






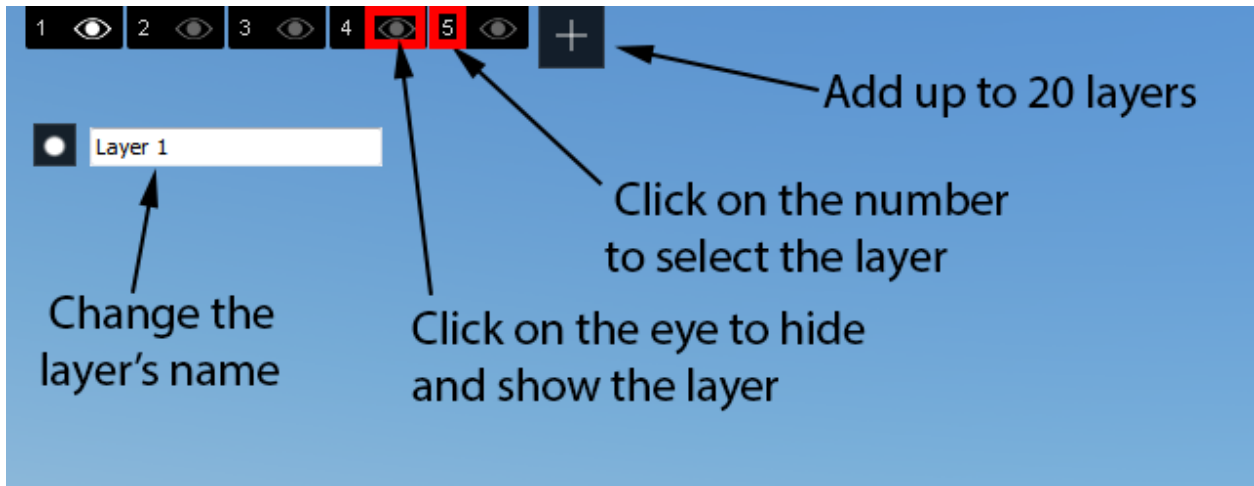
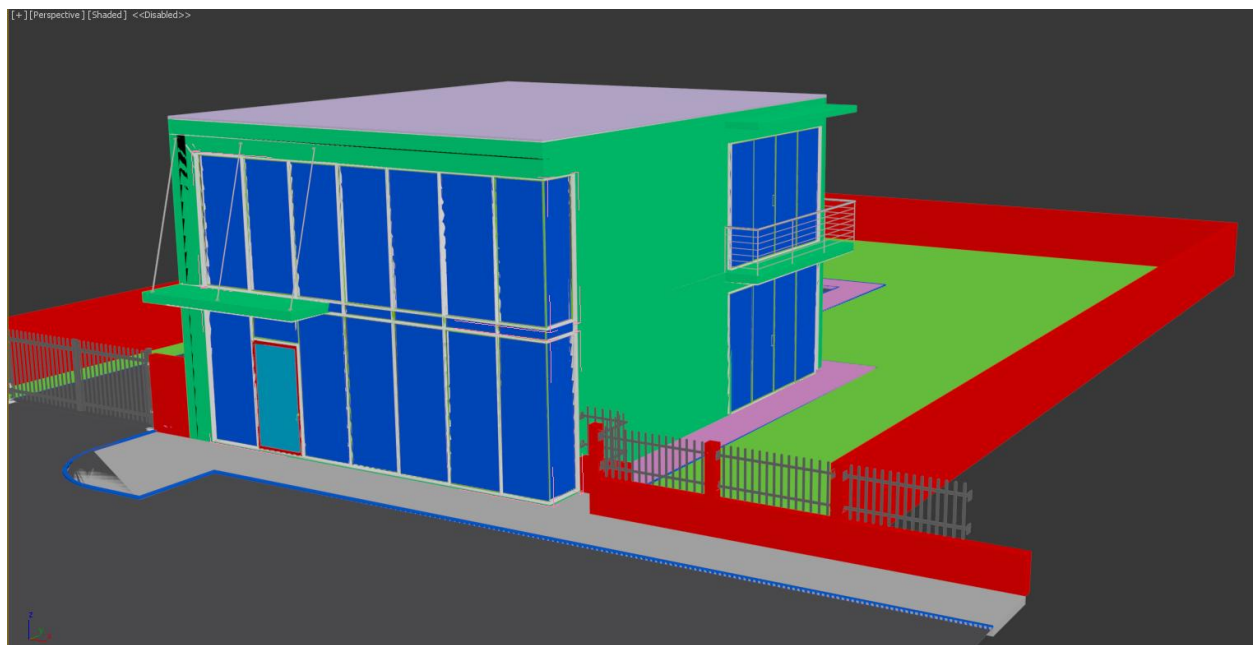
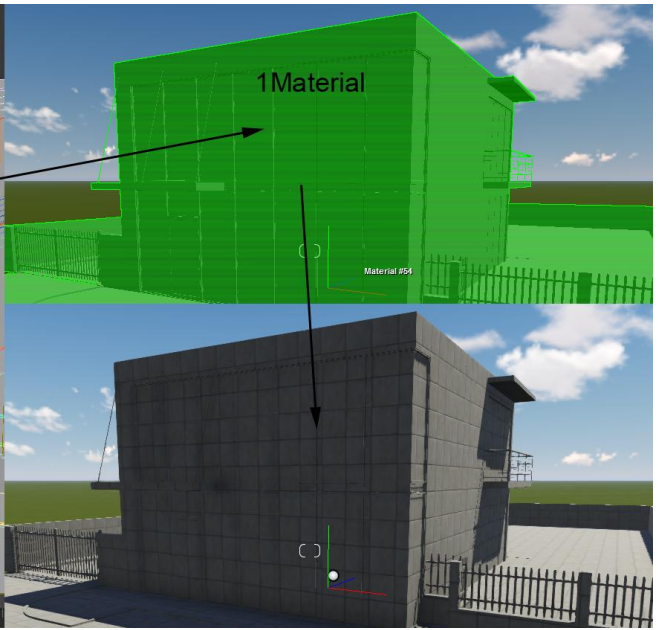
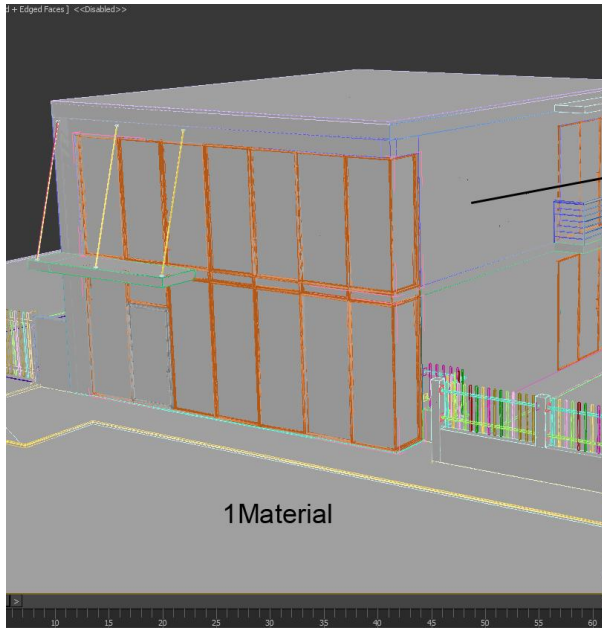


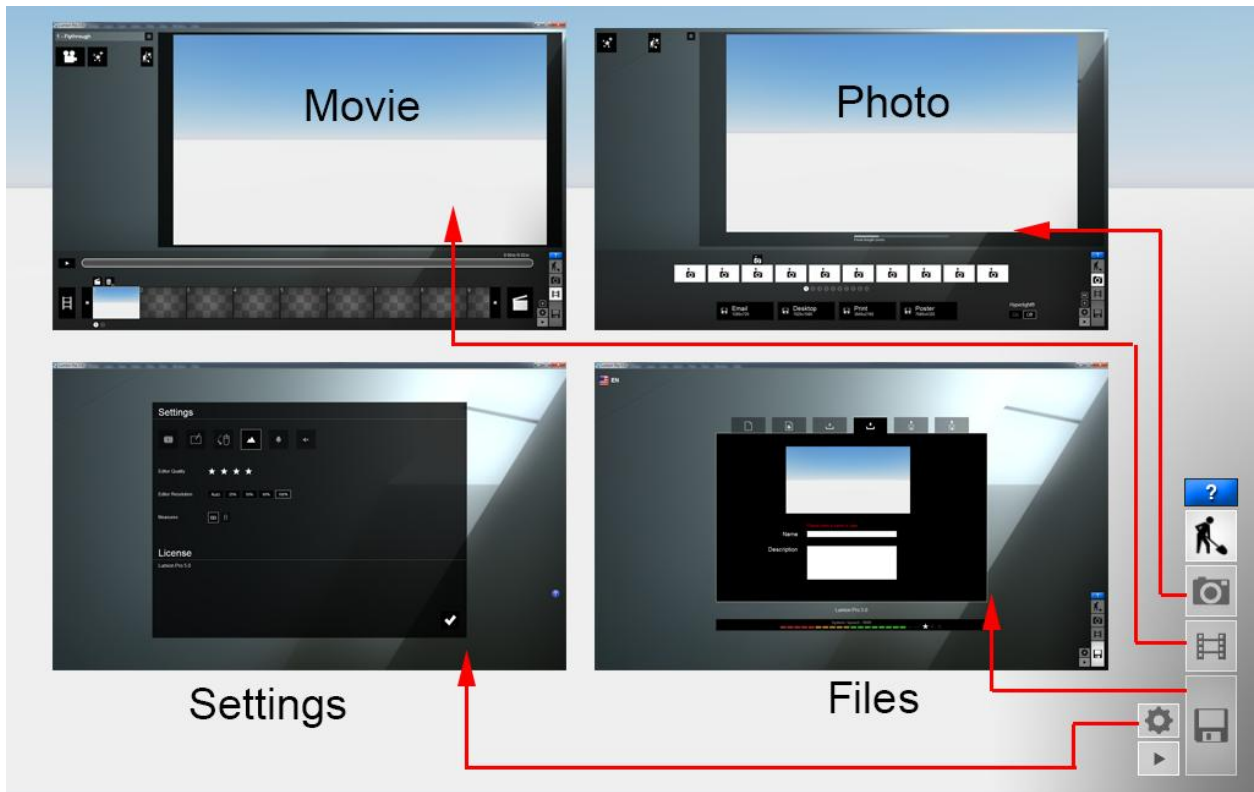
Chapter 1



- ▲  Villa_project
 - ▲  3Dmodel
 -  Export
 - ▲  Output
 -  Images
 -  Video
 -  Textures







Right mouse button allows you to rotate using the mouse.



Use arrow/WASD keys to move forward, back, left or right.
QE to move the camera up and down

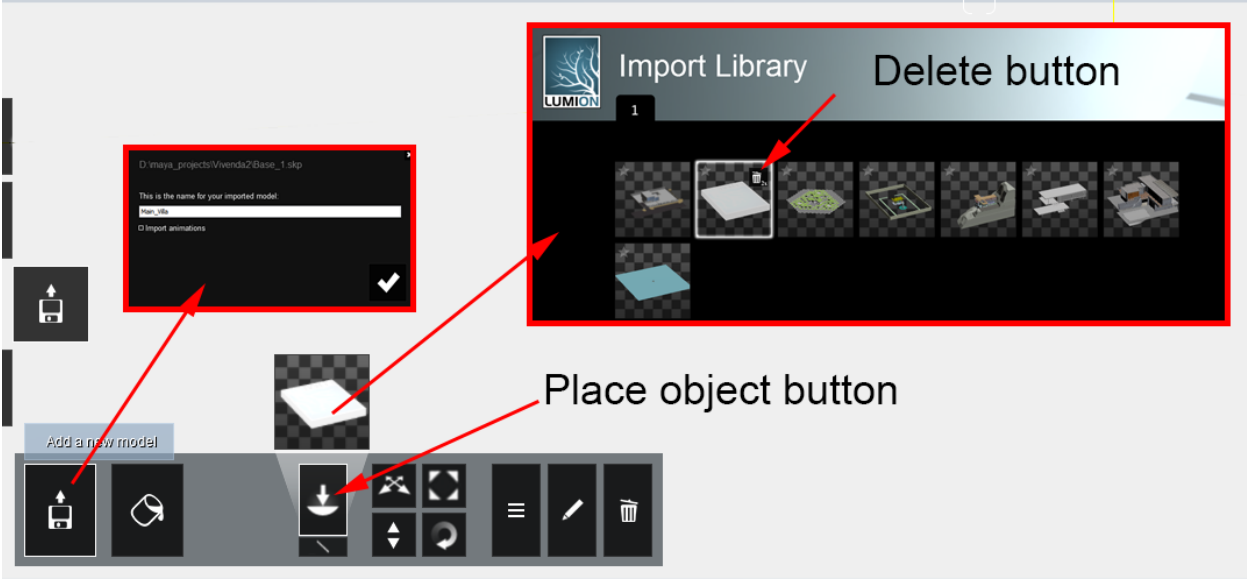


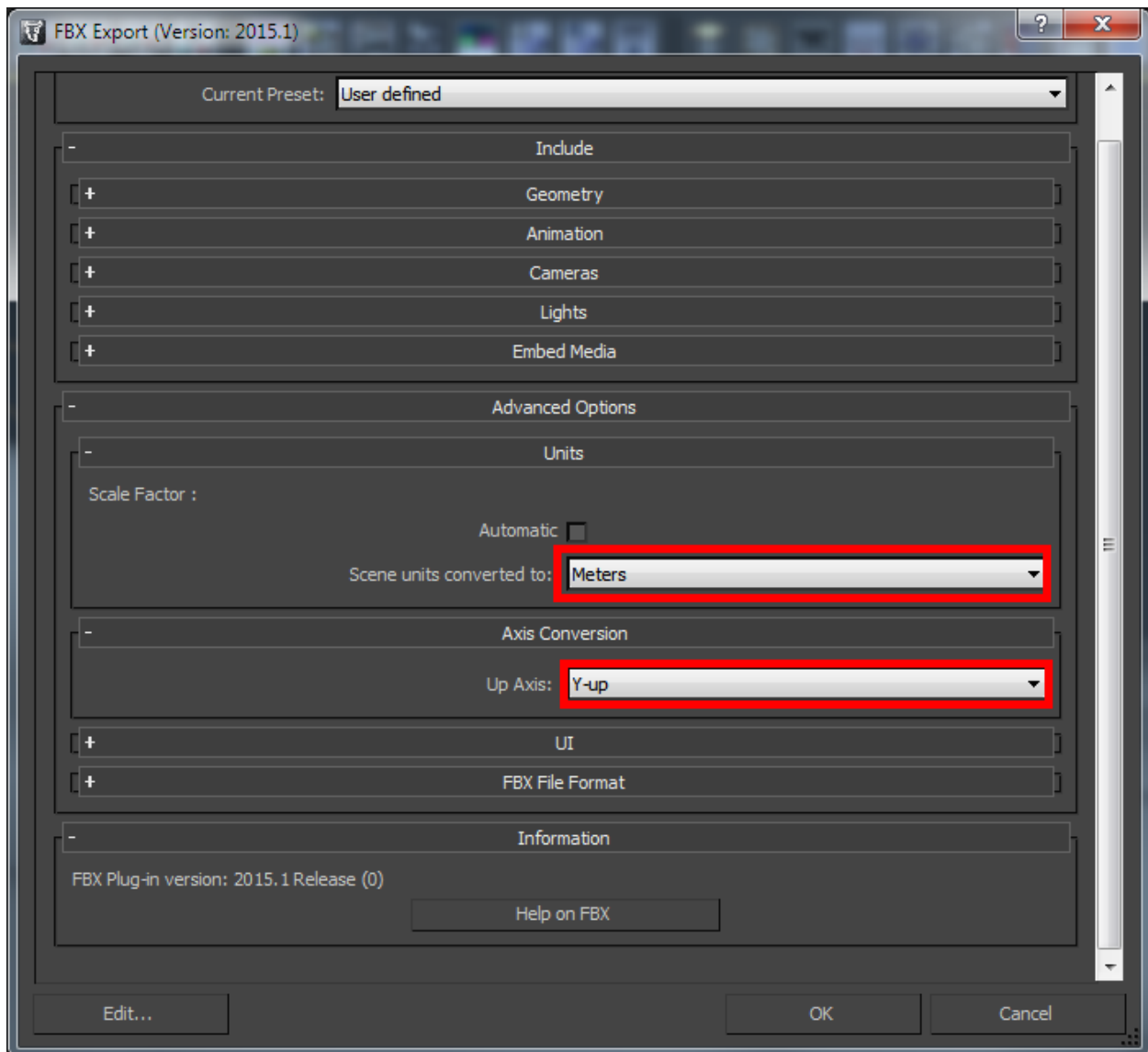
Press [SHIFT] to move faster.

