



USER MANUAL

HOW TO CREATE A 3D STAGE

V 1.0.12

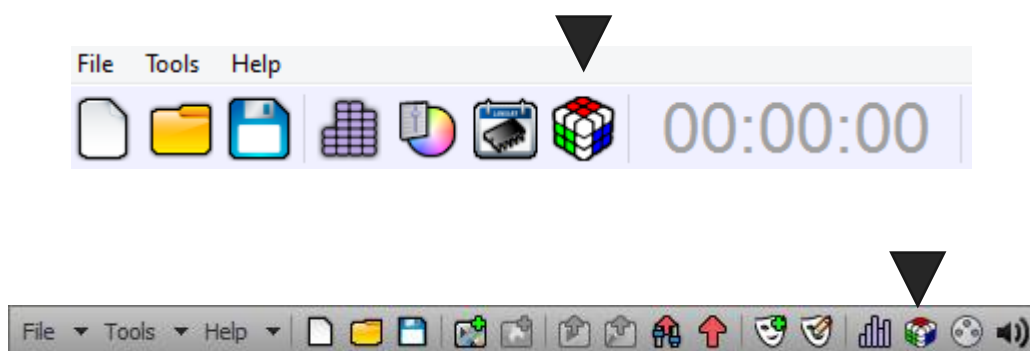
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INTRODUCTION

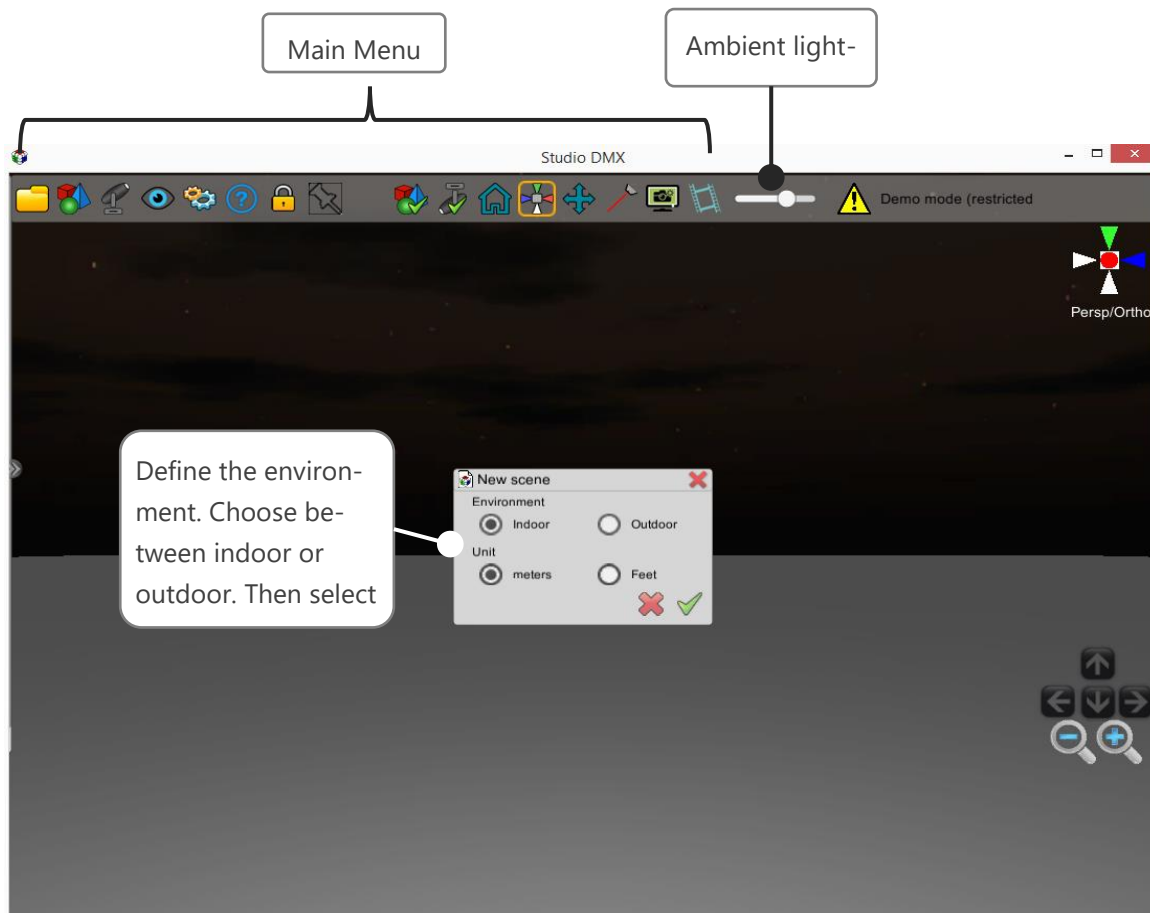
This chapter describes how to easily use the 3D application to create and manage your virtual stage. You will learn how to manage your 3D stage, and how to place 3D objects.

OPEN THE 3D WINDOW

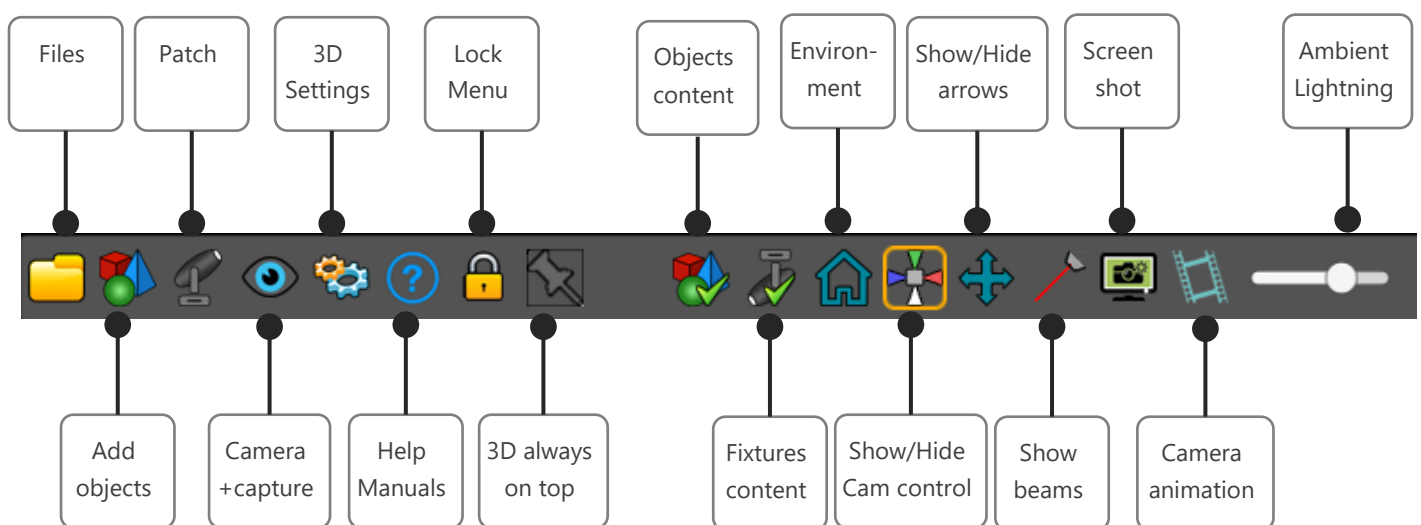
From the lighting control softwares, you must press the 3D button which is located on the main tool bar as following:



