

Chapter XX Additions 2

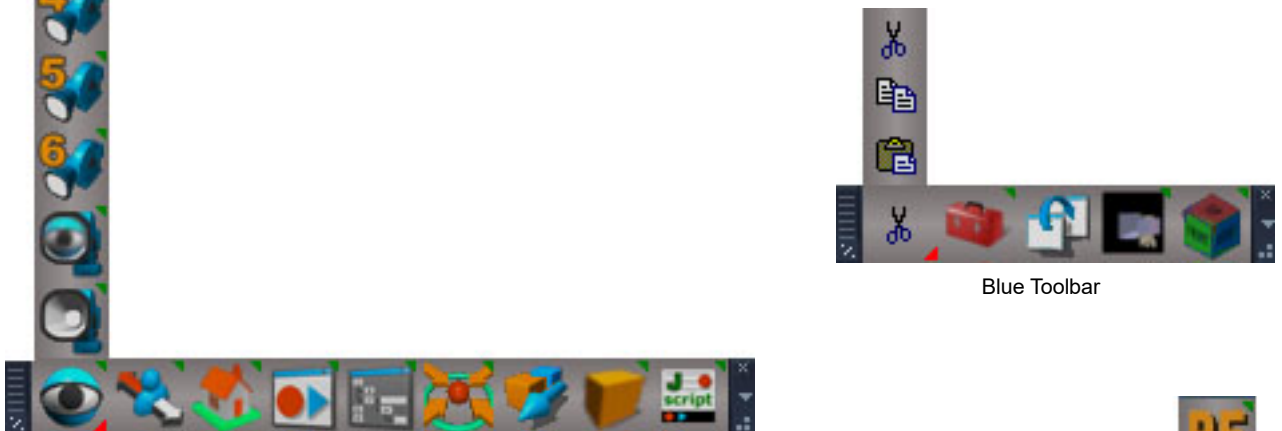
 XX.1 The Toolbars 4

 XX.1.1 Login 4

Chapter XX Additions



Red, Gold/Clintons and Blue Toolbars



Blue Toolbar

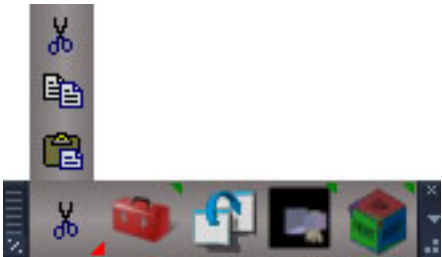


Red Toolbars



Gold/Clintons Toolbar

Red Toolbar



Blue Toolbar



Cut



Copy Paste

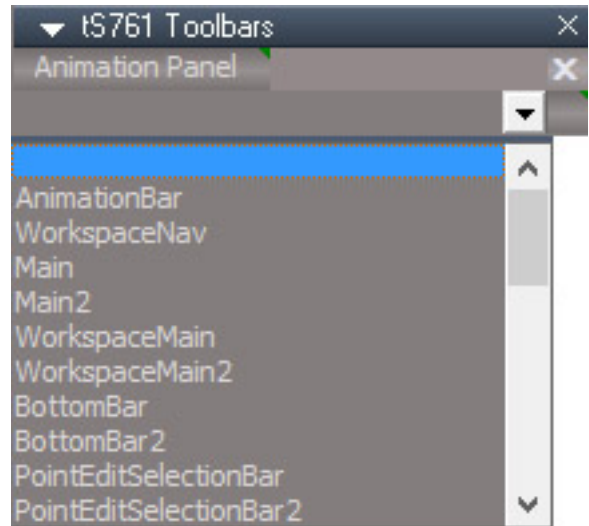


Paste



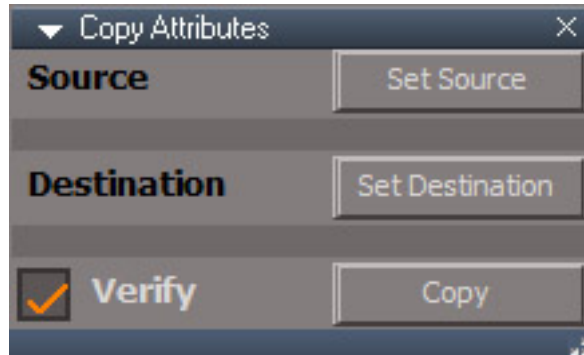
Truespace Toolbars, RMB close all toolbars

[Animation panel link here](#)





Copy Attributes - copy the common attributes from the source node to the destination node. Verify will ask before copying each connector value.





Background Image Camera

Background Image Camera

1.308FOVReset Rotation

Select CameraView

Filename...

Frame0Set Timeline

Distance2.000R P<>>

Pixel Aspect1.000Image Size

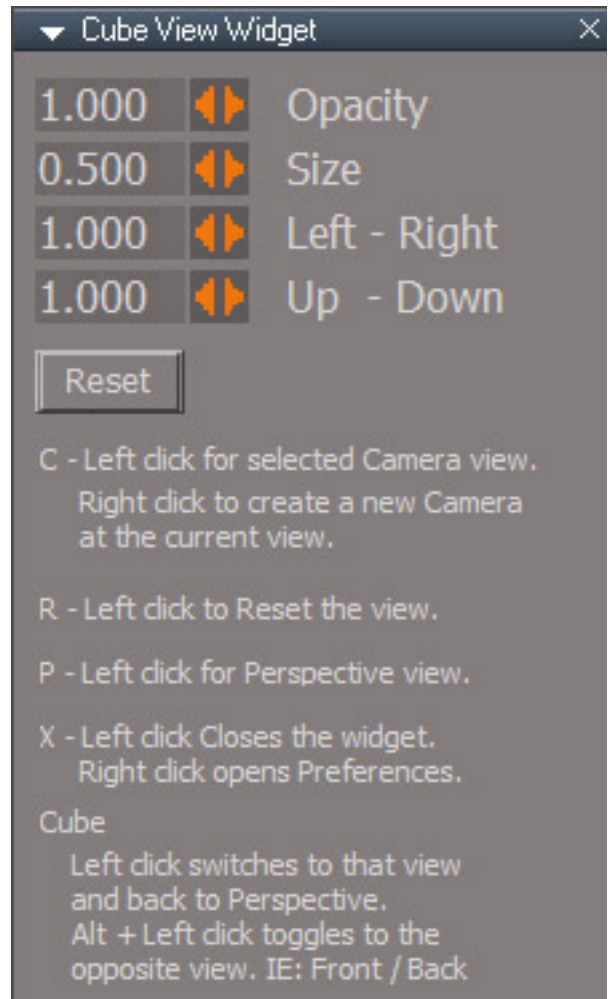
X Size6400

Y Size4800

Open Camera Window528373



Cube View Widget



Blue Toolbar



Eye Camera View



Camera View



perspective from camera?



Create camera from perspective view?



Camera Views 1 - 6



Eye Camera View



Eye Camera View



Red Toolbar



Eye Camera View



Eye Camera View



Eye Camera View



Eye Camera View



Eye Camera View



Eye Camera View



Eye Camera View - perspective view?



Camera View - ?