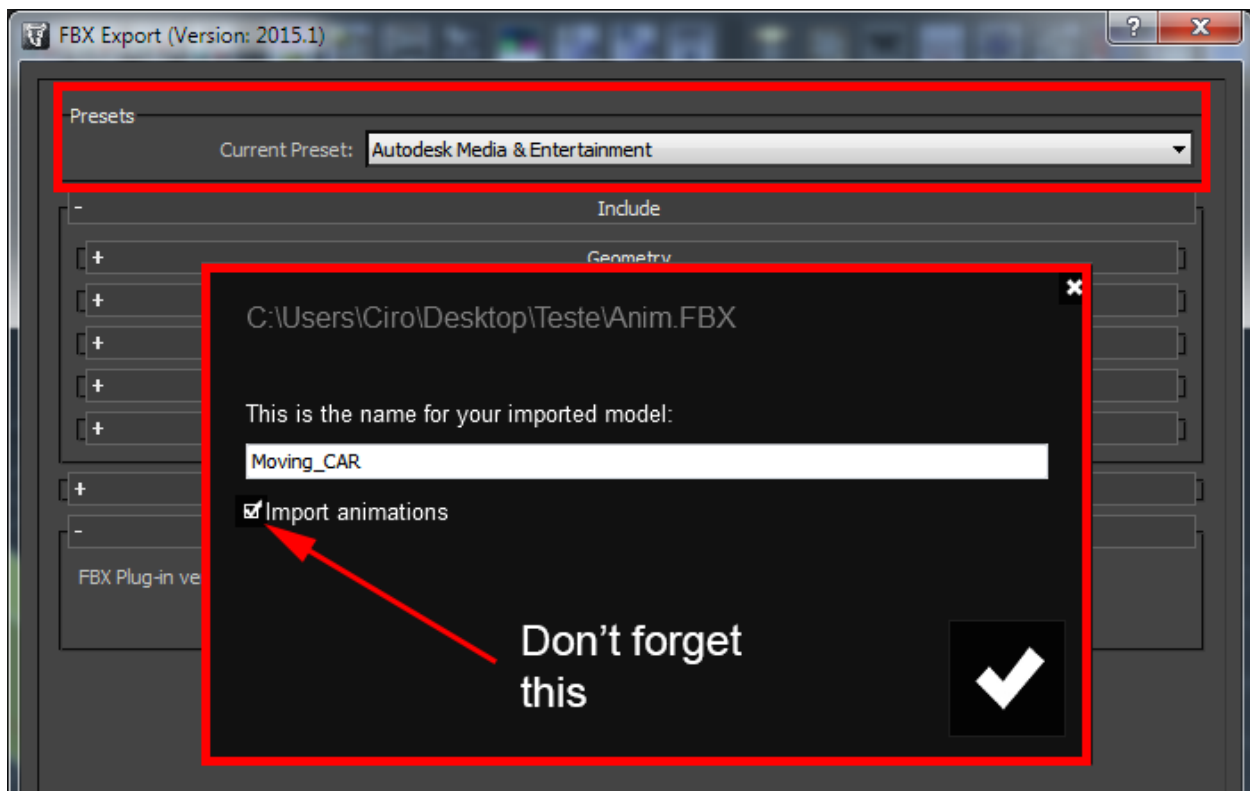
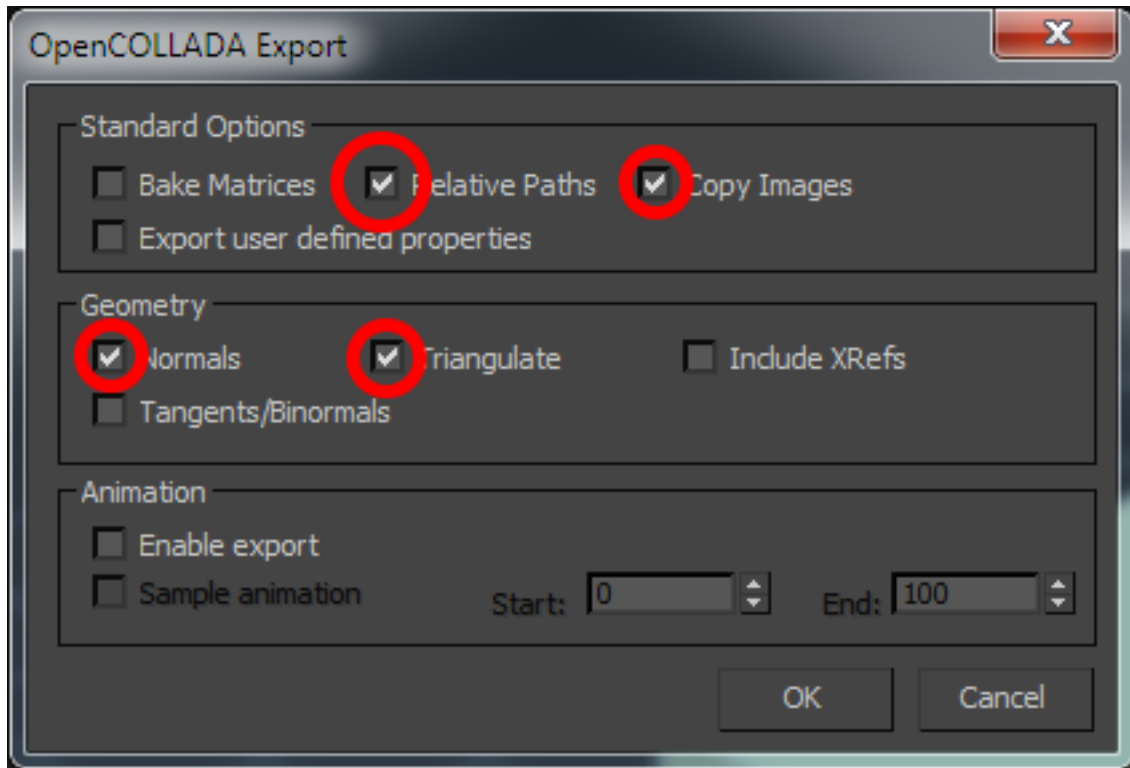
Use middle mouse button to pan camera.

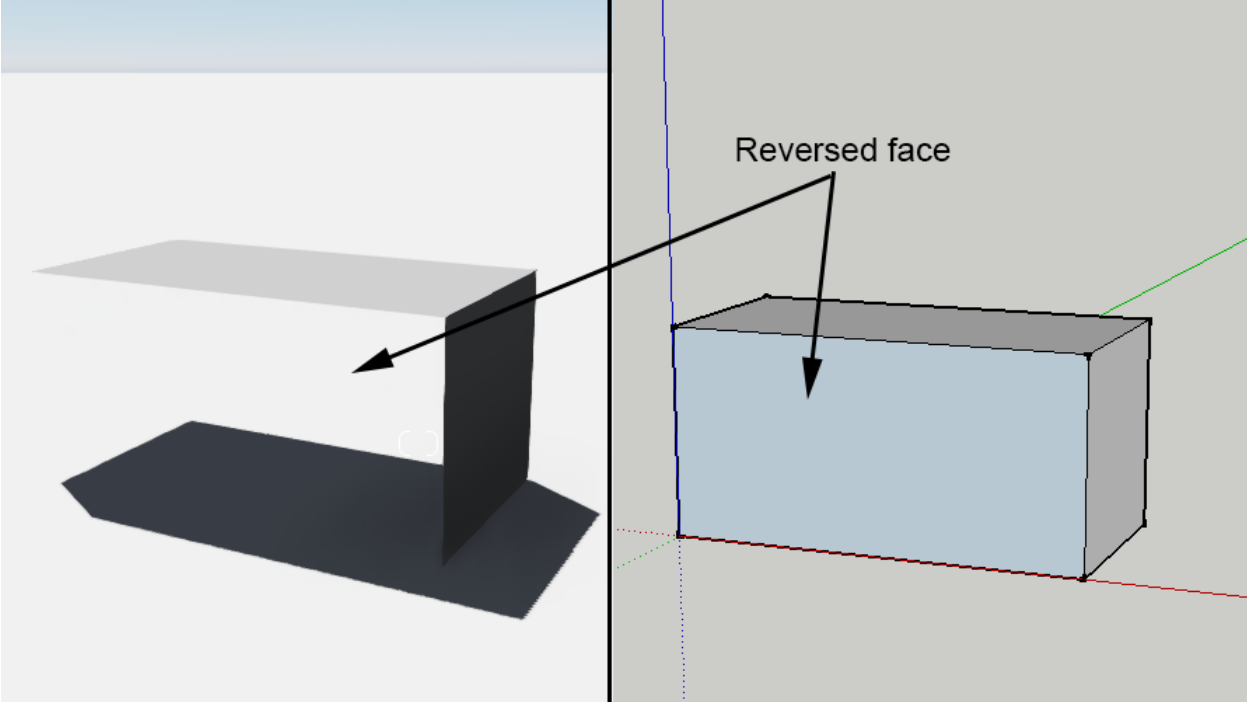
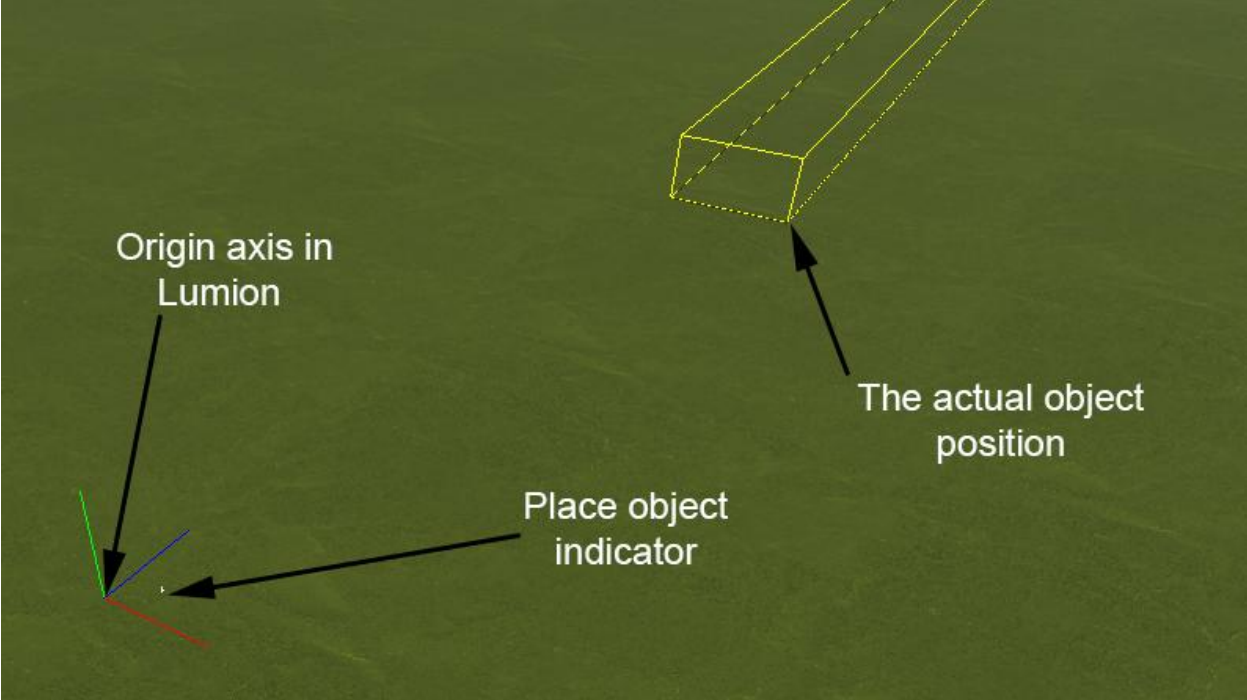
Camera moves
towards target.

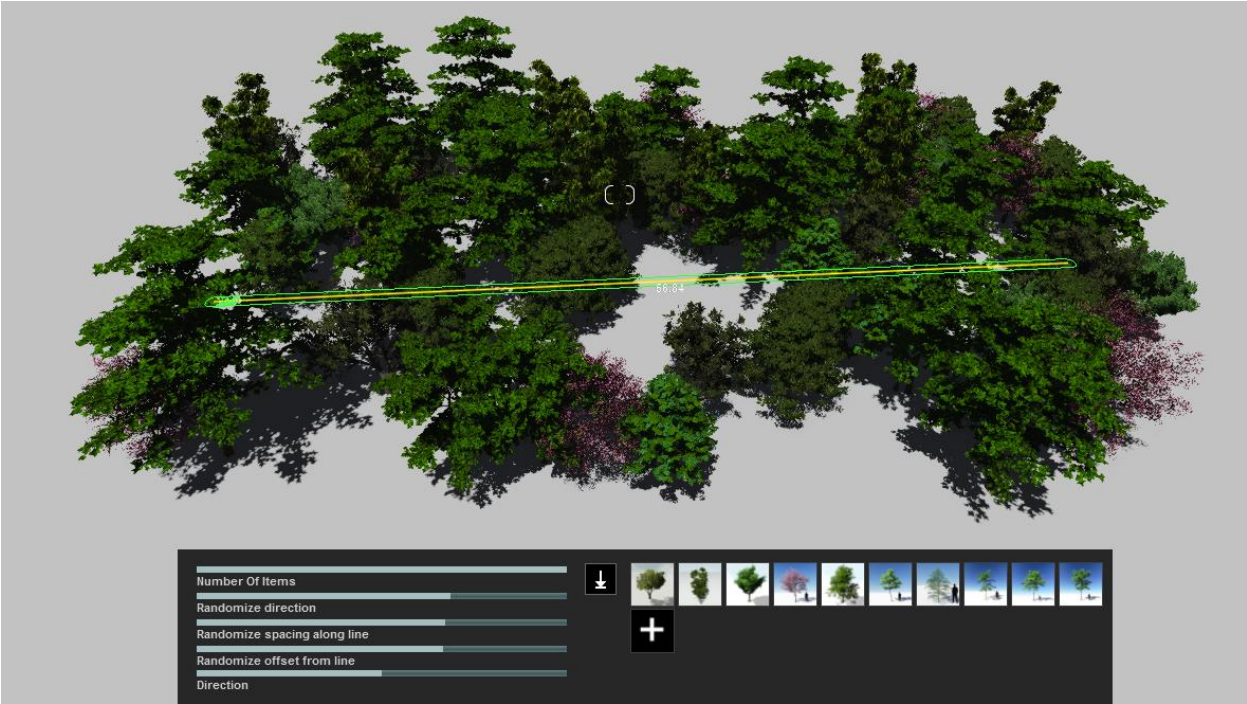
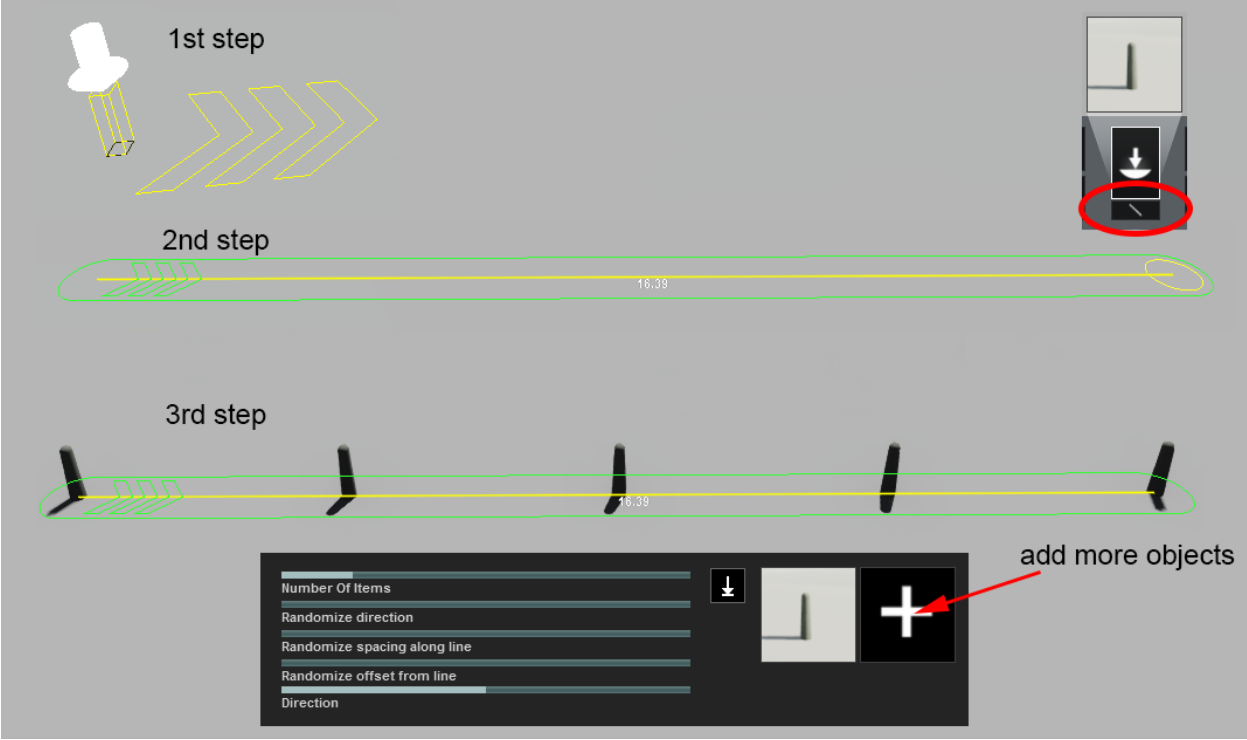
Chapter 2