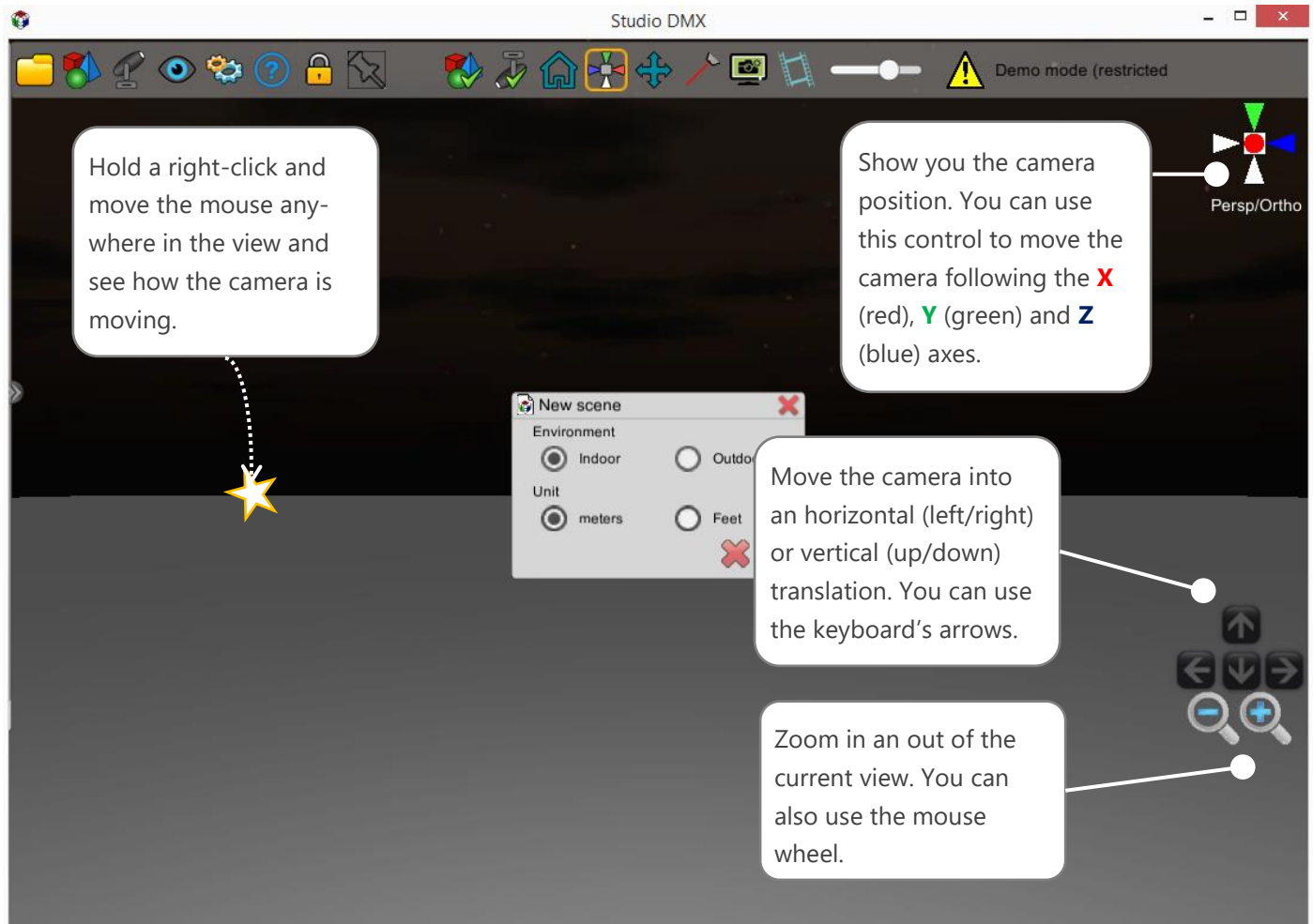
3D WINDOW OVERVIEW



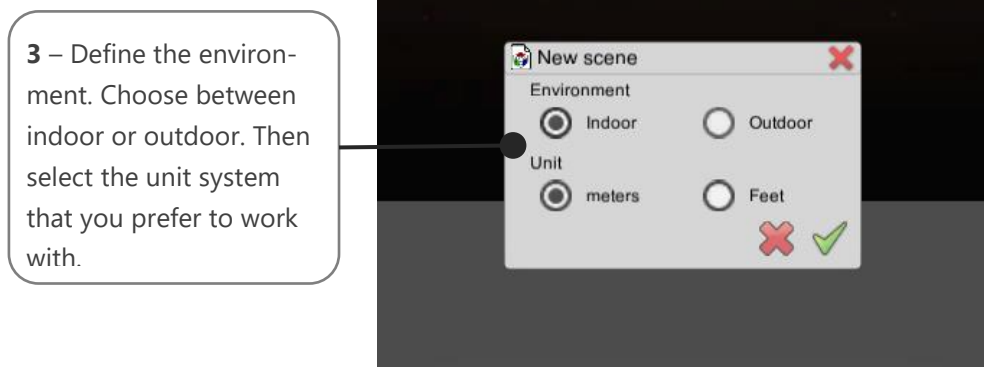
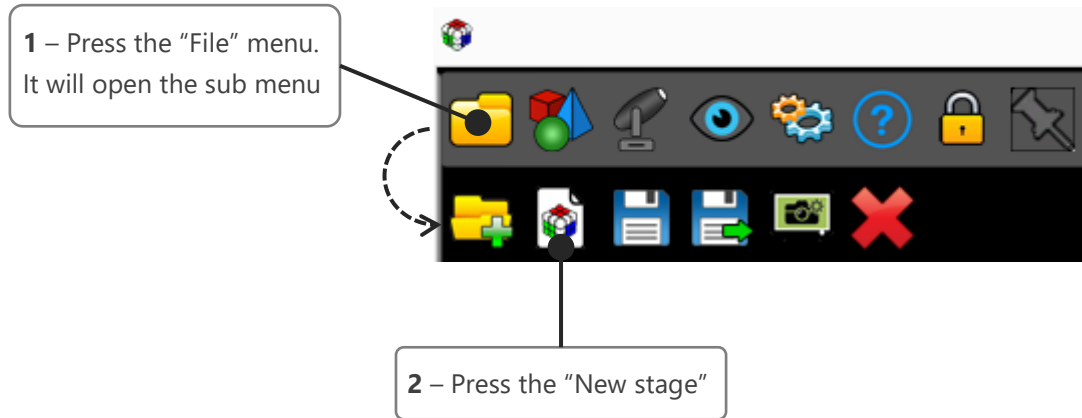
THE MAIN MENU BAR



MOVING INTO THE 3D SPACE

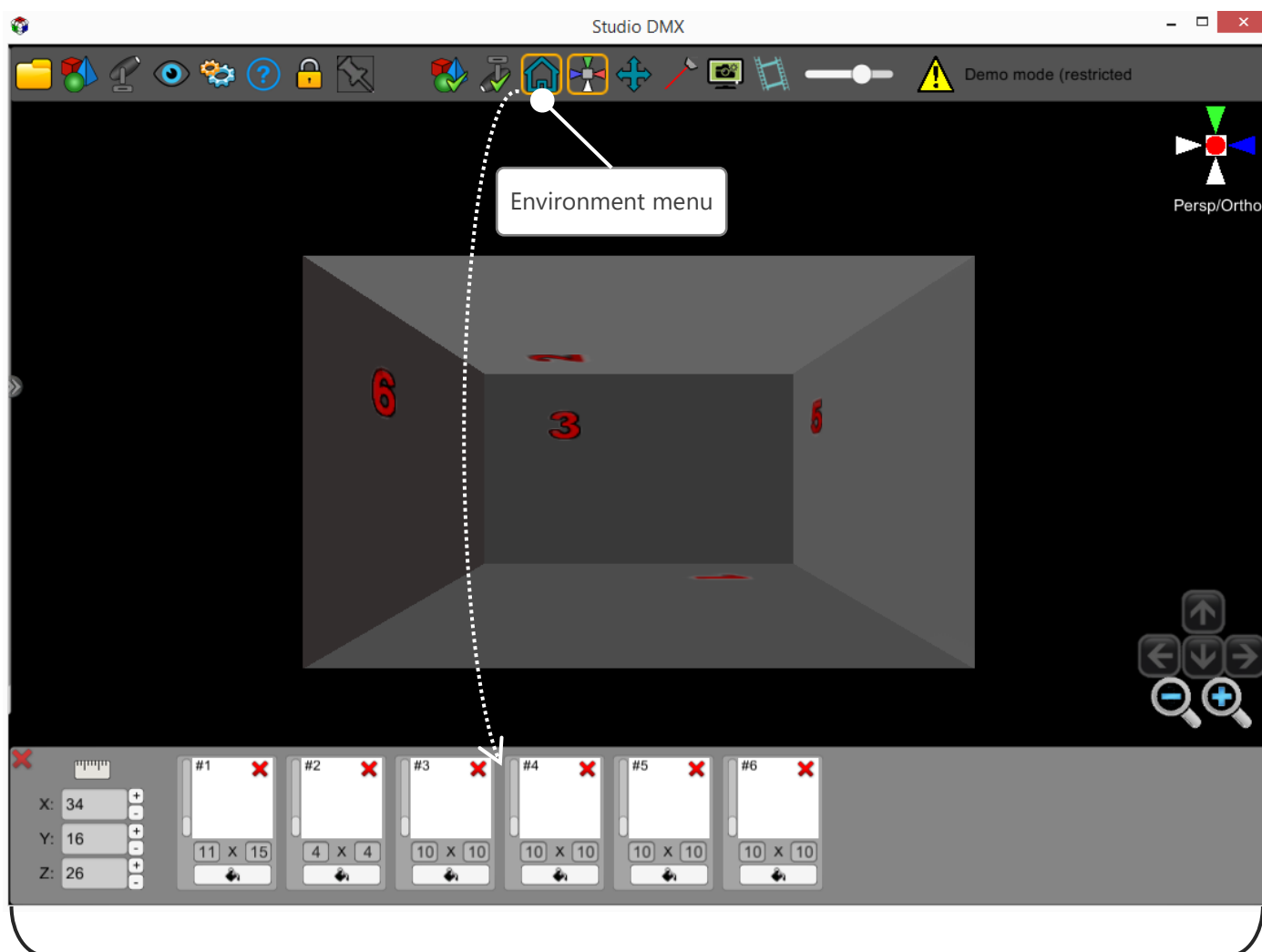


STARTING WITH A NEW INDOOR STAGE



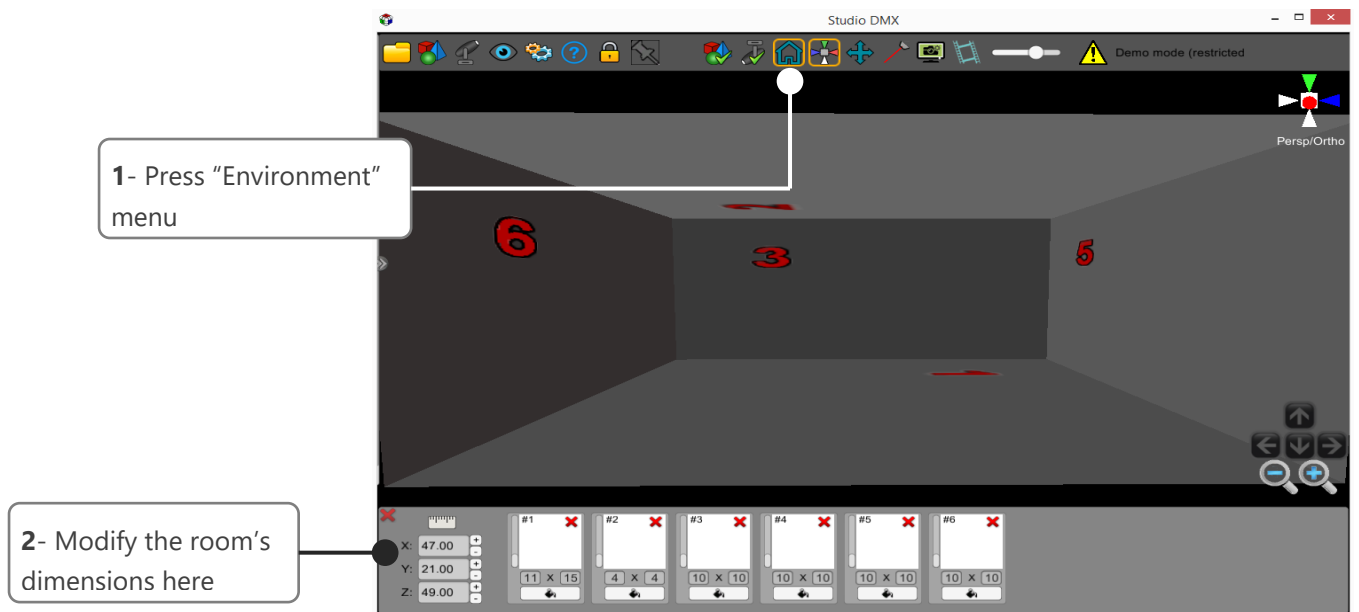
NOTE: With an indoor stage, the room is composed of 4 walls, floor and roof. With an outdoor stage, there is no room, just the ground and a night sky.