Camera to Eye - moves the main perspective view to the selected camera and deselects the camera to clear the view. Does not work with orthogonal views. RMB ?



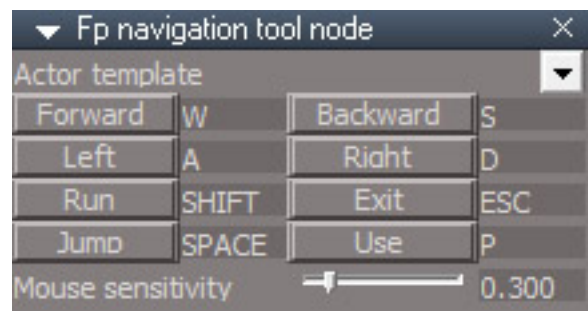
Create camera at the main perspective view and switch to the camera.
Ortho view?
RMB?



Camera Views 1 - 6 - some kind of camera switching?



First Person Navigation Custom

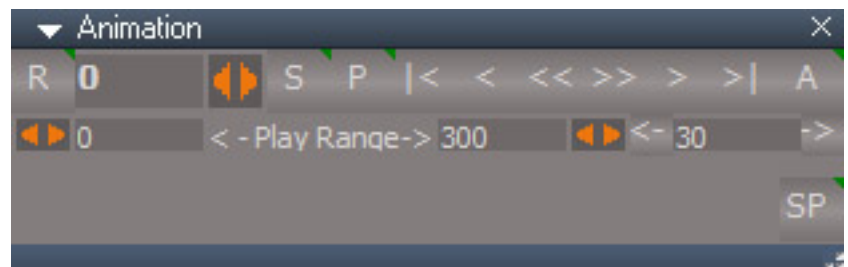




3D View Widget

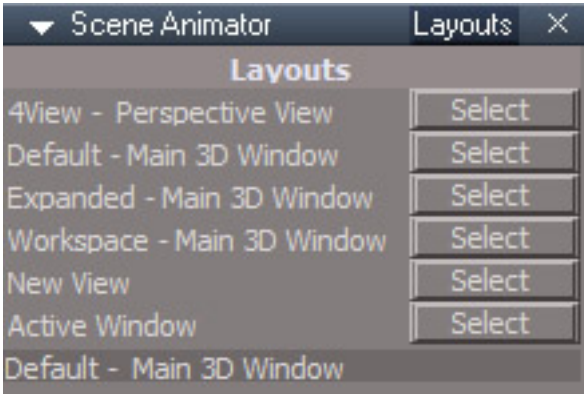
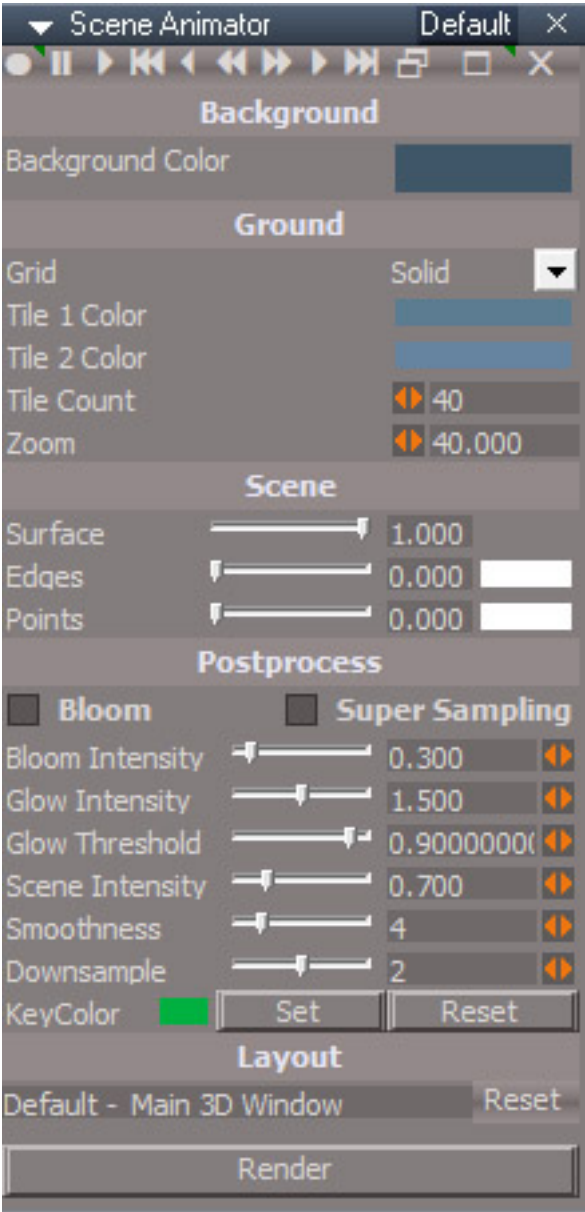


Animation Panel



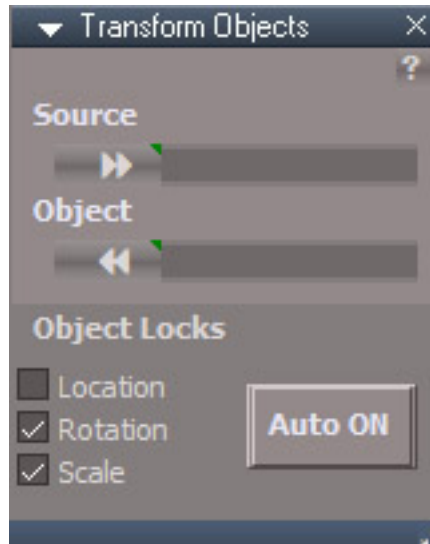


Scene Animator FX

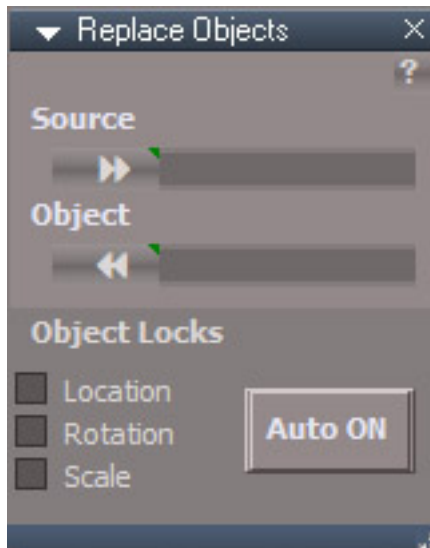




Transform Objects



Replace Objects





Shear



Create JScript command node and open it in the script editor
RMB create a JScript object node and open it for in the script editor

Gold Toolbar



Gold/Clintons Toolbar



D3D Render - [link to render chapter](#)



Constraints



Mesh Origin



Align



Deformers



Character FK - [link to other chapter?](#)