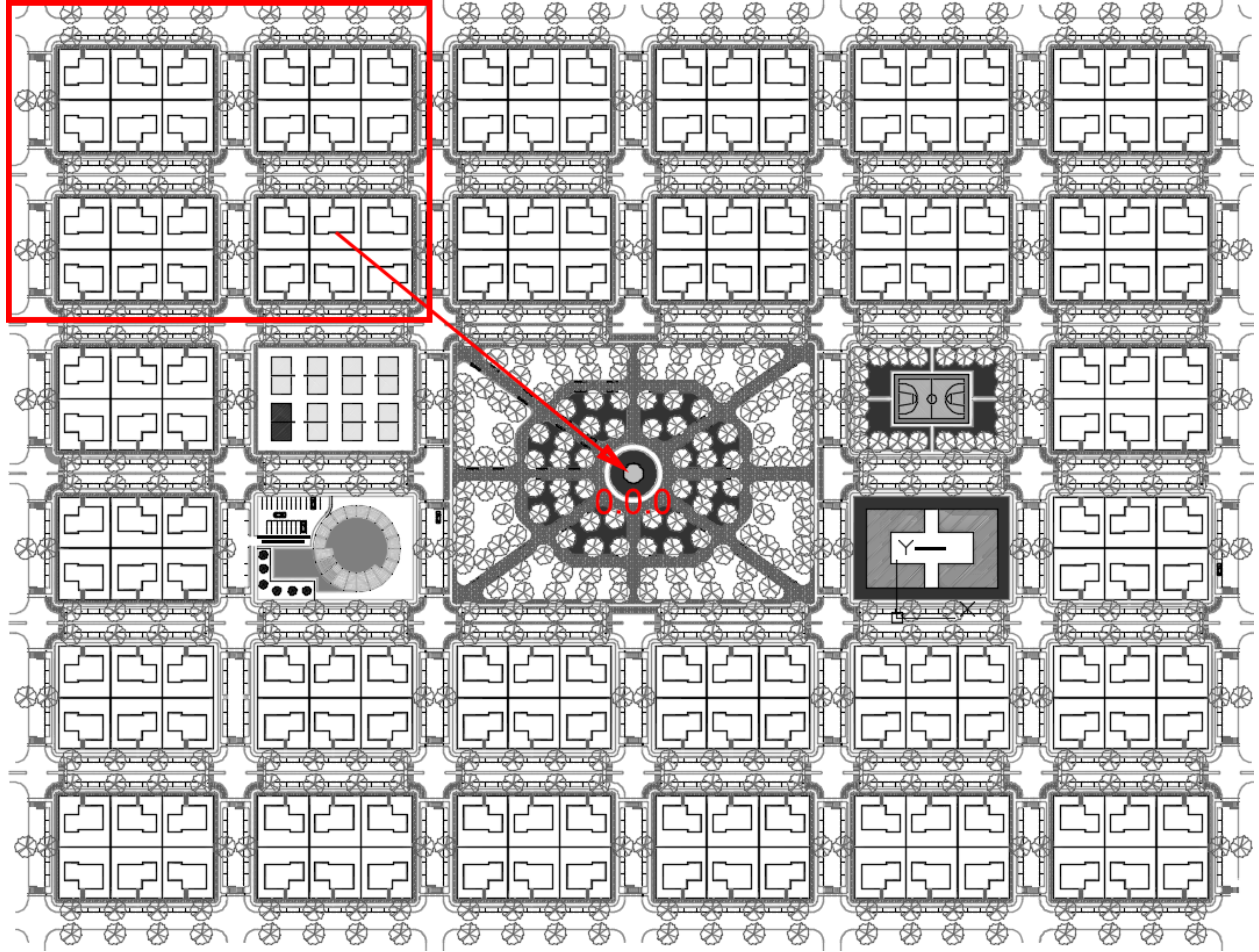


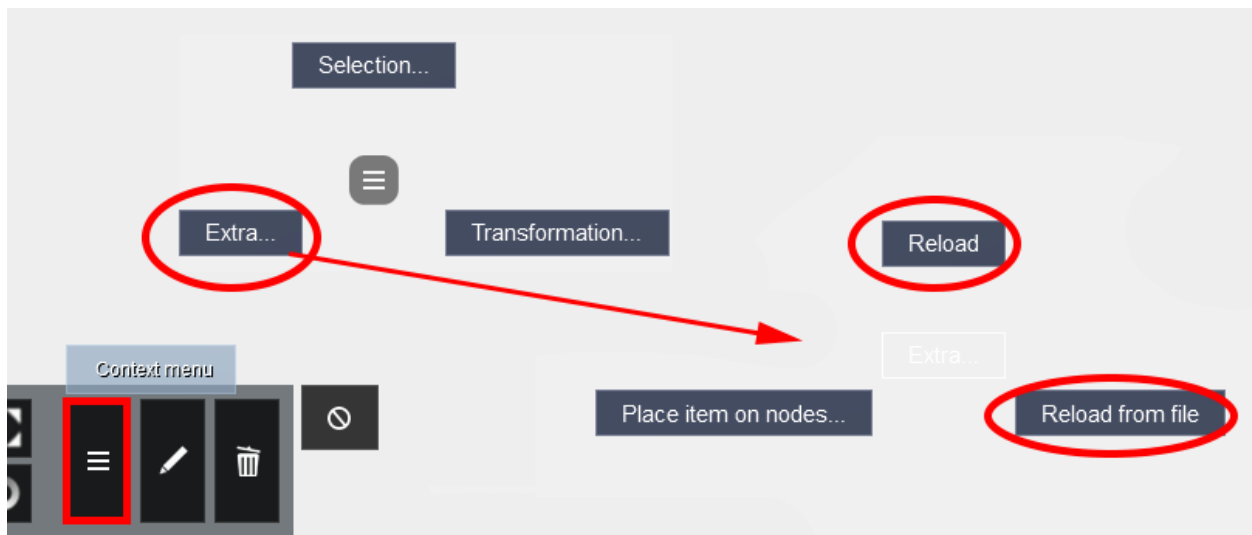
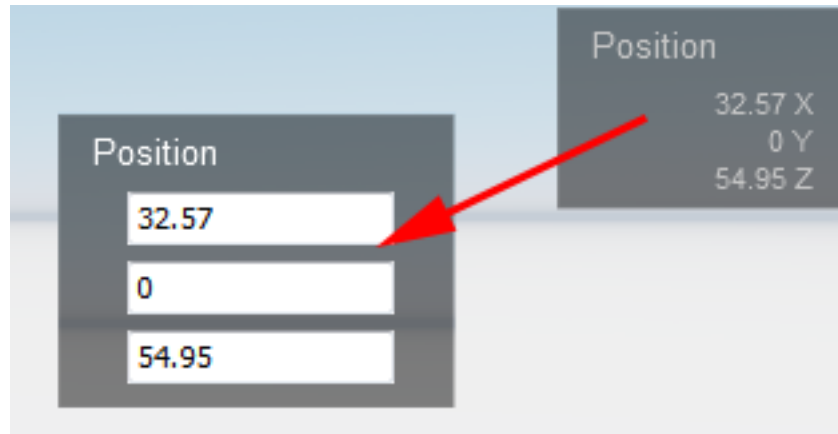




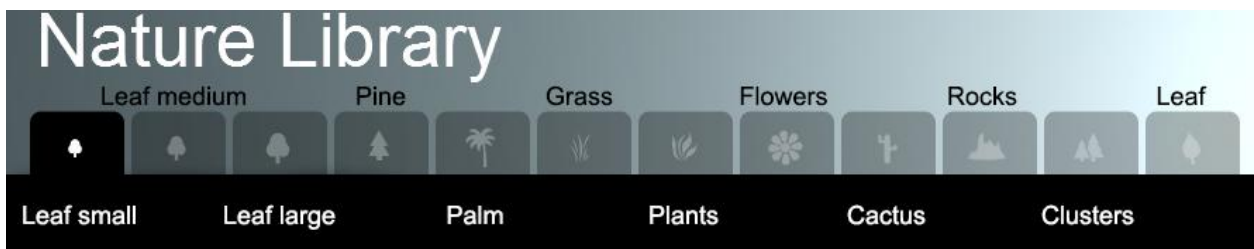
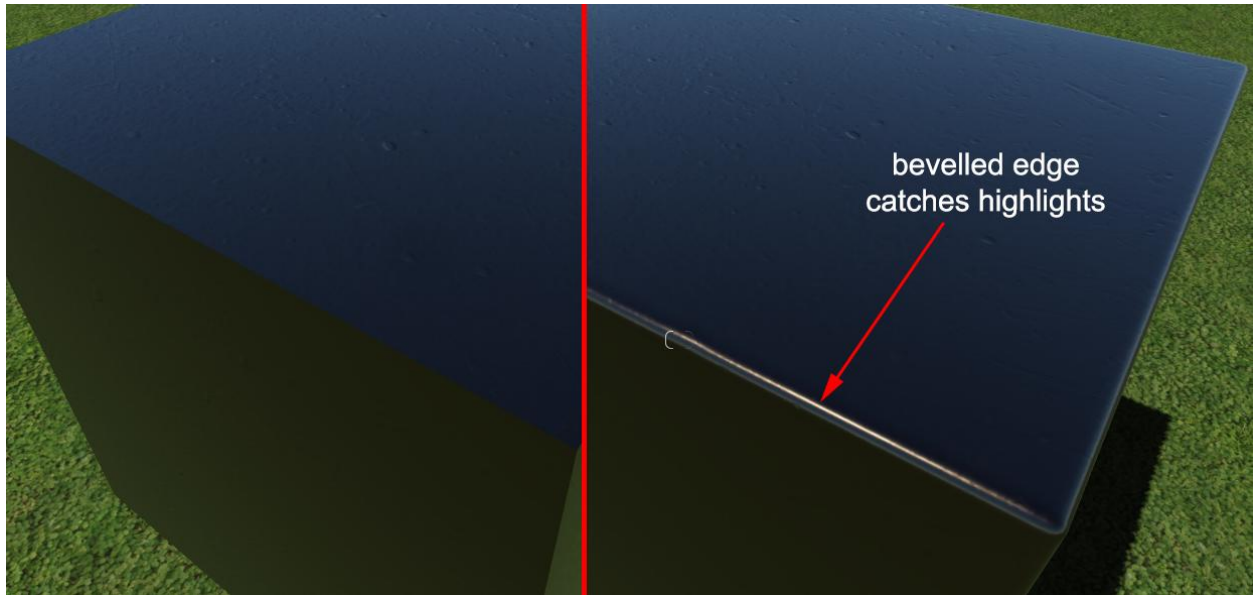


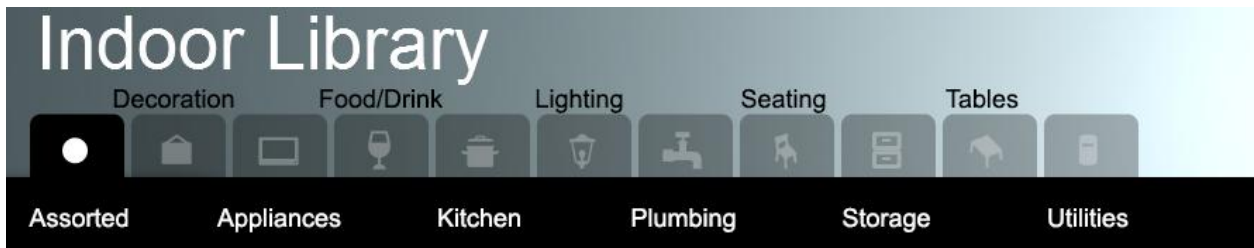






Chapter 3





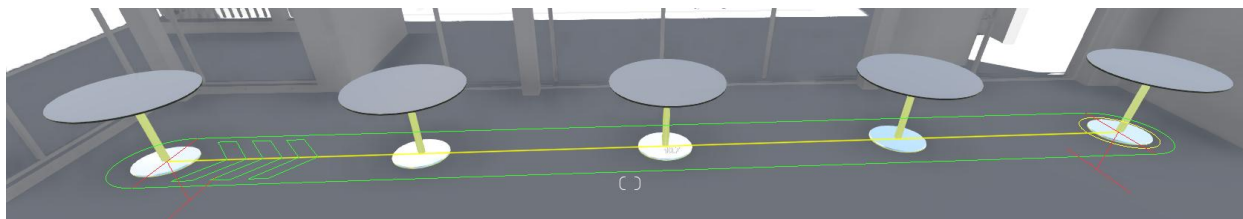
Lights And Utilities Library

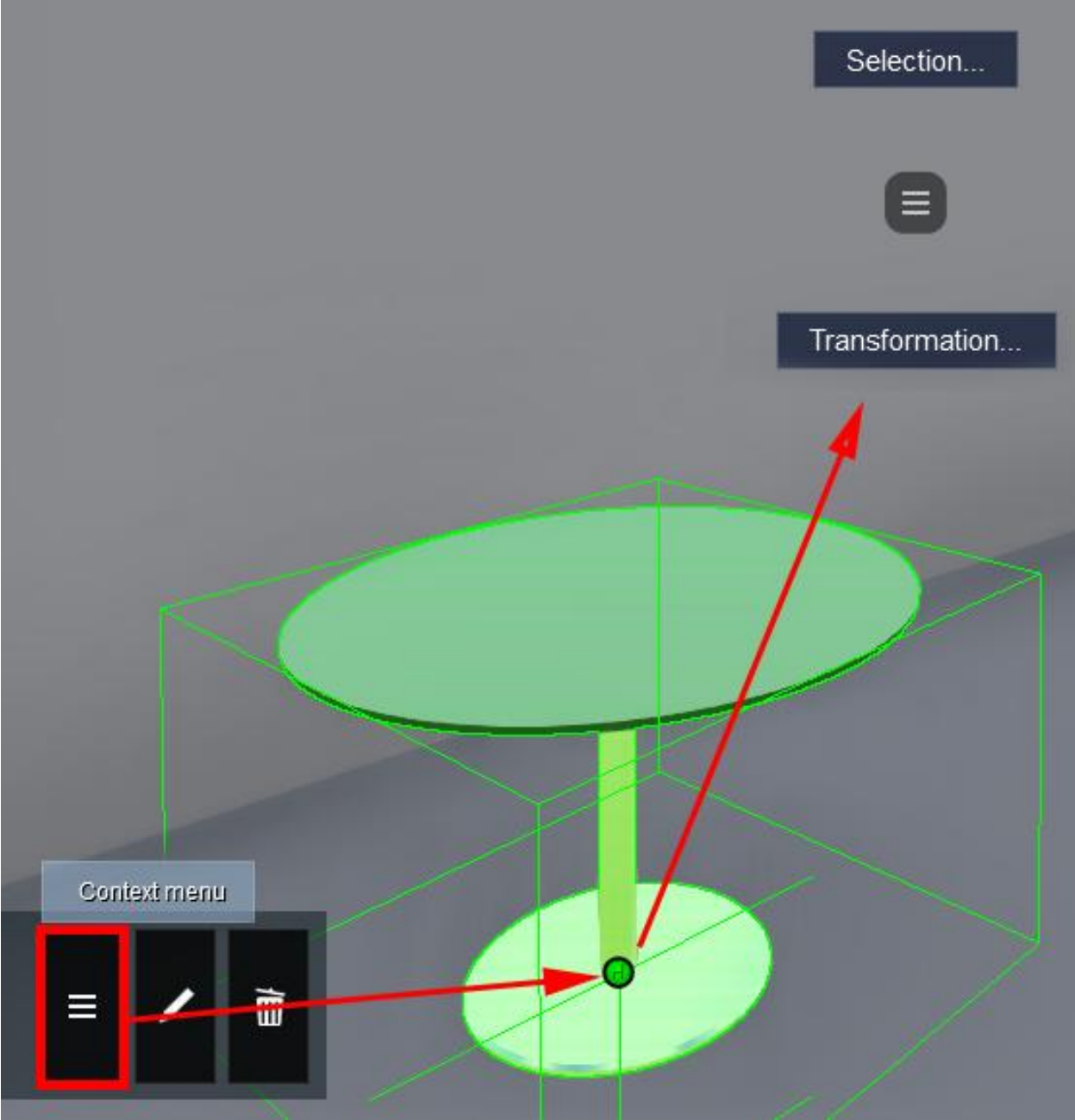
OmniLight

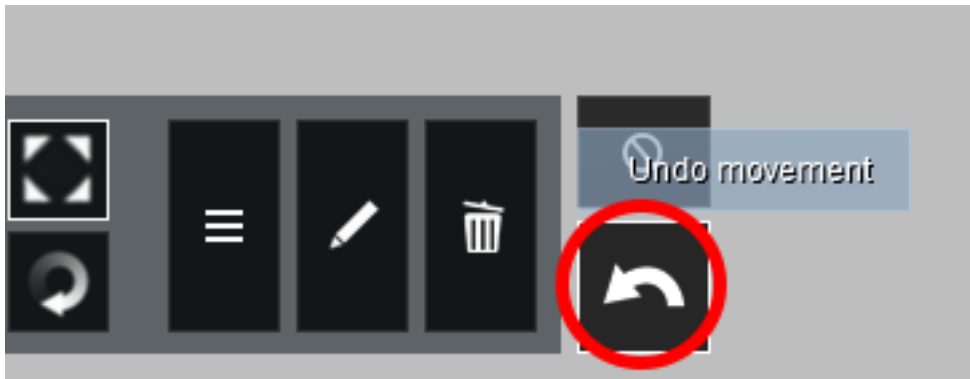
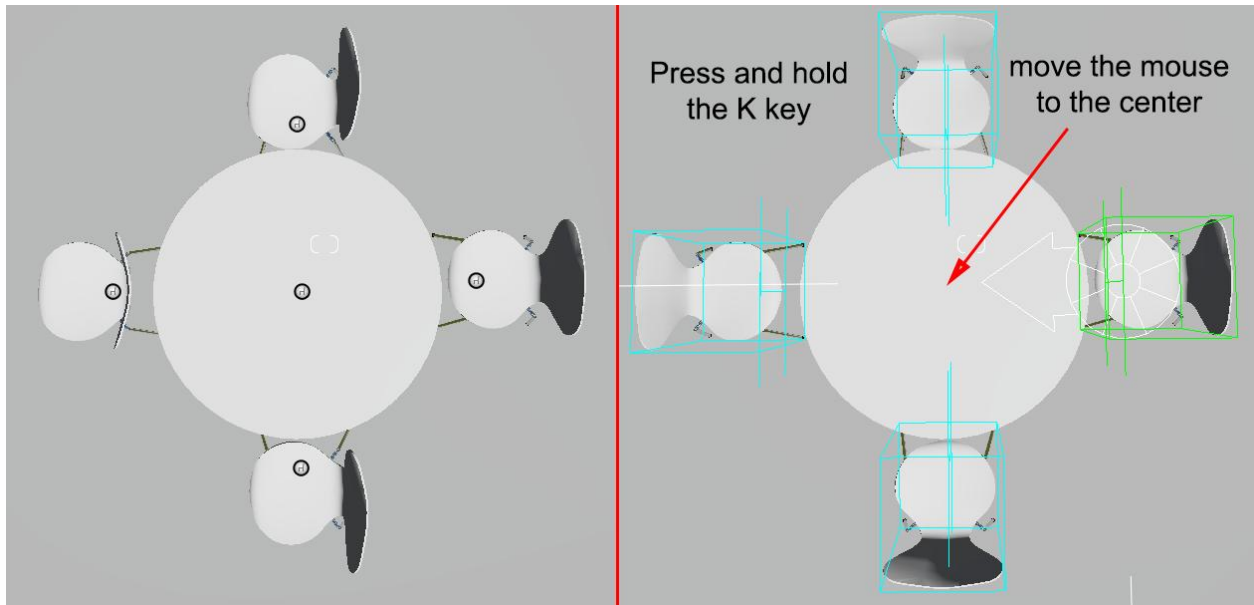
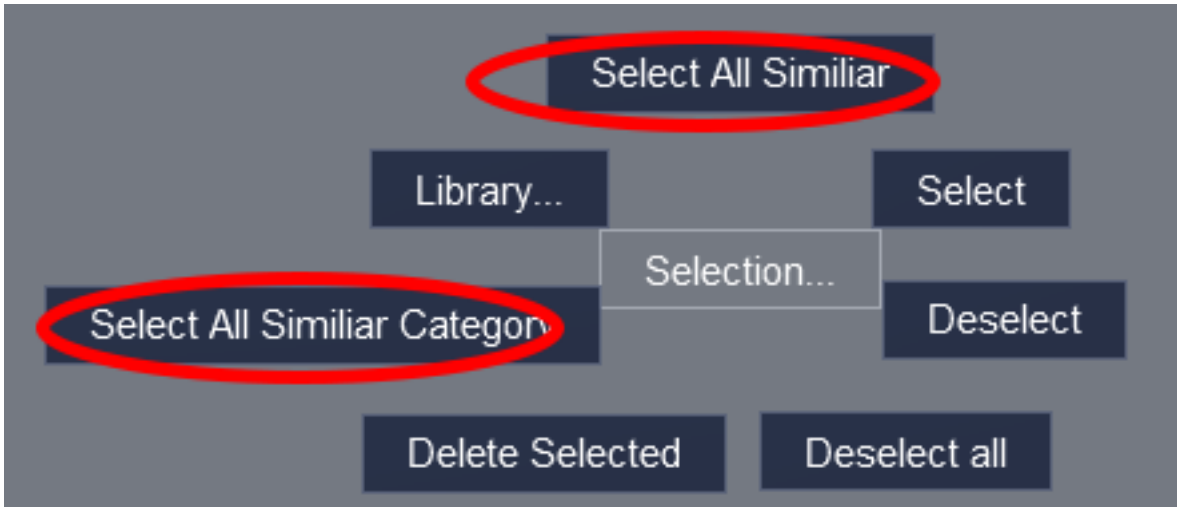


