

EZ-3D

User Manual

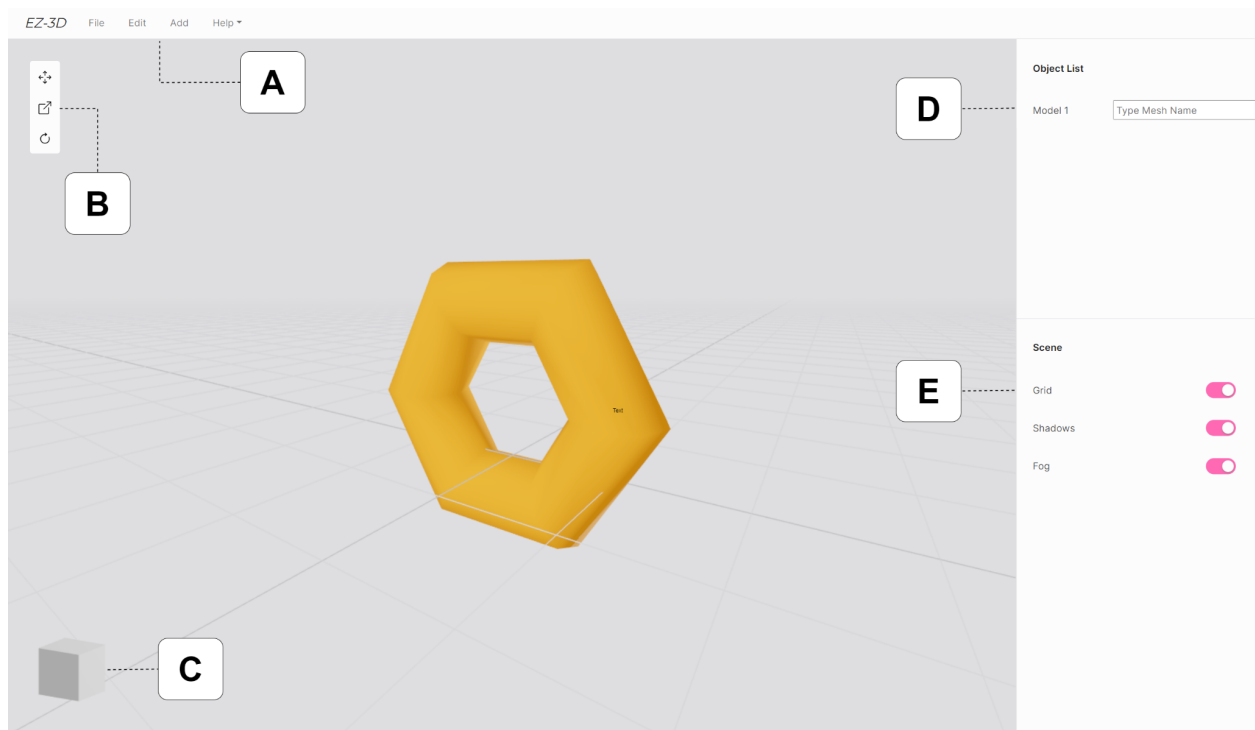
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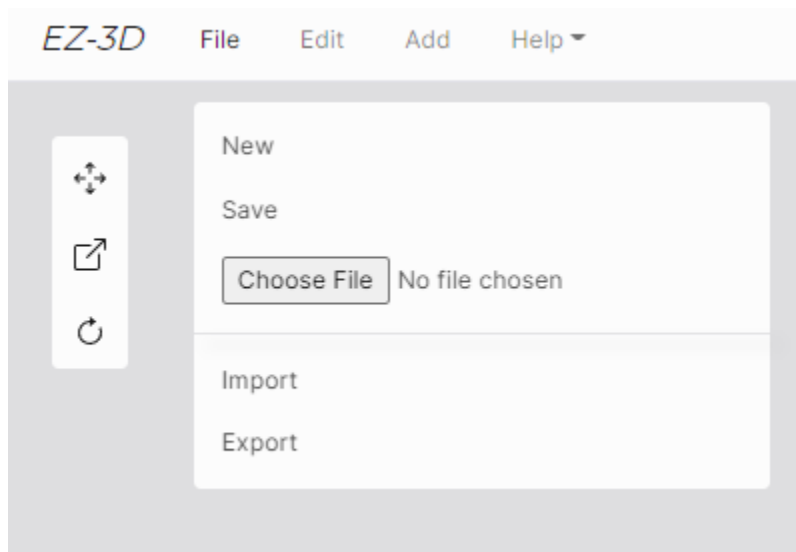
I. Overview



Orbit	Left Mouse Click + Drag
Pan	Shift + Left Mouse Click
Zoom	Middle Mouse Scroll