Grid Array



Parenting



Point Edit Toolbar



Radial Array



Mirror Matrix



ToolbarToolbar



Point Clone



Locking



Interpolation Toolbar



Constraints Toolbar



Rectangle Select



INURBS Toolbar



Particles



Layers



Restore Custom Scripts



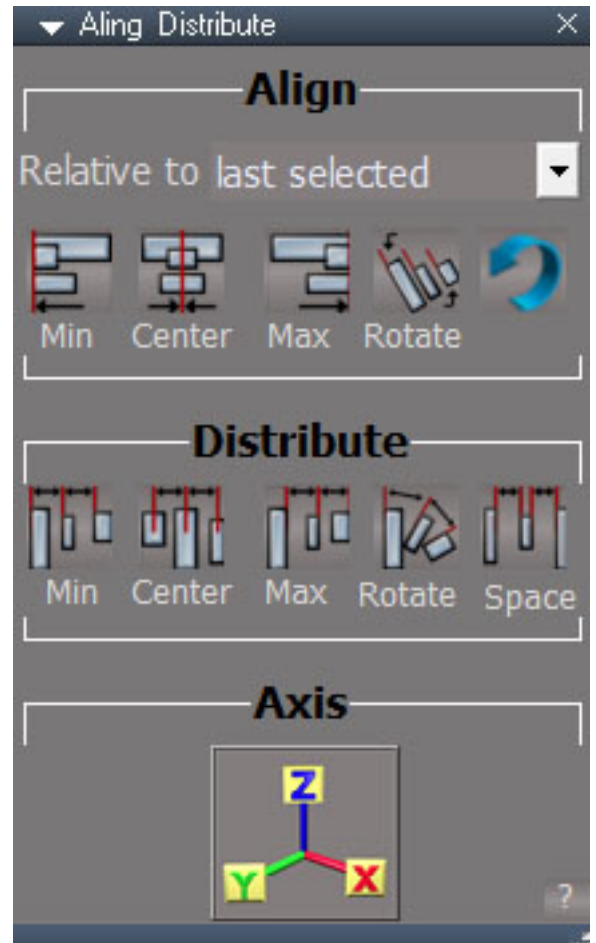
Restore Custom Scripts



D3D Render - [link](#)
to render chapter



Align and Distribute





Grid Array

▼ GridArray_Cube, 1

Spacing

Width (X)

2.250

Depth (Y)

2.250

Height (Z)

2.250

Segment Count

Width Count (X)

3

Depth Count (Y)

3

Height Count (Z)

3

Replace Array Element

Select Array Element

Open in Link Editor

Select Array Rotator

Reset Array Rotation

Select all but one

Disband Array

Grid Array 2

September 24, 2019

?



Radial Array

▼ RadialArray_Cube, 1 ×

Axis

X

Y

Z

Num Copies

6

◀▶

Angle

360.000

◀▶

Radius

Get

Set

4.125

◀▶

Top Radius

-1.000

◀▶

Height

0.000

◀▶

Keep Original Orientation

☐

Replace Array Element

Select Array Element

Open Link Editor

Select Center Control

Select all but one

☐

Disband Array

Radial Array 2 September 26, 2019 ?



Point Clone

▼ pointCloneTemplate

Default

×

orient

1

▼

1

to

target

maintain

source

source

relative

point

normal

Random Scale

Min

1.000

◀▶

Max

1.000

◀▶

Min X

1.000

◀▶

Max X

1.000

◀▶

Min Y

1.000

◀▶

Max Y

1.000

◀▶

Min Z

1.000

◀▶

Max Z

1.000

◀▶

☒

Uniform Scale

Random Rotation

0.000

◀▶

0.000

◀▶

0.000

◀▶

MinRoll

0.000

◀▶

MaxRoll

0.000

◀▶

MinPitch

0.000

◀▶

MaxPitch

0.000

◀▶

MinYaw

0.000

◀▶

MaxYaw

0.000

◀▶

Random Translation

0.000

◀▶

0.000

◀▶

0.000

◀▶

MinX

0.000

◀▶

MaxX

0.000

◀▶

MinY

0.000

◀▶

MaxY

0.000

◀▶

MinZ

0.000

◀▶

MaxZ

0.000

◀▶

Start Clone

Set Default Values

Point Clone

May 2, 2019

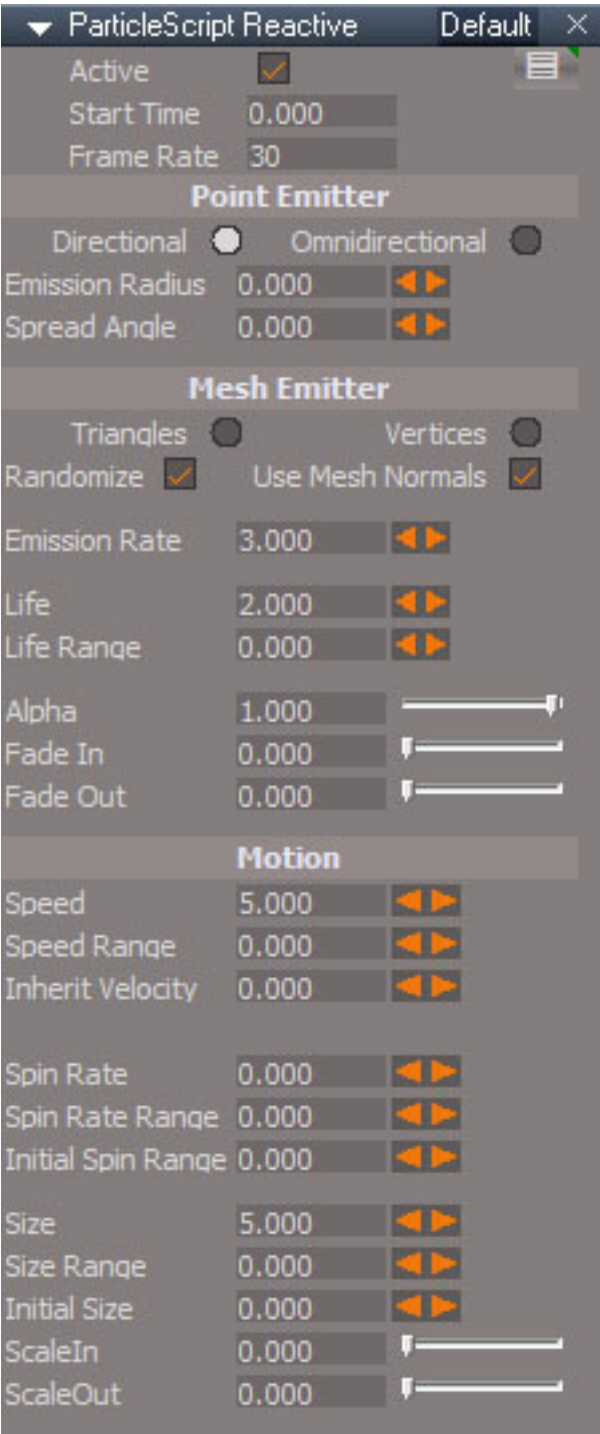
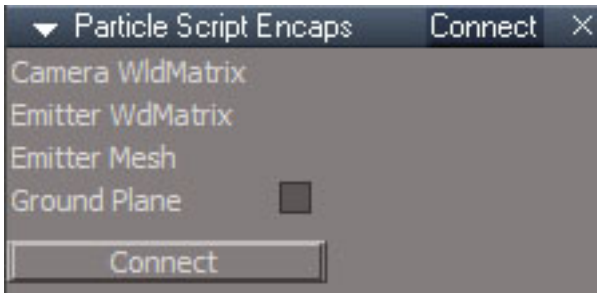
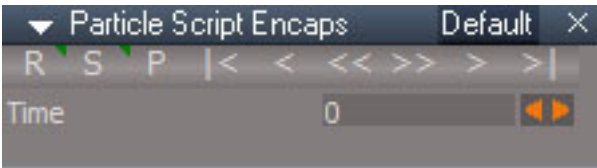
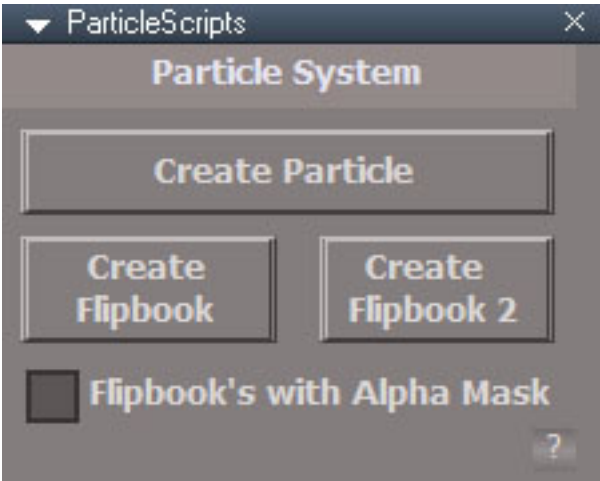
?