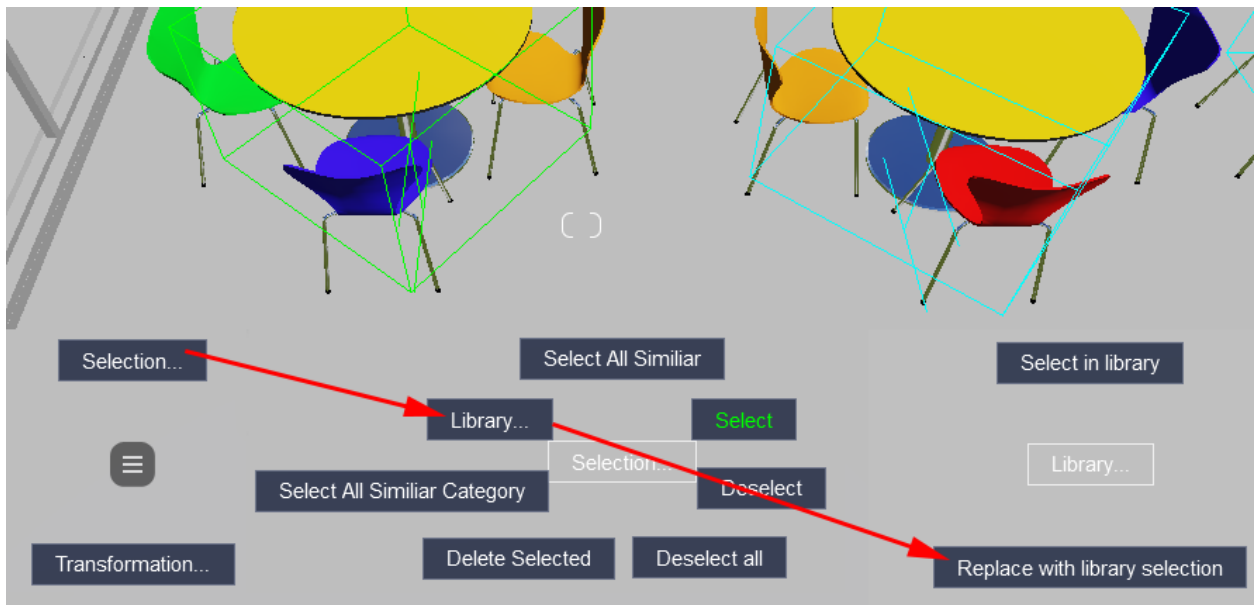
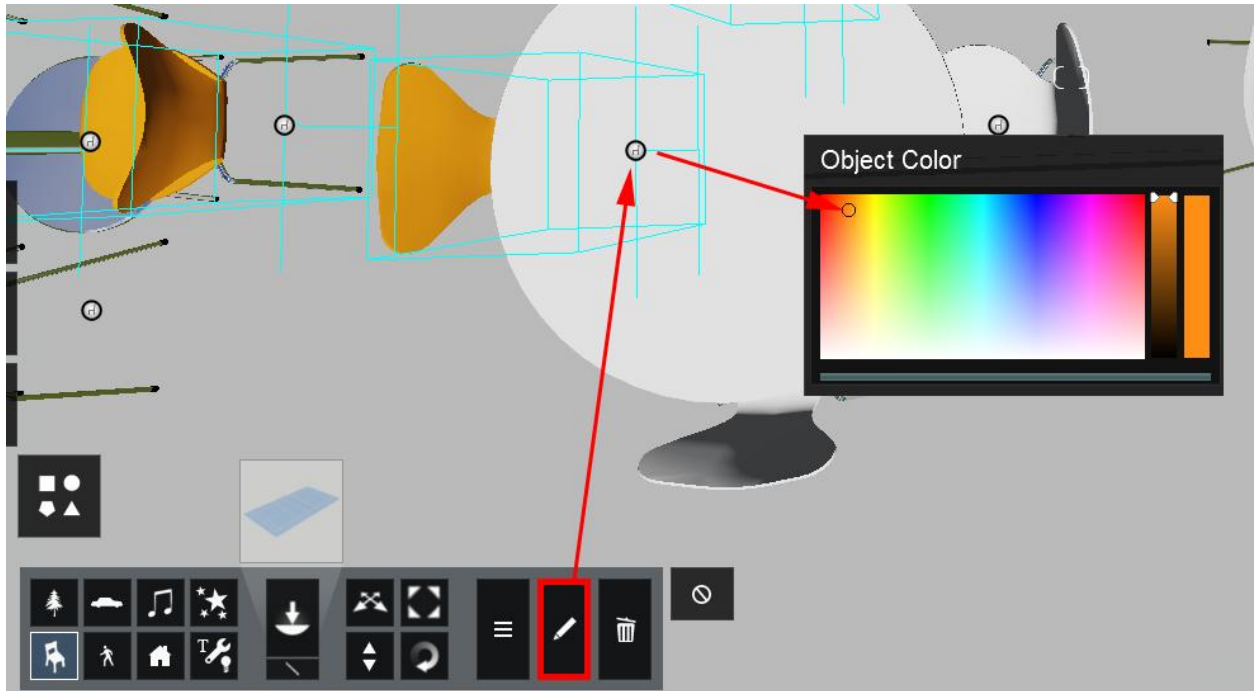
Spotlights

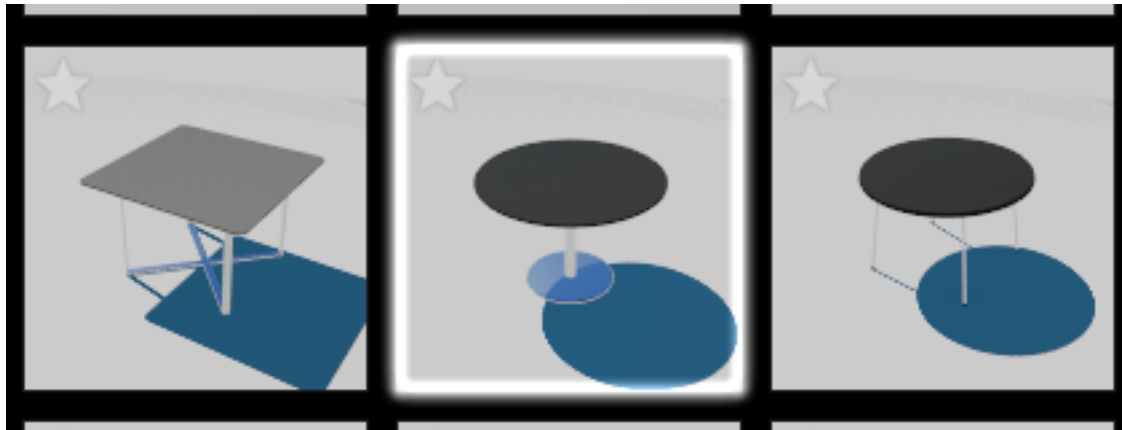
Utilities











Material library

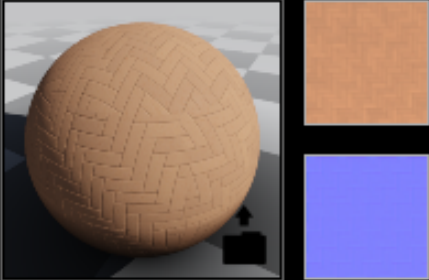
Nature

Indoor

Outdoor

Custom

Material



Wood_Floor_maple_hb_DDC

Colorization

Gloss

Reflectivity

Relief

Scale

More...

X Offset

Y Offset

Z Offset

Heading

Pitch

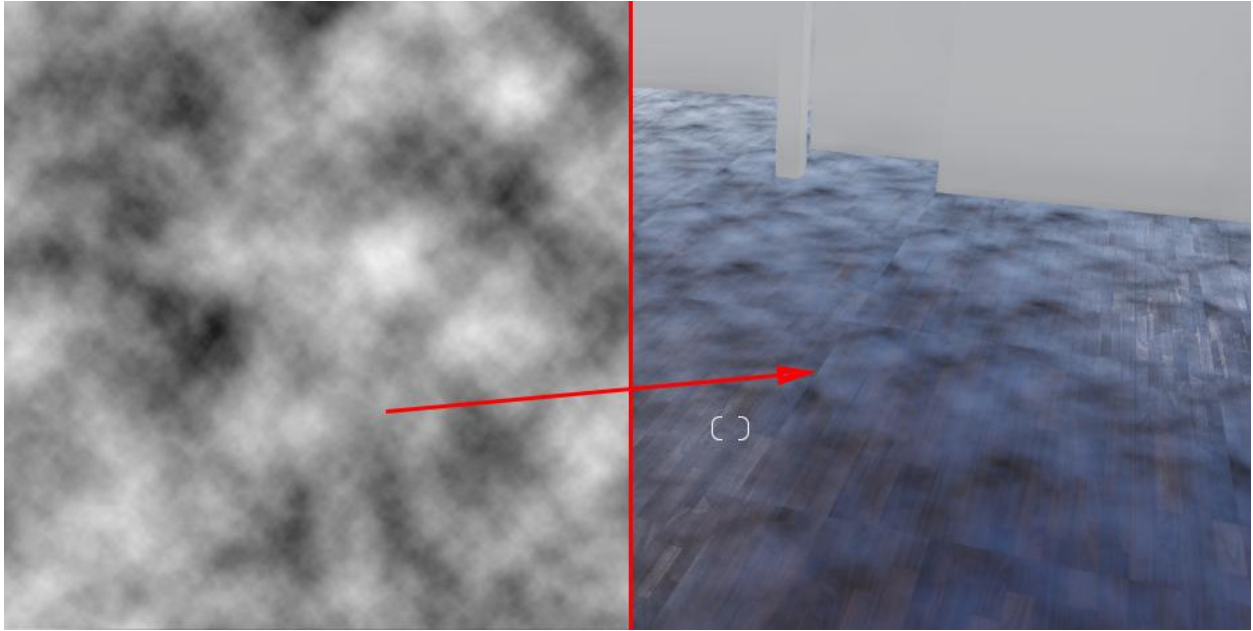
Bank

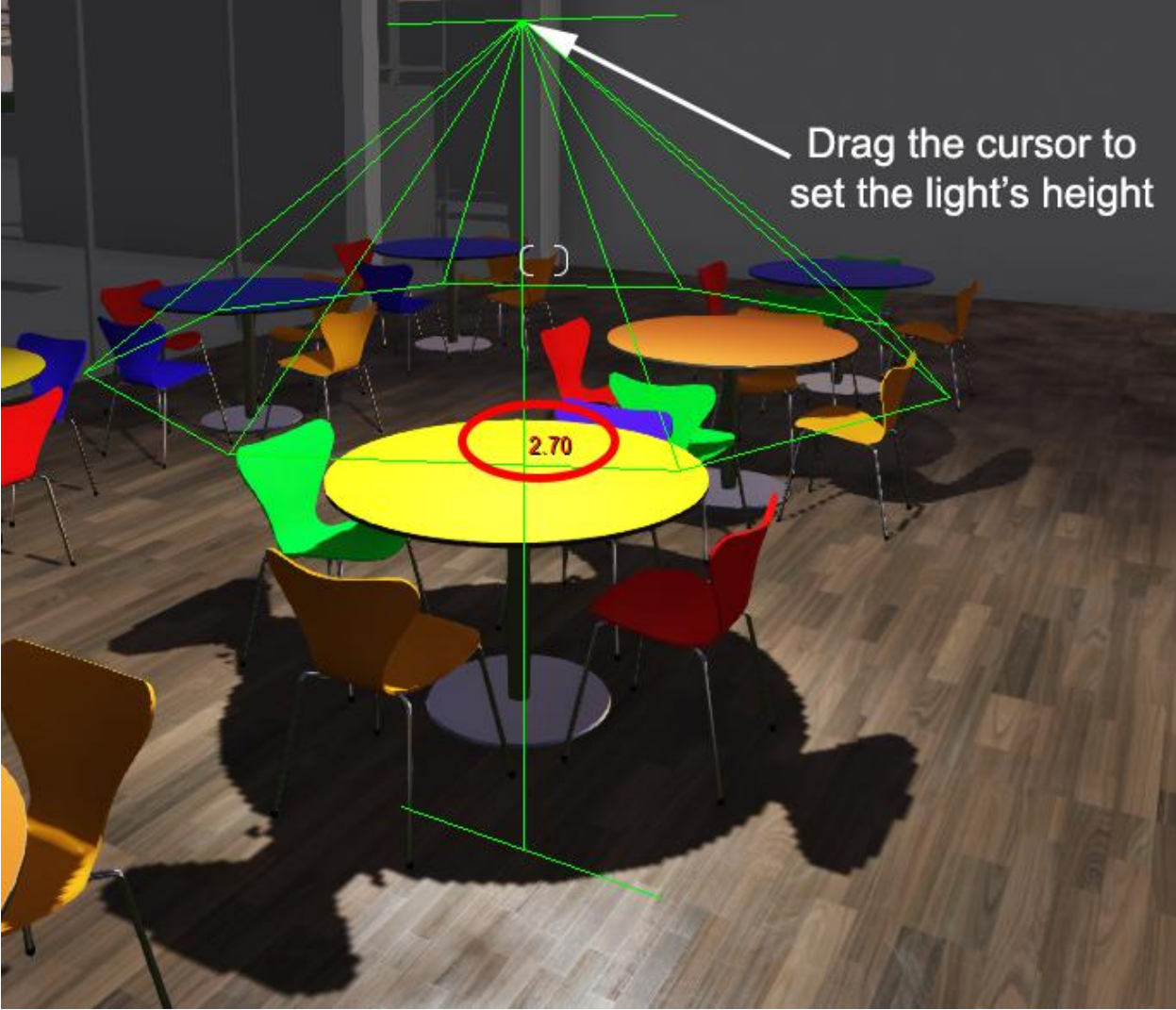
Flicker Reduction

Emissive

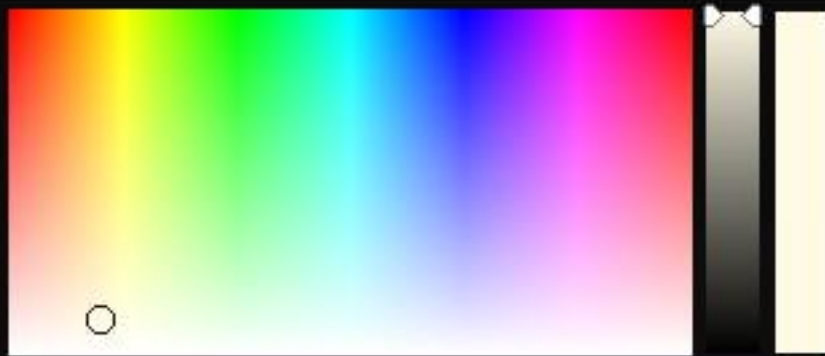
Saturation

Specular





Light Properties



Cone Angle



Show light source

Off

Night activation

Off

On

Random

Optimize for

Accuracy

Speed

Memory

Target Light(s)



