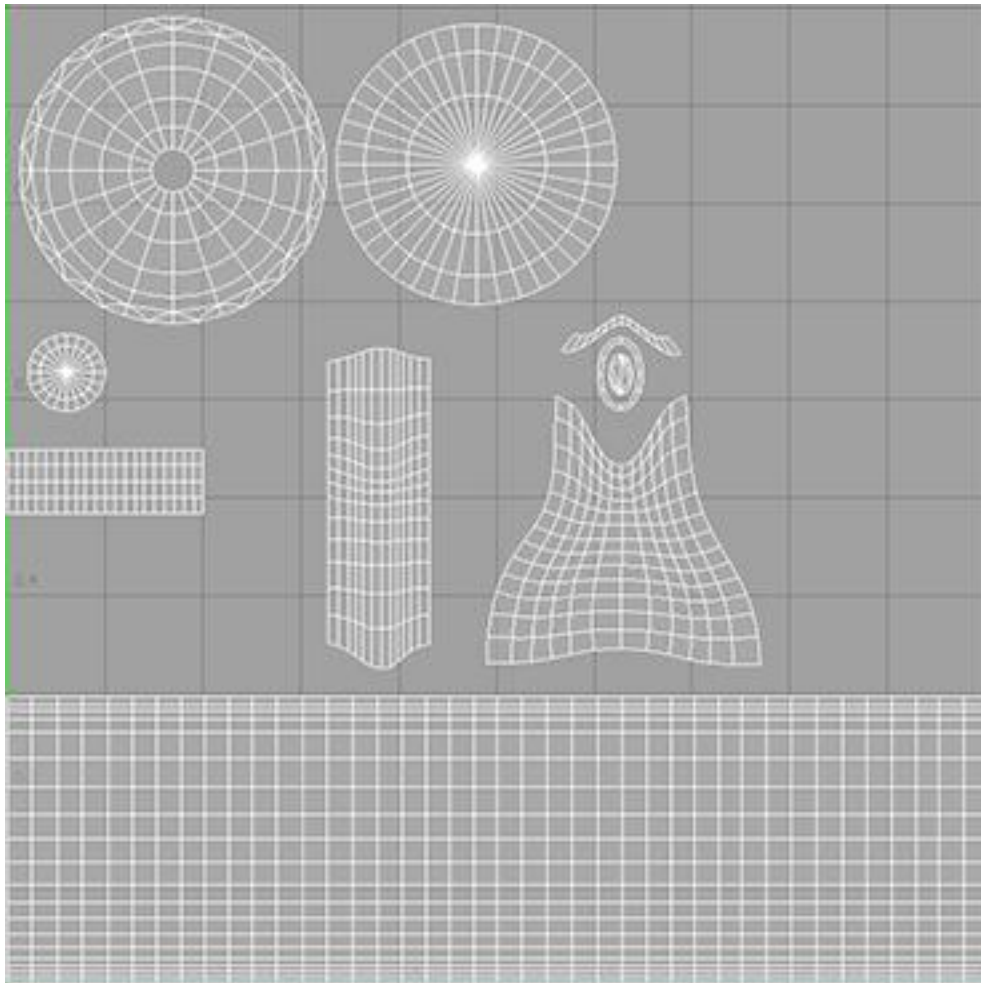












UV Projection Tool
Project from View
Unwrap Tool

▼ Create UV

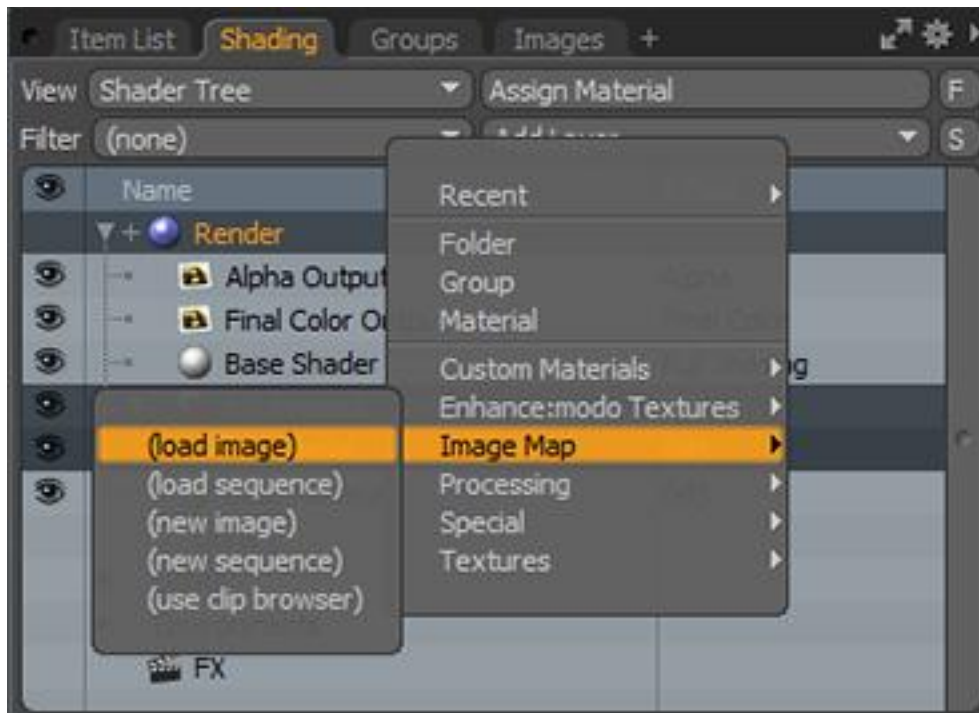
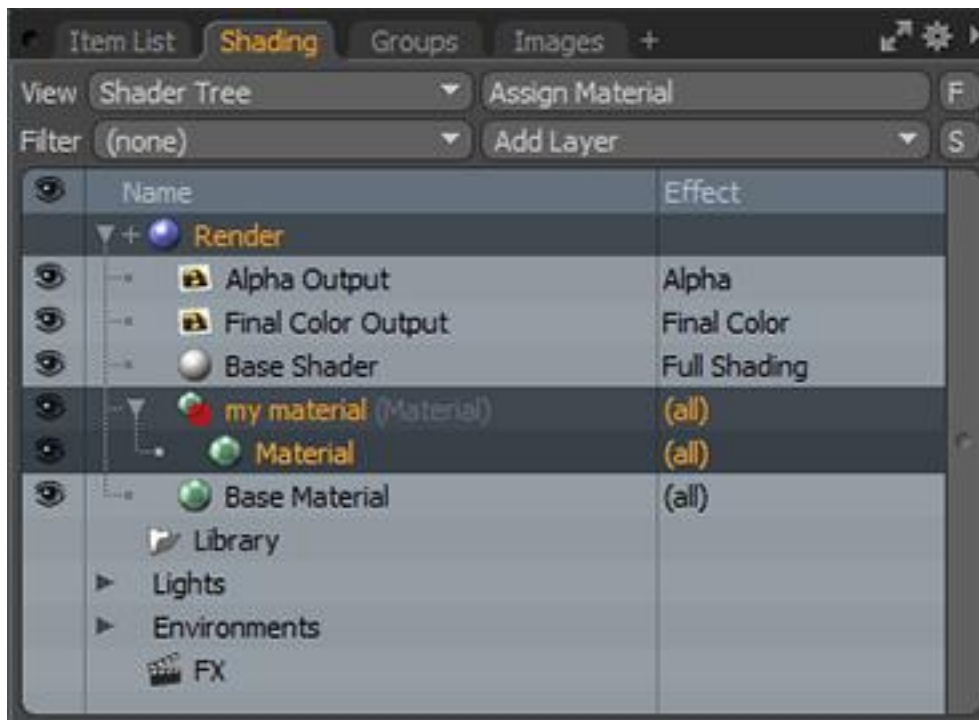
Projection Type Atlas

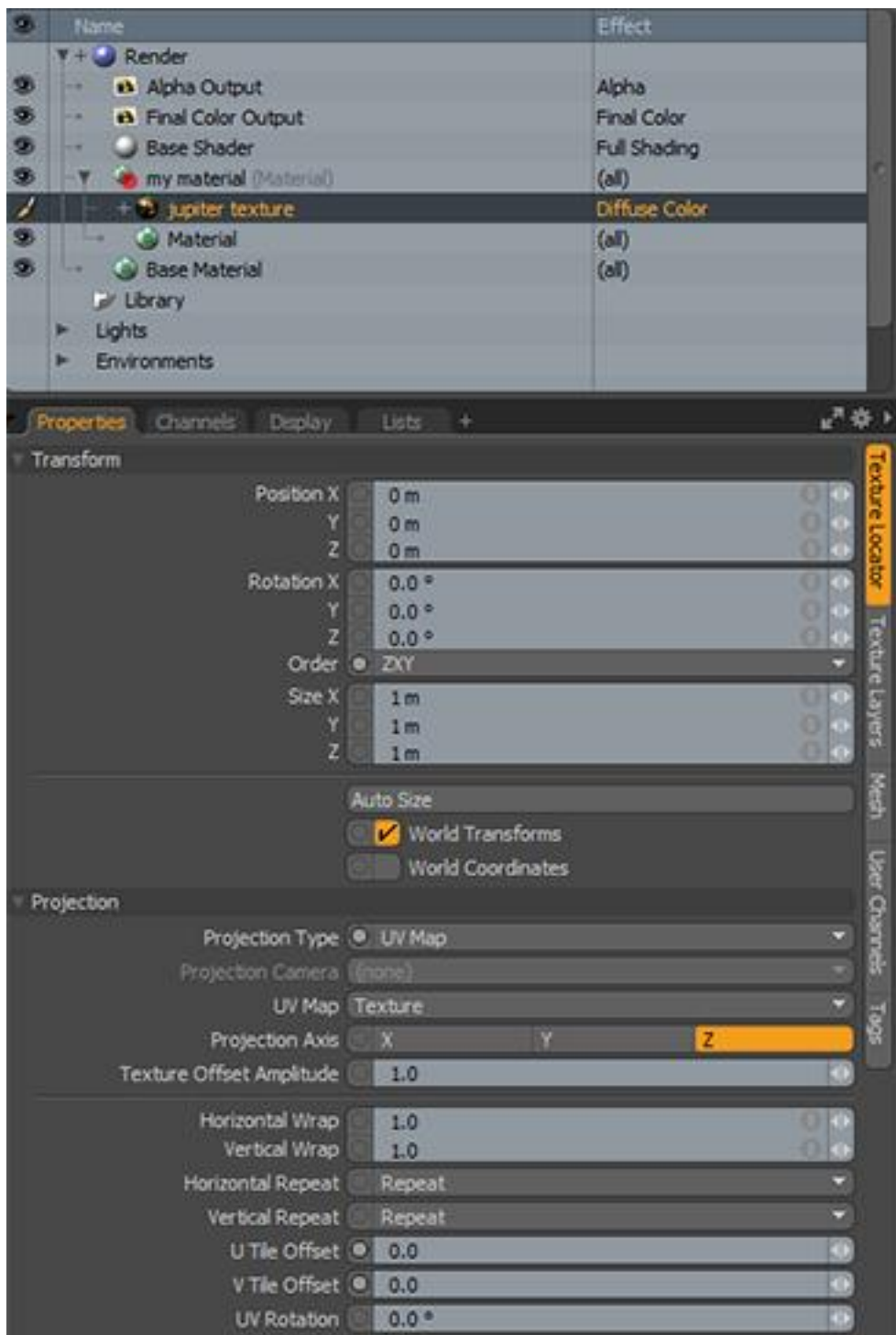
Axis X Y

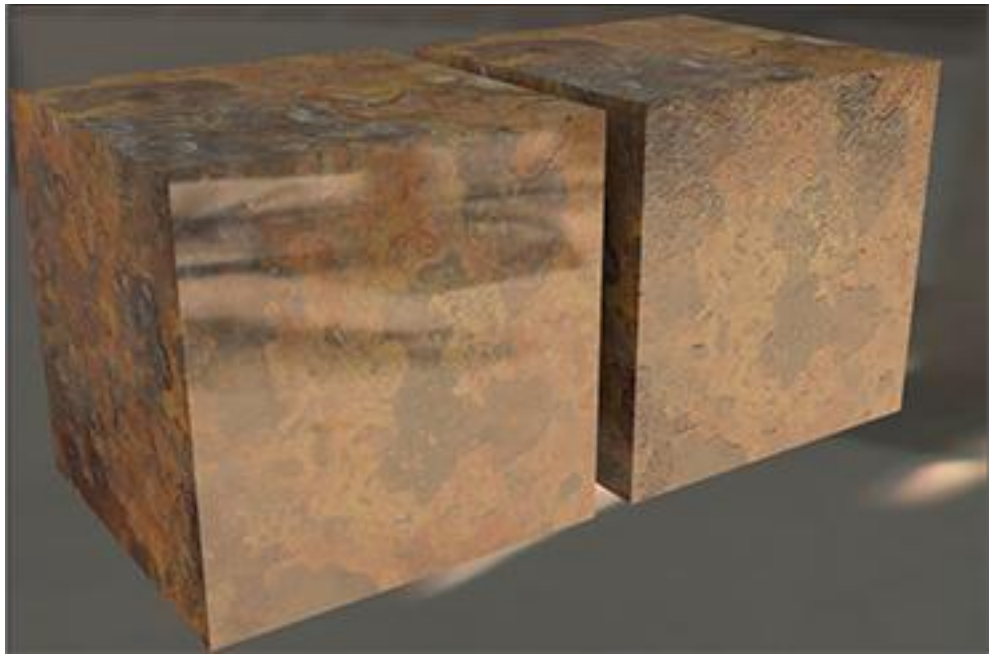
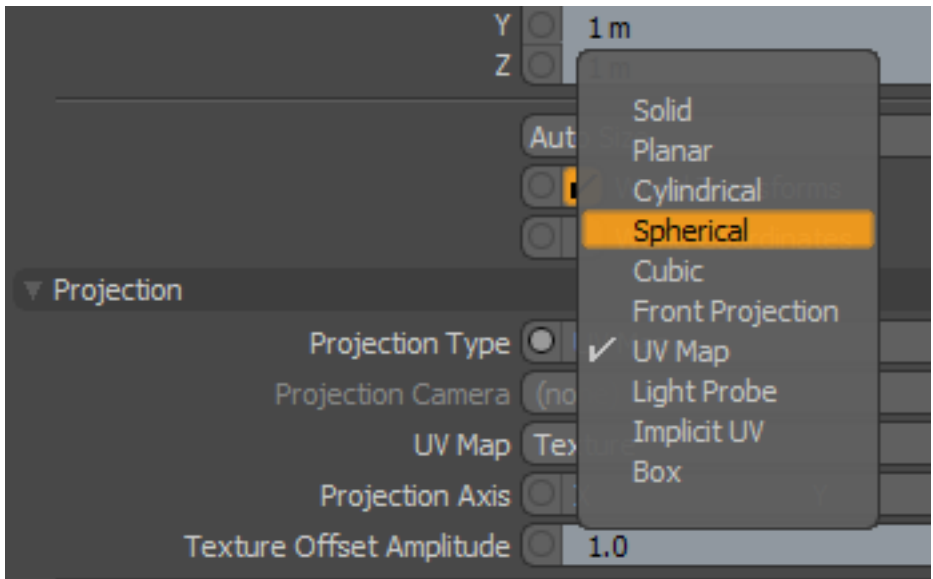
Settings Automatic Manual

Size X 1 m

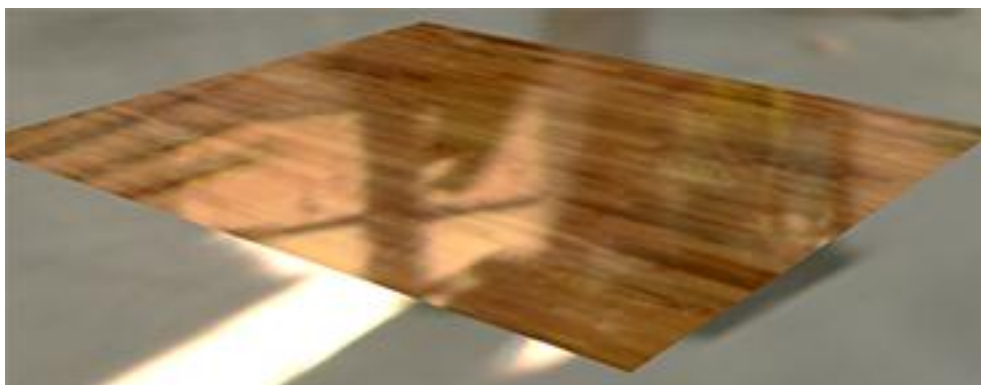
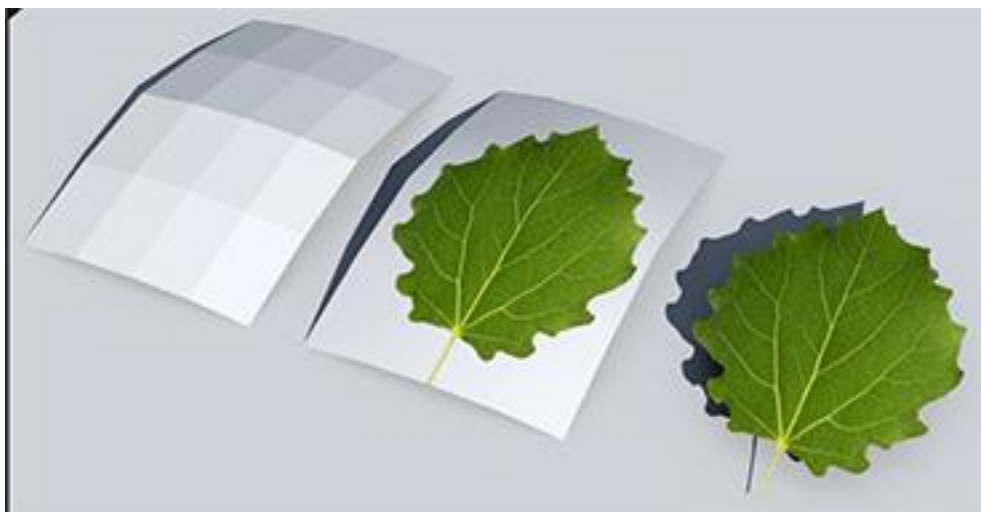
- Planar
- Cylindrical
- Spherical
- Atlas
- Barycentric
- Atlas 2
- Cubic

