

Chapter XX Additions 2

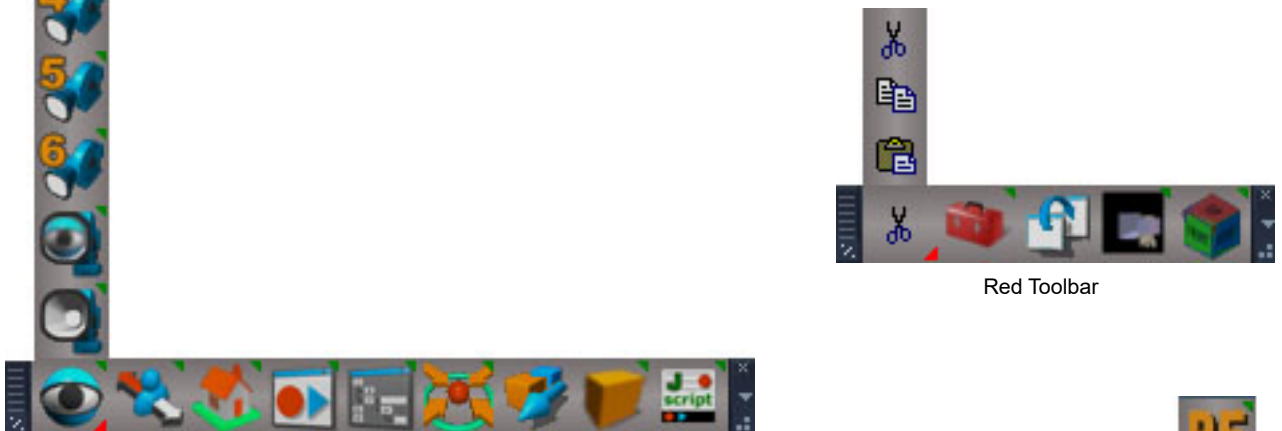
 XX.1 The Toolbars 4

 XX.1.1 Login 4

Chapter XX Additions



Red, Gold/Clintons and Blue Toolbars



Red Toolbar



Blue Toolbars



Gold/Clintons Toolbar

Red Toolbar



Cut - select an item to use with the **Paste**. Saves the selected object to a file and then deletes the original.



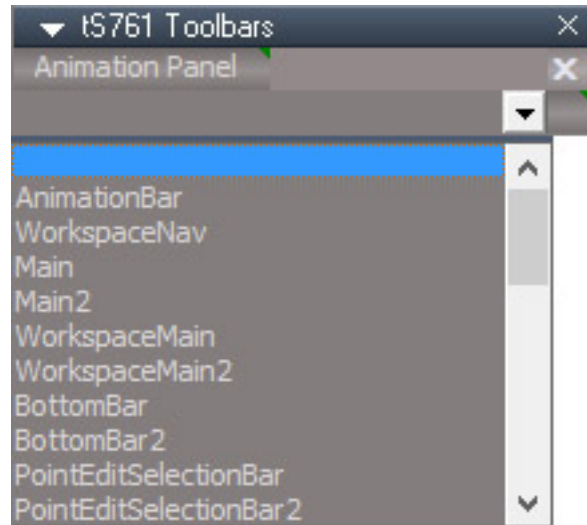
Copy - same as the copy button on the bottom toolbar



Paste - move the item selected by **Cut** into the link editor location. Loads the file saved by the **Cut** into the active link editor.



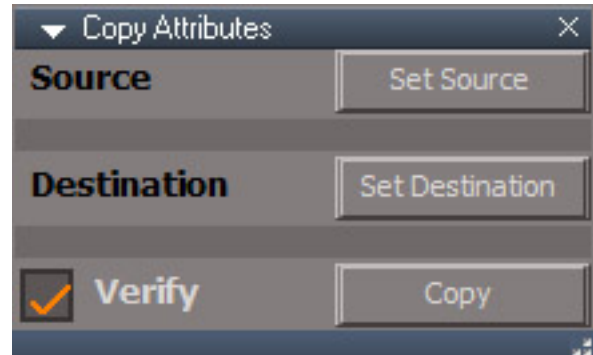
Truespace Toolbars - use the dropdown list to select a toolbar then use the small button to the right of the dropdown to load the toolbar. Right Click on the small button to open the toolbar twice. RMB close all toolbars



[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 - a camera with a projection plane attached that displays an image or image sequence that fills the cameras field of view.