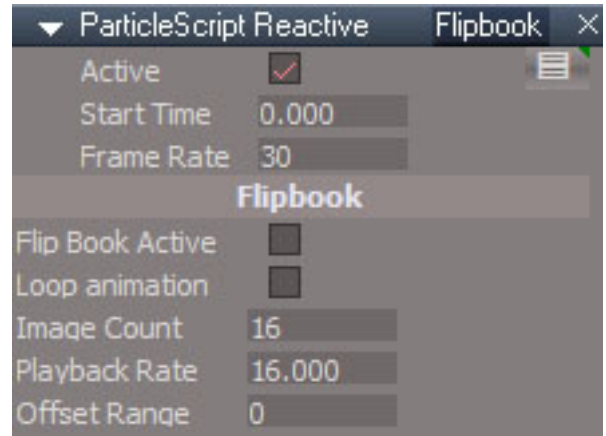
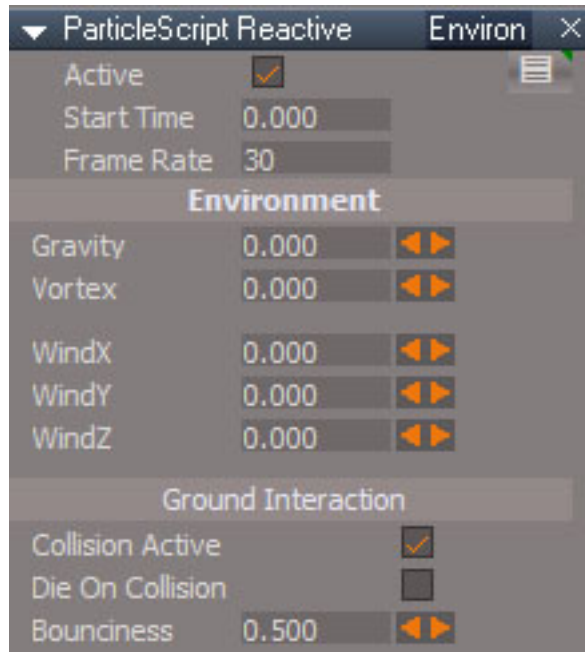


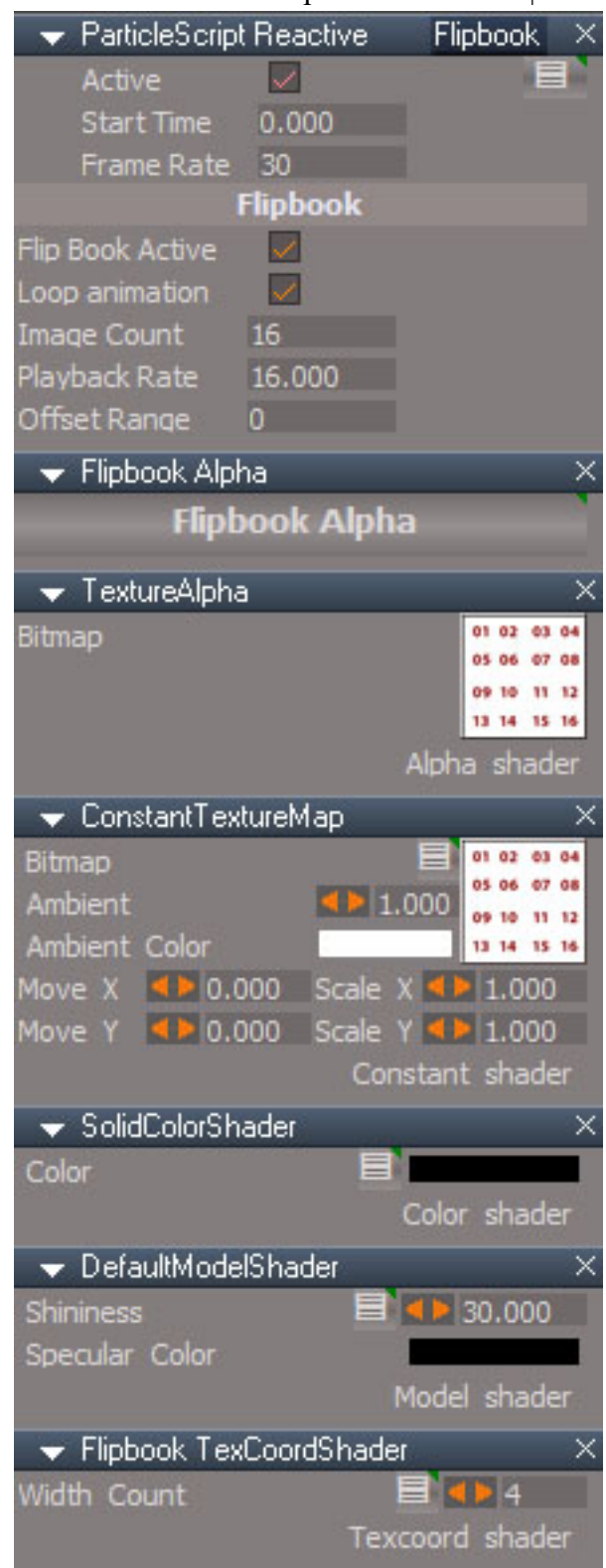
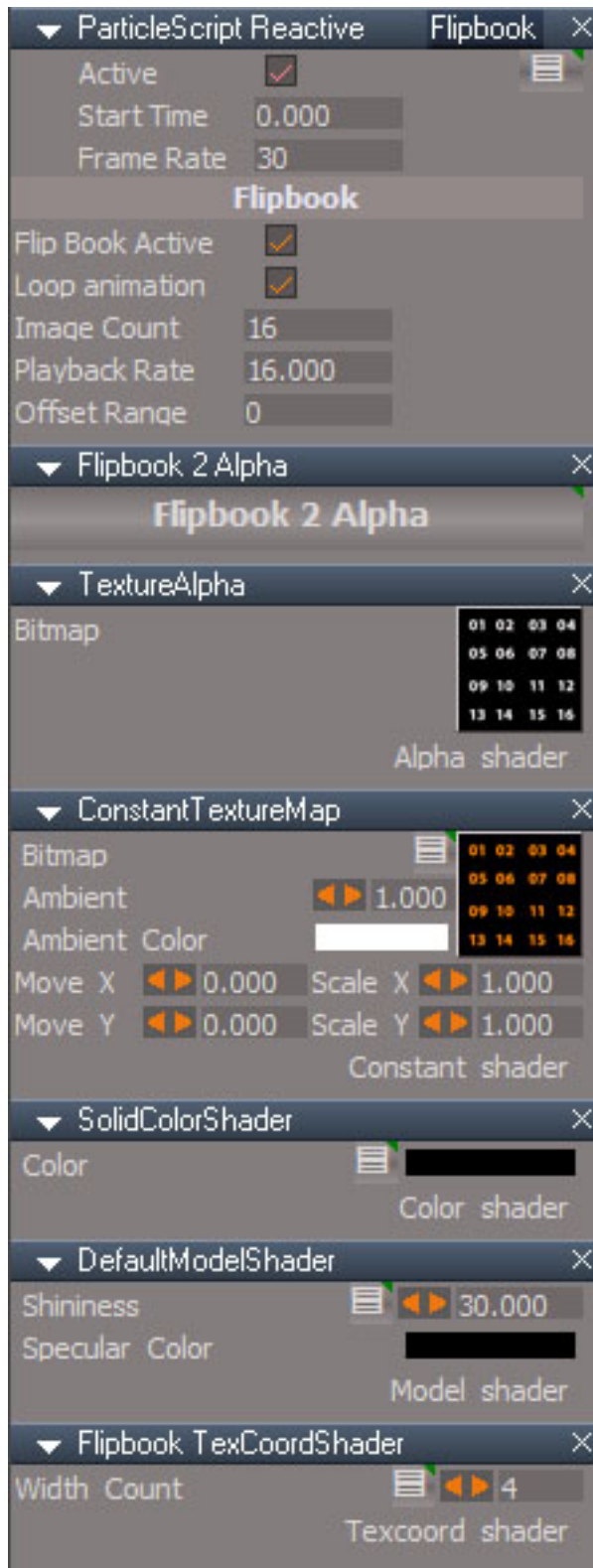
Constraints Toolbar - [link chapt3 stuff here](#), is in ch 3 because button also in snapping section of original toolbar