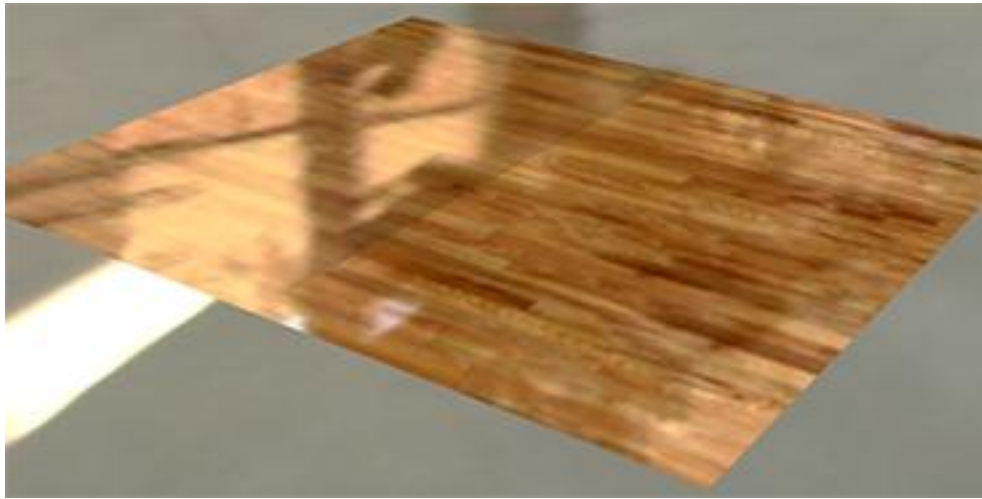






Effect
Alpha
Final Color
Full Shading
(all)
Bump
(all)
(all)



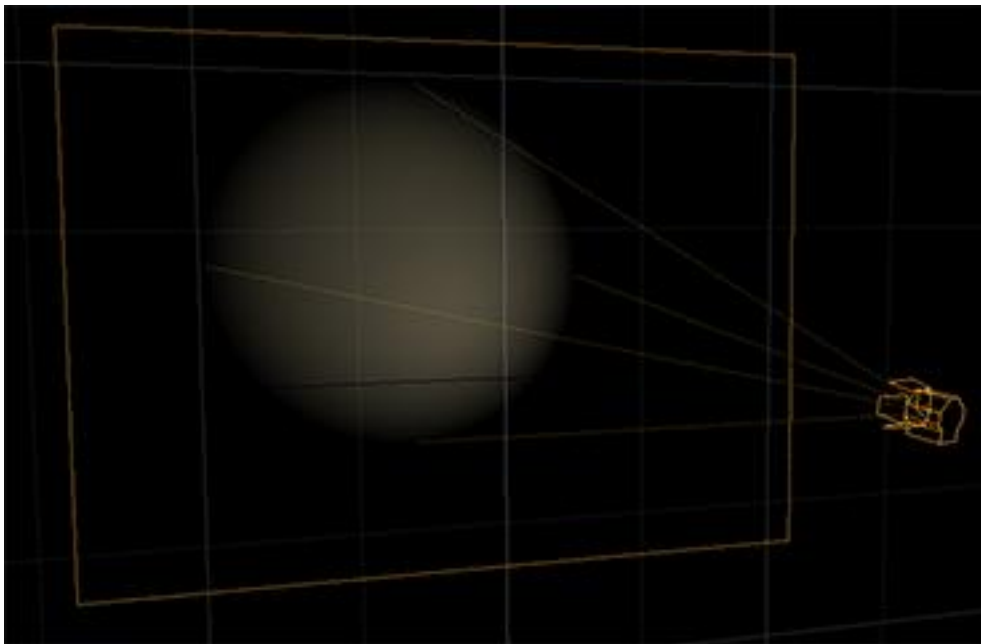


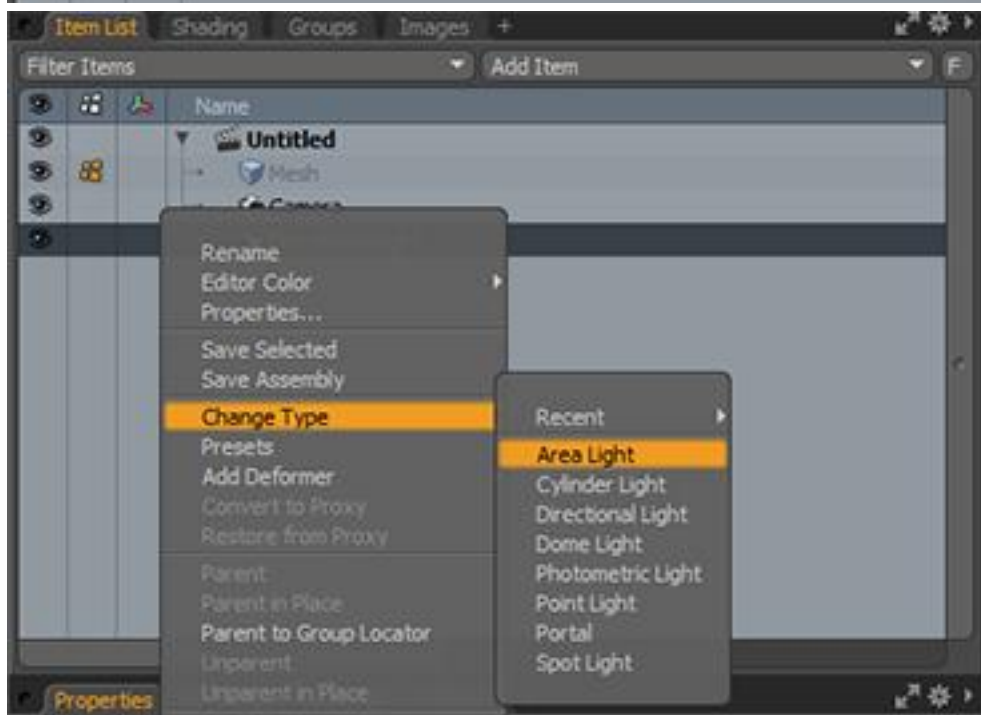
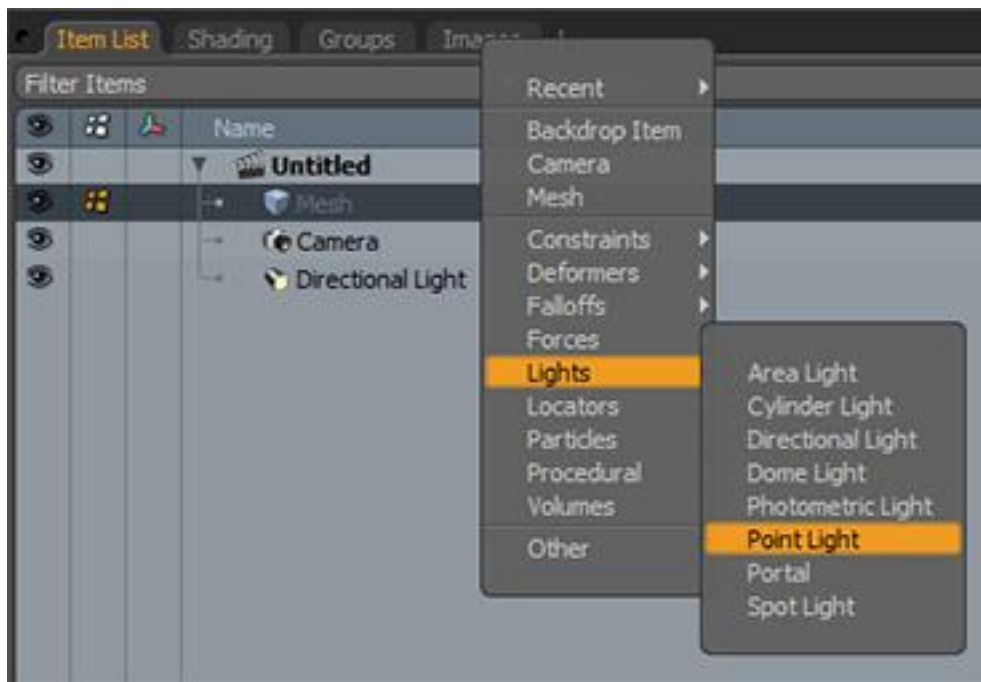
Reflection Amount 25.0 %
Fresnel 0.0 %

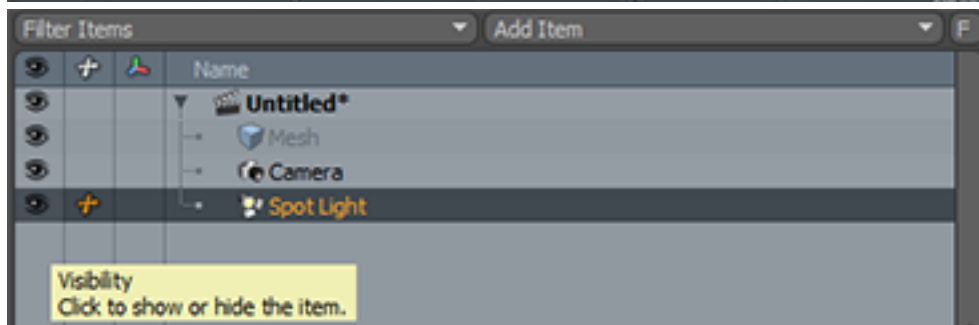
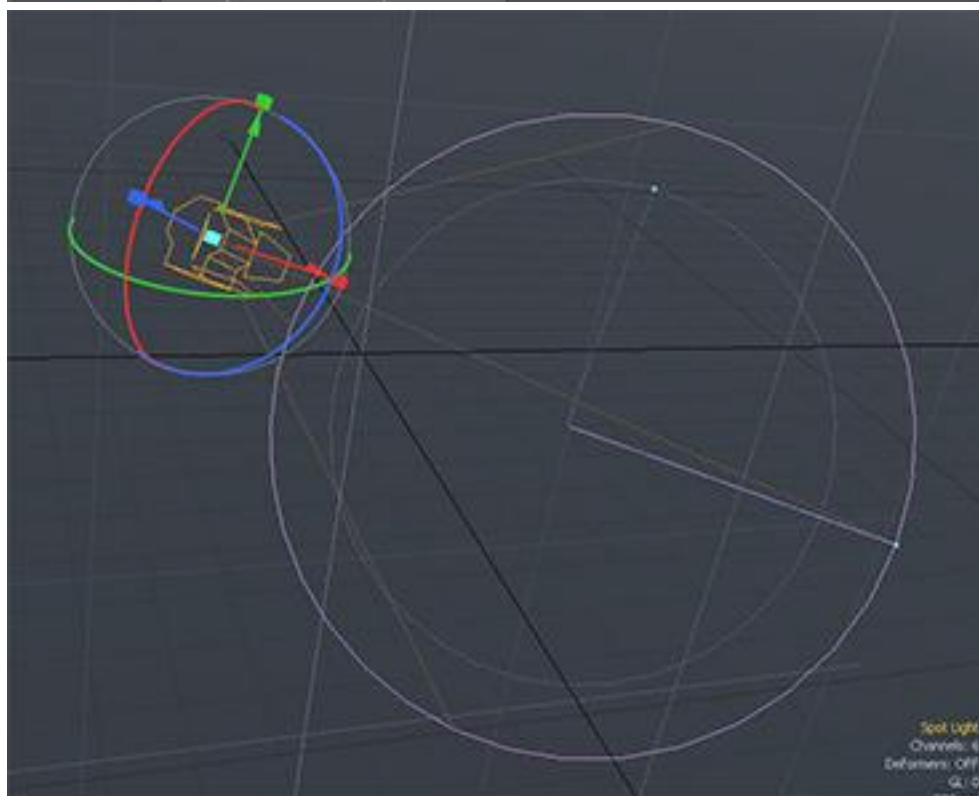
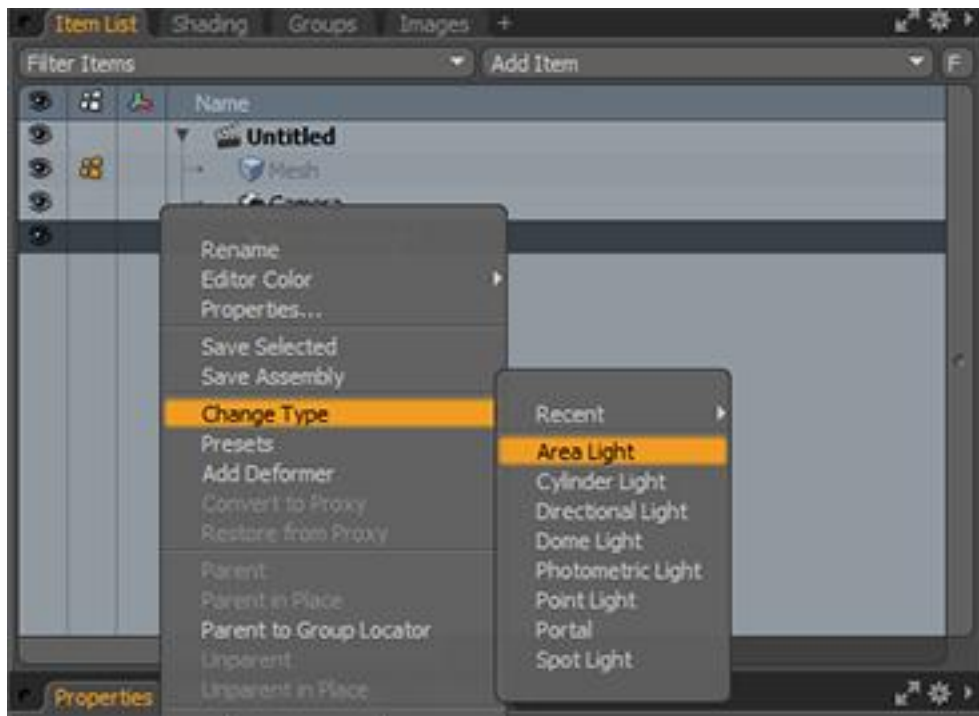