Here is our new empty indoor stage:



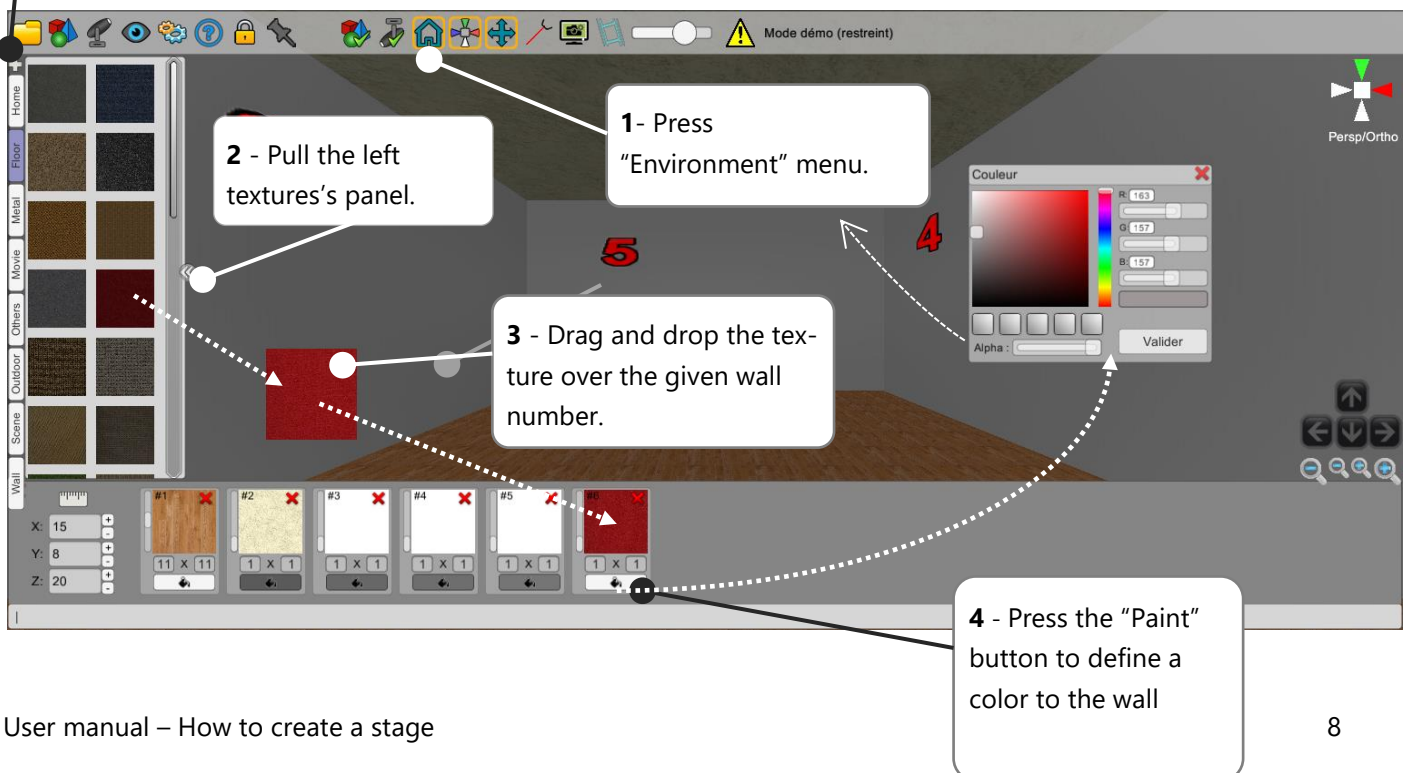
Sub Menu toolbar: Will show you specific commands available for current selected objects.
Here we can see commands relative to the environment customization

MODIFY THE ROOM SIZE

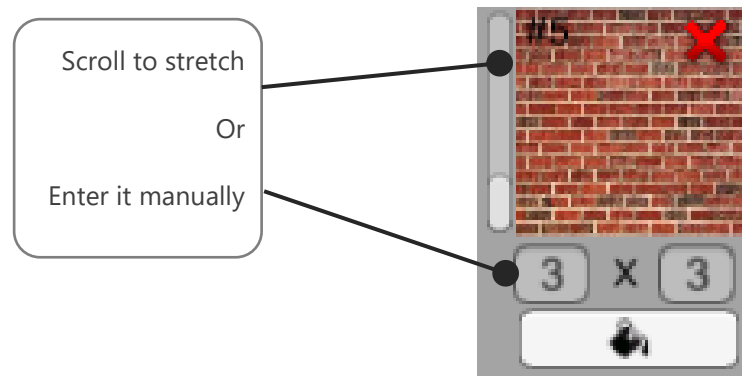


APPLY TEXTURES OR COLORS ON WALLS

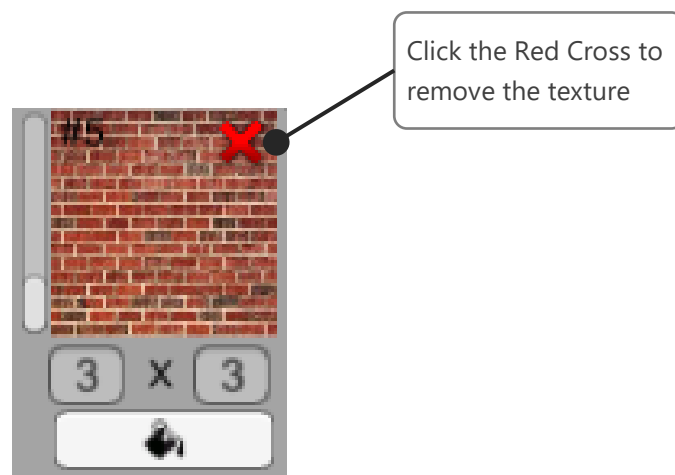
The "+" button adds texture from anywhere on harddrives