Particles



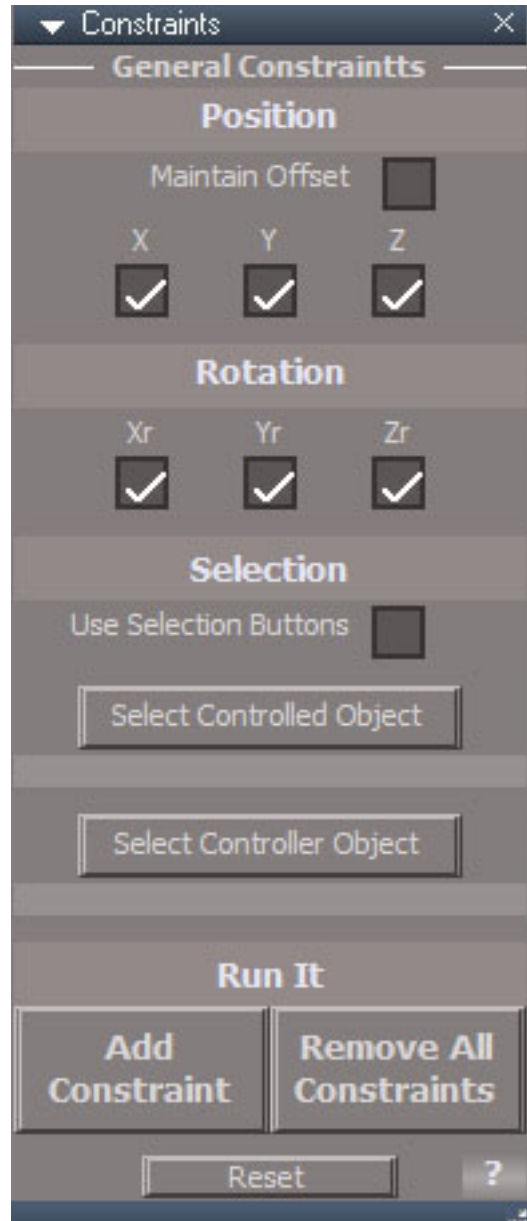
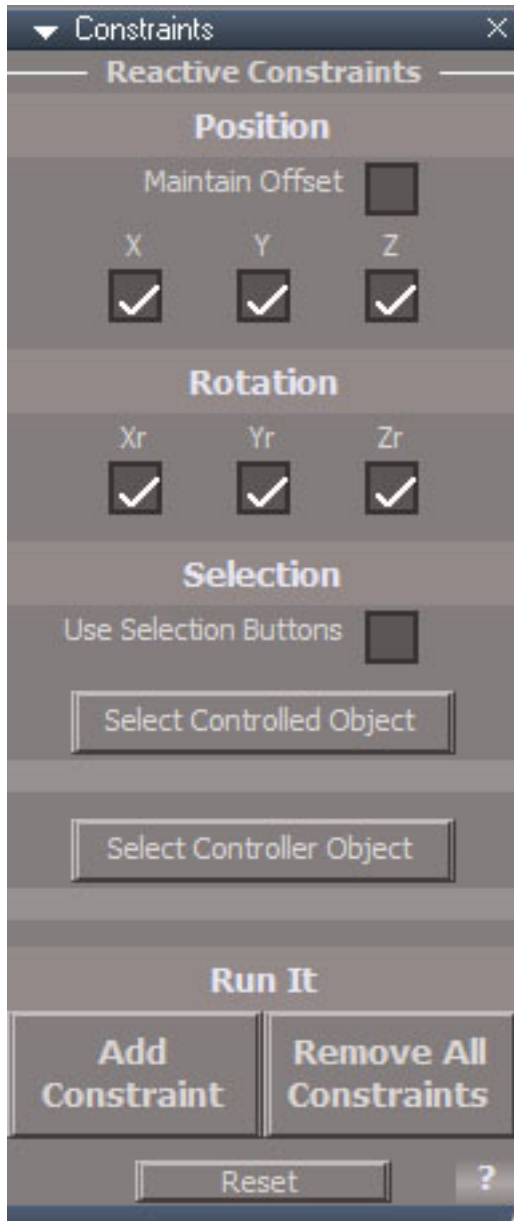






Constraints - reactive, RMB other options

Constraints are used to control the motion of one object with another object's motion.



