

Chapter 3 MODELING - Workspace	5
3.1 Object Tools	5
3.1.1 Object	6
3.1.2 Normalize Location	7
3.1.3 Normalize Scale.....	7
3.1.4 Normalize Rotation	8
3.1.5 Normalize Orientation	8
3.1.6 Axis Tool	9
3.2 Point Edit Selection Tools	10
3.2.0 Mesh Editor Settings	11
3.2.1 Select By Painting	23
3.2.2 Select By Rectangle	23
3.2.3 Select By Lasso	23
3.2.4 Select By Move	23
3.2.5 Soft Selection	24
3.2.6 Invert Selection	29
3.2.7 Select connected	30
3.2.8 Clear Selection	33
3.2.9 Select By Materials	33
3.2.10 Select Path	34
3.2.11 Grow Selection	36
3.2.12 Shrink Selection	37
3.2.13 Convert Selection	37
3.2.14 Smooth Selection	39
3.2.15 Outline Selection	41

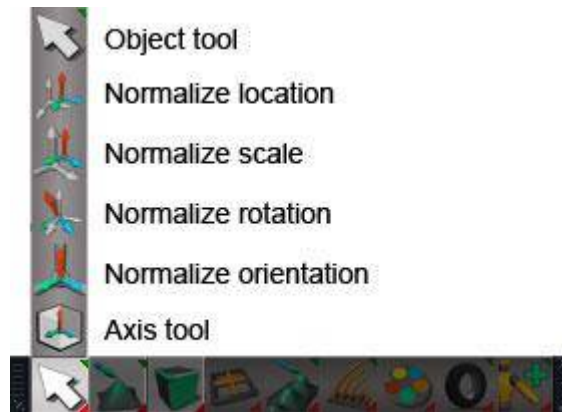
3.2.16 Hide Selected Geometry	43
3.2.17 Hide Unselected Geometry.....	44
3.2.18 Show All Hidden Geometry	44
3.2.19 The Hide Tools and the UV Editor	44
3.2.20 Using the UV Editor for Selections	46
3.3 Selection Items	47
3.3.1 Select Context	47
3.3.2 Select Vertices.....	48
3.3.3 Select Edges	49
3.3.4 Select Triangle Edges	50
3.3.5 Select Faces	51
3.3.6 Select Triangle Faces	52
3.3.7 Select Edge Loops	53
3.3.8 Select Face Loops	54
3.4 Sweep, Draw, Topology Tools	55
3.4.1 Dynamic Sweep	55
3.4.2 Bevel Tool	64
3.4.3 Sweep	74
3.4.4 Tip	75
3.4.5 Mirror Modeler	76
3.4.6 Mirror Tool	81
3.4.7 Copy Selection	85
3.4.8 Separate Selection	87
3.4.9 Flip Selected Faces	88
3.4.10 Delete Selected Elements	89

3.4.11 Form face	91
3.4.12 Split polygons	93
3.4.13 Merge polygons	94
3.4.14 Swap Edge	96
3.4.15 Optimize Triangulation	98
3.4.16 Quadrify Polygons	98
3.4.17 Add Loop	100
3.4.18 Collapse Loop	101
3.4.19 Quad Divide Selected Faces	103
3.4.20 Smooth Quad Divide	104
3.4.21 Add Polygons	106
3.4.22 Add edges	107
3.4.24 Form Polygonal Bridge	112
3.4.25 Weld Geometry Together	117
3.4.26 Heal Vertices	119
3.4.27 Cut Selected Edges	125
3.4.28 Select Visible Geometry	126
3.4.29 Select All Geometry	127
3.5 Soft Paint	128
3.5.1 Painting with Soft brushes	129
3.6 Subdivision Surfaces	133
3.6.1 Add SS	134
3.6.2 Remove SDS	137
3.6.3 Reset SDS	137
3.6.4 Vertex Weight	137

