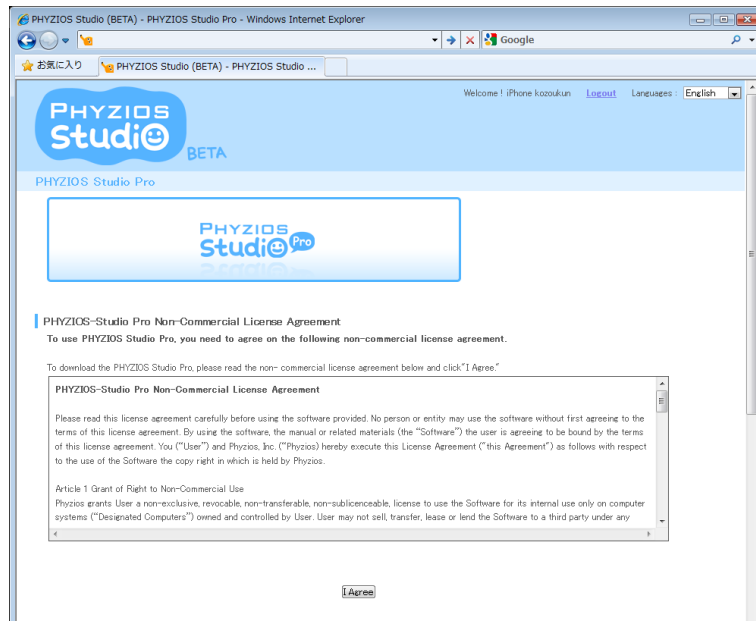


PHYZIOS Studio Pro Manual Ver. 1.0 (Mar 19, 2010)

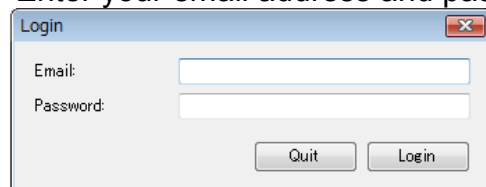
01. Activate Application

- Double click "PHYZIOS Studio Pro" icon.
- To use PHYZIOS Studio Pro, you need to signup for PHYZIOS Studio and agree on the non-commercial license agreement. When you activate PHYZIOS Studio Pro for the first time, your browser will take you to the agreement page (below).



02. Login

- Enter your email address and password and then click "Login."

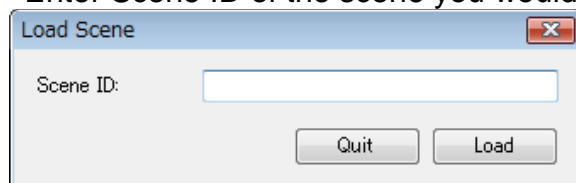


03. Create Scenes

- Click "File" > "New."

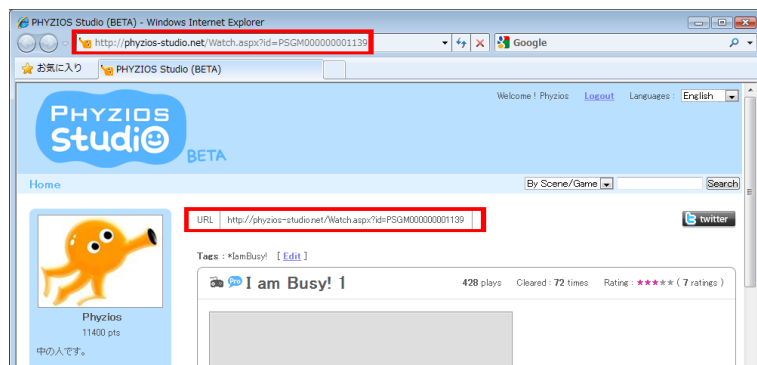
04. Open Scenes

- Click "File" > "Open."
- Enter Scene ID of the scene you would like to open.