Night activation

Off

On

Random

Optimize for

Accuracy

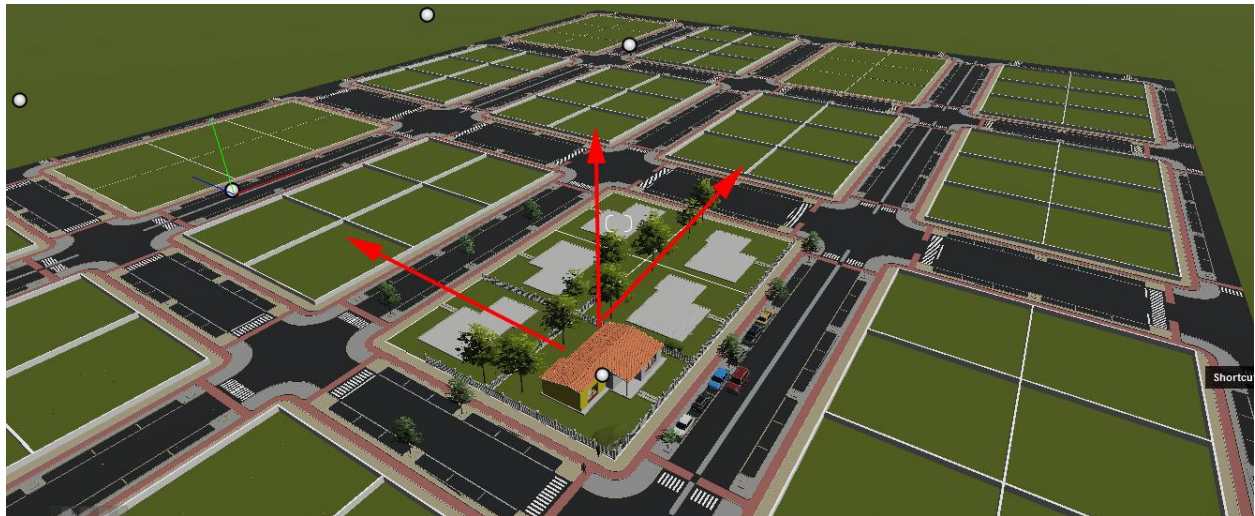
Speed

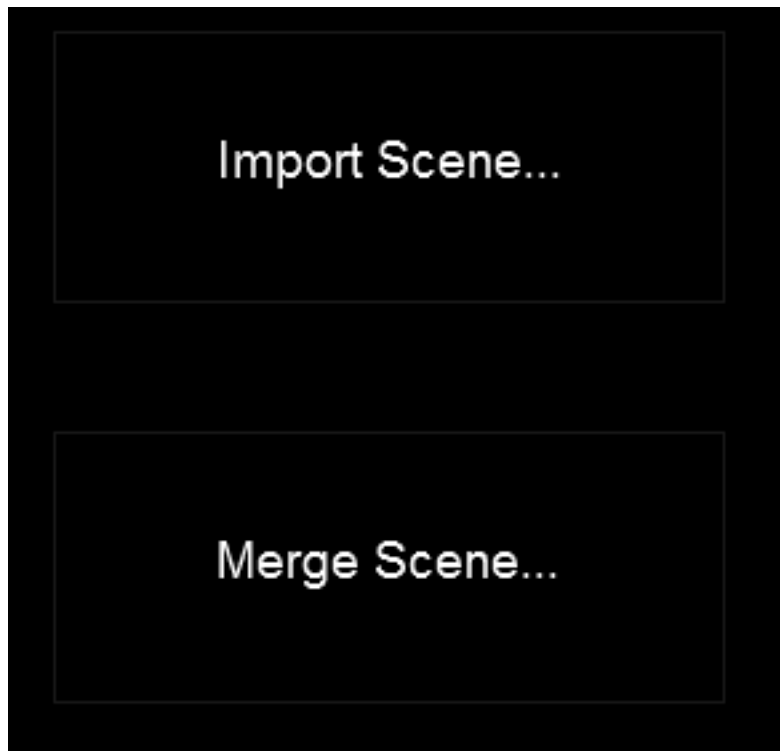
Memory

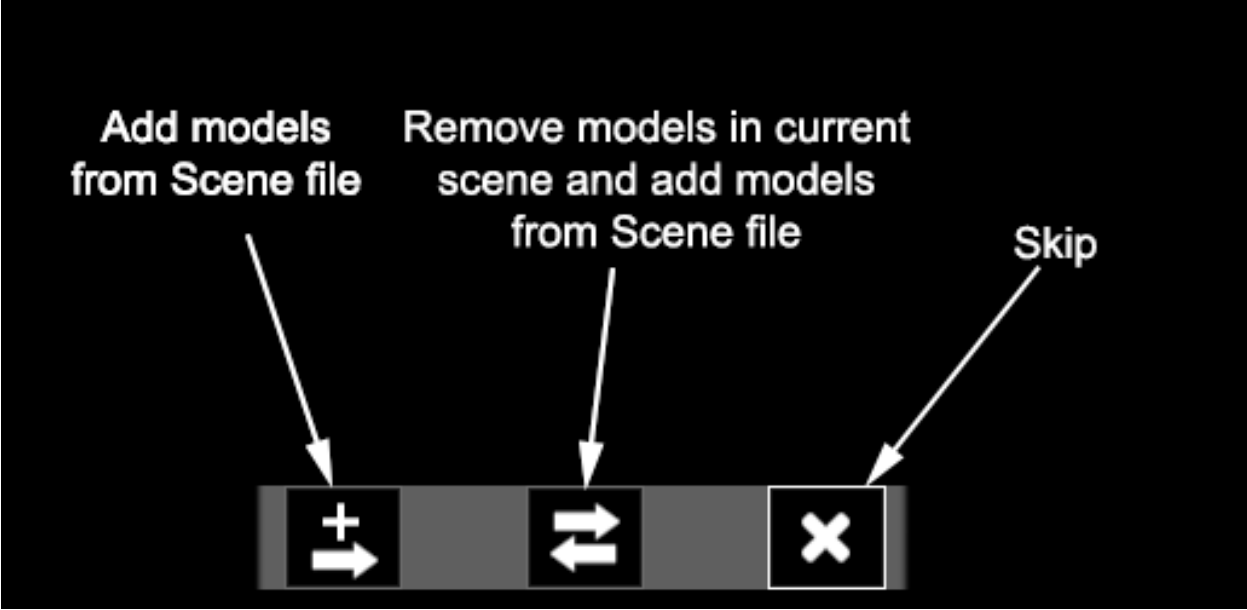
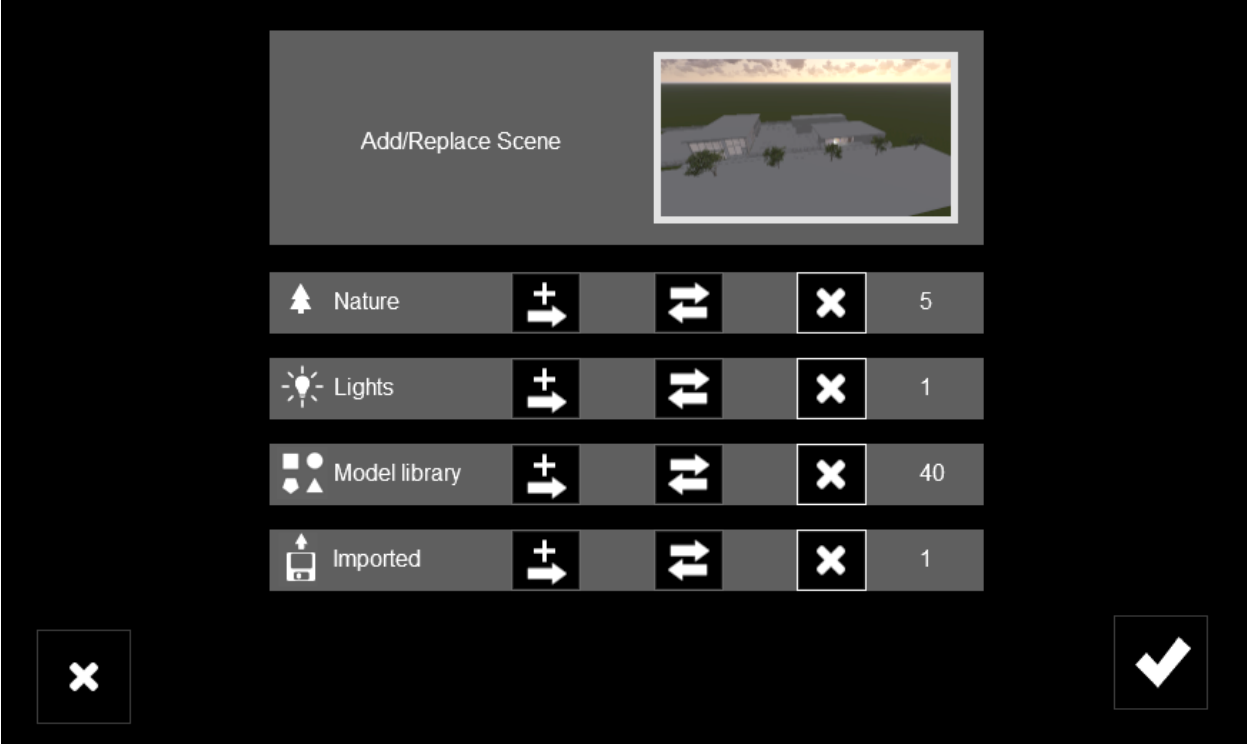




Chapter 4









Grass menu



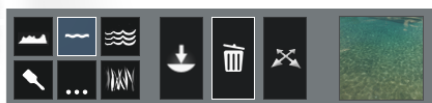
Terrain menu



Paint menu



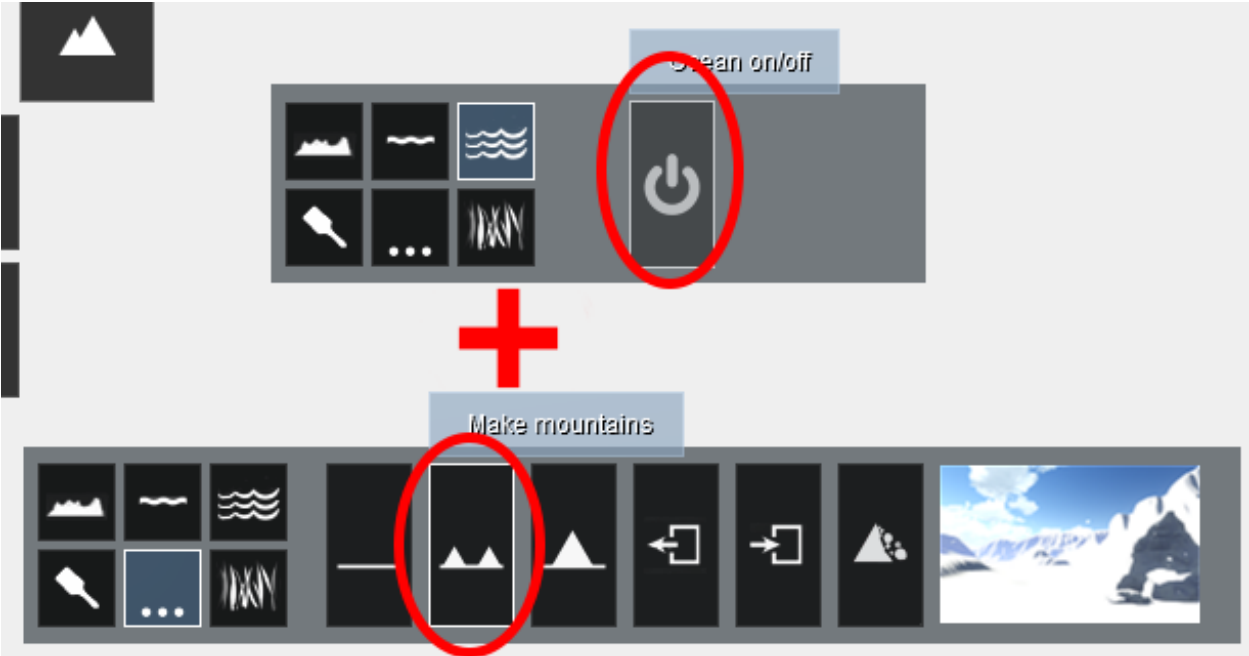
Ocean menu

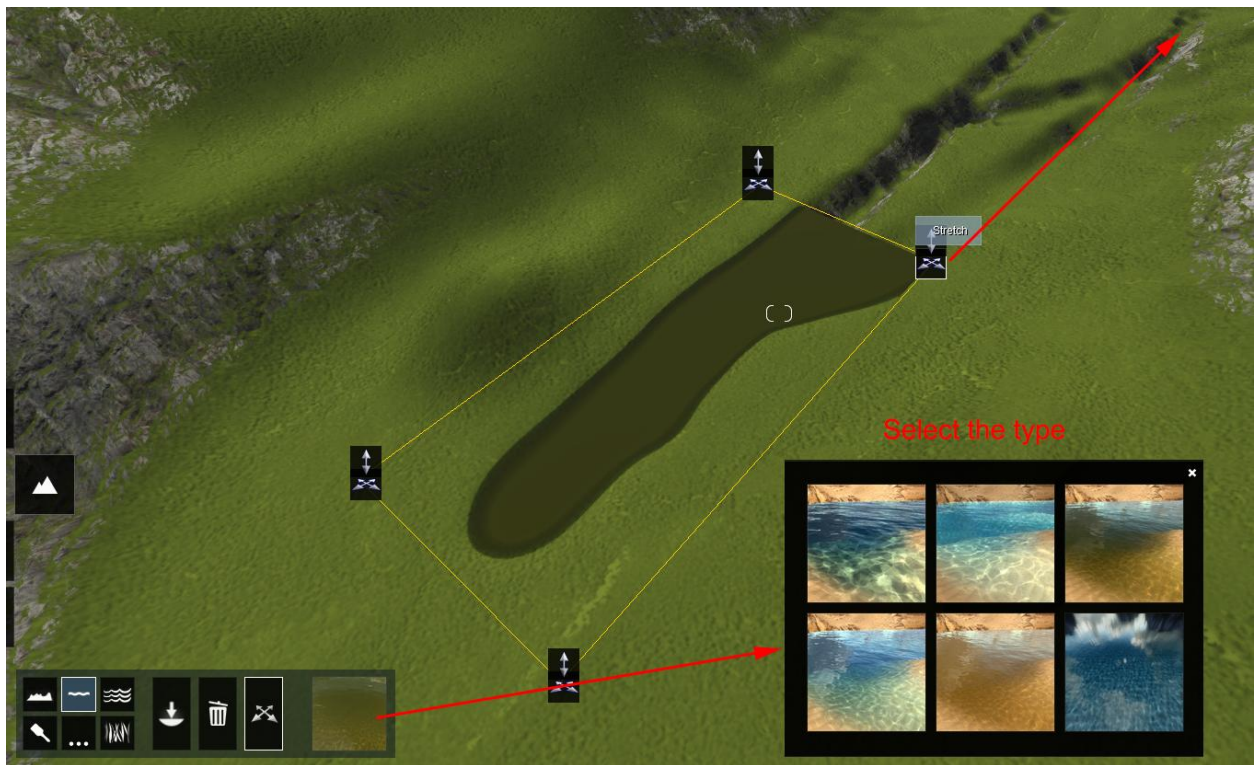
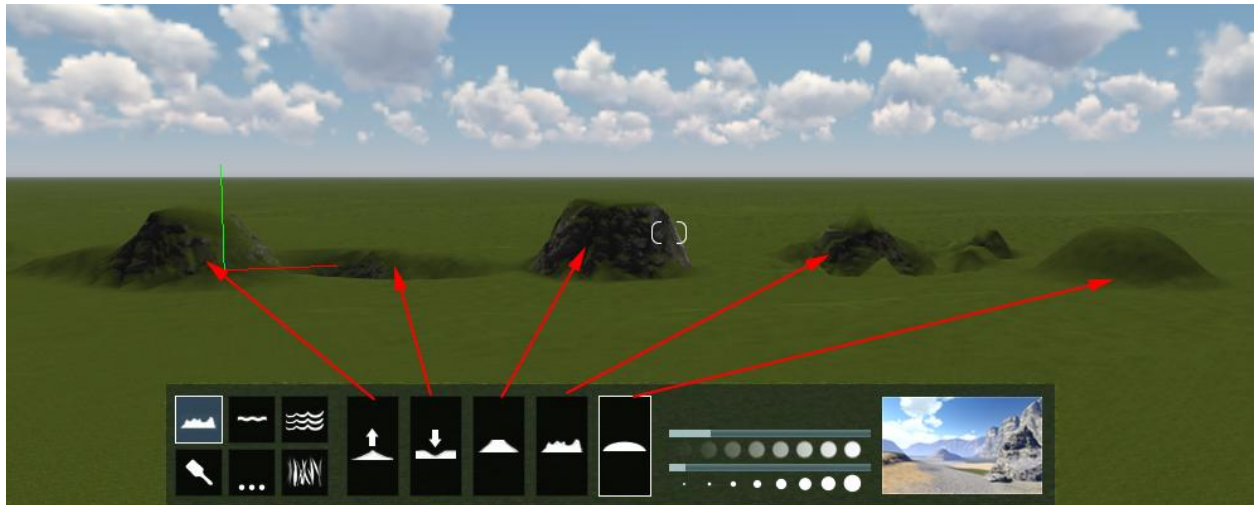


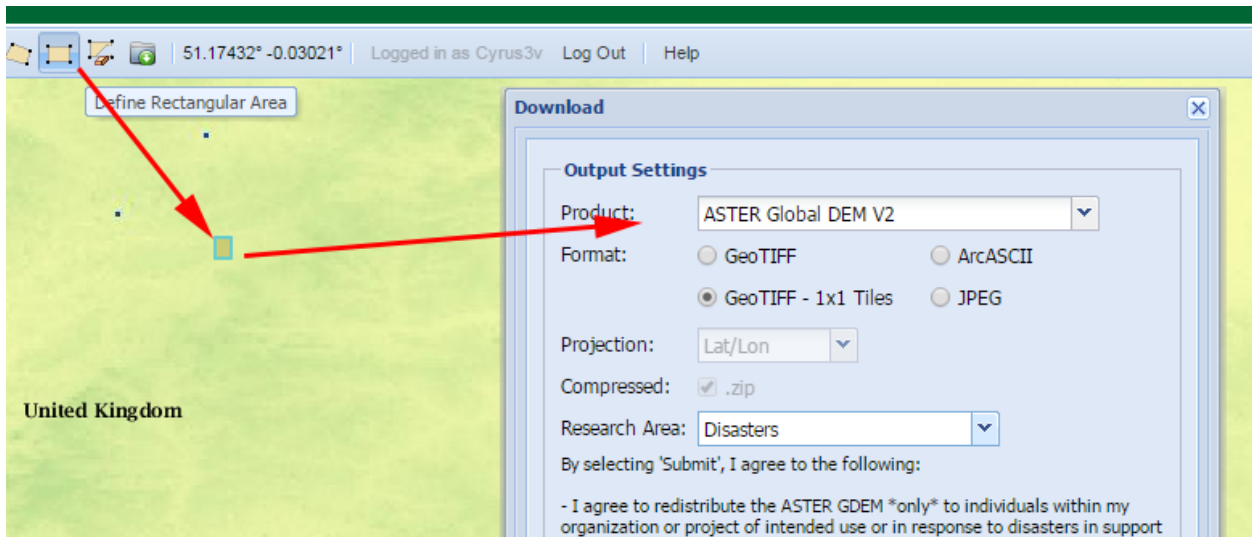
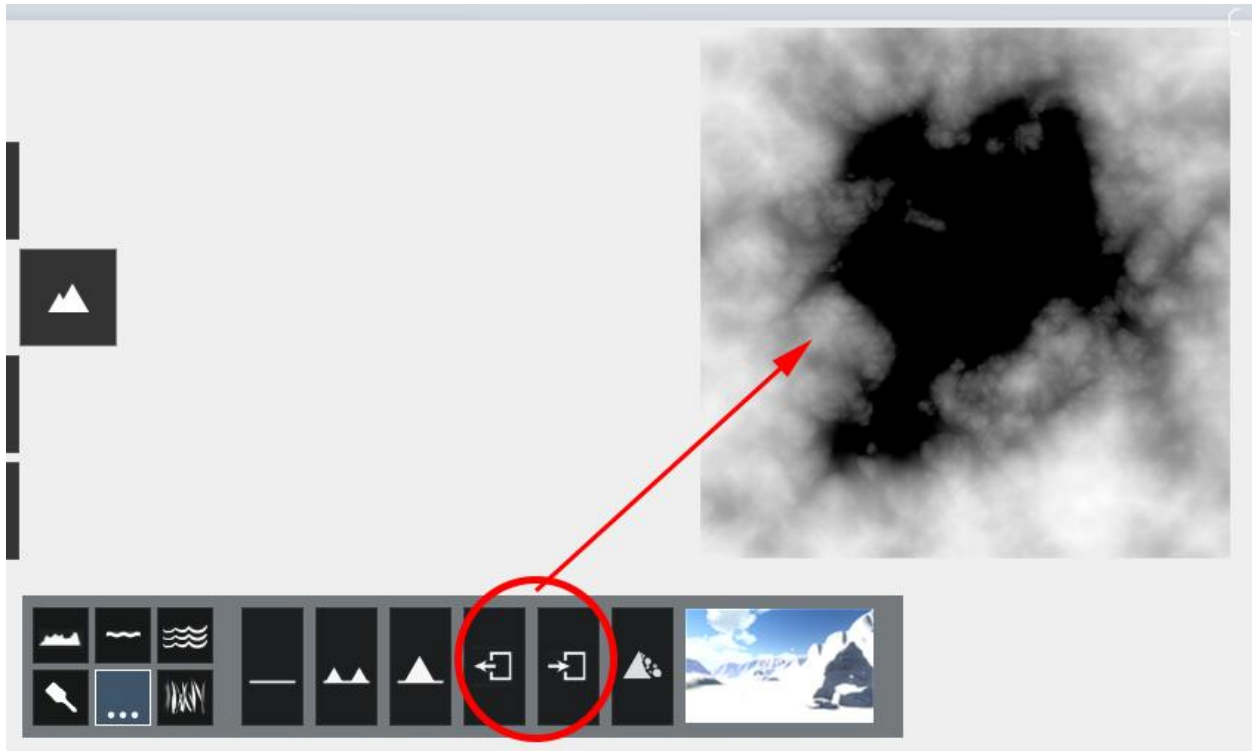
Water menu