3.6.5 Edge Weight	139
3.7 Boolean Tools	145
3.7.1 Boolean Union	145
3.7.2 Boolean Intersection	147
3.7.3 Boolean Subtraction	147
3.7.4 Create Cut Edges	148
3.7.5 Boolean Merge Geometry	149
3.7.6 Merge Geometry	150
3.7.7 Boolean Options Panel	152
3.7.8 Booleans with History	156
3.8 Displacement Paint	158
3.8.1 Brush Displacement	158
3.8.2 Map Displacement	159
3.8.3 Painting with a Gradient Brush	161
3.8.4 Painting with a Bitmap Brush	164
3.9 Hair Tools	168
3.10 Modeling with Procedures	188
3.11 Flatten History	199
3.12 Snapping and Distance Tools	201
3.12.1 Grid Snapping	201
3.12.2 Other Snapping Options	202
3.12.3 Distance Feedback Display	212
3.12.4 Point Edit Snapping	214

Chapter 3 MODELING - Workspace

3.1 Object Tools



The object tools allow for basic manipulation of the object itself. The tools to do this are found under the first fly out on the main modeling toolbar, as seen in the image on the left.

Below you will find a description of each individual tool on this fly out.

3.1.1 Object



The Object tool is used to select an object. Once an object has been selected, the remaining object tools can be used. Choose the Object tool and left click on an object in the Workspace to select it. **All selected objects will be deselected when running this tool.**

3.1.6 Axis Tool



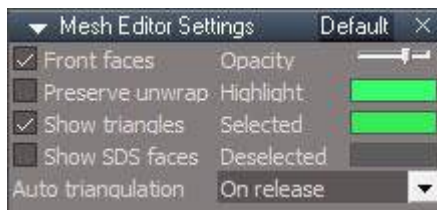
The Axis Tool will display the axis for the currently selected object. As shown in the illustration below, the Axis Controller will then be shown at the location of the axis for the object. RMB toggles showing the axis in front and in back of the object.

3.2.0 Mesh Editor Settings

There are many options and settings that will control how Point Edit works, adjusting everything from the colors used in making a selection, to how certain tools work. This section details those options before we get into looking at the tools themselves. Where the options apply to a particular tool, you will find them repeated under that tool's description.

The Default aspect

This aspect is shown on activating Point Edit mode.



The Default aspect of the Mesh Editor Settings panel.



Unofficial Update Default aspect

Highlighted, Selected, Deselected – RMB reset buttons.

The Soft aspect

This aspect must be selected manually. This section is repeated under the Soft Selection tool write up.



The Soft aspect of the Mesh Editor Settings panel.

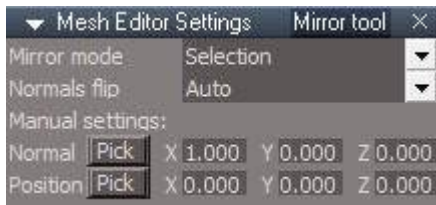


Unofficial Update Soft aspect.

Soft Selection Gradient – RMB reset gradient colors

The Mirror Tool aspect

This aspect can be selected manually, or opened with a right click on the Mirror Tool. This section is repeated under the Mirror Tool write up. Note that these settings apply solely to the Mirror Tool, and not the Mirror Modeler.



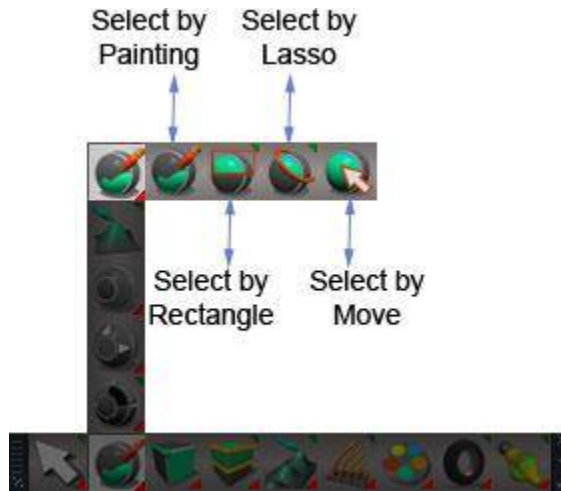
The Mirror Tool aspect of the Mesh Editor Settings panel.