Usage:

- select a scene level object to be controlled

- add the controller object from the scene level to the selection

- press the button to open the Reactive Constraint floating panel

- Maintain Offset to keep the relative location of the constrained object

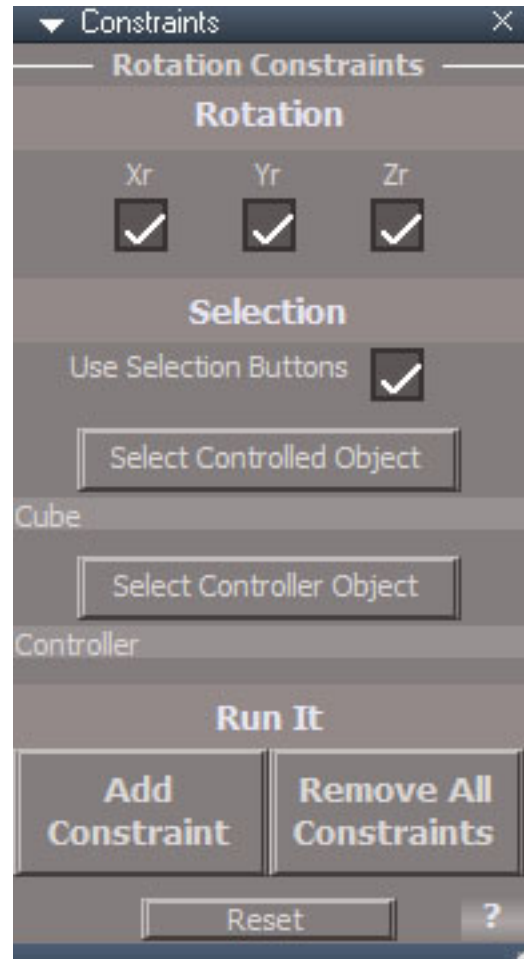
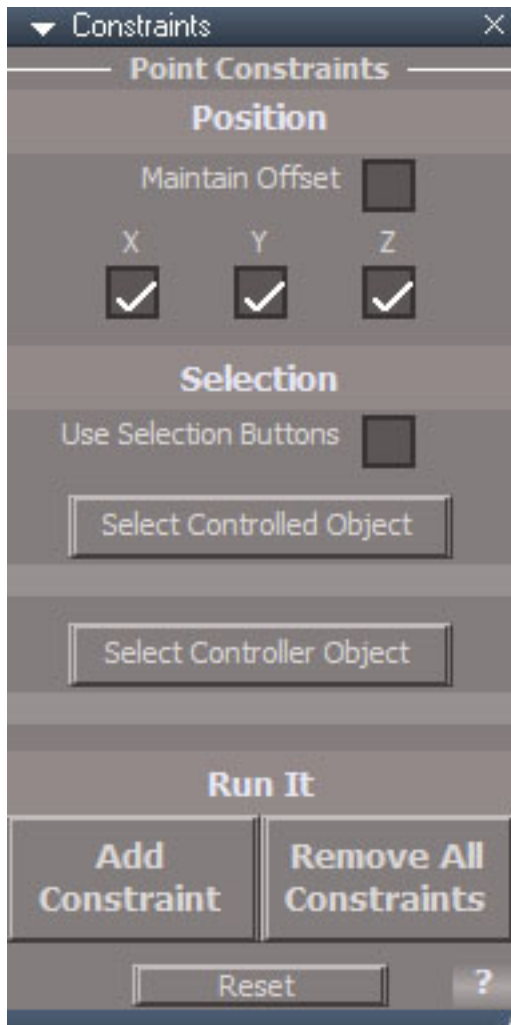
- select axis - X, Y, Z to determine what position aspect will be constrained

- select axis - Xr, Yr, Zr to determine what rotation aspect will be constrained

- press Add Constraint to create a constraint on the controlled object

- select an object that is being constrained

- press Remove All Constraints to remove all the constraint relationships assigned to the selected item



▼ reactiveConstraint Constraints X

Position

X ☒ Y ☒ Z ☒

Rotation

Xr ☒ Yr ☒ Zr ☒

Weights

1.000 0.000 0.000 0.000 0.000 0.000 0.000 0.000

Controller

Cube, 1

Position Offsets

X 0.000 Y 0.000 Z 0.000

▼ Constraint Default X

active ☒

origMatrix

pWeight 1.000

xFlaq ☒

xOffset 0.000

xrFlaq ☒

yFlaq ☒

yOffset 0.000

yrFlaq ☒

zFlaq ☒

zOffset 0.000

zrFlaq ☒

controller /Cube, 1

▼ pointConstraint X

active ☒

origMatrix

Weight 1.000

xOffset 0.000

yOffset 0.000

zOffset 0.000

controller /Cube, 1

▼ rotateConstraint X

active ☒

origMatrix

Weight 1.000

xOffset 0.000

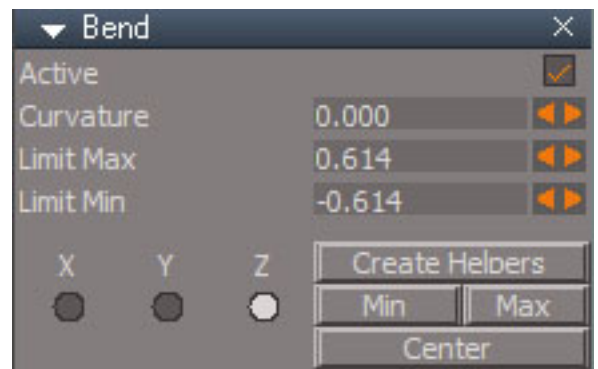
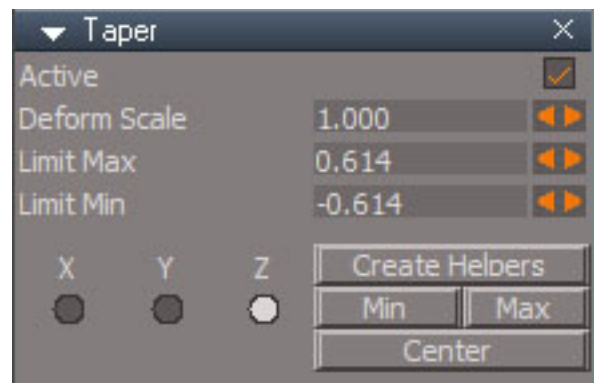
yOffset 0.000

zOffset 0.000

controller /Cube, 1



Deformers





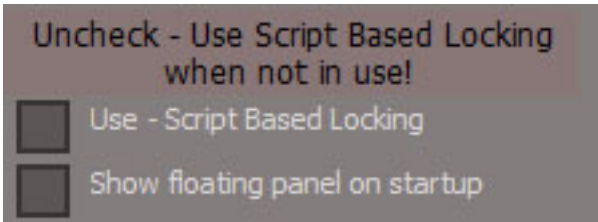
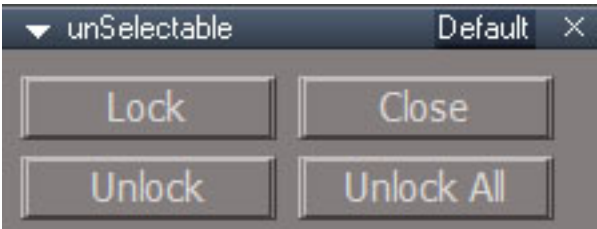
Parenting