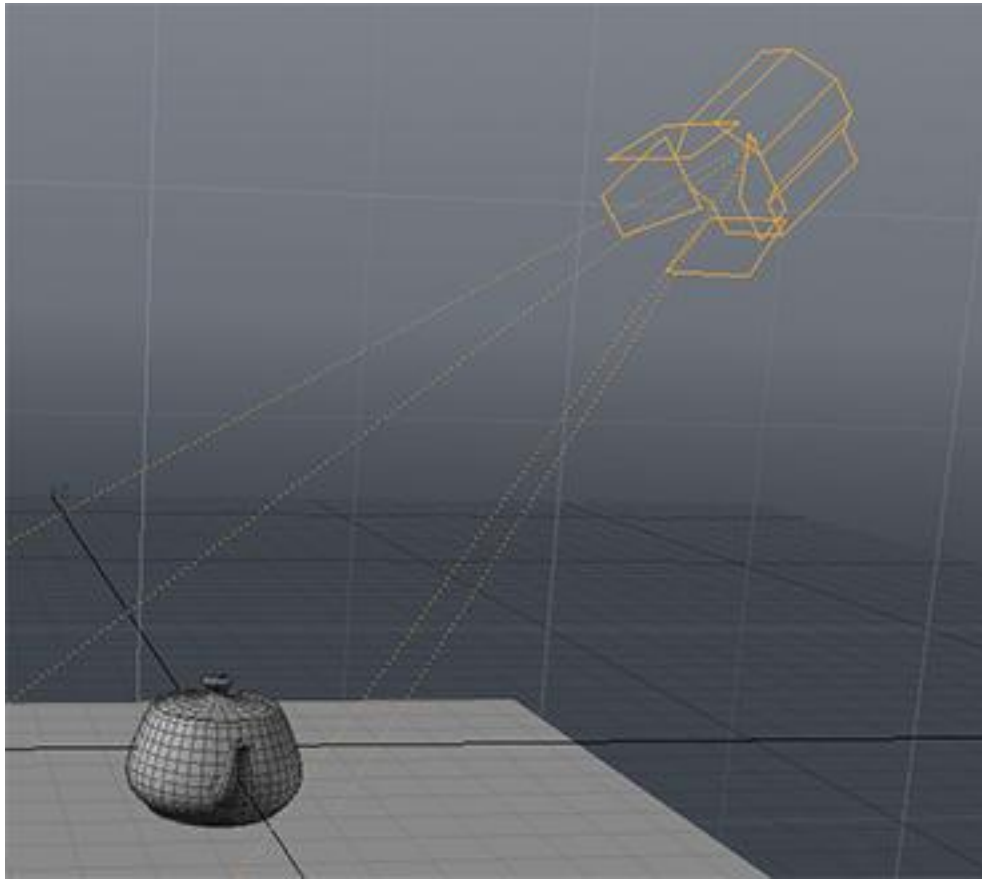


Chapter 4









Name **Spot Light**

▼ Transform

Position X Y Z

Rotation X Y Z

Order

Scale X Y Z

Reset
Zero
Add

Get Target

▼ Spot Light

Render

Dissolve

Radiant Intensity

Falloff Type

Shadow Type

Shadow Map Res

Control Light Linking

Item Group

Mode

Radius

Samples

Simple Shading

Cone Angle

Soft Edge

▼ Volumetrics

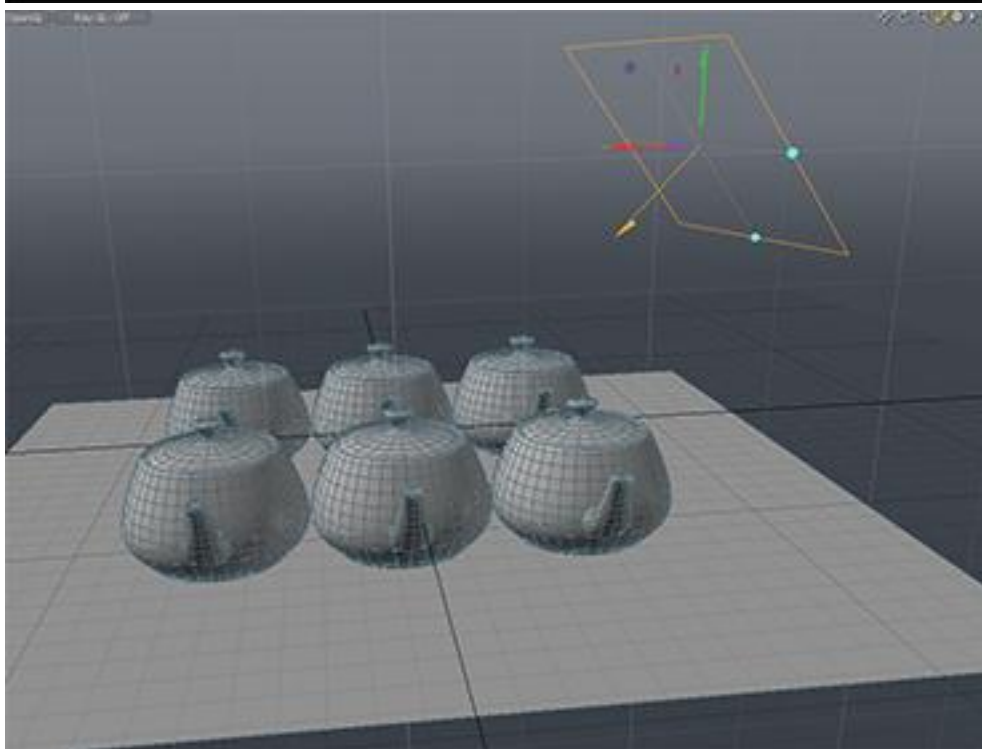
Volumetrics

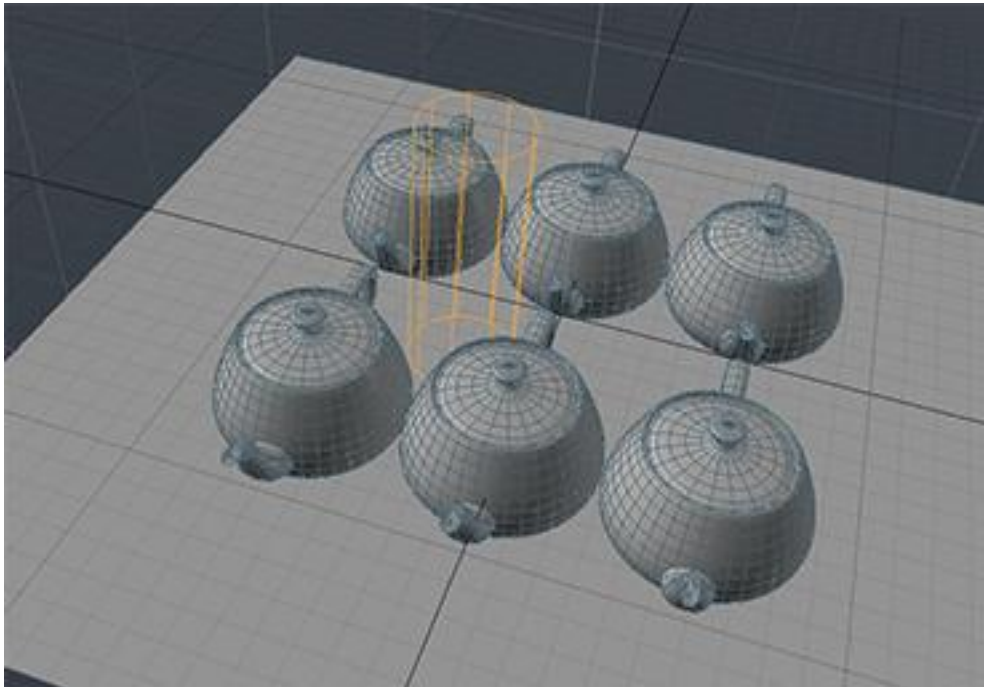
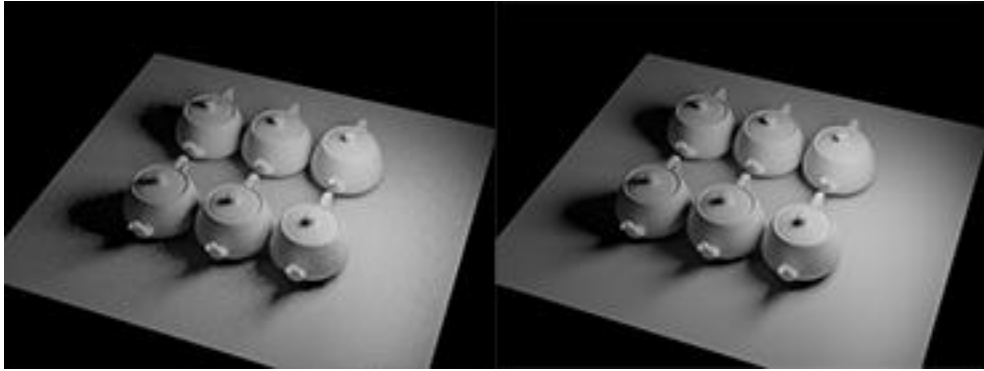
Samples

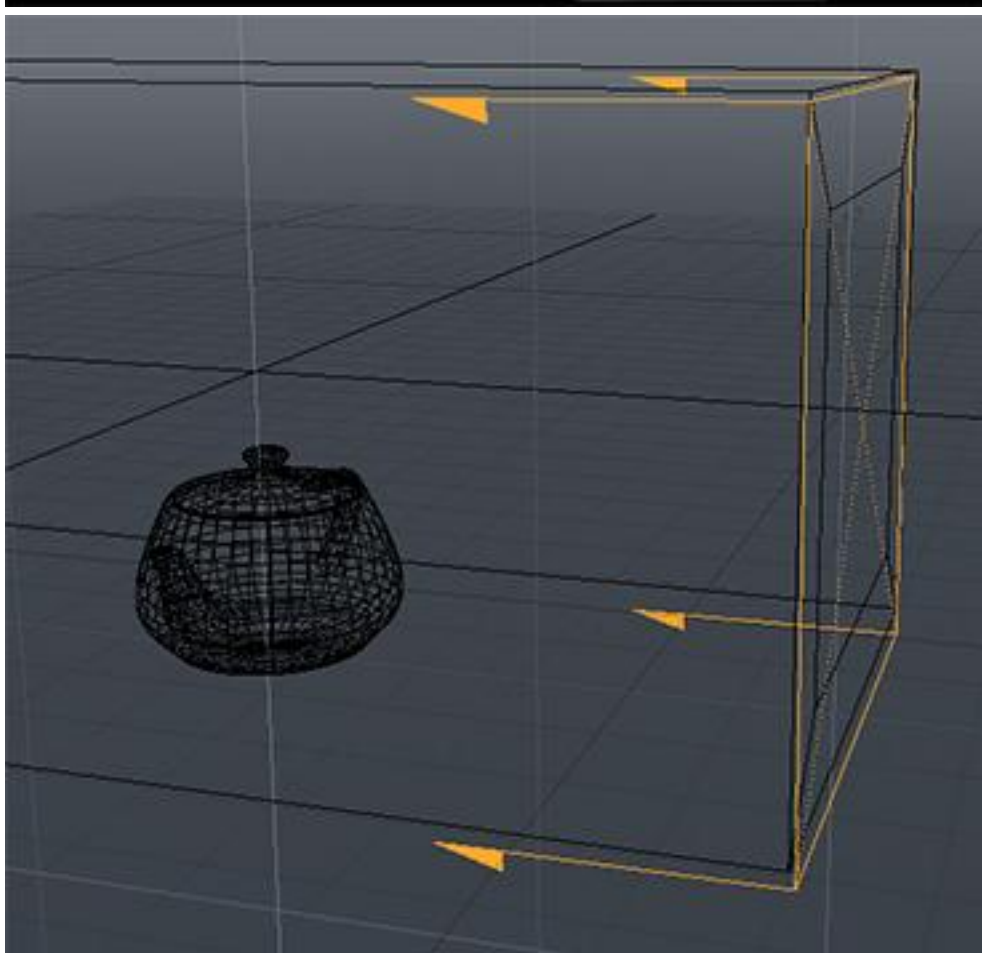
Height

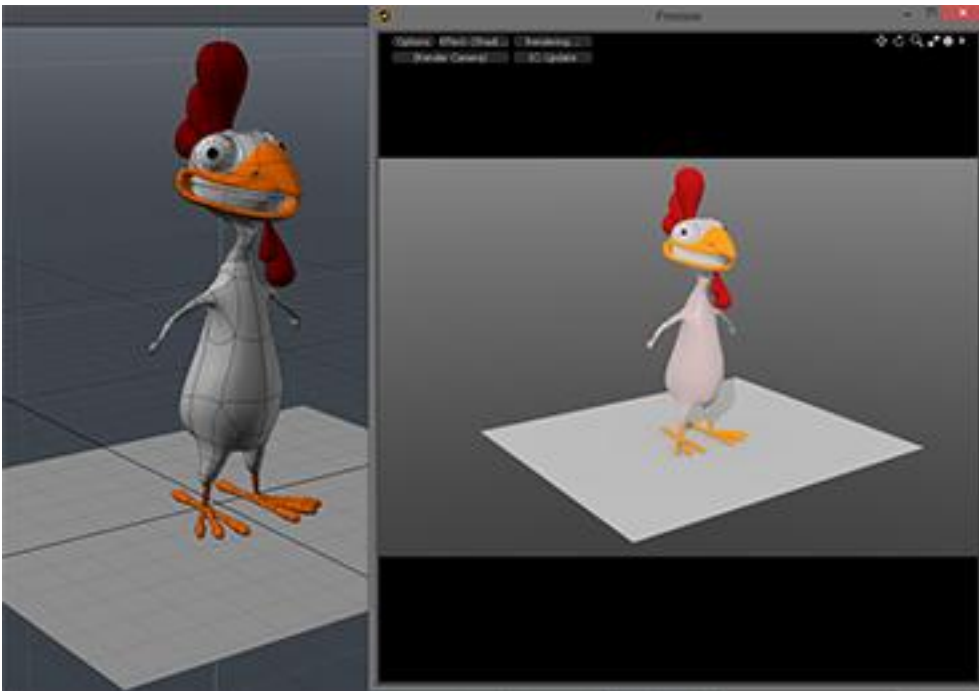
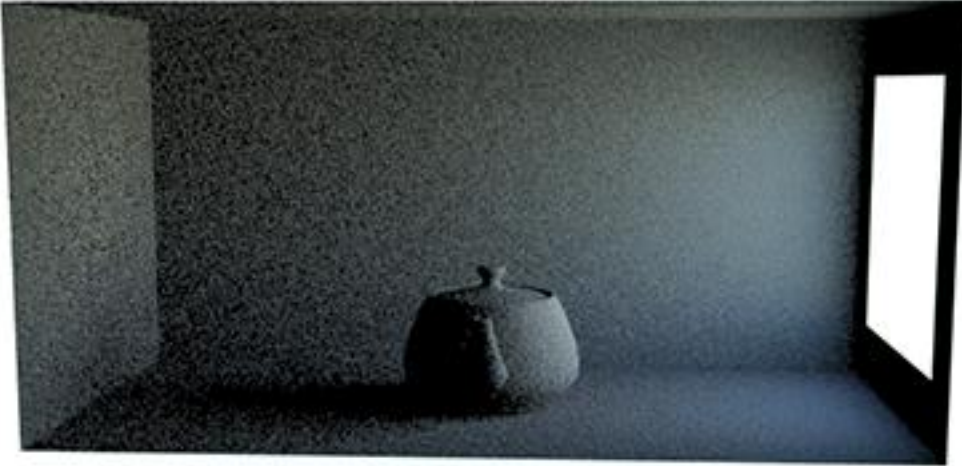
Base

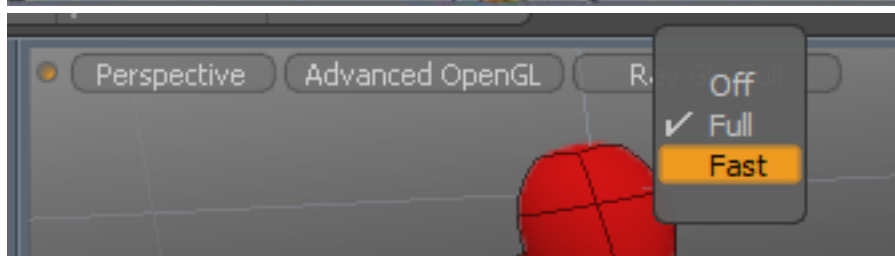
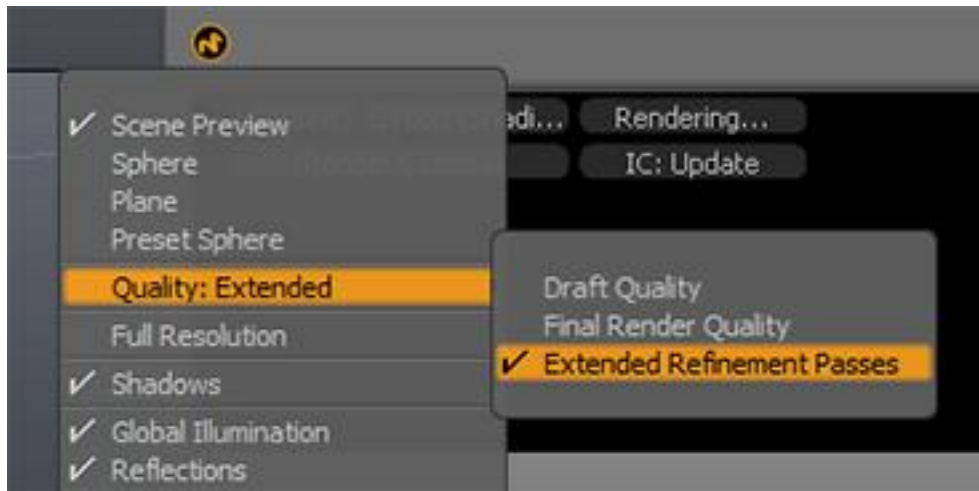


