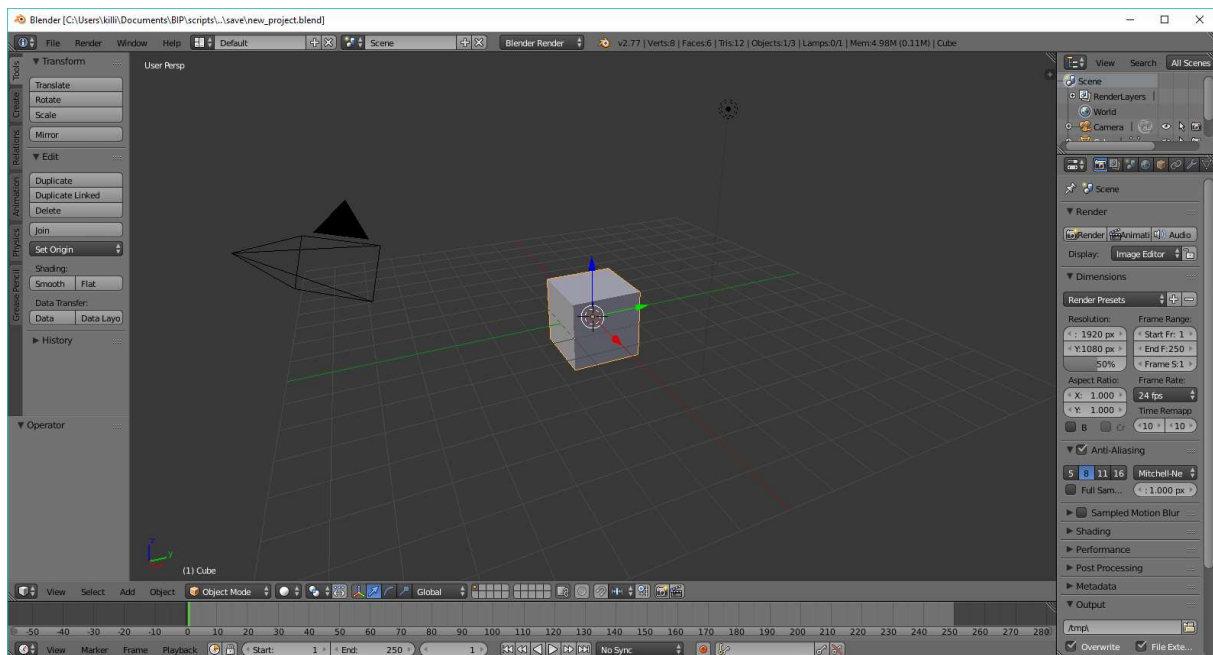


This document will explain you how to use the Blender Interactive 3D Presentation Add-On.

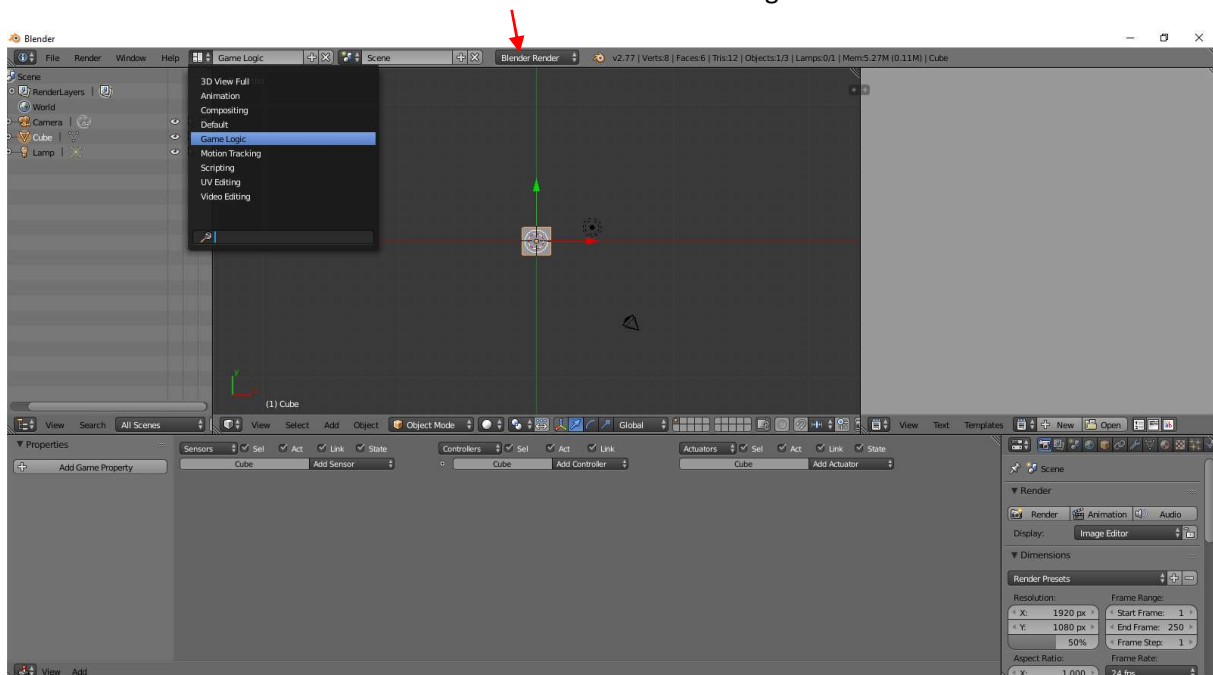
First of all – Remember to frequently save your presentation as some error may always occur