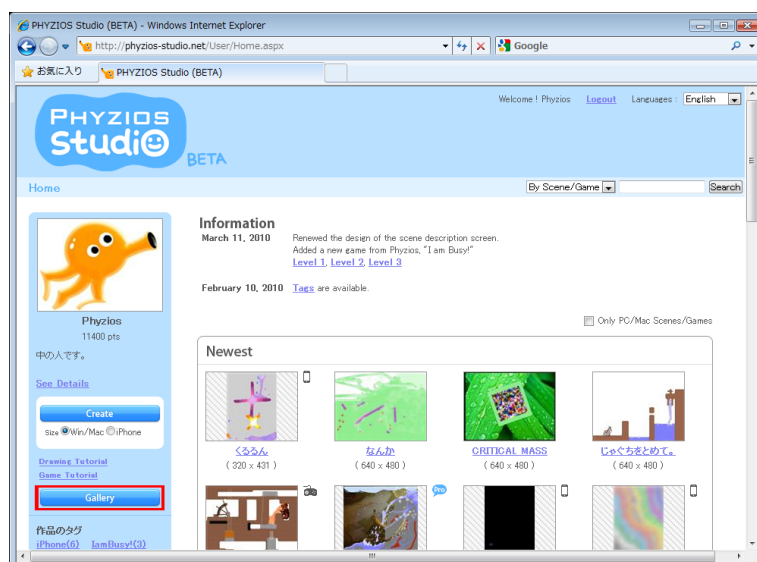
How to Check Scene ID

To check Scene ID of a certain scene, visit its scene-description page in PHYZIOS Studio (See below). The part after “id=” in the URL windows (See the red boxes below) is the Scene ID, which is “PSGM000000000584” in the case below.



05. Save Scenes

- Click “File” > “Save.”
- Scenes you create with PHYZIOS Studio Pro are saved in the Gallery page of PHYZIOS Studio. You can visit Gallery from the user’s top page, the initial page you visit after logging-in (See the red box below). You cannot save data offline. Make sure you are online when you save data.
- To add names and descriptions to the scene before saving them, see “10. Change Scene Settings.” (You can change these settings later on the web too.)



06. Close Scenes

- Click “File” > “Close.”
- In case you try to close windows before saving, a dialog window pops up to ask if you really would like to close it now.

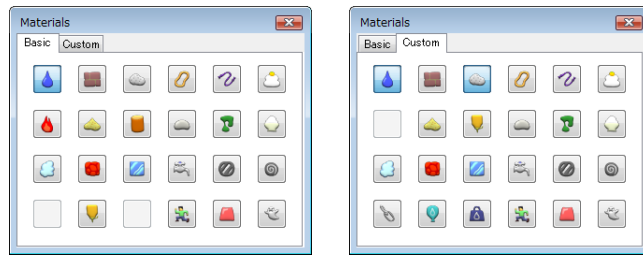
07. Select Tools

- Click “Window” > “Toolbox.”
- The following tools are available.

Arrow Use this tool to hold and move objects.	
Area Selection This tool enables you to set a rectangular area you can drag.	Move Use this to scroll the whole scene.
Pencil Use this to draw lines of one-particle width.	Brush Use this to draw lines of multiple-particle width.
Marker Use this to draw lines of multiple-particle width, arranging particles smoothly according to your strokes.	Shape Use this to draw rectangular objects.
Eraser Use this to erase what you draw.	Bucket Use this to fill an area surrounded by one object with another. Or, you can use this when you replace one object with another.
Material Changer Use this to change only properties of objects.	Color Changer Use this to change only colors of objects.
Link Use this to unite two different objects.	Slicer Use it to slice objects.
Fulcrum Use this to draw lines with an axis.	Property Copier Use this to copy colors and properties of objects in the scene.
Material Button This shows the current material you are using. By clicking this, you can open the material property panel.	
Color Well This shows the current color you are using. By clicking this, you can open the color picker panel.	

08. Select Material Properties

- Click "Window" > "Materials."



- You have Basic and Custom material.
- Basic includes the following materials.