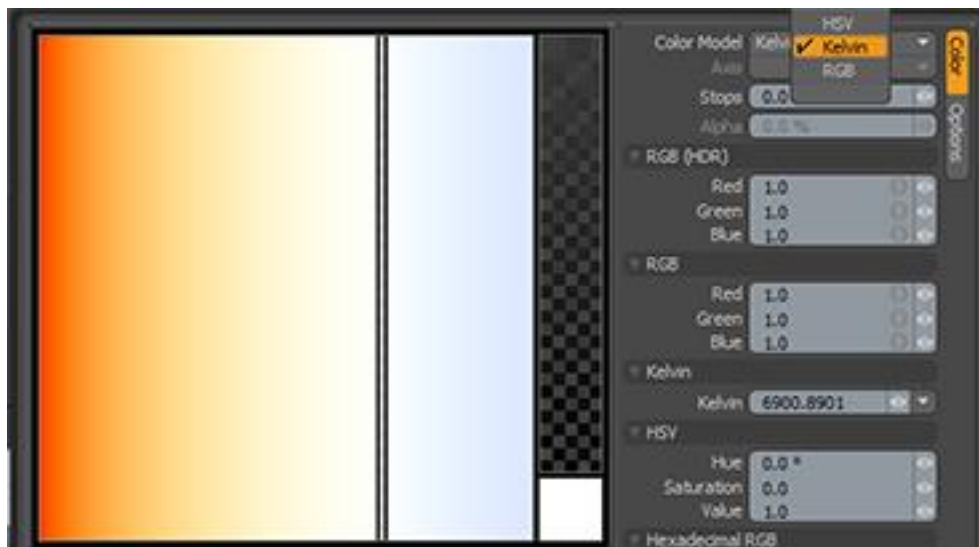




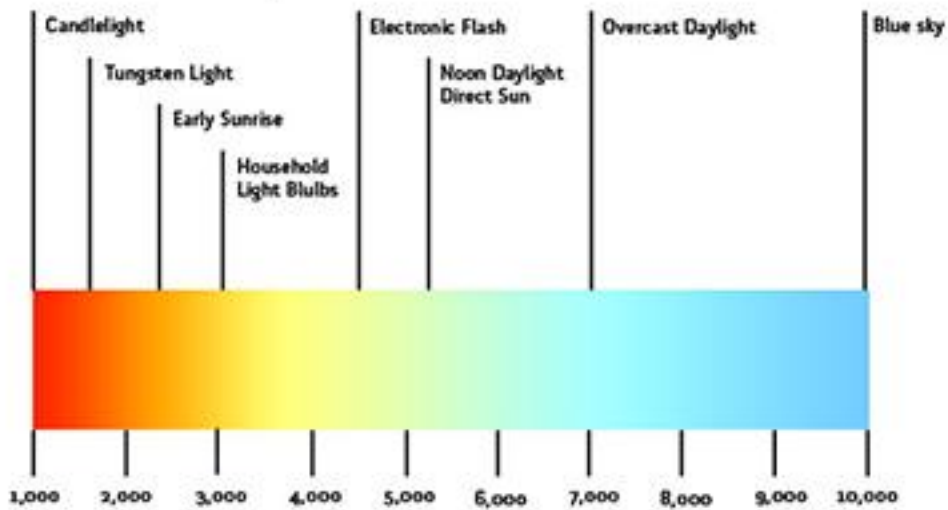








Colour Temperatures in the Kelvin Scale



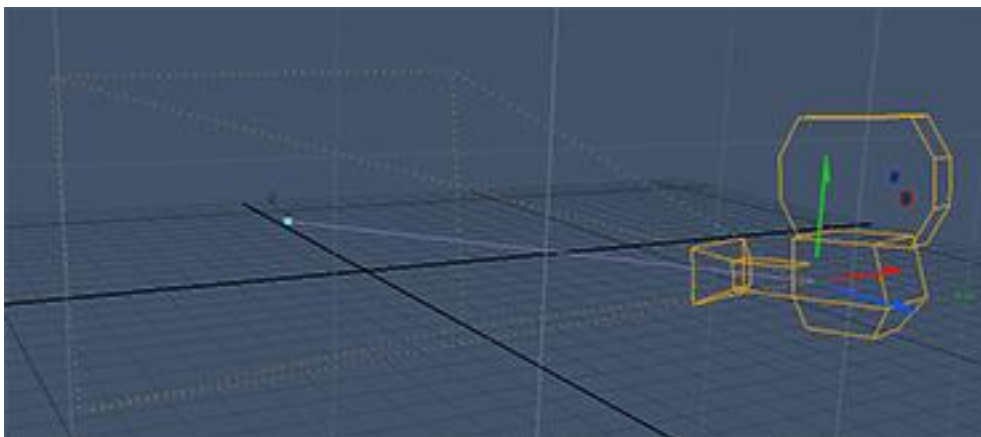




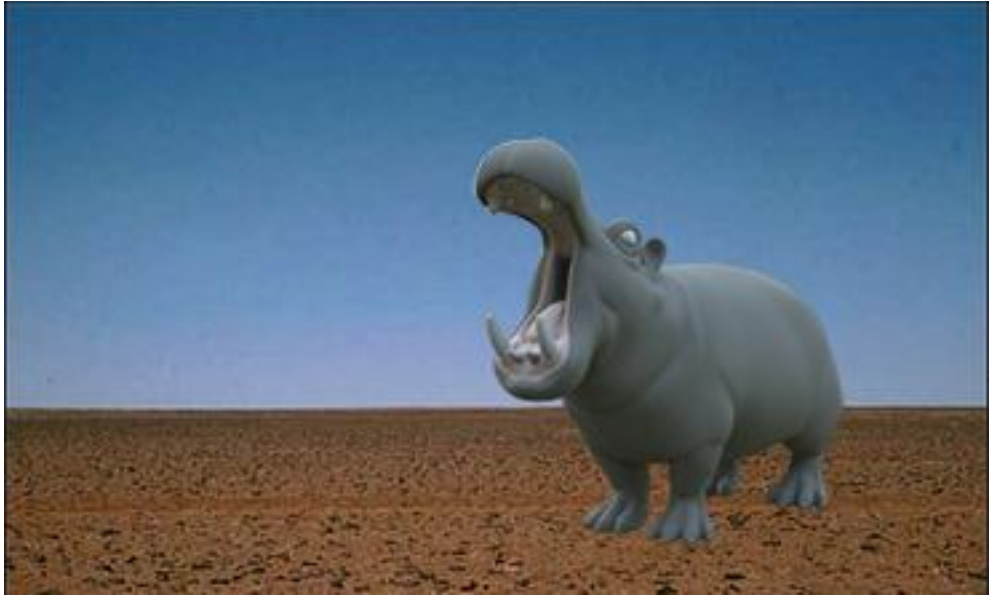




Chapter 5







▼ Projection

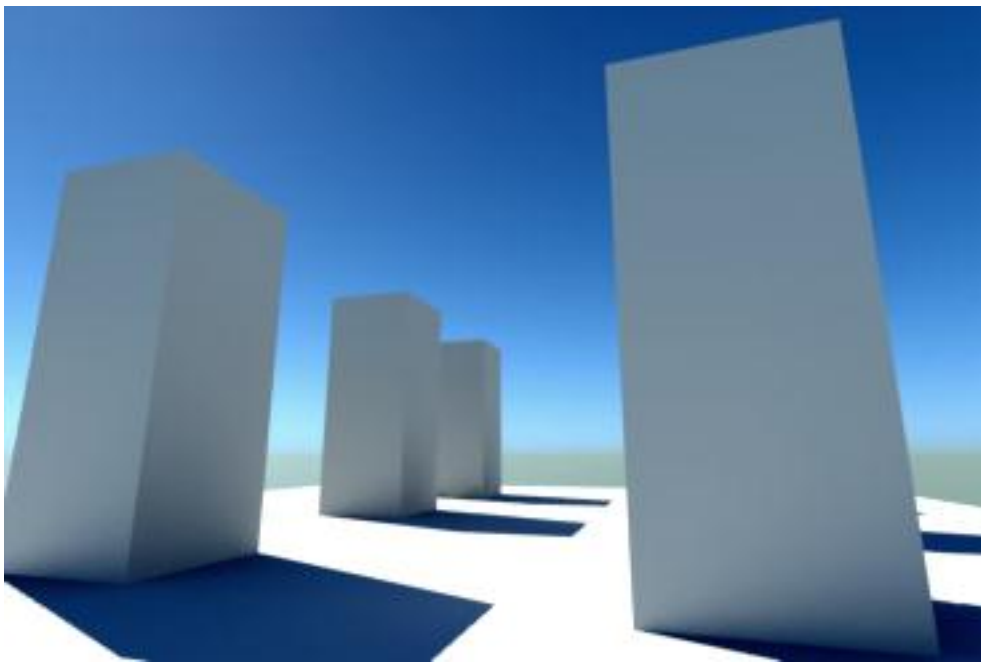
Projection Type Perspective ▼

Focal Length 50 mm ◀▶ ▼

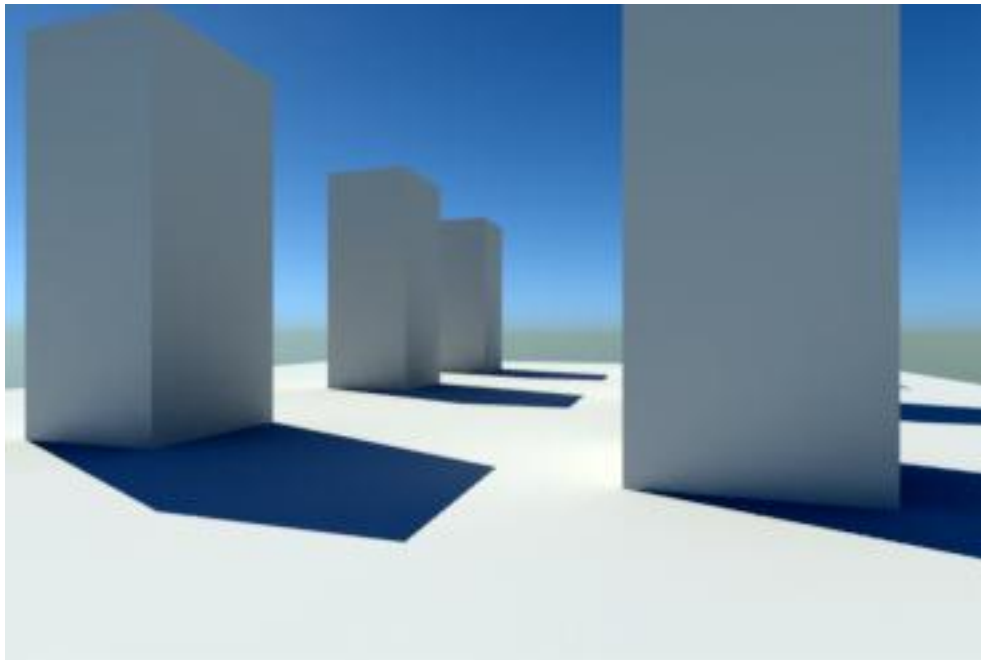
Angle of View 39.5978 ° ◀▶

Lens Distortion 0.0 ◀▶ ▼





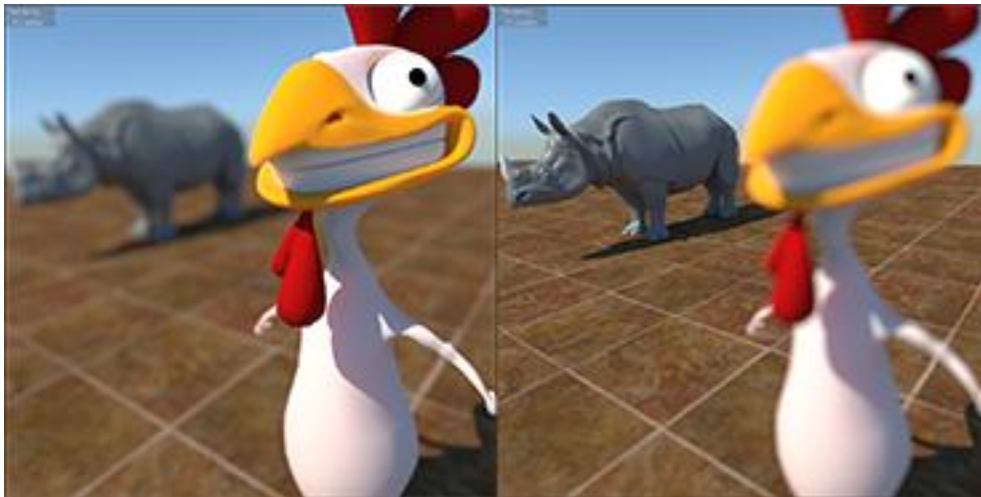
Rotation X	<input type="radio"/>	0.0 °	<input type="radio"/>	◀▶
Y	<input type="radio"/>	106.8974 °	<input type="radio"/>	◀▶
Z	<input type="radio"/>	0.0203 °	<input type="radio"/>	◀▶
Order	<input type="radio"/>	ZXY		▼



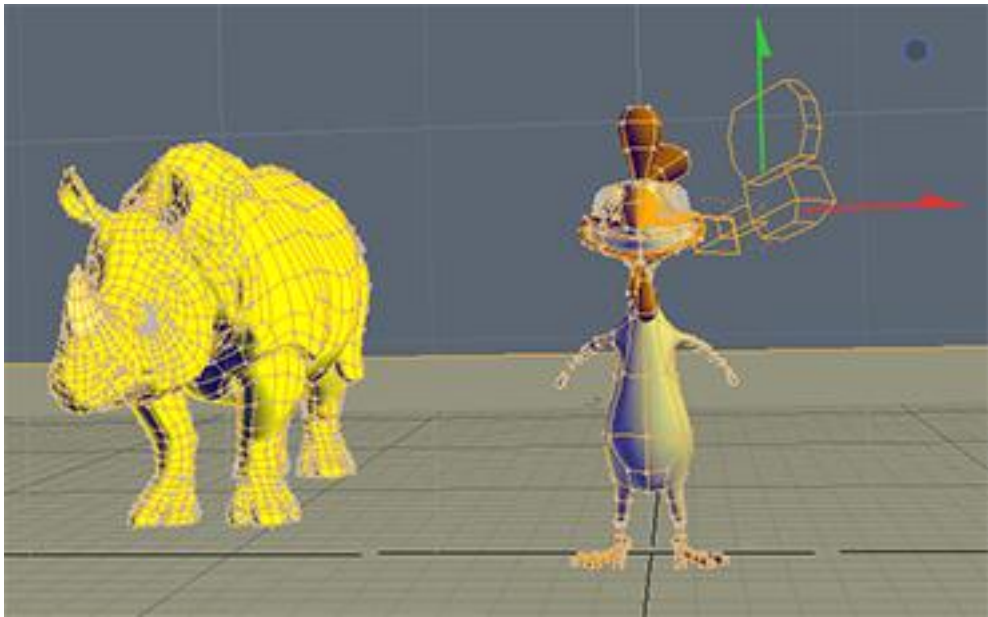
Film Offset X 0 m

Y 0 m









▼ Depth of Field

Enable

Focus Distance

Autofocus

F-Stop

Iris Blades

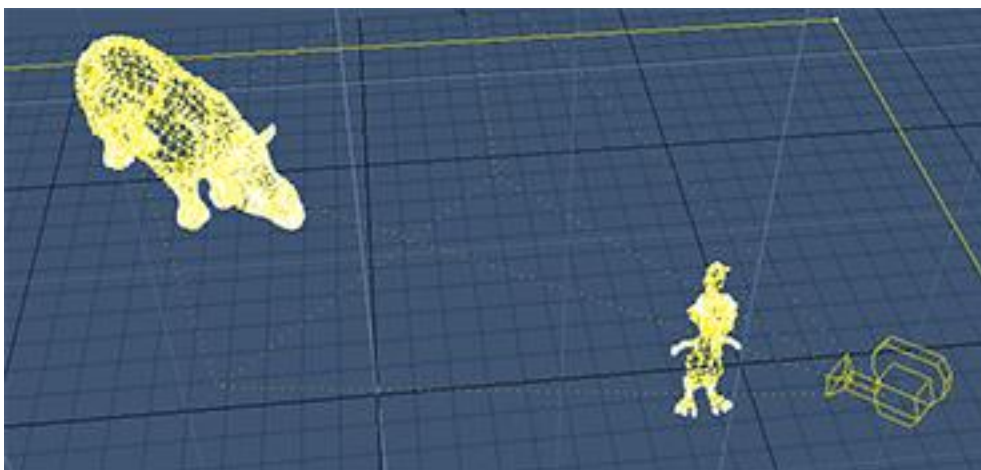
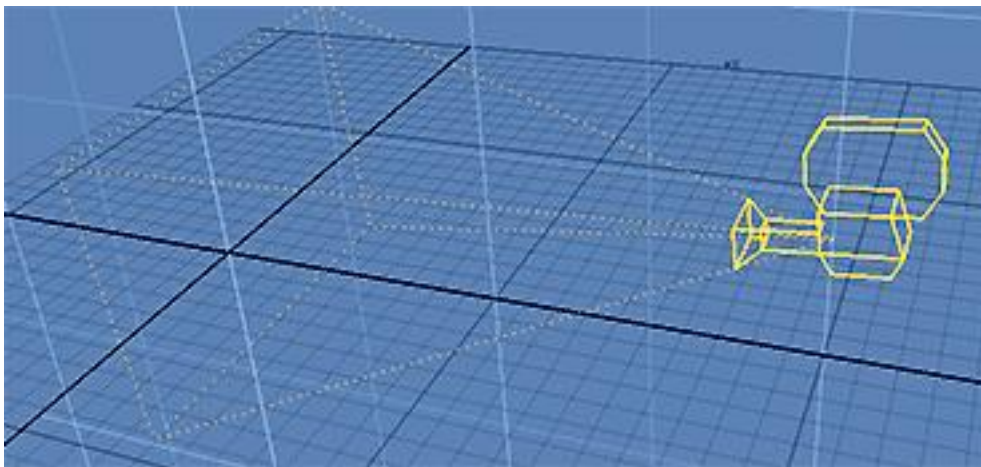
Iris Rotation

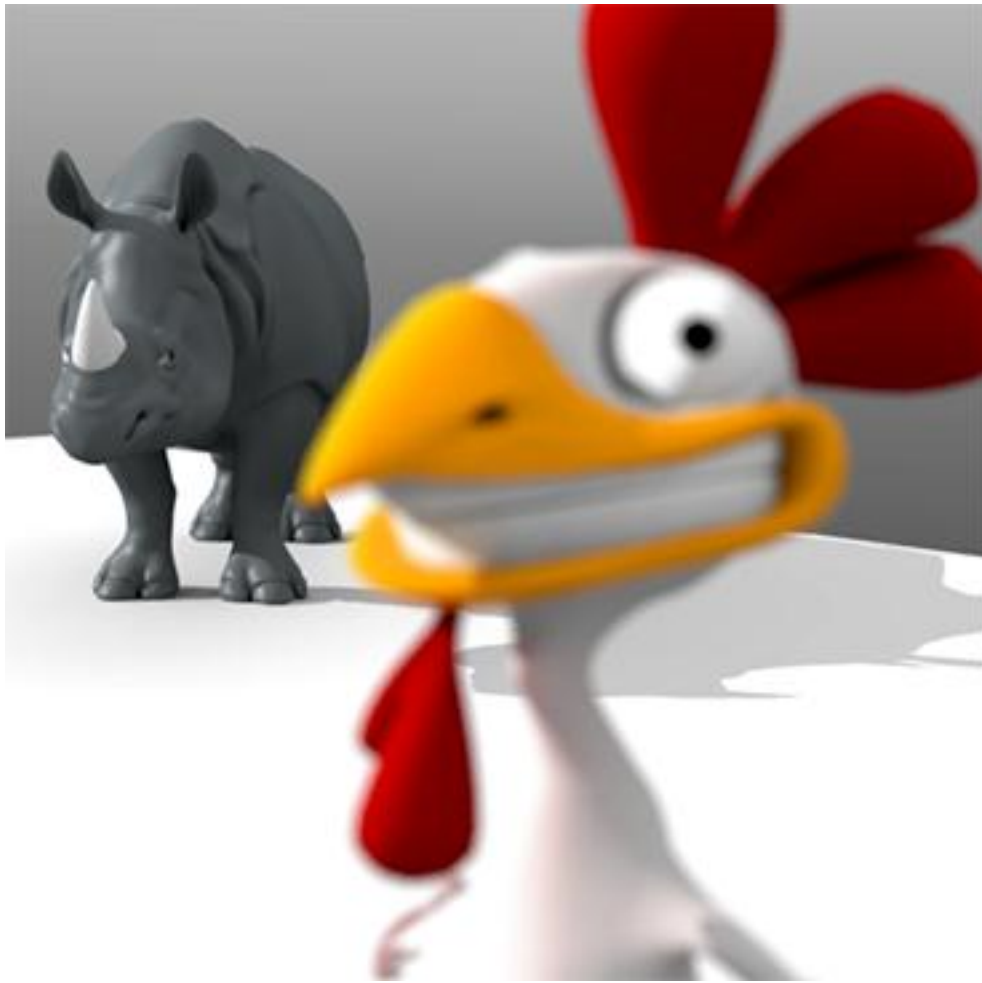
Edge Weighting

▼ Motion Blur

Camera View

Camera Effects





▼ Frame

Resolution Unit	<input type="radio"/> Pixels	▼
Frame Width	<input type="radio"/> 500	◀▶
Height	<input type="radio"/> 500	◀▶
DPI	72.0	◀▶
Pixel Aspect Ratio	<input type="radio"/> 1.0	◀▶ ▼

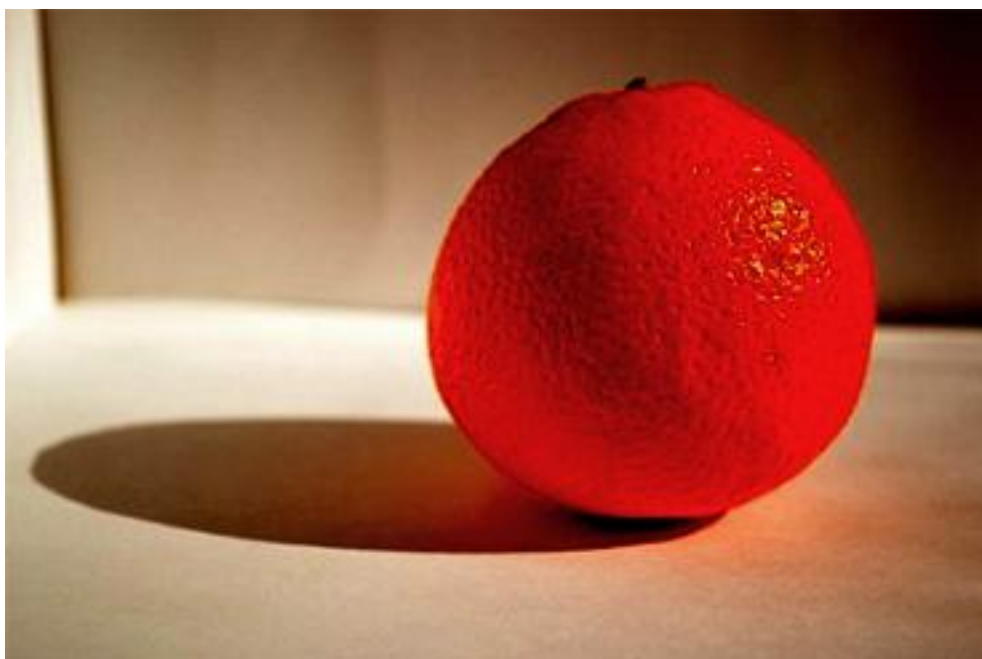
600DPI



1200DPI



Chapter 6



Property... Channels Display Lists + [Settings Icon] [Reset Icon]