I. Basic setup

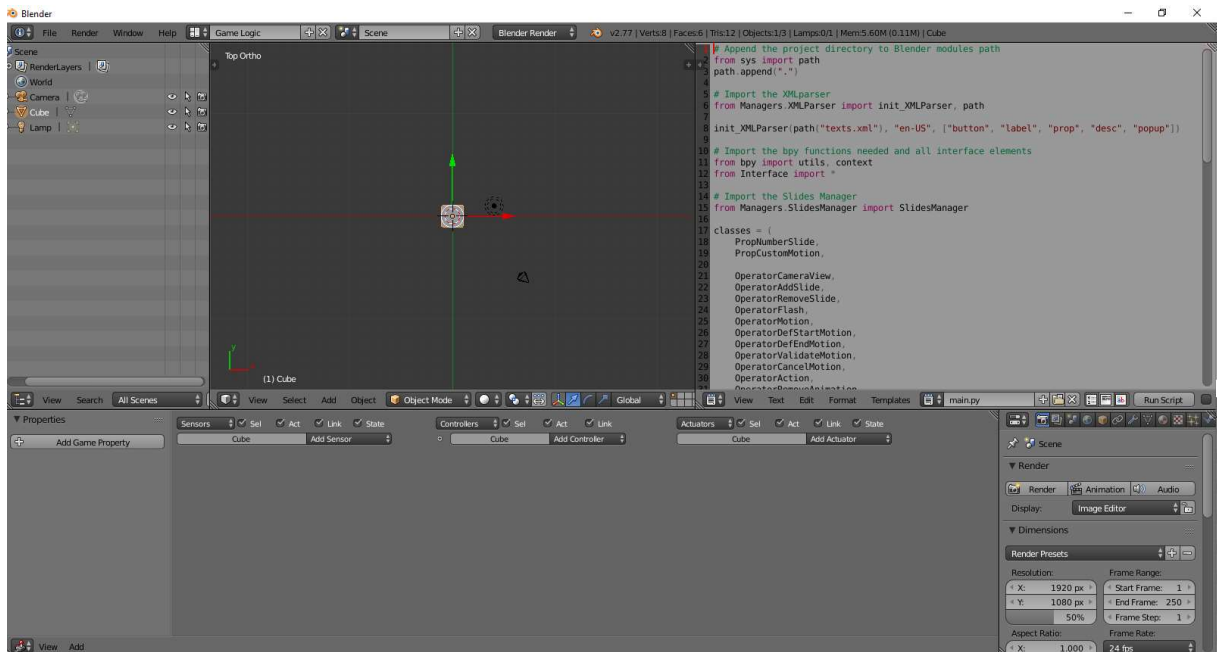
First – start **__start.py** from **BIP/scripts** (it's important to start from a Python Script to avoid path errors) It will open a void Blender Project



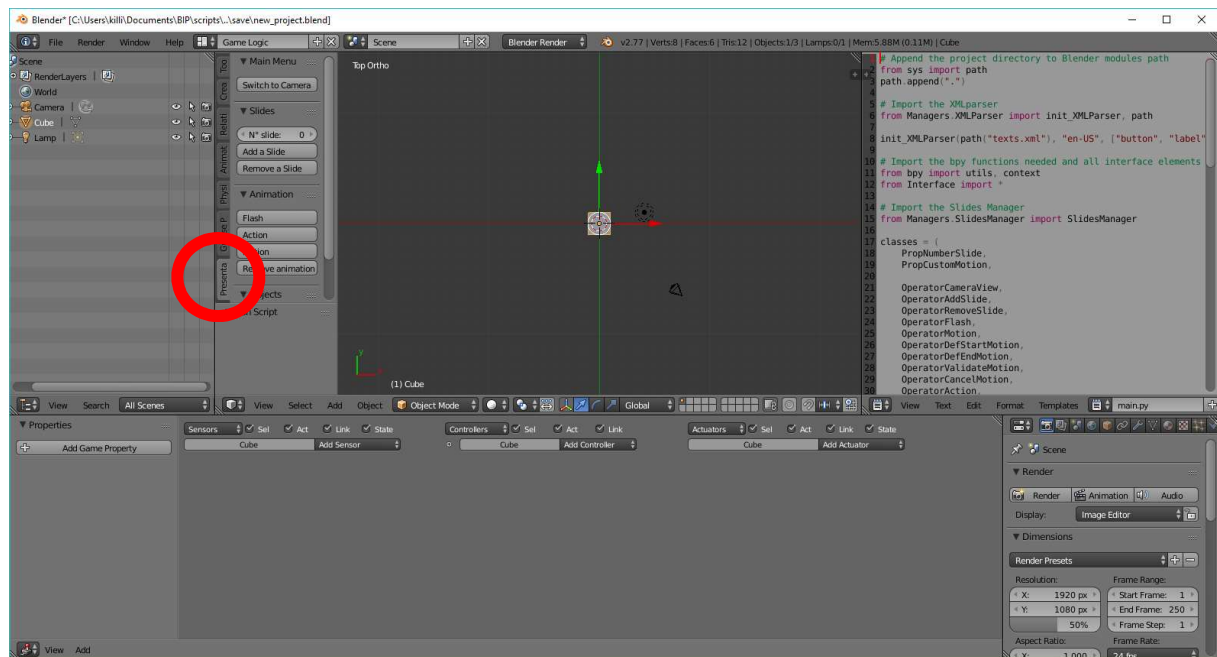
Once you get the new project window, change the Screen layout to “Game Logic”. You also need to change the “Blender Render” to “Game engine”



Now in the “Text” interface, load the **main.py** and **run.py** files from the **BIP/scripts** folder by clicking on  **Open** and select the **main.py** file



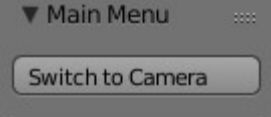
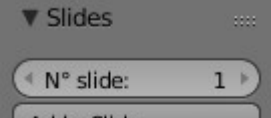
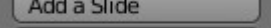
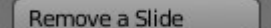
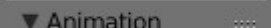
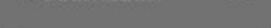
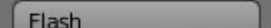
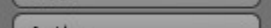

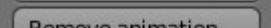
Once the file is loaded, click on **Run Script** to generate the menu and get the menu by pressing 'T' in the 3D interface and go to "Presentation" tab (by default the bottom tab)



II. Simple project


Now everything you need to create your presentation is here, let's create a simple one.

First, take a look at the “Presentation” menu:

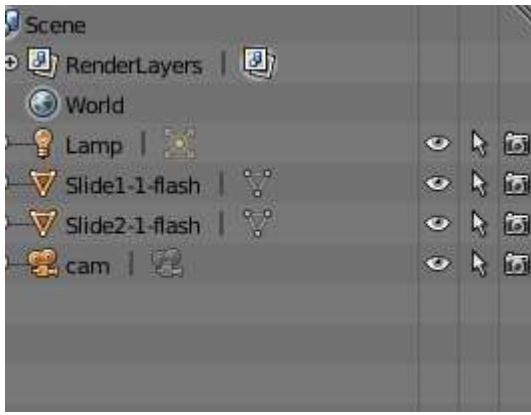
	This button will switch your 3D view to the Slide camera (previsualization)
▼ Slides	
	This is the number of the current working slide
	This button will add a new slide after the current one
	This button will remove the current slide (Warning: it will remove all linked objects too)
▼ Animation	
	This will link a Flash animation to the object (it will appear from nowhere)
	This will link a custom animation to start with the object
	This will create a custom motion (see below for more details)
	This will remove any animations linked to the object
▼ Objects	
	Once you placed your object in front of the camera, press link to linked it to the slide
	Press this button for unlink an object to the slide

Note: you need to link an object before adding an animation to it.

Once you will click on “Motion” button, you will see that the Animation menu will change. The motion animation helps you creating a custom animation using scaling – rotating – positioning modifiers.