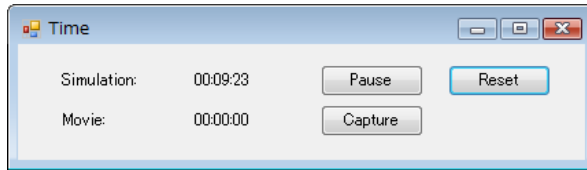
Water Evaporates when heated.	Wall Immovable	Solid Its shape cannot be changed.	Elastic This tries to keep its original shape.	String This stretches and shrinks.	Rice Cake This gets condensed.
Fire This generates heat and disappear.	Powder This explodes when heated.	Wood This burns when heated.	Surface Tension This curls up.	Viscous This flows slowly.	Rice Very sticky.
Steam This flows unaffected by gravity.	Hot Wall This heats other materials.	Cold Wall This turns steam into water.	Faucet This generates water.	Outflow This absorbs everything.	Fulcrum Solid material with an axis
	Oil Lighter than other materials.		Character Objects drawn with this material become controllable.	Brittle This breaks under too much pressure.	Zombie This erases particles.

- In the Custom mode, you can combine multiple properties to create new materials.

Water Evaporates when heated.	Wall Immovable	Solid Its shape cannot be changed.	Elastic This tries to keep its original shape.	String This stretches and shrinks.	Rice Cake This gets condensed.
	Powder This explodes when heated.	Burnable This burns when heated.	Surface Tension This curls up.	Viscous This flows slowly.	Rice Very sticky.
Steam This flows unaffected by gravity.	Hot This heats other materials.	Cold This turns steam into water.	Faucet This generates water.	Outflow This absorbs everything.	Fulcrum Solid material with an axis
Link This unites objects.	Light Lighter than other materials.	Heavy Heavier than other materials.	Character Objects drawn with this material become controllable.	Brittle This breaks under too much pressure.	Zombie This erases particles.

09. Control Time Passage

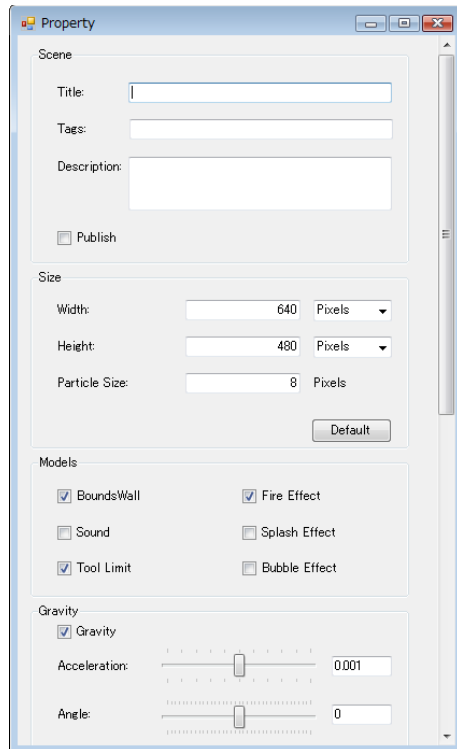
- Click "Window" > "Time."



- "Simulation" shows the time spent after you start creating the current scene.
- "Pause" stops the physics simulation.
- "Reset" resets the time back to zero.
- "Movie" shows the recording time.
- You can start recording a movie of the current scene by clicking the "Capture" button. To stop the recording, click the button again. You can save the movies in your local environment.

10. Change Scene Settings

- Click "Window" > "Properties."



Scene

- Title: Enter the title of the scene.
- Description: Enter the description of the scene.

Size

- Width: You can set the scene window width.
- Height: You can set the scene window height.
- Particle Size: You can change the particle size by pixels.
- Default: Click this to return to the default settings.

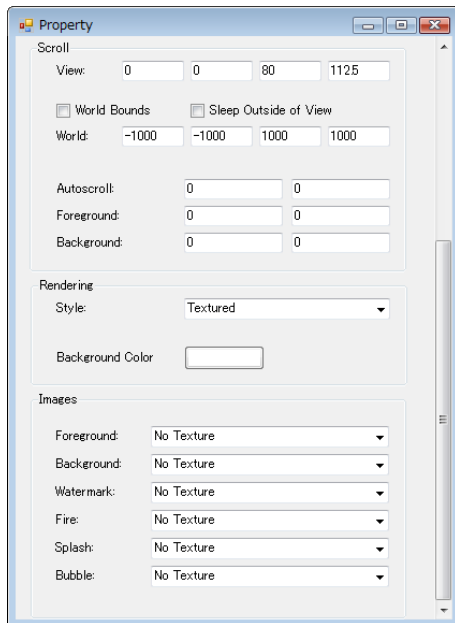
Models

- Bounds Wall: Click this to treat scene boundaries as walls.
- Sound: Click this to add sound effects to water.
- Tool Limit: Click this to restrict available tools depending on scene settings.
- Fire Effect: Click this to add flame visual effects to fire.
- Splash Effect: Click this to use visual effects of splashing water.
- Bubble Effect: Click this to use visual effects of water bubbles.