▼ Ambient Light

Ambient Intensity

Ambient Color

▼ Indirect Illumination

Enable

Indirect Rays

Indirect Bounces

Indirect Range

Subsurface Scattering

Volumetrics Affect Indirect

▼ Environment Importance Sampling

Enable

Environment Rays

▼ Irradiance Caching

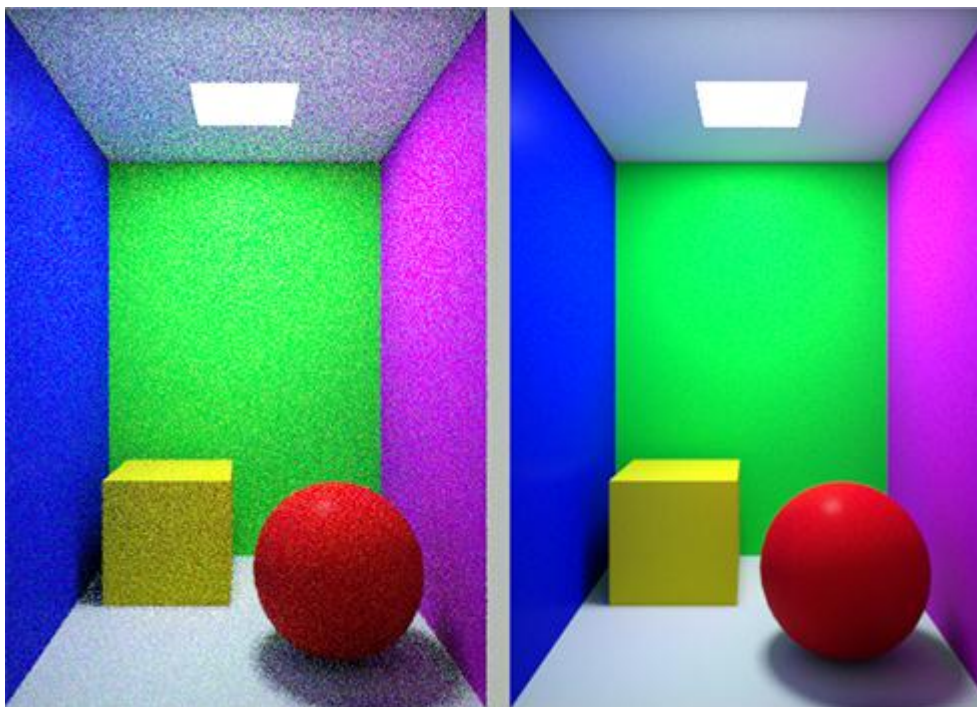
Enable

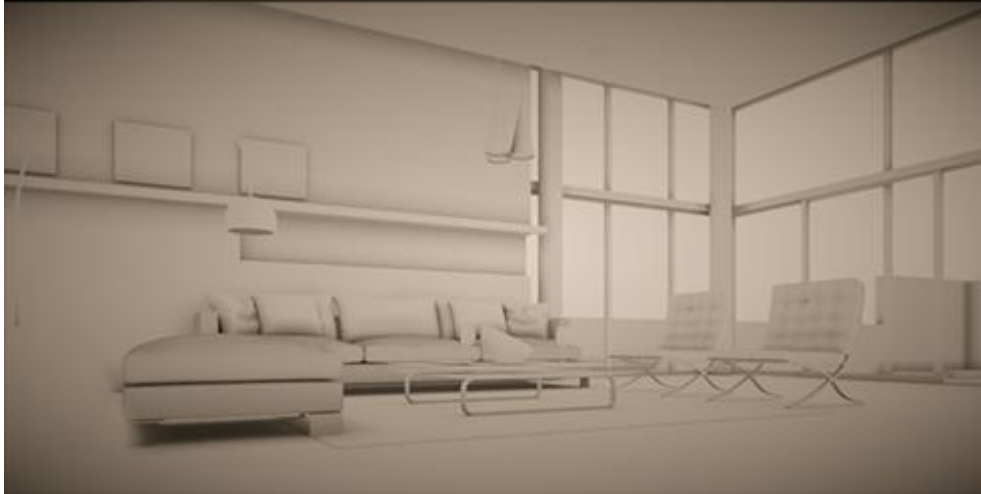
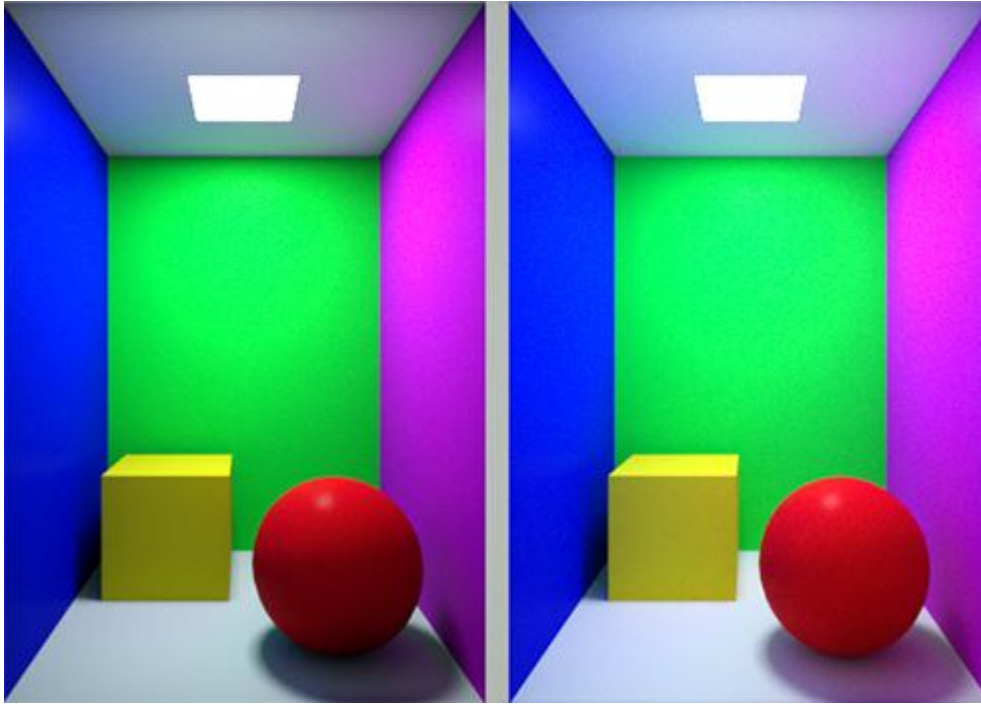
Irradiance Rays

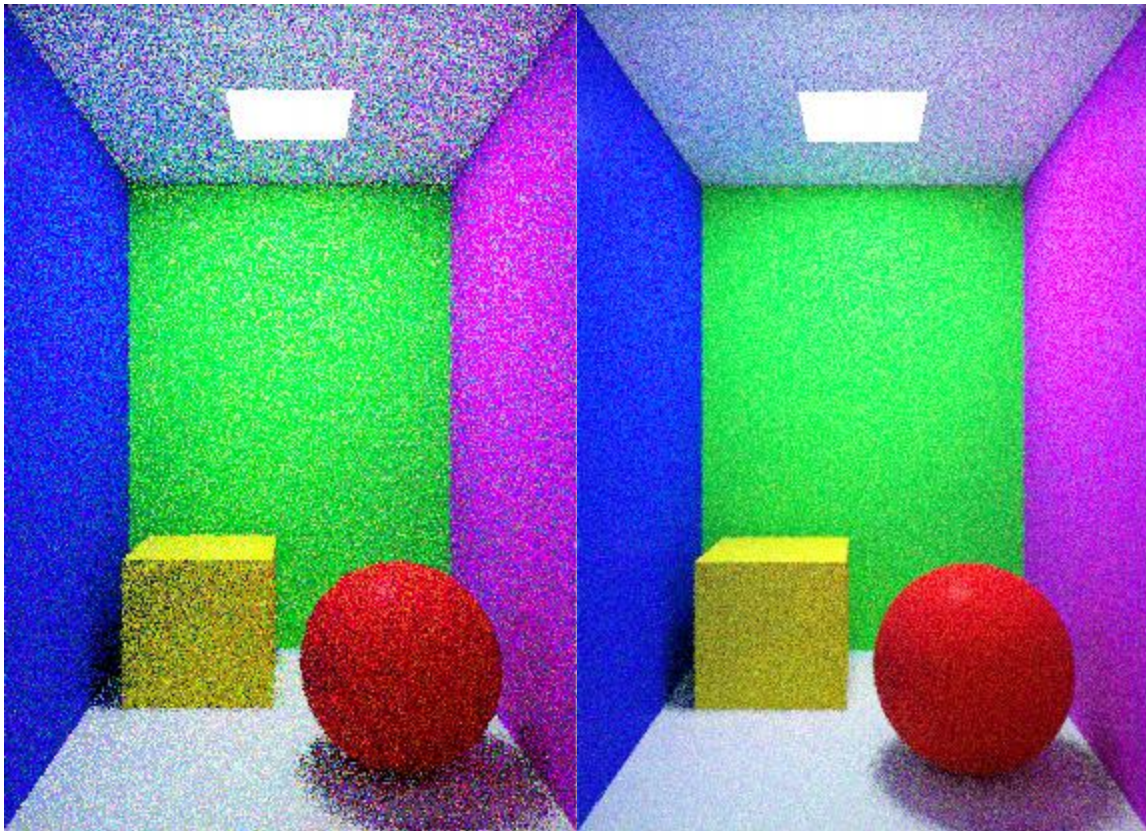
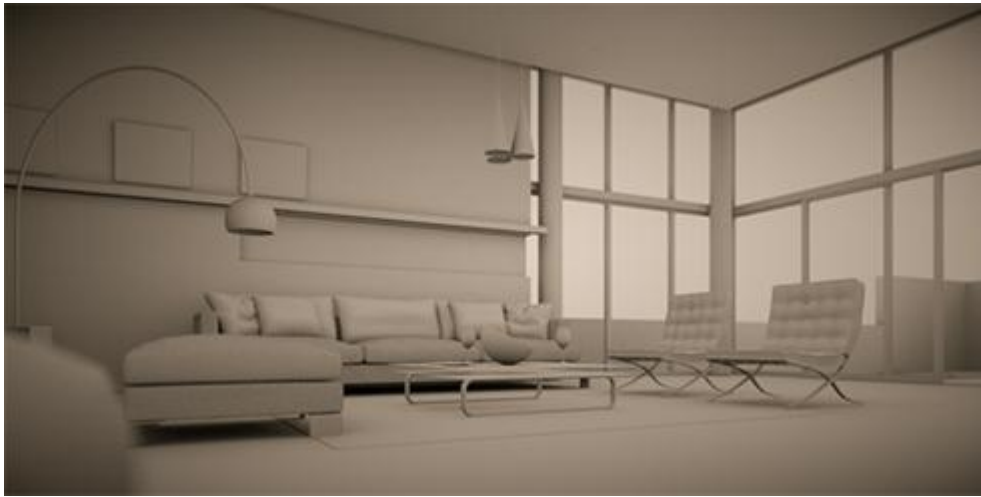
Supersampling

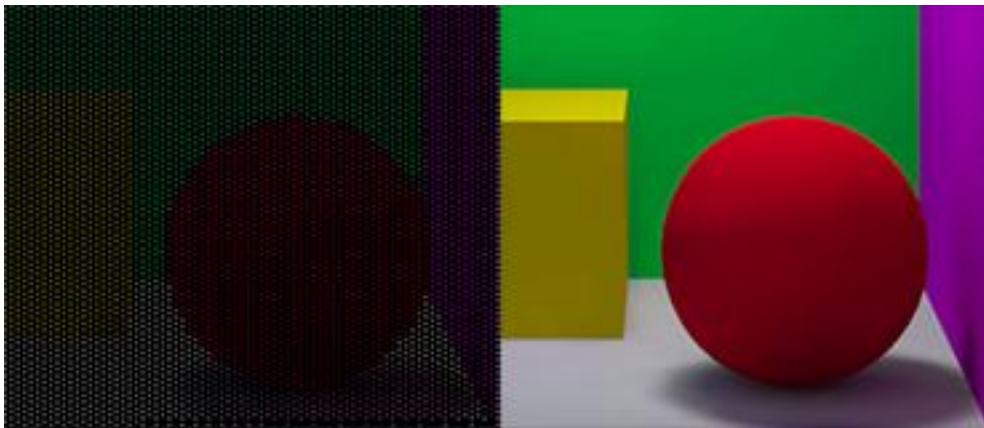
Outlier Rejection

Frame Settings **Global Illumination** User Channels Tags











Environments

- Environment
 - Environment Material (2) Environment Color

Properties Channels Display Lists +

Layer

- Enable
- Invert
- Blend Mode Normal
- Opacity 100.0 %

Environment Material

- Environment Type Physically-based Daylight

Texture Layers User Char

- Physical Sun

Time 12:00

Day 6/21/2012



Indirect Illumination

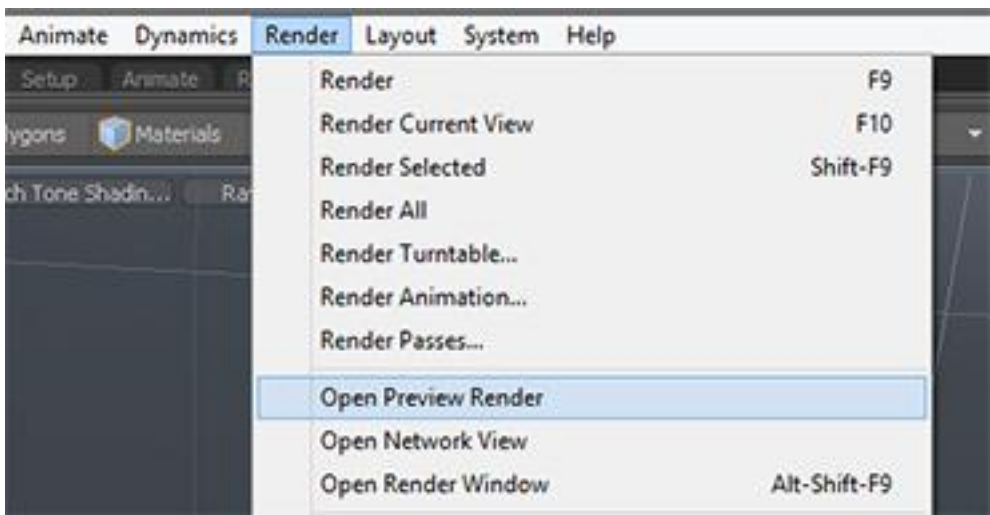
- Enable
- Indirect Rays 64

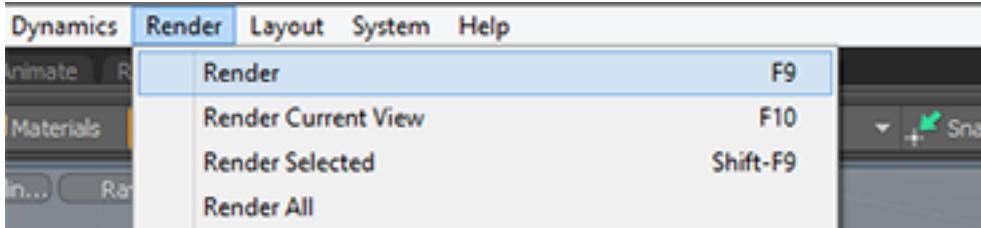
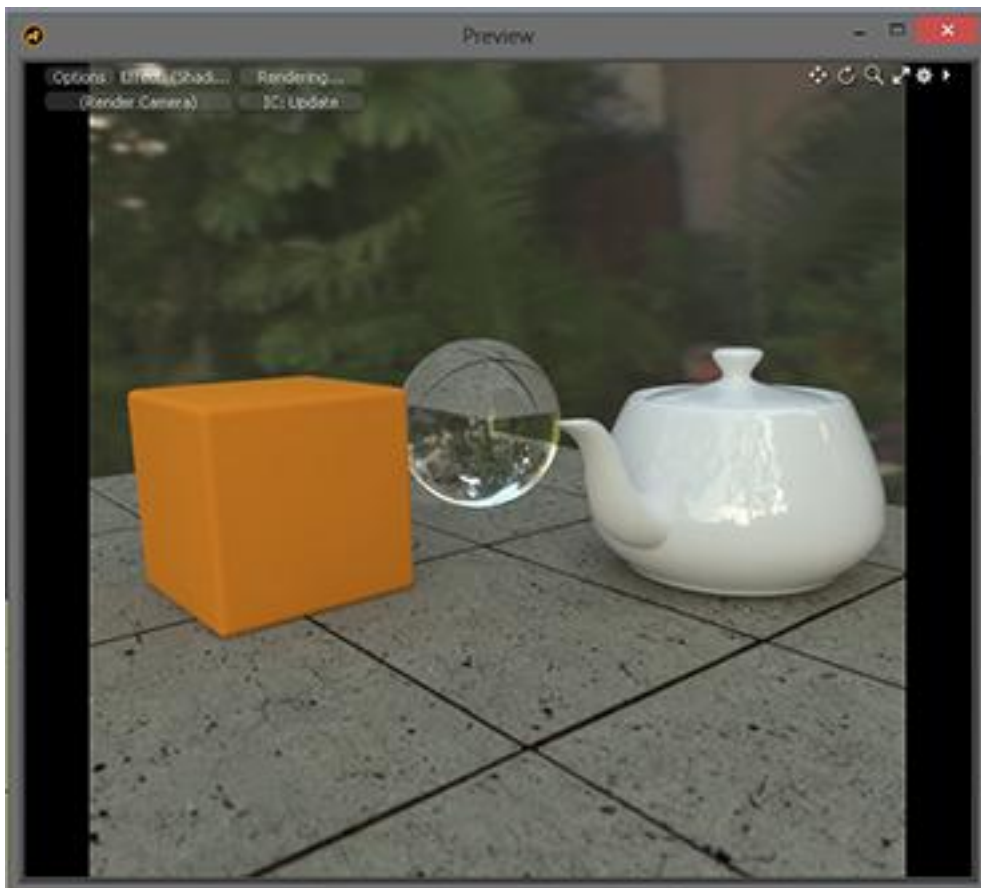
Irradiance Caching