Reset Rotation - rotate the camera to point in the negative Y direction.

Select Camera - select the camera inside the Background Image Camera group

View - switch the main 3D view to view from the camera. Press again to restore the view to it's previous state. Only works in the Default layout main 3D view.

Filename ... - choose an image or any image from a sequence of images

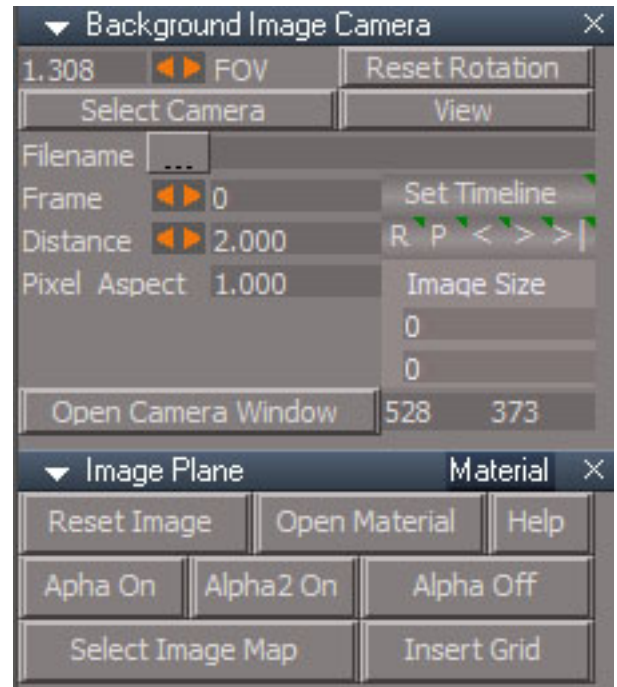
Frame - set the Frame value for the Background Image Camera. The corresponding image from the sequence will load in.

Distance - set the distance from the projection plane to the camera.

Pixel Aspect - .

XSize and YSize - missing and required to control the dimensions of the projection plane

Open Camera Window - Opens a new window using the the adjoining numbers to set the dimensions of the window



Set Timeline - set animation time to the **Frame** value
Right click opens the Attribute Browser so the "Frame" attribute can be selected for animation.

R - Set keyframe/Open keying panel - same as the animation view record button

P - play animation, Right Click to stop playback

< - previous frame, Right Click previous keyframe

> - next frame, Right Click next keyframe

>| - last frame, Right Click first frame

Image Size - shows the original image size

Reset Image - clears the **Filename...**, resets the projection image and sets **Frame** to 0.

Open Material - open the projection material in the link editor

Alpha On button "Connects the Texture Alpha shader" - **this seems to give a bad alpha mask**

Alpha2 On button "Connects the Texture Alpha2 shader" - use the alpha value of the image as a mask

Alpha Off " Disconnects the Alpha shader" - this turns off the alpha masking

Select Image Map - open the ConstantTextureMap in the stack view "For Animation (Adding attributes to the Keying panel) and or changing the attributes
You can adjust and or Keyframe Ambient Intensity, Ambient Color, Move X,Y, Scale X,Y"

Insert Grid - adds a grid object to the scene

Usage:

load an image from an image sequence

if the Open Camera Window number values don't match the Image Size, copy the values of the Image Size into the number fields next to the Open Camera Window

press the Open Camera Window

set display to no grid or press the Insert Grid button to force an invisible grid for the scene

the image sequence can be scrubbed using the Frame control

set frame to the first numbered image of the sequence

press the Set Timeline button

right click the Set Timeline button and choose "Frame"