Mirror Matrix



Locking



Rectangle Select





Layers

menu

Select

Add to layer

Empty

*Visible

Locked

*Global

Solid

Solid Wire

Transp

Transp Wire

Wireframe

Backfaces

Hidden Lines

workspacelayers3

Refresh

No layer count: 0

☐	layer0	menu	▼	0
☒	layer1	menu	▼	7
☐	layer2	menu	▼	0
☐	layer3	menu	▼	0
☐	layer4	menu	▼	0
☐	layer5	menu	▼	0
☐	layer6	menu	▼	0
☐	layer7	menu	▼	0
☐	layer8	menu	▼	0
☐	layer9	menu	▼	0
☐	layer10	menu	▼	0
☐	layer11	menu	▼	0
☐	layer12	menu	▼	0
☐	layer13	menu	▼	0
☐	layer14	menu	▼	0
☐	layer15	menu	▼	0
☐	layer16	menu	▼	0
☐	layer17	menu	▼	0
☐	layer18	menu	▼	0
☐	layer19	menu	▼	0
☐	layer20	menu	▼	0
☐	layer21	menu	▼	0
☐	layer22	menu	▼	0
☐	layer23	menu	▼	0

☒ Select NURBS Patch and Curve

☒ Protect Curve Color

☒ Use - Empty Layer Color ☐ Color ?

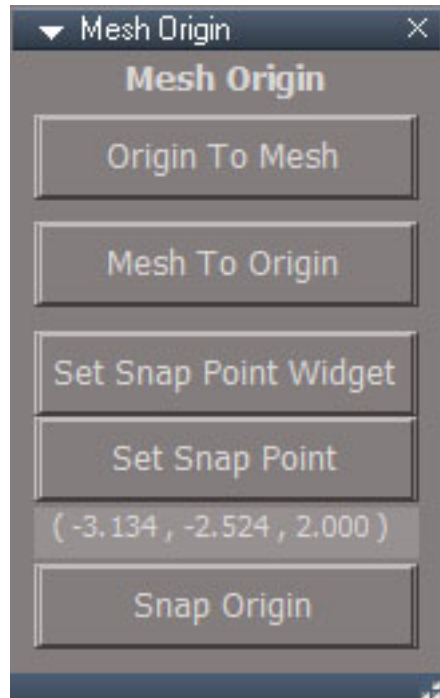
Initialize Layers



Mesh Origin



Character FK - [link](#)
to other chapter?





Point Edit Toolbar



Lathe - link ch2



Static Sweep - link ch2



TrueBevel - link ch2



Plane Loop Select - link ch2



Target Weld - link ch2



Normal Move - link ch2



Toggle Object Coordinate Mode - link ch2



Axis to Selection - link ch2



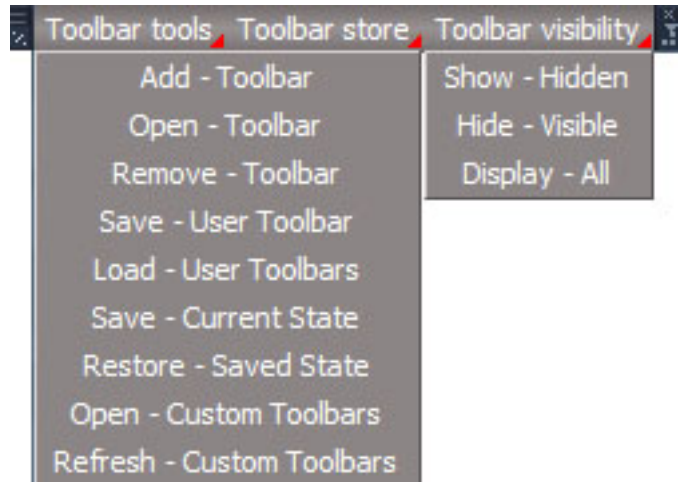
Freeze Transform - link ch2



Quad Toolbar/Quad Menu - link ch2



ToolbarToolbar



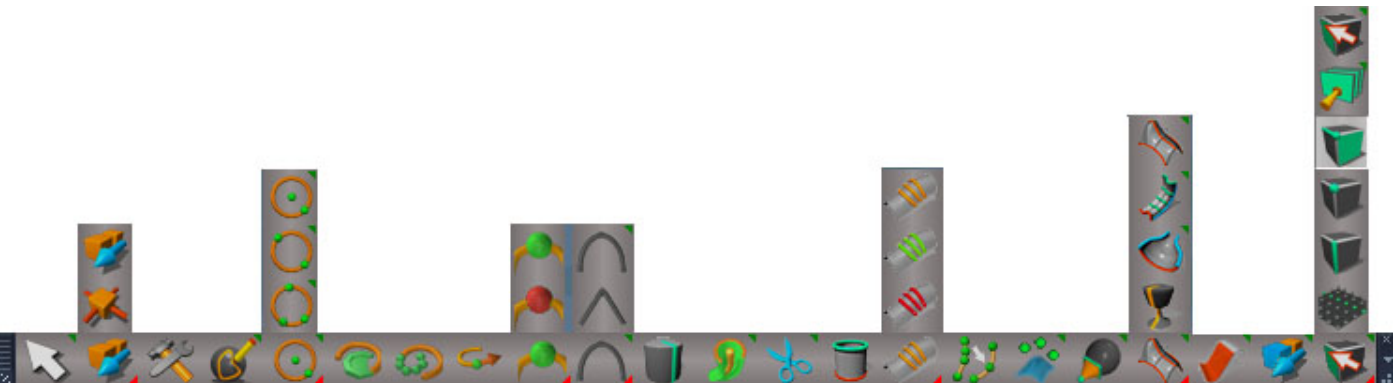
? TODO copy from help file ?



Interpolation Toolbar - link ch9 or move doc here?



NURBS Toolbar





Select Control Point Mesh

RMB Open Information Panel

▼ NURBS Information ×

NURBS Information

Name A

<u>U Direction</u>	<u>V Direction</u>
Span Count 4	Span Count 4
Control Point 13	Control Point 13
Reverse U	Reverse V