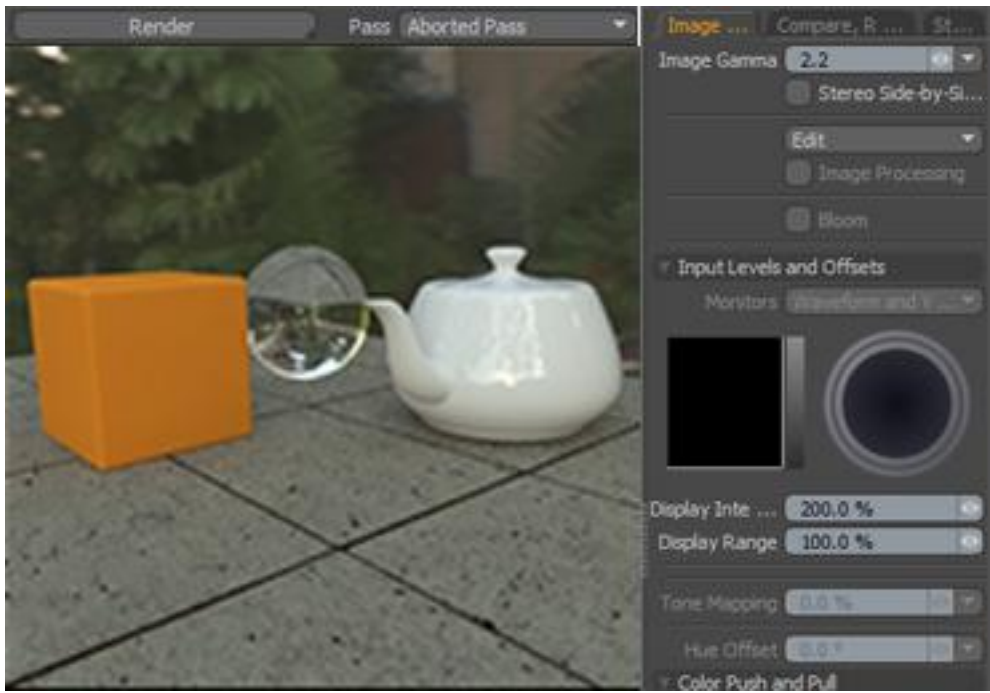
- Enable
- Irradiance Rays 256

Antialiasing

- Antialiasing 8 Samples/Pixel

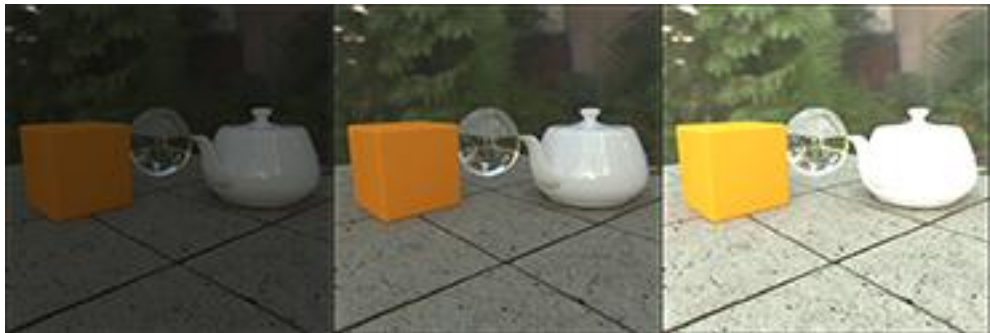






Input White Level 2.0 W/srm2

Tone Mapping 0.0 %

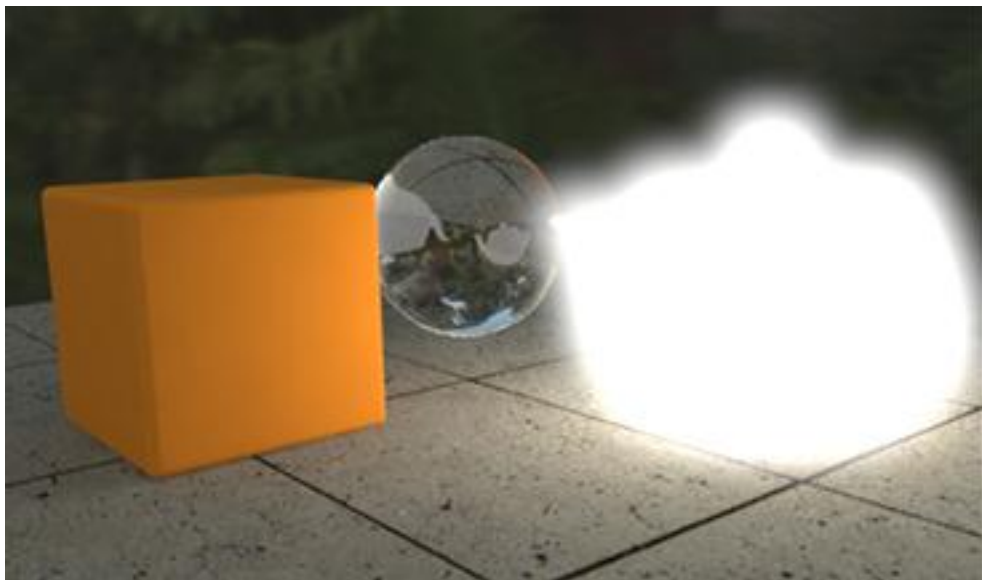
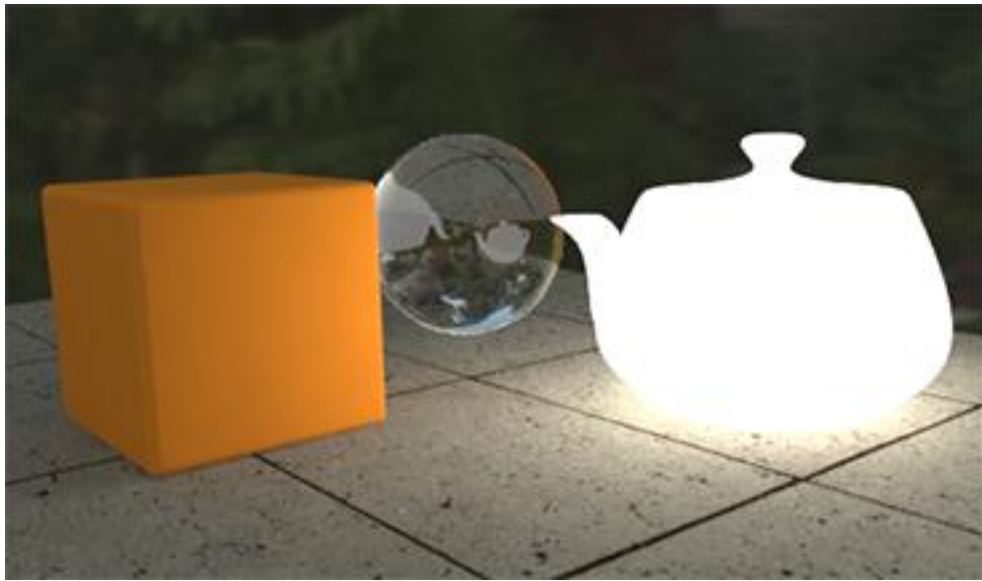


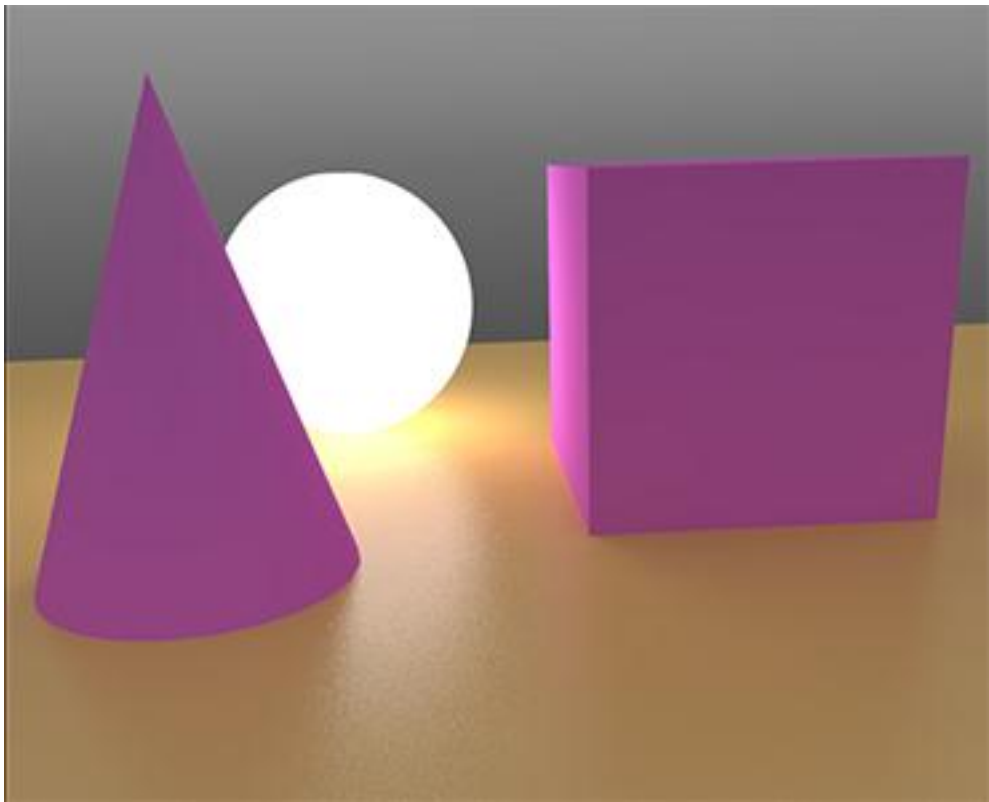
Bloom

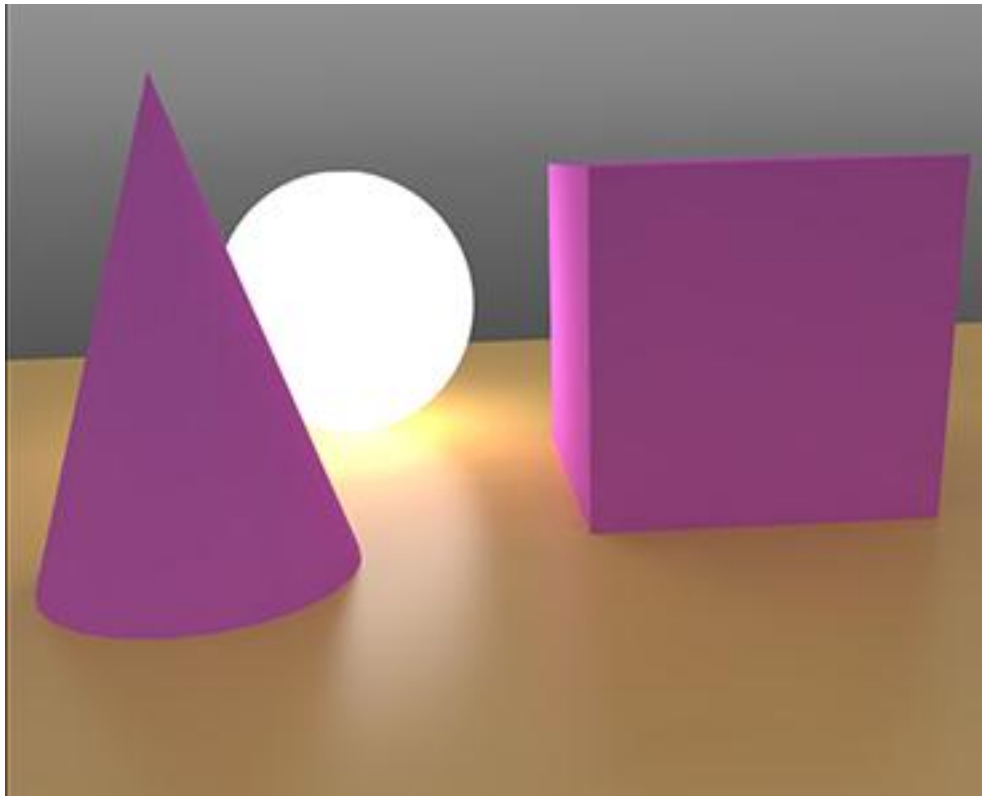
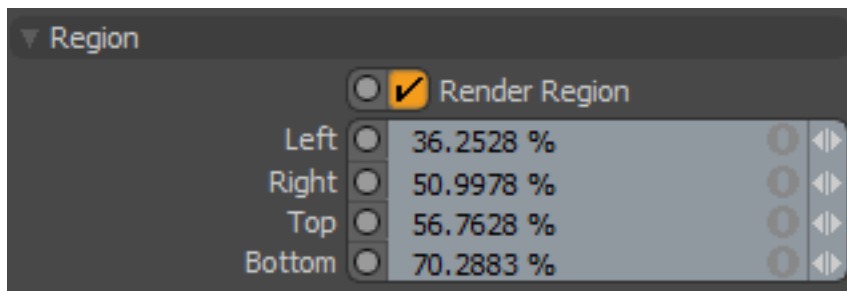
Bloom Threshold 50.0 %