Unofficial Update Mirror Tool aspect.

- **X Manual** – Sets mode to Manual, sets Normal to 1,0,0, sets Position to 0,0,0
- **Y Manual** – Sets mode to Manual, sets Normal to 0,1,0, sets Position to 0,0,0
- **Z Manual** – Sets mode to Manual, sets Normal to 0,0,1, sets Position to 0,0,0
- **Mirror** – run the mirror on the selection
- **Copy and Mirror** – copy the selection and then mirror

The following tools can be used to make your Point Edit selection:



The basic selection tools for Point Editing.

3.2.1 Select By Painting



This selection tool allows you to pick (but not instantly move) one or several of the selected elements. Holding the left mouse button will let you paint over the surface to select all the elements you move across.
RMB sets to context mode and front faces.

3.2.2 Select By Rectangle



This tool allows you to draw a rectangle around elements to select them. Any elements within the rectangle become selected.

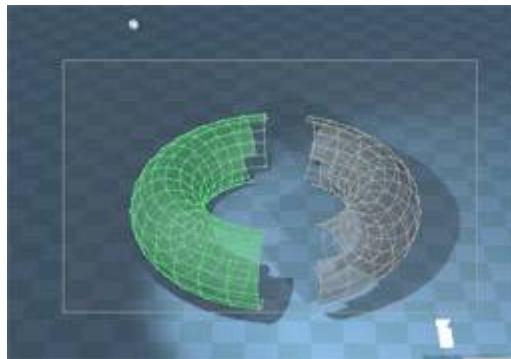
Connected – RMB panel, This checkbox determines if the selection is allowed to select other object's elements or not.

3.2.3 Select By Lasso

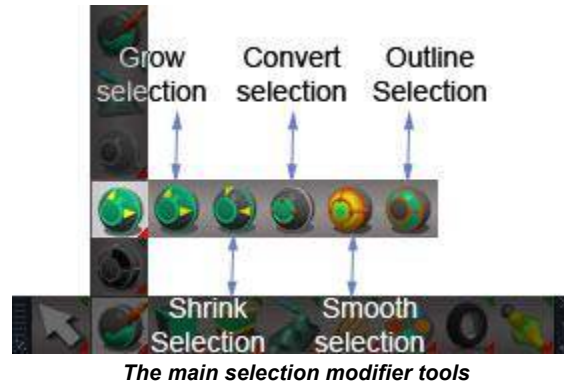


Select By Lasso allows you to left-click-drag your mouse pointer around elements, creating a lasso. Any elements within the lasso become selected.

Connected – RMB panel, This checkbox determines if the selection is allowed to select other object's elements or not.



Connected active only 1 part can be selected at a time.



3.2.11 Grow Selection



The Grow Selection tool first converts the current selection to vertices, and then expands its selection to include surrounding neighbor vertices and finally converts the selection to use the current point edit selection mode.

3.2.12 Shrink Selection



The Shrink Selection tool first converts the current selection to vertices, and then shrinks that selection by removing the outer vertices and finally converts the selection to use the current point edit selection mode.

Select Plane Loop



Select a single edge or 2 neighboring vertices to build a loop type selection. [Todo make this a link to the UU add.](#)