☐ Active

Head Indicator Size

UV Indicator Size

Indicator Scale



Copy NURBS



Delete NURBS



Utilities

▼ NURBSScripts Color X

NURBS Colors

Curve Display

Curve Handle

Curve Point

Set Curve Colors

Patch Handle

Patch Point

Set Patch Colors

▼ NURBSScripts Misc X

NURBS Misc

Fix Handles

Fix Curve Mesh BB

Hide All CP Meshes

Convert to CP Selection

☒ Freeze Curve As Polygon

Freeze Patch or Curve

—Curve Import Utilites—

Fix Concave Face

Do not run before Fix Concave Face

Flip Face

▼ NURBSScripts Default X

NURBS Utilities

☐ Auto Select Control Point

Fix Handles

Fix Curve Mesh BB

☒ Double Sided Patch Set

Protect NURBS Help

▼ NURBSScripts Prep X

NURBS Prep for Modeling

Deselected Color

Auto Triangulation None ▼

Set Mesh Editor for NURBS

Reset Mesh Editor Settings

Selection Highlight Objects ▼

Set Selection Highlight for NURBS

Reset Selection Highlight

Surface Opacity 0.500

☒ Ignore object Attributes

Set Transparent Patch

Set Solid Patch



Draw Curve



Circle



Circle



Circle



Polygon to Curve



Points to Curve



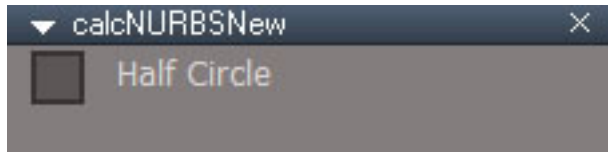
Extend Curve



Insert Control Point



Delete Control Point





Smooth



Sharp



Extract Curve from Patch



Sweep Path



Split NURBS



Extrude Patch



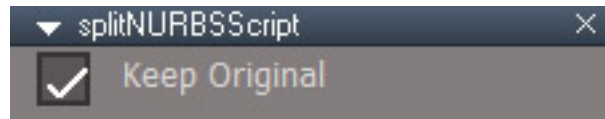
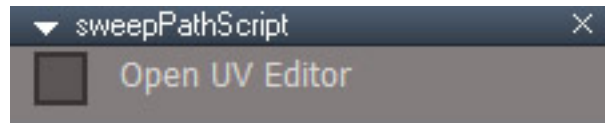
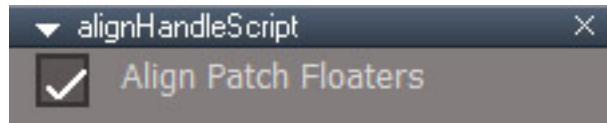
Add IsoCurve



Select IsoCurve



Remove IsoCurve





Rebuild

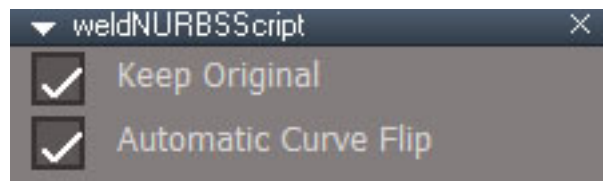
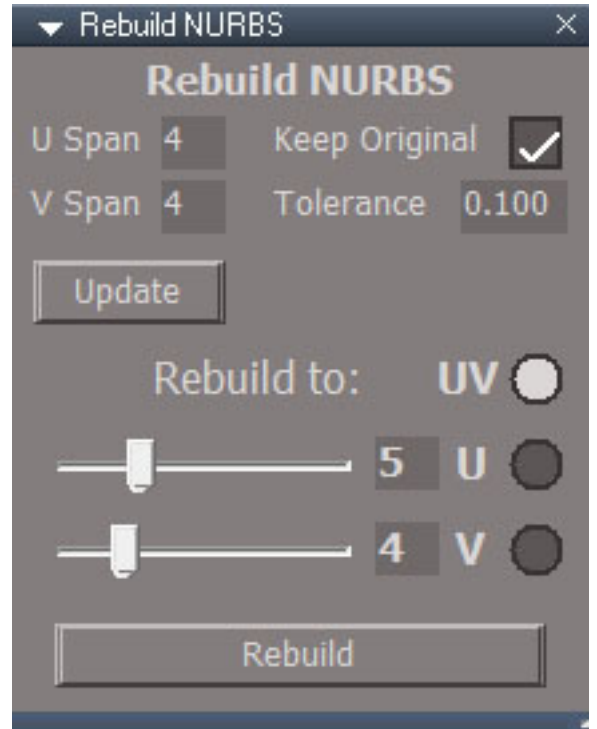


Adjust Floaters

RMB rearranges the toolbar

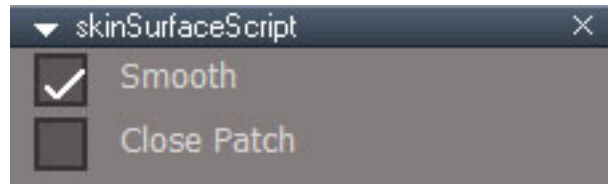


Weld

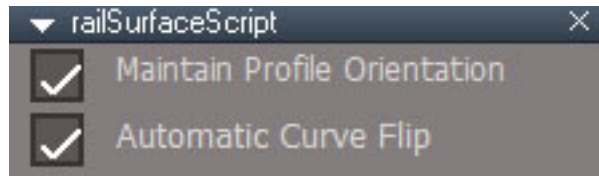




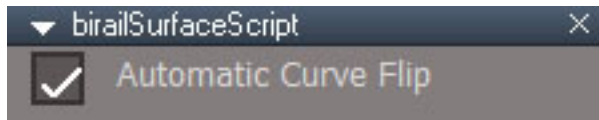
Skin



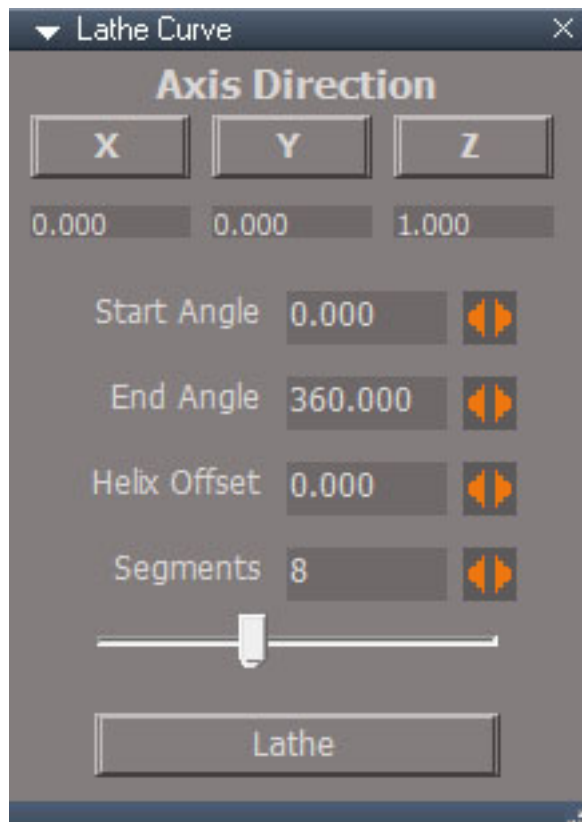
Rail



BiRail

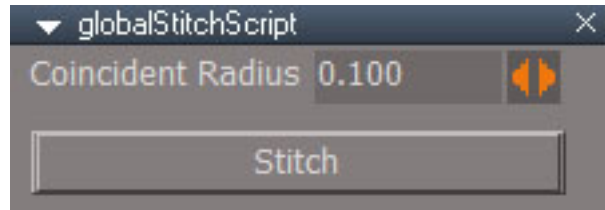


Lathe

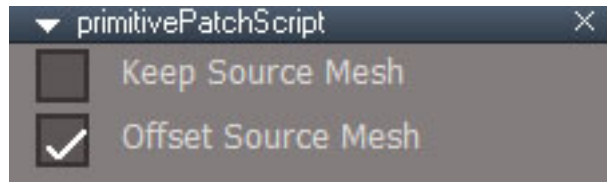




Stitch



Convert Primitive



Plane Loop Select - link ch2