A. Navbar

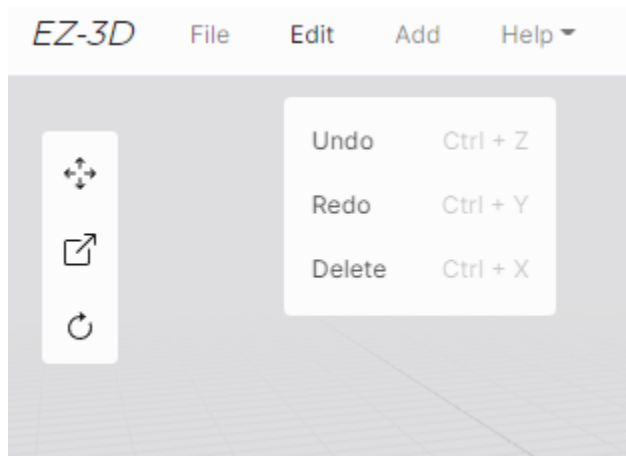
A1. Navbar->File



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

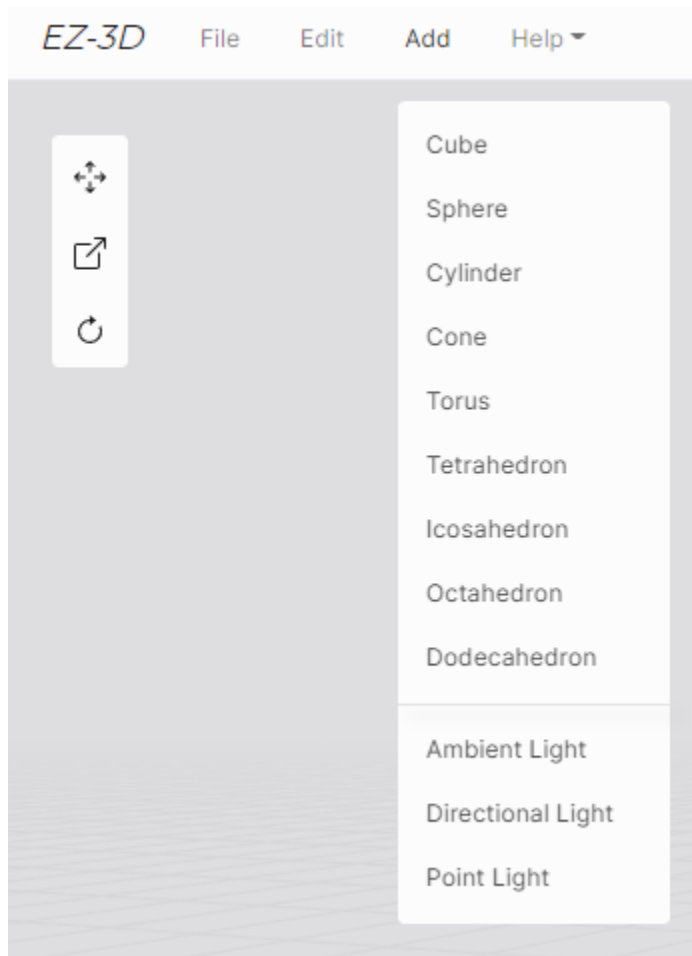
A2. Navbar->Edit



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

Object List	
Model 1	<input type="text" value="basketBall"/>
Model 2	<input type="text" value="house"/>
Light 1	<input type="text" value="sun"/>

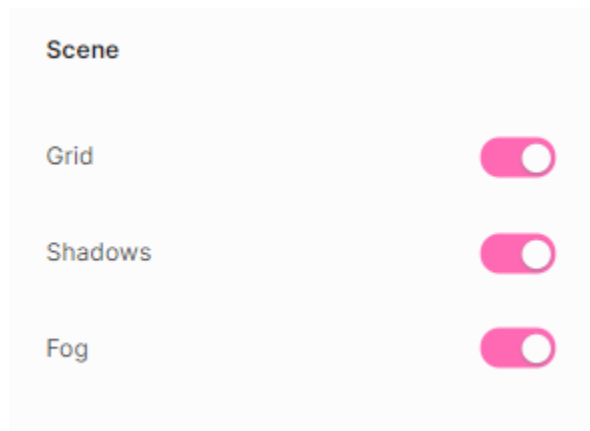
This top pane in the Outliner is a list of the meshes and lights in your scene.

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

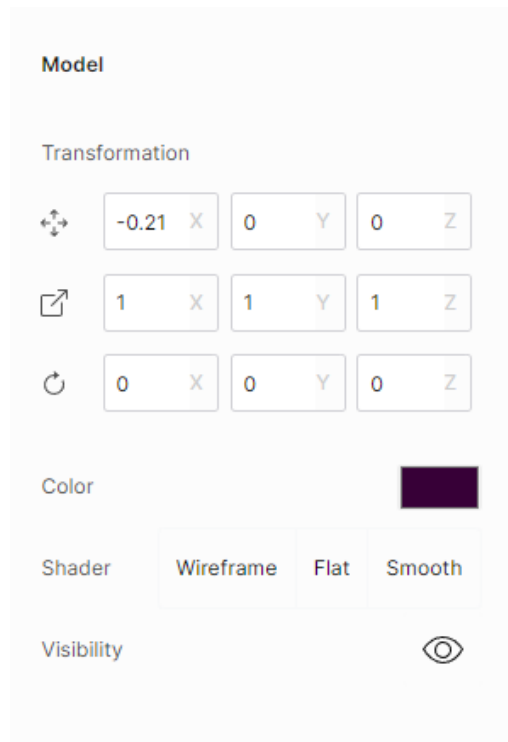


This Scene Window takes over the bottom pane of the outliner when there is no mesh currently selected.

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
Ctrl + c	None	Clear Undo/Redo History