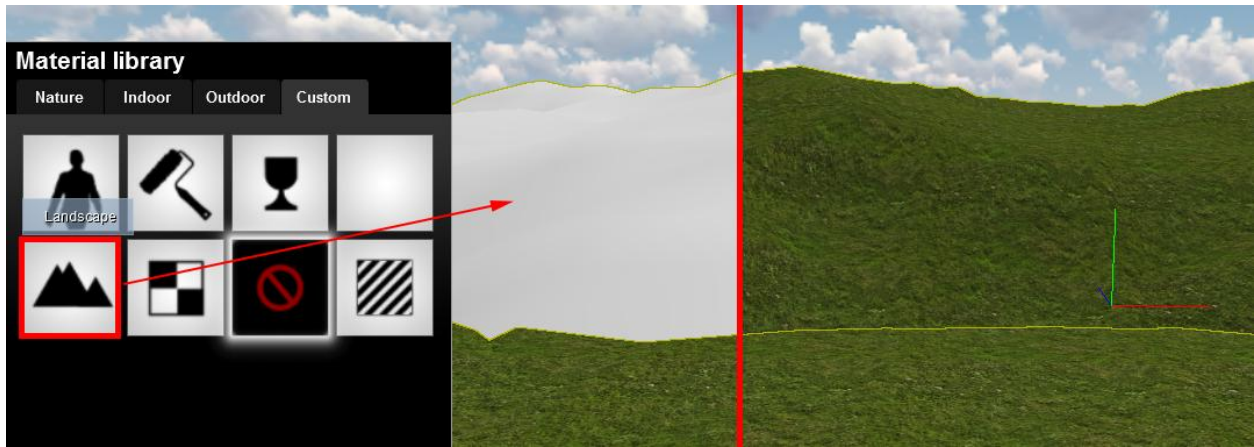
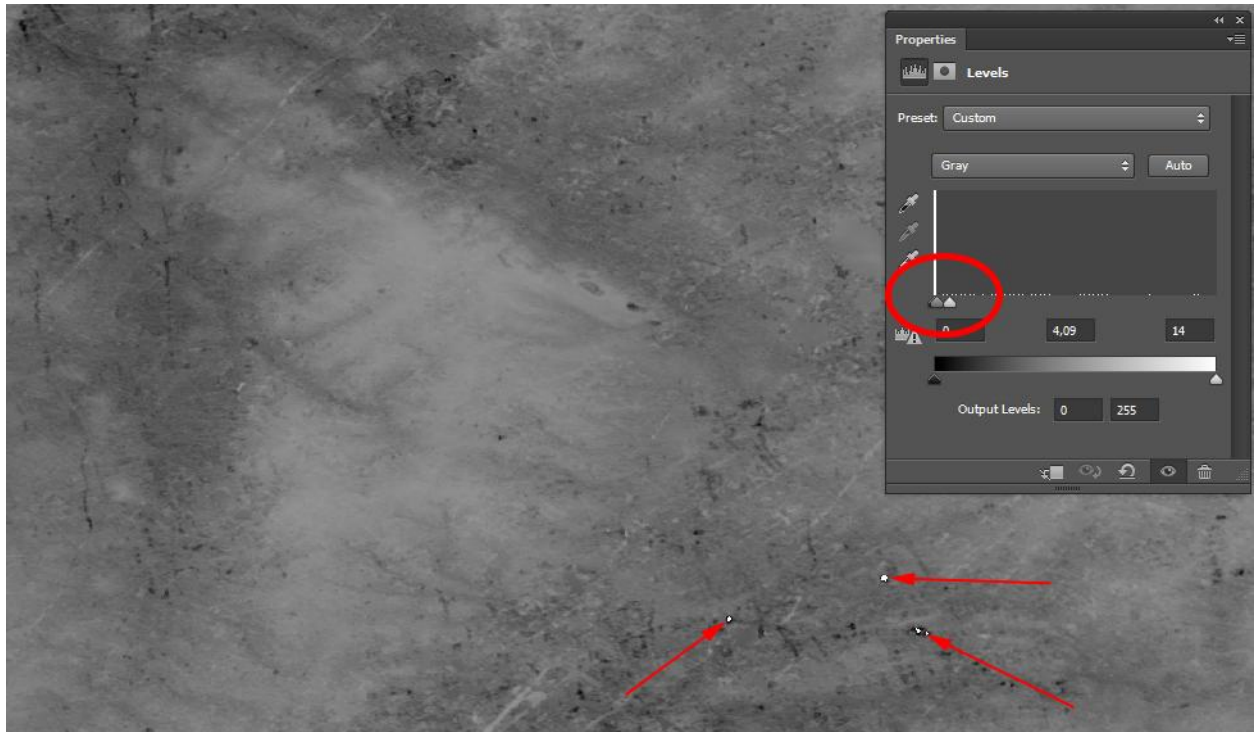


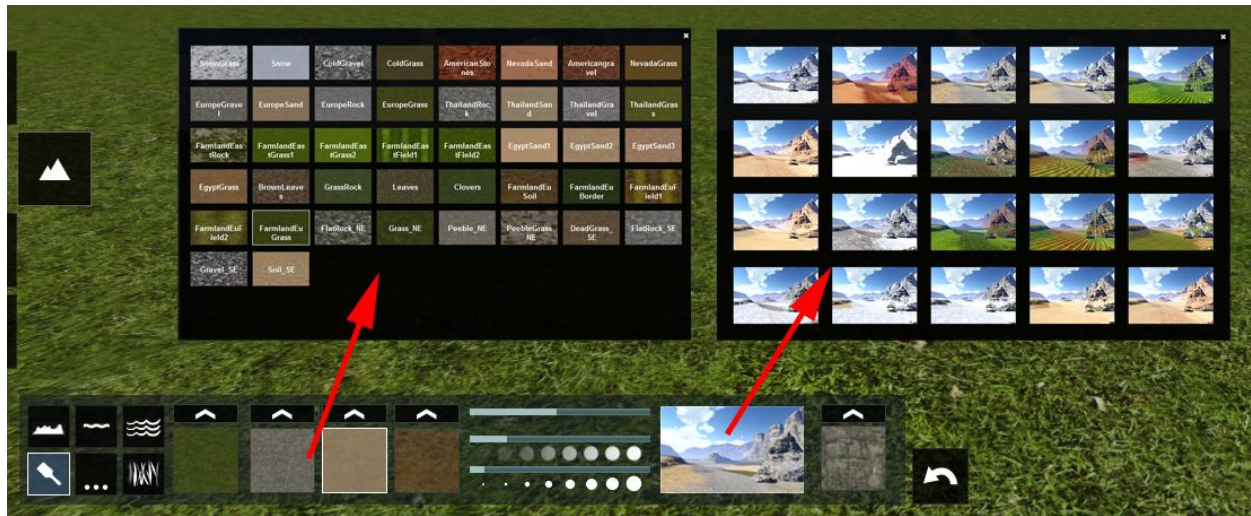
Height menu





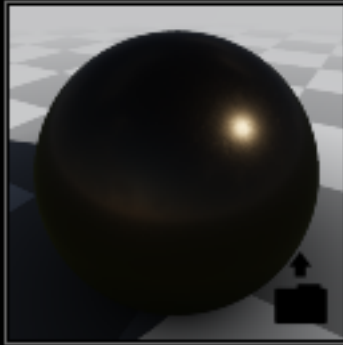






Chapter 5

Material



Nickel

Colorization

Gloss

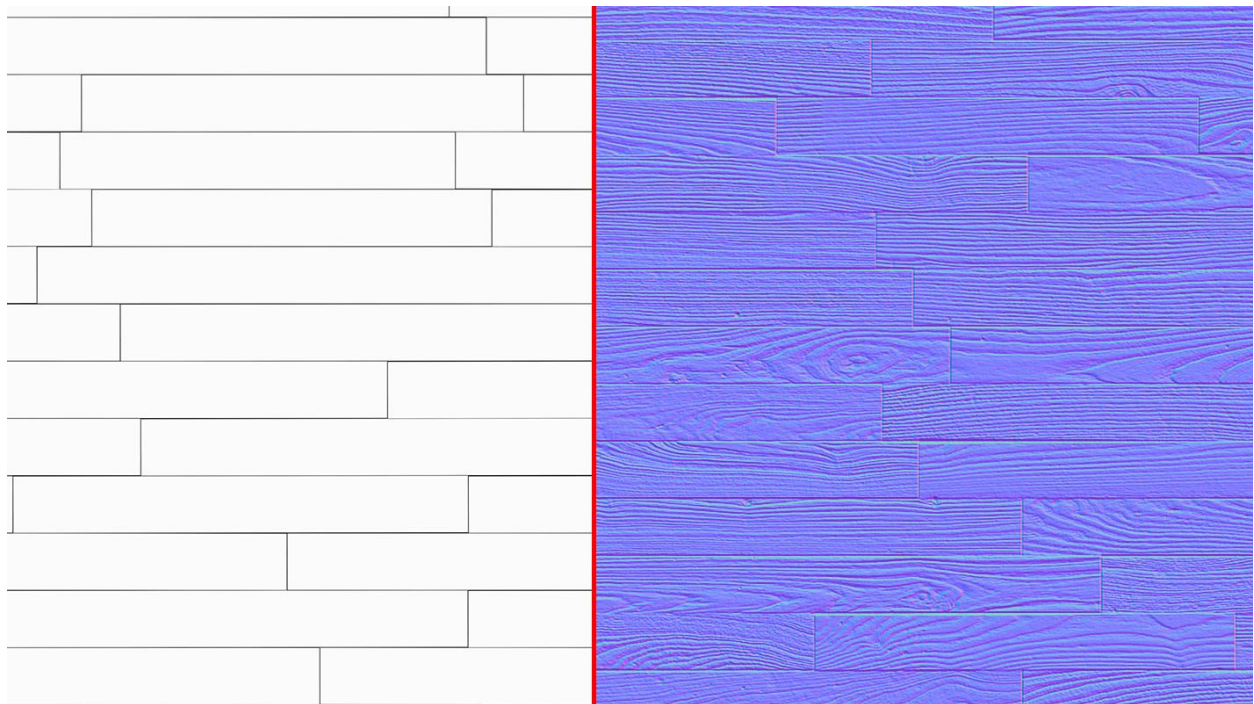
Reflectivity

Relief

Scale



More...



Select image... or

DRAG & DROP HEIGHTMAP

HeightMap Photo

Strength 2.5
Level 7.0
Blur/Sharp 0
Filter Sobel
Invert R G Height

Normal Displacement AmbientOcc Specular

3D Preview (runs best on chrome)
Model x:1 y:1
UV Cube Rotation
Displacement 0.3
Use Map Normal AO Specular

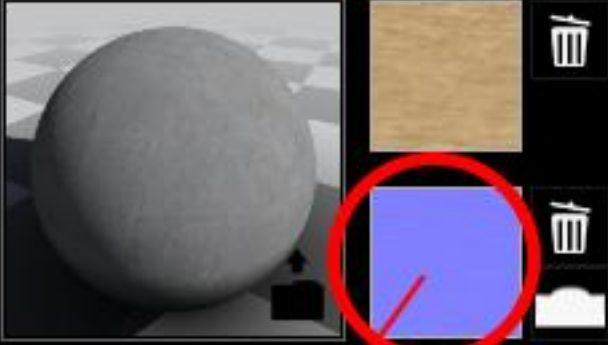
Size: 3072 x 2304 NOT POWER OF 2!

Auto update Update

Create Normal Map

Flip Normal Map direction

Material



Concrete_013_DDS_1024

Colorization

Gloss

Reflectivity

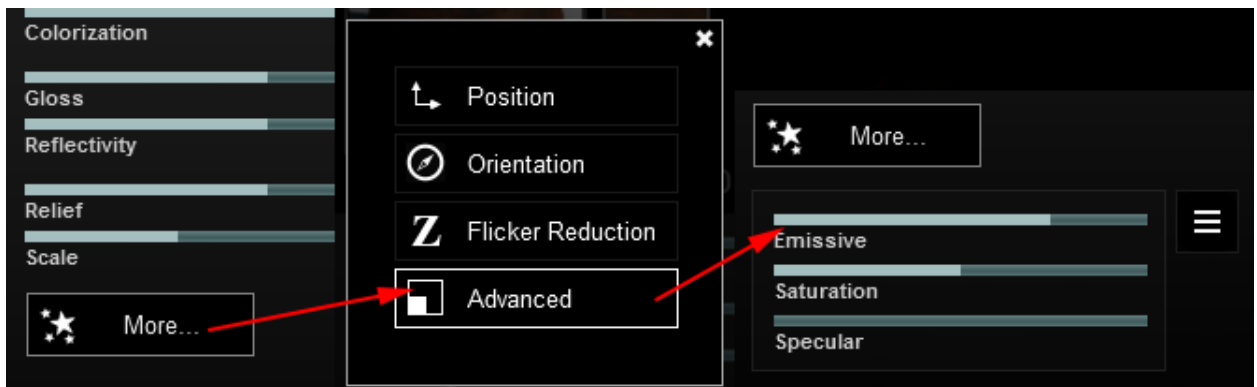
Relief

Scale - Imported texture coordinates

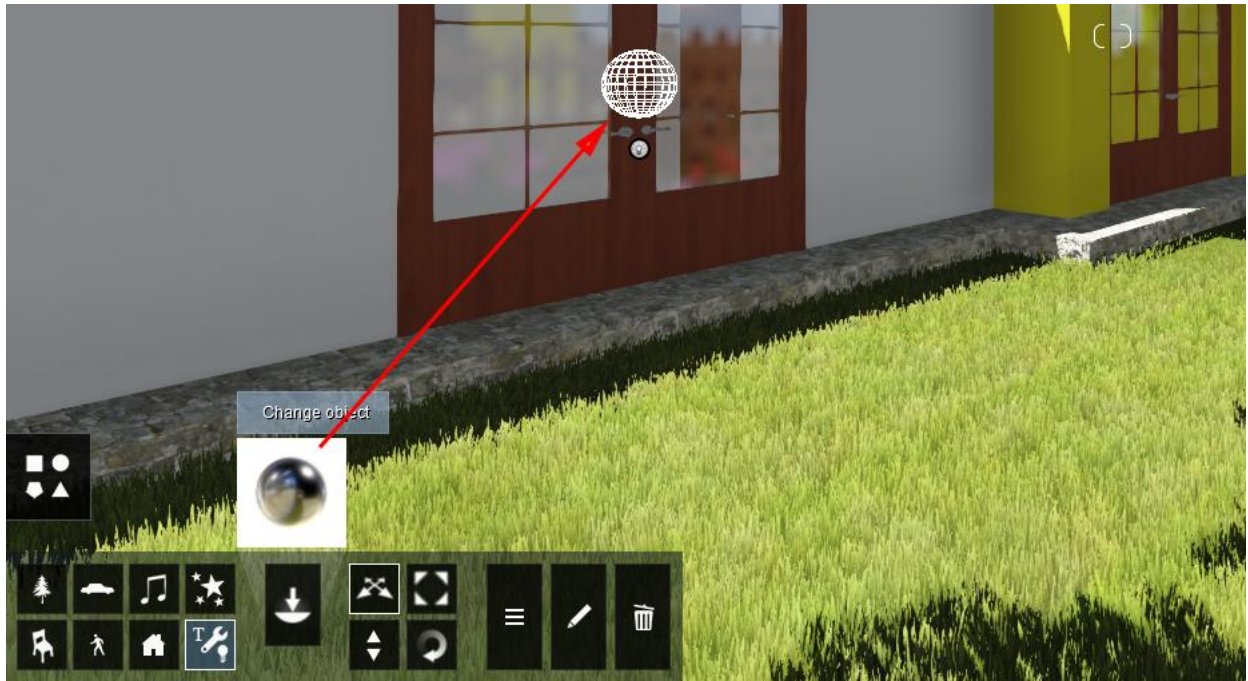
More...

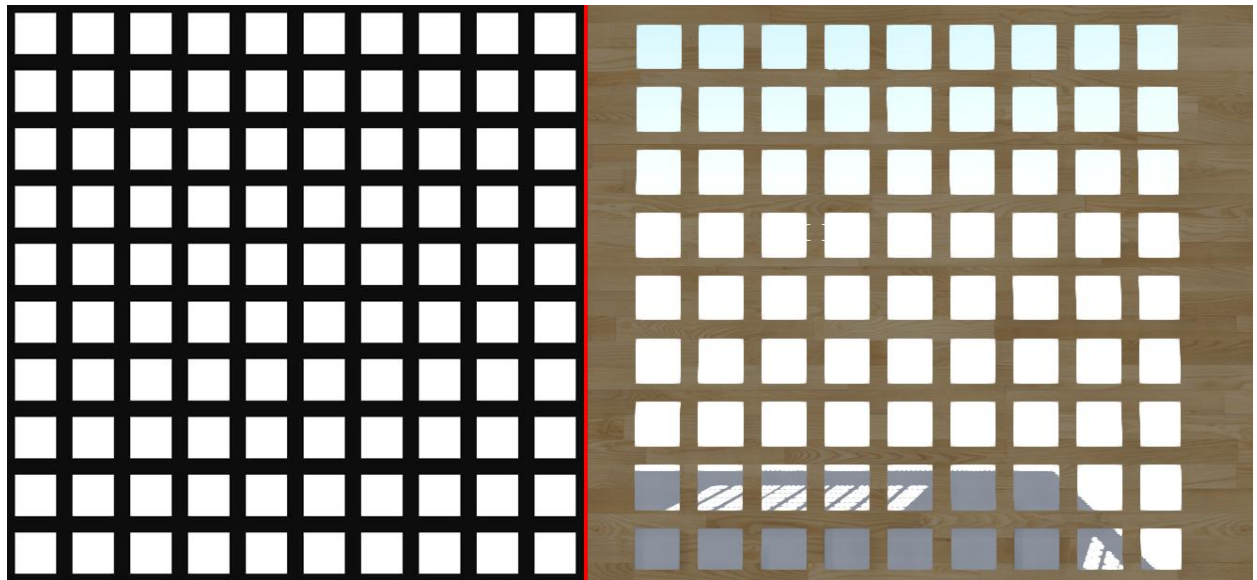
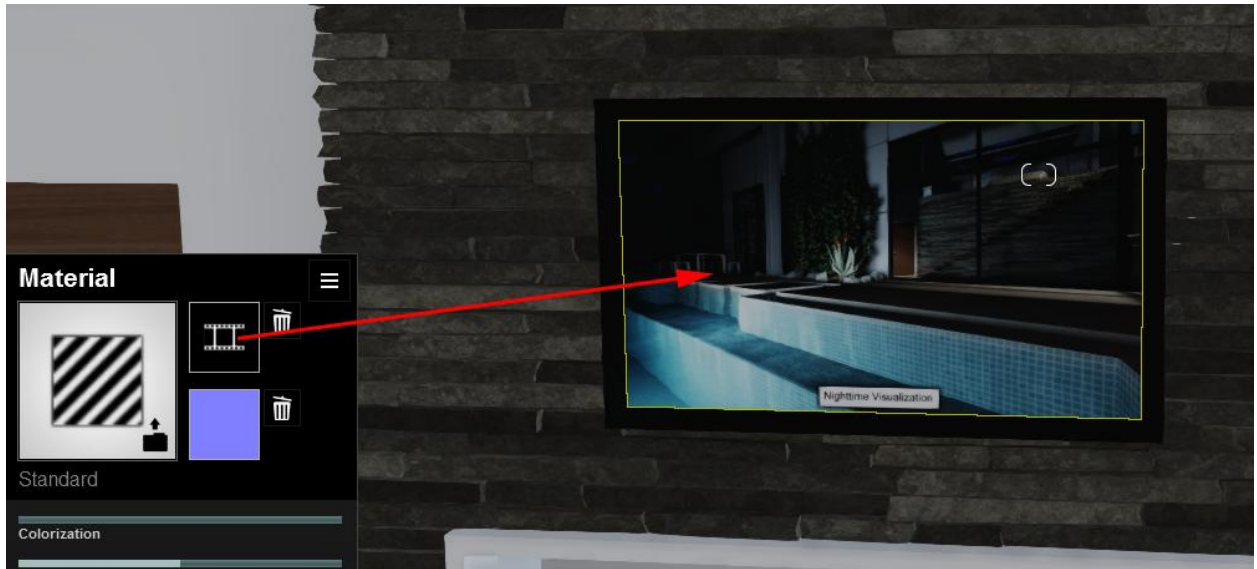
The image shows a material editor interface. At the top, there is a title 'Material' and a wrench icon. Below the title, there is a large sphere rendered with a grey material. To the right of the sphere, there are two texture swatches: a wood texture and a blue square. The blue square is circled in red, and a red arrow points from it to the 'Reflectivity' slider. The sliders for 'Colorization', 'Gloss', 'Relief', and 'Scale' are also visible. At the bottom, there is a 'More...' button with a star icon.