STRETCH A TEXTURE

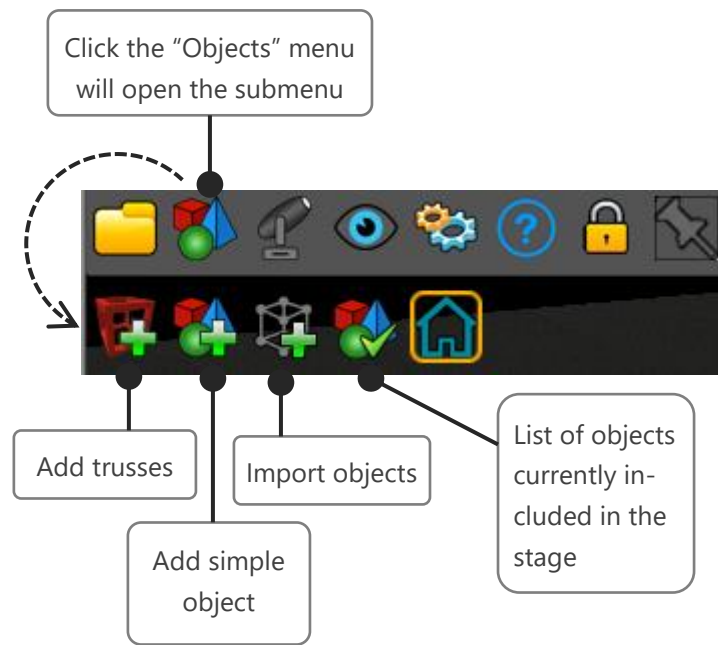


REMOVE A TEXTURE



INSERT 3D OBJECTS IN THE STAGE

OBJECT'S MENU

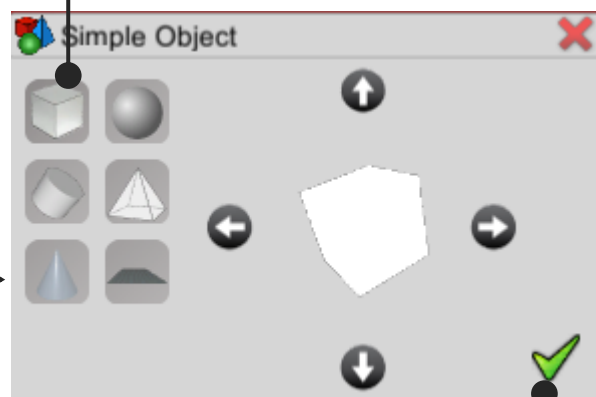


INSERT A SIMPLE OBJECT

1- Click the simple object menu

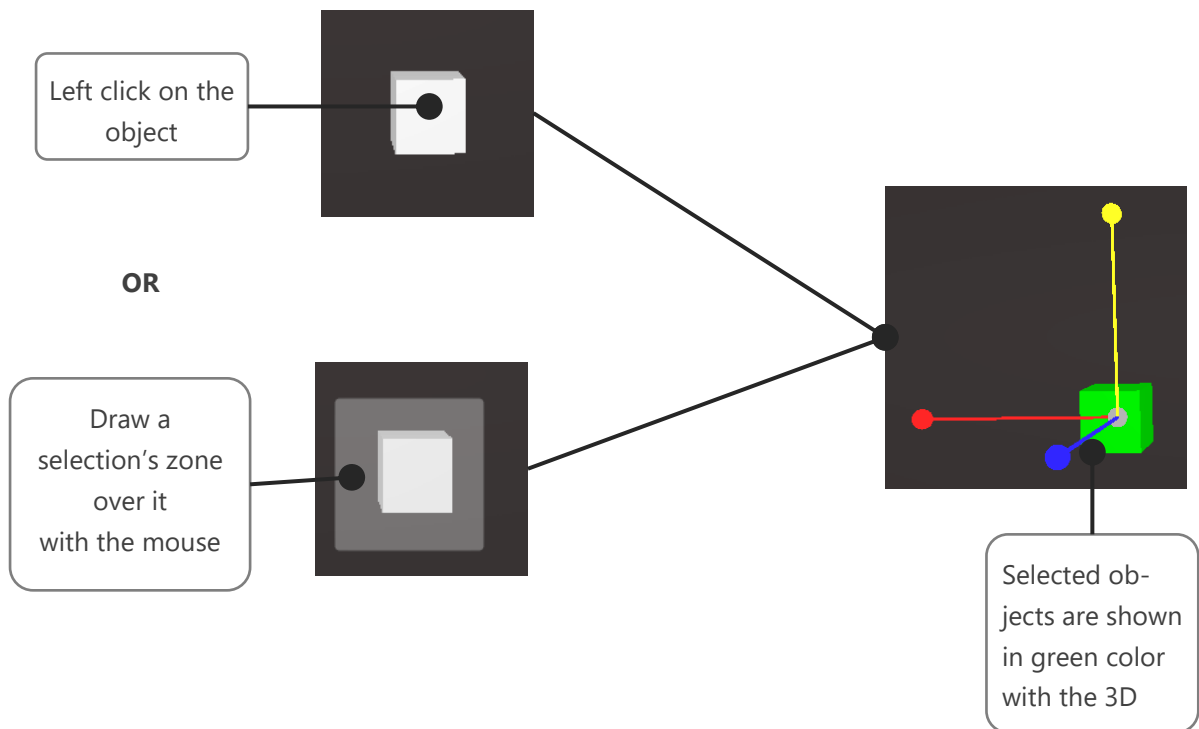


2- Pick an object

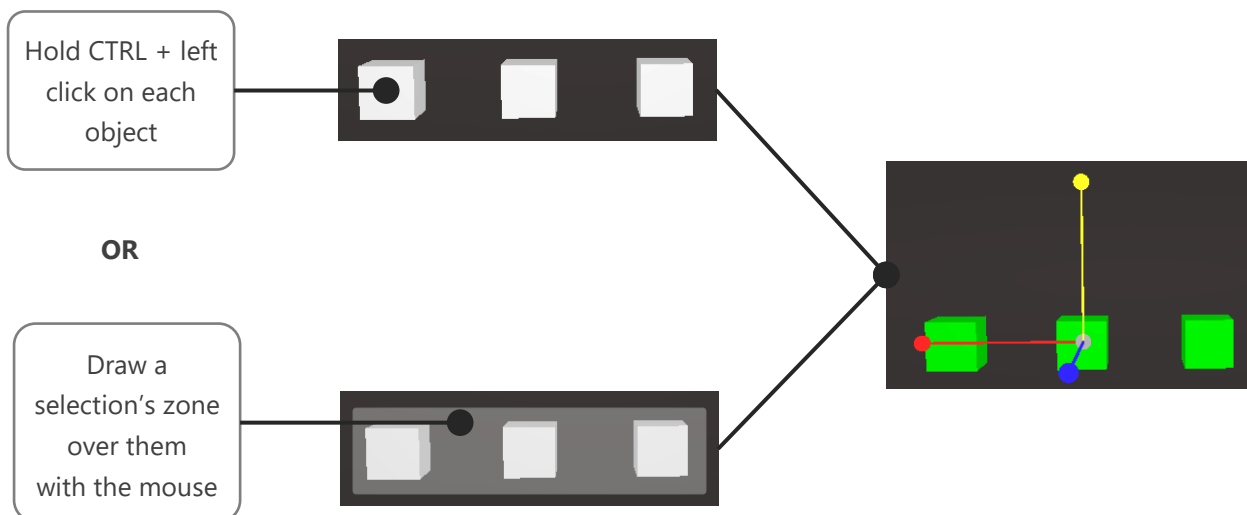


3- Validate

OBJECTS SELECTION



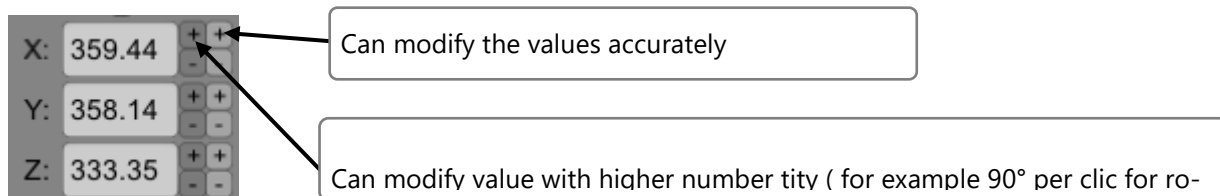
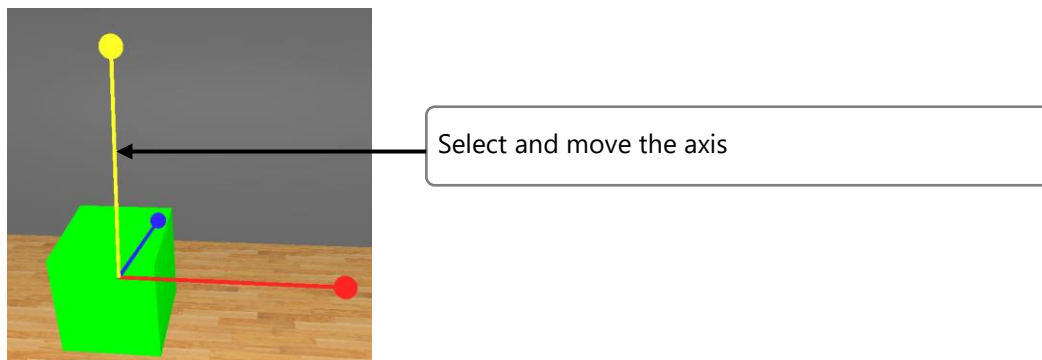
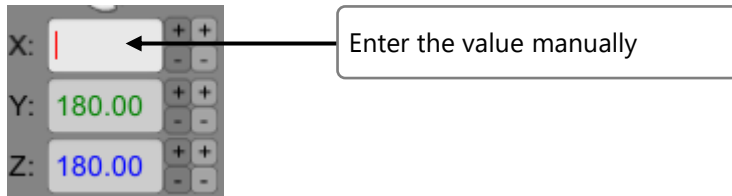
OBJECTS MULTIPLE SELECTION



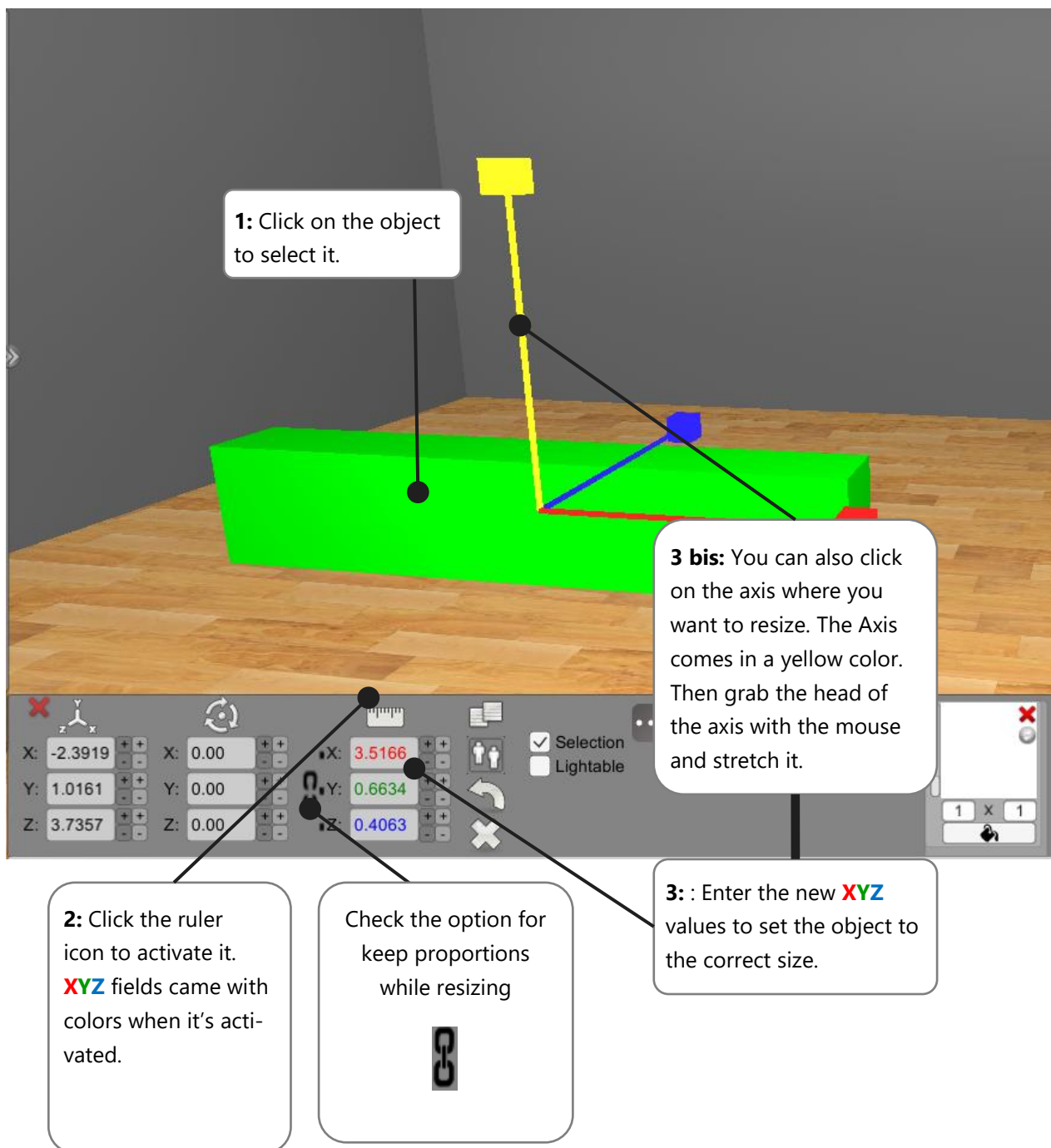
CUSTOMIZE OBJECTS

For each object modifications it is possible to enter manually a value in the field or use + and – buttons for modify the values.

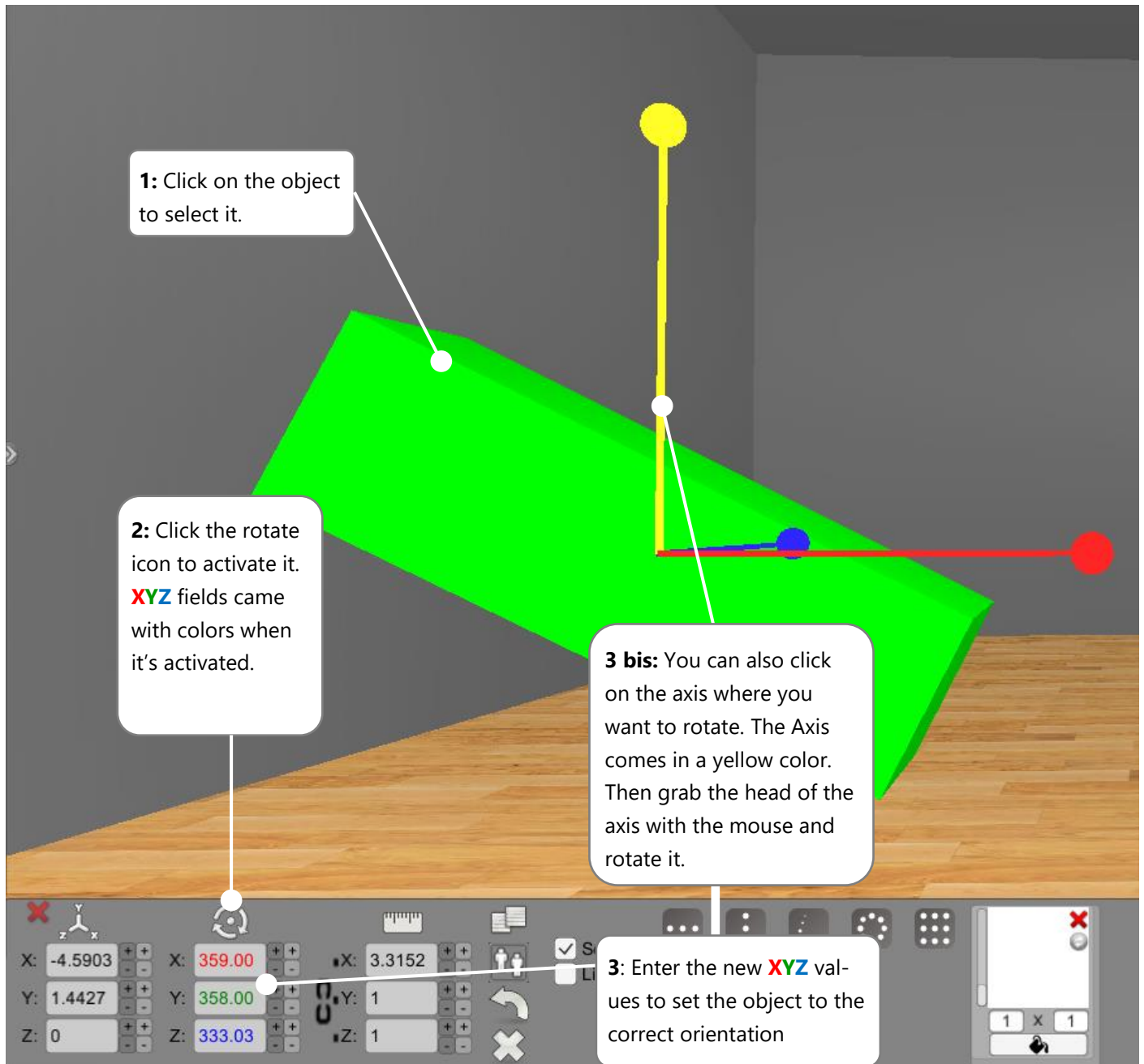
The different axis can also be selected and moved with the mouse.