Gravity

- Gravity: Click "Enabled" to make the gravity effective.
- Acceleration: Use this to control the gravity level.
- Angle: Use this to change the direction of gravity.

10. Change Scene Settings



Scroll

- View: This shows coordinates of the screen (left, bottom, right, top) by the particle.
- World Bounds: Click this to set simulation boundaries separately from the window boundaries.
- Sleep Outside of View: Click this to stop movements of particles outside of the displayed area to improve performance.
- World: shows coordinates of the simulated area (left, bottom, right, top) by the particle.
- Autoscroll: Set 1 to make the display area follow the movement of objects you draw using the "Character" material.
- Foreground: You can set the foreground image property here to determine whether the image fits to View (0) or World (1).
- Background: You can set the background image property here to determine whether the image fits to View (0) or World (1).

Rendering

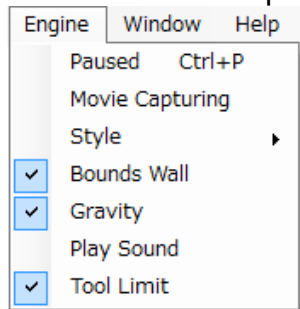
- Style: You can set the rendering style for materials you draw here.
- Background Color: You can change background colors here.

Images

- Foreground: You can set foreground images here.
- Background: You can set background images here.
- Watermark: You can set images seen through liquids here.
- Fire: You can set images for the flame visual effects here.
- Splash: You can set images for the splashing water visual effect here.
- Bubble: You can set images for the water bubble visual effect here.

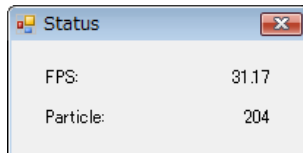
11. Change Scene Settings (simple)

- Some of the "Properties" functions can be called from the "Engine" menu.



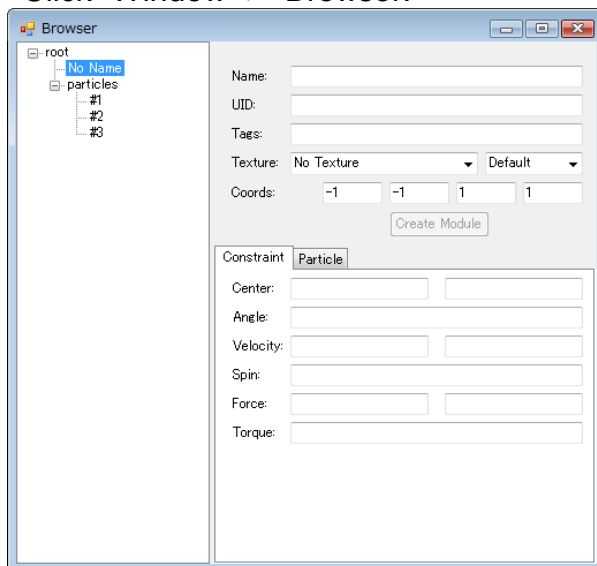
12. Display Current Status

- Click "Window" > "Status."



13. Display Browser

- Click "Window" > "Browser."



14. Edit Object Properties

- In the Browser window, select an object you want to edit in the list.
- Name: Set the name of the object.
- UID: Set the unique ID for the object.
- Tags: Set a tag/tags to categorize the object.
- Texture: Set a texture you would like to use for the object.
- Coords: Set coordinates of the texture.
- Constraint: You can restrict object movements by entering numbers/formulae in this section.
- Particle: By clicking the "Splittable" checkbox in this section, you can make objects that don't get split even when you use Slicer.

15. Use Art Pieces

- Click "Window" > "Art Pieces."
- To use art pieces, drag and drop the art piece you want to use into the scene window.