	Click here to define a starting point of the motion
	Click here to define an ending point of the motion
	Click here to save the custom motion
	Or here for cancel it

Once every object is correctly linked and defined, you can check that everything is fine by seeing the outliner's object's names



In this example, you can find three objects called “cam”, “Slide1-1-flash” and “Slide2-1-flash”.

“cam” is the presentation camera. If this one isn’t present, the presentation won’t work.

On the mesh objects linked, the name is composed by 4 parts explained here:

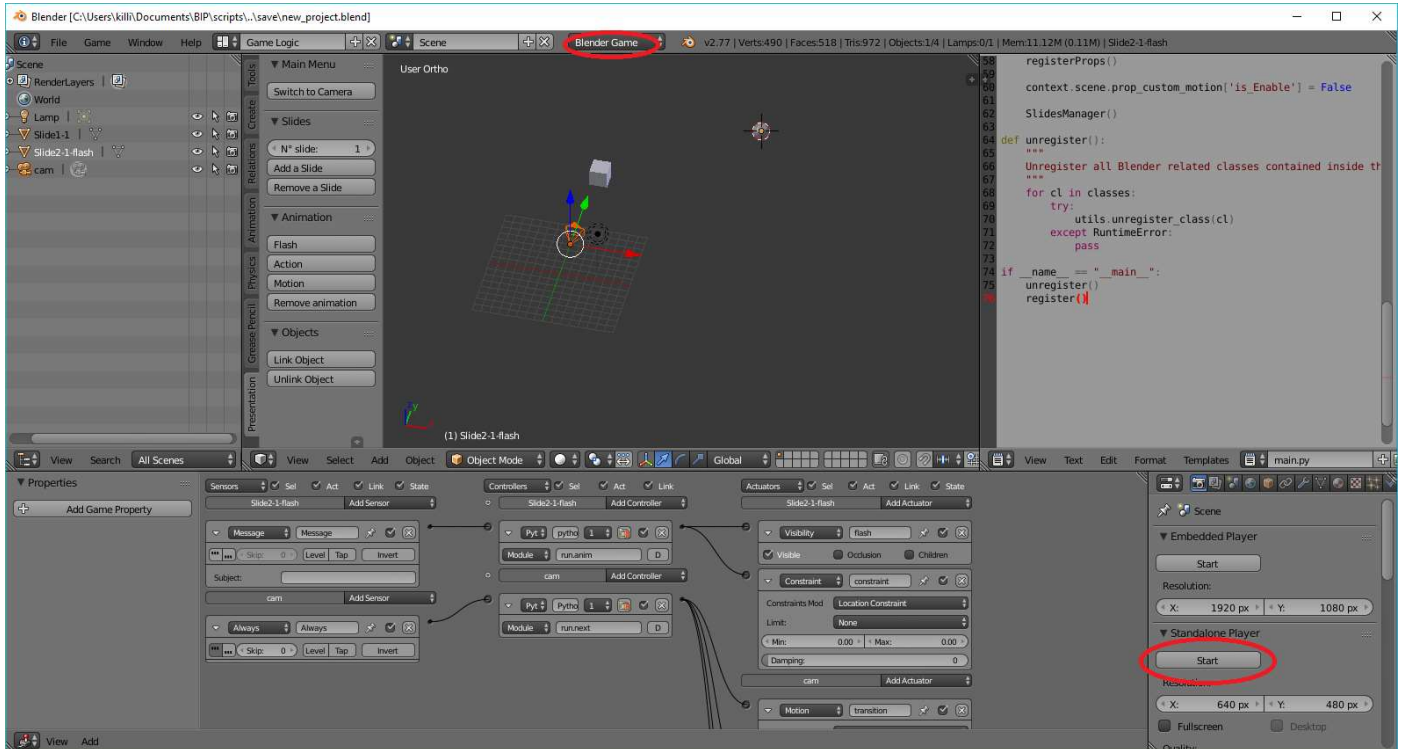
“Slide” “1” – “1” – “flash”

- “Slide” is the proof that the object is linked to a slide
- The first number is the number of the slide where the object is linked
- The second number is the position of the object in the slide. Creating an animation on the element 1 and another animation on the element 2 will be represented by the animation in the first one before the animation on the second one.
- The last element (here “flash”) is the type of animation linked to the object (can be none)

III. Starting the presentation

Once all of your presentation is ready, you may need to start it up. For doing this, you need to go to the “properties” interface and go to “Standalone Player” menu, then press “Start”

Note: if you don’t see the “Standalone Player” menu, make sure you’re in Blender Game render engine.



For controlling your presentation, it’s simple. Left and Right arrows travel all along your slides, and Escap quit the presentation.

Enjoy your 3D Presentations !