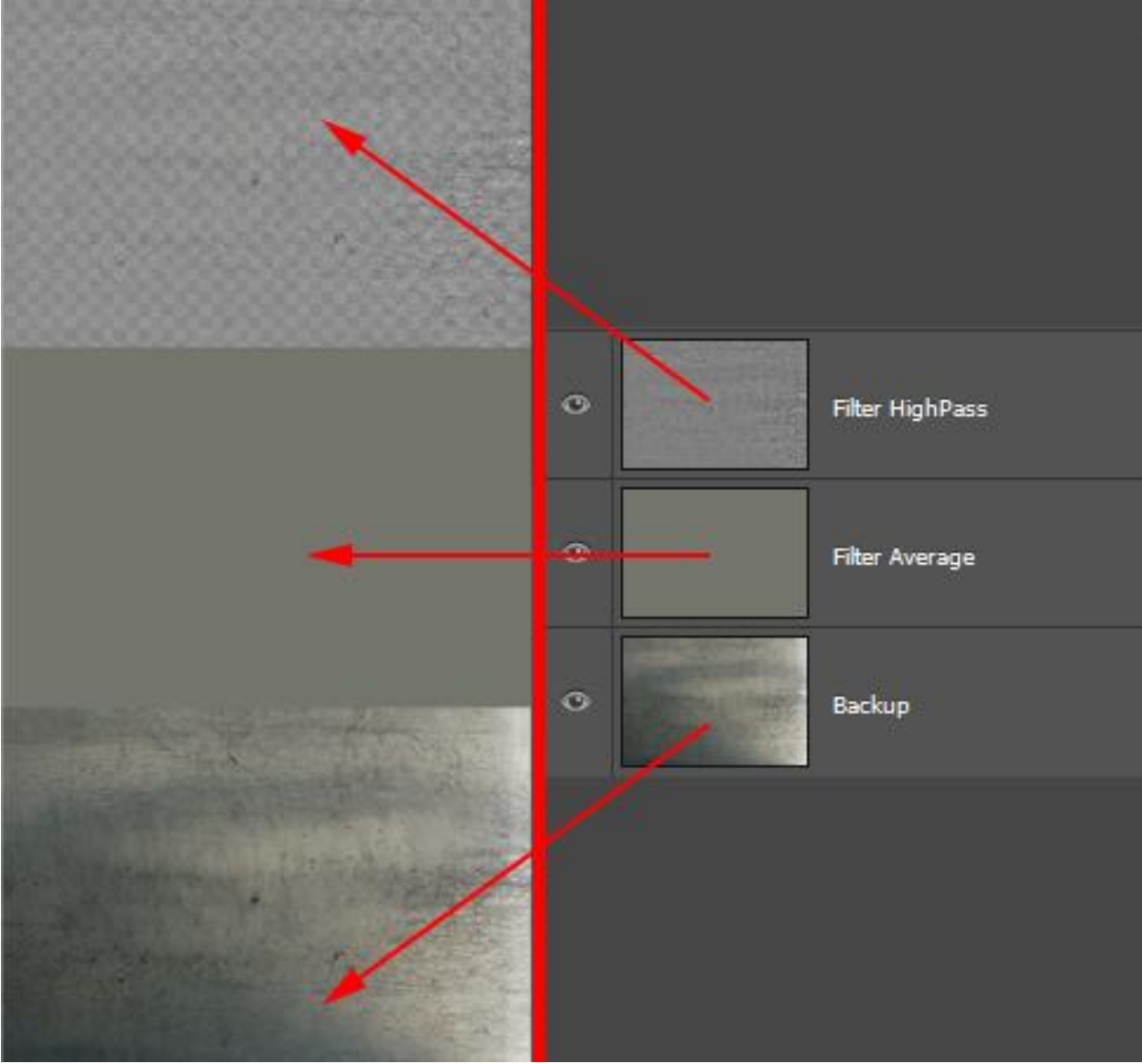


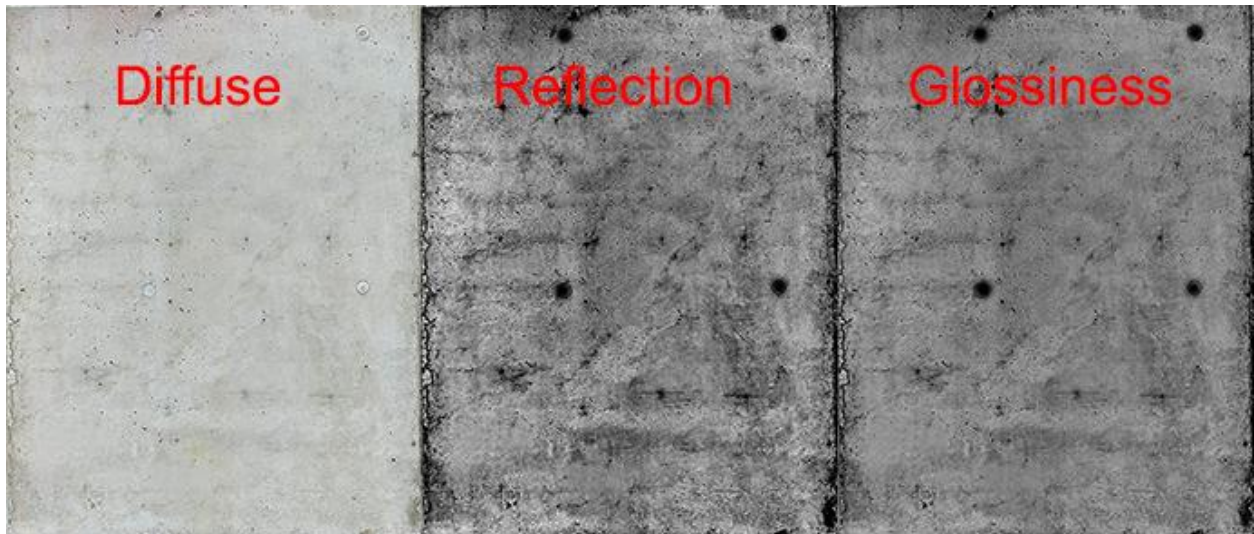
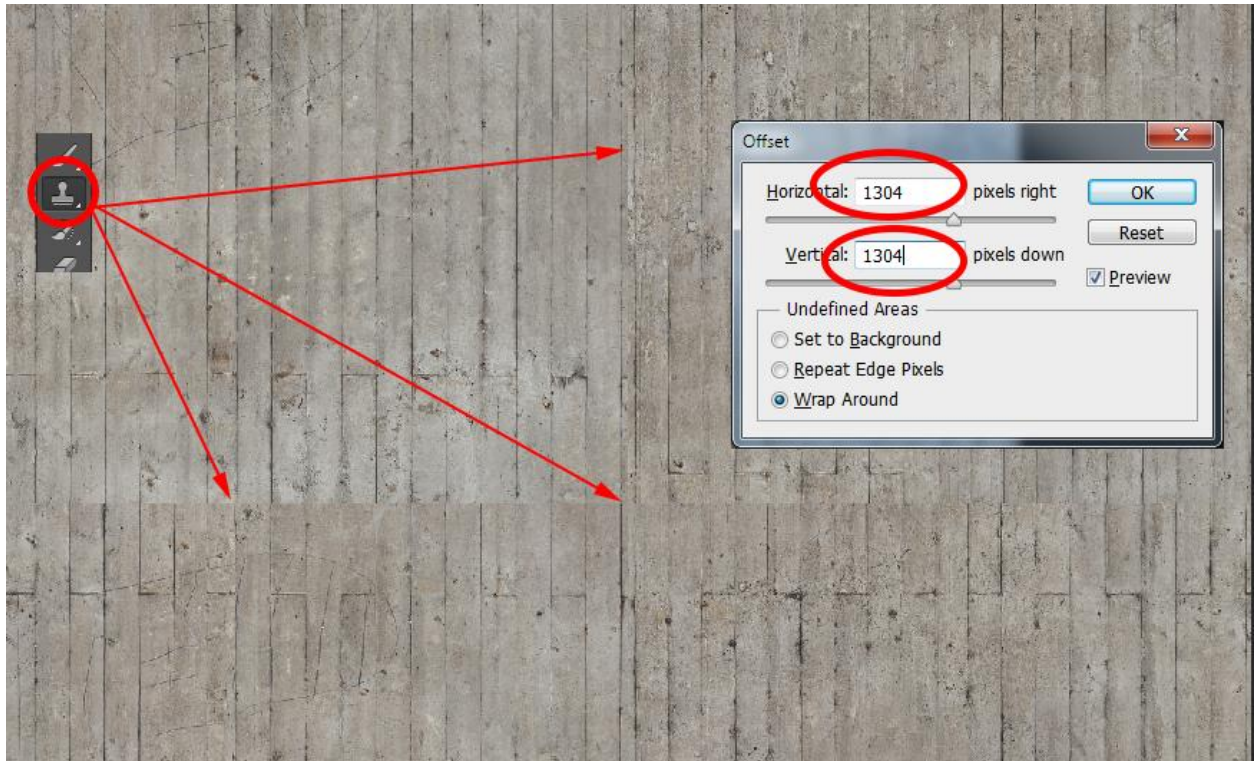




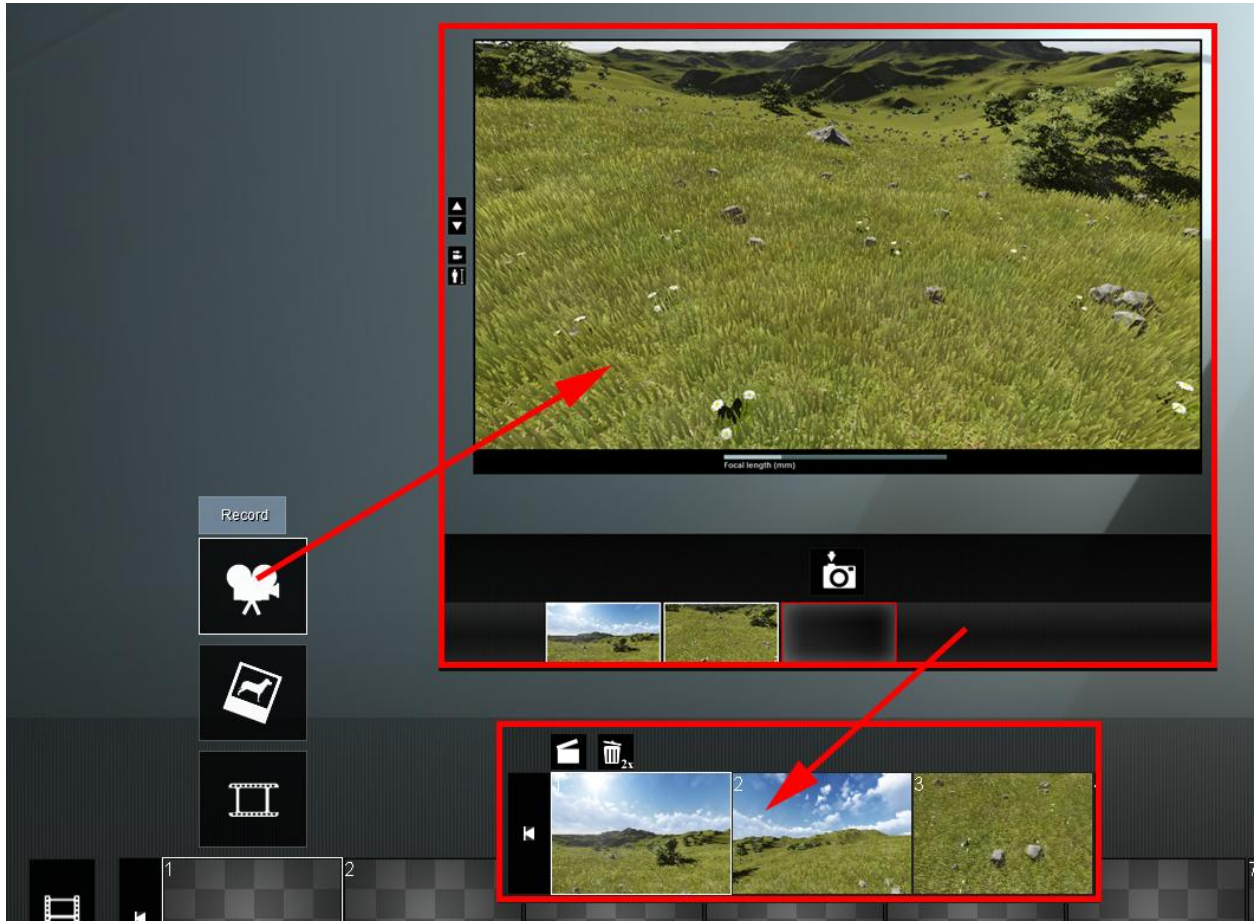








Chapter 6



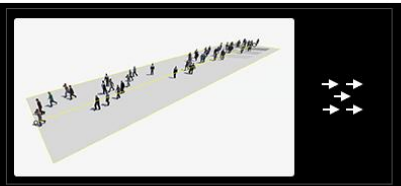
Move effect



Advanced move effect



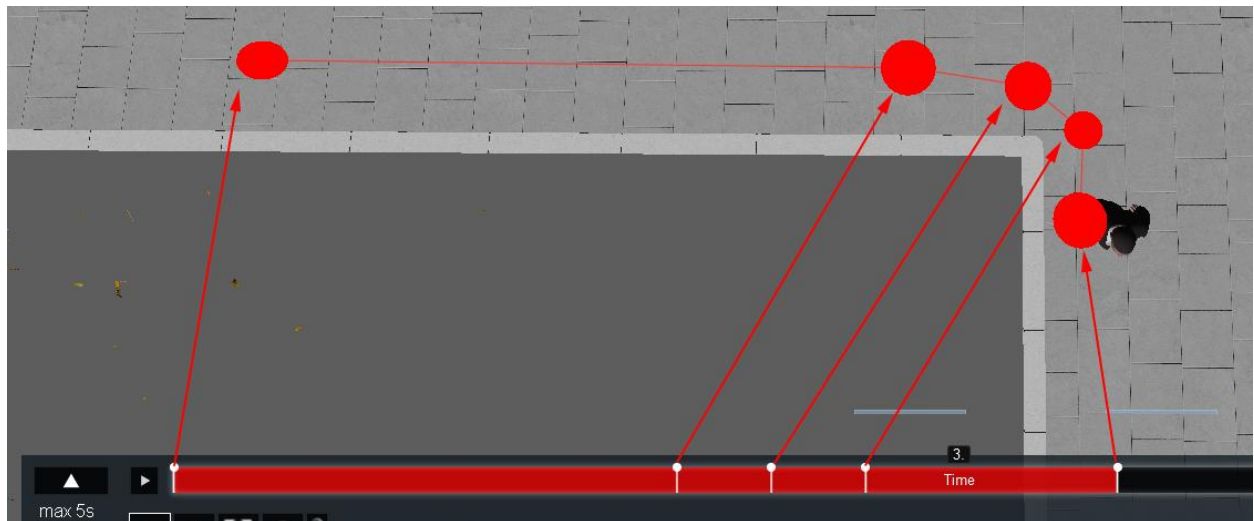
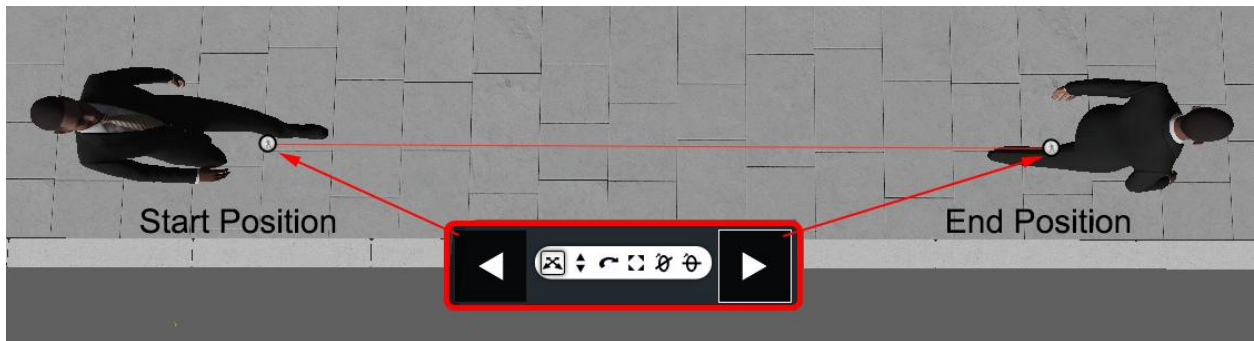
Mass move effect

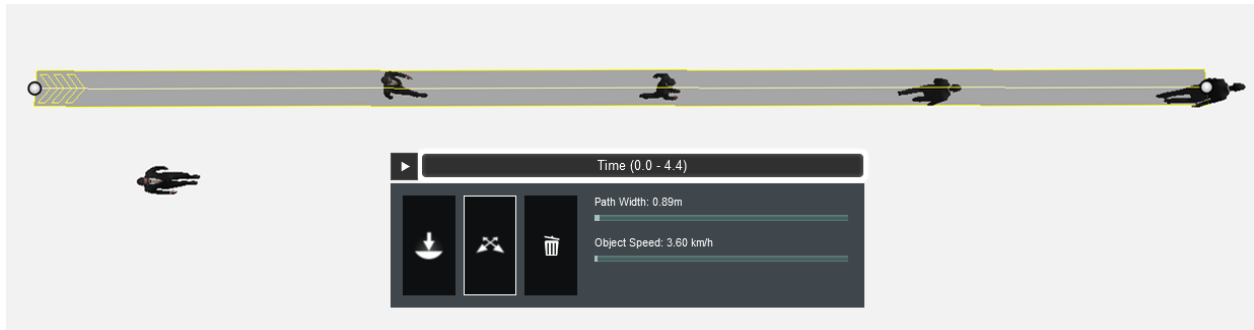


This is the name for your imported model:

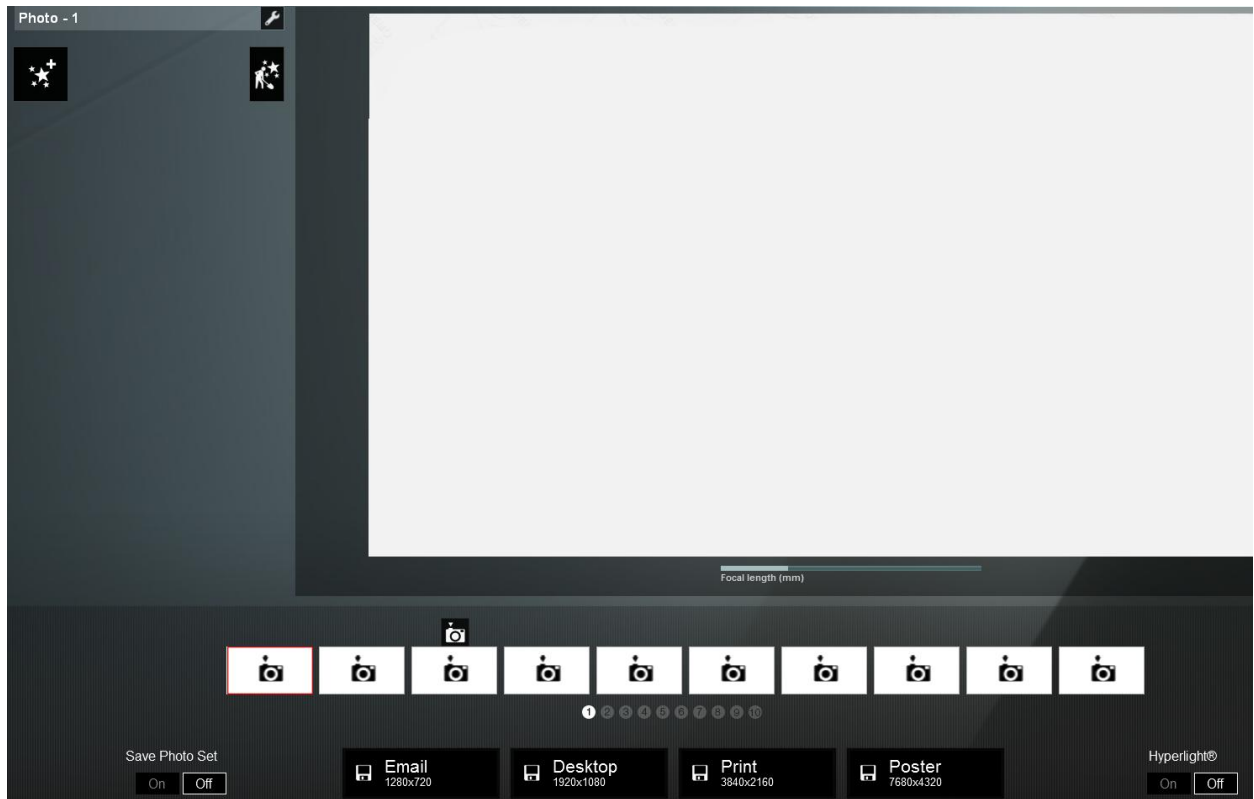
Car

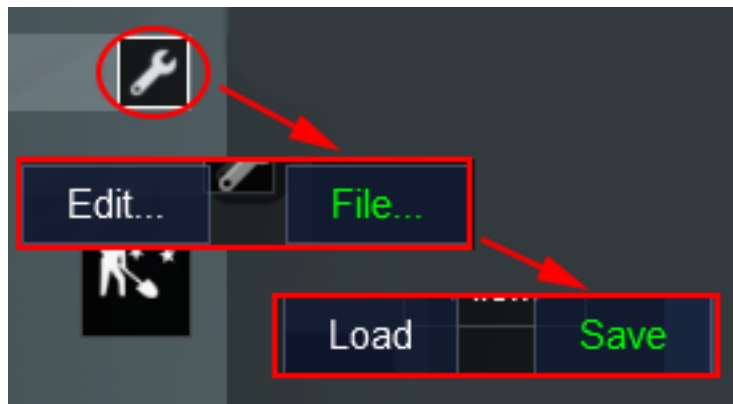
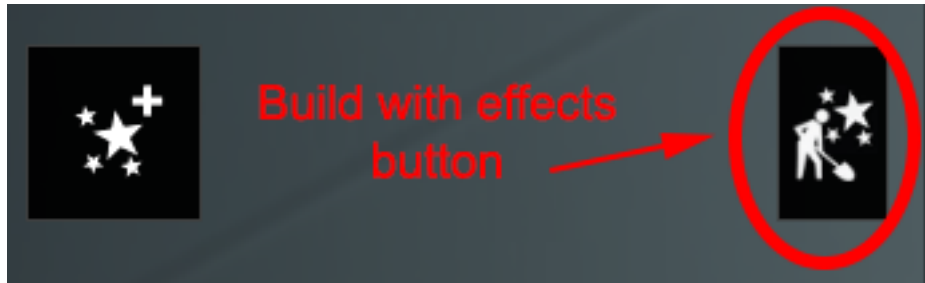
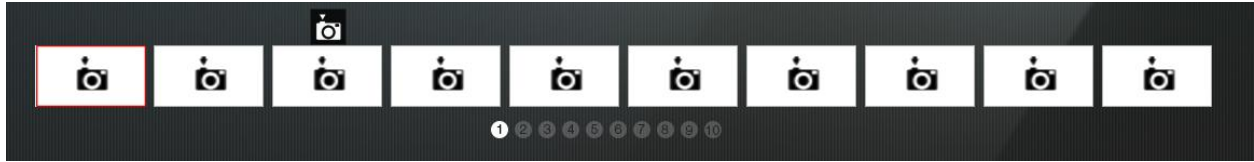
Import animations

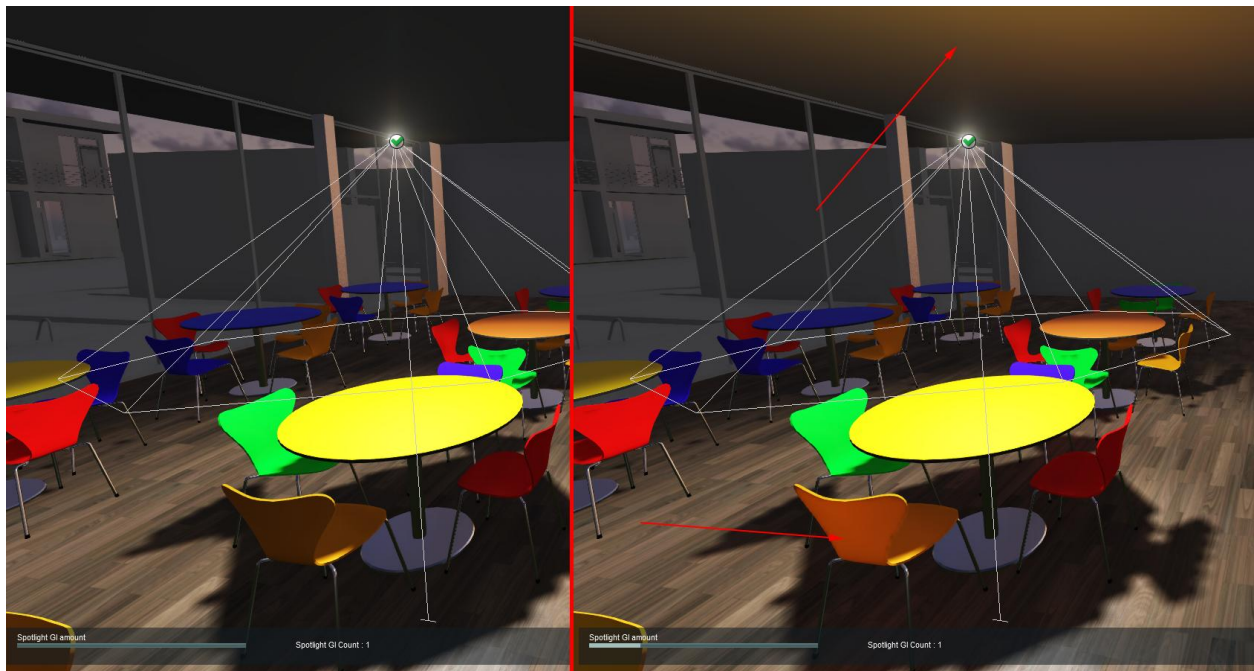
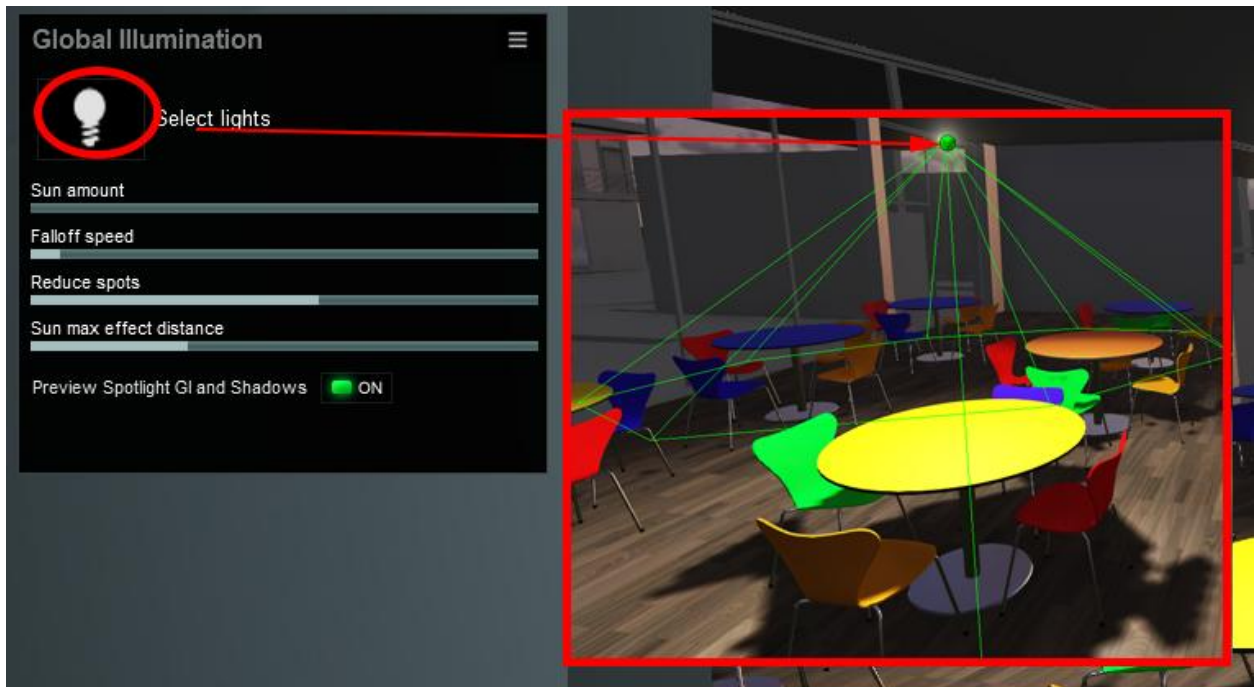


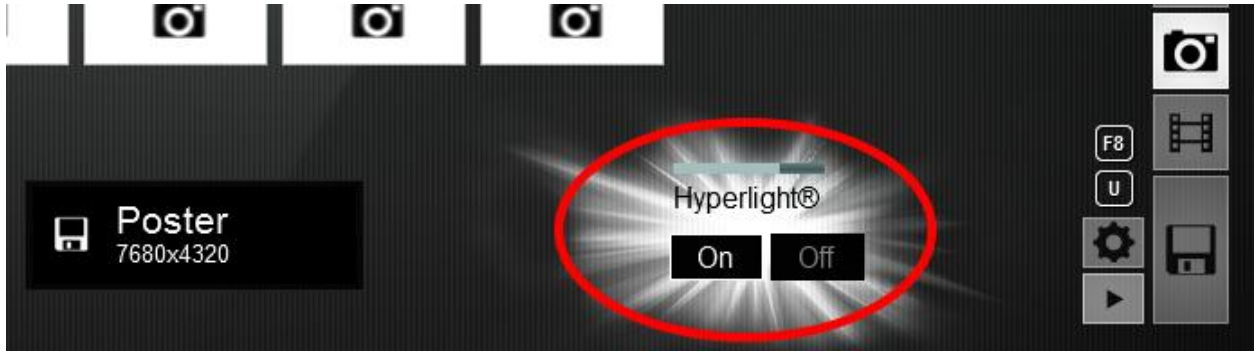


Chapter 7

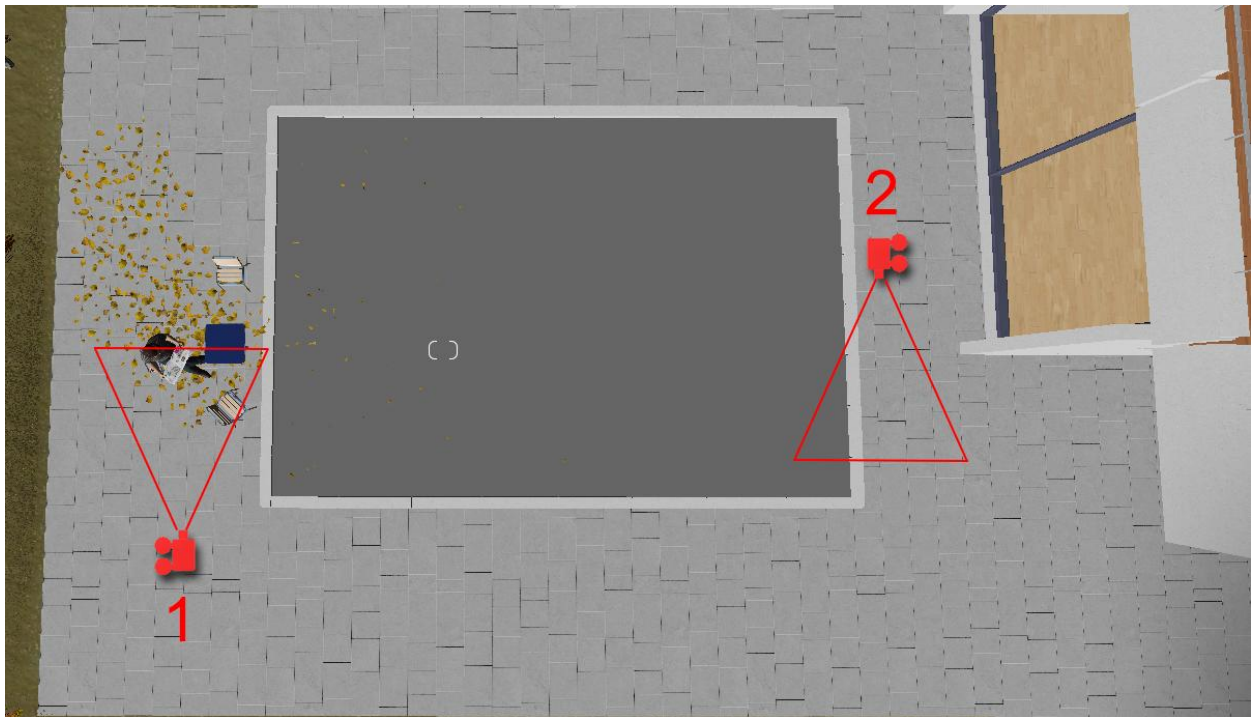


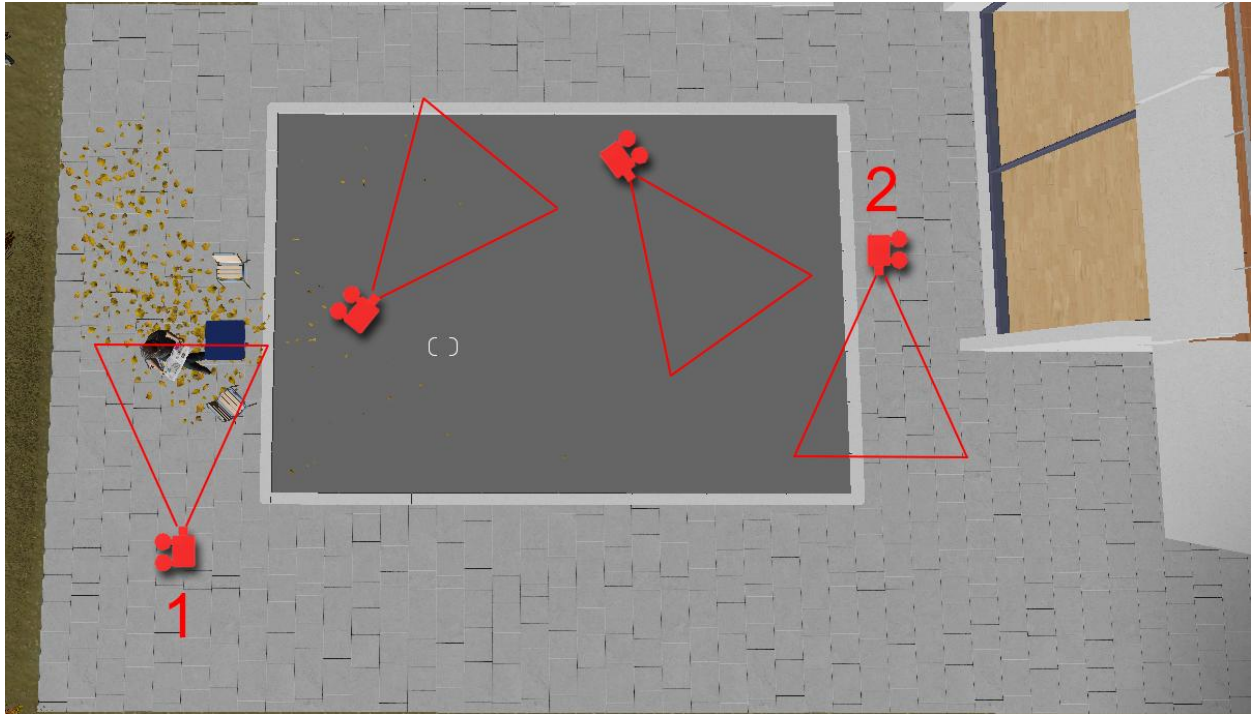


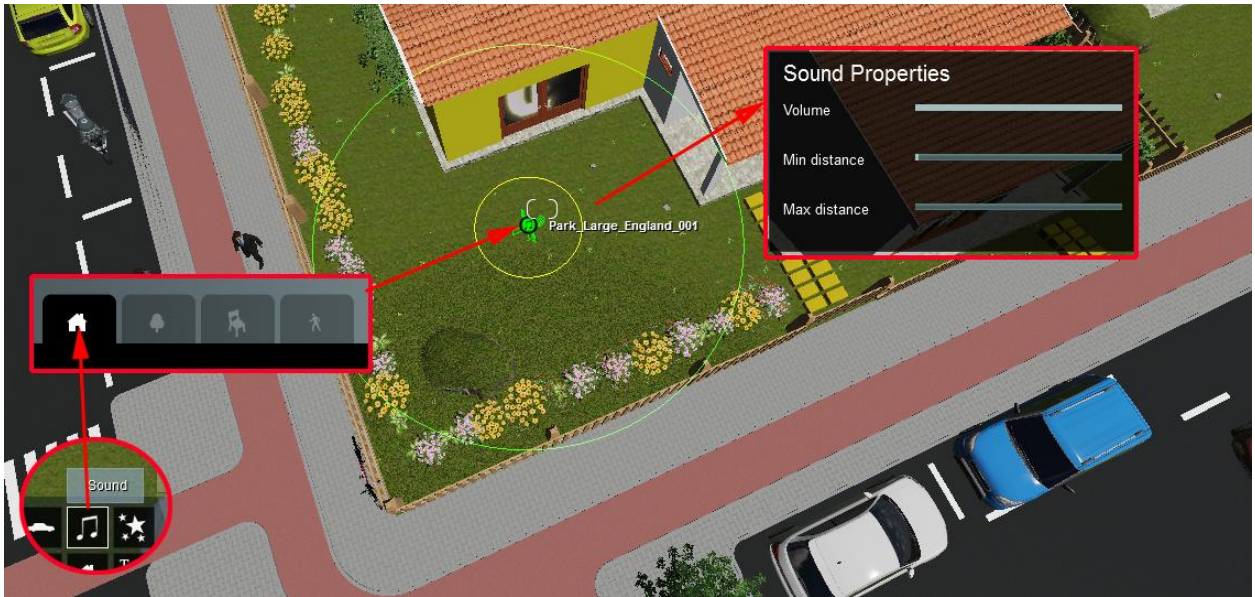




Chapter 8









Chapter 9