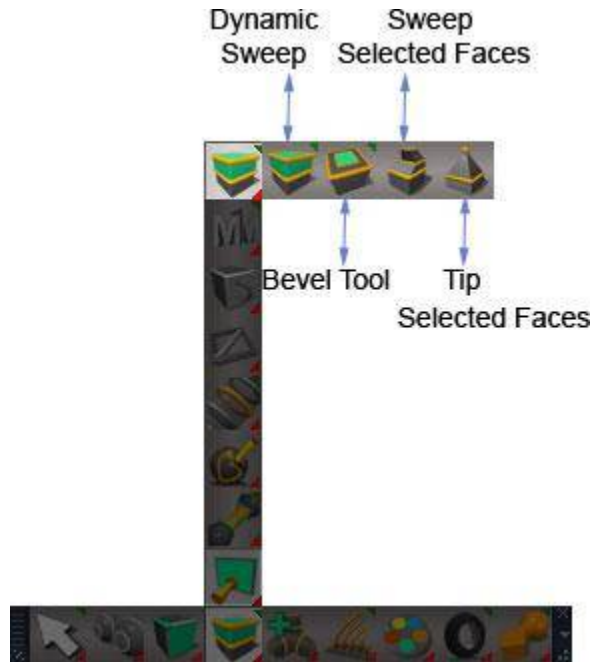
Fix Bad Geometry



Tool for making various selections plus a couple of fixing tools.
[Todo make this a link to the UU additions section and change icon image.](#)

3.4 Sweep, Draw, Topology Tools

The Point Edit tools allow you to perform tasks on your mesh to change the geometry. These tools are used in conjunction with the Select and Context Point Edit tools to provide you with essential mesh-editing tools. The Point Edit Operations tools are as follows:



The sweep, bevel and tip tools, are explained below.



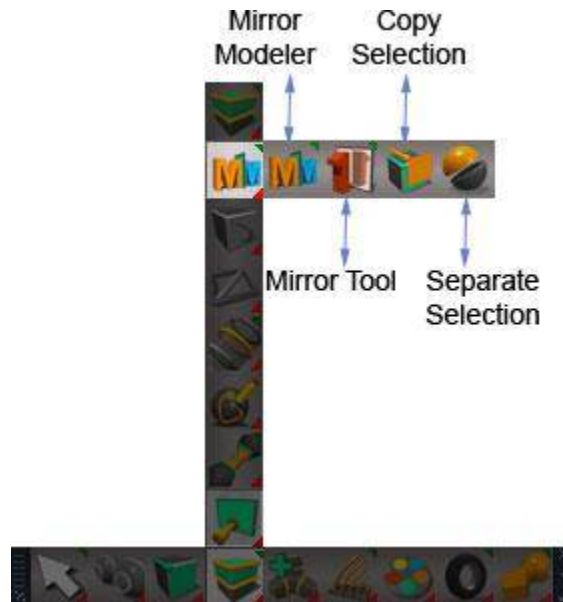
TODO link to lathe



TODO link to static sweep



Link to true bevel



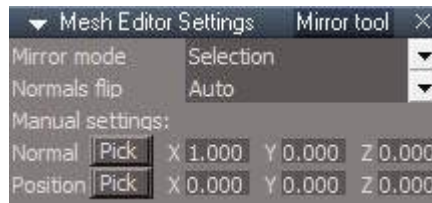
3.4.5 Mirror Modeler

3.4.6 Mirror Tool



The Mirror Tool allows you to make a selection of elements on an object and Mirror that selection. If no selection of elements is made, the entire object is mirrored across the x-axis.

The Mirror Tool has some options associated with it. These can be selected manually in the Mirror Tool aspect of the Mesh Editor Settings option panel in the stack, or opened with a right click on the Mirror Tool.