press R to create the first keyframe

set frame to the last numbered image of the sequence

press the Set Timeline button

press R to create the last keyframe

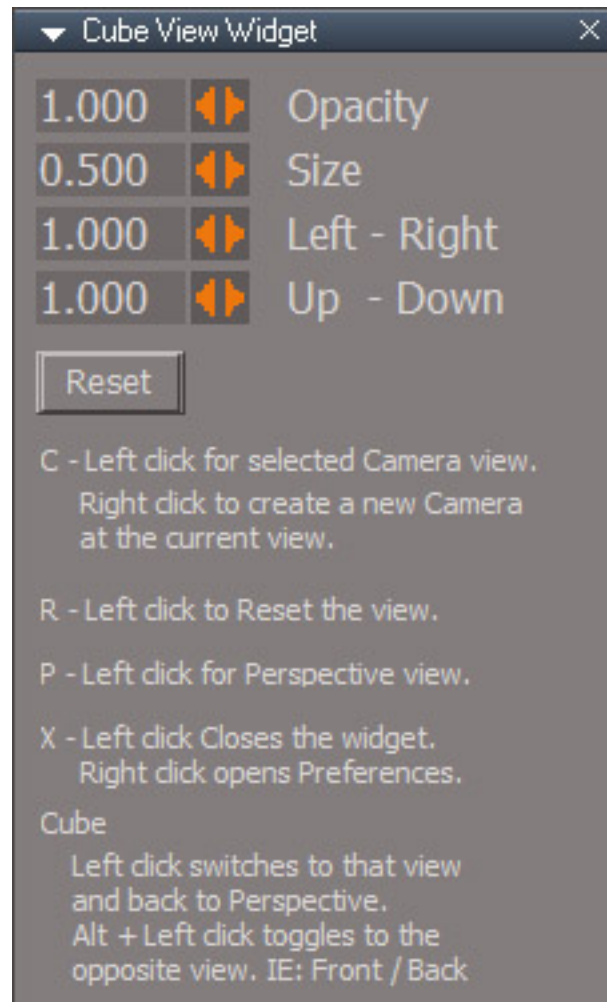
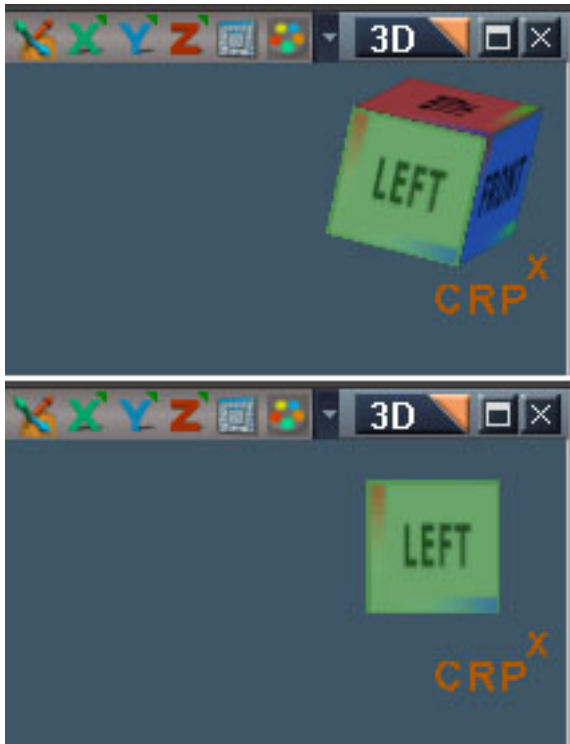
right click the >| button to go to the first frame in the timeline

press P to play, right click P to stop playback

note that it's not required to use the animation controls on the Background Image Camera, the Anim view can be used to set the time and keys and control the animation



Cube View Widget



The Cube View Widget is used to control and visualize the 3D viewport. The colors correspond to the 3 directions:

X - green

Y - blue

Z - red

Saturated colors are in the positive directions and the lighter desaturated colors are in the negative direction.

The color gradients on the two edges of each face show the direction to positive direction neighbors of the face.

The LEFT face is desaturated green, so it points in the negative X direction. It has a red gradient pointing to the TOP/positive Z and a blue gradient pointing towards the FRONT/positive Y.