Bloom Radius 30.0 %

Vignette Amount 0.0 %

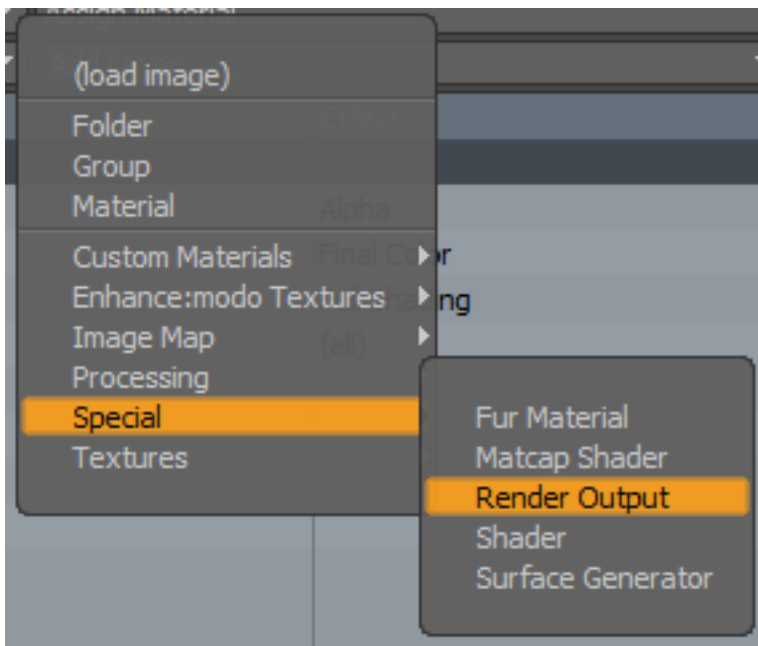


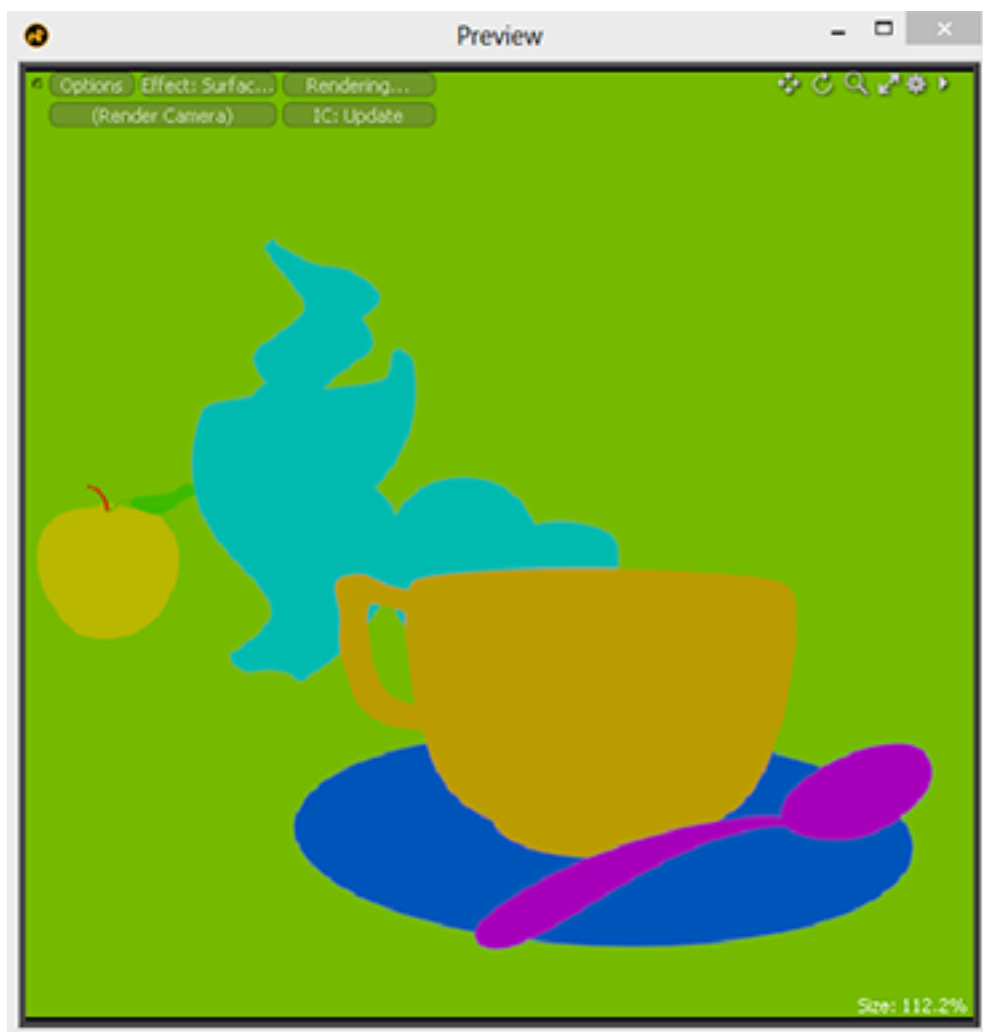




Chapter 7

	Name	Effect
	▼ + Render	
	⋮ Alpha Output	Alpha
	⋮ Final Color Output	Final Color







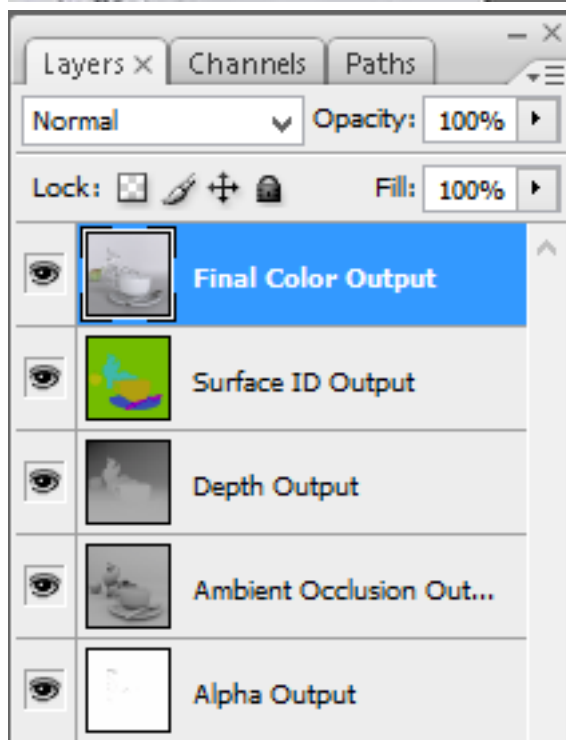
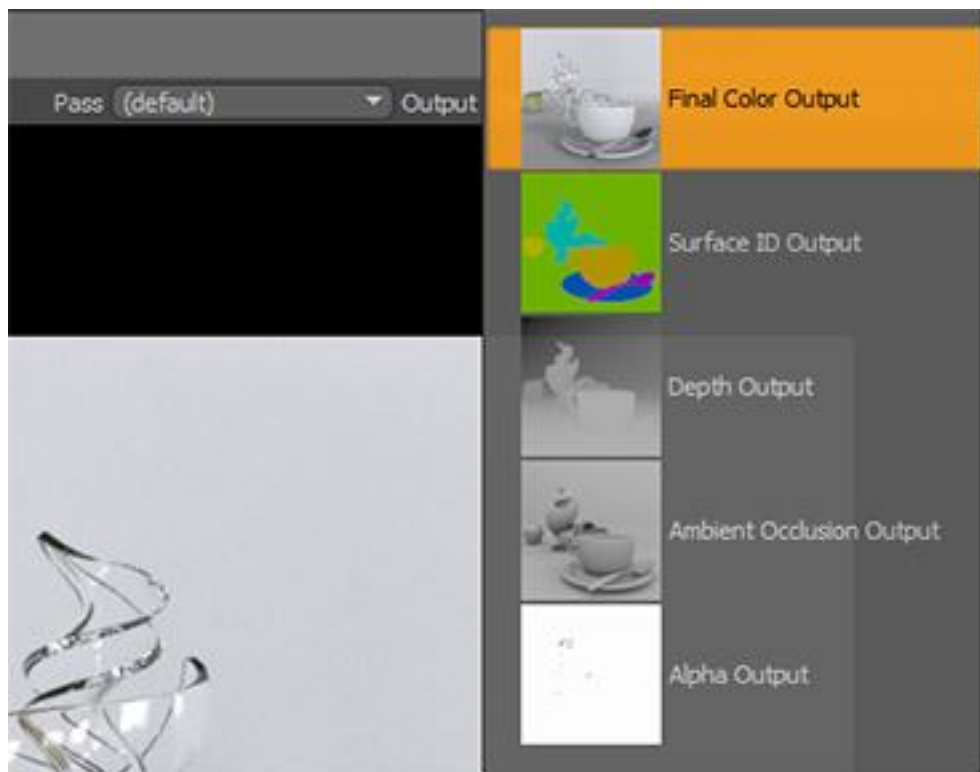
Output Gamma 2.2 Remap Pixel Values

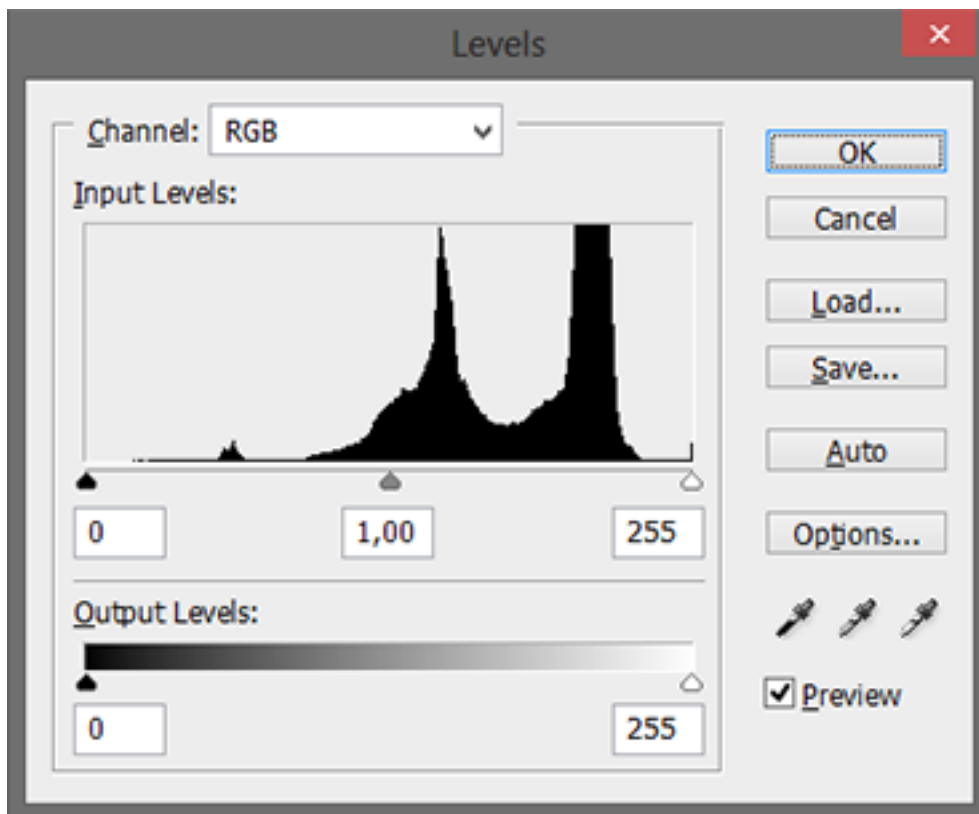
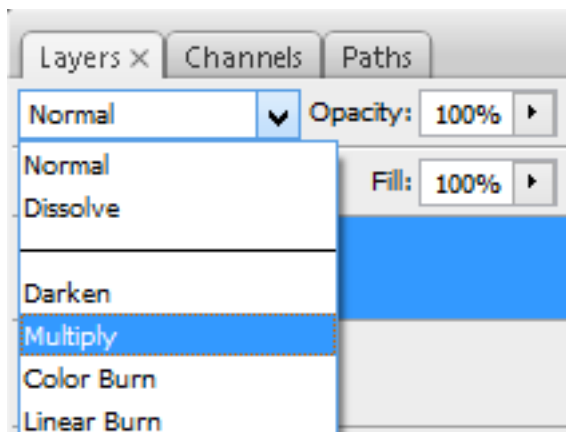
Maximum Depth 2.98 m

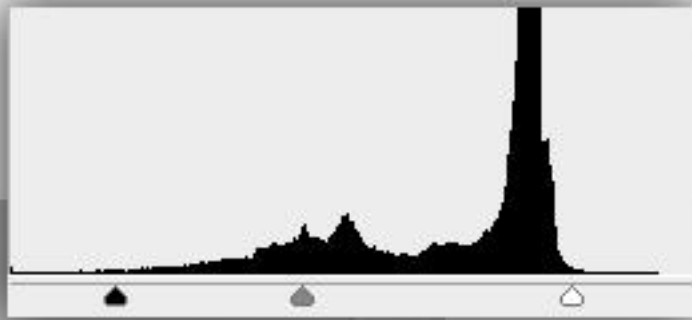
Contours None

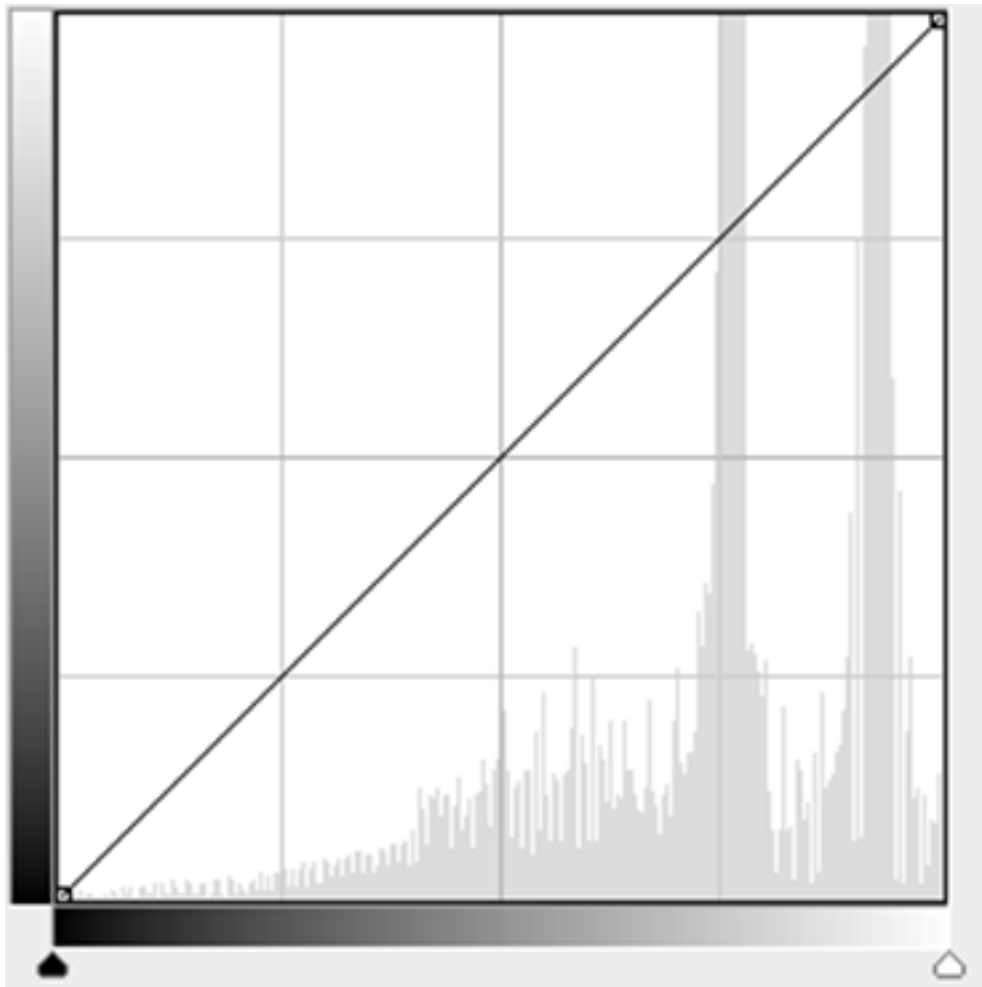


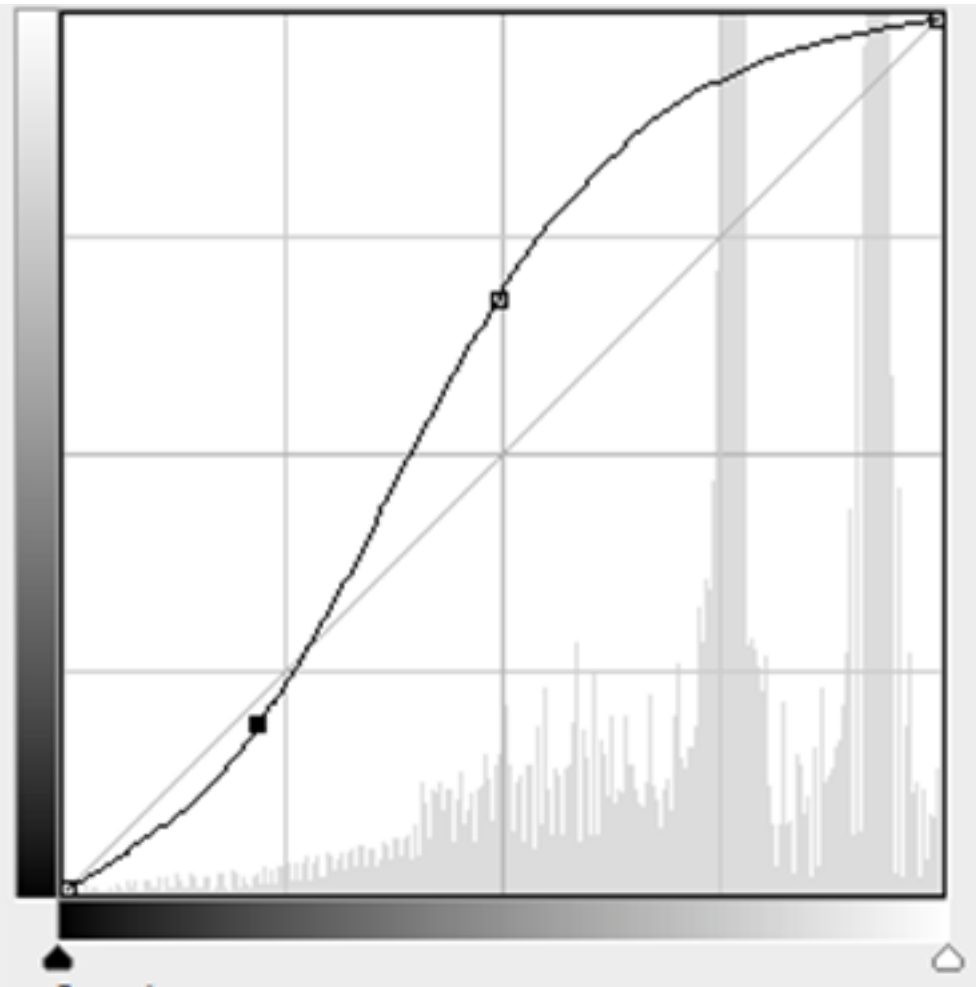
👁	Name	Effect
👁	+ 🌐 Render	
👁	Alpha Output	Alpha
👁	Ambient Occlusion Output	Ambient Occlusion
👁	Depth Output	Depth
👁	Surface ID Output	Surface ID
👁	Final Color Output	Final Color











Brightness/Contrast ✕

Brightness: OK

Contrast: Cancel

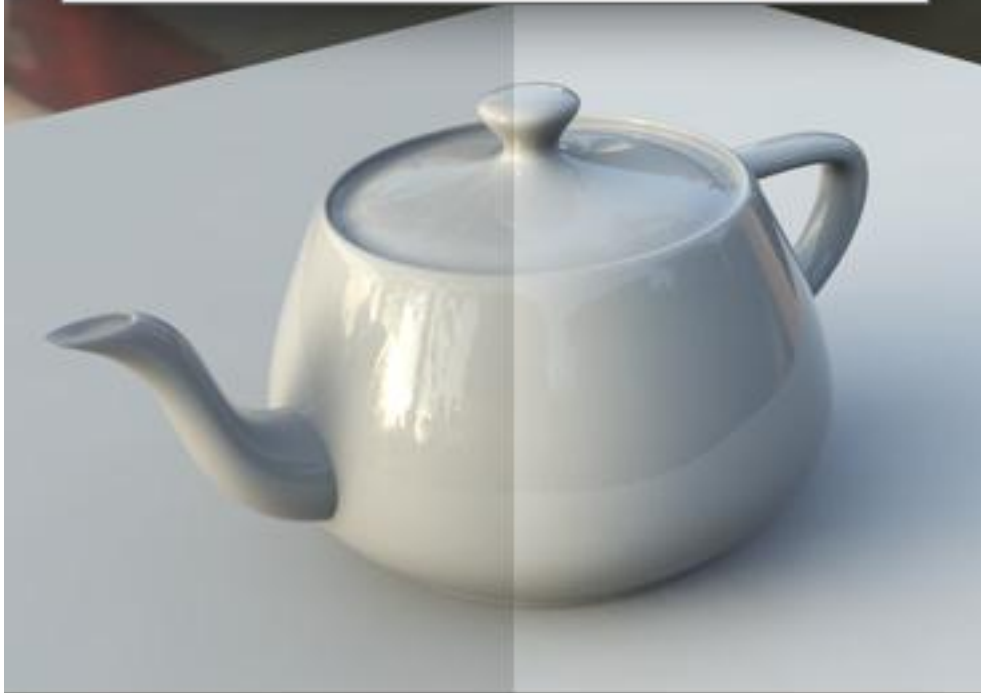
Preview

Use Legacy

Brightness:

Contrast: Preview

Use Legacy



Color Balance

Color Balance

Color Levels:

Cyan Red

Magenta Green

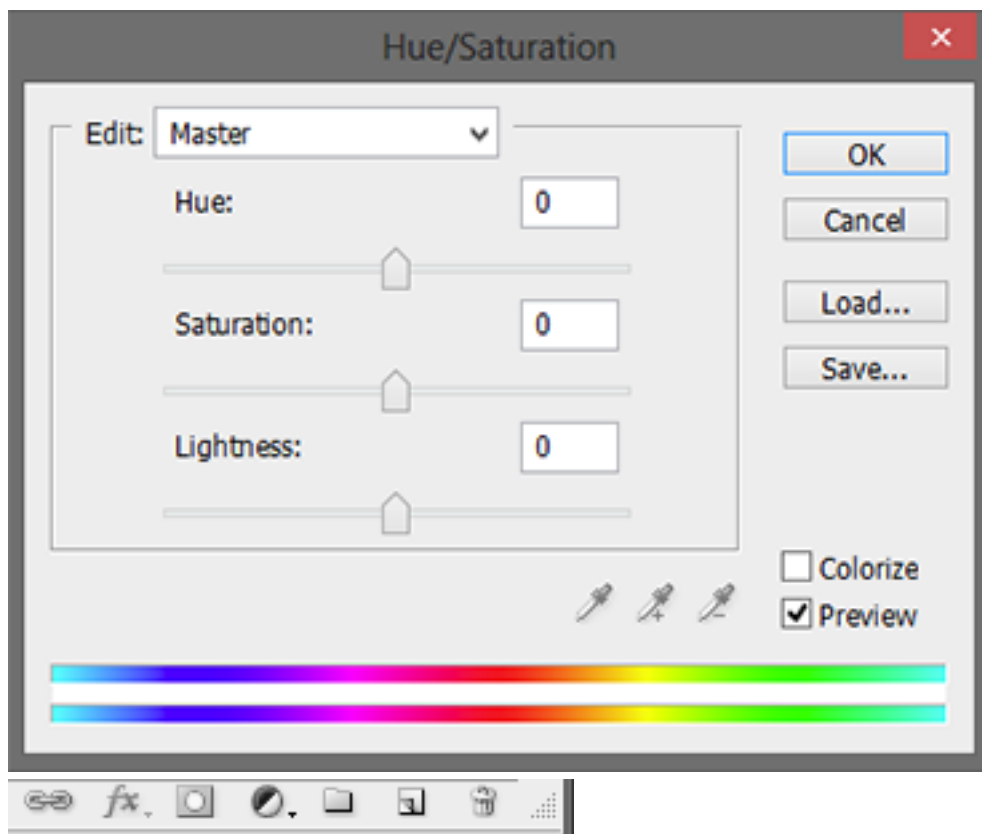
Yellow Blue

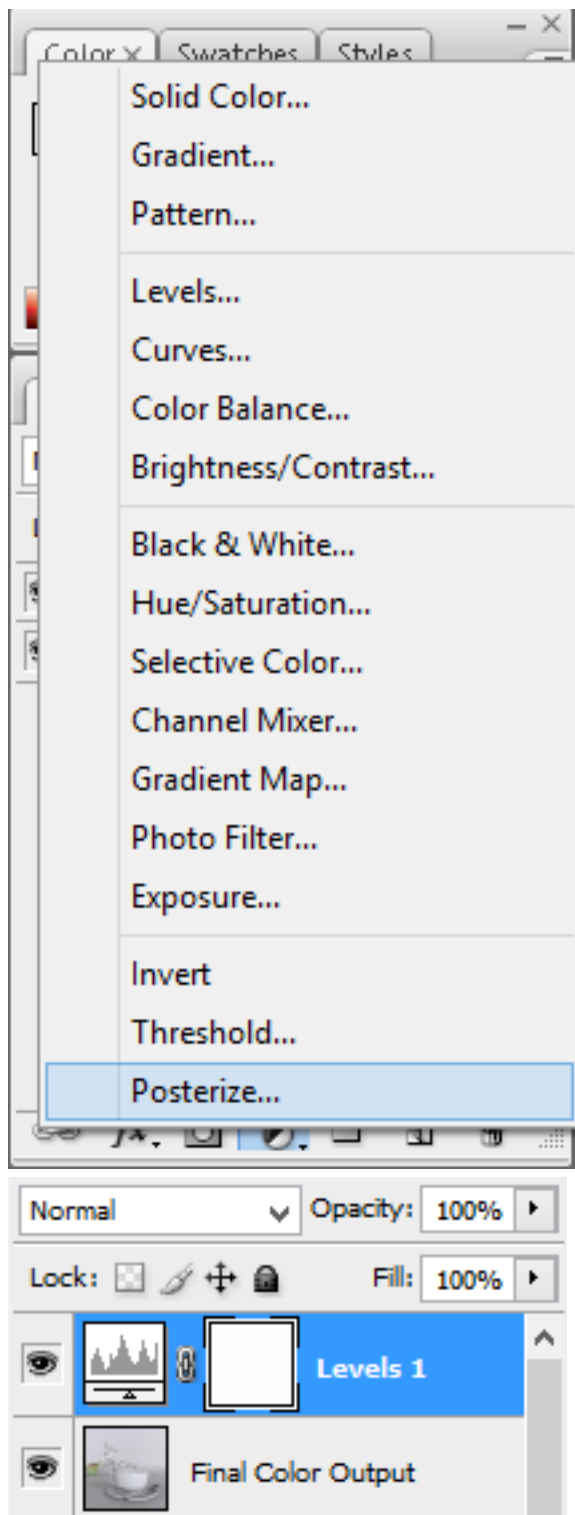
Tone Balance

Shadows Midtones Highlights

Preserve Luminosity

Preview

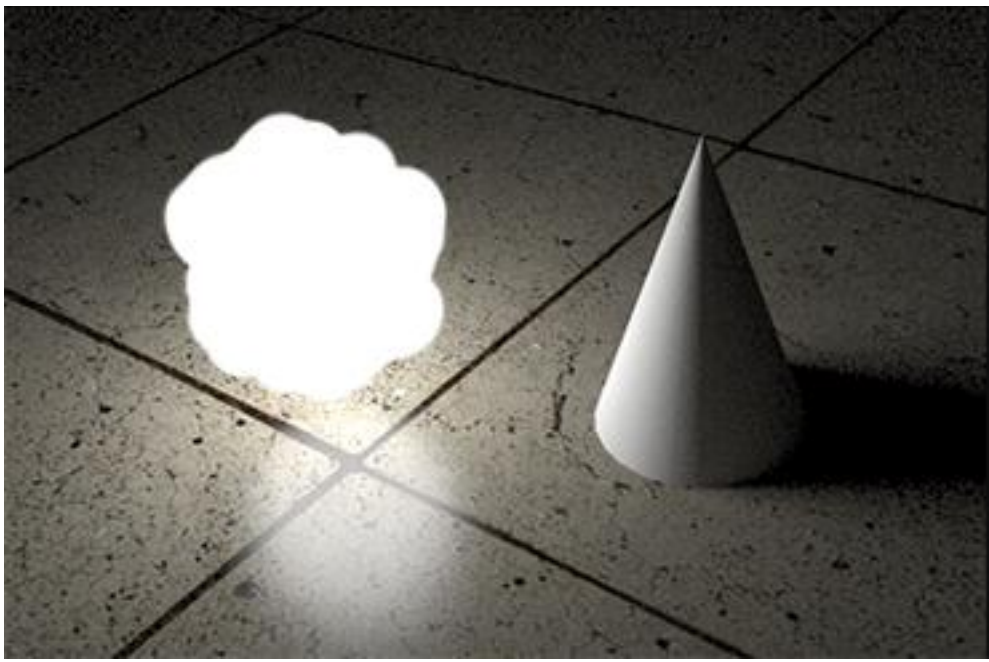
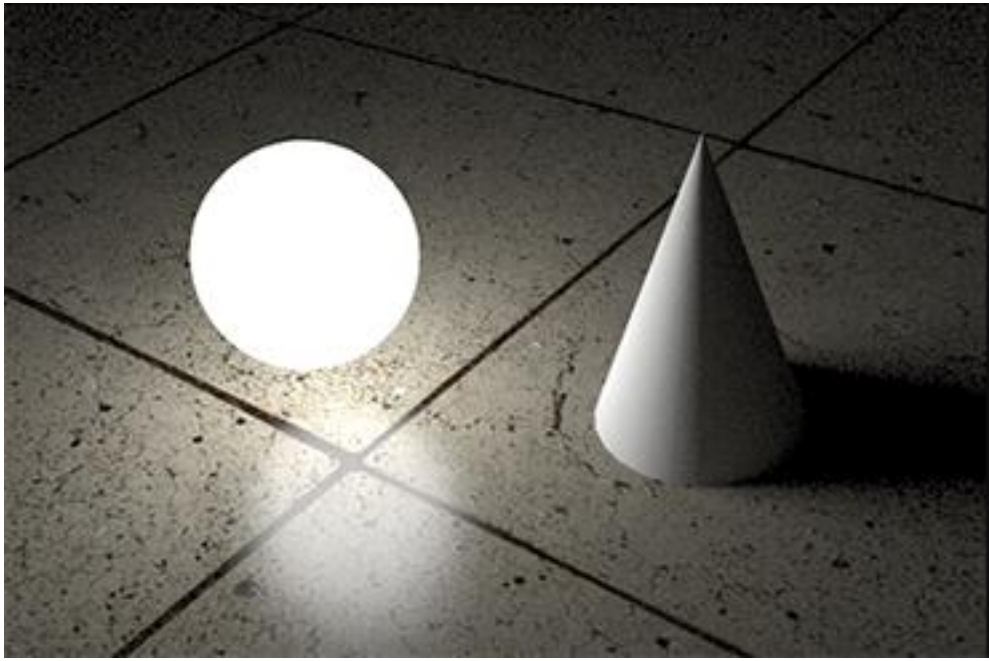


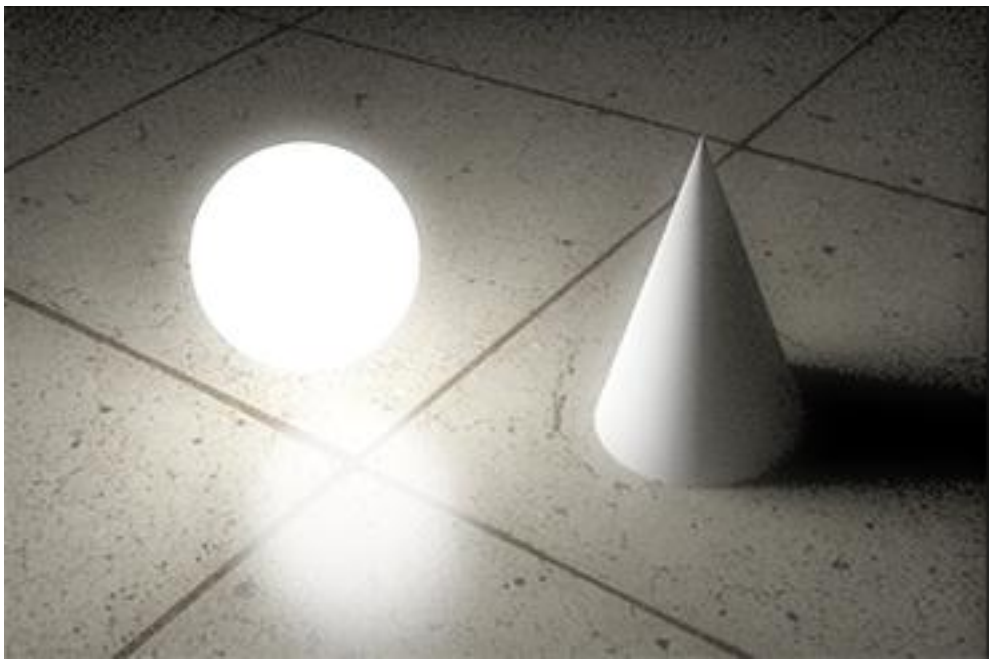
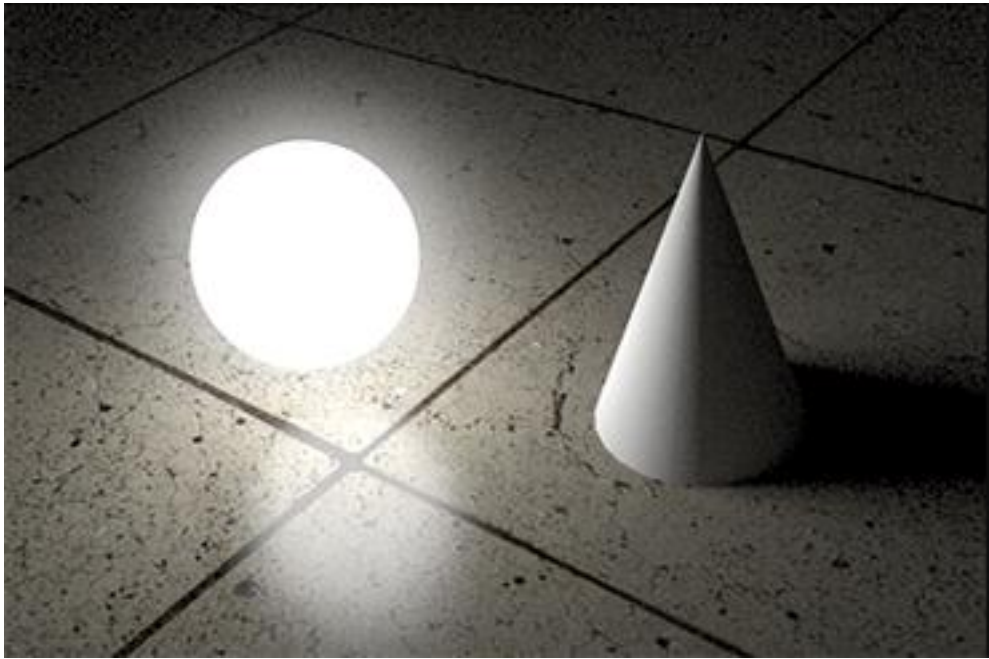


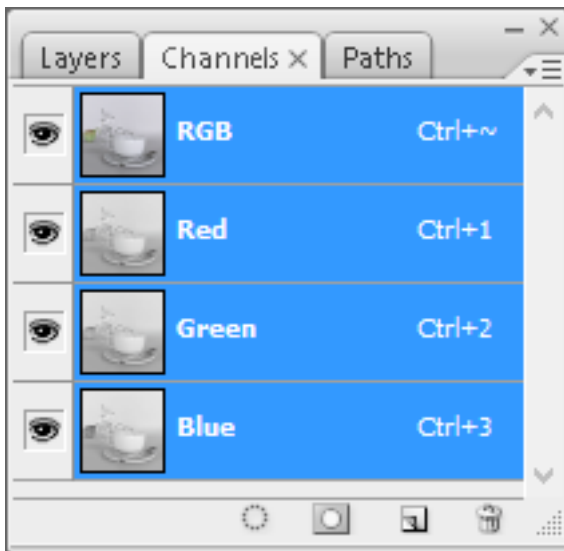


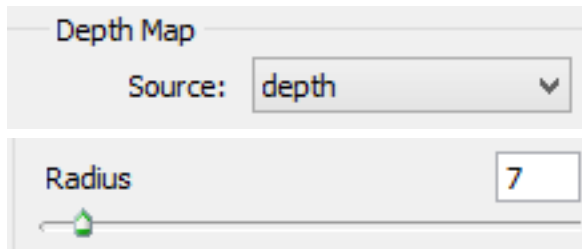
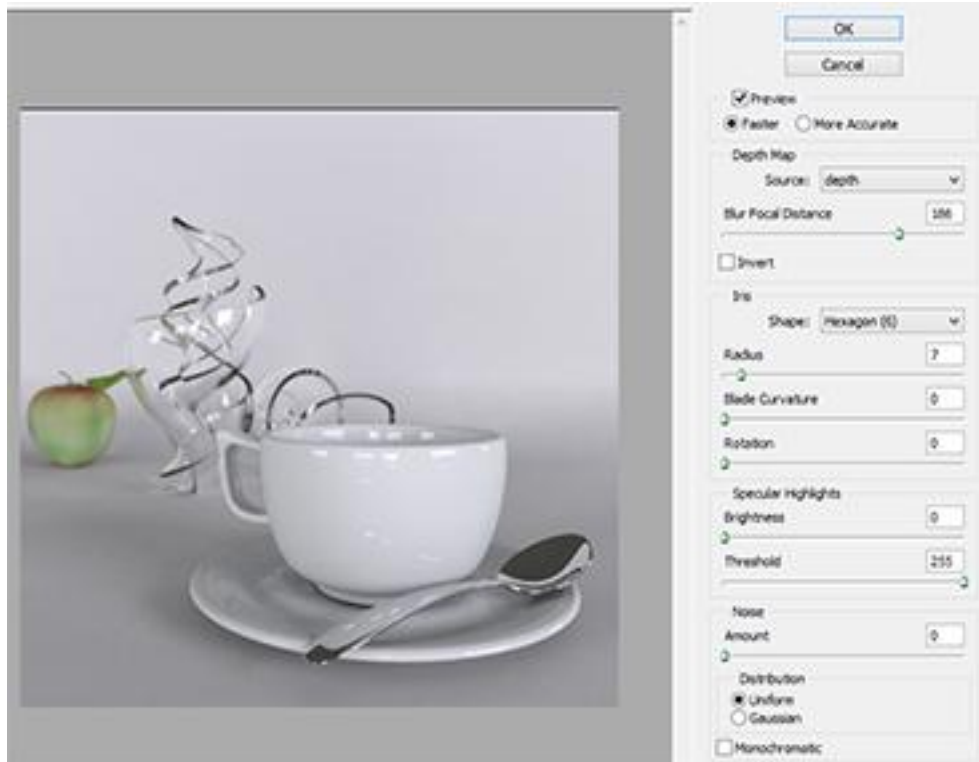
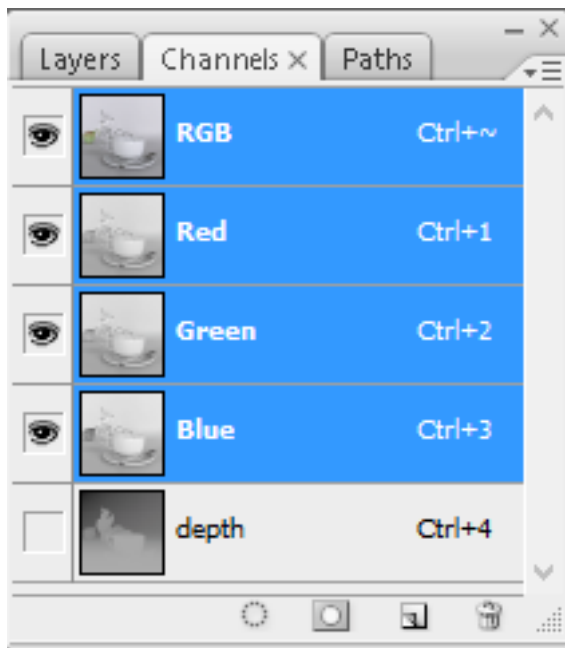
Levels 1

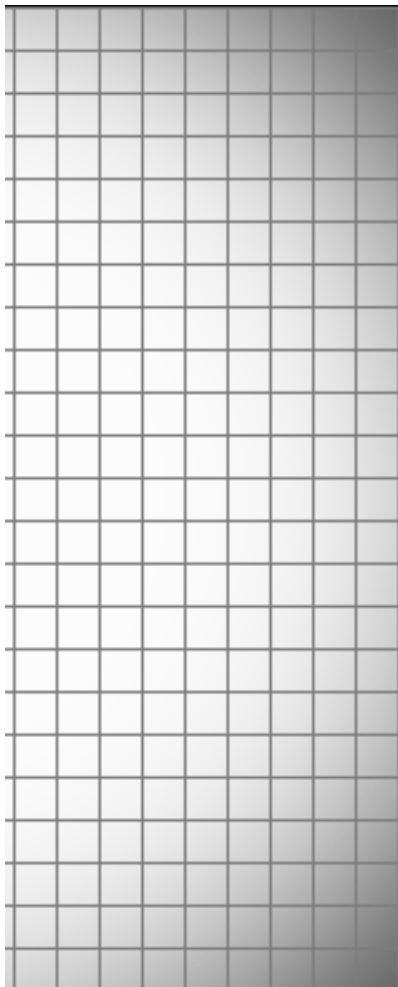












Vignette

Amount darken

Midpoint

Set Lens Default

Transform

Vertical Perspective

Horizontal Perspective

Angle:

Edge:

Scale