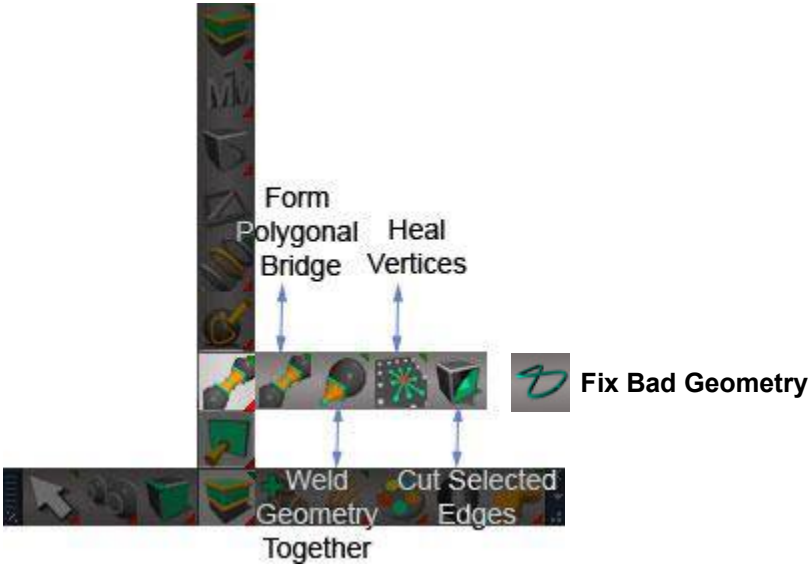


The Mirror Tool aspect of the Mesh Editor Settings panel.



Unofficial Update Mirror Tool aspect.

TODO link to page.



Fix Bad Geometry

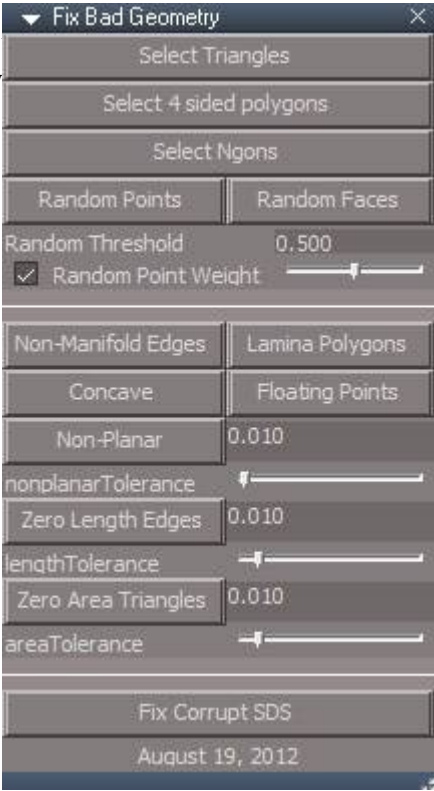


The Form Polygon Bridge tool allows you to create geometry between also be used to attach various mesh parts together. This tool will also w
TODO write this up.

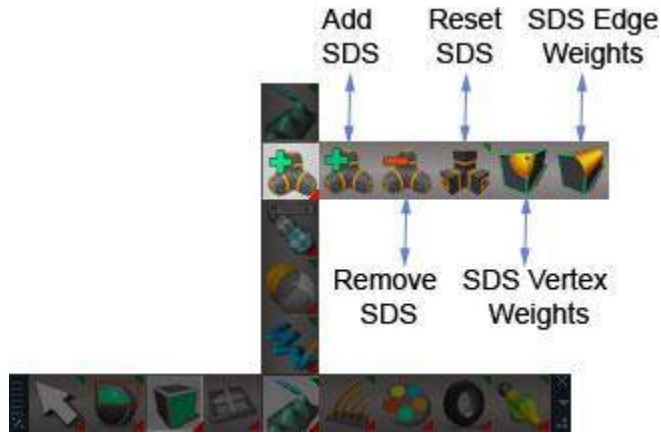
Target Weld



TODO make link.



3.6 Subdivision Surfaces



The trueSpace Subdivision Surfaces (SDS) tools allow you to take a basic mesh that can seem quite boxy and give a model that is much more smooth and organic. You can apply SDS evenly across an entire object, or you can apply it selectively and in different levels to specific selections of faces, edges and vertices.

