

EZ-3D

User Manual

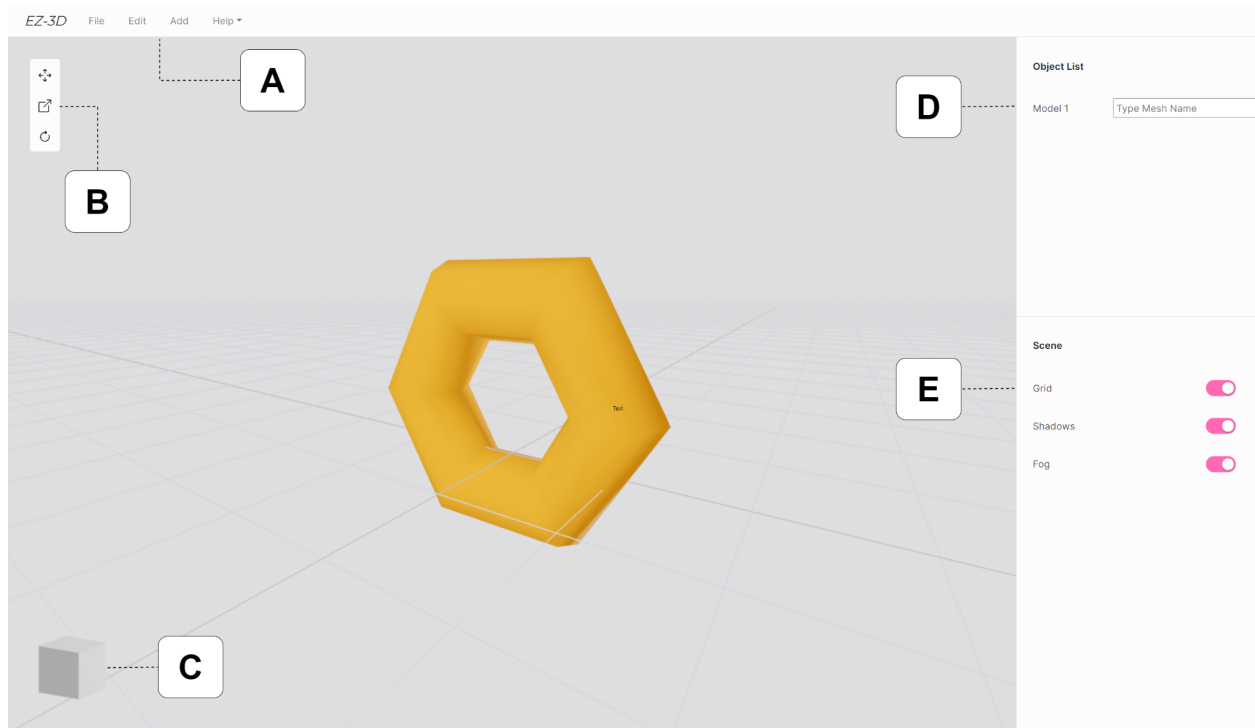
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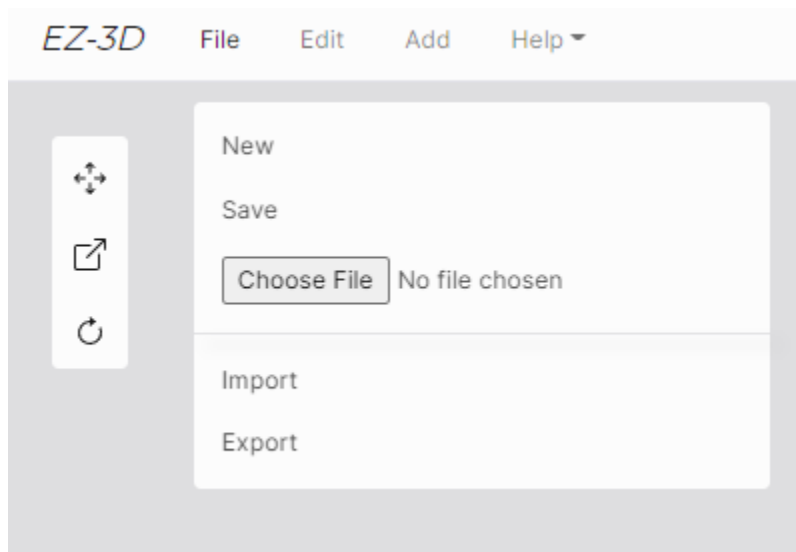
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I. Overview