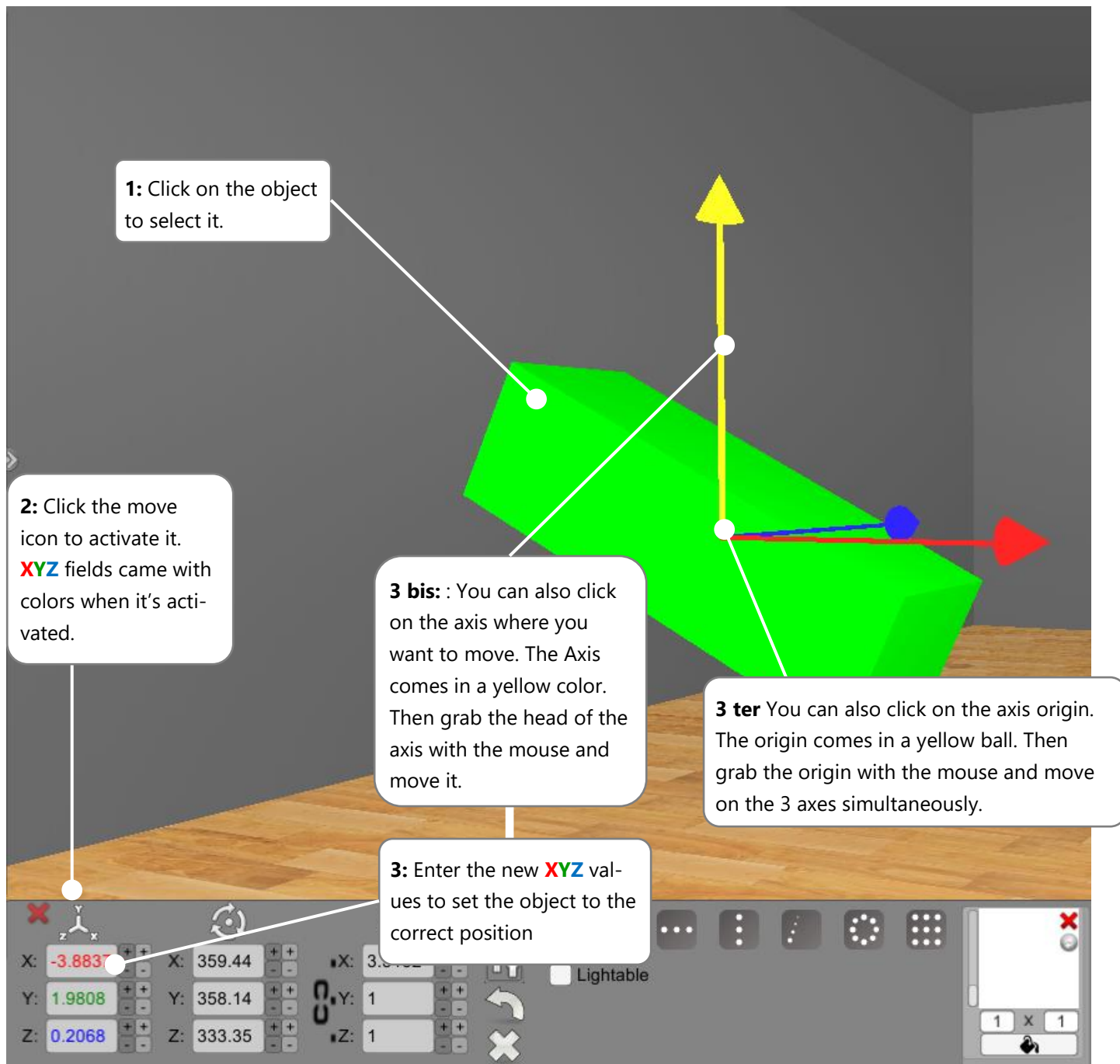
RESIZE AN OBJECT



ROTATE AN OBJECT

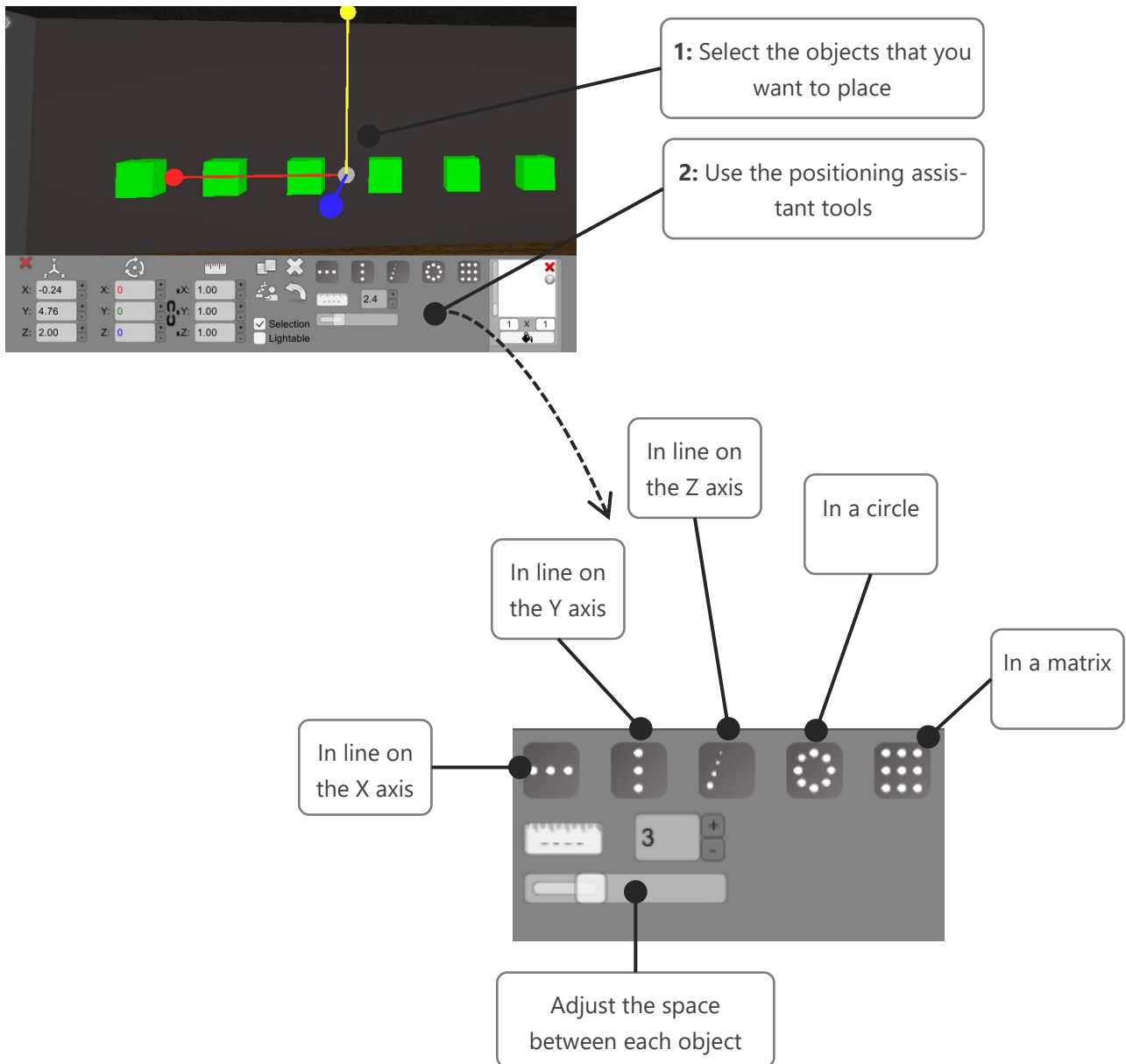


MOVE AN OBJECT

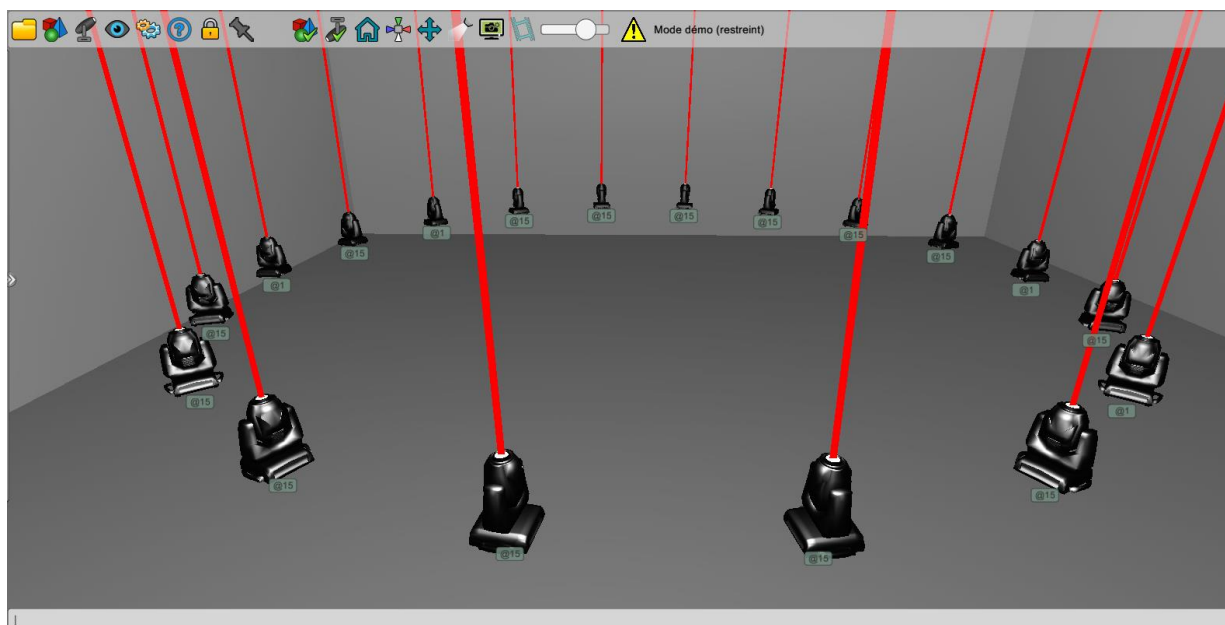


POSITIONING ASSISTANT

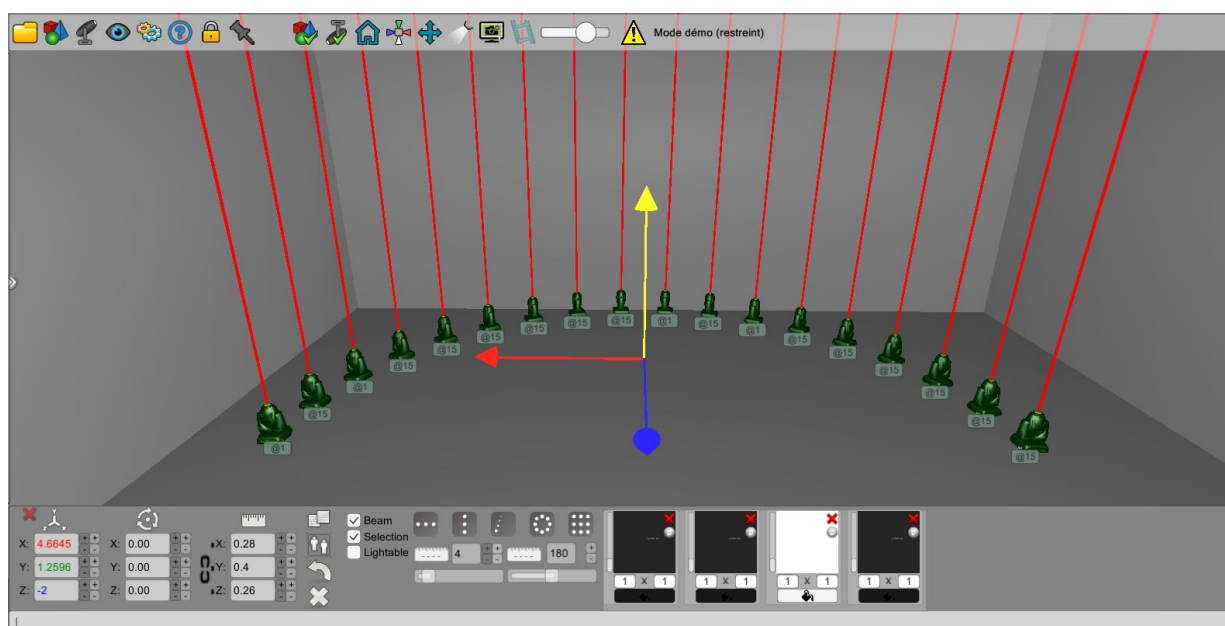
When you have several objects that you want to arrange in line, circle or matrix then you can use the positioning assistant to place them in a faster way.