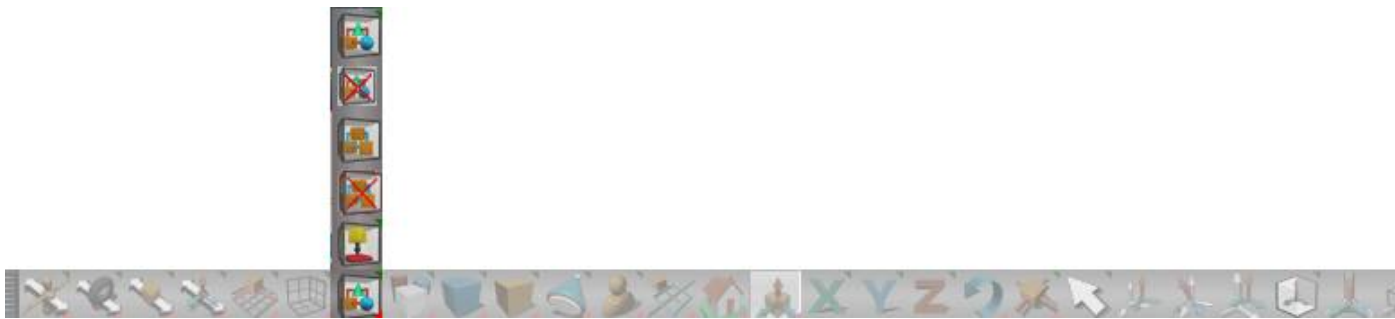


[Add link](#)

3.11 Flatten History



The location of the Flatten History tool



Unofficial Update location of the Flatten History tool

The Flatten History tool is used to remove any construction history and procedural modeling, giving a final polygonal mesh. Note that Undo History remains in place even after using this tool, however it will affect procedural modeling techniques such as those described in the last chapter.

3.12 Snapping and Distance Tools



The location of the snapping tools



Snapping toolbar



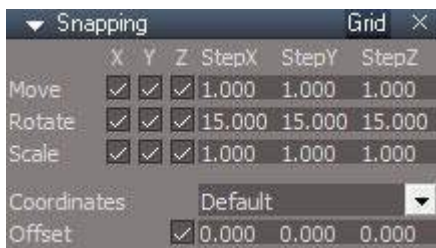
Unofficial Update location of the snapping tools

3.12.1 Grid Snapping

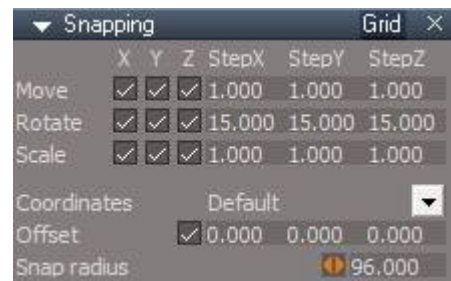


Grid Snapping lets you control whether edits to an object's position, rotation or size happen smoothly, or whether they snap to preset values and amounts.

By default, movement will allow smooth movement through space, but will snap to a value when that value is approached. Rotation and Scale however will not allow smooth movement between snap values, and instead will simply jump from one snap value to another when the mouse is moved far enough.



The Grid Snapping options panel.



Unofficial Update Grid Snapping options panel.

- Snap radius – . TODO writeup

3.12.2 Other Snapping Options

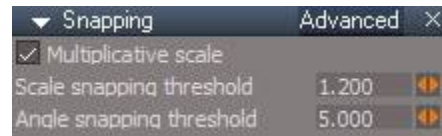
The Snapping panel has other aspects that let you control other options for snapping. These are listed below (except Dimensions, which is listed under the Distance Feedback Display section).

Advanced Aspect

This aspect lets you control snapping with the Scale tool.



The Advanced aspect of the Snapping options panel.



Unofficial Update Advanced aspect of the Snapping options panel.

- **Multiplicative Scaling** – When checked, a scale value of 1 will double the size of the object when scaling up, or halve the size of the object when scaling down. So an object with size 1 will scale in jumps to size 2, 4, 8, etc, or 0.5, 0.25, 0.125, etc. A scale value of 2 will make the object treble in size if scaling up, or become one third the size on scaling down, so an object with size 1 will scale in jumps to size 3, 9, 27, etc, or 0.333, 0.111, 0.037, etc. Similarly a scale value of 3 makes the object jump in steps four times the size, or one quarter the size, and so on.
- **Scale snapping threshold** – ? Todo write up
- **Angle snapping threshold** – ? Todo write up



Add new stuff here starting with the snapping toolbar.



Plane loop selection from Clintons toolbar, Point Edit toolbar.