A. Navbar

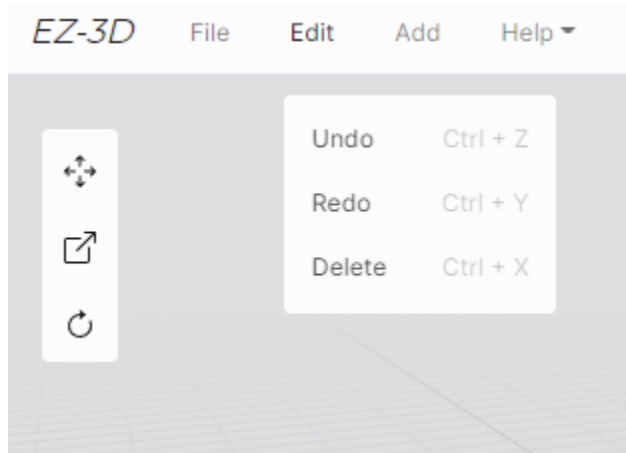
A1. Navbar->File



Features

| | |
|-------------|---------------------------------------|
| New | Creates a new scene |
| Save | Saves current scene into a .ez3d file |
| Choose File | Can load up any saved .ez3d file |
| Import | Import obj into scene |
| Export | Export a mesh in the scene as an obj |

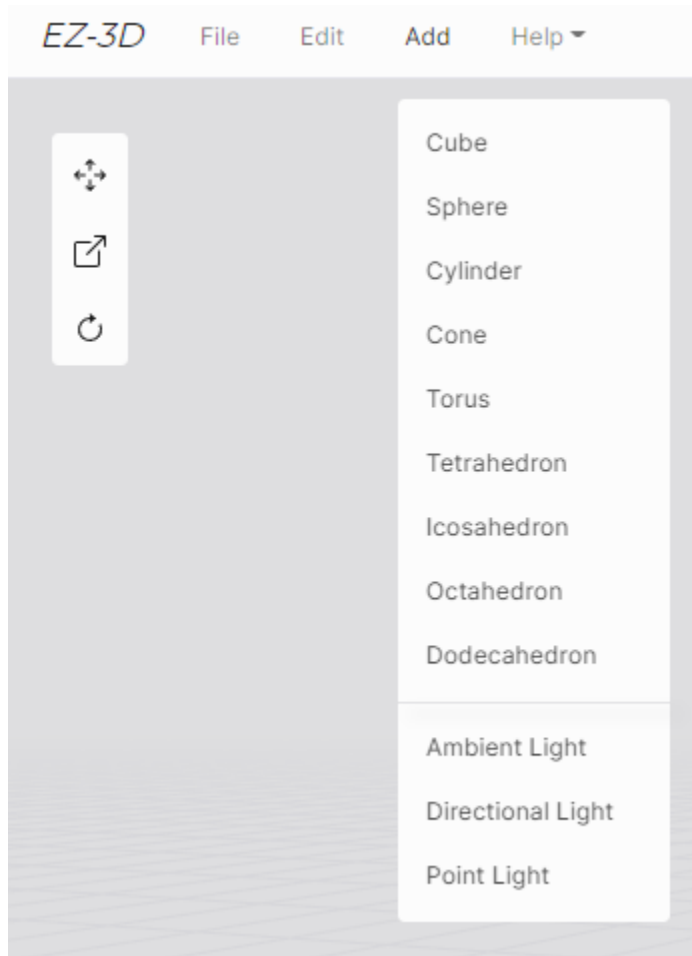
A2. Navbar->Edit



Features

| | |
|--------|---------------------------|
| Undo | Undoes last action |
| Redo | Redoes last undo |
| Delete | Deletes the selected mesh |

A3. Navbar->Add






List of meshes and lights you can add to the scene

B. Toolbar



Features

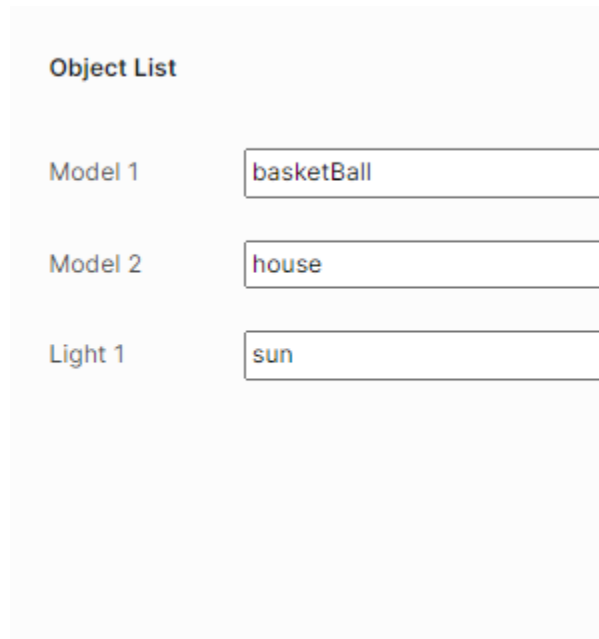
| | |
|---|-------------------------|
|  | Translate selected mesh |
|  | Scale selected mesh |
|  | Rotate selected mesh |