In the case of circular positioning, the 1st parameter corresponding to the radius to the circle.



The second parameter gives the angle amplitude (360 degrees by default).



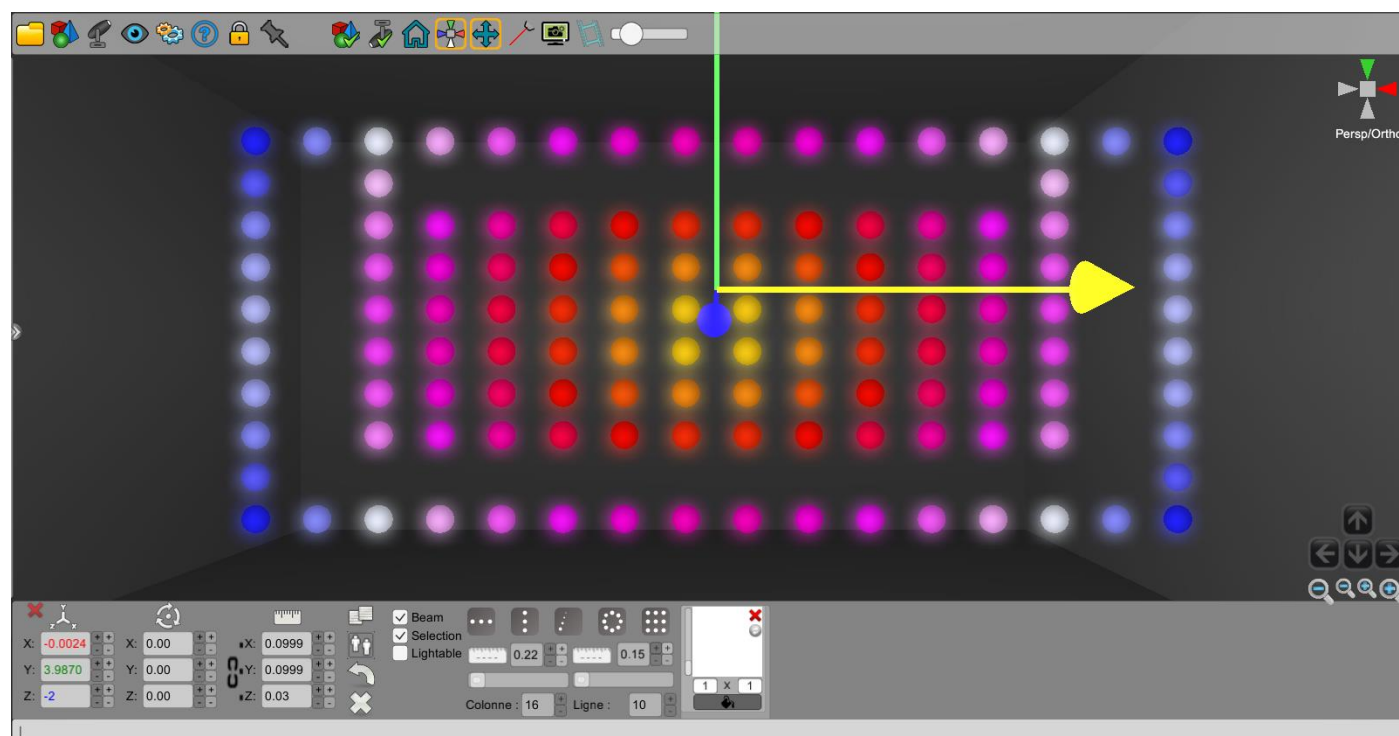
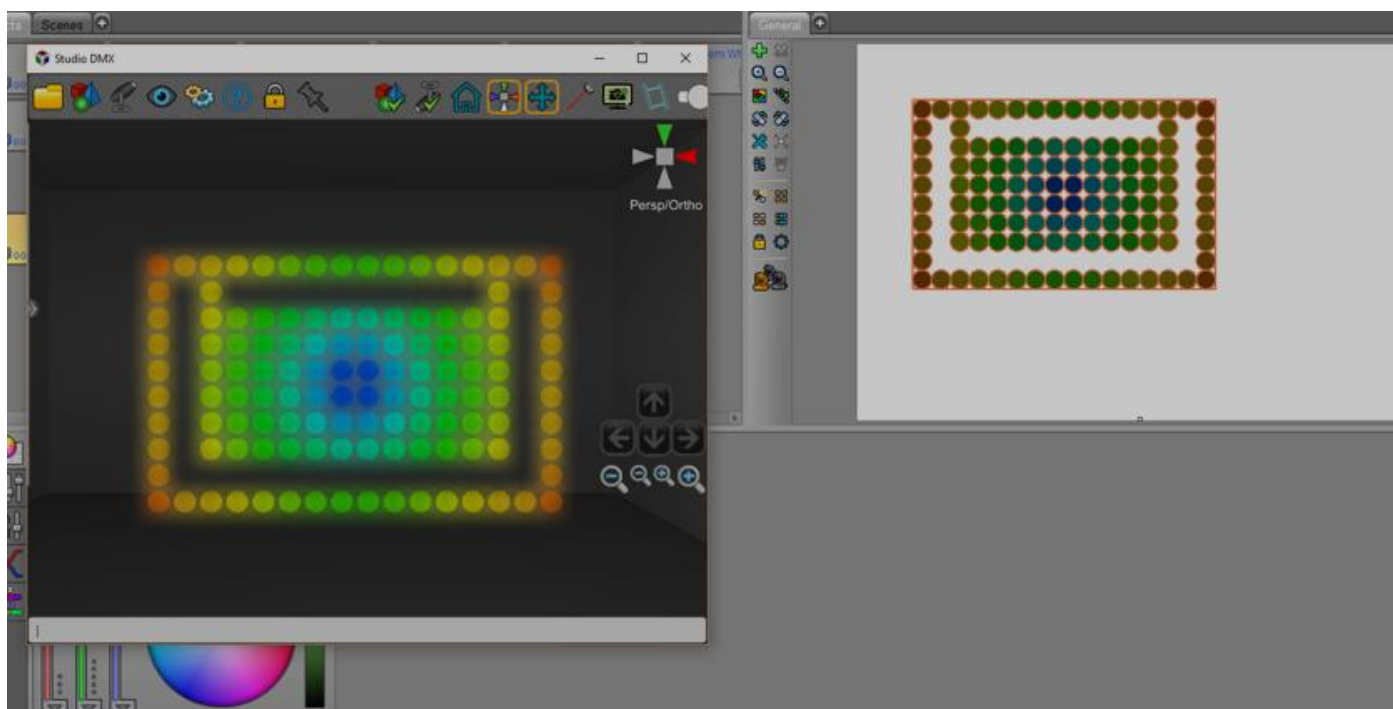
Circle radius

Circle amplitude

In the case of a matrix positioning, we can change the distance's setting between each pixel in the two directions X and Y as well as the number of objects per line and per column.