C. View Cube



Users can use this to orbit the perspective around the origin

D. Object List



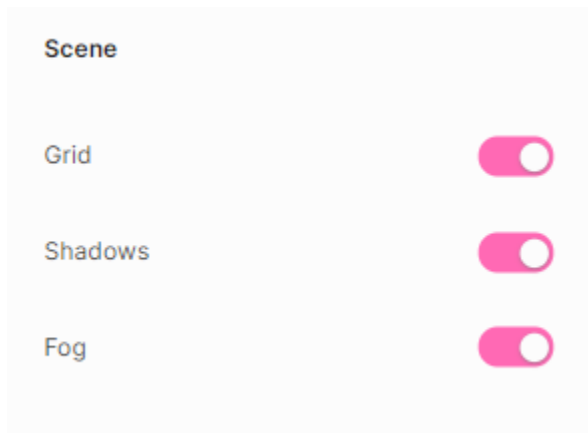
This top pane in the Outliner is a list of the meshes and lights in your scene.

Users can name them by typing in the text box next to the object button.

Users can select the object from the outliner by clicking on the corresponding object button.

E. Outliner Window

E1. Scene Window

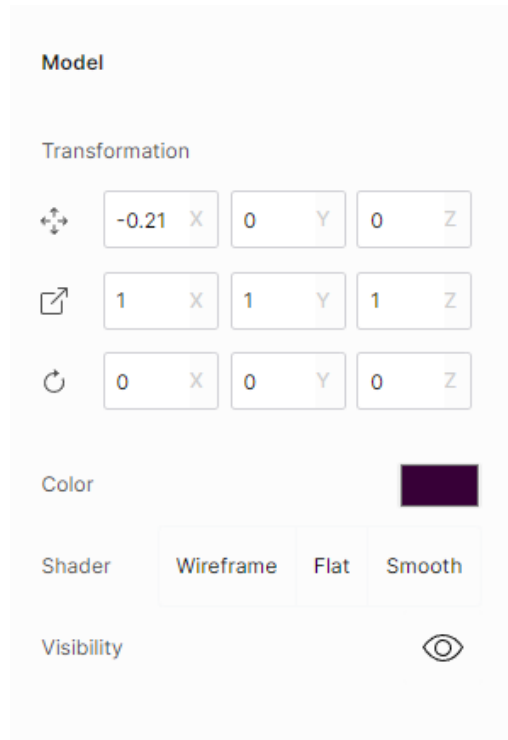


This Scene Window takes over the bottom pane of the outliner when there is no mesh currently selected.

Features


| | |
|----------------|--|
| Grid toggle | Turns the grid in the viewport on/off |
| Shadows Toggle | Enables/Disables shadows projected from the meshes to the ground plane |
| Fog | Turns the fog in the viewport on/off |

E2. Model Window



This Model Window takes over the bottom pane of the outliner when a mesh is selected and ready to be manipulated.

Features

| | |
|----------------------------|---|
| Transformation Input Boxes | <p>Users can manipulate meshes by any number of units</p> <p>The X Y Z show which axis you will be manipulating the mesh on</p> <p>NOTE: rotation is in radians</p> |
| Color Selector | Users can change the selected mesh's color by clicking on the box next to "Color" |
| Shader | Users can change the shading of the mesh to Wireframe, Flat Shading, or Smooth Shading by clicking on the corresponding button |
| Visibility | Users can toggle on and off the visibility of the selected mesh by clicking on the  icon |

E3. Light Window

Directional Light

Transformation

0 X 1.55 Y 0 Z

0.1 X 0.1 Y 0.1 Z

0 X 0 Y 0 Z




Color

Intensity 100%

This Light Window takes over the bottom pane of the outliner when any light(Directional, Ambient, Point) is selected and gives options to customize intensity and color.

| | |
|----------------------------|--|
| Transformation Input Boxes | <p>Users can manipulate lights by any number of units</p> <p>The X Y Z show which axis you will be manipulating the light on</p> <p>NOTE: rotation is in radians</p> |
| Color Selector | Users can change the selected light color by clicking on the box next to "Color" |
| Intensity slider | Users can change the intensity value on the light source by slider left to right on the intensity slider |

II. Hotkeys

| Hotkey | Manually | Description |
|----------|--|--------------------------------------|
| w | Toolbar ->  | Translate selected mesh |
| e | Toolbar ->  | Scale selected mesh |
| r | Toolbar ->  | Rotate selected mesh |
| d | Click off mesh | Deselect the currently selected mesh |
| Ctrl + x | Navbar -> Edit -> Delete | Delete mesh |
| Ctrl + z | Navbar -> Edit -> Undo | Undo |
| Ctrl + y | Navbar -> Edit -> Redo | Redo |