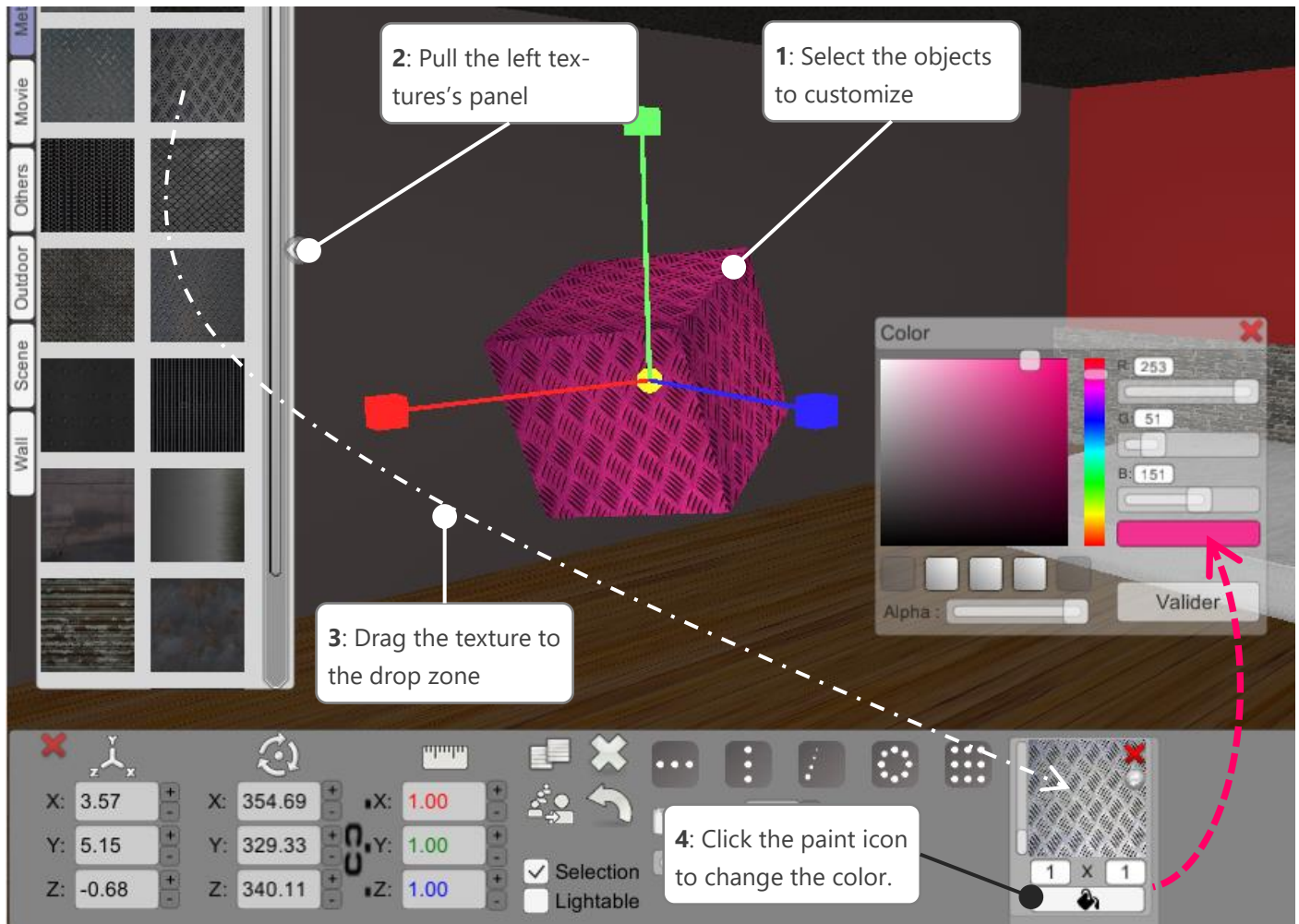
If your patch, or only a part, is configured as a matrix, you will find this matrix configuration in the 3D visualization.

With the matrix positioning tool then you can adjust the gap between the fixtures.



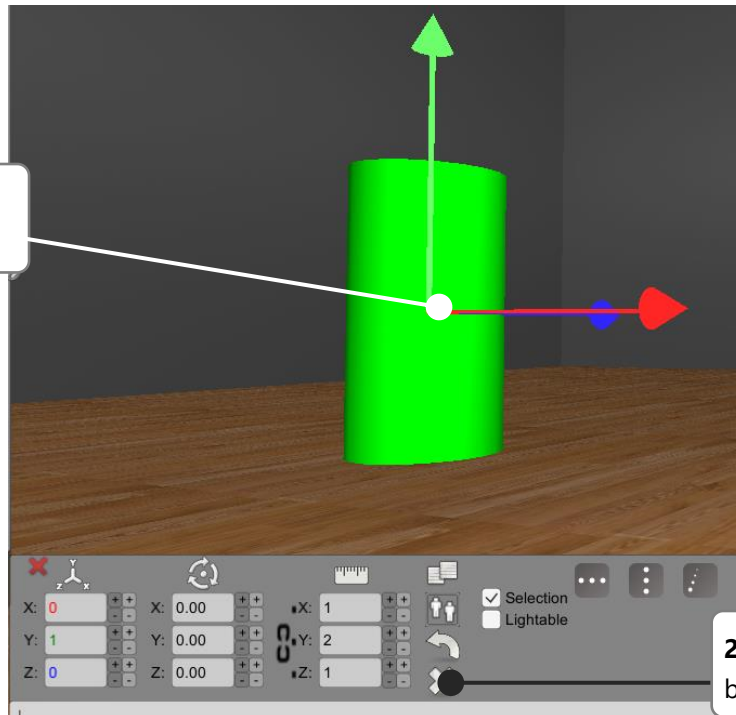
APPLY COLOR AND TEXTURE TO OBJECTS

For any object you can apply a texture and change its color. You can also combine color and texture as shown in the following example. We have use a steel texture and a pink color:



DELETE OBJECTS

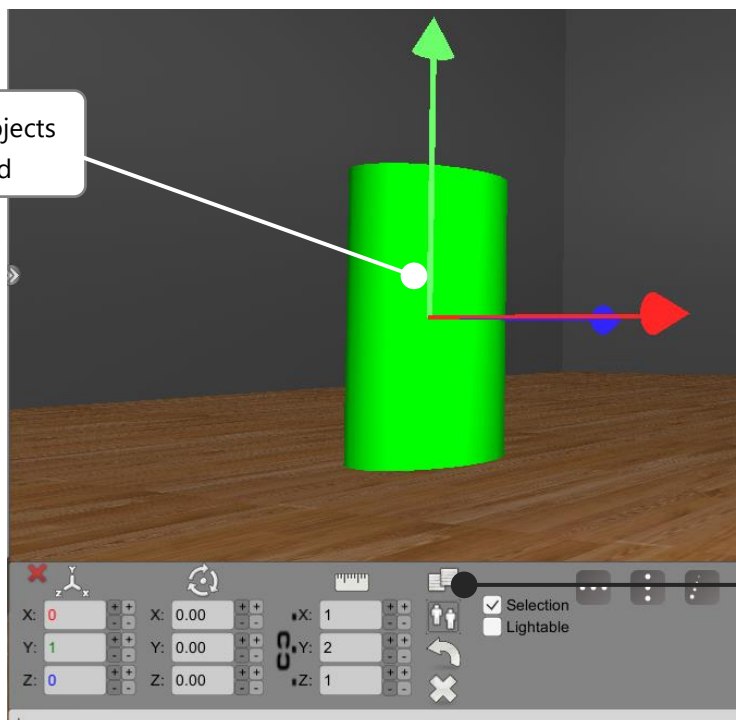
1: Select the objects to be deleted



2: Click on the delete button

DUPLICATE OBJECTS

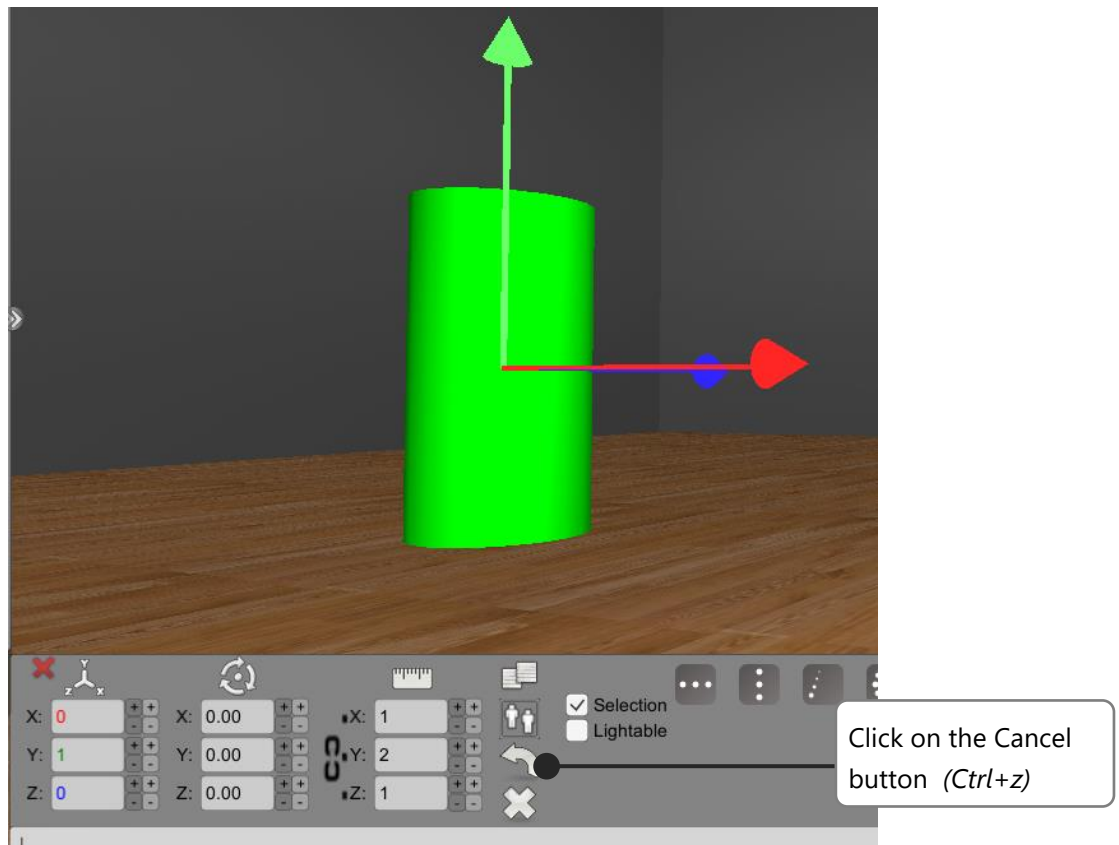
1: Select the objects to be duplicated



2: Click on the duplicate button

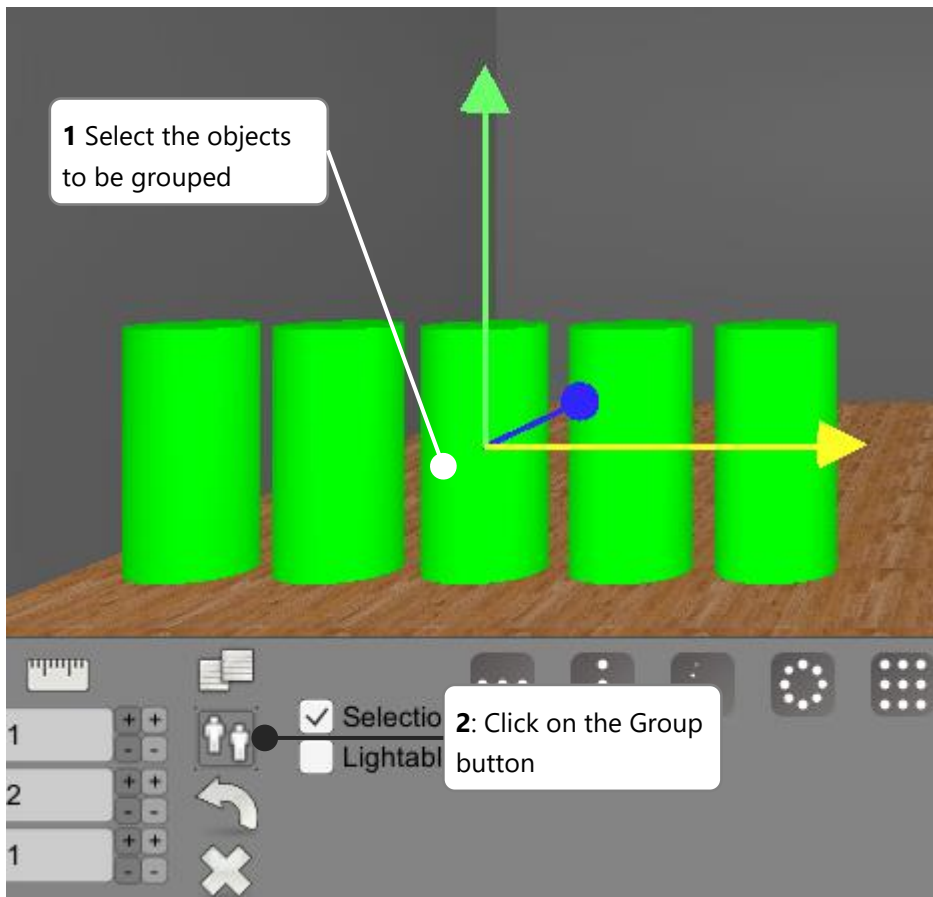
CANCEL ACTIONS

That's possible to go back if you did a bad manipulation with the cancel button or the shortcut Ctrl.Z



GROUPS OBJECTS

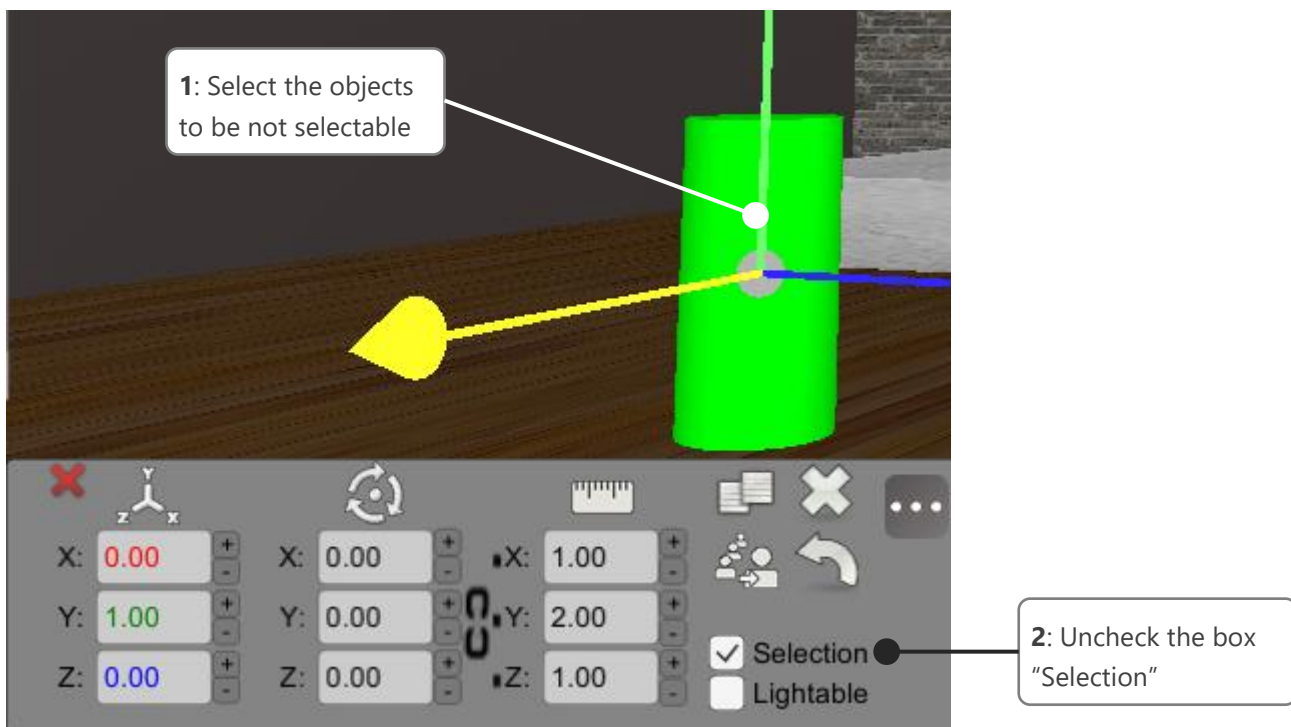
It is possible to group objects together in a single object to make easier the selection, the moving actions, the rotation or resizing several objects included in a group.



SELECTABLE / NOT SELECTABLE OBJECTS

Once you have well placed objects on the stage, you may want to avoid the problem of some unexpected movements who could broke your nice placement. So to ensure that your objects stay spotted you can decide to define them as "Not Selectable". There you will not be allow to select them anymore, so it becomes impossible to move or transform them.

Here is how to define objects as NOT selectable:



Now, if for some reason you need to get your object back to "Selectable", here is the way to do that:

1 – Press the "Objects" menu will open the sub menu

2 – Open the stage's objects content.

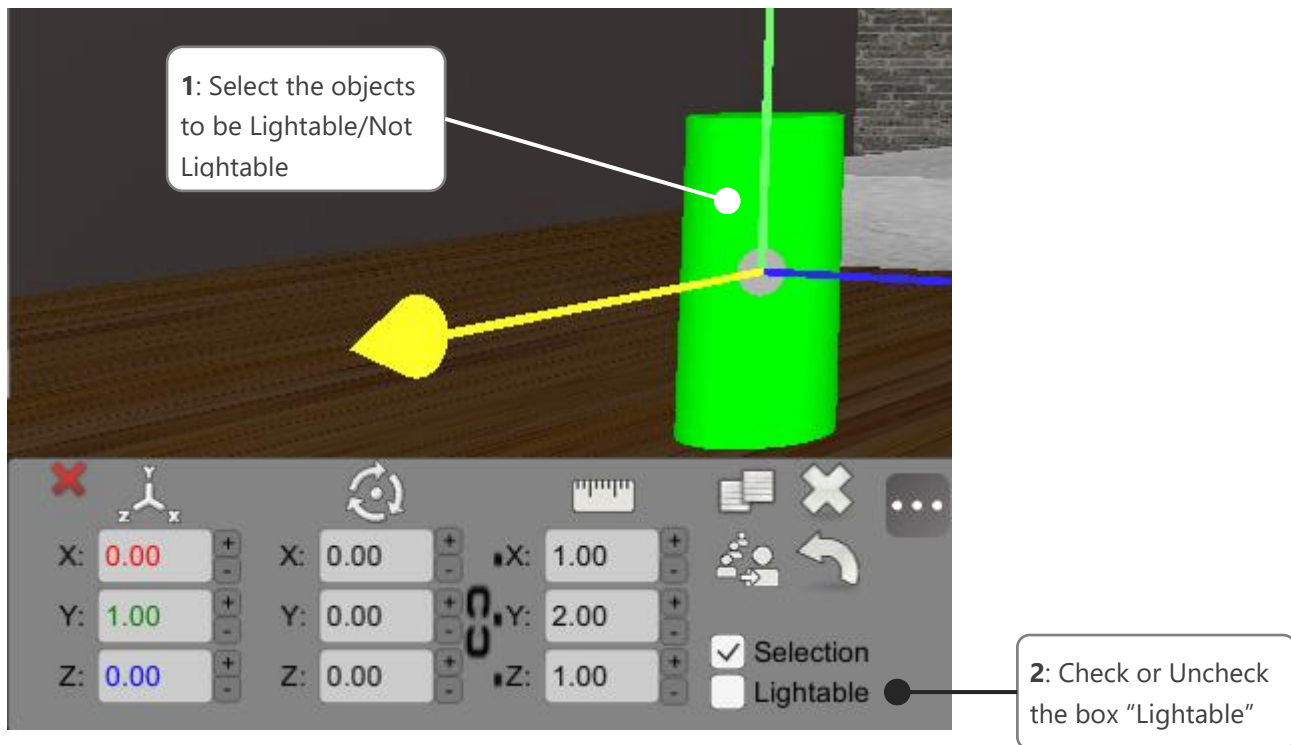
3 – Select the objects in the list then check the option "Can be selected"

NOTE – This list shows the objects currently include in the stage.

The screenshot shows a software interface with a top toolbar. A dashed arrow points from callout 1 to the 'Objects' menu icon (a cube with a plus sign). Callout 2 points to the 'List of objects' panel, which is open and shows a list of 'Cube' objects. Callout 3 points to the 'Can be selected' checkbox in the settings section of the panel. A note points to the list of objects. The settings section also includes a 'Light activated' checkbox and a preview of a cube and a pyramid.

LIGHTABLE / NOT LIGHTABLE OBJECTS

The Lightable option define if the object will take and reflect the light beams or not. Here is how to define that option for an object:



You can also use the stage's list of objects:

